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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 erubesant 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, decisive for a functioning megamod the right combination of the the mods in a specific sequence. 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.blackwyrmblair.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 in various languages, 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 B.G World Project aims to merge the games of the Baldur’s Gate series and the additional contents created by its community into one epic 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.

The B.G World Project is constantly going through changes to acquire a more stable and bug free version with every new update. Over time, most mods that currently are existing for Baldur’s Gate were added to the manual and will be installed in the right place by the B.G World Install.bat. The number of modifications may be overwhelming and the goal is NOT to install them ALL but to provide a base frame for a megamod installation to combine the mods that you want at their best regardless of their rating. Pick and choose which mods you want to play, some are better, some are worse, some are overpowered and others are not compatible. Bear in mind the more mods you install, the greater the risk that conflicts, undiscovered until now, will appear.

When you install to many mods you may get too many quests to solve. This causes that you visit already explored areas several times and talk with the same people again. Every time you travel you always get ambushed and it starts to become annoying when you travel so much.

Please note: The B.G World Project is meant only for the classic version of BG1 and BG2 and not for the enhanced edition. Read more about this in the chapter BG classic vs EE.

For a satisfying game you first should make your own choice of appropriate quests and NPCs and add tweaks, items and spells only with caution. With many tweaks you can easily get an unbalanced game that spoils the gaming experience.

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 specific order but not in another, and many of the particular components are conflicting, in particular the tweaks.

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, especially some of the older mods simply replace one or several files with their own. Then the next mod 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 by using the B.G World Install.bat is faultless. That does not mean however, that the mods themselves are faultless.

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.
IN THREE STEPS TO SUCCESS: CONDITION

HARD DISK

The hard disk should be formatted as NTFS, not as FAT32. The number of files in the override folder for a full installation of BWP exceeds the limit of the FAT32 system to max. 65,534 files!

If your computer is equipped with a second hard drive then install BWP there. The installation on the second hard disk is much faster (in my case in less than half the time!)

The full installation requires more than 50 GB of hard drive space and temporary 2.54 GB for Baldur’s Gate I.

Note that afterwards still 15% of the disk should be free to allow the operating system to function properly.

RAM

A few mods (Stratagems for example) need up to 4 GB RAM. Windows XP can only address max 2 GB RAM despite with how many RAM your computer is equipped.

So you need at least the Windows 7 operating system (64 bit recommended). Your computer must be equipped with more than 4 GB RAM. Set your virtual memory at least on doubled the size of your installed RAM.

If you have Windows 7 32 bit installed you must remove the 2 GB limit with the patch from here:
http://www.unawave.de/windows-7-tipps/32-bit-ram-barrier.html?lang=EN

Note: As long as the DDR limit is unlocked, the Windows update does not work.

INSTALLATION PATH

(Will be executed by the B.G World Install.bat)

BGII will be installed into the directory „C:\Program Files\Black Isle\BGII - SoA“ (without quotes) by default. As of BWPv10.1 you can install BG2 at any other location and rename the folder as desired. The B.G World Install.bat checks the installation of the main directory and corrects the paths in the baldur.ini.

Windows Vista and Windows 7 are using a security feature that protects the programs which are installed into Program Files folders (including x86 on 64-bit systems) from being altered after the install is complete. This is an issue for older games like Baldur’s Gate because they want to create and edit save games and settings files within the game’s installation folder, which the security feature is preventing you from doing.

You will either need to disable UAC while running the Big World installer (you can enable it again afterwards) or better install the game outside of the Program Files folder (for example C:\Games\...).

In any case you change the default directory you need to adjust the baldur.ini inside the main directory. Open it with a text editor. You will find below [Alias] the pathnames like this:

HD0:=C:\Program files\Black Isle\BGII - SoA\nCD1:=C:\Program files\Black Isle\BGII - SoA\CD1\nCD2:=C:\Program files\Black Isle\BGII - SoA\CD2\;C:\Program files\Black Isle\BGII - SoA\CD2\nCD3:=C:\Program files\Black Isle\BGII - SoA\CD3\nCD4:=C:\Program files\Black Isle\BGII - SoA\CD4\nCD5:=C:\Program files\Black Isle\BGII - SoA\CD5\n
Make sure that the listed pathnames are identical with the real pathnames and rename them if necessary.

CLEAN INSTALL - CD AND DVD VERSION ONLY

Install Baldur’s Gate with all components (all check boxes activated).
Install the extension TotSC legends of the sword coast with all components.
Install the patch 5512.
DO NOT install Baldurdash and DO NOT install the TOSC DirectX 8+ Patch!
Install Baldur’s Gate: The Original Saga with all components (all check boxies activated)

Install Baldur’s Gate II - Shadows of Amn with all components (all check boxies activated).
Install the extension Thrones of Bhaal with all components.
Install the patch 26498.
DO NOT install Baldurdash and DO NOT install the Patch 26499, as it's likely to make your game uncompletable!

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 DVD from the folder ...\CD5\movies into the movies folder.

As of BGT v1.15 this mod fixes the problem occurring in some languages with the missing sound files. Therefore, these files must not be added as before by yourself any more.

CLEAN INSTALL - GOG DIGITAL VERSION ONLY

Install Baldur's Gate v1.3.5512
Install Baldur's Gate II v2.5.26498.
DO NOT install any Patch! They are included already in this version.

The default directory for BGII using gog.com is: "...\GOG.com\Baldurs Gate II" (no quotes). Therefore, the directory name needs to be changed to "BGII - SoA" (a space before and after the hyphen).
(Not needed when using the B.G World Install.bat as of v10.1).

You must also change the Baldur.ini. Open it with a text editor. Under the line "alias" you will have to change the lines for HD0 and CD1-CD6 to reflect the proper path to the directory. (will be executed by the B.G World Install.bat)

CONFIGURATION OF BALDUR’S 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. With graphics options select the highest resolution; 1024 x 768 and in window mode choose full image.

SHORTLY PLAY THE GAME
(not required when using B.G World Installpack)

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.

Start Baldur’s Gate and adjust your settings. Take in any prepared character. It is only a test!
Start a game and as soon as you can, press the „Q“ key for a quick save.
Quit the game.
Start Shadows of Amn. Take in any prepared character. It is only a test!
Start a game. A score will be saved automatically.
Quit the game, when the dialogue with Iomae is finished. (The answers make no difference for the test.).
Start Throne of Baal. Take in any prepared character. It is only a test!
Start a game. A score will be saved automatically.
Quit the game as soon as you can do so.
DOWNLOAD OF THE MODS

Download all the mods you are interested in, into a separate folder that you name BiG World Downloads. The `B.G World Install.bat` extracts all mods out of this folder into your BGII - SoA folder regardless of their file format (even if they are wrapped in NSIS).

During the Installation some fixes and patches are required. All needed files (patches and fixes) are included in the folders `B.G World Fixpack`, `B.G World Textpack` 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.

EDITING THE FILE BALDUR.INI

(Will be executed by the `B.G World Install.bat`)

Activate Cheats
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.
Open the file baldur.ini in the BGII-SoA-folder with an text editor
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.
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”.

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.

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.
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.

Disable your antivirus program and any unnecessary programs that are running in the background because otherwise the installation will last much longer (up to several hours). In addition, possible sources of error are excluded (some errors in the installation can be caused by a virus scanner for example randomly some files may get lost or damaged). Deactivate automatic updates for your operating system. Reboot your computer.

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.

Installation of mods such as Tweaks Anthology, 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.

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!

WeiDU’s autoupdating not always working right from time to time. You may have a virus alert or it breaks off. Both does not happen when you use the Install.bat.

SPECIAL CASE WINDOWS VISTA

Open the Start menu and write into the search field "cmd.exe"
Right-click on "cmd.exe" and select “Administrator” in the context menu.
A command line window opens.

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.
Then write into the line C:\Program Files\Black Isle\BGII - SoA> behind the arrow "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.

DISABLE PROGRAM COMPATIBILITY

Disable Program Compatibility Assistant in Windows 7

1. Click on Start and type in services.msc, hit enter.
2. Scroll down the list in the window that appears until you see program compatibility assistant service.
3. Highlight the service.
4. Right click on it and select properties.
5. Next to startup type, select disable.
6. For service status, select stop.
7. Hit apply.
8. Hit OK.
Please be advised that Windows 10 operating system will receive frequent hardware driver and software updates following its release; this may affect game compatibility.

You need to have full admin privileges to be able to run the BWP batch program correctly otherwise several mods fail to install.

**INSTALLATION WITH THE B.G WORLD INSTALLPACK**

Once you start the **B.G World Install.bat** by double-clicking a dialogue begins that leads you through the configuration. The program checks the prerequisites for the installation. If necessary, you will be prompted to add the missing files.

You can choose your game (BGII or BGT), the type of mods (quests, NPCs, items, tweaks and so on, the difficulty and much more. When occurring incompatibilities, the program offers solutions. You can also select under various compilations recommended by players or you can use your previously created own selection.

Then the entire **B.G World Megamod** will be installed according to the **B.G World guide** and according to the settings. Missing mods will be simply skipped.

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

The real installation is terrifically simplified by the **B.G World Installpack** and the installation time is drastically reduced by many hours. Nevertheless, the installation of all components, as described in the instructions, takes more than 15 hours. *These times refer to a computer with 2.66 GHz and can vary according to PC.*

**Note:** The **B.G World Installpack** is designed to install all the mods that are existing in your BGII folder. For a satisfying game you should make a choice before and not throw unhesitatingly all the mods into the BGII folder. The more mods you install, the greater is the risk that conflicts, undiscovered up until now, will appear.

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!

**Note:** The **B.G World Installpack** not only installs mod after mod, but also restores continuously missing entries in several IDS files. Without this feature you would get “parse errors” with some mods and the installation of many components would fail. For this reason I strongly advise against installing manually!

**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**.

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/Windows7, however not with Windows 98.
The B.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 400 separate mods.
1. CORRECTIONS AND IMPROVEMENTS

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

1.1 MKs BG1Textpatch Revised v3.3
~SETUP-BG1TP.TP2~

only for German users

1.2 Patch correctif des textes pour Baldur's Gate 1 (et TotSC) v0.9
~CORRECFRBG1/CORRECFRBG1.TP2~

only for French users

1.3 Traducción mejorada BG1 y TOTSC v5
~SETUP-ABRA.TP2~

only for Spain users

1.4 MKs BG2Textpatch Revised v3.4 (1)
~TP/SETUP-TP.TP2~

only for German users

1.5 Patch correctif des textes pour Baldur's Gate 2 (et ToB) v1.2
~CORRECFRBG2/CORRECFRBG2.TP2~

only for French users

1.6 Traducción mejorada BG2 y TOB v3
~TRADUCCION_MEJORADA/TRADUCCION_MEJORADA.TP2~

only for Spain users

1.7 BG2-Soundfix

only for German users

1.8 Sonidos_BG_TotSC_castellano

only for Spain users

1.9 Throne of Bhaal Extender (TobEx) Beta 0026
~TOBEX/TOBEX.TP2~

This tool enables a lot of enhancements to the game engine without hacking the .exe file.
TobEx should be installed and configured before installing dependent mods. However, if you run into issues in the game later, you can still manually edit TobEx.ini and disable hacks.

The components of "Taimons tob_hacks" are fully included in this mod.

Copy the folder TobEx and the file Setup-TobEx.exe into your main SoA directory.

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 [Extras]? [Y]es
Install Component 100 [TobEx - Core]? [I]nstall

"TobEx - Core" is the minimum requirement to use TobEx.

Install Component 101 [Apply Concentration Check On Damage [WIP]]? [I]nstall
Install Component 102 [Awaken On Damage]? [I]nstall
Install Component 103 [Blindness As Spell Description]? [N]ot install

Not together with Spell Revisions because it also change Blindness; the spell description for Blindness would at least be wrong if TobEx overrides how this spell acts on engine level, when Spell revisions does this also later.

Install Component 104 [Disable Stoneskin Grey Colour [C]]? [N]ot install

This component is identical to tob_hacks, SCS, SCS, and Spell Revisions. Currently it will be installed by SCS.

Install Component 105 [No Spell Interruption On Zero Damage]? [I]nstall
Install Component 106 [Use Caster Level On Mirror Image [C]]? [I]nstall

This component is identical to tob_hacks, SCS, SCS, and Spell Revisions.

Install Component 107 [Allow All Races to Dual Class]? [I]nstall
Install Component 108 [Allow Equipping Armor in Combat]? [I]nstall
Install Component 109 [Disable Experience Boost]? [I]nstall
Install Component 110 [Disable Force Inventory Pause]? [N]ot install

This component is incompatible with Yasraena NPC and maybe some other NPCs and causes problems with the inventory management.

Install Component 111 [Disable Silence On Charm]? [I]nstall

This component is identical to tob_hacks, SCS and SCS.

Install Component 112 [Level One Proficiency Restrictions]? [I]nstall
Install Component 113 [Remain Hidden On Pickpocket Success [C]]? [I]nstall

This component is NOT compatible with tob_hacks.

Install Component 114 [Rest Spawns Advance Time]? [I]nstall
Install Component 115 [Dialogue Greeting Subtitles]? [I]nstall
Install Component 116 [Enable Animation Attack Sounds]? [I]nstall
Install Component 117 [Universal Four Inventory Weapon Slots]? [I]nstall
Install Component 118 [Subtitles For Standard Soundsets]? [I]nstall
Install Component 119 [Remove all race-class restrictions]? [N]ot install

Note: there are no pre-existing animations for halfling mages and non-human monks. Therefore, animation IDs for the former are set to the halfling cleric and the latter to fighter of the same race.

Install Component 120 [Drop Inventory on Disintegrate]? [I]nstall
Install Component 121 [Drop Inventory on Frozen Death]? [I]nstall
Install Component 122 [Drop Inventory on Stone Death]? [I]nstall
Install Component 123 [Enable Auto-Pause On All Screens]? [I]nstall
Install Component 124 [Make All Attack Animations Genuine Attacks]? [I]nstall

Successfully installed
Press ENTER to exit

1.10 Ascension v1.4.24
~SETUP-ASCENSION.TP2~

This mod changes the end of Throne of Bhaal and changes some encounters.
This mod contains excellent tougher versions of four members of the Five, but no tougher version of Sendai, Throne of Bhaal's ultimate spellcaster. You can add the missing tougher Sendai with the Oversight mod.

Ascension is one the most popular mods at all, but as long as he is not fundamentally revised, it causes troubles in each configuration. Ascension is about the only mod that should be installed before the BG2 fixpack. The Big Picture mod contains its own, improved version of this mod.

Ascension is fully compatible with SCS, however, the version of Ascension that is included in the Big Picture mod is not compatible with SCS.

The component 'Tougher Illasera' needs to be installed before BG2-WeiDU, since AR4000.BCS is replaced, resulting in all the BG1 dream cutscenes occurring at rest in a Throne of Bhaal game.
1. CORRECTIONS AND IMPROVEMENTS

Note: The new Ascension v2.0.6 is not compatible with Iylos, Edwin Romance, Wheels, Longer Road because these mods want to add content to BALTH2 from Ascension v1 which is no longer existing in Ascension v2. Beside this I did not found the right place to install Ascension v2 yet.

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

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

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)]? [I]nstall

There might be a conflict between UB's Sarevok's Remorse and Ascension's Sarevok dialogues.

Install Component 1 [Tougher Abazigal (optional, requires ToB)]? [I]nstall
Install Component 2 [Original Tougher Demogorgon (optional, requires ToB)]? [I]nstall
Install Component 3 [Tougher Grummir (optional, requires ToB)]? [I]nstall
Install Component 4 [Tougher Illasera (optional, requires ToB)]? [I]nstall
Install Component 5 [Tougher Yaga-Shura (optional, requires ToB)]? [I]nstall

Successfully installed Press ENTER to exit

1.11 Oversight v16 (1)
~SETUP-OVERSIGHT.TP2~

NOTE: 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 BG2 Fixpack, all the others much later after the installation of Big Picture!

For full description see step (2)

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

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]nstall

This component must be installed at the beginning of the megamod.

Not together with "Improved Sendai" from the BP mod.

Install Component next component

Successfully installed Press ENTER to exit

The readme opens.

1.12 BG2 Fixpack v13
~BG2FIXPACK/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!

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

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Would you like to Display the components from [Optional, But Cool]? [Y]es
Install Component 0 [BG2 Fixpack - Core Fixes]?
Install Component 1000 [1] GTU Light (by Wisp) [I]nstall
Install Component 1001 [2] GTU Classic (from Baldurdash, by Kevin Dormer) [I]nstall
Install Component 3 [BETA Core Fixes (please check the readme)!]?
Install Component 100 [Party Gets XP for Sending Keldorn to Reconcile With Maria]? [I]nstall
Install Component 101 [Improved Spell Animations]? [I]nstall
Install Component 102 [Cromwell’s Forging Actually Takes a Day]? [I]nstall
Install Component 103 [Mixed-Use Dagger Fixes]? [I]nstall
Install Component 104 [Ghreyfain’s Holy Symbol Fixes]? [I]nstall
Install Component 106 [Giants Receive Penalties When Attacking Halflings, Dwarves, and Gnomes]? [I]nstall
Install Component 107 [Remove Dual-Classing Restriction from Archers and Stalkers]? [I]nstall
1. CORRECTIONS AND IMPROVEMENTS

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<td>[Remove Thieving Start Bonuses from Bard and Ranger Skills]?</td>
<td>[I]nstall</td>
</tr>
</tbody>
</table>

Successfully installed Press ENTER to exit

The readme opens.

There are no corrections or improvements listed directly in the README document provided. The text reads:

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

1.13 Vlad's Compilation v2.1 (1)
~SETUP-VCV21.TP2~

NOTE: This mod must be installed in two steps! The Baldurdash components 0, 1 and 2 must be installed before the Item Revisions main component but the component RESTORED DAKKON'S BLADE should be installed only after it! TS must be installed after the BP core component but before NEJ! KeldornR should be installed after TS and NEJ.

For full description see step (2)

Copy the folders Custom Portraits, NeJE, override, ReadMe and the files NeJEAreasSounds.bat, oggdec.exe, Setup-V Cv10.exe, Setup-V Cv10.tp2 and tisunpack.exe into your main SoA directory.

One or more files of this mod must be changed and you need a special edition of the tp2 file. This will be done by the patch from the folder BG World Fixpack.

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? [Ask about each one?]
Install Component any component [N]ot Install except:
Install Component 0 [MY COMPILATION]?
Install Component 1 [Baldurdash Fix Pack for SoA-ToB, v1.76 WeiDU]?

This core component must be installed before the Item Revisions component 0.

Install Component 2 [Core Baldurdash Fixes (by Kevin Dorner)]? [I]nstall
Install Component next component [Q]uit
Successfully installed Press ENTER to exit

1.14 igi's Key Names v2
~IIKEYNAMES/SETUP-IIKEYNAMES.TP2~

The Key Names mod simply alters the names of key items used in ToB to indicate whether they have been used, or are yet to be used, depending on the state of the door they are intended for.

iikeyNames can only be installed as long as the 2da files are three-columned, that means only before the big BG2 mods.

NOTE: Party AI must be enabled for this mod to work correctly.

Copy the folder iiKeyNames and the file Setup-iiKeyNames.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component [View Readme]? [N]ot Install
1000 1] Show readme after installation
2000 2] Do not show readme after installation
Install Component 2001 [Key Names]? [I]nstall
Successfully installed Press ENTER to exit
1. CORRECTIONS AND IMPROVEMENTS

1.15 One Pixel Productions v4 (1)

~1PP/1PP.TP2~

This is an essential mod that improves with attention to detail, the graphics of BGII. This mod combines and complements the previously disjointed mods 1PP v2.7, 1PP v3: Avatar Fixes 2, 1PP v3: Female Dwarves, 1PP v3: Thieves Galores v1.1 and a few more to one huge single mod.

*Item Revisions is compatible with 1PPv4 when you follow this installation order:*

Install before IR's main component:
- 101 Core Paperdolls (included in IR but required for other 1PP components)
- 400 Core Updates and Item Patches (partially included in IR but required for other 1PP components)
- 401 Improved Projectile Effects

Install after IR's main component:
- 113 Smart Avatar & Armour Switching
- 210 Increased Paperdoll Object Variety (core)

Don't install because they are already included:
- 203 Restored Flame Sword Animations
- 204 Colourable Quarterstaves
- 205 Legacy Shields v2
- 206 Additional Shield Animations (core)
- 207 Wizards' Staves (core)
- 208 Additional Helmet Animations (core)

Aurora's main component also patches BGMain.exe, therefore 1PP component Unique Thief Avatars can not be installed after Aurora or after Infinity Animations main component.

At least the 1PP component "Softer Spell Effects" must be installed before Spellpack because otherwise some spells and items will be faulty patched and display wrong animations.

**NOTE:** This mod must be installed in three steps! Only the components Core paperdolls and Core content patches should be installed before Item Revisions. All the others components must be installed to the end of the megamod.

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

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 **101** [Core paperdolls]?

Required for most of the components that follow.

This component is mostly included in Item Revisions but the One Pixel Productions component is more up-to-date.

Install Component [Extended palette entries]?

This component raises the count of available colours from 116 to 256.

only for Mac OS X

Install Component **103** [2] Full install (recommended) [2]

This component is neither compatible with LadeJarl Tutu's GUI nor with W_GUI.

Install Component **105** [Avatar fixes]?

Requires component 101

Fully compatible with Item Revisions

Install Component [Female Dwarves]?

This .exe patch allows separate animations for female and male dwarves AND female gnomes.

Install Component **106** [1] Separate Avatars for Female Dwarves - Baldur's Gate II
- **107** [2] Separate Avatars for Female Dwarves - Icewind Dale II
- **108** [3] Separate Avatars for Female Dwarves - Icewind Dale II EU
- **109** [4] Separate Avatars for Female Dwarves - Icewind Dale I HoW

This .exe patch supports full thief animation avatar sequences. This component will fail to install if Infinity Animations is already installed.

Install Component **110** [1] IWD HoW/TotL - Unique Thief Avatars
- **111** [2] BGII - Unique Thief Avatars
- **112** [3] IWDII - Unique Thief Avatars

Install Component **113** [Smart Avatar & Armour Switching]?
This is an improved version of the Tweaks Anthology component [Change Avatar When Wearing Robes or Armor (Galactygon)]. You may not install both together.

Install Component 114 [Softer Spell Effects]? [I]nstall

Note that 3D support has to be enabled for this component to work properly. In the baldur.ini there should be a line 3D Acceleration=1 under [Program Options]. If you run your game with software rendering mode, it is not recommended to install this.

WARNING: This component will only work properly with 3D support enabled (alpha blending). Installing this component on BG2 in software rendering mode IS NOT A GOOD IDEA.
1. I understand and want to continue.
2. Cancel installation.

PLEASE ENTER 1 OR 2
Install IWD-style Agannazar’s Scorcher or alternate style?
1. IWD style
2. BGII alternate

PLEASE ENTER 1 OR 2
Install less obtrusive dispel magic effect?
1. Yes
2. No (install improved stock effect instead)

PLEASE ENTER 1 OR 2

Requires component 101

Install Component 200 [Core content patches]? [I]nstall

Requires component 101

Install Component 201 [Consistent spell and scroll icons]?
Install Component 202 [Spell tweaks]?
Install Component 203 [Restored flame sword animations]?

Requires component 101

Install Component 204 [Colourable Quarterstaves]?

Requires component 101; fully compatible with Item Revisions

Install Component 205 [Legacy Shields]?

Requires component 101; not compatible with the current Item Revisions

Install Component 206 [Additional Shield Animations (core)]?

Requires component 101; not compatible with the current Item Revisions

Install Component 207 [Wizards’ Staves (core)]?

Requires component 101

Install Component 208 [Additional Helmet Animations (core)]?

Requires component 101; not compatible with the current Item Revisions

Install Component 209 [Attachable wings (core)]?

Requires component 101

Install Component 210 [Increased paperdoll object variety (core)]?

Requires component 101

Install Component 400 [Core updates and item patches]?

Requires components 101 and 200, also suggested 203, 204, 205, 206, 207, 208, 209, 210

WARNING: What this component installs/offers to install depends on what other components are installed (e.g. it can only make use of additional object animations if they are available). If you have not yet installed a previous component of this mod that you would like to, now is the time.
1. I understand and want to continue.
2. Cancel installation for now.

PLEASE ENTER 1 OR 2

NOTE: As 1ppv4 is rather huge, it makes sense to include some options to pick from the material. This is going to happen in a number of plain text questions (such as this one), but if you like you can skip the whole process and just go with a ‘standard install’ if you’d like to call it that.
1. Yes, I want to carefully decide how I want things to look and work.
2. Just install already!

PLEASE ENTER 1 OR 2

SETTING 1: SHIELD APPEARANCE
This sets the standard appearance of shields in the game in the sense that these will be the ones you mostly find in stores, etc. Does not necessarily affect magical items or prevent you from finding other items. ‘Standard’ options marked with [default]
1. 1ppv4-Baldur’s Gate II style [default]
2. Baldur’s Gate I style
3. Faux Baldur’s Gate I style (use BG1 icons but not animations)
4. Skip this part of the install

PLEASE ENTER 1,2,3 OR 4
SETTING 1B: SCATTER SHIELDS THROUGHOUT GAME
This determines whether the available extra shields are scattered throughout the game world (in the form of new items, random finds, etc.) for you to find or not. 'Standard' option marked with [default]
1. Yes [default]
2. No
PLEASE ENTER 1 OR 2

SETTING 2: HELMET APPEARANCE
This sets the standard appearance of helmets in the game in the sense that these will be the ones you mostly find in stores, etc. Does not necessarily affect magical items or prevent you from finding other items. 'Standard' options marked with [default]
1. 1ppv4 style [default]
2. Faux Baldur’s Gate I style (use BG1 icons but not animations)
3. Baldur’s Gate II style
4. Skip this part of the install
PLEASE ENTER 1,2,3 OR 4

SETTING 2B: SCATTER HELMETS THROUGHOUT GAME
This determines whether the available extra helmets are scattered throughout the game world (in the form of new items, random finds, etc.) for you to find or not. 'Standard' option marked with [default]
1. Yes [default]
2. No
PLEASE ENTER 1 OR 2

SETTING 2C: HELMET COMPATIBILITY
This is mainly for unsupported third party mods and determines the animation these will use. 'Standard' options marked with [default]
1. updated Baldur’s Gate II style [default]
2. based on Baldur’s Gate I style
3. Skip this part of the install
PLEASE ENTER 1,2 OR 3

SETTING 3: ARMOUR ITEM ICONS
This sets the standard appearance of armour inventory icons in the game. Does not necessarily affect magical items or prevent you from finding other items. 'Standard' options marked with [default]
1. 1ppv4 style [default]
2. Baldur’s Gate I style
3. Baldur’s Gate II style
4. Skip this part of the install
PLEASE ENTER 1,2,3 OR 4

SETTING 3B: SCATTER ARMOUR THROUGHOUT GAME
This determines whether the available alternates are scattered throughout the game world (in the form of new items, random finds, etc.) for you to find or not. 'Standard' option marked with [default]
1. Yes [default]
2. No
PLEASE ENTER 1 OR 2

SETTING 4: FORCED ITEM COLOURS
This determines which item colours are set/editable for equipped items. By default, magical items have set item colours while non magical shields/helmets do not (allowing you to customise them via your clothing colour).
1. Yes for magical items/No for non-magical items [default]
2. Yes for both magical and non-magical items
3. Yes for both magical and non-magical items, but exclude BG1 legacy shields
4. No for either magical nor non-magical items
PLEASE ENTER 1, 2, 3 OR 4

SETTING 5A: PAPERDOLL SHADOWS (SHIELDS)
Traditionally, equipped objects do not render shadows on paperdolls. Enable this option if you want shields to cast shadows on paperdolls.
1. No
2. Yes [default]
PLEASE ENTER 1 OR 2

SETTING 5B: PAPERDOLL SHADOWS (HELMETS)
Traditionally, equipped objects do not render shadows on paperdolls. Enable this option if you want hel-
mets to cast shadows on paperdolls.
1. No
2. Yes [default]
PLEASE ENTER 1 OR 2

Do you want gems to require some lore to identify?
1. Yes please.
2. No thank you.
PLEASE ENTER 1 OR 2

Install Component 401
Requires components 200 and 400
[Improved projectile effects]?
[Install]

Install Component 300
[Fixed animations for solars and elementals]?
[Not Install]

Install Component 301
[Miscellaneous content fixes]?
[Not Install]

Successfully installed
Press ENTER to exit
BGT takes corrections to the mods CtB, TDD, SOS 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 deinstallation with WeiDU is not possible.

Due to their complexity the mods until today are not yet bug-free. A general problem of the big BG2 mods (NEJ, TDD, SOS, RED, CTB) is that they all use files from IWD, but these were not renamed and if for example a quest item of TDD has the same file name as a quest item of NEJ, of course, this leads to complications. 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. For beginners, these mods are not recommended.

2.1 The Darkest Day v1.14

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.

Either install TDD before BGT to have imported BGT NPC’s from BG1 to get the quests offered by TDD or install TDD after BGT for TDD NPC’s to have their quests function.

TDD completely alters Ellesime’s dialogue in a way that makes it incompatible with Ninde.

This mod is neither compatible with the NEJ3 component "Firewalker" Shar-Teel (custom kit and continuous character) nor the the Shar-Teel mod.

This mod is technically not compatible with BG1NPCSoA because you would have some NPCs twice.

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

TDD requires the worldmap file already extracted otherwise installation does not progress at all.

Double-click the Setup. The DOS dialogue appears:

Choose your language: [0] [English]

Install Component 0 [The Darkest Day, v1.14]?

Install Component 1 [TDD Charakter Kits]

Priests of Auril, Priest of Mystra and Priest of Tempus from TDD and RTT kitpacks are mutually exclusive.

Thug kit from Paladins of Faerûn kitpack and Ninja from RTT kitpack are incompatible with TDD kitpack which contains same kits.

Successfully installed [The Darkest Day, v1.14] Press ENTER to exit

Further files get copied Installation complete. Press any key . . . Press ENTER

If the TDD Charakter Kits component is selected, 76 kits will be added to the game: 22 fighters, 9 rangers, 7 paladins, 13 clerics, 7 druids, 12 thieves and 6 bards. Not all of them are available for every race.

The kits are: Mage_Hunter, BladeSinger, Frost_Dweller, VampireHunter, Marksman, Sellsword, Grunt, Pit, Duergar, Guardian, Ravager, Drowf, Drowb, Troll, Fgnome, Breach, Harch, Tact, Blademast, Rhythm, Vind, Holy, Tief, Amazon, DDChanter, Cronicle, Minstrel, Troubador, Buccaneer, Musician, Shaman, Shadow, Aerial, Aquatic, Just, Dream, Cerebral, Lord, Demon, Healer, Selune, Malar, Aunl, Warlock, Faith, Drowc, Silvan, Tybboch, Tempus, Amaunator, Shar, Tyr, Mystra, Wilderness, Samurai, ShadElf, Drowr, Tracker, Giant, Eye, Forest, Slinger, Ninja, Knife, Sniper, Swifr, Drowa, Burglar, Plane, Thug, Huntsman, Deliver, Merchant, Swindler, Anti_Paladin, Dragon Ripper, Saurial Paladin, Dark Knight
2.2 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.

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

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [Shadows Over Soubar, v1.13]?
Install Component 1 [Remorhaz walking speed adjustment]
Successfully installed [Shadows Over Soubar, v1.13]

Further files get copied
Installation complete. Press any key . . .

Press ENTER to exit

The readme opens.

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

2.3 Check the Bodies v1.13a
~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 creatures, 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 will be solved with "Infinity Animations".

This mod is incompatible with the component Continuous and Custom Kit Imoen from Vlad's Compilation because in spell.ids both of them use the same literal number for different symbolic identifiers.

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.

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

Choose your language: 0 [English]
Install Component 0 [Check The Bodies]?
Install Component 1 [Check The Bodies]
Successfully installed [Check The Bodies]

This installation may last 9 minutes!
Installation of the core CtB package is complete. Press any key . . .

Choose your language: 0 [English]
Install Component 0 [Candlekeep Chores]?
Install Component 1 [Candlekeep Chores]
Successfully installed [Candlekeep Chores]

Candlekeep Chores is complete. Press any key . . .

Press ENTER to exit

Press ENTER

The readme opens.

2.4 Check the Bodies Fast Forward v1.1
~SETUP-CTB_FF.TP2~

This mod enables you to skip the Candlekeep Chores installed before during the game.
(for CtB v1.8 or later)

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]?
Install Component 1 [Check the Bodies Fast Forward, v1.1 (for CtB v1.8 or later)
Successfully installed [Check the Bodies Fast Forward, v1.1 (for CtB v1.8 or later]

Press ENTER to exit

The readme opens.
2.5 TethyrForestPatch v3b
~TETHYRFORESTPATCH/SETUP-TETHYRFORESTPATCH.TP2~

The original cave in the Forest of Tethyr was being changed by CtB. The mods TS-BP and Tashia still used the original cave for quests and scripts. This mod creates a new entrance to the cave that is achievable for all the mods without CLUA console.

Copy the folder TethyrForestPatch and the files Setup-TethyrForestPatch.exe and Setup-TethyrForestPatch.tp2 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]

Install Component 0 [Tethyr Forest Patch]?
Successfully installed [Tethyr Forest Patch]

Press ENTER to exit

2.6 Check the Bodies Cutscene Improvement
~SETUP-CTBCUTIMP.TP2~

As the cutscene is supposed to be a flashback of BG1’s happenings this little mod gives the characters involved armors and items they can wear.

The B.G World Fixpack copies the folder CtBcutImp and the file setup-CtBcutImp.tp2 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]

Install Component 0 [Check the Bodies cutscene improvement]?
Successfully installed [Check the Bodies cutscene improvement]

Press ENTER to exit

2.7 Region of Terror 2.1
~SETUP-ROT.TP2~

Don’t use Region Of Terror, v3.1 EE because it may break your whole installation! The override folder will be emptied completely. Also it is not compatible with NEJ3

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. Hundreds 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.

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

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

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]

Install Component 0 [Region Of Terror, v2.1]?
Successfully installed [Region Of Terror, v2.1]

Press ENTER to exit

Priests of Aurl, Priest of Mystra and Priest of Tempus from TDD and RTT kitpacks are mutually exclusive.

Knight kits from Paladins of Faerûn Kitpack and Enhanced BG2 mod are incompatible with Knight Paladin kit from ROT.

Gladiator kits from ROT and RTT are mutually exclusive.

Further files get copied
Installation complete. Press any key…

The readme opens.

There are some more not fixed bugs. See this forum for more information:

If the Region Of Terror Kit Pack component is selected, 20 kits will be added to the game: 3 fighters, 3 rangers, 2 paladins, 4 clerics, 3 druids, 3 thieves and 2 bards to the game.

The kits are: Holy_Swordsman, Lancer, Shadow_Walker, ElementWarrior, WoodProtect, Singer, Aurl, Deneir, Lovicatar, Doombringer, Samurai, Trail_Tracker, Silent_Hunter, Snare_Master, Harpist, Drifter, Knight, Dark_Paladin, Planar_Druid, Wisher, Aerial_Druid
If you install this mod together with Drizzt Saga, you should also install The One Drizzt!

2.8 Baldur's Gate Trilogy v1.20
~SETUP-BGT.TP2~

With this mod Baldurs 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.

Other than earlier versions of BGT the baldur.ini in the directory Baldur's Gate needs no more to be edited.
As of BGT v1.08 this mod includes the Dudleyville Fixes.
As of BGT v1.15 this mod fixes the problem occurring in some languages with the missing sound files. Therefore, these files must not be added as before by yourself any more.

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

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

NOT WITH GOG DIGITAL VERSION:
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.

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.

Do you want to biff all new resources? (recommended, except for mega-modification installations) [N]o

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.

Fault recovery at the installation of BGT-WeiDU (stored from v1.02, should no longer be needed)
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).
If the deinstallation is complete, you must restore again manually the Dialog.tlk and DialogF.tlk from the folder BGT\dialog.bak.
Take the CD out of the disk drive.
Start at the scratch again. Now according from experience the renewed installation runs without problems.

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 blank disk is even sufficient). Then continue with the installation.
Start at the scratch immediately afterwards again.

Continue with the other installation only when your BGT-WeiDU has installed perfectly.
2.9 Baldur's Gate Trilogy Graphics Overhaul v1.8
~BGGRAPHICS/SETUP-BGGRAPHICS.TP2~

This mod complements the extended night areas that are missing from all main areas except Baldur's Gate and adds the missing night minimaps to all main areas. It also fixes around ninety percent of the visual stupidities in Baldur's Gate city. These ranged from windows showing at night and not in the day (or vice versa) to whole buildings that changed from nicely maintained habitations during the day to complete derelicts as the sun went down. It gives all of the wall braziers their missing flames. Finally, almost all of the nasty blue and purple patches have been removed from the streets.

The mod includes the Sever Lightmaps mod.

*Install this mod before any other mod that makes changes to the BG1 areas because otherwise the game will crash when you enter these areas!*

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

Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o

Install Component 0

[BGT Extended Night and Baldur's Gate Map Fixes]? [I]nstall

There are two optional components:

Include the expanded AR7621 Iron Throne rooftop area?

1. Yes
2. No

Remove the purple patches from the ground in Baldur's Gate?

1. Yes
2. No

Successfully installed [BGT Extended Night and Baldur's Gate Map Fixes] Press ENTER to exit

2.10 Jondalar Fix for BGT v1.1
~SETUP-JONDALARFIX.TP2~

*This fix is not needed if Jarl's BGT Adventure Pack will be installed.*

As of BGT-WeiDu version 1.10, Jondalar's dialog contains a trigger error that allows for an exploit. This mod fixes that exploit.

Copy the folder *JondalarFix* and the files *Setup-Jondalarfix.exe* and *Readme-Jondalarfix.txt* into your main SoA directory.

Double-click the JondalarFix. The DOS dialogue appears:

Install Component 0

[Jondalar Fix for BGT]? [I]nstall

Successfully installed [Jondalar Fix for BGT] Press ENTER to exit

2.11 MKs BG2Textpatch Revised v3.4 (2)
~SETUP-TP.TP2~

*only for German users*

2.12 BGT-NPCSound-WeiDU v3
~SETUP-BGT-NPCSOUND.TP2~

*only for German users*

2.13 Restored Textscreen Music v9
~TXTMUSIC/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.

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

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

The readme opens.

### 2.14 Item Revisions v4 Beta 10 (20 June 2017) (1)

```
ITEM_REV/ITEM_REV.TP2~
```

**NOTE:** There is a revision for this mod - **IR Revised V1.2.4 (2019 January 20th)**

**NOTE:** This mod must be installed in two steps! Only the main component must be installed really early but after BGT.

All the others considerably later.

For full description see step (2)

Copy the folder **item_rev** and the file **setup-item_rev.exe** into your main SoA directory.
Copy the folder **item_rev** from **IR Revised V1.2.4** into your main SoA directory overwriting the designated files and folders with the new ones.

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 [Item Revisions by Demivrgvs]? [I]nstall  
Installed Component 0 next component  
Successfully installed [Q]uit Press ENTER to exit
```

### 2.15 Spell Revisions v4beta16 (1)

```
SPELL_REV/SETUP-PELL_REV.TP2~
```

**NOTE:** There is a revision for this mod - **SR Revised V1.1.0 (2019 February 5th)**

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.

**NOTE:** This mod must be installed in two steps! The component “Update Spellbooks of Joinable NPCs” must be installed after all the NPC mods.

Spell Revisions should be installed after the BG2 Fixpack and before AI enhancing mods. Install it before all mods that change spells.
Spell Pack Beta 6 is completely technically compatible with SR when it is installed after SR. Spell Pack adds some new spells and it revises some old ones. It has separate components for each spell, so if you prefer the SP version of a particular spell, you can install that component to replace the SR version. I can't comment on how well SR and SP match up conceptually.

**When SR starts using ADD_SPELL, it should become technically compatible with the spells added by megamods. It's generally agreed that a number of megamod spells stray far from the balance desired by SR, so SR will probably remain conceptually incompatible with them unless those spells get rebalanced.**

**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. SCS 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 to-
gather 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.

Copy the folder `spell_rev` and the file `setup-spell_rev.exe` into your main SoA directory. Copy the folder `spell_rev` from `SR Revised V1.1.0` into your main SoA directory overwriting the designated files and folders with the new ones.

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]?
Install Component 10 [Deva and Planetar Animations]?

This component updates the avatars of the celestials, takes advantage of 1PP Attachable Wings and adjusts their weapons.

Not together with the mod Celestiales, because both change the same objects.

Install Component 20 [Mirror Image Fix]?
This component corresponds to the SCS component „Bugfix: Fix the Mirror Image spell so it doesn't block area-effect magic“. The SCS version is less comprehensive than the one from Spell Revisions.
Install Component 30 [Dispel Magic Fix]?
This component corresponds to the SCS component „Fix the Dispel Magic spell so it correctly allows for caster's level“. The SCS version is less comprehensive than the one from Spell Revisions.

Requires the main component be installed.

Install Component 50 [Remove Disabled Spells from Spell Selection Screens]?
Requires the main component be installed.

Install Component 55 [Spell Deflection blocks AoE spells]?
Requires the main component be installed.

Install Component 60 [Update Spellbooks of Joinable NPCs]?
Requires the main component be installed.

This component will not work properly with Divine Remix installed.

Successfully installed Press ENTER to exit

2.16 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.

The B.G World Fixpack copies the folder `res_fixer` and the files `setup-res_fixer.exe` and `setup-res_fixer.tp2` into your main SoA directory

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Resource Fixer]?
Successfully installed [Resource Fixer]

Press ENTER to exit

2.17 Big Picture v1.81 4611 (1)
~BP/SETUP-BP.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.

NOTE: This mod must be installed in two steps! The BP component #2000 (Ascension for BP) and thus also the BP core component #0 needs to be installed before all ToB epilogue-enabled NPCs, that means before TS. However, all the AI components should be installed nearly at the end and particularly after SCS.

BP and SCS both try to do broadly similar things in rather different ways, so mixing BP AI and SCS AI components is a bad idea (SCS rewrites original scripts with new behavior; BP replaces original scripts with new differently-named scripts). If you install both then some creatures might have both SCS and BP AI scripts on them simultaneously, issu-
Copy the folder BP and the files Setup-BP.exe and Setup-BP.tp2 into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Choose your language:</th>
<th>0 [English]</th>
</tr>
</thead>
<tbody>
<tr>
<td>Would you like to display the components from [Core Component (Required)]?</td>
<td>Yes</td>
</tr>
<tr>
<td>Would you like to display the components from [Miscellaneous Tweaks]?</td>
<td>Yes</td>
</tr>
<tr>
<td>Would you like to display the components from [Creature Enhancements]?</td>
<td>Yes</td>
</tr>
<tr>
<td>Would you like to display the components from [Encounter Enhancements]?</td>
<td>Yes</td>
</tr>
<tr>
<td>Would you like to display the components from [ToB Enhancements]?</td>
<td>Yes</td>
</tr>
</tbody>
</table>

**This component alone does nothing in the game, but is required for all other tactical or AI components.**

<table>
<thead>
<tr>
<th>Install Component 0</th>
<th>[Big Picture, core component (required for most subcomponents)]?</th>
<th>Install</th>
</tr>
</thead>
<tbody>
<tr>
<td>Install Component 10</td>
<td>[Patching all the existing innate spells, setting level to one...]?</td>
<td>Not Install</td>
</tr>
<tr>
<td>Install Component 25</td>
<td>[BP GUI (for GUI Switcher Mod)]?</td>
<td>Not Install</td>
</tr>
<tr>
<td>Install Component 35</td>
<td>[Add Bags and Magic Throwing Daggers to Stores]?</td>
<td>Install</td>
</tr>
<tr>
<td>Install Component 50</td>
<td>[Level-50 Ruleset (Code By King Diamond)]?</td>
<td>Install</td>
</tr>
</tbody>
</table>

If TDD or RoT is already installed, this component will be skipped because this component is already installed.

<table>
<thead>
<tr>
<th>Install Component 60</th>
<th>[Custom Grandmastery (w/ extra attacks)]?</th>
<th>Install</th>
</tr>
</thead>
</table>

If you want the BP grandmastery rules applied to all classes, use The Biggs Tweak #3500 with this component.

<table>
<thead>
<tr>
<th>Install Component 75</th>
<th>[Halberds and Spears Extended Ranges]?</th>
<th>Not Install</th>
</tr>
</thead>
</table>

The weapon reach is configured badly. Even if the soldiers with Helbards stand very far away from your character when attacking they are still hitting you.

<table>
<thead>
<tr>
<th>Install Component 325</th>
<th>[Animals]?</th>
<th>Not Install</th>
</tr>
</thead>
<tbody>
<tr>
<td>Install Component 350</td>
<td>[Beholders]?</td>
<td>Not Install</td>
</tr>
</tbody>
</table>

This function is also included in the Sword Coast Stratagems mod. Don’t install both of them.

<table>
<thead>
<tr>
<th>Install Component 375</th>
<th>[Demons and Devils]?</th>
<th>Not Install</th>
</tr>
</thead>
</table>

This function is with Improved Fiends also included in the Sword Coast Stratagems mod. Don’t install both of them.

<table>
<thead>
<tr>
<th>Install Component 390</th>
<th>[Djinni, Efreet, &amp; Dao]?</th>
<th>Not Install</th>
</tr>
</thead>
</table>

This function is with Smarter Genies also included in the Sword Coast Stratagems mod. Don’t install both of them.

<table>
<thead>
<tr>
<th>Install Component 400</th>
<th>[Dragons]?</th>
<th>Not Install</th>
</tr>
</thead>
</table>

This function is with Smarter Dragons also included in the Sword Coast Stratagems mod. Don’t install both of them.

<table>
<thead>
<tr>
<th>Install Component 425</th>
<th>[Drow]?</th>
<th>Not Install</th>
</tr>
</thead>
</table>

This function is with Slightly Improved Drow also included in the Sword Coast Stratagems mod. Don’t install both of them.

<table>
<thead>
<tr>
<th>Install Component 440</th>
<th>[Duergars]?</th>
<th>Not Install</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Duergar: The Works</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Duergar: Irenicus Dungeon Enhancements Only</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Duergar: Leave Irenicus Dungeon Alone</td>
<td></td>
</tr>
<tr>
<td>Install Component 460</td>
<td>[Elementals]?</td>
<td>Not Install</td>
</tr>
<tr>
<td>-----------------------</td>
<td>---------------------------------------------------------------</td>
<td>---------</td>
</tr>
<tr>
<td>Install Component 475</td>
<td>[Generic Mages]?</td>
<td>Not Install</td>
</tr>
<tr>
<td>-----------------------</td>
<td>---------------------------------------------------------------</td>
<td>---------</td>
</tr>
<tr>
<td>Install Component 500</td>
<td>[Generic Priests]?</td>
<td>Not Install</td>
</tr>
<tr>
<td>-----------------------</td>
<td>---------------------------------------------------------------</td>
<td>---------</td>
</tr>
</tbody>
</table>

This function is also included in the Sword Coast Stratagems mod. Don’t install both of them.

<table>
<thead>
<tr>
<th>Install Component 525</th>
<th>[Generic Priests]?</th>
<th>Not Install</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Install Component 550</th>
<th>[Generic Thieves]?</th>
<th>Not Install</th>
</tr>
</thead>
<tbody>
<tr>
<td>Install Component 575</td>
<td>[Githyanki]?</td>
<td>Not Install</td>
</tr>
<tr>
<td>-----------------------</td>
<td>---------------------------------------------------------------</td>
<td>---------</td>
</tr>
</tbody>
</table>

This function is also included in the Sword Coast Stratagems mod. Don’t install both of them.

<table>
<thead>
<tr>
<th>Install Component 600</th>
<th>[Golems]?</th>
<th>Not Install</th>
</tr>
</thead>
</table>

This function is also included in the Sword Coast Stratagems mod. Don’t install both of them.

<table>
<thead>
<tr>
<th>Install Component 625</th>
<th>[Hellhounds]?</th>
<th>Not Install</th>
</tr>
</thead>
<tbody>
<tr>
<td>Install Component 650</td>
<td>[Humanoids]?</td>
<td>Not Install</td>
</tr>
<tr>
<td>-----------------------</td>
<td>---------------------------------------------------------------</td>
<td>---------</td>
</tr>
<tr>
<td>Install Component 675</td>
<td>[Knights and Paladins]?</td>
<td>Not Install</td>
</tr>
<tr>
<td>-----------------------</td>
<td>---------------------------------------------------------------</td>
<td>---------</td>
</tr>
<tr>
<td>Install Component 700</td>
<td>[Mind Flayers]?</td>
<td>Not Install</td>
</tr>
<tr>
<td>-----------------------</td>
<td>---------------------------------------------------------------</td>
<td>---------</td>
</tr>
</tbody>
</table>

This function is also included in the Sword Coast Stratagems mod. Don’t install both of them.

<table>
<thead>
<tr>
<th>Install Component 725</th>
<th>[Mists]?</th>
<th>Not Install</th>
</tr>
</thead>
<tbody>
<tr>
<td>Install Component 750</td>
<td>[Sea Devils: Sahuagin and Kuo-Toan Enhancements]?</td>
<td>Not Install</td>
</tr>
<tr>
<td>Install Component 760</td>
<td>[Shadow and Wraith Enhancements]?</td>
<td>Not Install</td>
</tr>
<tr>
<td>1</td>
<td>Shadows - The Works</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Shadows - Just the Shade Lord</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Shadows - Leave the Shade Lord Alone</td>
<td></td>
</tr>
<tr>
<td>Install Component 770</td>
<td>[Shadow Thieves]?</td>
<td>Not Install</td>
</tr>
<tr>
<td>-----------------------</td>
<td>---------------------------------------------------------------</td>
<td>---------</td>
</tr>
<tr>
<td>Install Component 780</td>
<td>[Trolls]?</td>
<td>Not Install</td>
</tr>
<tr>
<td>-----------------------</td>
<td>---------------------------------------------------------------</td>
<td>---------</td>
</tr>
<tr>
<td>Install Component 875</td>
<td>[Undead (Except Shadows/Wraiths/Vampires)]?</td>
<td>Not Install</td>
</tr>
<tr>
<td>-----------------------</td>
<td>---------------------------------------------------------------</td>
<td>---------</td>
</tr>
<tr>
<td>Install Component 900</td>
<td>[Were-Animals]?</td>
<td>Not Install</td>
</tr>
<tr>
<td>-----------------------</td>
<td>---------------------------------------------------------------</td>
<td>---------</td>
</tr>
</tbody>
</table>

This is the improved version of the original Tactics component. This function is also included in the Sword Coast Stratagems mod. Don’t install both of them.
### Install Component

**150**  [Generic Creature & Script Processing]?

**Not Install**

This are the "leftovers" of prior BP versions. Don't install it together with the SCS AI.

This component is in conflict with the SCS components Smarter General AI, Better Calls for Help, Add HLAs to Spellcasters, Smarter Celestials, Improved Bodhi.

**Install Component**

**175**  [Fewer On-Screen Shouts]?

**Not Install**

You must install the generic creature & script processing for this

**Install Component**

**1000**  [Generic Encounter Enhancements]?

**Not Install**

This component adds a few creatures based on difficulty slider.

You must install the generic creature & script processing for this

**Install Component**

**1020**  [Beholder Cult]?

**Install**

This function is also included in Stratagems mod. Don't install both of them.

**Install Component**

**1100**  [Copper Coronet and Slavers]?

**Install**

This is the improved version of the original Tactics component. No overlap with SCS.

**Install Component**

**1110**  [Ken sai Ryu's Brown Dragon]?

**Install**

This is the improved version of the original Tactics component. This is also included in Deeper Shadows of Amn. Only one can be installed.

**Install Component**

**1120**  [Ken sai Ryu's Improved Crypt King]?

**Install**

This is the improved version of the original Tactics component. No overlap with SCS.

**Install Component**

**1130**  [D rizzt Encounter (Chapter 6)]?

**Install**

**Install Component**

**1140**  [D ruidic Improvements]?

**Install**

This is the improved version of the original Tactics component. No overlap with SCS.

**Install Component**

**1170**  [Treant Encounter]?

**Install**

This is the improved version of the original Tactics component. No overlap with SCS.

**Install Component**

**1175**  [Ken sai Ryu's Gnome Fighter/ Illusionist in the Docks]?

**Install**

This component is incompatible with the Erevain component from NEJ3 v7.1 because in spell.ids both of them use the same literal number for different symbolic identifiers.

**Install Component**

**1210**  [Irenicus Dungeon Enhancements (except Duergar)]?

**Install**

This component overlaps with the SCS component "Spellcasting Demiliches".

**Install Component**

**1225**  [Improved Kangaxx Encounter, by Ken sai Ryu]?

**Install**

This component overlaps with the SCS component "Spellcasting Demiliches".

**Install Component**

**1250**  [Kuroisan the Acid Ken sai, by Westley Weimer]?

**Install**

This component overlaps with the SCS component "Spellcasting Demiliches".

**Install Component**

**1275**  [Gebhard Blucher's Lich in the Dockes]?

**Install**

This component is also included in Deeper Shadows of Amn. Only one can be installed.

**Install Component**

**1300**  [Mae Var]?

**Install**

This component is also included in Deeper Shadows of Amn. Only one can be installed.

**Install Component**

**1315**  [Nalia Quests]?

**Install**

This component is also included in Deeper Shadows of Amn. Only one can be installed.

**Install Component**

**1330**  [Tavern Brawl (In the Seven Veils)]?

**Install**

This component is also included in Deeper Shadows of Amn. Only one can be installed.

**Install Component**

**1350**  [Planar Prison]?

**Install**

This component is also included in Deeper Shadows of Amn. Only one can be installed.

**Install Component**

**1375**  [Planar Sphere Enhancements (including Tolgerias)]?

**Install**

This component should be fully compatible with the Planar Sphere mod.

**Install Component**

**1400**  [Improved Random Encounters, by Gebhard Blucher and Ken sai Ryu]?

**Install**

This are the combined and improved components "Gebhard Blucher's Random City Encounters" and "Kensai Ryu's Random Wilderness Encounters" from the original Tactics mod.

Don't install it together with the Stratagems component "Increase difficulty of level-dependent monster groupings".

**Install Component**

**1425**  [Red Badge, Poison-Based Encounter, by Westley Weimer]?

**Install**

This component should be fully compatible with the Planar Sphere mod.

**Install Component**

**1450**  [The Ritual, by Westley Weimer]?

**Install**

This component should be fully compatible with the Planar Sphere mod.
**2. BGT, THE BIG BG2 MODS AND PRIOR TWEAKS**

<table>
<thead>
<tr>
<th>Install Component</th>
<th>1525</th>
<th>[Improved Small Teeth Pass, by Kensai Ryu]?</th>
<th>[I]Install</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>This is the improved version of the original Tactics component. No overlap with SCS.</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Install Component</td>
<td>1526</td>
<td>[Improved Spellhold]?</td>
<td>[N]ot Install</td>
</tr>
<tr>
<td>The components with item taking might cause you issues, if you have item mods installed. If you’re using item mods, use SCS’s version instead, it’s more universal. It is compatible with the Big Picture version if you install the SCS version after the BP version. BP’s version is safe with TDD, SoS, and TS (as part of the original BP).</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1550</td>
<td>1] Spellhold Enhancements - Only]?</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1560</td>
<td>2] Chapter Four Enhancements - Only]?</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1570</td>
<td>3] Spellhold Enhancements - Full Package]?</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1580</td>
<td>4] Spellhold Only w/ Item Taking]?</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1590</td>
<td>5] Full Package w/ Item Taking]?</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Install Component</td>
<td>1600</td>
<td>[Improved Sudanessalltar]?</td>
<td>[I]Install</td>
</tr>
<tr>
<td>Requires the BP core component.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Install Component</td>
<td>1625</td>
<td>[Tanners Quest]?</td>
<td>[I]Install</td>
</tr>
<tr>
<td>Install Component</td>
<td>1650</td>
<td>[Trademee Enhancements]?</td>
<td>[I]Install</td>
</tr>
<tr>
<td>Install Component</td>
<td>1675</td>
<td>[Wand of Orcus Add-In]?</td>
<td>[I]Install</td>
</tr>
<tr>
<td>Requires the BP core component.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Install Component</td>
<td>1700</td>
<td>[Windspear Hills Enhancements]?</td>
<td>[I]Install</td>
</tr>
<tr>
<td>Install Component</td>
<td>1725</td>
<td>[Improved Xvart Village, for BGT-weidu]?</td>
<td>[I]Install</td>
</tr>
<tr>
<td><strong>This component requires BGT to be installed. This component gets already installed with DSoSC.</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Install Component</td>
<td>1750</td>
<td>[Watchers Keep Improvements]?</td>
<td>[I]Install</td>
</tr>
<tr>
<td><strong>This function is also included in the Sword Coast Stratagems mod.</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Install Component</td>
<td>1800</td>
<td>[ToB Improvements]?</td>
<td>[I]Install</td>
</tr>
<tr>
<td>Install Component</td>
<td>2000</td>
<td>[Ascension for BP]?</td>
<td>[I]Install</td>
</tr>
<tr>
<td><strong>This is the improved version of the original Ascension mod. As of BP v179 this component is bug-free. Only requires the BP core component.</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Install Component</td>
<td>2100</td>
<td>[Improved Abazigal]?</td>
<td>[I]Install</td>
</tr>
<tr>
<td><strong>This is the improved version of the original Ascension mod. You must install Ascension Core for this component to work.</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Install Component</td>
<td>2200</td>
<td>[Improved Demogorgon]?</td>
<td>[I]Install</td>
</tr>
<tr>
<td><strong>This is the improved version of the original Ascension mod.</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Install Component</td>
<td>2300</td>
<td>[Improved Grommir]?</td>
<td>[I]Install</td>
</tr>
<tr>
<td><strong>This is the improved version of the original Ascension mod. You must install Ascension Core for this component to work.</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Install Component</td>
<td>2400</td>
<td>[Improved Illasera]?</td>
<td>[I]Install</td>
</tr>
<tr>
<td><strong>This is the improved version of the original Ascension mod. You must install Ascension Core for this component to work.</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Install Component</td>
<td>2500</td>
<td>[Improved Sendai]?</td>
<td>[I]Install</td>
</tr>
<tr>
<td>Not together with &quot;Tougher Sendai&quot; from the Oversight mod. You must install Ascension Core for this component to work.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Install Component</td>
<td>2600</td>
<td>[Improved Yaga-Shura]?</td>
<td>[I]Install</td>
</tr>
<tr>
<td><strong>This is the improved version of the original Ascension mod. You must install Ascension Core for this component to work.</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Successfully installed</td>
<td></td>
<td></td>
<td>Press ENTER to exit</td>
</tr>
</tbody>
</table>

Similarly installation of TDD: Install BGT after TDD to have imported BGT NPC’s from BG1 to get the quests offered by TDD or install TDD after BGT for TDD NPC’s to have their quests function.

### 2.18 Vlad’s Compilation v2.1 (2)

~SETUP-VCV21.TP2~

Vlad’s Compilation merges the former stand-alone mods Baldurdash, Tortoured Souls, Keldorn Romance, some components and also the Leina quest from former versions of NEJ.

This is an edited version of the mod. Most Baldurdash 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 here. Besides, Baldurdash is also required for NEJ3v7.02 and higher. It also makes the BGTNeJ2 v1.1 mod redundant.

**Use by no means the original tp2 file from Vlad’s Compilation together with the BG2Fixpack!**

Tortured Souls includes a task with the Yoshimo family, as well as a romance with Valygar for a female PC and a ro-
mance with Sime for a male PC - this are two absolutely different plots! TS must be installed after the BP core component but before NEJ!

The Keldorn Romance adds a huge number of new dialogs for Keldorn in SoA and ToB. This mod romances a female protagonist. She must be a human, elf or half-elf of any good or lawful neutral alignment and any class except a thief. Keldorn won't romance thieves and opposite alignments. True and chaotic neutral characters are possible but risky.

Tortured Souls is highly recommended but optional, Baldurdash is the must. Baldurdash enhances Nalia and Aerie. Both are highly recommended in the party. The author of the mod recommends to refrain from installing Keldorn Romance with other big mods such as TDD, SoS and CtB.

**NOTE:** This mod must be installed in two steps! The Baldurdash components 0, 1 and 2 must be installed before the Item Revisions main component but the component RESTORED DAK'KON'S BLADE should be installed only after it! TS must be installed after the BP core component but before NEJ!

Copy the folders Custom Portraits, NeJE, override, ReadMe and the files Readme.txt, NeJEAreasSounds.bat, oggdec.exe, Setup-VCv10.exe, Setup-VCv10.tp2 and tisunpack.exe into your main SoA directory. One or more files of this mod must be changed and you need a special edition of the tp2 file. This will be done by the patch from the folder BG World Fixpack.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0  [MY COMPILATION]?
Install Component 1  [Baldurdash Fix Pack for SoA-ToB, v1.76 WeiDU]?
Install Component 2  [Core Baldurdash Fixes (by Kevin Dorner)]?
Install Component 3  [BGT Compatibility Fixes and Improvements (BGT required!) (by Vlad)]?
Install Component 4  [Keldorn Romance v1.02]?

**This core component must be installed before the Item Revisions component 0.**

Install Component 5  [Third Path (by Vlad)]?
Install Component 6  [Tortured Souls v7.06]?

**This component is required for the Tortured Souls mod.**

Install Component 7  [Improved Character Minsc & Boo (by Vlad)]?
Install Component 8  [Boo - Familiar of Minsc (by Vlad) (If you’re going to install TS next, please install this component.)]?

**This component is required for the Tortured Souls mod.**

Install Component 9  [New Fixes]?
Install Component 10  [Improved Monk Class (by Vlad)]?

**There may be issue with the Lost Items component "Monk +3 AC and +1 THACO Bonus".**

Install Component 11  [%Firewalker% Shar-Teel (custom kit and continuous character)]?

**This component is neither compatible with TDD nor the Shar-Teel mod nor BG1NPCSoA because you get same NPC many times. Shar-Teel from Vlad's Compilation and Branwen from Branwen NPC start in the same cage in Irenicus' dungeon.**

Install Component 12  [Leina - New Bard NPC Character and Quest (by Vlad)]?
Install Component 13  [Music for Keldorn, Tortured Souls and Leina (MUST be installed for any of these mods)]?
Install Component 14  [Priest of Sylvanus (Druid) Kit and Improved Character Jaheira (by Vlad)]?

**It may occur a conflict with Refinements' "Revised High Level Abilities" component.**

Install Component 15  [New Jaheira Portrait (by Vlad)]?
Install Component 16  [Restored Anti-Dragon Items and Powerful Swords (by Vlad)]?
Install Component 17  [Restored Twisted Rune Quest (by Vlad)]?

**This component is a content restoration that introduces a series of clues.**

Install Component 18  [Improved Copper Coronet (by Vlad)]?

Do not use this component together with Improved Copper Coronet from Deeper Shadows of Amn, since both components cause the same.

Install Component 19  [Improved Shadows and Shadow Dragon (by Vlad)]?
Install Component 20  [Restored Dak'kon's Blade (by Vlad)]?

Install this component after the main component of Item Revisions, otherwise the file wa2dak.itm will be overwritten.

Install Component 21  [Improved Nymph (Woodland Being) Script by Goeran Rimen]?

Dryad AI is also modified by the the Tactics' component 28 "Improved Nymphs" and the SCS component 6300

The files Dryad AI is also modified by the Tactics' component 28 "Improved Nymphs" and the SCS component 6300.
"Smarter sirens and dryads".

Install Component 22 [Dual Wielding Fix for Rogues by aVENGER]? [N]ot Install

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 23 [Cromwell in Brynlaw and Item Upgrade (by Vlad)]? [I]nstall
Install Component 24 [Improved Character Anomen - Stats and Items (by Vlad)]? [I]nstall
Install Component 25 [Improved Character Nalia - Stats and Items (by Vlad)]? [I]nstall

This component is highly recommended together with the Keldorn NPC mod.

Not compatible with the Turambar fixes and tweaks component "Enhanced Nalia's ring".

Install Component 26 [Improved Character Jan Jansen (by Vlad)]? [I]nstall
Install Component 27 [Improved Character Aerie - Priest of Lathander (by Vlad)]? [I]nstall

This component is highly recommended together with the Keldorn NPC mod.

Install Component 28 [Improved Character Edwin - Red Wizard (by Vlad)]? [I]nstall
Install Component 29 [Improved Character Viconia - Darkcloak of Shar (by Vlad)]? [I]nstall

This component is incompatible with BP because in spell.ids both of them use the same literal number for different symbolic identifiers.

Install Component 30 [Continuous and Custom Kit Imoen (by Vlad)]? [I]nstall

With this component Imoen can backstab, which is in contradiction to her background.

You may consider to give Imoen either the Adventurer kit from Song and Silence, or the Swashbuckler kit from Refinements (especially good with Rogue Rebalancing)

Not compatible with the mod Imoen Romance.

Not compatible with Sandrah NPC because this makes the largest part of the Sandrah/Imoen relationship unplayable and would remove 2 major quests from the mod. Imoen in Return to Faerûn would appear unrelated to the Imoen in the earlier parts of the game. Even if Sandrah main plot remains intact, about a quarter of the BG1 contents will be lost.

This component is incompatible with CtB because in spell.ids both of them use the same literal number for different symbolic identifiers.

Install Component 31 [Enhanced Encounter with Iliasera in ToB (by Vlad)]? [N]ot Install
Install Component 32 [Enhanced Encounter with Grommir in ToB (by Vlad)]? [N]ot Install
Install Component 33 [Enhanced Encounter with Yaga Shura in ToB (by Vlad)]? [N]ot Install
Install Component 34 [Enhanced Encounter with Abazigal in ToB (by Vlad)]? [N]ot Install

May possibly conflict with the Ascension mod or BP component of the same name.

Install Component 35 [Merchant League Bank (BG2 required!) (by Vlad)]? [I]nstall
Install Component 36 [Tougher Black Talone Elites (BG2 required!) (by Vlad)]? [I]nstall

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

Install Component 37 [Stats and Portraits of Viconia and Jaheira. BG1 Viconia and Jaheira can get their BG2 portraits and stats (by Vlad)]? [N]ot Install

This component will ruin Jaheria NPC in BG1/BGT. She will not have voiceover at all and her generic standard lines/commands are mismatched. Also this component will give her ++ proficiency in crossbow which she can’t use anyway plus ankheg armor which may seem overpowered for some.

Install Component 38 [Improved Character Edwin (BG2 required!) (by Vlad)]? [I]nstall
Install Component 39 [Improved Character Xan (BG2 required!) (by Vlad)]? [I]nstall
Install Component 40 [Items Upgrade (by Vlad)]? [I]nstall
Install Component 41 [Textupdatepack]? [N]ot Install

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

Successfully installed Press ENTER to exit

The readme opens.

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

2.19 Never Ending Journey 3 v7.1

NEJ integrates the game Icewind Dale in extended and improved form into Baldur's Gate. This mod is a whole game in itself without any connection to the main BG2 plot. By taking the portal immediately north of the starting area in Irenicus’ dungeon the party will travel through time and space to the town of Easthaven about 100 years ago and meet the heroes from Icewind Dale. Your task is to influence the conflict between the two different schools of magic...
and thus to change the future history. The Leina quest from former versions of this mod is now moved to Vlad's Compilation.

NEJ is regarded by many players as the best game at all. Please understand that playing NEJ is different from playing BG. The main character is not your protagonist but Hrothgar. So if you want to play the whole mod, you should follow him. Like in original IWD the plot is predetermined. There is no such freedom of walking like in BG. You get the following quest only if you have solved the previous one. If you missed something, you cannot go back. The only way is reload.

NEJ only accepts one single procedure of solution and you are forced to play this mod in a predetermined way that is uniquely different from the usual spirit of BG mods and you are unable to leave until you have completed it. This mainly refers to the second part of the plot, playing in Halruaa. The spell tests that are to do there are so scripted that the spell has to act just, as the author has provided. If a mod like Spell revision for example is installed, this upsets the balance and the tasks in Halruaa cannot be solved.

Compatibility issues with BGT are now resolved during the installation of NEJ3. Hence, NEJ3 is installed after BGT-WeiDU.

**NOTE:** This is a first try to add NEJ to BWP as a base for further improvements. The author of the mod recommends to refrain from installing NeJ3 with other big mods such as TDD, SoS and CtB. NeJ3 is not extensively tested in a BWP installation yet, so reckon with problems. With the previous NeJ2 in many tests experienced players did not find bigger issues.

If you try to play NEJ3 in a megamod and run into any problem, by no means bother neither the author nor someone else at the Black Wyrm’s Lair - Forums with them, but only ask for help at Spellhold Studios - Mega Mod Help even when you think it might be caused by NEJ3!

Some parts of this mod are either rather unbalanced or at least get out of hand if you use them in combination with some tactical or spell-altering mods. Hrothgar and his friends are overpowered.

If you want to play the Halruaa quest from NEJ you should avoid spell changing mods like:
- Spell Revisions
- Lost Crossroads Spell Pack for Baldur’s Gate 2
- Spell-50
- Sword Coast Stratagems - Spell tweaks components

and maybe some others not added yet because otherwise the tasks cannot be solved.

The mod requires Tortured Souls wich is to be installed prior NEJ3. BGT and Vlad's Compilation v2.1 including Original Baldurdash fixes v1.12 (by Kevin Dorner) are strongly recommended, and should be installed prior to installation of NeJ2.

Install the file NeJ3v702.exe into any dummy folder **but by no means into your main directory!** Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folders BGTCOMP, Intro, NeJ, NeJ2, NeJ3, Hrothgar's Bonus Portrait, Jaheira's Original Portrait and the files acm2wav.exe, NeJ-Readme.txt, NeJAreasSounds.bat, NeJBGTAreasSounds.bat, NeJUninstaller.bat, oggdec.exe, Setup-NeJ3v702.exe, Setup-NeJ3v702.tp2, snd2acm.exe, tispack.exe, tisunpack.exe, wavc.exe as well as a file SETUP-NEJ3V702.DEBUG in that dummy folder. Move them except the SETUP-NEJ3V702.DEBUG into your main SoA directory.

One or more files of this mod must be changed and you need a special edition of the tp2 file. This will be done by the patch from the folder B.G World Fixpack.

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 [Never Ending Journey Third Edition v7.1]? [I]nstall
Install Component 1 [Frostbite Animation (Turns a big wyvern into the frost wyvern. You may install and uninstall this component at any moment in the game.)]? [I]nstall
Install Component 2 [Erevain NPC for NeJ3 (by Bill and Vlad)]? [I]nstall
Erevain is available in two options: triple class fighter/mage/thief or dual class fighter/thief. Only install component 2 or component 3!
Install Component 3 [Dual-Class Erevain NPC for NeJ3 (by Bill and Vlad)]? [N]ot Install
```

*This component is incompatible with the Edwin component from Vlad's Compilation because in spell.ids both of them*
2. BGT, THE BIG BG2 MODS AND PRIOR TWEAKS

use the same literal number for different symbolic identifiers.

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Component Name</th>
<th>1st Install?</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>Improved and Continuous Character Skie (BGT required!)?</td>
<td>![Install]</td>
</tr>
<tr>
<td>5</td>
<td>Areas &amp; Sounds (This component is required to play NeJ2!)?</td>
<td>![Install]</td>
</tr>
</tbody>
</table>

Installation complete.

2.20 klatu Tweaks and Fixes 1.7 (1)

~KLATU/SETUP-KLATU.TP2~

This mod consists of a collection of minor and major tweaks that touch on many different aspects of the game.

**NOTE:** This mod must be installed in two steps! The mod must be installed after BGT. Components from Content Changes, as well as the Streamlined Spell Progression Tables, should be installed prior to other tweak, fix and rule collections.

Copy the folder klatu and the file setup-klatu.exe into your main SoA directory.

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 [Content Changes]? [Y]es

Would you like to display the components from [Gameplay Tweaks and Fixes]? [Y]es

Would you like to display the components from [Cosmetic Changes]? [N]o

Would you like to display the components from [Content Changes]? [N]o

**SKIPPING 1000** [The Gloves of Goodman Hayes]

This component requires an Enhanced Edition game

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Component Name</th>
<th>1st Install?</th>
</tr>
</thead>
<tbody>
<tr>
<td>1010</td>
<td>The Manual of War?</td>
<td>![Install]</td>
</tr>
<tr>
<td>1020</td>
<td>Prepared Wishes?</td>
<td>![Install]</td>
</tr>
<tr>
<td>1030</td>
<td>Romance Cheat: Isra will Romance Neutral Characters?</td>
<td>![Install]</td>
</tr>
</tbody>
</table>

This component requires Isra BG2

**SKIPPING 1040** [Give Hexxat an Inactive Fighter Class]?

This component requires an Enhanced Edition game

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Component Name</th>
<th>1st Install?</th>
</tr>
</thead>
<tbody>
<tr>
<td>1050</td>
<td>Appropriate XP Rewards for Cowled Enforcers?</td>
<td>![Install]</td>
</tr>
<tr>
<td>1060</td>
<td>CtB: Skip Candlekeep Chores and intro cutscenes?</td>
<td>![Install]</td>
</tr>
</tbody>
</table>

This component prevents the dialogs of Imoen Romance from being played in the dungeon.

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Component Name</th>
<th>1st Install?</th>
</tr>
</thead>
<tbody>
<tr>
<td>1070</td>
<td>CtB: Remove Venereal Disease?</td>
<td>![Install]</td>
</tr>
<tr>
<td>1080</td>
<td>CtB: Fixed Harp of Myth Drannor?</td>
<td>![Install]</td>
</tr>
<tr>
<td>1090</td>
<td>RoT: Remove cutscenes from Chateau Irenicus?</td>
<td>![Install]</td>
</tr>
<tr>
<td>2000</td>
<td>Streamlined Wizard Spell Progression?</td>
<td>![Install]</td>
</tr>
<tr>
<td>2010</td>
<td>Streamlined Sorcerer Spell Progression?</td>
<td>![Install]</td>
</tr>
<tr>
<td>2020</td>
<td>No Item Deprecation?</td>
<td>![Install]</td>
</tr>
<tr>
<td>2030</td>
<td>Identify all store items?</td>
<td>![Install]</td>
</tr>
<tr>
<td>2040</td>
<td>Fix Wild Mage Items and Spells?</td>
<td>![Install]</td>
</tr>
<tr>
<td>2050</td>
<td>Prevent Wish Spells from Interrupting Caster?</td>
<td>![Install]</td>
</tr>
<tr>
<td>2060</td>
<td>Standardize Poison Immunity?</td>
<td>![Install]</td>
</tr>
<tr>
<td>2070</td>
<td>Free Action does not prevent Haste or Movement Rate Bonus?</td>
<td>![Install]</td>
</tr>
<tr>
<td>2080</td>
<td>Drop Equipment on Disintegration?</td>
<td>![Install]</td>
</tr>
<tr>
<td>2090</td>
<td>Drop Equipment on Petrifaction?</td>
<td>![Install]</td>
</tr>
<tr>
<td>2100</td>
<td>Drop Equipment on Imprisonment?</td>
<td>![Install]</td>
</tr>
<tr>
<td>2110</td>
<td>Treat all Innate Abilities as Non-Magical (Unaffected by Wild/Dead Magic and Silence)]?</td>
<td>![Install]</td>
</tr>
<tr>
<td>2120</td>
<td>Treat all Psionic Abilities as Non-Magical (Unaffected by Wild/Dead Magic and Silence)]?</td>
<td>![Install]</td>
</tr>
<tr>
<td>2130</td>
<td>Treat all Bardsong Effects as Non-Magical (Unaffected by Wild/Dead Magic)]?</td>
<td>![Install]</td>
</tr>
<tr>
<td>2140</td>
<td>Allow Arcane Spellcasting in Armor?</td>
<td>![Install]</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Component Name</th>
<th>1st Install?</th>
</tr>
</thead>
<tbody>
<tr>
<td>2150</td>
<td>Allow Thievery in Armor?</td>
<td>![Install]</td>
</tr>
<tr>
<td>2160</td>
<td>Remove Delay from Improved Haste Spells?</td>
<td>![Install]</td>
</tr>
<tr>
<td>2170</td>
<td>Reputation has no Effect on Store Prices?</td>
<td>![Install]</td>
</tr>
</tbody>
</table>

**Allows unhindered arcane spell casting in any armor. Basically a cheat.**

A similar component is also included in the Tweaks Anthology mod (component #2120 Allow Arcane Spellcasting in Heavy Armor)

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Component Name</th>
<th>1st Install?</th>
</tr>
</thead>
<tbody>
<tr>
<td>2160</td>
<td>Remove Delay from Improved Haste Spells?</td>
<td>![Install]</td>
</tr>
<tr>
<td>2170</td>
<td>Reputation has no Effect on Store Prices?</td>
<td>![Install]</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Component Name</th>
<th>1st Install?</th>
</tr>
</thead>
<tbody>
<tr>
<td>2160</td>
<td>Remove Delay from Improved Haste Spells?</td>
<td>![Install]</td>
</tr>
<tr>
<td>2170</td>
<td>Reputation has no Effect on Store Prices?</td>
<td>![Install]</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Component Name</th>
<th>1st Install?</th>
</tr>
</thead>
<tbody>
<tr>
<td>2160</td>
<td>Remove Delay from Improved Haste Spells?</td>
<td>![Install]</td>
</tr>
<tr>
<td>2170</td>
<td>Reputation has no Effect on Store Prices?</td>
<td>![Install]</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Component Name</th>
<th>1st Install?</th>
</tr>
</thead>
<tbody>
<tr>
<td>2160</td>
<td>Remove Delay from Improved Haste Spells?</td>
<td>![Install]</td>
</tr>
<tr>
<td>2170</td>
<td>Reputation has no Effect on Store Prices?</td>
<td>![Install]</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Component Name</th>
<th>1st Install?</th>
</tr>
</thead>
<tbody>
<tr>
<td>2160</td>
<td>Remove Delay from Improved Haste Spells?</td>
<td>![Install]</td>
</tr>
<tr>
<td>2170</td>
<td>Reputation has no Effect on Store Prices?</td>
<td>![Install]</td>
</tr>
</tbody>
</table>
2180 [Charisma has a stronger Effect on Store Prices]?
[Not Install]

2190 [Modal Buff AI Script]?
[Not Install]

2200 [Familiars can sort magical scrolls]?

This component requires an Enhanced Edition game

Successfully installed

Press ENTER to exit

2.21 Baldur's Gate Trilogy - Music
~SETUP-BGTMUSIC.TP2~

This mod must be installed to play the proper 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. The mods Keldorn and TS only use line numbers smaller than 100 in the songlist and therefore they must be installed before BGT music otherwise the music files of TS and Keldorn are missing.

You can change the settings of this mod at any time because the remaining installation will not be affected!

BGT Music should be installed right after BGT. Otherwise, any BGT NPC and quest mods which want to reference BGT music have no way of knowing what SONGLIST.2DA entries they should use (as those BG1 song entries don't yet exist in the songlist when they're installed).

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.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English] choose one:

Install Component 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)

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
3. **BG1 QUEST 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.

### 3.1 Dark Horizons BGT v2.12

~~SETUP-DARKHORIZONS.TP2~~

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".

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

Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Item Name</th>
<th>Install/Ask</th>
<th>Language</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>&quot;Dark Horizons&quot; Mod (Requires Tales of the Sword Coast or BGT)?</td>
<td>[I]Install</td>
<td>0 [English]</td>
</tr>
<tr>
<td>Successfully installed</td>
<td></td>
<td>Press ENTER to exit</td>
<td>N</td>
</tr>
</tbody>
</table>

### 3.2 Dark Side of the Sword Coast v3

~~DSOTSC/SETUP-DSOTSC.TP2~~

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

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

Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Choose your language:</th>
<th>Would you like to display the readme?</th>
<th>What should be done with all components that are NOT YET installed?</th>
<th>Install Component 0</th>
<th>Install Component 1</th>
<th>Install Component 2</th>
<th>Install Component 3</th>
<th>Install Component 4</th>
<th>Successfully installed</th>
<th>Install/Ask</th>
<th>Install/Ask</th>
<th>Install/Ask</th>
<th>Install/Ask</th>
<th>Install/Ask</th>
<th>Install/Ask</th>
<th>Install/Ask</th>
<th>Install/Ask</th>
<th>Press any key…</th>
<th>Press any key…</th>
<th>Press ENTER to exit</th>
<th>Press ENTER</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 [English]</td>
<td>[N]o</td>
<td>[A]sk about each one?</td>
<td>Install Component 0</td>
<td>Install Component 1</td>
<td>Install Component 2</td>
<td>Install Component 3</td>
<td>Install Component 4</td>
<td>Successfully installed</td>
<td>Install/Install</td>
<td>Install/Install</td>
<td>Install/Install</td>
<td>Install/Install</td>
<td>Install/Install</td>
<td>Install/Install</td>
<td>Install/Install</td>
<td>Install/Install</td>
<td>Press any key…</td>
<td>Press any key…</td>
<td>Press ENTER to exit</td>
<td>Press ENTER</td>
</tr>
</tbody>
</table>

### 3.3 Northern Tales of the Sword Coast v3.1.1

~~SETUP-NTOTSC.TP2~~

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

The current version does not contain any overpowered items. The balancing from BP Balancer is already included in that version.

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

Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Choose your language:</th>
<th>Install Component 0</th>
<th>Item Name</th>
<th>Install/Install</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 [English]</td>
<td>Install Component 0</td>
<td>&quot;Northern Tales of the Sword Coast (NTotSC)?&quot;</td>
<td>[I]Install</td>
</tr>
</tbody>
</table>
3. BG1 QUEST MODS

Install Component 1  [Keelor the Dwarf]?  [Install]
Install Component 2  [Llindellyn's Lucky Arrow]?  [Install]
Install Component 3  [Nam Furlwing's Hunting Hounds]?  [Install]
Install Component 4  [Pilar and Gheldehar]?  [Install]

This component is not compatible with the component 1 from Jarl's BGT Adventure Pack because you would have Pilar twice.

Install Component 5  [Svlast's Torment]?  [Install]

This component is not compatible with the component 1 from Jarl's BGT Adventure Pack because you would have Svlast twice.

Install Component 6  [Will O'Hara NPC]?  [Install]
Install Component 7  [Fighting Encounters]?  [Install]
Successfully installed

Further files get copied
Press any key... Press ENTER to exit

The readme opens.

3.4 Secret of Bonehill v2.75c
~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.

Copy the folder Bonehillv275 and the files Setup-Bonehillv275.exe and Setup-Bonehillv275.tp2 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0  [Bone Hill Mod v275a (Requires BGTWeIDU or Tutu)]?  [Install]
Successfully installed  [Bone Hill Mod v275a (Requires BGTWeIDU or Tutu)]

Further files get copied
Press any key... Press ENTER to exit

The readme opens.

3.5 Drizzt Saga v3.0
~DRIZZTSAGA/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.

Copy the folder DRIZZTSAGA and the file Setup-drizztsaga.exe into your main SoA directory.

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  The Drizzt Saga for BGEE/Tutu/BGT
  Default version: areas connected by travel triggers  [N]ot Install
  BP-BGT Worldmap version: all areas added to worldmap (requires BP-BGT Worldmap)  [I]nstall
SKIPPING 2  [Raise the XP cap]?

Diese Komponente wird für BGT nicht benötigt.

Install Component 3  [Delayed start: Drizzt joins after Durlag’s Tower]?  [Install]
Successfully installed

Further files get copied, then the readme opens.

If you install this mod together with Region of Terror, you should also install The One Drizzt!

3.6 The Vault v7.2a
~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 game. It corrects files from RED and DSotSC.*

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

Double-click the Setup. The DOS dialogue appears:

```
Choose your language: 0 [English]
Install Component 0 [The Vault (erebusant’s rework for BGT compatibility)]? [I]nstall
Install Component 1 [The Vault’s item upgrades - Compatibility with Item Revisions. Recommended for consistency if you plan to install IR main component later]? [I]nstall
Successfully installed
Press ENTER to exit
```

The readme opens.

### 3.7 BG1 Mini Quests and Encounters v20

~BGQE/SETUP-BGQE.TP2~

The mod adds several mall quests. Also included is the “Slime-Quest Mini-Modifikation, so now Jasteys BG1 Mini-Qquests replaces Slime-Quest v1.6.

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

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 [Slime Quest]? [I]nstall
Install Component 1 [Beregost Family Quest]? [I]nstall
Install Component 2 [Babysitting Quest, including the Carnival Encounter]? [I]nstall
Install Component 3 [Nashkel Monster Quest]? [I]nstall
Install Component 4 [Fallen Paladin Quest]? [I]nstall
Install Component 5 [Undying Love Quest]? [I]nstall
Install Component 6 [Lovesick Half-Orc]? [I]nstall
Install Component 7 [Unexpected Help Quest]? [I]nstall
Install Component 8 [Many little paws]? [I]nstall
Install Component 9 [Drunk near Beregost Temple]? [I]nstall
Install Component 10 [Warm Place for Noober]? [I]nstall
Install Component 11 [Bragie’s Sword]? [I]nstall
Install Component 12 [Legal Seachart Sources]? [I]nstall
Install Component 13 [Additions to the House of the Lady and the Bitch Queen’s Temple]? [I]nstall
Install Component 14 [A Worried Farmer]? [I]nstall
Install Component 15 [Bodies for a Good Cause]? [I]nstall
Successfully installed
Press ENTER to exit
```

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

~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.

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

Copy the folder `TGC1e` and the files `Setup-TGC1E.exe` and `Setup-TGC1E.tp2` from the folder tgc1e_bgt into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

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

The readme opens.
3.9 The Lure of the Sirine's Call v15
~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.

Copy the folder SirinesCall and the file Setup-SirinesCall.exe into your main SoA directory.
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 [The Lure of the Sirine's Call]?
Install Component 1 [Extended Lighthouse area]?
The Extended Lighthouse Area component crashes for BGT. Do not install this component on BGT until this is fixed.
Successfully installed [The Lure of the Sirine's Call]

The readme opens.

3.10 The Stone of Askavar v2.1
~SOA/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.

Copy the folder soa and the file setup-soa.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Would you like to display the readme? [N]o
Install Component [The Stone of Askavar for TotSC/Tutu/BGT/BGEE]?
0 1 Default version: areas connected by travel triggers
1 2 BP-BGT Worldmap version: all areas added to worldmap (requires BP-BGT Worldmap)
Successfully installed [The Stone of Askavar for TotSC/Tutu/BGT/BGEE]

The readme opens.

3.11 Ascalon's Questpack v2.0.5
~SETUP-AC_QUEST.TP2~

This mod includes ten different new questes for BG1.

This is a PURE BGT-MODIFIKATION!

Copy the folder AC_QUEST and the file Setup-AC_QUEST.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language: 1 [English]
Install Component [Ascalon's Questpack]?
Successfully installed [Ascalon's Questpack]

The readme opens.

3.12 Nameless Melody Inn v2.1
~SETUP-NMT.TP2~

You meet in the Jovial Juggler Inn in Beregost a strange traveler who wants you to collect some exotic wine. The tasks span BG1, SoA and ToB.

This is a PURE BGT-MODIFIKATION! Melodys Inn is part of Macholys Reality System.

Copy the folder NMT and the file Setup-NMT.tp2 into your main SoA directory.
Copy the WeiDU-setup and rename it to Setup-NMT.exe.
Double-click the Setup. The DOS dialogue appears:

Choose your language: 3 [English]
3. BG1 QUEST MODS

3.13 Wedges BGT Adventure Pack Alpha 0.2
~WBGTAP/SETUP-WBGTAP.TP2~

Humorous small quests.

Copy the folder WBGTAP and the file Setup-WBGTAP.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Wedges BGT Adventure Pack: BG1 Quests]?
Successfully installed [Wedges BGT Adventure Pack: BG1 Quests]

[1]Install
Press ENTER to exit

3.14 'Twas a Slow Boat from Kara-Tur
~KARATUR/SETUP-KARATUR.TP2~

A monk offers a quest at the Friendly Arm Inn. In the process, you'll receive a unique leveling relic, experience a tough, challenging battle and you'll be rewarded with a store from Kara-Tur.

Copy the folder karatur and the file Setup-karatur.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [TWas a Slow Boat from Kara-Tur]?
Successfully installed [TWas a Slow Boat from Kara-Tur]

[1]Install
Press ENTER to exit

3.15 Made in Heaven: Encounters & Quests v3
~MIH_QE/SETUP-MIH_QE.TP2~

This mod was designed to spice up some encounters and to introduce some new encounters, monsters and quests to BG1 and BG2.

Only the components 6, 9, 10, 11, 16, 17, 18, 20, 21 can be installed.

Copy the folder mih_eq and the file Setup-mih_eq.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Enhanced Candlekeep Catacombs]?
Install Component 1 [Enhanced Durlag's Tower]?
Install Component 2 [Enhanced Mutamin's Garden]?
Install Component 3 [Enhanced Ramazith's Tower]?
Install Component 4 [Enhanced Thieves' Maze & Undercity]?
Install Component 5 [Enhanced Ulcaster Ruins]?
Install Component 6 [Enhanced Xvart Village]?
Install Component 7 [Enhanced Zombie Farm]?
Install Component 8 [A Real Spider Plague]?
Install Component 9 [Cloakwood Assassins]?
Install Component 10 [The Surgeon's Plight]?
Install Component 11 [Enhanced Minor BG1 Quests]?
Install Component 12 [Enhanced Ancient Tomb]?
Install Component 13 [Enhanced Slum Sewers]?
Install Component 14 [Enhanced Trademeet Tomb]?
Install Component 15 [Enhanced Ankhhegs]?
Install Component 16 [Enhanced Basilisks]?
Install Component 17 [Enhanced Dread Wolves]?
Install Component 18 [Enhanced Mustard Jellies]?
Install Component 19 [Enhanced Winter Wolves]?
Install Component 20 [Enhanced Wraith Spiders]?
Successfully installed

[1]Install
Press ENTER to exit
4.1 Herbs and Potions Add-in for Baldur’s Gate 1 v1.0.3
~BW_HERBS/SETUP-BW_HERBS.TP2~

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

Copy the folder BW_Herbs and the file Setup_BW_Herbs.exe into your main SoA directory.

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 BG World Fixpack.

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]nstall
Successfully installed [Herbs and Potions Add-in v1.01 by Baronius]
Press ENTER to exit

The readme opens.

4.2 Thalantyr Item Upgrade v4.2.1
~THALAN/THALAN.TP2~

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

Copy the folder thalan and the file SETUP-thalan.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

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

4.3 Lost Items Version Revised 2
~SETUP-LOSTITEMS.TP2~

This mod spreads several standard objects from BG2 in BG1

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

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]?
Install Component 1 [Xan has Sorcerer class]?
Install Component 2 [Monk +3 AC and +1 THACO Bonus]?
Install Component 3 [Happy patch: NPCs do not leave due reputation]?
Install Component 4 [Viconia has 18 WIS]?
[ N ]ot Install

There may be issue with the Vlad’s Compilation component ”Improved Monk Class”.

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 Tweaks Anthology or BGT Tweak Pack!

Install Component 5 [Alternate portrait for Faldorn]?
Install Component 6 [Alternate portrait for Xan]?
Install Component 7 [Alternate portrait for Imoen]?
Install Component 8 [Baldur’s Gate 2 portrait for Viconia]?
[ N ]ot Install

These mods expand and improve your BG1 stores and items.
4. BG1 STORES AND ITEMS

4.4 TeamBG Armor Pack v1.05
~SETUP-BGEEAR.TP2~

The dwarf Kurtz Goldenaxe outside of the Friendly Arm Inn will sell you these armors.

Copy the folder BGeeAR and the files SETUP-BGeeAR.exe and SETUP-BGeeAR.tp2 into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [TeamBG's Armors for BG:EE, BGT and TuTu Version 1.05]? [I]nstall
Successfully installed [TeamBG's Armors for BG:EE, BGT and TuTu Version 1.05] Press ENTER to exit

4.5 TeamBG Weapon Pack v1.05
~SETUP-BGEEW.TP2~

The dwarf Maltz outside of the Friendly Arm Inn will sell you these weapons.

Copy the folder BGeeW and the files SETUP-BGeeW.exe and SETUP-BGeeW.tp2 into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [TeamBG's Weapons Pack for BG:EE, BGT and TuTu Version 1.04]? [I]nstall
Successfully installed [TeamBG's Weapons Pack for BG:EE, BGT and TuTu Version 1.04] Press ENTER to exit

4.6 Animus v1.1
~ANIMUS.TP2~

This mod adds a talking sword to the game. The blade communicates telepathically with you and you can learn a little about the sword's past.

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.

Copy the folder Animus and the file Setup-Animus.exe into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o
Install Component 0 [Animus Weapon]? [I]nstall
Successfully installed [Animus Weapon] Press ENTER to exit

4.7 Deidre and Joluv in BGT v2
~SETUP-WMART.TP2~

Deidre and Joluv the bonus merchants from Baldur's Gate 2 make a stop at Baldur's Gate before they go to Amn. This version is for Baldur's Gate Trilogy (BGT) only.

Copy the folder wmart and the files setup-wmart.exe and setup-wmart.tp2 into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [Deidre and Joluv in BGT]? [I]nstall
Successfully installed [Deidre and Joluv in BGT] Press ENTER to exit

4.8 Club Of Pain v1.5
~CLUBOFPAIN/CLUBOFPAIN.TP2~

This mod adds a new club for BG that causes some extra damage that continues for some time after the blow.

This mod was created for BGEE. The B.G World Installpack converts this mod to BGT using the PCU. The B.G
**World Fixpack** makes further changes to the mod to be able to play it with BWP.

Copy the folder **ClubOfPain** and the files **setup-ClubOfPain.exe** and **ReadMe Club of Pain.txt** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

- Choose your language: 0 [English]
- Install Component: 0 [Barbed Club of Pain]
- Successfully installed: [Barbed Club of Pain]

**4.9 Wand Case v1.3**  
~WANDCASE/WANDCASE.TP2~

Inside this wand case is an extradimensional space allowing up to 30 wands to be stored safely. Upon using the command word, the owner may reach inside and pull out the desired wand in a single action.

Copy the folder **WandCase** and the file **Setup-WandCase.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

- Install Component: 0 [Wand Case]
- Successfully installed: [Wand Case]

**4.10 Saradas Magic v1.1**  
~SARADAS_MAGIC/SARADAS.Magic.TP2~

This mod introduces Saradas the archmage, who offers some brand new arcane spells as well as an advanced artificial intelligence that offers an epic fight.

Copy the folder **saradas_magic** and the file **setup-saradas_magic.exe** into your main SoA directory.
This mod was created for BGEE. The **B.G World Installpack** converts this mod to BGT using the PCU. The **B.G World Fixpack** makes further changes to the mod to be able to play it with BWP.
Double-click the Setup. The DOS dialogue appears:

- Choose your language: 0 [English]
- Install Component: 0 [saradas_magic]
- Successfully installed: [saradas_magic]
5. 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.

5.1 BG1NPC Project v23.3

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.

Should be compatible with Drizzt Saga v3, provided the Delayed Start component is installed.

Copy the folder BG1nPC and the files Setup-BG1NPC.exe and bg1npc.tp2 into your main SoA directory. 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: Tweaks]? [Y]es
Install Component 0 [The BG1 NPC Project: Required Modifications]? [I]nstall
Install Component 1 [The BG1 NPC Project: Banter, Quests and Interjections]? [I]nstall
Install Component 2 [The BG1 NPC Project: Give Edwin his BG2 portrait.].? [I]nstall
Install Component 3 [The BG1 NPC Project: Give Imoen her BG2 portrait.].? [I]nstall
Install Component 4 [Das BG1-NPC-Project: Gebe Jaheria ihr BG2 Portrait.].? [I]nstall
Install Component 5 [The BG1 NPC Project: Give Minsc his BG2 portrait.].? [I]nstall
Install Component 6 [The BG1 NPC Project: Give Viconia her BG2 portrait.].? [I]nstall
Install Component 7 [The BG1 NPC Project: Kivan's "Kivan and Deheriana Companions" portrait]? [I]nstall
Install Component 8 [The BG1 NPC Project: Add Non-Joinable NPC portraits to quests and dialogues]? [I]nstall

deprecated due to copyright issues

Install Component 9 [The BG1 NPC Project: Ajantis Romance Core (teen content)]? [I]nstall
Please choose one of the following:
[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 10 [The BG1 NPC Project: Branwen's Romance Core (teen content)]? [I]nstall
Please choose one of the following:
[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 11 [The BG1 NPC Project: Coran's Romance Core (adult content)]? [I]nstall
Please choose one of the following:
[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 12 [The BG1 NPC Project: Dynaheir's Romance Core (teen content)]? [I]nstall
Please choose one of the following:
[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

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5. BG1 NPC MODS

Install Component 13
[The BG1 NPC Project: Shar-Teel Relationship Core (adult content)]?
Please choose one of the following:
[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

[Install]

Install Component 14
[The BG1 NPC Project: Xan's Romance Core (teen content)]?
Please choose one of the following:
[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

[Install]

Install Component 15
[The BG1 NPC Project: Female Romance Challenges, Ajantis vs Xan vs Coran]?
[Install]

Incompatible with BG1: please use the equivalent component „Better NPC management“ in SwordCoastStragems for BG1

Install Component 16
[The BG1 NPC Project: Alora's Starting Location]?
choose one:

1] Alora Starts in the Hall of Wonders.
2] Alora Starts in Gullykin.
The BG1 NPC Project: Eldoth's Starting Location
[Install]

Incompatible with BG1: please use the equivalent component in SwordCoastStragems for BG1

Install Component 17
1] Eldoth Starts in the Cloakwood Forest.
2] Eldoth Starts in the Coast Way.
The BG1 NPC Project: Quayle's Starting Location
[Install]

Incompatible with BG1: please use the equivalent component in SwordCoastStragems for BG1

Install Component 18
1] Quayle Starts at the Wyrm's Crossing.
2] Quayle Starts at the Nashkel Carnival.
The BG1 NPC Project: Tiax's Starting Location
[Install]

Incompatible with BG1: please use the equivalent component in SwordCoastStragems for BG1

Install Component 19
1] Tiax Starts in Baldur's Gate.
2] Tiax Starts in Beregost.
The BG1 NPC Project: Player-Initiated Dialogues
[Install]

This component also includes a string fixer. If once wrong dialogs should be played, herewith this can be corrected again.
Successfully installed

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.

This component is only useful for Tutu installs.

This component raises the frequency of the banterers. It is the same one as included with the Banter Packs for BG2.

[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.

This component is only useful for Tutu installs.

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.

This component is only useful for Tutu installs.

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.

This component is only useful for Tutu installs.

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.
5.2 **BG1NPC Music Pack v6**  
~BG1NPCMUSIC/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.

Copy the folder **BG1NPCMusic** and the file **Setup-BG1NPCMusic.exe** into your main SoA directory.  
Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?  
Install Component 0 [The BG1 NPC Project Music Pack]? choose one:  
1 Install All Audio  
2 Install Regular Audio Only  
3 Install Romance Audio Only  
4 Install All Audio - Short versions  
5 Install Regular Audio Only - Short versions  
6 Install Romance Audio Only - Short versions  
Successfully installed [The BG1 NPC Project Music Pack] Press ENTER to exit  
Further files get copied, then the readme opens.

5.3 **Indira v12beta3**  
~SETUP-INDINPC.TP2~

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

Copy the folder **IndinPC** and the file **Setup-IndinPC.exe** into your main SoA directory.  
Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
Install Component 0 Indira NPC for BG1WeiDU? [I]install  
Successfully installed Indira NPC for BG1WeiDU Press ENTER to exit  
Further files get copied, then the readme opens.

5.4 **Mur’Neth v12**  
~MUR’NETH/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 banters with Indira, if Indira is installed BEFORE Mur’Neth.*

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

5.5 **Mulgore & XavianPC v5.0**  
~MULGOREXAVIANPC/SETUP-MULGOREXAVIANPC.TP2~

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

Copy the folder **MulgoreXavianPC** and the file **Setup-MulgoreXavianPC.exe** into your main SoA directory.  
Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
Would you like to display the readme? [N]o
5. BG1 NPC MODS

5.6 Xan’s friendship path for BG1 v9
~XANBG1FRIEND/SETUP-XANBG1FRIEND.TP2~

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

Copy the folder XanBG1Friend and the file Setup-XanBG1Friend.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [Xan’s friendship path for BG1, v6]?
Successfully installed [Xan’s friendship path for BG1, v6]
Press ENTER to exit

The readme opens.

5.7 Coran’s BG Extended Friendship Talks v6
~CORANBGFRIEND/CORANBGFRIEND.TP2~

This mod expands Coran’s Friendship talk sequence.

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

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 [Coran’s Extended BG Friendship Talks]?
Successfully installed [Coran’s Extended BG Friendship Talks]
Press ENTER to exit

5.8 Ajantis BG1 v13
~AJANTISBG1/SETUP-AJANTISBG1.TP2~

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

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

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 [Installs Ajantis BG1 Expansion Modification]?
Successfully installed [Installs Ajantis BG1 Expansion Modification]
Press ENTER to exit

5.9 Ascalon’s Breagar v8.0.1 (1)
~SETUP-ACBRE.TP2~

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.

NOTE: This mod must be installed in two steps!

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

Double-click the Setup. The DOS dialogue appears:

Choose your language: 1 [English]
Install Component 0 [Breagar: Content]?
Setup of Breagar’s relationship speed
Please select:
[1] 30 minutes real time between the individual talks (recommended) 
Press ENTER to exit
5. BG1 NPC MODS

5.10 Finch v4.0 BETA 7
~SETUP-FINCHNPC.TP2~

Finch Bloomwhiffler, 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.

Copy the folder finch and the file Setup-FinchNPC.exe into your main SoA directory.
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 [Finch NPC]? [I]nstall
Successfully installed [Finch NPC]

The readme opens.

5.11 Gavin BG1 v14
~GAVIN/GAVIN.TP2~

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

Copy the folder gavin and the file setup-gavin.exe into your main SoA directory.
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, BGT, and BG:EE]? [I]nstall
Install Component 1 [Gavin: Romance (mature content)]? [I]nstall
Select Gavin’s Relationship Speed:
Please choose one of the following:
[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

The readme opens.

5.12 Huple v1.4
~HUPLE_NPC/SETUP-HUPLE_NPC.TP2~

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 banters with each BioWare NpC, which he meets there.

Copy the folder Huple_NPC and the file Setup-Huple_NPC.exe into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Choose your language: 2 [English]
Would you like to display the readme? [N]o
Install Component 0 [Huple, NPC temporal]?
Install Component 1 [Charlas con Huple]?
Successfully installed Press ENTER to exit

5.13 Chaos Knight Kit
~CHAOSKNIGHT/SETUP-CHAOSKNIGHT.TP2~

This mod creates a NPC named Jacob. It is a prerequisite for the Askaria mod.

Copy the folder ChaosKnight and the files setup-ChaosKnight.exe and readme_English.txt into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Choose your language: 1 [English]
Install Component 0 [Installation of the Chaos Knight Kit for BGT]?
Successfully installed Press ENTER to exit

5.14 Askaria
~ASKARIA/SETUP-ASKARIA.TP2~

You will meet a girl named Askaria at Feldepost Inn of Beregost. She asks for help against gangsters. You drive them off, and she will join your party to find out where her parents are.

Copy the folder Askaria and the file setup-Askaria.exe into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Choose your language: 1 [English]
Install Component 0 [Adds a Quest mod for BGT user]?
Successfully installed Press ENTER to exit

5.15 Valerie v1.1
~VALERIE/VALERIE.TP2~

Adventurers will find in the young female Cowled Wizard a willing ally in their Nashkel investigations and beyond.

Must be installed because of crossmod content before Isra.

Copy the folder valerie and the file setup-valerie.exe into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o
Install Component 0 [Valerie NPC Mod for BG1 Tutu]?
Successfully installed Press ENTER to exit

5.16 Isra v2.3
~ISRA/SETUP-ISRA.TP2~

Isra is a paladin of Sune Firehair, and you can meet her near the entrance to the Nashkel Mines.

Must be installed because of crossmod content after Gavin and Valerie.

Copy the folder ISRA and the file setup-ISRA.exe into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Isra NPC Mod for BG:EE, BGT and Tutu]?

- 57 -
5. BG1 NPC MODS

5.17 White v2.0
~WHITE/WHITE.TP2~

White is a chaotic neutral human male barbarian, available near Ulcaster ruins. Romances male PCs.

Copy the folder White and the file setup-White.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component 0  [White NPC for BG:EE, BGT and TuTu]?
Successfully installed  [White NPC for BG:EE, BGT and TuTu]

Press ENTER to exit

5.18 Garrick's Infatuation (beta) b20140925
~GARRICK_FLIRT/SETUP-GARRICK_FLIRT.TP2~

This mod adds some dialogues for Garrick.

This mod is contentwise not compatible with Garrick - Tales of a Troubadour. Play either this or that.

Copy the folder garrick_flirt and the file setup-garrick_flirt.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?
Install Component 0  [Garrick's Infatuation]?
Successfully installed  [Garrick's Infatuation]

Please choose one of the following:
[1] 1 hour real time (standard) minimum between dialogues
[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

Please select 1, 2, 3, 4, or 5 and press enter.

Press ENTER to exit

5.19 Garrick - Tales of a Troubadour 1.25
~SETUP-GARRICK-TT.TP2~

This mod significantly expands the dialogue with Garrick and adds a new quest and new bard songs.

The mod requires the installation of BGT and requires at least the BG1NPC components 1 and 200. This mod is contentwise not compatible with Garrick's Infatuation. Play either this or that.

Copy the folder garrick-tt and the file setup-garrick-tt.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 1 [English]
Would you like to display the readme?
Install Component 0  [Garrick : tales of a troubadour]?
Successfully installed  [Garrick : tales of a troubadour]

Press ENTER to exit

5.20 Glam's NPC Pack v2
~GLAMNPCPACK/SETUP-GLAMNPCPACK.TP2~

This mod includes the original Vynd, Drow Assassin NPC mod as well as four brand new NPCs, all of whom will interact with each other and the classic Baldur's Gate cast.

Copy the folder GlamNPCPack and the file setup-GlamNPCPack.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:
## 5. BG1 NPC MODS

### 5.21 Tenya Thermidor v1.5c

~SETUP-TENYATHERMIDOR.TP2~

This mod makes 12 year old Umberlant Tenya a joinable NPC. Tenya has a low strength for a cleric, but makes up for it with some special abilities and unique items. She is quick to anger, abrasive, and like children do will sometimes try to test the limits of people around her to see how much she can get away with. But, she can actually be quite helpful and even nice, on occasion.

*This mod is not compatible with the mod Jarls BGT Adventure Pack because you would have two Tenyas if you recruited Tenya as joinable NPC.*

Copy the folder `TenyaThermidor` and the files `Setup-TenyaThermidor.exe` and `Setup-TenyaThermidor.tp2` into your main SoA directory.

This mod was created for BGEE. The `BiG World Installpack` converts this mod to BGT using the PCU. The `BiG World Fixpack` makes further changes to the mod to be able to play it with BWP.

Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Install Component 0</th>
<th>Tenya Thermidor for BG:EE?</th>
<th>[I]Install</th>
<th>Press ENTER to exit</th>
</tr>
</thead>
</table>

### 5.22 BG1 Romantic Encounters v2.7

~BG1RE/SETUP-BG1RE.TP2~

The BG I version of the popular Romantic Encounters mod adds several encounters and quests all over the game.

Copy the folder `bg1re` and the files `setup-bg1re.exe` and `setup-bg1re.tp2` into your main SoA directory.

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 [Amount of -ahem- details and BG-style vs. description text!]? [I]Install

Please choose one of the following installs:

1. Install "Teen version". (Warning: This will skip whole encounters that are not rated teen and leave out content of others)
2. Install "BG-style" [Adult content]. (Warning: this will leave out descriptive content for some encounters.)
3. Install "Descriptive version" [Adult content] (This installs all encounters and will have description texts for some.)

Please select 1, 2, or 3 and press enter.

Please choose one of the following installs:

1. Do not show/install components with warnings.
2. Show/install all components.

Install Component 1 [Bardolan’s Briefing, by berelinde]? [I]Install
Install Component 2 [Scar’s Spare Time, by jastey]? [I]Install
Install Component 3 [Kim’s Preoccupation, by jastey]? [I]Install
Install Component 4 [Extension of Bjornin Encounter (Personal Wound Treatment)]? [I]Install
Install Component 5 [No Starch in the Maypole]? [I]Install
Install Component 6 [Duke Eltan’s Spare Minute, by jastey]? [I]Install
Install Component 7 [Husam’s Personal Preparation, by jastey]? [I]Install
Install Component 8 [Laurel’s Post-Hunting, by jastey]? [I]Install
Install Component 9 [Bartus’ Seduction, by jastey (mature content)]? [I]Install
Install Component 10 [Lina’s Massage, by jastey]? [I]Install
Install Component 11 [First Night with Quantin, by Kulyok]? [I]Install
Install Component 12 [Chatting Niklos Up, by Kulyok (mature content)]? [I]Install
Install Component 13 [Slythe and Krystin, by Kulyok (mature content)]? [I]Install
Install Component 14 [No Regrets]? [I]Install
Install Component 15 [Purchased Love, by Thimberlig]? [I]Install
Install Component 16 [Hull: Heavy Duty, by Lava]? [I]Install
### 5. BG1 NPC MODS

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Description</th>
<th>Install Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>17</td>
<td>[Late Night with Jaheira, by Kulyok]?</td>
<td>[]Instal</td>
</tr>
<tr>
<td>18</td>
<td>[Sil's Blessing, by Lava]?</td>
<td>[]Instal</td>
</tr>
<tr>
<td>19</td>
<td>[Melicamp: The Poultry Boy, by Lava]?</td>
<td>[]Instal</td>
</tr>
<tr>
<td>20</td>
<td>[Reading with Rinnie, by Western Paladin]?</td>
<td>[]Instal</td>
</tr>
<tr>
<td>21</td>
<td>[Molly the Husband-Grabber, by Kulyok]?</td>
<td>[]Instal</td>
</tr>
<tr>
<td>22</td>
<td>[The Mourning of Centeol, the Spider Lady, by Lava]?</td>
<td>[]Instal</td>
</tr>
<tr>
<td>23</td>
<td>[The Essential End, by Lava]?</td>
<td>[]Instal</td>
</tr>
<tr>
<td>24</td>
<td>[The Harvestmen Lair, by Lava (mature content)]?</td>
<td>[]Instal</td>
</tr>
<tr>
<td>25</td>
<td>[The Great Zudini, by Kulyok (mature content)]?</td>
<td>[]Instal</td>
</tr>
<tr>
<td>26</td>
<td>[The Messenger, by Thimblerig]?</td>
<td>[]Instal</td>
</tr>
<tr>
<td>27</td>
<td>[Ender Sai, the Hero's Reward, by Thimblerig]?</td>
<td>[]Instal</td>
</tr>
<tr>
<td>28</td>
<td>[The Novelist, by Thimblerig]?</td>
<td>[]Instal</td>
</tr>
<tr>
<td>29</td>
<td>[The Honest Lies of Two Riversides, by Lava]?</td>
<td>[]Instal</td>
</tr>
<tr>
<td>30</td>
<td>[Necromancer’s Reward, by jastey]?</td>
<td>[]Instal</td>
</tr>
<tr>
<td>31</td>
<td>[Dinner with Thalantyr, by jastey]?</td>
<td>[]Instal</td>
</tr>
<tr>
<td>32</td>
<td>[Girdle of Gender Reactions, by Thimblerig, Kulyok, Domi, Lava, LastKnightleft, Twani, Jastey, Daisy Ninja Girl]?</td>
<td>[]Instal</td>
</tr>
<tr>
<td>33</td>
<td>[The Surgeon's Dream, by Kulyok]?</td>
<td>[]Instal</td>
</tr>
<tr>
<td>34</td>
<td>[All That Left Was, by Lava and Thimblerig]?</td>
<td>[]Instal</td>
</tr>
<tr>
<td>35</td>
<td>[A Childhood Friend, by Kulyok]?</td>
<td>[]Instal</td>
</tr>
<tr>
<td>36</td>
<td>[Arlene the Working Girl, by Kulyok]?</td>
<td>[]Instal</td>
</tr>
<tr>
<td>37</td>
<td>[Della May from Thay, by Kulyok]?</td>
<td>[]Instal</td>
</tr>
<tr>
<td>38</td>
<td>[A Dirty Guard in Candlekeep, by Kulyok (mature content)]?</td>
<td>[]Instal</td>
</tr>
<tr>
<td>39</td>
<td>[Phoenix Flame, by Kulyok (mature content)]?</td>
<td>[]Instal</td>
</tr>
<tr>
<td>40</td>
<td>[Miikala the Monk, by Twani]?</td>
<td>[]Instal</td>
</tr>
<tr>
<td>41</td>
<td>[The Messenger 2: Rain or Snow or Gloom of Night, by Thimblerig and tibicina]?</td>
<td>[]Instal</td>
</tr>
<tr>
<td>42</td>
<td>[Camryn and Tamah, by tibicina]?</td>
<td>[]Instal</td>
</tr>
<tr>
<td>43</td>
<td>[Minor Disclosures, by jastey]?</td>
<td>[]Instal</td>
</tr>
<tr>
<td>44</td>
<td>[Cloakwood Lovers, by tibicina]?</td>
<td>[]Instal</td>
</tr>
</tbody>
</table>

Successfully installed:

Press ENTER to exit.

### 5.23 Aerie in BG:EE v1.1

~SETUP-BG1AERIE.TP2~

This little mod adds an appearance from Aerie at the Nashkel Fair in BG1. She's not a joinable NPC. There are a couple of little things you can help her with, and in return she opens a little store at the fair.

Copy the folder **BG1Aerie** and the files **setup-BG1Aerie.exe** and **setup-BG1Aerie.tp2** into your main SoA directory. This mod was created for BGEE. The **B.G World Installpack** converts this mod to BGT using the PCU. The **B.G World Fixpack** makes further changes to the mod to be able to play it with BWP.

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Aerie for BG:EE]? [Install]
Successfully installed Press ENTER to exit
6.1 BG1 Unfinished Business v16.0

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 skips automatically incompatible components.

As of version 13 no additional audio pack is needed. Do not install the separate German, French or Spanish audio packs of earlier releases!

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

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]nstall

Install Component 1 [The Mysterious Vial] [I]nstall

Install Component 2 [Additional Elminster Encounter] [I]nstall

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 BGT Tweak Pack.

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 BGT Tweak Pack.

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 BGT Tweak Pack.

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 Tanzig]

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

Install Component 8 [Safana the Firt] [I]nstall

Install Component 9 [Appropriate Albert and Rufie Reward] [I]nstall

Install Component 10 [Place Entar Silvershield in His Home] [I]nstall

Install Component 11 [Scar and the Sashenstar’s Daughter] [I]nstall

Install Component 12 [Quoningar, the Cleric] [I]nstall

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

Install Component 14 [Edie, the Merchant League Applicant] [I]nstall

Install Component 15 [Flaming Fist Mercenary Reinforcements] [I]nstall

Install Component 16 [Creature Corrections] [I]nstall

Install Component 17 [Creature Restorations] [I]nstall

Install Component 18 [Creature Name Restorations] [I]nstall

Install Component 19 [Minor Dialogue Restorations] [I]nstall

Install Component 20 [Audio Restorations] [I]nstall

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

Install Component 22 [Item Corrections and Restorations] [I]nstall

Install Component 23 [Area Corrections and Restorations] [I]nstall

Install Component 24 [Permanent Corpses] [I]nstall

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
In stall Com pon en t

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.

Install Component 28 [Prism and the Emeralds Tweak] [I]nstall
Install Component 29 [Duke Eltan in the Harbor Master's Building] [I]nstall
Install Component 30 [Nim Furling Encounter] [I]nstall
Install Component 31 [Restored Elfsong Tavern Movie] [I]nstall
Install Component 32 [Svlast, the Fallen Paladin Encounter] [I]nstall
Install Component 33 [Mal-Kalen, the Ulcaster Ghost] [I]nstall
Install Component 34 [Chapter 6 Dialogue Restorations] [I]nstall
Successfully installed Press ENTER to exit

The readme opens.

6.2 BGSpawn System v1.12
~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".

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

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]nstall
Install Component 1 [Choose the time between re-spawns]? [I]nstall
1. Re-spawn time = 8 hours (standard ad&d rules)
2. Re-spawn time = 24 hours
3. Re-spawn time = 10 days
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]nstall
Install Component 3 [Random Encounters between Areas]? [I]nstall
Successfully installed Press ENTER to exit

The readme opens.

6.3 ktweaks v1.06
~KTWEAKS/SETUP-KTWEAKS.TP2~

A Tweak pack for Baldur's Gate Trilogy, which mainly introduces additional weapons from BG2 into BG1 (for example, Katana-s, Ninja-Tos, etc.). It also contains some refinements to BGT.

This mod requires Baldur's Gate Trilogy.

Copy the folder ktweaks and the file Setup-ktweaks.exe into your main SoA directory.

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 1 [Add BG1 missing normal & magical weapons]? [I]nstall
Install Component 2 [Add BG1 missing unique weapons]? [I]nstall

This component adds the weapons to the game, but won't allow the player to find them! To find the new items the following component must be installed!

Install Component 3 [Randomized assignment of BG1 missing unique weapons]? [I]nstall

This component will spread the weapons to randomly chosen named foes. Requires the "Add BG1 missing unique weapons" component.

Install Component 101 [Revised throwing daggers]? [N]ot Install

Press ENTER to exit
6. BG1 RULES AND TWEAKS

<table>
<thead>
<tr>
<th>Install Component</th>
<th>102</th>
<th>Revised warhammers?</th>
<th>[N]ot Install</th>
</tr>
</thead>
<tbody>
<tr>
<td>Install Component</td>
<td>103</td>
<td>Revised spears?</td>
<td>[N]ot Install</td>
</tr>
</tbody>
</table>

This component will be skipped if Item revision is installed. The component is similar to the P5Tweaks component "Increased spear range & damage".

<table>
<thead>
<tr>
<th>Install Component</th>
<th>201</th>
<th>(BETA) Allow blades (bard kit) 2 points in bladed weapons?</th>
<th>[N]ot Install</th>
</tr>
</thead>
<tbody>
<tr>
<td>Install Component</td>
<td>301</td>
<td>RP fixes?</td>
<td>[I]nstall</td>
</tr>
</tbody>
</table>

Adds hints and dialog options to small quests in order to make them feel more realistic.

6.4 Kit Tomes for BGT, TuTu & BG:EE v2.01
~KITTOMES/SETUP-KITTOMES.TP2~

In Baldur's Gate 1 originally were no kits. In Baldur's Gate 2, characters start out at a later level and can have a kit. So if you start a character without a kit in the first game; they gained the kit somehow by the time the second game. This mod adds a merchant, Panver the Loremaster, outside of the Friendly Arm Inn who will sell you magical career tomes that can add a kit to a character.

Copy the folder kittomes and the file setup-kittomes.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Install Component</th>
<th>0</th>
<th>[Kit Tomes for BG:EE, BG and TuTu]?</th>
<th>[I]nstall</th>
</tr>
</thead>
<tbody>
<tr>
<td>Install Component</td>
<td>1</td>
<td>Panver Sells 1 Tome per Kit</td>
<td>[1]</td>
</tr>
<tr>
<td>Install Component</td>
<td>2</td>
<td>Panver Sells 2 Tomes per Kit</td>
<td>[2]</td>
</tr>
<tr>
<td>Install Component</td>
<td>3</td>
<td>Panver Sells 6 Tomes per Kit</td>
<td>[3]</td>
</tr>
<tr>
<td>Install Component</td>
<td>4</td>
<td>Panver Sells No Tomes</td>
<td>[4]</td>
</tr>
</tbody>
</table>

If you adjust Panver's to offer 0 tomes then the rewards from the quest will be the only way to get a tome.

<table>
<thead>
<tr>
<th>Install Component</th>
<th>5</th>
<th>[Tome Locations]?</th>
<th>[1]</th>
</tr>
</thead>
<tbody>
<tr>
<td>Install Component</td>
<td>6</td>
<td>Panver is in the Elfsong Tavern</td>
<td>[2]</td>
</tr>
</tbody>
</table>

Successfully installed [Kit Tomes for BG:EE, BG and TuTu] Press ENTER to exit

6.5 BGTTweak Pack v11 (1)
~SETUP-BGTTWEAK.TP2~

This compilation deals with issues with in the original Baldur's Gate and Legends of the Sword Coast.

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

At least the BGTTweak Pack component „Enemy items shatter“ must be installed before Aurora and before most of the BG2 mods!

The "Import more NPCs into Shadow of Amn" components, however, must be installed after the BG1 NPCs for BG2:SoA because of compatibility checks. However, these components are not compatible with Sandrah RTF. Because of compatibility checks the modifications ‘Ease-of-Use’, ‘BGSpawn’, ‘BG1 NPC Project’, and ‘BG1 Unfinished Business’ must be installed before.

The BGTTweak Pack component „Restore BG2 XP bonus for traps, locks, and scrolls“ must be installed before the BG2Tweak component "Change Experience Point Cap" because otherwise the level will be reduced from 50 to level 40.

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

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

<table>
<thead>
<tr>
<th>Install Component</th>
<th>100</th>
<th>Eldoth reminds of Skie’s ransom?</th>
<th>[Y]es</th>
</tr>
</thead>
<tbody>
<tr>
<td>Install Component</td>
<td>400</td>
<td>Add Semaj’s Cloak and Upgraded Koveras’ Ring of Protection?</td>
<td>[Y]es</td>
</tr>
</tbody>
</table>

Not along with the VCv21 component 3 "BGTT Compatibility, Fixes and Improvements"

| Install Component | 500 | Major locations explored upon visit? | [N]o |

Bears react peacefully on presence of a druid or ranger also in BG1.

The BG1 Unfinished Business component "Creature Corrctions" conflicts with this component.
The NPCs maintain the group harmony and do not react to the reputation of the party. A more elaborate alternative is included in The Tweaks Anthology.

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

This component is similar to the "Baldurs Gate 2 Shadows of Amn Item Import" mod. Only install one of them.

This component is NOT compatible with the BGSpawn mod.

The BG-WeIDU method remains unchanged.

Random monsters appear depending on the level of the player.

This removes random monsters in main areas altogether.

This component prevents Arkion from asking a group with very good reputation for removing a corpse from the canalization.

The BG1 NPC Project component "The BG1 NPC Project for BGT-Weidu: Phase I (Banters)" conflicts with this component.

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.

Not together with Alora NPC because otherwise you would get the NPC twice

Not together with Perils of Branwen or with Branwen NPC, because otherwise you would get the NPC twice.

Not together with Eldoth NPC, because otherwise you would get the NPC twice.

Not together with The Darkest Day oder Breagar NPC because otherwise you would get the NPC twice.

Not together with The Darkest Day oder Kivan and Deheriana Companions because otherwise you would get the NPC twice

Not together with Skie NPC because otherwise you would get the NPC twice

Not together with The Darkest Day oder Shar-Teel NPC because otherwise you would get the NPC twice

Dark Side of the Sword Coast is required

Dark Side of the Sword Coast is required
6. BG1 RULES AND TWEAKS

Install Component 1811  [Import more NPCs into Shadow of Amn: Ferthgil Trollslayer]?  [N]o
Dark Side of the Sword Coast is required
Install Component 1812  [Import more NPCs into Shadow of Amn: Jet'Laya]?  [N]o
Dark Side of the Sword Coast is required
Install Component 1813  [Import more NPCs into Shadow of Amn: Keiria Silverestring]?  [N]o
Dark Side of the Sword Coast is required
Install Component 1814  [Import more NPCs into Shadow of Amn: Skeezer Lumpkin VI]?  [N]o
Install Component 1815  [Import more NPCs into Shadow of Amn: Will Scarlet O’Hara]?  [N]o
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]?  [N]o
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  [Protagonist's biography modifications]?  [1]
1) Do not set BG1 biography for imported characters
2) Set BG2 biography upon Shadows of Amn transition
Install Component 2100  [Exotic Weapons For Taerom]?  [Yes]
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]?  [Yes]
Spells and abilities that charm creatures no longer result in the target becoming hostile after the effects wear off. Works best when TobEx is installed.
This component is identical to the same-named EET Tweaks component.
Install Component 2400  [Enemy items shatter]?  [Yes]
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 Wyrm’s Crossing only]  [Yes]
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 Wyrm’s 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]?  [Yes]
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]?  [Yes]
Install Component 2800  [Reputation Resets at Beginning of BG2]?  [Yes]
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 also included in Tweaks Anthology.
Successfully installed
The readme opens.

6.6 New travel system between Baldur’s Gate City areas v2.1

~BG_TRAVEL/SETUP-BG_TRAVEL.TP2~

This mod changes the travel system in Baldur's Gate City in a way that the party appears in the nearest location on the bordering map, and not always at the same set entry point as it was before and without the use of the main map. This will now give an impression of being one big, cohesive area.
Copy the folder **BG_Travel** and the file **Setup-BG_Travel.exe** into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

```
Choose your language: 0 [English]
Install Component 66 [New travel system between Baldur's Gate City areas]?
          661 [1] Full version of component
          [1]
Successfully installed 661 [New travel system between Baldur's Gate City areas]
Press ENTER to exit
```

6.7 **Critter Parts EE v1.1**

~~SETUP-CRITTERPARTS_V1.1.TP2~~

This mod includes a quest and adds items to bears, wolves and wild dogs that the Ranger and Druid protagonist encounters in the game. The dropped items can be sold or consumed by any character in your party.

Copy the folder **CritterParts** and the files **setup-CritterParts_v1.1.exe, setup-CritterParts_v1.1.tp2** and **Critter-Parts_v1.1 Readme.txt** into your main SoA directory.

This mod was created for BGEE. The **B.G World Installpack** converts this mod to BGT using the PCU. The **B.G World Fixpack** makes further changes to the mod to be able to play it with BWP.

Double-click the Setup. The DOS dialogue appears:

```
Double-click the Setup. The DOS dialogue appears:
Install Component 0 [CritterParts]?
Successfully installed Press ENTER to exit
```

6. BG1 RULES AND TWEAKS
7. **Tales of Anegh v2.6**

This story involves an 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.

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

Double-click the Setup. The DOS dialogue appears:

Choose your language: 1 [English]
Install Component 1 [Tales of Anegh (WeiDU)]? [I]nstall
Install Component 2 [Remove Sounds]? [N]ot Install
Install Component 3 [Remove Nomoran from the following Areas]
   1] Waukeens Promenade (Chapter 6)
   4] 2) Amkethran (ToB)
Install Component 5 [Enlarge tooltip scroll (by Taimon)]? [N]ot Install
Install Component 10 [Creature Balancing]? [I]nstall
Install Component 20 [AREA Balancing]? [I]nstall
Install Component 30 [Dialog & Script Balancing]? [I]nstall
Install Component 40 [Stores Balancing]? [I]nstall
Install Component 50 [Item Balancing]? [I]nstall
Successfully installed Press ENTER to exit

Further files get copied, then the readme opens.

7.2 **Expanded Thief Stronghold v2.20**

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

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

Double-click the Setup. The DOS dialogue appears:

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

The readme opens.

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

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.

7.3 **Ajoc's Minimod v1.6.5**

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

*The Darkest Day must be installed.*

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

Double-click the Setup. The DOS dialogue appears:
7.4 Tormented Soul Quest v7
~SETUP-TTSQ.TP2~

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

Copy the folder TTSQ and the files Setup-TTSQ.exe and Setup-TTSQ.tp2 into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Choose your language:
Install Component 0 [The Tormented Soul Quest - WeiDU]? [I]nstall
Successfully installed [The Tormented Soul Quest - WeiDU]

The readme opens.

7.5 Every Mod and Dog v10
~EMAD/SETUP-EMAD.TP2~

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

Copy the folder EMAD and the file Setup-emad.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Choose your language: 0 [English]
Install Component 0 [A Z-rated Adventure - an IM4 Non-Entry]? [I]nstall
Install Component 1 [The Promise of a Troll]? [I]nstall
Install Component 2 [A Bhaalspawn's Best Friend]? [I]nstall
Install Component 3 [Under Her Spell]? [I]nstall
Install Component 4 [ Forgery]? [I]nstall
Install Component 5 [Character Medley]? [I]nstall
Successfully installed [Character Medley]

The readme opens.

7.6 Planar Sphere v2.6e
~SETUP-PLANARSFHEREMOD.TP2~

In the planar sphere you are awaiting new quests. A threat of unexpected scope is to be avoided. As a mage you can create magical artifacts. A new dealer will also be added. Recommended level 20 or higher.

Copy the folder planarspheremod and the files Setup-planarspheremod.exe and Setup-planarspheremod.tp2 into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Choose your language: 0 [English]
Install Component 0 [PlanarSphereMod v2.6c]? [I]nstall
Install Component 1 [Planar Sphere Store]? [I]nstall
Install Component 2 [Waukeen's Promenade Store]? [I]nstall
Install Component 3 [Planar Sphere Return v2]? [I]nstall
Successfully installed [PlanarSphereMod 2.6c]

The readme opens.

7.7 The Bigg Quest Pack v2.05
~TB#QUEST/TB#QUEST.TP2~

A number of standalone fights.
Copy the folder `tb#quest` and the file `Setup-tb#quest.exe` into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

1. Install Component 0 [The curse of Mprolla the spammer]?
   - [N]ot Install

   **NOTE!** Breaking the fourth wall: The characters will start the direct dialogue with the player.

   (MProlla is a personal accounting of the mod author in an obscene language unsuitable for BG with MikeProlla who years ago flooded the English IE forums with spam.)

   **This component requires the The curse of Mprolla the cheater component and makes the fight with Mprolla harder.**

2. Install Component 1 [The curse of Mprolla the cheater]?
   - [N]ot Install

3. Install Component 2 [A large battle]?
   - [I]nstall

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

   Install Component 3 [Underdark Mage Duel]?
   - [I]nstall
   Successfully installed Press ENTER to exit

   The readme opens.

### 7.8 The Black Rose Part I: Market Prices v1

~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.*

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

Double-click the Setup. The DOS dialogue appears:

1. Choose your language: 0 [English]?
   - [I]nstall

2. Install Component 0 [The Black Rose Part I: Market Prices]?
   - [I]nstall

   Successfully installed [The Black Rose Part I: Market Prices] Press ENTER to exit

   Further files get copied, then the readme opens.

### 7.9 Adalon's Blood (Silberdrachenblut) v14

~C#SB_SILBER/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.

Copy the folder `c#sb_silber` and the file `Setup-c#sb_silber.exe` into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

1. Choose your language: 0 [English]?
   - [I]nstall

2. Install Component 0 [Silberdrachenblut - Questmod von Gandalf the white]?
   - [I]nstall

   Successfully installed [Silberdrachenblut - Questmod von Gandalf the white] Press ENTER to exit

   The readme opens.

### 7.10 Spellhold Gauntlet Version 1.16

~SETUP-SPGAUNT.TP2~

A row of tasks that provide an alternate way to complete spellhold and test your limits.

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

Double-click the Setup. The DOS dialogue appears:

1. Install Component 0 [Spellhold Gauntlet]?
   - [I]nstall

2. Install Component 1 [Irenicus Waiting in Spellhold]?
   - [I]nstall

3. Install Component 2 [Shortened Spellhold Cutscenes and Dream]?
   - [N]ot Install

4. Install Component 3 [Interjections for Spellhold Gauntlet (dialogue by Liam)]?
   - [I]nstall

   Successfully installed Press ENTER to exit

   Further files get copied, then the readme opens.
7.11 **Tower Of Deception v4.0.1**
~TOD/SETUP-TOD.TP2~

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

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

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.

7.12 **Dungeon Crawl v11**
~DC/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.

Copy the folder **DC** and the files **Setup-DC.exe** and **Readme-DC.txt** into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

- Choose your language: 0 [English]
- Install Component 0 [Dungeon Crawl]? [I]nstall
- Successfully installed Press ENTER to exit

The readme opens.

7.13 **Assassinations v14**
~ASSASSINATIONS/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.

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

Double-click the Setup. The DOS dialogue appears:

- Choose your language: 0 [English]
- Install Component 0 [Assassinations mod for Baldur's Gate II]? [I]nstall
- Successfully installed Press ENTER to exit

The readme opens.

7.14 **Back to Brynnlaw v7**
~BACKBRYNNLAW/SETUP-BACKBRYNNLAW.TP2~

You will meet a rogue Cowled Wizard and set out with him to help another victim of Irenicus' experiments. Your investigations cross paths with other interested parties, and the sparks will fly!

*It is highly recommended to take Imoen with you, though the mod works fine without her. Xan BG2 NPC also has extensive crossmod content with the mod.*

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

Double-click the Setup. The DOS dialogue appears:

- Choose your language: 0 [English]
- Install Component 0 [Back of Brynnlaw mod for Baldur’s Gate II]? [I]nstall
- Successfully installed Press ENTER to exit

The readme opens.
7. BG2 QUEST MODS

7.15 The Sellswords v7
~SELLSWORDS/SETUP-SELLSWORDS.TP2~

The mod allows the player to meet Kimmuriel Oblodra, the current leader of Bregan D’aerthe, and travel with him to Menzoberranzan to confront a powerful Matron Mother, rescue Jarlaxle, and receive some unexpected help from Artemis Entieri.

Copy the folder Sellswords and the file Setup-Sellswords.exe into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [The Sellswords mod for Baldur’s Gate II]? [Install]
Successfully installed [The Sellswords mod for Baldur’s Gate II] Press ENTER to exit

The readme opens.

7.16 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.

Copy the folder 1Sylm and the files Setup-1Sylm.exe and Setup-1Sylm.tp2 into your main SoA directory. One or more files of this mod must be changed. This will be done by the patch from the folder BG World Fixpack.

Double-click the Setup. The DOS dialogue appears:
Install Component 0 [Sylmar - Elves vs Orcs]? [Install]
Successfully installed [Sylmar - Elves vs Orcs] Press ENTER to exit

The readme opens.

7.17 Er’vonyrah: Song Władającej v1.3.4
~SOVEREIGN/SETUP-SOVEREIGN.TP2~

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.

Copy the folder sovereign and the file Setup-sovereign.exe into your main SoA directory. Double-click the Setup. The DOS dialogue appears:
Install Component 0 [Er’vonyrah - The Sovereign's Song - Pieśń Władającej]? [Install]
Install Component 1 [Historia pewnego Kronikarza]? [Install]
Successfully installed Press ENTER to exit

The readme opens.

7.18 Tales of the Deep Gardens v12.4
~TOTDG/SETUP-TOTDG.TP2~

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

First release of the Colours of Infinity series. Its mods are linked together.

Copy the folder TotDG and the file setup-TotDG.exe into your main SoA directory.
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 [Colours of Infinity: Tales of the Deep Gardens]?
Install Component 1 Yes, but don't patch the existing save games
Install Component 2 Yes, and patch the existing save games
Successfully installed Press ENTER to exit

7.19 **Innershade v9.5**
~INNERSHADE/SETUP-INNERSHADE.TP2~

You will find a very new village, some minor quests and one main quest. You will be also able to learn some new abilities. Suggested party level is 9th and higher.

*Second release of the Colours of Infinity series. Its mods are linked together.*

*This mod is not compatible with the mod Severian de Demerya.*

Copy the folder Innershade and the file setup-Innershade.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [Colours of Infinity: Innershade]?
Install Component 1 [New animations. May not be compatible with other mods that alter animations with the older method. (Overrides wigh1 and wigh2 slots)]?
Install Component 2 [ Talks for original Bioware NPCs]?
Install Component [Add Innershade to Worldmap (You *must* pick one of these components, otherwise the mod won't run as it should.)]?
Install Component 1 [ ]Yes
Install Component 2 [ ]Yes + new map icon. WARNING: This component overrides mapicon.bam. It's incompatible with mods which does any change to this .bam file.
Install Component 3 [ ]No
Install Component 4 [Add Innershade to BP-BGT-Worldmap.]
Successfully installed Press ENTER to exit

7.20 **The White Queen v6.6**
~WHITEQUEEN/WHITEQUEEN.TP2~

This mod allows to visit a brand new place - Silent Swamps. Discover what lies under the layers of the mud, meet the White Queen and her servants.

*Third release of the Colours of Infinity series. Its mods are linked together.*

Copy the folder WhiteQueen and the file setup-WhiteQueen.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [Colours of Infinity - The White Queen]?
Install Component [Worldmap options:]
Install Component Dash 1 to install original worldmap addition (usual BG2)
Install Component Dash 2 to install worldmap addition for BP-BGT-Worldmap
Successfully installed Press ENTER to exit

7.21 **Rukrakia v0.8**
~RUKRAKIA/SETUP-RUKRAKIA.TP2~

She is usually a friendly and nice person, but also a capable fighter / thief, who mercilessly makes use of her knife. (ToB only). Many hours of gameplay, new areas.

*This mod must be installed before Saerileth.*
Must be installed before ts25mini because of its DetectableSpell component.

Copy the folder rukrakia and the file Setup-rukrakia.exe into your main SoA directory. One or more files of this mod must be changed. This will be done by the patch from the folder B.G World Fixpack. Double-click the Setup. The DOS dialogue appears:

Install Component 0 ['루크라키아 NPC Romance 모드 (TOB only)']? * Installer Component 1 [Add Rukrakia Areas to SOA Worldmap]?
Install Component 2 [Add Rukrakia Areas to ToB Worldmap]?
Install Component 3 [Add Rukrakia Areas to BP-BGT Worldmap]?
Successfully installed ['루크라키아 NPC Romance 모드 (TOB only)']

7.22 I Shall Never Forget v5.6
~ISNF/ISNF.TP2~

This is a mini-quest mod from the Colours of Infinity mod series that allows you to work with Orion - a mage who has lost sense of his life. The quest starts in the government district of Athkatla.

Mod must be installed before TS25 MiniMod.

Copy the folder ISNF and the file setup-ISnf.exe into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Colours of Infinity: I Shall Never Forget]? Installer Component 1 [Colours of Infinity: I Shall Never Forget]
Successfully installed [Colours of Infinity: I Shall Never Forget]

7.23 TS25 MiniMod v2
~TS25MINI/SETUP-TS25MINI.TP2~

This mod adds five small quests.

Copy the folder ts25mini and the files ts25mini.exe and 訳者様.txt into your main SoA directory. One or more files of this mod must be changed. This will be done by the patch from the folder B.G World Fixpack. 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）]? Installer Component 1 [Detectable Spell (Required for all component, exceptionally "The Destination of a Undead")]
Install Component 2 [The Secret of the Troll Cave]?
Install Component 3 [The Smell of the Black Lotus]?
Install Component 4 [The destination of a Undead]?
Install Component 5 [The Concerns of a Spellcaster]?
Successfully installed [The Request of a Noble Lady]

7.24 Les Exiles de Lunargent v01
~DEVIN/SETUP-DEVIN.TP2~

This mod adds a new mysterious group of the exiles of Lunargent to the game. There are a lot of new encounter throughout the game in well-known but also in new places as long as you are of neutral alignment or bad. The mod starts when you meet a strange old man in the Irenicus dungeon.

Incompatible with the Sword Coast Stratagems component "Improved Vampires".
Copy the folder **Devin** and the file **setup-Devin.exe** into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Install Component 0</th>
<th>[Devin : version Beta 0.00]?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Successfully installed</td>
<td>[Devin : version Beta 0.00]</td>
</tr>
</tbody>
</table>

Further files get copied

Press any key...

Press ENTER to exit

7.25 **Eilistraee's Song v6.6**

~EILISTRAEE/SETUP-EILISTRAEE.TP2~

This mod expands the plot of Eilistraee - the deity of drows that rebelled against Lolth the Spider Queen. It adds content for players who spare Solaufein's life and let him escape. The mod includes 6 new areas, 21 new items and obviously some new quests.

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

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 [Eilistraee's Song]? [I]nstall  
Install Component 1 [Worldmap addition]?  
1 1] Add Eilistraee’s Clearing to the Worldmap  
2 2] Add Eilistraee’s Clearing to BP-BGTWorldmap  
3 3] Do not add Eilistraee’s Clearing to the Worldmap  
Successfully installed Press ENTER to exit

7.26 **Fishing for Trouble v3.2.3**

~FISHINGFORTROUBLE/FISHINGFORTROUBLE.TP2~

You will be asked to investigate why a village just south of Athkatla is being deserted by its inhabitants. This large mod centers around five completely new major areas throughout BG2, and has a long, non-linear storyline and a handful of smaller fedex quests. It is designed for characters at mid-level (eleven and above).

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

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 **BG World Fixpack**.

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 [Core Files: Fishing for Trouble by Yovaneth]? [I]nstall  
Install Component 1 [Optional: Add portraits for 63 major NPCs in Fishing for Trouble]? [I]nstall  
Successfully installed Press ENTER to exit

7.27 **Southern Edge v2.1**

~SOUTHERNEDGE/SOUTHERNEDGE.TP2~

Southern Edge is a new district for the city of Athkatla and includes a main quest and a series of mini-quests and encounters.

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

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Southern Edge: the new district of Athkatla -> Yes, but don’t patch the existing save games]? [I]nstall  
Install Component 1 [Southern Edge: the new district of Athkatla -> Yes, and patch the existing save games/saving save games]? [I]nstall  
Successfully installed [Southern Edge] Press ENTER to exit
7.28 Ooze’s Lounge v2
~OOZE/OOZE.TP2~

Ooze’s Lounge adds a brand new part of Athkatlan sewers and a couple of mini-quests.

Copy the folder Ooze and the file Setup-Ooze.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Ooze’s Lounge: a new area under Athkatlan Slums]? [I]nstall
Successfully installed [Ooze’s Lounge: a new area under Athkatlan Slums] Press ENTER to exit

7.29 The Calling v2
~THECALLING/SETUP-THECALLING.TP2~

This mod is planned as a collection of class-specific quests. So far, only one class quest - mages - has been completed.

BGT is required for this mod.

Copy the folder thecalling and the file setup-thecalling.exe into your main SoA directory.

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 [The Calling]? [I]nstall
SKIPPING: 1 [Peaceful Werewolf Isle Resolution]

This component is also available in SCS.

SKIPPING: 2 [Exotic Item Pack]

This component is also available in The Tweaks Anthology.

Successfully installed Press ENTER to exit
8. **BG2 TACTICAL ENCOUNTERS**

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

### 8.1 Azengaard Tactical Encounter v5.0

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. Azengaard 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.

Copy the folder **AzenMOD** and the files **Setup-AzenMOD.exe** and **Setup-AzenMOD.tp2** into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

- Choose your language: 0 [English]
- Install Component 0 [Azengaard Tactical Encounter (erebusant's revamp)]
- Install Component 1 [Enhanced Trademeet Crypt]
- Install Component 2 [Enhanced Chateau Irenicus]
- Successfully installed Press ENTER to exit

The readme opens.

### 8.2 CoM Encounters v1.10

This BG2 mod has Underdark Adventures and other enhanced encounters.

Copy the folder **com_encounters** and the files **Setup-com_encounters.exe** and **SETUP-com_encounters.tp2** into your main SoA directory. 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 [Chosen of Mystra's Encounters (Requires Throne of Bhaal)?]
- Install Component 1 [Would you like to install improved druid encounters?]?
- Install Component 2 [Would you like to install improved Shagbag encounters?]?
- Successfully installed Press ENTER to exit

The readme opens.

### 8.3 Deeper Shadows of Amn v2.2.4

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, Andorion may or may not get killed.*

Copy the folder **DSOA** and the file **Setup-DSOA.tp2** into your main SoA directory. Copy the WeiDU-setup and rename it to **Setup-DSOA.exe**

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 v2.2.2]?
- Successfully installed Press ENTER to exit

The readme opens.
This component causes everyone goes hostile.

Install Component 1 [Difficult Brown Dragon]? [I]nstall

A improved version is also included in Big Picture.

This component is compatible with the Big Pictures component "Improved Small Teeth Pass"!

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. It is also included in Big Picture and Tactics.

Install Component 3 [Improved Crypt King]? [N]ot Install

This is the slightly improved version of the Tactic mod component.

Don't install it together with BP, because BP contains its own version of this component.

Install Component 4 [Ghost Shadow Dragon]? [I]nstall
Install Component 5 [Gnome Fighter/Illusionist Encounter]? [N]ot Install

This is the slightly improved version of the Tactic mod component.

Don't install it together with BP, because BP contains its own version of this component.

Install Component 6 [Grothgar the Red Dragon]? [I]nstall
Install Component 7 [Improved Kangaxx]? [N]ot Install

This is the slightly improved version of the Tactic mod component.

Don't install it together with BP, because BP contains its own version of this component.

This component overlaps with the SCS component "Spellcasting Demiliches".

Install Component 8 [The Curse of the Underground Shade Lord]? [I]nstall
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.

8.4 Domains of Dread v3
~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.

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

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [DofD]? [I]nstall
Successfully installed Press ENTER to exit

It appears an error message that the file dofd\ReadMe.txt could not be found. Nevertheless, this does not exist.

8.5 Improved Asylum v1.01
~IMPASYLUM/SETUP-IMPASYLUM.TP2~

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

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.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [Detectable Spells (Required for the Other Components)]? [I]nstall
Install Component 1 [Improved Asylum Mod for BG2:ToB]? [I]nstall

This component can also be installed together with the Improved Spellhold component of Big Picture!

Install Component 2 [Spellhold Lich]? [I]nstall

The first component already placed a lich into the library. This component adds a second one and together with the SCS components "Almost-maximum difficulty (maximum for everything except liches)" or "Maximum difficulty" potentially a third one.

Install Component 3 [Improved Player Scripts]? [I]nstall

The readme opens.
8. BG2 TACTICAL ENCOUNTERS

8.6 Super Firkraag Mod v1.5
~SETUP-FIRKRAAG.TP2~

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

You can instead of this mod also combine the Firkraag from Revised Battles with the SCS component “Smarter Dragons”.
Inkompatible with the component Improved Firkraag from RevisedBattles.
Inkompatible with the mod BuTcHeRy.

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

Choose your language: 0 [English]
Install Component 0 [Super Firkraag for BG2]?
Successfully installed [Super Firkraag for BG2] Press ENTER to exit

The readme opens.

8.7 D’s Odd Quest Mod v1
~SETUP-IMNESVALE.TP2~

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

Copy the folder imnesvale and the files Setup-imnesvale.exe and Setup-imnesvale.tp2 into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

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

8.8 Tomoyo and the Underground City v0.9
~SETUP-DNT.TP2~

A tribute to the manga “Tomoyo After: It’s a Wonderful Life”
The mod adds an underground city (entrance in the room with the lich in the gate area) and a dozen of new items. Those who do not bother because the mod is unconnected with BG, will find some extremely challenging battles and finally the manga character Tomoyo.

Copy the folder Dnt and the files Setup-Dnt.exe and Setup-Dnt.tp2 into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language: 1 [English]
Install Component 0 [Tomoyo and the Underground City MOD v0.9 by Viracocha]?
Successfully installed [Tomoyo and the Underground City MOD v0.9 by Viracocha] Press ENTER to exit

8.9 Arena v1
~ARENA/SETUP-ARENA.TP2~

After you have completed your challenge at pocket plane you may continue at the new arena. Once you have finished it a reward will be available.

Copy the folder Arena and the file Setup-Arena.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0 [The Arena Project]?
Successfully installed [The Arena Project] Press ENTER to exit
8.10 **Umbra of TROW - Arena v1.0**

~SETUP-UOT.TP2~

This is a simple battle mod. You will meet in an arena on powerful outer planar creatures - beat them or die. This is an independent part of the planned TROW mod (The Ring Of Wonder - chinese Website).

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

Double-click the Setup. The DOS dialogue appears:

```
Choose your language: 1 [English]
Install Component 0 [Umbra of T.R.O.W.]
```

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".

9.1 **Alex Macintosh v5**

~AM/AM.TP2~

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

Copy the folder AM and the file setup-AM.exe into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [Alex Macintosh PC Conversion by MTS]?
Successfully installed [Alex Macintosh PC Conversion by MTS]
The readme opens.

9.2 **Bag Bonus v1.0.4**

~BAGBONUS/BAGBONUS.TP2~

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

Copy the folder BagBonus and the file Setup-BagBonus.exe into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [American]
Install Component 0 [Bonus Potioncase and Ammobelt to Deidre's store]
Successfully installed [Bonus Potioncase and Ammobelt to Deidre's store]?
The readme opens.

9.3 **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.*

Copy the folder RGenie and the files setup RGenie.exe and setup RGenie.tp2 into your main SoA directory. 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). Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [Ribald's Genie]?
Successfully installed [Ribald's Genie]
The readme opens.
9.4 Boards of Magick item pack v2.0
~SETUP-BOM.TP2~

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

Install the file BoM_Item_pack.exe into any dummy folder but by no means into your main directory! Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folder Setup-BoM and the files Setup-BoM.exe and Setup-BoM.tp2 as well as a file SETUP-BOM.DEBUG in that dummy folder. Move them except the SETUP-BOM.DEBUG into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Choose your language:</th>
<th>0 [English]</th>
</tr>
</thead>
</table>
| Install Component 0   | [Boards of Magick Itempack!]?
| Successfully installed| [Boards of Magick Itempack!]|

The readme opens.

9.5 Baldurs Gate 2 Shadows of Amn Item Import v3
~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.

This mod is similar to the BGT Tweak component 800 „Import more items into Shadows of Amn“. Only install one of them.

Copy the folder BG2SoA and the files Setup-BG2SoA.exe and Setup-BG2SoA.tp2 from the folder BG2SoA_v3 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

| Install Component 0 | [Adds Items from Baldura Gate to SoA]?
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Just add the items to Irenicus’s Dungeon</td>
</tr>
<tr>
<td>2</td>
<td>Improved Mencar Pebblecrusher</td>
</tr>
</tbody>
</table>
| Successfully installed | [Adds Items from Baldurs Gate to SoA]?

Successfully installed [Boards of Magick Itempack!]
Press ENTER to exit

9.6 Exnem's Addon = Exnem Vault v5
~SETUP-EXNEM.TP2~

This mod includes 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.

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

Double-click the Setup. The DOS dialogue appears:

| Install Component 0 | [Exnem Vault v5, Install Items]?
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Add items to creatures</td>
</tr>
<tr>
<td>2</td>
<td>Add items to areas</td>
</tr>
</tbody>
</table>
| Successfully installed | [Exnem Vault v5, Install Items]?

Press ENTER to exit

9.7 Freedom's Reign / Reign of Virtue v8
~FR_ROV/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.
As of v8 RoV is no longer a separate component.
Copy the folder `FR_ROV` and the file `Setup-FR_ROV.exe` into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

```
Choose your language: 0 [English]
Install Component 0 [Freedom's Reign (SoA or T6B)]?
Successfully installed 0 [Freedom's Reign (SoA or T6B)]
Press ENTER to exit
```

9.8 Heart Of The Wood v6
~SETUP-HEARTWOOD.TP2~

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

Copy the folder `HeartWood` and the files `Setup-HeartWood.tp2` and `Setup-HeartWood.exe` into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

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

The readme opens.

9.9 Herbs and Potions Add-in for Baldur's Gate 2 v1.0.5
~BW_HERBS_BG2/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.

Copy the folder `BW_Herbs_BG2` and the file `Setup-BW_Herbs_BG2.exe` into your main SoA directory. The BG World Fixpack provides compatibility to be able to install this mod together with "Herbs and Potions add-in for BG1".

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]?
Successfully installed 0 [Herbs and Potions Add-in for BG2 by Baronius, v1.0.3]
Press ENTER to exit
```

The readme opens.

9.10 Improved Horns of Valhalla v2
~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.*

Copy the folder `valhorn` and the files `Setup-ValHorn.exe` and `Setup-ValHorn.tp2` into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

```
Choose your language: 0 [English]
Install Component 0 [Improved Horns of Valhalla v1.1]?
Successfully installed 0 [Improved Horns of Valhalla v1.1]
Press ENTER to exit
```

9.11 Killing Wolf NPC v1.1
~SETUP-KWOLF.TP2~

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

Copy the folder `KWolf` and the file `Setup-KWolf.exe` into your main SoA directory. Copy the WeiDU-setup and rename it to `Setup-KWolf.exe`.
Double-click the Setup. The DOS dialogue appears:

```
Choose your language: 0 [English]
Install Component 0 [KWolf - New NPC]?
Successfully installed 0 [KWolf - New NPC]
Press ENTER to exit
```
9.12 **Munchmod v3.3**

~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.*

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

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [Munchmod v2.7]? [I]nstall
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.

9.13 **RItemPack v2 = 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.

Copy the folder **RItemPack** and the files **setup-RItemPack.exe**, **setup-RItemPack.tp2** and **item_readme.txt** into your main SoA directory.

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:
Install Component 0 [Enhanced Girdle of Fortitude]? [I]nstall
Install Component 1 [Patrick's Chainmail]? [I]nstall
Install Component 2 [Weakened Cloak of Mirroring]? [I]nstall
Install Component 3 [Replaced Crom Faery]? [N]ot Install
Install Component 4 [Fixed Dragon Plate Armor]? [I]nstall
Install Component 5 [Ring of Power]? [I]nstall
Install Component 6 [Improved Anomen's Ring]? [I]nstall
Install Component 7 [Weakened Celestial Fury]? [I]nstall
Install Component 8 [BG1 Ring of Wizardry]? [I]nstall
Successfully installed Press ENTER to exit

9.14 **Rolles v3a**

~SETUP-ROLLES.TP2~

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

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

Double-click the Setup. The DOS dialogue appears:

Choose your language: 1 [English]
Install Component 0 [Rolles Sayer]? [I]nstall
Install Component 1 [Bag of Holding in Irenicus Dungeon]? [I]nstall
The bag of holding is also included in the component "Extra Items" from Daulmakan's Item Pack for Baldur's Gate II.
Successfully installed Press ENTER to exit
9.15 **RTT Item Pack v1.2**

~RTTITEMPACK/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!

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

Double-click the Setup. The DOS dialogue appears:

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

9.16 **Ruad Ro'fessa Item Upgrade v27**

~RUAD/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.

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

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [Ruad Ro'fessa SoA]?
Install Component 1 [Ruad Ro'fessa ToB]?
Successfully installed [Ruad Ro'fessa]
Press ENTER to exit

The readme opens.

9.17 **The Magnificent Magic Shop v6**

~TZSHOP01/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.

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

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [The Magnificent Magic Shop]?
Successfully installed [The Magnificent Magic Shop]
Press ENTER to exit

9.18 **The Unusual Oddities Shop - AbyStore v3**

~ABYSTORE/ABYSTORE.TP2~

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

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

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [American English]
Install Component 0 [Unusual Oddities Shop]?
Successfully installed [Unusual Oddities Shop]
Press ENTER to exit

9.19 **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.

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

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [American English]
Install Component 0 [Underrepresented Items from Icewind Dale 2]?
Successfully installed [Underrepresented Items from Icewind Dale 2]
Press ENTER to exit
9.20  **Weimer’s Item Upgrade v44**  
~ITEMUPGRADE/ITEMUPGRADE.TP2~

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

*The Cespenar audio, previously available as a separate download, is now integrated into the mainline mod. The audio is English-only.*

Copy the folder *itemupgrade* and the file *setup-itemupgrade* into your main SoA directory.  
Double-click the Setup. The DOS dialogue appears:

```
Choose your language: 0 [American English]  
Install Component 0 [Shadows Of Amn Item Upgrades]?  
  1] Original list version  
  10] 2] Revised consistency plus version  
Install Component 1 [Throne Of Bhaal Item Upgrades]?  
  1] Original list version  
  11] 2] Revised consistency plus version  
Install Component 12 [Install supplemental Cespenar audio for Item Upgrade]?  
Successfully installed
```

9.21  **Sorcerer’s Place Item Collection v11**  
~SPITEMS/SETUP-SPITEMS.TP2~

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

*This mod is identical with SPItemPack.*

Copy the folder *spitems* and the file *setup-spitems.exe* into your main SoA directory.  
Double-click the Setup. The DOS dialogue appears:

```
This component causes problems in a way that items that are replaced by it, have false and mixed up descriptions.  
Install the revised version of this component from the Sorcerer's Place Collection instead.
```

9.22  **A Mod for the Orderly – CliffKey v7**  
~CLIFFKEY/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.

Copy the folder *Cliffkey* and the file *Setup-cliffkey.exe* into your main SoA directory.  
Double-click the Setup. The DOS dialogue appears:

```
Install Component 0 [Daniel Goodrich’s Custom Item Collection]?  
  1] Not Install  
Install Component 1 [Creslyn’s BG2 Item Pack]?  
  1] Not Install  
Install Component 2 [Davoran’s Spell Pack]?  
  1] Install  
Install Component 3 [Shadow Daemon’s Spells Pack]?  
  1] Install  
This component also includes the Blood of the Martyr mod.  
Successfully installed
```

unsolved error:  
WARNING: ADD_STORE_ITEM: Unknown flag IDENTIFIED. Defaulting to 0 for flags.
9.23 **Blood Of The Martyr v6**  
~SETUP-BLOODMORT.TP2~

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

*This mod is also included in the Sorcerer's place item collection component 3.*

Copy the folder **BloodMort** and the file **Setup-BloodMort.tp2** into your main SoA directory.  
Double-click the Setup. The DOS dialogue appears:

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

The readme opens.

9.24 **Enhanced BG2 v1.1**  
~SETUP-EBG2.TP2~

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

Copy the folder **ebg2** and the files **Setup-Ebg2.exe** and **Setup-Ebg2.tp2** into your main SoA directory.  
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 and 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 Baldur (ToB)]? [N]ot Install  

*This component rewrites item revisions' Shield of Balduran and adds scripts to baldur.bcs, which running checks for items and gives bonuses when full complect equipped.*

Install Component 7 [New racial enemies]? [I]nstall  

The components "Additional Racial Enemies" from Ding0 tweak pack and "New racial enemies" from Enhanced BG2 are mutually exclusive.

Install Component 8 [New kit (Gladiator)]? [I]nstall  
Install Component 9 [New kit (Knight)]? [I]nstall  

*This kits is incompatible with Knight Paladin kit from ROT or Knight kit from Paladins of Faerûn Kitpack.*

Install Component 10 [New kit (Duelist)]? [I]nstall  
Install Component 11 [New kit (Legionnaire)]? [I]nstall  
Install Component 12 [New kit (Globe-trotter)]? [I]nstall  
Install Component 13 [New kit (Dragon Slayer)]? [I]nstall  
Install Component 14 [New kit (Crusader)]? [I]nstall  
Install Component 15 [New kit (Fright of Liches)]? [I]nstall  
Install Component 16 [New kit (Silent Killer)]? [I]nstall  
Install Component 17 [New kit (Priest of Auril)]? [I]nstall  
Install Component 18 [Miscellaneous tweaks]? [I]nstall  

Successfully installed Press ENTER to exit

*With this mod you can add 10 kits to the game: 4 fighters, 1 ranger, 3 paladins, 1 cleric and 1 thief. Don't use them together with the TDD kits except for the components 9, 14 and 15 or the kits will be mixed up because they share the same .2da file. The B.G World Installpack will handle this correctly for you.*

9.25 **Food and Herbal Mod v 1.03 (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.
Copy the folder **foodmod** and the files **setup-foodmod.exe** and **setup-foodmod.tp2** into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

- Choose your language: 0 [English]
- Install Component 0 [Chosen of Mysra’s Food and Herbal Mod (Requires Throne of Bhaal)]? [I]Install
- Successfully installed [Chosen of Mysra’s Food and Herbal Mod (Requires Throne of Bhaal)] Press ENTER to exit

The readme opens.

### 9.26 Rupert the Dye Merchant v2.1
~RUPERT/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.

Copy the folder **rupert** and the file **setup-rupert.exe** into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

- Choose your language: 0 [English]
- Install Component 0 [Rupert the Dye Merchant (for BG2 or TuTu/BGt)]? [I]Install
- Successfully installed [Rupert the Dye Merchant (for BG2 or TuTu/BGt)] Press ENTER to exit

The readme opens.

### 9.27 Volcanic Armoury v1.5
~SETUP-VOLCANICARMOURY.TP2~

This mod adds several items to various stores throughout Baldur’s Gate II.

*This is an upgrade from the former "Selune Armoury" mod.*

Copy the folder **VolcanicArmoury** and the files **Setup-VolcanicArmoury.exe** and **Setup-VolcanicArmoury.tp2** into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

- Choose your language: 0 [English]
- Install Component 0 [Volcanic Armoury [Version 1.0]]? [I]Install
- Successfully installed [Volcanic Armoury [Version 1.0]] Press ENTER to exit

### 9.28 Realm of the Bhaalspawn Armor Set v1.0
~SETUP-ROTBARMORSET.TP2~

An armor set along with a new shopkeeper.

Copy the folder **RotBArmorSet** and the file **setup-RotBArmorSet.tp2** into your main SoA directory. Copy the WeiDU-setup and rename it to **Setup-RotBArmorSet.exe**. Double-click the Setup. The DOS dialogue appears:

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

### 9.29 Stuff of the Magi v4
~STUFFOFTHEMAGI/SETUP-STUFFOFTHEMAGI.TP2~

This mod adds stuff of Magi to some creatures.

Copy the folder **StuffoftheMagi** and the file **Setup-StuffoftheMagi.exe** into your main SoA directory. 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]Install
  1] Use new, less cheesy items (recommended)
  2] Use original, overpowered items
9. BG2 STORES AND 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)

Successfully installed [Stuff of the Magi]

Press ENTER to exit

9.30 Konalan’s Tweaks v2.2

~KONTWK/SETUP-KONTWK.TP2~

Collection of tweaks and items.

Copy the folder Kontwk and the file Setup-Kontwk.exe into your main SoA directory.
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]? [Y]es
Would you like to display the components from [Item Tweaks]? [N]o
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 from Ashes of Embers, Grey Acumen's Kit Improvements, RPG Dungeon Kitpack or Kitanya NPC with this component 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
3 3) Divination
4 4) Enchantment
5 5) Illusion
6 6) Evocation
7 7) Necromancy
8 8) Alteration

Install Component 9 [Restored Paladin Abilities]? [I]nstall

A tweak includes "Restore innate disease immunity to of paladin" a similar component. This component however enables an additional casting every three levels.

Install Component 10 [Alignment Tweaks]? [N]ot Install
Install Component 11 [Rod of Refuge]? [I]nstall
Install Component 12 [Stormmunition]? [N]ot Install
Install Component 13 [Butter Knife of Balduran]? [I]nstall
Install Component 14 [Hackmaster +12]? [N]ot Install
Install Component 15 [Scipio’s Barrel]? [I]nstall

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 19 [PnP Cure/Cause Spells]? [N]ot Install

1 1) Cure Spells Only
2 2) Cause Spells Only
3 3) Cure And Cause Spells

Successfully installed [Seller near Alexa]

Press ENTER to exit

9.31 Bolsa v4.1

~BOLSA/BOLSA.TP2~

This mod adds a further container dealer to the “Five Flagons”.
Copy the folder bolsa and the file Setup-bolsa.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language: [English]
Would you like to display the readme? [N]o
Install Component 0 [Seller near Alexa]? [I]nstall

Press ENTER to exit

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

Copy the folder Charli and the files Setup-Charli.exe and CharliReadme.txt into your main SoA directory. 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 [Charli, the Middleman]? [I]nstall
Successfully installed [Charli, the Middleman]
Press ENTER to exit

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

Copy the folder DARRon and the files Setup-DARRon.exe, DARRon.tp2 and Readme.txt into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Choose your language: 1 [English]
Install Component 0 [Darron]? [I]nstall
Successfully installed [Darron]
Press ENTER to exit

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

Copy the folder nanstein and the files Setup-nanstein.exe and nanstein.tp2 into your main SoA directory. 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]
The readme opens.

A poet with 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.

Copy the folder Mhoram and the file Setup-Mhoram.exe into your main SoA directory. 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

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

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

<table>
<thead>
<tr>
<th>Component</th>
<th>Description</th>
<th>Choice</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>[Vendedor DLAN para SoA V6]?</td>
<td>[I]Install</td>
</tr>
<tr>
<td>1</td>
<td>[Vendedor DLAN para ToB V6]?</td>
<td>[I]Install</td>
</tr>
</tbody>
</table>

Successfully installed
Press ENTER to exit

The readme opens.

9.37 Recargador v2.3
~RECARGA_TP2~
This dealer can recharge magic staffs.

Copy the folder Recarga and the files Setup-Recarga.exe, Recarga.tp2 and Readme_Recargador.txt into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Component</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Recarga?</td>
</tr>
</tbody>
</table>

Successfully installed
Press ENTER to exit

The readme opens.

9.38 Jan’s Alchemy v6
~ALCHEMY/SETUP-ALCHEMY_TP2~
With this mod Jan Jansen can create potions.

Copy the folder Alchemy and the files Setup-Alchemy.exe and Setup-Alchemy.exe.tp2 into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Component</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Jan’s Alchemy?</td>
</tr>
</tbody>
</table>

Successfully installed
Press ENTER to exit

The readme opens.

9.39 Mersetek v1.2
~MERSKSTORE/SETUP-MERSKSTORE_TP2~
This mod adds a jewelry store to the game.

Copy the folder MerskStore and the files Setup-MerskStore.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Component</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Mersetek?</td>
</tr>
</tbody>
</table>

Successfully installed
Press ENTER to exit

The readme opens.

9.40 Mystigan v1.5
~MYSTIGAN/SETUP-MYSTIGAN_TP2~
This mod adds a merchant to the government district.

Copy the folder Mystigan and the file Setup-Mystigan.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Component</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Mystigan the Merchant(ToB Required)?</td>
</tr>
</tbody>
</table>

Successfully installed
Press ENTER to exit

The readme opens.
9.41 LavaIt! v2.2
~SETUP-LAVAIT!.TP2~

This mod adds some new items to the game.

Copy the folder LavaIt! and the files Setup-LavaIt!.exe, Setup-LavaIt!.tp2 and ReadMe-LavaIt!.txt into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [LavaIt! - BG2]? [I]nstag
Successfully installed [LavaIt! - BG2] Press ENTER to exit

9.42 OldModsPack v2
~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.

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

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [OldModsPack - items, spells and shops]? [I]nstall
Successfully installed [OldModsPack - items, spells and shops] Press ENTER to exit

The readme opens.

9.43 Revised Forgotten Wars Item Pack v1.0
~SETUP-RFWIP.TP2~

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

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

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Revised Forgotten Wars Projects: Item Pack V0.1]? [I]nstall
Install Component 0 [Correct Holy Symbols for Anomen,Aerie & Viconia]? [N]ot Install
Successfully installed Press ENTER to exit

This component is included in BG2 Fixpack.

9.44 Houyi v2.0
~SETUP-HOUYI.TP2~

All kinds of arrows and bows.

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

Double-click the Setup. The DOS dialogue appears:

Choose your language: 2 [English]
Install Component 0 [Houyi - Luan's high-quality archery store v2.0]? [I]nstall
Successfully installed [Houyi - Luan's high-quality archery store v2.0] Press ENTER to exit

9.45 YLItems Final
~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.

Copy the folder YLITEMS and the files Setup-YLITEMS.exe and Setup-YLITEMS.tp2 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:
9. BG2 STORES AND ITEMS

Choose your language: 1 [English]
Install Component 0 [YLITEMS]?
Install Component 1 [YLItems Addon]?
Install Component 2 [Do not use shape of Japanese knife]?
Install Component 3 [Improved Haste replaced by Haste]?
Install Component 4 [Imoen To WM/T]?
Successfully installed
Press ENTER to exit

9.46 Dragon Summon v1.0
~DRAGONSUMMON/SETUP-DRAGONSUMMON.TP2~

At Ribald’s store you can get a scroll with which you can summon a red dragon.

Copy the folder DragonSummon and the file DragonSummon into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:
Install Component 0 [Dragon Summoning Spell]?
1] Spell is added to Ribald’s store in the adventure mart
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

9.47 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.

Copy the folder DSR and the files Setup-dsr.exe and Setup-dsr.tp2 into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Choose your language: 0 [English]
Install Component 0 [Demon_summoning_ritual-WeiDU]?
Successfully installed
Press ENTER to exit

9.48 Brendan Bellina Book Bags (1-9) v1.0
~SETUP-BBBKBG.TP2~

This mod will add a book bag to your game.

If you use the Unique Containers component from the Tweaks Anthology 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.)

Copy the folder BBBKBG and the files setup-BBBKBG.exe and setup-BBBKBG.tp2 into your main SoA directory.
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]?
Successfully installed
Press ENTER to exit

9.49 Brendan Bellina Potion Cases (1-9) v1.0
~SETUP-BBPKBAG.TP2~

This mod will add a potion bag to your game.

If you use the Unique Containers component from the Tweaks Anthology it will patch Brendan Bellina’s containers into
Copy the folder BPPBAG and the files setup-BPPBAG.exe and setup-BPPBAG.tp2 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component 0

Successfully installed

[Installation of Item BPPBAG1, BPPBAG2, BPPBAG3, BPPBAG4, BPPBAG5, BPPBAG6, BPPBAG7, BPPBAG8, BPPBAG9 - Potion Bag]

Press ENTER to exit

9.50 Brendan Bellina Quivers (1-9) v1.0

~SETUP-BBQUIV.TP2~

This mod will add a quiver to your game.

If you use the Unique Containers component from the Tweaks Anthology 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.)

Copy the folder BBQuIV and the files setup-BBQuIV.exe and setup-BBQuIV.tp2 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component 0

Successfully installed

[Installation of Item BBQuIV1, BBQuIV2, BBQuIV3, BBQuIV4, BBQuIV5, BBQuIV6, BBQuIV7, BBQuIV8, BBQuIV9 - Quiver]

Press ENTER to exit

9.51 Brendan Bellina Crossbow Bolt Quivers (1-9) v1.0

~SETUP-BBQUIVB.TP2~

This mod will add a bolt quiver to your game.

If you use the Unique Containers component from the Tweaks Anthology 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.)

Copy the folder BBQuIVB and the files setup-BBQuIVB.exe and setup-BBQuIVB.tp2 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component 0

Successfully installed

[Installation of Item BBQuIVB1, BBQuIVB2, BBQuIVB3, BBQuIVB4, BBQuIVB5, BBQuIVB6, BBQuIVB7, BBQuIVB8, BBQuIVB9 - Bolt Quiver]

Press ENTER to exit

9.52 Brendan Bellina Ammunition Belts (1-9) v1.0

~SETUP-BBQUIVC.TP2~

This mod will add an ammunition belt (for darts and sling bullets) to your game.

If you use the Unique Containers component from the Tweaks Anthology 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.)

Copy the folder BBQuIVC and the files setup-BBQuIVC.exe and setup-BBQuIVC.tp2 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component 0

Successfully installed

[Installation of Item BBQuIVC1, BBQuIVC2, BBQuIVC3, BBQuIVC4, BBQuIVC5, BBQuIVC6,

Press ENTER to exit
<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
<th>Version</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>9.53</td>
<td>Brendan Bellina Scroll Cases (1-9) v1.0</td>
<td><del>SETUP-BBSCCS.TP2</del></td>
<td>This mod will add a scroll case to your game.</td>
</tr>
<tr>
<td></td>
<td>If you use the Unique Containers component from the Tweaks Anthology 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.)</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Copy the folder BBSCCS and the files setup-BBSCCS.exe and setup-BBSCCS.tp2 into your main SoA directory.</td>
<td></td>
<td>Double-click the Setup. The DOS dialogue appears:</td>
</tr>
<tr>
<td></td>
<td>Install Component 0 [Installation of Item BBSCS1, BBSCS2, BBSCS3, BBSCS4, BBSCS5, BBSCS6, BBSCS7, BBSCS8, BBSCS9 - Scroll Case]?</td>
<td></td>
<td>[Install]</td>
</tr>
<tr>
<td></td>
<td>Sucessfully installed [Installation of Item BBSCS1, BBSCS2, BBSCS3, BBSCS4, BBSCS5, BBSCS6, BBSCS7, BBSCS8, BBSCS9 - Scroll Case]</td>
<td></td>
<td>Press ENTER to exit</td>
</tr>
<tr>
<td>9.54</td>
<td>Brendan Bellina Scimitar of the Arch-Druid, &quot;Sif's Gift&quot; v1.1</td>
<td><del>SETUP-BBSCARDR.TP2</del></td>
<td>This mod will add the Scimitar of the Arch-Druid to your game.</td>
</tr>
<tr>
<td></td>
<td>If you use the Unique Containers component from the Tweaks Anthology it will patch Brendan Bellina's scimitar 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.)</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Copy the folder BBSCARDR and the files setup-BBSCARDR.exe and setup-BBSCARDR.tp2 into your main SoA directory.</td>
<td></td>
<td>Double-click the Setup. The DOS dialogue appears:</td>
</tr>
<tr>
<td></td>
<td>Install Component 0 [Installation of Item BBSCARDR - Scimitar of the Arch-Druid]?</td>
<td></td>
<td>[Install]</td>
</tr>
<tr>
<td></td>
<td>Sucessfully installed [Installation of Item BBSCARDR - Scimitar of the Arch-Druid]</td>
<td></td>
<td>Press ENTER to exit</td>
</tr>
<tr>
<td>9.55</td>
<td>La musica de los Reinos / The Music of the Realms v2.1</td>
<td><del>SETUP-MUSICA.TP2</del></td>
<td>This mod includes a new shop selling musical instruments in Waukeen's Promenade. It also includes a new challenge. The Dark Cantor, who you will find wandering at night in Waukeen's Promenade.</td>
</tr>
<tr>
<td></td>
<td>Copy the folder musica and the files setup-musica.exe, setup-musica.tp2, Leerme.txt and Readme_EN.txt into your main SoA directory.</td>
<td></td>
<td>Double-click the Setup. The DOS dialogue appears:</td>
</tr>
<tr>
<td></td>
<td>Choose your language: 1 [English]</td>
<td></td>
<td>[Install]</td>
</tr>
<tr>
<td></td>
<td>Sucessfully installed [The Music of the Realms]</td>
<td></td>
<td>Press ENTER to exit</td>
</tr>
<tr>
<td>9.56</td>
<td>Haer'Dalis' Swords v2</td>
<td><del>SWORDAP/SETUP-SWORDAP.TP2</del></td>
<td>You can upgrade Haer'Dalis' swords in the Underdark.</td>
</tr>
<tr>
<td></td>
<td>Copy the folder swordap and the files setup-swordap.exe and setup-swordap.tp2 into your main SoA directory.</td>
<td></td>
<td>Double-click the Setup. The DOS dialogue appears:</td>
</tr>
</tbody>
</table>
9. BG2 STORES AND ITEMS

Choose your language: 0 [English]
Install Component 0 [Improved Haer’Dalis’ swords (special for Kania)]? [I]Install
Successfully installed [Improved Haer’Dalis’ swords (special for Kania)] Press ENTER to exit

9.57 Portable Hole v0.3
~PORTABLEHOLE/SETUP-PORTABLEHOLE.TP2~

This mod adds a portable hole to Ribald’s store.

Copy the folder portablehole and the file setup-portablehole.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Would you like to display the readme? [N]o
Install Component 0 [The Portable Hole]? [I]Install
Successfully installed [The Portable Hole] Press ENTER to exit

9.58 Sir Renal v2.5
~SETUP-RENAL.TP2~

Sir Renal will sell some new goods inside the order of the Most Radiant Heart.

Copy the folder RENAL and the files setup-Renal.exe and setup-Renal.tp2 into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Choose your language: 1 [English]
Install Component 0 [Sir Renal]? [I]Install
Successfully installed [Sir Renal] Press ENTER to exit

9.59 Trovador REO v2.4a
~SETUP-TROVADOR.TP2~

This mod adds to the game a very special troubadour who will tell for a few gold pieces some never belonged stories. Also it adds a shop with curious objects.

Copy the folder Trovador and the files setup-trovador.exe and setup-trovador.tp2 into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Install Component 0 [Trovador]? [I]Install
Successfully installed [Trovador] Press ENTER to exit

9.60 Genwas Händlermod v1.1
~HAENDLERMOD.TP2~

The mod adds the dealer’s bottle into the game. Using this item, the player can summon a trader three times a day.

Copy the folder Haendlermod and the files setup-Haendlermod.exe and Haendlermod.tp2 into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Choose your language: 1 [English]
Install Component 0 [Haendlermod]? [I]Install
Successfully installed [Haendlermod] Press ENTER to exit

9.61 IWD Items Pack
~SETUP-IWDITEMPACK.TP2~

A pack of 12 more IWD and IWD2 items for use in BG2. They get added to Joluv's inventory.

Copy the folder iwditempack and the files setup-iwditempack.exe and setup-iwditempack.tp2 into your main SoA directory.
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 [Black Wolf Talisman]?
Install Component 1 [Chain of Drakkas' Fury]?
Install Component 2 [House of Despana Insignia]?
Install Component 3 [Kegsplitter of Shaangane Ford]?
Install Component 4 [Kresselack's Full Plate Mail]?
Install Component 5 [Mantle of the Coming Storm]?
Install Component 6 [Skullflail]?
Install Component 7 [Spear of White Ash]?
Install Component 8 [Twelve Paces]?
Install Component 9 [Bello's Everlasting Torch]?
Install Component 10 [Binding Sash of the Black Raven]?
Install Component 11 [Young Ned's Knucky]?

Successesfully installed Press ENTER to exit

9.62 IWD Items Fix
~SETUP-IWDITEMFIX.TP2~

The BG World Fixpack copies the folder iwditemfix and the file setup-iwditemfix.tp2 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Fix IWD Item Pack Items turning to Gold on load]?
Successesfully installed [Fix IWD Item Pack Items turning to Gold on load] Press ENTER to exit

9.63 Sigil's Birthday Mod
~SETUP-SIGIL-BD-MOD.TP2~

This mod adds a new amulet in BG2 with which you can summon people giving you some bonuses.

Fun-mod. During the installation of this mod the entourage amulet is automatically added to the inventory.

Copy the folder sigil_bd_mod and the files setup-sigil_bd_mod.exe and setup-sigil_bd_mod.tp2 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 1 [English]

Install Component 0 [Sigil's birthday mod]?
Successesfully installed [Sigil's birthday mod] Press ENTER to exit

9.64 Jamella's Diablo2 Item Store for BG2TOB v1.3
~SETUP-D2ITEM.TP2~

Jamella brings 108 items from Diablo2. In order to avoid breaking the balance of original BG2, you can only chose one item (which will cost half of your money) from her store.

Copy the folder d2item and the files SETUP-d2item.exe and SETUP-d2item.tp2 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]

Install Component 0 [Jamella's Diablo2 Item Store for BG2TOB]?
Successesfully installed [Jamella's Diablo2 Item Store for BG2TOB] Press ENTER to exit

The readme opens.

9.65 TeamBG BG2EE Armor Pack v1.02
~SETUP-BG2EEAR.TP2~

The dwarf Kurtz Goldenaxe at Waukeen's Promenade will sell you these armors.

Copy the folder BG2eeAR and the files SETUP-BG2eeAR.exe and SETUP-BG2eeAR.exe into your main SoA di-
rectory.
Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Install Component</th>
<th>[TeamBG's Armors for BG2:EE, BGT and TuTu Version 1.05]?</th>
<th>[I]install</th>
</tr>
</thead>
<tbody>
<tr>
<td>Successfully installed</td>
<td>[TeamBG's Armors for BG2:EE, BGT and TuTu Version 1.05]</td>
<td>Press ENTER to exit</td>
</tr>
</tbody>
</table>

9.66 TeamBG BG2EE Weapon Pack v1.01
~SETUP-BG2EEW.TP2~

The dwarf Maltz outside at Waukeen's Promenade will sell you these weapons.

Copy the folder BG2eeW and the files SETUP-BG2eeW.exe and SETUP-BG2eeW.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Install Component</th>
<th>[TeamBG's Weapons Pack for BG2:EE Version 1.01]?</th>
<th>[I]install</th>
</tr>
</thead>
<tbody>
<tr>
<td>Successfully installed</td>
<td>[TeamBG's Weapons Pack for BG2:EE Version 1.01]</td>
<td>Press ENTER to exit</td>
</tr>
</tbody>
</table>

9.67 Made in Heaven: Item Pack v2
~MIH_IP\SETUP-MIH_IP.TP2~

This mod introduces several new items and adds a new merchant to the Friendly Arm Inn. A few item-oriented tweaks are also included.

Copy the folder mih_ip and the file setup-mih_ip.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Would you like to display the components from [Optional Item Tweaks]?</th>
<th>[Y]es</th>
</tr>
</thead>
<tbody>
<tr>
<td>Install Component 0</td>
<td>[MIH Item Pack]?</td>
</tr>
<tr>
<td>Install Component 1</td>
<td>[Improved Cloak of the Wolf]?</td>
</tr>
<tr>
<td>Install Component 2</td>
<td>[Nerfed Cloak of Balduran]?</td>
</tr>
<tr>
<td>Install Component 3</td>
<td>[Alternative Healing Potions]?</td>
</tr>
</tbody>
</table>

not compatible with Item Revisions

<table>
<thead>
<tr>
<th>Install Component</th>
<th>3 1 2d4+2, 3d8+3, 10d4+20 (P&amp;P)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Install Component</td>
<td>4 2 9, 18, 27 (Icewind Dale)</td>
</tr>
<tr>
<td>Install Component</td>
<td>5 3 9, 27, 40 (Baldur's Gate 2)</td>
</tr>
</tbody>
</table>

not compatible with Item Revisions

<table>
<thead>
<tr>
<th>Install Component</th>
<th>6 [P&amp;P Potion of Invulnerability]?</th>
<th>[N]ot Install</th>
</tr>
</thead>
</table>

not compatible with Item Revisions

<table>
<thead>
<tr>
<th>Install Component</th>
<th>7 [Elixir of Health cures blindness &amp; deafness]?</th>
<th>[N]ot Install</th>
</tr>
</thead>
</table>

not compatible with Item Revisions

Successfully installed

Press ENTER to exit

---
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 banters 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.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.

10.1 Imoen Friendship v3.3
~IMOENFRIENDSHIP/IMOENFRIENDSHIP.TP2~

This mod adds a series of dialogues for Imoen in SoA and ToB, expanding on her experiences and struggles.

Must be installed before Imoen Romance.

Copy the folder imoenfriendship and the file setup-imoenfriendship.exe into your main SoA directory.

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 [Imoen Friendship for SoA]?
[I]nstall
Successfully installed [Imoen Friendship for SoA]
Press ENTER to exit

10.2 Imoen Romance v3.9
~IMOENROMANCE.TP2~

This mod adds a huge number of new dialogs for Imoen in SoA and ToB.

Install the mod AFTER any mod that modifies Imoen's dialogue (Imoen Friendship mod and Ascension). The NEJ3 component “Continuous and Custom Kit Imoen” will break the Imoen Romance.

This mod is contentswise not compatible with the Khalid mod.

Install this mod before all other romance mods as it tends to overwrite content of those other mods.

Copy the folder imoenRomance and the file setup-imoenRomance.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?
[N]o
Install Component 0 [Imoen NPC Romance Mod for BG2:SoA TOB (3.3 Version!)]?
[I]nstall
Install Component 1 [Romance Option]?
1] Allow Multiple Romance's
2] Don't Allow multiple Romance (Only valid for Vanilla romances)
Successfully installed [Imoen NPC Romance Mod for BG2:SoA (2.2 Version!)]
Press ENTER to exit

Other files are copied.
10.3 Amber v5
~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.

Copy the folder amber and the files Setup-Amber.exe and Setup-Amber.tp2 into your main SoA directory. 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
Do you want to install Multiplayer-friendly flirting for Amber? 1 [N]o

It is useful only if you want to play in the multiplayer-mode

Successfully installed [Amber the NPC MOD for BGII:SoA] Press ENTER to exit

The readme opens. in html-format

10.4 Severian de Demerya v0.2a
~SEVERIAN/SETUP-SEVERIAN.TP2~

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 elve, a halfelve or female human.

This mod is not compatible with the mod Innershade.

Copy the folder Severian and the file Setup-Severian.exe into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [SEVERIAN DE DEMERYA V02 (BETA VERSION)]? [I]nstall
Install Component 1 [Installer Portrait Alternatif pour Severian]? [I]nstall
Successfully installed

Press ENTER to exit

Other files are copied.

10.5 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.

Copy the folder aD&L and the files Setup-BTL.exe, Setup-BTL.tp2, btlaudio.bat and btlaudiouninstall.bat into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Beyond the Law - Kova & Kiyone]? [I]nstall
Install Component 1 [Alternate Soundset for Kiyone - Female4]? [I]nstall
Install Component 2 [Better Balanced BTL Items]? [I]nstall
Install Component 3 [Portraits for Minor Non-Joinable BTL NPCs]? [I]nstall
Successfully installed

Press ENTER to exit

Other files are copied, then the Installer ends suddenly.

10.6 Tashia Remix v1.4
~TASHIA/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.
Copy the folder Tashia and the files Setup-Tashia.exe and Setup-Tashia.tp2 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [American English]
Would you like to display the readme? [N]o
Install Component 1] Full version (ToB required)
0] Tashia NPC Mod?
1] SoA only Version
Install Component 2] Tashia Add-on Pack by Bri and Lord Ernie]
1] Action Style dialogues
2] Baldurized Dialogues

The sanitized version
Install Component 4] Alternate portrait for Tashia]?
1] Tashia’s Alternate Portrait 1 - Created by Amalthea
2] Tashia’s Alternate Portrait 2.
Successfully installed Press ENTER to exit

The readme opens.

10.7 Kivan and Deheriana Companions for BG2 v16
~SETUP-KIVAN.TP2~

formerly: Kivan of Shilmista
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.

This mod is technically not compatible with the Kivan component from BG1NPCSoA because you would have the NPC twice. This mod is contentswise not compatible with the Khalid mod.

Copy the folder Kivan and the files Setup-Kivan.exe and Setup-Kivan.tp2 into your main SoA directory.

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 100] Kivan of Shilmista]
[Install Kivan of Shilmista]? [I]nstall
Install Component 200] Change Deheriana’s Class from Fighter/Mage/Cleric to:[]?
1] Wild Mage
2] Specialist-Mage, Enchanter
4] Specialist-Mage, Diviner
Install Component 300] Install Herd’s Alternative Portrait for Kivan]?
[Install Herd’s Alternative Portrait for Kivan]? [N]ot Install
Successfully installed Press ENTER to exit

10.8 Kido v7
~SETUP-KIDO.TP2~

This mod which adds the chaotic evil jester, Kido, who receives visions from Cyric.

Copy the folder Kido and the files Setup-Kido.exe and Setup-Kido.tp2 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component 0] Kido the Jester (Requires Throne of Bhaal])?
[Install Kido the Jester]? [I]nstall
Install Component 1] Which of Kido’s Portraits do you wish to install]??
1] Plasmmocat’s portraits?
2] Gonchi’s portraits?
3] Kido’s old portraits (of Version 1.0 till 2.1)
Successfully installed [Kido the Jester] Press ENTER to exit

Further files get copied, then the readme opens in html-format.

10.9 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.

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

Double-click the Setup. The DOS dialogue appears:

**Install Component 0**  [Ariena the Half-orc (Requires Throne of Bhaal?)?  [I]Install
**Install Component 1**  [Which of Ariena’s portraits do you wish to install?]?
  1] Default portraits??
  2] Bright default portraits?
  3] HERD’s portraits?
**Install Component 4**  [Do you wish to install the Grand Mastery Fix]?

*This component is neither compatible with TDD nor with the level 50 control sets from BP!*

Successfully installed

Further files get copied, then the readme opens in html-format.

---

10.10 Kindrek v2.7
~SETUP-KINDREK.TP2~

A wizard-slaying, magic-hating NPC who will join your group in the City Gates.

Copy the folder Kindrek and the files Setup-Kindrek.exe, Setup-Kindrek.tp2 and Setup-Kindrek-AudioUninstall.bat into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

**Install Component 0**  [Kindrek v2.4 created by nethrin]?
**Successfully installed**  [Kindrek v2.4 created by nethrin]

Further files get copied, then the readme opens in html-format.

---

10.11 Kitanya v6.4.1
~KITANYA/SETUP-KITANYA.TP2~

Kitanya is a friendly, chaotic good elvish wizardslayer.

*This mod is contentswise not compatible with the Khalid mod.*

Install KitanyaSoAv6.4 into your ...\BGII - SoA\ directory. Now you find there the folder Kitanya and the file setup-kitanya.exe.

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

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Do you wish to install 0  [Kitanya Conversation/Romance Mod for BG2]?
Do you wish to install 1  [Wizard Slayer Revision]?
**Successfully installed**

*This component is not compatible with the Wizard Slayer mod.*

Further files get copied, then the readme opens.

---

10.12 Silverstar v1.93
~STAR.TP2~

The evil elven assassin has crude and cruel dialogs. She has banters with NPCs from SoA, but not from ToB

Copy the folder Star and the files Setup-Star.exe and Star.tp2 into your main SoA directory.

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

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
**Install Component 0**  [Silverstar Mod]?
**Successfully installed**  [Silverstar Mod]

The readme opens.
10.13 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 Tweaks Anthology must be installed, because, otherwise, Valen stutters in Underdark.

Copy the folder valen and the files Setup-Valen.exe and Setup-Valen.tp2 into your main SoA directory. 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. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [American English]
Install Component 0 [Valen]?
Install Component 10 [Give More Creatures Protection From Level Drain & Undead]?
Successfully installed [Valen]

Apparantly this component destroys some other items.

Successfully installed [Valen]
Press ENTER to exit.

The readme opens.

10.14 Tsuki for BG2 v1 beta
~TSUKIBG2/TSUKIBG2.TP2~

Tsuki BG2 NPC is a continuation of BG1: Mysteries of the Sword Coast character. He is a bisexual chaotic neutral mage/thief, and one of the worst type of villains in Faernûn.

Must be installed because of crossmod content after Valen and Tales of the Deep Gardens. Note: This mod includes a lot of adult content, which some may consider offensive.

Copy the folder TsukiBG2 and the file setup-TsukiBG2.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o
Install Component 0 [Tsuki BG2 NPC]?
Install Component 1 [Tsuki BG2 NPC - Tsuki/Valen banters]?
Successfully installed [Tsuki BG2 NPC]

Press ENTER to exit.

10.15 Xan for BG2 v17
~XAN/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.

Xan includes extra banters for Dungeon Crawl, Assassinations, Romantic Encounters, Tales of the Deep Gardens, The Sellswords, Back to Brynlaw and The Longer Road. Install them in any order.

This mod is technically not compatible with the Xan component from BG1NPCSoA because you would have the NPC twice. This mod is contentswise not compatible with the Khalid mod.

Copy the folder Xan and the file Setup-Xan.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [Xan NPC MOD for Baldur’s Gate II]?
Install Component 1 [Install 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
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]?

Choose 3, if you had chosen the component [Xan has Sorcerer class]? with the mod Lost Items version Revised 2
10. BG2 NPC MODS WITH MORE CONTENT

Successfully installed [Xan NPC MOD for Baldur's Gate II] Press ENTER to exit

The readme opens.

10.16 Xan's BG2 voice for BG1 Version 2
~XANBG2VOICE/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.

Install the file XanBG2Voice_v2.exe into any dummy folder but by no means into your main directory! Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folder XanBG2Voice and the file Setup-XanBG2Voice.exe as well as a file SETUP-XANBG2VOICE.DEBUG in that dummy folder. Move them except the SETUP-XANBG2VOICE.DEBUG into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Xan's BG2 voice for BG1, v2]? [I]nstall
Successfully installed [Xan's BG2 voice for BG1, v2]? Press ENTER to exit

The readme opens.

10.17 Yasraena v16
~YASRAENA/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 drow, with a background to explain her good tendencies.

Copy the folder Yasraena and the file Setup-Yasraena.exe into your main SoA directory.

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]nstall
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.

10.18 Alora v1.5
~SETUP-ALORA.TP2~

The halfling thief from Baldur's Gate can be found in Ribald's store.

This mod is technically not compatible with the Alora component from BG1NPCSoA because you would have the NPC twice.

Copy the folder alora and the files Setup-alora.exe and Setup-alora.tp2 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [Chosen of Mystra's Alora NPC Mod (Requires Throne of Bhaal)]? [I]nstall
Successfully installed [Chosen of Mystra's Alora NPC Mod (Requires Throne of Bhaal)]? Press ENTER to exit

The readme opens.

10.19 Auren Aseph v10
~AURENASEPH/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.

Copy the folder AurenAseph and the files Setup-AurenAseph.exe and Readme-Auren.html into your main SoA directory.

Double-click the Setup. The DOS dialogue appears: and the readme opens.
10. BG2 NPC MODS WITH MORE CONTENT

Would you like to display the readme? [N]o
Install Component 0 [Auren Aseph for BG2:ToB]? [I]nstall
Install Component 1 [Alternatives Auren Portrait]? [N]o
Install Component 2 1) Portrait 1 (From Neverwinter Nights Vault)
Success fully installed 2) Portrait 2 (From Neverwinter Nights) [Auren Aseph for BG2:ToB]
Press ENTER to exit

10.20 Thael v2.32
~THAEL/THAEL.TP2~

The elfish magicians-thief promenade is to be found near the tent in Waukeen's promenade.

Copy the folder Thael and the file Setup-Thael.exe into your main SoA directory.
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]? [I]nstall
Success fully installed [THAEL, Elfo Mago-Ladron y VELVEVLOS, Hoja Sangrienta v2.3] Press ENTER to exit

10.21 Hanna v2.4
~HANNA/HANNA.TP2~

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.

Copy the folder Hanna and the files setup-hanna.exe, Hanna.tp2 and Readme Hanna.doc into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language: 3 [English]
Choose what should be done with all components that are NOT YET installed? [A]sk about each one
Install Component 0 [Hanna NPC (ToB required)]? [I]nstall
Install Component 1 [Expanded De'Arnise Keep]? [I]nstall
Install Component 2 [Improved Irenicus]? [I]nstall
It is unknown whether this component causes troubles or not with "Improved Spellhold". That needs to be tested first.
Install Component 3 [Improved Hell Djinn]? [I]nstall
Install Component 4 [Improved Dragon of Irenicus]? [I]nstall
Install Component 5 [Improved Hell Dragon]? [I]nstall
Install Component 6 [Improved Trademeet Crypt]? [I]nstall
Successfully installed Press ENTER to exit

10.22 Kim 1.62d
~SETUP-KIM.TP2~

You meet the beautiful and depraved female pirate Kim with the shadow thieves.

Copy the folder KIMNPC and the files Setup-KIM.exe and Setup-KIM.tp2 into your main SoA directory.
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]nstall
Install Component 1 [Installation of the readjusted axe]? [I]nstall
Successfully installed Press ENTER to exit
Further files get copied.

10.23 Lester - Wojownik Kufla Piwa v0.8
~SETUP-LESTER.TP2~

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.
Copy the folder `lester_the_npc` and the files `Setup-Lester.exe` and `Setup-Lester.tp2` into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

- Choose your language: 2 [English]
- Install Component 0 [Lester the NPC for BGII]?
- Successfully installed [Lester the NPC for BGII]

This mod adds the Wojownik Kufla Piwa kit to the character creation screen. This kit however is not selectable.

### 10.24 Tiax v5

~TIAX/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.

This mod is technically not compatible with the Gnomes in the City: Quayle & Tiax component from BG1NPCSoA because you would have the NPCs twice.

Install the file `Tiax_v1.exe` into any dummy folder but by no means into your main directory! Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you find there the folder `Tiax` and the file `Setup-Tiax.exe` as well as a file `SETUP-TIAX.DEBUG` in that dummy folder. Move them except the `SETUP-TIAX.DEBUG` into your main SoA directory. 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]?
- Successfully installed [Tiax NPC MOD for Baldur's Gate II, v1]

The readme opens.

### 10.25 Sarah ToB v5

~SARAHTOB/SETUP-SARAHTOB.TP2~

This mod will add Sarah to SoA, a young human ranger who will romance a female PC.

Install the file `sarahtob-v4.exe` into any dummy folder but by no means into your main directory! Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you find there the folder `sarahtob` and the file `setup-sarahtob.exe` as well as a file `SETUP-SARAHTOB.DEBUG` in that dummy folder. Move them except the `SETUP-SARAHTOB.DEBUG` into your main SoA directory. Double-click the Setup. The DOS dialogue appears: and the readme opens.

- Would you like to display the readme? [No]
- Install Component 0 [Sarah NPC Romance Mod for BG2:ToB]?
- Successfully installed [Sarah NPC Romance Mod for BG2:ToB]

The readme opens.

### 10.26 Hubelpot the Vegetable Merchant v1.0

~SETUP-SC#IM6.TP2~

A NPC for BGII SoA and ToB. More than 30 banters 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.

Copy the folder `SC#Hub` and the files `Setup-Hubelpot.exe`, `Setup-Hubelpot.tp2` and `Setup-Hub Audiouninstall.bat` into your main SoA directory. The *BG World Fixpack* restores an no longer available update to Hubelpot.

Double-click the Setup. The DOS dialogue appears:

- Install Component 0 [SConrad’s IM6-entry: Hubelpot Thisedown, the Vegetable Merchant NPC-mod]?
- Successfully installed [Hubelpot's Kit]

The BG World Fixpack restores an no longer available update to Hubelpot.
10. BG2 NPC MODS WITH MORE CONTENT

3) Optional kit, the Vegetable Farmer

Press ENTER to exit

The readme opens.

10.27 Angelo v7
~ANGELO/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).

Copy the folder Angelo and the file Setup-Angelo.exe into your main SoA directory.

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]nstall

Install Component 1 [Angelo's alternative portraits]? [N]o

Install Component 2 [Angelo's portrait, edited by SisterVigilante]

Install Component 3 [Angelo's alternative portrait by Amaurea]

Install Component 3 [Angelo's alternative portrait from http://cassinus.free.fr]

Successfully installed

Press ENTER to exit

10.28 Vampire Tales v1.04
~SETUP-VAMPIRETALES.TP2~

This mod introduces a vampire thief named Miriam who is bored with immortality and wishes for new excitement and adventure. The mod includes the former mods Miriam and Dark Ritual and includes an seller who can improve some items.

Copy the folder VampireTales and the files SETUP-VampireTales.exe and SETUP-VampireTales.tp2 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]

Install Component 0 [Vampire Tales (Requires Throne of Bhaal)]? [I]nstall

Install Component 1 [Improved Cult of the Unseeing Eye]? [I]nstall

Install Component 2 [Improved Harper Fight]? [I]nstall

Install Component 3 [CoM Store 1]? [I]nstall

Successfully installed

Press ENTER to exit

The readme opens.

10.29 Nikita v2
~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, banter with the PC and fellow Bioware NPCs and she has her own personal items.

Copy the folder NikitaRedux and the files SETUP-Nikita.exe and SETUP-Nikita.tp2 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Nikita NPC Mod (Requires Throne of Bhaal)]? [I]nstall

Successfully installed

Press ENTER to exit

The readme opens.

10.30 Touchstone v1.1
~TOUCHED/SETUP-TOUCHED.TP2~

Touchstone is an Elven Fighter from the Great Forest.

This mod has at present some critical bugs.
Copy the folder **touched** and the file **Setup-touched.exe** into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

- Install Component 0  [Touch the Moon NPC (Requires Throne of Bhaal)]?
- Install Component 1  [Install Wild Elf Fighter Kit]?
- Successfully installed  [Touch the Moon NPC (Requires Throne of Bhaal)]

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.

### 10.31 Ninde v3

~NINDE/NINDE.TP2~

Lady Ninde Amblercrown, 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.

* TDD completely alters Ellesime's dialogue in a way that makes it incompatible with Ninde. *

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

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

Double-click the Setup. The DOS dialogue appears:

- Would you like to display the readme? [No]
- Install Component 0  [Ninde NPC Mod for BGII: SoA]? [Install]
- Successfully installed  [Ninde NPC Mod for BGII: SoA]

### 10.32 Xulaye v2.0

~XULAYE/XULAYE.TP2~

Xulaye Despana - sister to the insidious Phaere and daughter of the fearsome Matron Mother Ardulace 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. *

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

Double-click the Setup. The DOS dialogue appears:

- Would you like to display the readme? [No]
- Install Component 0  [Xulaye NPC Mod for BG2: SoA]? [Install]
- Install Component 1  [Xulaye's Player Initiated Dialogues]? [Install]
- Install Component 2  [Korgan Fights at the Pits]? [Install]
- Successfully installed  [Korgan Fights at the Pits]

### 10.33 Haldamir v4

~HALDAMIR/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.

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

Double-click the Setup. The DOS dialogue appears:

- Choose your language: 0 [English]
- Would you like to display the readme? [No]
- Install Component 0  [Haldamir]? [Install]
- Successfully installed  [Haldamir]

### 10.34 Avi Maya Project v6

~AVIM/SETUP-AVIM.TP2~

POLISH
She is a cleric-barde with own tasks and items and banters with a male human, eleven, half-elfven or tiefling MC. Conversations are short, but concrete. A lot of black humor. (SoA & ToB)

Copy the folder AviM and the file Setup-AviM.exe into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

- Install Component 0  [Avi Maya NPC SoA/ToB]? [I]Install
- Install Component 1  [Alternatywna Avi Maya]? [N]ot Install
- Install Component 2  [Avi Maya - Złodziej/mag]
- Install Component 3  [Alternatywny Portret]? [N]ot Install
- Install Component 4  [Avi Maya - sprawdziwszy portret]

Successfully installed Press ENTER to exit

10.35 **Saerileth v18**

~SAERILETH/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, banters, and interjections.

*This mod is not compatible with multi-romance mods.*

*Saerileth is not compatible with the Kiara-Zaiya mod because that mod is disabling Watcher's Keep until ToB.*

Copy the folder Saerileth and the file Setup-Saerileth.exe into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

- Choose your language: 0 [English]
- [Install Component 0  [Saerileth Romance Mod (BG2:SoA & TOB NPC) created by nethrin and Sillara]? [I]Install
- Successfully installed Press ENTER to exit

Further files get copied, then the readme opens in html-format.

10.36 **Skie ReDone v3.0**

~SKIE/SETUP-SKIE.TP2~

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.

*This mod is technically not compatible with BG1NPCSoA because you would have the NPC twice.*

Copy the folder Skie and the file Setup-Skie.exe into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

- Choose your language: 1 [English]
- Install Component 0  [Skie NPC - BG2]? [I]Install
- Install Component 1  [Alternative Skie - weaker, but with more logical statistics (different than those in BG1)]? [N]ot Install
- Successfully installed Press ENTER to exit

10.37 **Worgas v1.1**

~WORGAS/WORGAS.TP2~

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.*

Copy the folder worgas and the file setup-worgas.exe into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

- Install Component 0  [Worgas]? [I]Install
## 10. BG2 NPC MODS WITH MORE CONTENT

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Description</th>
<th>Installation</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>[Boo as Familiar]?</td>
<td>[I]Install</td>
</tr>
<tr>
<td>2</td>
<td>[Drizzt]?</td>
<td>[I]Install</td>
</tr>
<tr>
<td>Not compatible with NeJ</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Not compatible with RoT, Drizztsaga, DDKirizzt, because these likewise bring Drizzt into the play.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Not compatible with SandrahNPC because that mod requires RoT and Drizztsaga.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Tyris Flare v8**

~TYRISFLARE/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.

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

Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o
Install Component 0 [Tyris Flare NPC]? [I]Install
Install Component 1 [Alternate Tyris Portraits]? [N]ot Install
   101 1 Alternate Portrait 1
   102 2 Alternate Portrait 2
   103 3 Alternate Portrait 3
   104 4 Alternate Portrait 4
   105 3 Alternate Portrait 5
   106 4 Alternate Portrait 6

Successfully installed

**Varshoon v5.0**

~VARSHOON/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 banters with all Bioware NPC's.

You should also install Tales of the Deep Gardens mod to get extra influence.

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

Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o
Install Component 0 [Varshoon - an illithid NPC for BG2]? [I]Install
Install Component 1 [New paperdoll for illithids (inventory illustration)]]? [I]Install
Successfully installed

**Gavin for BG2 v23**

~GAVIN_BG2/SETUP-GAVIN_BG2.TP2~

Gavin cleric of Lathander, who can be found in the Temple of Ilmater, on the roof of the Copper Coronet in the slums.

Copy the folder **gavin_bg2** and the file **setup-gavin_bg2.exe** into your main SoA directory.

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 for BG2]? [I]Install
   Select Gavin’s dialogue timer (please note that only timered talks are affected by this)
   [1] 1 hour real time minimum between dialogues
   [2] 45 minutes real time minimum between dialogues
   [3] 30 minutes real time minimum between dialogues
   [4] 15 minutes real time minimum between dialogues

Successfully installed
10. BG2 NPC MODS WITH MORE CONTENT

[5] 1 hour 30 minutes (extended) real time minimum between dialogues
[6] 2 hours real time between dialogues

Install Component 1 [Gavin heals the PC when below 50% health (Can be disabled or enabled via player-initiated dialogue)]?

Install Component 2 [Multi-romance cheat]?
  1) Normal romance kills
  2) No romance kills

Install Component 4 [Alternate Portrait Selection (Default portrait is already installed)]?
  1) Dawnbringer, by Amaurea
  2) Dawn skies, by Kaeloree
  3) Grey skies, by Kaeloree
  4) Red tunic, by Miloch
  5) Original alternate, by Kaeloree
  6) Blue cloak, by kiwidoc
  7) Looking up, by kiwidoc
  8) Dragon Age style portrait by berelinde

Successfully installed

10.41 Darian v2.4
~DARIAN/DARIAN.TP2~

Darian is one of the Avariel, the enigmatic winged elves. You can meet him outside the Copper Coronet in the Athkatla Slums.

Mod includes crossmod with Sarah.

Copy the folder darian and the file setup-darian.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?

Install Component 0 [Darian NPC Mod for BGII: SoA & ToB]?

Install Component 1 [Install alternate class for Darian]?
  1) Change Darian’s class to Trueclass Ranger
  2) Change Darian’s class to Ranger/Cleric
  3) Change Darian's class to Stalker

Install Component 4 [Sarah NPC Crossmod]?

Successfully installed

10.42 Aeon v1.0
~AEON/SETUP-AEON.TP2~

Aeon is a young, impulsive, but trustworthy companion, who joins your team for gold. But why would a human use a moonblade? That’s something you have to find on your own. You can find him deep beneath the graveyard.

Copy the folder Aeon and the file Setup-Aeon.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

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

Install Component 0 [Aeon - BG2]?

Install Component 1 [Talk between Aeon and Xan. This component require installed Xan BG2 NPC by Kulyok.]?

Install Component 2 [Pool of Radiance: Ruins of Myth Dranror - item pack for BG2 (Caution! Items still need some fixing, but you may install the component - it won’t damage the game)]?

Install Component 3 [Alternative portrait for Aeon]?

Install Component 4 [One Pixel Productions: Flaming Swords v1 - with permission of Erephine, optional install on Aeon Project]?

This component is entirely included in Item Revisions.

Successfully installed

10.43 Yvette Romance v4.0
~YVETTE/SETUP-YVETTE.TP2~

Yvette Romance is a Colours of Infinity mod for SoA and ToB that allows male main character to join a brand new NPC and

Press ENTER to exit
romance her.

Mod includes crossmod with Tales of the Deep Gardens.

Copy the folder Yvette and the file setup-Yvette.exe into your main SoA directory.

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 [Yvette Romance - BG2 Romance Character]?
Dialogues options:
Dash 1 to install original dialogues
Dash 2 to install dialogues without action text/descriptions
Choose 1 or 2 and confirm by “enter” [N]o

Install Component 1 [Yvette Romance - alternative class (Pure Heartwarder)]?
Install Component 2 [alternative portrait based on MichelO’s art.]?
Successfully installed Press ENTER to exit

10.44 Adrian v4.3
~ADRIAN/SETUP-ADRIAN.TP2~

He is Lawful Evil half-elven sorcerer NPC, whose worldview is influenced by some very dark philosophy, but he isn’t a monster.

Copy the folder adrian and the file setup-adrian.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o
Install Component 0 [Adrian for BGII]?
Install Component 1 [Install alternate class for Darian]?
  1] Change Adrian’s class to Cleric/Mage
  2] Change Adrian’s class to Mage/Thief
Successfully installed [Adrian for BGII] Press ENTER to exit

10.45 Arath v4
~ARATH/ARATH.TP2~

A self-assured, humorous and somewhat hedonistic druid who, on the surface, cares for little else beyond himself and his love for nature.

Copy the folder arath and the file setup-arath.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o
Install Component 0 [Arath NPC for BGII: SoA & ToB]?
Successfully installed [Arath NPC for BGII: SoA & ToB] Press ENTER to exit

10.46 Dace v5
~DACE/DACE.TP2~

She is a Caotic Neutral female bounty hunter, who will befriend and romance a PC of any race, alignment or gender.

Copy the folder dace and the file setup-dace.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o
Install Component 0 [Dace Linton NPC Mod for BG2:SoA & ToB]?
Install Component 1 [Install alternate portrait by Ilmatar]? [N]ot Install
Successfully installed [Dace Linton NPC Mod for BG2:SoA & ToB] Press ENTER to exit
10. BG2 NPC MODS WITH MORE CONTENT

10.47 **Gahesh v1 beta**

~GAHESH/GAHESH.TP2~

Gahesh is a lawful good half-orc sorcerer with a small quest area, friendship talks and a short romance for non-evil females in ToB.

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

Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Install Component</th>
<th>[Gahesh NPC]?</th>
<th>Press ENTER to exit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Successfully</td>
<td>[Gahesh NPC]</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

10.48 **Lena v0.7**

~SETUP-LENA.TP2~

She is a despot, sadist, cruel and bloodthirsty tiefling warrior.

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

Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Install Component</th>
<th>[Lena Romance, BG2 NPC Mod]?</th>
<th>Press ENTER to exit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Successfully</td>
<td>[Lena Romance, BG2 NPC Mod]</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

10.49 **Aran Whitehand Beta 4 30.6.2015**

~ARANW/SETUP-ARANW.TP2~

Aran Whitehand is a more 'self aware' human fighter and scribe for BG2, dual classable, so that he can be Tinker, Tailor, Soldier, Spy... whatever your party needs. He has minor optional quests with a new area, but comes with no special weapons or upgradeable items - his specialty is in interacting with the members of the party and adapting to situations. This mod includes Faerunian swearing and occasional adult themes in the Romance portion.

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

Double-click the **aranw** and the DOS dialogue appears:

<table>
<thead>
<tr>
<th>Install Component</th>
<th>[Install Aran Whitehand for SoA and ToB]?</th>
<th>Press ENTER to exit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Successfully</td>
<td>[Install Aran Whitehand for SoA and ToB]</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- 113 -
Aran is down-and-out poor and has sold off most of his equipment. Aran has kept most of his good gear. Aran has kept the best gear available to a successful mercenary. You are probably going to Dual-Class Aran to Mage. He currently has proficiencies as follows:

** Long Sword
** Quarterstaff
** Dagger

Please choose from the following starting weapon choices:

1. Long Sword, Shield, Dagger
2. Long Sword, Shield, Quarterstaff
3. Long Sword, Shield, Potions of healing

Please choose from the following starting armor choices for Aran:

1. Leather
2. Studded Leather
3. Chain
4. Splint
5. Plate

Aran Whitehand, Cleric Dual-Class stats, choose configuration (Tailor)

Aran is down-and-out poor and has sold off most of his equipment. Aran has kept most of his good gear. Aran has kept the best gear available to a successful mercenary. You are probably going to Dual-Class Aran to Cleric. He currently has proficiencies as follows:

* Long Sword
* Hammer
* Mace
* Flail

** Sword and Shield Style

Please choose from the following starting weapon choices:

1. Long Sword, Shield, Mace
2. Long Sword, Shield, Quarterstaff
3. Long Sword, Shield, Hammer
4. Long Sword, Shield, Flail

Please choose from the following starting armor choices for Aran:

1. Leather
2. Studded Leather
3. Chain
4. Splint

Aran Whitehand, Fighter stats, choose configuration (Soldier)

Aran is down-and-out poor and has sold off most of his equipment. Aran has kept most of his good gear. Aran has kept the best gear available to a successful mercenary. You are probably going to leave Aran as a fighter. He currently has proficiencies as follows:

** Long Sword
** Bastard Sword
* Long Bow
* Sword and Shield

Please choose from the following starting weapon choices:

1. Long Sword, Shield, Dagger
2. Long Sword, Shield, Long Bow
3. Long Sword, Shield, Potions of healing
4. Bastard Sword, Shield, Dagger
5. Bastard Sword, Shield, Long Bow
6. Long Sword, Shield, Hammer

Please choose from the following starting armor choices for Aran:

1. Leather
2. Studded Leather
3. Chain
4. Splint

Aran Whitehand, Thief Dual-Class stats, choose configuration (Spy)

Please choose from the following choices to modify starting armor and weapons available to him:

Aran is down-and-out poor and has sold off most of his equipment. Aran has kept most of his good gear. Aran has kept the best gear available to a successful mercenary. You are probably going to Dual-Class Aran as a Thief. He currently has proficiencies as follows:

** Long Sword
** Short Sword
* Dagger
10.50 Isra BG2 v3

This mod adds Isra, a cavalier paladin of Sune, to Baldur's Gate 2. A follower of the goddess of love, beauty, and passion, Isra is amiable, optimistic, and courteous almost to a fault. If you met her in Nashkel, you may either continue from where you left off or start anew as strangers. She is playable through to the end of Throne of Bhaal.

Copy the folder Isra_bg2 and the files setup-Isra_bg2.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Would you like to display the readme? [N]o
Install Component 0 [Isra for BGII]? [I]nstall
Successfully installed [Isra for BGII] Press ENTER to exit

10.51 The Undying v2.53

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 banters 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.

The Undying must be installed after Spellpack because it changes SPWI231A in a way that otherwise the Spellpack component Hypnotic Pattern cannot be installed anymore.

Copy the folder TheUndying and the files SETUP-TheUndying.exe and SETUP-TheUndying.tp2 into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Install Component 0 ['The Undying' Mod (Requires Throne of Bhaal)]? [I]nstall
Install Component 1 ['Harder Enemies']? [N]ot Install
Successfully installed Press ENTER to exit
The readme opens.

10.52 **Neh'taniel v6.4**
~NEH'TANIEL\NEH'TANIEL.TP2~

Neh'taniel is a long dead follower of Amaunator with amusing background history who is restless since centuries.

*This mod must be installed after The Undying and after Beyond the Law.*

Copy the folder **Neh'taniel** and the file **Setup-Neh'taniel.exe** into your main SoA directory. 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]nstall

Install Component [Neh'taniel's alternative portraits]? [N]ot Install

1 1) Neh'taniel's portrait, Default edited by Amazor'dra and Sidhe?
2 2) Neh'taniel's portrait, by Rabain?
3 3) Neh'taniel's portrait, by Amazor'dra?
4 4) Neh'taniel's portrait, old default?
5 5) Neh'taniel's portrait, by Lava Del'Vortel?

Successfully installed [Neh'taniel NPC Mod] Press ENTER to exit

Further files get copied, then the readme opens.

10.53 **Foundling: Between the Shades v4.2**
~FOUNDLING/FOUNDLING.TP2~

Foundling is a Shadow Adept who can use Shadow Weave Magic as well as some Shadow Magic. The mod introduces a new kind of magic with its own advantages and disadvantages.

*The mod must be installed after Innershade.*

One or more files of this mod must be changed. This will be done by the patch from the folder **B.G World Fixpack**. Copy the folder **Foundling** and the file **Setup-Foundling.exe** into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o

Install Component 0 [Foundling: Between the Shades]? [I]nstall

1 1) Yes, but don't patch the existing save games
2 2) Yes, and patch the existing save games

Foundling's class option:
Dash 1 to keep Foundling's original class (single-class mage: Shadow Adept) [1]
Dash 2 to install Foundling's optional class (dual-class Shadow Adept/thief - he won't level up as a thief)

Successfully installed [Foundling: Between the Shades] Press ENTER to exit

10.54 **Weimer's Solaufein NPC v1.04**
~SETUP-SOLAUFIEIN.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.

*Should be installed after Ascension.*

Copy the folder **solarom** and the files **Setup-Solaufein.exe** and **Setup-Solaufein.tp2** into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]

Install Component 0 [Solaufein Romance for Baldurs Gate II]? [I]nstall

Successfully installed [Solaufein Romance for Baldurs Gate II] Press ENTER to exit

The readme opens.
10. BG2 NPC MODS WITH MORE CONTENT

10.55 Solaufein Flirt Pack v1.1
~RPGSOLAFLIRTPACK/SETUP-RPGSOLAFLIRTPACK.TP2~

This mod does nothing more than add a bit of extra content to Weimer's excellent Solaufein Romance mod.

Copy the folder rpgsolaflirtpack and the file setup-rpgsolaflirtpack.exe into your main SoA directory.
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.

10.56 Jastey's Solaufein (Solaufein's Rescue) v1.5 (1)
~C#SOLAUFEIN/SETUP-C#SOLAUFEIN.TP2~

This modification makes Solaufein, the drow warrior from Usth Natha, a joinable NPC. Before the entrance to Ada-lon's cave he is captured by the drow. Now it's up to the HC to preserve Solaufein to be transformed into a drider!

**NOTE:** This mod must be installed in two steps! The component "Drinnen-Animationen fuer diese Mod verwenden" must be installed after the core component of Infinity Animations (IA) including the drider animation. The component „Solaufein in Ust Natha das Mod-Portrait geben” may be installed only after Solaufein NPC. If Weimer’s Solaufein romance is installed, the quest "Solaufeins rescue" only starts when Weimer’s Solaufein was sent away.

Copy the folder c#solaufein and the file setup-c#solaufein.exe into your main SoA directory.
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 [Solaufein's Rescue: Jastey's Solaufein NPC for BGII]? [I]nstall
Install Component 1 [Give Solaufein in Ust Natha the Mod's Portrait]? [I]nstall
Install Component 2 [Enable Drider Animations in this Mod]? [N]ot Install
Install Component 3 [Install alternative portrait #2 from Chinsky]? [N]ot Install
Successfully installed
Press ENTER to exit

10.57 Sheena v2.5
~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 Mazzy is in the party.

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.

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 [Install A Half Dragon Tale]? [I]nstall
Successfully installed [Install A Half Dragon Tale]
Press ENTER to exit

The readme opens.

10.58 Kelsey v4
~KELSEY.TP2~

A male human sorcerer NPC with optional romances for a female PC or Imoen.

Must be installed after Solaufein.

Copy the folder Kelsey and the files Setup-Kelsey.exe and Setup-Kelsey.tp2 into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [Kelsey]?
Install Component 1 [Kelsey/Solaufein Content: Banter and Romance Conflict OPTIONAL, RECOMMENDED ONLY for use with Solaufein V60 AND ABOVE]?
Install Component Alternate portraits
  1 1 [Install Alternate Kelsey portrait set #1, by Karse Soze (hooded Kelsey)]?
  20 2 [Install Alternate Kelsey portrait set #2, by Frida]?
  21 3 [Install Alternate Kelsey portrait set #3, by Indi]?
  22 4 [Install Alternate Kelsey portrait set #4, by Wynne Lurty]?
  23 5 [Install Alternate Kelsey portrait set #5, by Cliffette]
SKIPPING 3 [Install Banter Accelerator script? (Increases the frequency of interparty banter both from Kelsey and other NPCs)]?

Will be skipped if the banter accelerator is already installed.
Install Component 4 [Ascension-specific dialogue (Requires WeiDU Ascension, v1.4.12 or greater recommended)]?

Successfully installed Press ENTER to exit
Further files get copied, then the readme opens.

10.59 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.

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.

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]?
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.

10.60 Keto v4
~SETUP-KETO.TP2~

This mod must be installed because of interactions with Kelsey after that mod.

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.

Install the file Keto-SOAv4.exe into any dummy folder but by no means into your main directory! Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folder keto and the files Setup-Keto.exe and Setup-Keto.tp2 as well as a file SETUP-KETO.DEBUG in that dummy folder. Move them except the SETUP-KETO.DEBUG into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [Keto-SOA NPC V2]?
Install Component 1 [Keto/Kelsey Interaction (Requires Kelsey-SOA)]?
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.
10. BG NPC MODS WITH MORE CONTENT

10.61 Nathaniel v4.4
~NATHANIEL/SETUP-NATHANIEL.TP2~

Nathaniel Aplin-Fletcher is a former officer of the Flaming Fist. Although he is an experienced fighter, Nathaniel suffers from self-doubts, 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.

**Must be installed after Solaufein and Kelsey.**

Copy the folders Nathaniel and Mod backups and the file Setup-Nathaniel.exe into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

- Would you like to display the readme? [N]o
- Install Component 0 [Nathaniel NPC Mod for BGI]? [I]nstall
- Install Component 1 [Choose a portrait for Nathaniel]? [1]
  1] Default portrait by Feuille
  2] Alternate portrait by K’aeloree (NWN remake)
  3] Alternate portrait by Amaurea (Milo Ventimiglia)
- Install Component 4 [Solaufein Conflict]? [I]nstall
- Install Component 5 [Kelsey Content]? [I]nstall
- Successfully installed: Press ENTER to exit

Further files get copied, then the readme opens.

10.62 The Luxley Family v1.2
~LUXLEYSOA/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.**

Copy the folder LuxleySoA and the file Setup-LuxleySoA.exe into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

- Would you like to display the readme? [N]o
- Install Component 0 [Luxley Family Mod for BGI:SoA]? [I]nstall
- Install Component 1 [Portraits for non-joinable NPCs]? [I]nstall
- Install Component 2 [Nathaniel Content]? [I]nstall
- Successfully installed: Press ENTER to exit

10.63 Kiara-Zaiya v1.6.2
~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. Keldorn Romance must be installed before this mod. Smiling Imp Cross Banter Mod must be installed after this mod. If this mod is installed together with the Valen NPC, not all Valen dialogues appear.**

Kiara-Zaiya is not compatible with the Saerileth mod because this mod is disabling Watcher’s Keep until ToB.

Copy the folder Kiara-Zaiya and the files Setup-Kiara-Zaiya.exe, Setup-Kiara-Zaiya.tp2, unins000.exe and unins000.dat into your main SoA directory. 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.

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

Choose your language: 0 [English]
- Install Component 0 [Kiara-Zaiya Version 1.6 for BGI:SoA]? [I]nstall
- Install Component 1 [Custom Kiara-Zaiya soundset (available separately)]? [I]nstall
- Install Component 2 [Alternate High level abilities by TG Maestro]? [I]nstall

This component is perhaps more balanced than the excellent Oversight component 6 “Monk High Level Abilities”.

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### 10. BG2 NPC MODS WITH MORE CONTENT

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Description</th>
<th>Install Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>[Original Amaralis battles]?</td>
<td>![Install]</td>
</tr>
<tr>
<td>4</td>
<td>[tougher Kiara Vampire]?</td>
<td>![Install]</td>
</tr>
<tr>
<td>5</td>
<td>[Revised Suldalanessar]?</td>
<td>![Install]</td>
</tr>
<tr>
<td>6</td>
<td>[Jao and party for SoA: another tough fight]?</td>
<td>![Install]</td>
</tr>
<tr>
<td>7</td>
<td>[tougher frenecus at the tree of life]?</td>
<td>![Install]</td>
</tr>
</tbody>
</table>

*Only if Tactics Kuroisan is installed, not with the BP component.*

Successfully installed

Further files get copied, then the readme opens.

---

### 10.64 Iylos v2.6

~IYLOS/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.*

Copy the folder *Iylos* and the file *setup-iylos.exe* into your main SoA directory.

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]? ![Install]

Install Component 1 [Install extended content (PID, more interjections, friendship, scenery & plot dialogues)]? ![Install]

**PID = Player Initiated Dialogue**

Install Component [How much time would you like in between Iylos’ PC dialogues]?

Select the interval between Iylos’ talks from the list below:

- 15 Minutes
- 20 Minutes
- 30 Minutes
- 45 Minutes
- 60 Minutes

[6]

Install Component 7 [Alternate Iylos portrait by Ilmatar]? [N]ot ![Install]

Successfully installed Press ENTER to exit

The readme opens.

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### 10.65 The Beaurin Legacy v3.2

~THEBEAURINLEGACY/SETUP-THEBEAURINLEGACY.TP2~

Minyae Beaurin is an elven Enchanter/Thief who can be found outside of the Crooked Crane in the City Gates. The mod includes numerous banters and interjections, encounters and quests.

Copy the folder *TheBeaurinLegacy* and the file *setup-TheBeaurinLegacy* into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o

Install Component 1000 [The Beaurin Legacy for BG2:SoA & ToB & BGII:EE]? ![Install]

Install Component 1001 [Change Minyae’s class to Enchanter (from Enchanter/Thief)]? [N]ot ![Install]

Minyae’s Portrait

- 1002 [Change Minyae’s portrait to alternative by TamikaProud at DeviantArt] [N]ot ![Install]
- 1003 [Change Minyae’s Portrait to alternative by DominiqueWesson at DeviantArt]
- 1004 [Change Minyae’s Portrait to alternative by Aerwindale at DeviantArt]

Successfully installed Press ENTER to exit

---

### 10.66 Evandra v2.1

~EVANDRA/SETUP-EVANDRA.TP2~

Evandra is a True Neutral elven illusionist, and for those familiar with the Dragonlance setting, a Red Robed Wizard of High Sorcery. Evandra can be found inside the Planar Sphere, trapped with the Knights of Solamnia.

Copy the folder *evandra* and the file *setup-evandra.exe* into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Evandra NPC]?
Successfully installed

[Install]
[Press ENTER to exit]

10.67 Calin v1.4
~SETUP-CALIN.TP2~

This mod introduces Calin, a human Blade Master to BG II. Calin is neutral good and will romance a female who is Elf, Half-elf, Human and of non evil alignment.

Calin has some crossmod content with Neh'taniel but only if Calin is installed after Neh'taniel.

Copy the folder Calin and the files Setup-Calin.exe and Setup-Calin.tp2 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Cadin for BG2]?
Successfully installed

Select Calin’s dialogue timer:
Please choose one of the following:
[1] 1 hour real time minimum between dialogues
[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 real time minimum between dialogues
[6] 2 hours real time between dialogues

[Install]
[Press ENTER to exit]
11. **BG2 NPC MODS WITH LESS CONTENT**

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 more NPCs.

### 11.1 Fonick CliffHistory v2

~CLIFFHISTORY/SETUP-CLIFFHISTORY.TP2~

Talk to the receptionist in Five Flagons 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 "The Tweaks Anthology", "Make the bard stronghold available to all classes" from Multistrohld, the NPC Strongholds mod or if the MC is a bard._

Copy the folder **CliffHistory** and the file **setup-cliffhistory.exe** into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Cliffette's 'History' BWI contest entry]? [Install]
Successfully installed [Cliffette's 'History' BWI contest entry] [Install]
Press ENTER to exit

### 11.2 Chiara v1.02mB 163

~SETUP-CHIARA.TP2~

**GERMAN**

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)

Copy the folder **chiara** and the files **Setup-Chiara.exe, Setup-Chiara.tp2, chiadel.bat** and **chiaextr.bat** into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Chiara - Ein Charakter aus dem Rosenranken.Forum]? [Install]
Successfully installed [Chiara - Ein Charakter aus dem Rosenranken.Forum] [Install]
Press ENTER to exit

Further files get copied, then the readme opens in html-format.

### 11.3 Octavians Drizzt v2Beta3

~SETUP-DKDRIZZT.TP2~

With this mod you can take Drizzt Do'Urden into your group, when you leave the underdark and go again into the town. You can summon the magic cat Guenhwyvar with "K" which attacks enemies then automatically.

_Not toogether 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._

Copy the folder **DKDrizzt** and the files **Setup-DKDrizzt.exe** and **Setup-DKDrizzt.tp2** into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [Drizzt Do'Urden]? [Install]
Successfully installed [Drizzt Do'Urden] [Install]
The readme opens.
11.4 Elvanshalee v1.1
~SETUP-ELVAN-ALL.TP2~

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.*

Copy the folder *S\ElvanA* and the files *Setup-Elvan-All.exe* and *Setup-Elvan-all.tp2* into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

- Install Component 0: [Elvanshalee für SoA oder BB Pic von Kay Allen]? [I]Install
- Install Component 1: [Elvanshalee für Knight Kits Pic von Kay Allen]? [I]Install

Successfully installed
Press ENTER to exit

11.5 Goo the Disembodied Floating Eyeball v6.0
~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.

Install the file *Goo_V6.exe* into any dummy folder but by no means into your main directory! Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folder *Goo* and the files *Setup-Goo.exe* and *Setup-Goo.tp2* as well as a file *SETUP-GOO.DEBUG* in that dummy folder. Move them except the *SETUP-GOO.DEBUG* into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

- Choose your language: 0 [English]
- Install Component 0: [Goo the Disembodied Floating Eyeball]? [I]Install
- 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.

11.6 Horace v1.74
~SETUP-HORACE.TP2~

Skeleton NPC with its own kit.

Copy the folder *Horace* and the files *Setup-Horace.exe* and *Setup-Horace.tp2* into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

- Choose your language: 0 [English]
- Install Component 0: [Horace - BGII]? [I]Install
- Install Component 1: [Bone Collector]? [I]Install
- Successfully installed: [Bone Collector] Press ENTER to exit

The readme opens.

11.7 Kari v1.3b
~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.*

Copy the folder *Kari* and the files *Setup-Kari.exe* and *Setup-Kari.tp2* into your main SoA directory.
The *BG World Fixpack* carries out an update to v1.
Double-click the Setup. The DOS dialogue appears:

- Install Component 0: [Moongaze's Kari v1]? [I]Install

---

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11.8 *Malthis v2*

~SETUP-MALTHIS.TP2~

**GERMAN**

You meet Malthis close to Cromwell's 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.

Copy the folder *Malthis* and the files *Setup-Malthis.exe*, *Setup-Malthis.tp2*, *maltdel.bat* and *malt-extr.bat* from the folder *Malt_ServiceVersion_1* into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

- Install Component 0: Malthis, der Säbelrassler?! [Install]
- Successfully installed: Malthis, der Säbelrassler!
- Press any key . . .

Further files get copied, then the readme opens in html-format.

11.9 *Shar-Teel v1.0b*

~SETUP-SHARTEEL.TP2~

**GERMAN**

Brings the chaotic-evil fighter Shar-Teel from BG1 to BG2-SoA.

*Don't install it together with TDD or the NEJ3 component "Firewalker" Shar-Teel (custom kit and continuous character), because these mods also add Shar-Teel and these are contentwise or technically not compatible.*

*This mod is technically not compatible with BG1NPCSoA because you would have the NPC twice.*

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

Double-click the Setup. The DOS dialogue appears:

- Install Component 0: Shar-Teel für Baldur's Gate II?! [Install]
- Install Component 1: Shar-Teels neue Portraits mit den alten ersetzen?! [Install]
- Successfully installed: Shar-Teels neue Portraits mit den alten ersetzen
- Press any key . . .

The readme opens.

11.10 *Summon Bhaalspawn v3*

~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!*

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

Double-click the Setup. The DOS dialogue appears:

- Install Component 0: Summon Bhaalspawn?! [Install]
- Install Component 1: Install Skie Portrait (Original Mod Portrait)?! [Install]
- Install Component 2: Install Edited Skie Portrait by Plasmocat?! [N]ot [Inst]all
- Install Component 3: Install Redheaded Paladin Portrait (Author Unknown)?! [N]ot [Inst]all
- Install Component 4: Install Salma Hayek Portrait from the Portrait Portal?! [N]ot [Inst]all
- Install Component 5: Install BGEP Sandra Portrait by Xenobia?! [N]ot [Inst]all
- Successfully installed: [N]ot [Inst]all
- Press any key . . .

The readme opens.

11.11 *Vanim v1.4*

~SETUP-VANIM.TP2~

An evil assassin NPC.

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.

Double-click the Setup. The DOS dialogue appears:
11. BG2 NPC MODS WITH LESS CONTENT

Choose your language:
Install Component  0  [A new NPC: Vanim, a notorious assassin]?  1  [English]
Successfully installed  [A new NPC: Vanim, a notorious assassin]?
Press ENTER to exit

11.12  **Biddekelorak v1**

~SETUP-BIDDE.TP2~

You find the old dwarven cleric of Lathander in the temple district.

Copy the folder **BIDDE** and the files **Setup-BIDDE.exe, Setup-BIDDE.tp2** and **Setup-BideAudioUninstall.bat** into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component  0  Biddekelorak v1 (BG2:SoA & TOB NPC) created by nethrin?  1  [Install]
Successfully installed  Biddekelorak v1 (BG2:SoA & TOB NPC) created by nethrin
Press ENTER to exit

Further files get copied.

11.13  **Azure NPC BETA v3**

~AZURE/AZURE.TP2~

The druid Azure and 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.*

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

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

Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Component</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>[Nature's Ally Druid kit (Required for NPC Azure)]?</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>[Azure NPC]?</td>
</tr>
<tr>
<td></td>
<td>2</td>
<td>[Azure NPC]</td>
</tr>
</tbody>
</table>

This mod adds the Nature's Ally kit to the character creation screen. *This kit is not selectable for all races. There could be an incompatibility with the Divine Remix kits.*

11.14  **Frennedan v1.0.3**

~SETUP-FRENNEDAN.TP2~

The doppelganger Frennedan from Irenicus' dungeon becomes a recruitable NPC.

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

Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Component</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>Frennedan-Mod für Baldur's Gate II?</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>Frennedan-Mod für Baldur's Gate II</td>
</tr>
</tbody>
</table>

The readme opens.

11.15  **Perils of Branwen v0.9**

~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.

*This mod is technically not compatible with BG1NPCSoA because you would have the NPC twice.*

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

Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Component</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>The Perils of Branwen the Cleric?</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>The Perils of Branwen the Cleric</td>
</tr>
</tbody>
</table>

Press ENTER to exit
This mod adds Branwen (a NPC from the original Baldur's Gate) to the starting dungeon of Baldur's Gate 2 (as if she were traveling with you when Irenicus and his minions ambushed your party). At this point in time, Branwen has a small number of interjections, no quests, and no romance.

Branwen was altered to be a multi-class Fighter-Cleric (in the original BG1, Branwen is a single-class Cleric). Maybe conceptionally incompatible with Perils of Branwen.

Not together with NEJ3 component "Firewalker" Shar-Teel (custom kit and continuous character), because Shar-Teel from NEJ3 and Branwen from this mod start in the same cage in Irenicus’ dungeon.

This mod is technically not compatible with BG1NPCSoA because you would have the NPC twice.

Copy the folder BranwenNPC and the files Setup-BranwenNPC.exe and Setup-BranwenNPC.tp2 into your main SoA directory.

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 [Branwen NPC]? [I]nstall
- Successfully installed [Branwen NPC] Press ENTER to exit

He is a True Neutral Elf Wizard / Fighter.

Copy the folder MawgulNPC and the files Setup-MawgulNPC.exe and Setup-MawgulNPC.tp2 into your main SoA directory.

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 BG World Fixpack.

Double-click the Setup. The DOS dialogue appears:

- Choose your language: 1 [English]
- Install Component 0 [MawgulNPC]? [I]nstall
- Successfully installed [MawgulNPC] Press ENTER to exit

The halforc-barbarian Uldari can be found in the Copper Coronet.

TobEx should be installed to use this mod.

Copy the folder Uldar and the file Setup-uldar.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

- Install Component 0 [ULDAR, el Barbaro Semiócoro v0.75]? [I]nstall
- Successfully installed [ULDAR, el Barbaro Semiócoro v0.75] Press ENTER to exit

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.

This is an abandoned beta mod since many years. She has a quest in Beregost and one or two banters, that is about all. Keeping her in BGT will cause problems with the transition to BG2 (she is not coded to leave or transit). She has no content after Nashkel anymore.
Copy the folder rose and the file Setup-rose.exe into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Install Component 0  [Rose NPC for BG:T]?
Successfully installed  [Rose NPC for BG:T]  [I]Install
Press ENTER to exit

11.20 Larsha v0.3
~SETUP-LARSHA.TP2~

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.

Copy the folder Larsha and the files Setup-Larsha.exe and Setup-Larsha.tp2 into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Install Component 0  [Larsha]?
Successfully installed  [Larsha]  [I]Install
Press ENTER to exit

11.21 Raziel
~SETUP-RAZIEL.TP2~

Raziel is a neutral swashbuckler who was imprisoned by Irenicus like the protagonist.

Copy the folder raziel and the files setup-raziel.exe and setup-raziel.tp2 into your main SoA directory. 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.

The mod contains no English translation. It will be inserted with the language patch from the B.G World Textpack.

Double-click the Setup. The DOS dialogue appears:

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

11.22 Quayle ReDone v3.0
~QUAYLE/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, banter with every character from the game, interactions, items.

This mod is technically not compatible with the Gnomes in the City: Quayle & Tiax component from BG1NPCSoA because you would have the NPCs twice.

Copy the folder Quayle and the file Setup-Quayle.exe into your main SoA directory. 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 ReDone for Baldur’s Gate 2]?
Successfully installed  [Quayle ReDone for Baldur’s Gate 2]  [I]Install
Press ENTER to exit

11.23 Gloran NPC v3 (1)
~SETUP-GLORAN.TP2~

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.

NOTE: This mod must be installed in two steps! The Gloran & Virtue must be installed after the Virtue mod.

Copy the folder gloran and the files setup-gloran.exe and setup-gloran.tp2 into your main SoA directory.
### 11. BG2 NPC MODS WITH LESS CONTENT

Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Component Details</th>
<th>Install Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Przylaczalny NPC Gloran?</td>
<td><img src="1" alt="Install" /></td>
</tr>
<tr>
<td>1</td>
<td>Gloran &amp; Virtue?</td>
<td><img src="1" alt="Not Install" /></td>
</tr>
</tbody>
</table>

Successfully installed Press ENTER to exit.

#### 11.24 Auden NPC v1.3c

~SETUP-AUDEN.TP2~

This mod includes the monk Auden in the Copper Coronet, tucked away in the opium den.

Copy the folder Auden and the files Setup-Auden.exe, Setup-Auden.tp2 and Auden Readme! v1.3b into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Component Details</th>
<th>Install Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Auden for BG2:SOA)?</td>
<td><img src="1" alt="Install" /></td>
</tr>
</tbody>
</table>

Successfully installed Press ENTER to exit.

#### 11.25 BG1 NPCs for BG2:SoA v9

~BG1NPCSOA.TP2~

This mod adds the majority of the NPCs from Baldur's Gate 1 into part 2 along with new items, banter, quests and areas.

*Not compatible with SandrahNPC.*

Copy the folder BG1NPCSoA and the files setup-BG1NPCSoA.exe and setup-BG1NPCSoA.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Component Details</th>
<th>Install Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>Coran and Safana Romance?</td>
<td><img src="1" alt="Install" /></td>
</tr>
</tbody>
</table>

Successfully installed Press ENTER to exit.

*This component is technically not compatible with Alora NPC because you would have the NPC twice.*

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Component Details</th>
<th>Install Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>20</td>
<td>Alora?</td>
<td><img src="1" alt="Install" /></td>
</tr>
</tbody>
</table>

*This component is technically not compatible with Ajantis NPC because you would have the NPC twice.*

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Component Details</th>
<th>Install Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>30</td>
<td>Ajantis?</td>
<td><img src="1" alt="Install" /></td>
</tr>
</tbody>
</table>

*This component is technically not compatible with Ajantis for BG2 because you would have the NPC twice.*

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Component Details</th>
<th>Install Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>40</td>
<td>Kagan's Korner?</td>
<td><img src="1" alt="Not Install" /></td>
</tr>
</tbody>
</table>

*This component is not compatible with TDD.*

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Component Details</th>
<th>Install Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>41</td>
<td>Store w/crazy amount of magical items</td>
<td><img src="1" alt="Install" /></td>
</tr>
</tbody>
</table>

*This component is technically not compatible with Kivan and Deheriana Companions for BG2 because you would have the NPC twice.*

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Component Details</th>
<th>Install Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>50</td>
<td>Faldorn Makeover?</td>
<td><img src="1" alt="Install" /></td>
</tr>
</tbody>
</table>

*This component is technically not compatible with Xan NPC for Baldur's Gate II because you would have the NPC twice.*

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Component Details</th>
<th>Install Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>60</td>
<td>Kivan?</td>
<td><img src="1" alt="Install" /></td>
</tr>
</tbody>
</table>

*This component is not compatible with TDD.*

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Component Details</th>
<th>Install Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>70</td>
<td>Xzar and Monty Murder Mysteries?</td>
<td><img src="1" alt="Not Install" /></td>
</tr>
</tbody>
</table>

*This component is technically not compatible with Quayle Project or Tiix NPC because you would have the NPC twice.*

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Component Details</th>
<th>Install Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>80</td>
<td>Xan?</td>
<td><img src="1" alt="Install" /></td>
</tr>
</tbody>
</table>

*This component is technically not compatible with Quayle NPC for Baldur's Gate II because you would have the NPC twice.*

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Component Details</th>
<th>Install Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>90</td>
<td>Gnomes in the City: Quayle &amp; Tiix?</td>
<td><img src="1" alt="Install" /></td>
</tr>
</tbody>
</table>

*This component is technically not compatible with Dynaheir NPC because you would have the NPC twice.*

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Component Details</th>
<th>Install Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>95</td>
<td>Dynaheir?</td>
<td><img src="1" alt="Install" /></td>
</tr>
</tbody>
</table>
### 11. BG2 NPC MODS WITH LESS CONTENT

<table>
<thead>
<tr>
<th>Component</th>
<th>Description</th>
<th>Install Required</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shar-Teel, Yeslick, Garrick, Eldoth, Branwen &amp; Skie</td>
<td>For this component to work properly, you must have the SoA version of these NPCs installed.</td>
<td>[Install]</td>
<td></td>
</tr>
<tr>
<td>Kagain</td>
<td>For this component to work properly, you must have the SoA version of this NPC installed.</td>
<td>[Install]</td>
<td></td>
</tr>
<tr>
<td>Tiax &amp; Quayle</td>
<td>For this component to work properly, you must have the SoA version of these NPCs installed.</td>
<td>[Install]</td>
<td></td>
</tr>
<tr>
<td>Coran &amp; Safana</td>
<td>For this component to work properly, you must have the SoA version of these NPCs installed.</td>
<td>[Install]</td>
<td></td>
</tr>
<tr>
<td>Xzar &amp; Montaron</td>
<td>For this component to work properly, you must have the SoA version of these NPCs installed.</td>
<td>[Install]</td>
<td></td>
</tr>
<tr>
<td>Alora</td>
<td>For this component to work properly, you must have the SoA version of this NPC installed.</td>
<td>[Install]</td>
<td></td>
</tr>
<tr>
<td>Ajanitis</td>
<td>For this component to work properly, you must have the SoA version of this NPC installed.</td>
<td>[Install]</td>
<td></td>
</tr>
<tr>
<td>Kivan</td>
<td>For this component to work properly, you must have the SoA version of this NPC installed.</td>
<td>[Install]</td>
<td></td>
</tr>
<tr>
<td>Xan</td>
<td>For this component to work properly, you must have the SoA version of this NPC installed.</td>
<td>[Install]</td>
<td></td>
</tr>
<tr>
<td>Deekin Scalesinger</td>
<td>For this component to work properly, you must have the SoA version of Shar-Teel, Yeslick, Garrick, Eldoth, Branwen and Skie installed.</td>
<td>[Install]</td>
<td></td>
</tr>
</tbody>
</table>

**11.26 Coondred v1.3**

~SETUP-COONDRED.TP2~

Coondred is a furry that was raised by a half-elven druid clan, and is accepted in both human and Furry societies. He will speak of his race and home.

Copy the folder Coondred and the files setup-Coondred.exe and setup-Coondred.exe into your main SoA directory.

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

- **Install Component 0** [Coondred NPC Mod for Baldur’s Gate II (ToB required)]? [Install]
- **Successfully installed** [Coondred NPC Mod for Baldur’s Gate II (ToB required)] Press ENTER to exit

**11.27 Saradas Magic 2 v1.7**

~SARADAS_MAGIC_2/SARADAS_MAGIC_2.TP2~

In Throne of Bhaal Saradas is finally a recruitable NPC. You can summon him through the Fate Spirit in your pocket plane.

Copy the folder saradas_magic_2 and the file setup-saradas_magic_2.exe into your main SoA directory.

This mod was created for BG2EE. The **B.G World Fixpack** makes some changes to the mod to be able to play it with BWP.

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

- **Choose your language:** 0 [English]
- **Install Component 0** [saradas_magic_2]? [Install]
- **Successfully installed** [saradas_magic_2] Press ENTER to exit

**11.28 Ashar NPC 1.12**

~ASHARNPC/SETUP-ASHARNPC.TP2~

This modification adds an aggressive, plain-spoken half-orc barbarian woman named Ashar as a joinable NPC to the
game.

Copy the folder AsharNPC and the file setup-AsharNPC.exe into your main SoA directory.

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 [Ashar NPC? [I]nstall
- Successfully installed [Ashar NPC] Press ENTER to exit
12. **BG2 ONE-DAY NPCs**

These mods had been created during only one single day. Thus don’t expect too much of them.

12.1 **Alassa NPC v2**
~SETUP-ALASSA.TP2~

An evil female thief.

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

Double-click the Setup. The DOS dialogue appears:

- Install Component 0 [Alassa NPC]?
- Successfully installed [Alassa NPC]

Further files get copied.

12.2 **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.

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

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

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

- Choose your language: 0 [American English]
- Would you like to display the readme? [N]o
- Install Component 0 [Allison (One-Day NPC) v1.6]?
- Successfully installed [Allison (One-Day NPC) v1.6]

Press ENTER to exit

12.3 **Anishai v1.5**
~SETUP-ANISHAI.TP2~

The monk from Mae’ Vars guild house can join to the group.

Copy the folder **Anishai** and the file **setup-anishai.tp2** into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

- Choose your language: 0 [English]
- Install Component 0 [Anishai one-day NPC]?
- Successfully installed [Anishai one-day NPC]

Press ENTER to exit

The readme opens.

12.4 **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.

Copy the folder **BonsBruce** and the files **Setup-BonsBrucev2.exe** and **Setup-BonsBrucev2.tp2** into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

- Install Component 0 [Bons’s Bruce The Cockney Barfighter - A One-Day NPC - Version 2]?
- Successfully installed [Bons’s Bruce The Cockney Barfighter - A One-Day NPC - Version 2]

Press ENTER to exit
### 12.5 Cassius v1.05

~SETUP-CASSIUS.TP2~

Neutral-good male human skalde, not very talkatively, and if, then only very much broken.

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

Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Cassius NPC Mod (Requires Throne of Bhaal)?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Successfully installed</td>
<td>Cassius NPC Mod (Requires Throne of Bhaal)</td>
</tr>
</tbody>
</table>

Press ENTER to exit

The readme opens.

### 12.6 Ghareth v0.91

~SETUP-GHARETH.TP2~

A male human fighter / magician who can join to the party.

Install the file *GharethNPC.exe* into any dummy folder *but by no means into your main directory!* Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folder *Ghareth* and the files *Setup-Ghareth.exe, Setup-Ghareth.tp2* and *gharethaudiouninstall.bat* as well as a file *SETUP-GHARETH.DEBUG* in that dummy folder. Move them except the *SETUP-GHARETH.DEBUG* into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Ghareth NPC (Requires Throne of Bhaal)?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Successfully installed</td>
<td>Ghareth NPC (Requires Throne of Bhaal)</td>
</tr>
</tbody>
</table>

Press ENTER to exit

The readme opens.

### 12.7 Hessa v1.1

~SETUP-HESSANPC.TP2~

A neutral-evil half elf-thief with a quest, a new area and different banters.

Copy the folder *hessa* and the files *Setup-Hessa.exe, Setup-Hessa.tp2, HessaTisAudioUninstall.bat* and *HessaReadMe.txt* into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Hessa NPC Mod (Requires Throne of Bhaal)?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Successfully installed</td>
<td>Hessa NPC Mod (Requires Throne of Bhaal)</td>
</tr>
</tbody>
</table>

Press ENTER to exit

Es werden weitere Dateien kopiert. Dann öffnet sich die Read Me

### 12.8 Jason Comptons Bruce The Cockney Barfighter

~SETUP-JCBRUCE.TP2~

A pretty straight barbarian with some not so serious banters with Aerie, Nalia and a female main character.

Copy the folder *jcbruce* and the files *Setup-JCBruce.exe, Setup-JCBruce.tp2* and *jcbruceaudiouninstall.bat* into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Compton’s Bruce The Cockney Barfighter?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Successfully installed</td>
<td>Compton’s Bruce The Cockney Barfighter</td>
</tr>
</tbody>
</table>

Press ENTER to exit

The readme opens.

### 12.9 Wikaede v3.4

~SETUP-WIKAED.E.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.

Copy the folder **Wikaede** and the files **Setup-Wikaede.exe**, **Setup-Wikaede.tp2** and **Setup-WikaedeAudioUninstall.bat** into your main SoA directory.
The **B.G World Fixpack** makes an update to v4.1.
Double-click the Setup. The DOS dialogue appears:
  
  Install Component 0 [Wikaede Revisited v4.1 by Moongaze]? [I]install
  Successfully installed [Wikaede Revisited v4.1 by Moongaze] Press ENTER to exit

The readme opens.

12.10 **Willie Bruce v3.1**  
~SETUP-WILLYB.TP2~

He is rude, drunk, sexist, and racist.

Copy the folder **WillyB** and the files **Setup-WilliB.exe**, **Setup-WilliB.tp2** and **Setup-WilliBAudioUninstall.bat** into your main SoA directory.  
Double-click the Setup. The DOS dialogue appears:
  
  Choose your language: 0 [English]
  Install Component 0 [Willie Bruce (BG2:SoA & TOB NPC) created by nethrin]? [I]install
  Successfully installed [Willie Bruce (BG2:SoA & TOB NPC) created by nethrin] Press ENTER to exit

Further files get copied, then the readme opens in html-format.

12.11 **Moddie v1.2**  
~SETUP-FOXMONSTER.TP2~

Moddie is a female fox that banters with 12 BioWare’s NPCs. She is found behind the jailkeep golem in the first level of Irenicus’ dungeon.

Copy the folder **FoxMonster** and the files **Setup-FoxMonster.exe**, **Setup-FoxMonster.tp2** and **Moddie-ReadMe.txt** into your main SoA directory.  
Double-click the Setup. The DOS dialogue appears:
  
  Install Component 0 [Moddie, "the fox monster in your backpack"]? [I]install
  Successfully installed [Moddie, "the fox monster in your backpack"] Press ENTER to exit

Further files get copied, then the readme opens.

12.12 **Vildra v1.1**  
~SETUP-VILDRA.TP2~

A One-Day NPC with a few banters.

Copy the folder **Vildra** and the files **Setup-Vildra.exe** and **Setup-Vildra.tp2** into your main SoA directory.  
Double-click the Setup. The DOS dialogue appears:
  
  Install Component 0 [Vildra for BG2:SoA]? [I]install
  Successfully installed [Vildra for BG2:SoA] Press ENTER to exit

The readme opens.

12.13 **Jandor v2**  
~SETUP-JANDOR.TP2~

Jandor will be waiting for you in the Shadow Thief Guild. He has nearly no dialogue.

Copy the folder **Jandor** and the files **Setup-Jandor.tp2** and **Setup-Jandor.tp2** into your main SoA directory.  
Double-click the Setup. The DOS dialogue appears:
  
  Choose your language: 0 [English]
  Install Component 0 [JandorNPC-WeiDU]? [I]install
  Successfully installed [JandorNPC-WeiDU] Press ENTER to exit
The readme opens.

12.14 Eldoth v1.10
~SETUP-ELDOTH.TP2~

Eldoth for BG2 is a very simple mod with no witty dialogs.

*This mod is technically not compatible with BG1NPCSoA because you would have the NPC twice.*

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*.

Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Choose your language:</th>
<th>0 [English]</th>
</tr>
</thead>
<tbody>
<tr>
<td>Install Component</td>
<td>[Eldoth - The reunion]?</td>
</tr>
<tr>
<td>Successfully installed</td>
<td>[Eldoth - The reunion]</td>
</tr>
</tbody>
</table>

12.15 Roar v1.11
~ROAR/SETUP-ROAR.TP2~

Roar is a monk who does not speak. He is to be found in the Umar Hills.

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*.

Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Choose your language:</th>
<th>0 [English]</th>
</tr>
</thead>
<tbody>
<tr>
<td>Install Component</td>
<td>[Roar - a taciturn monk]?</td>
</tr>
<tr>
<td>Successfully installed</td>
<td>[Roar - a taciturn monk]</td>
</tr>
</tbody>
</table>

12.16 Teddy 1.12
~TEDDY/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.

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*.

Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Choose your language:</th>
<th>0 [English]</th>
</tr>
</thead>
<tbody>
<tr>
<td>Install Component</td>
<td>[Teddy - a half orkisch barbarian]?</td>
</tr>
<tr>
<td>Successfully installed</td>
<td>[Teddy - a half orkisch barbarian]</td>
</tr>
</tbody>
</table>
13. NPC RELATED BG2 MODS

These mods do not insert new NPCs, but enlarge the existing BioWare NPCs with new interesting dialogues, romances and tasks.

13.1 Cloakwood Squares v4
~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. You can, however, include this mod without worries into the B.G World Version.

Install the file Cloakwood_V4.exe into any dummy folder but by no means into your main directory! Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folder CWS and the files Setup-Cws.exe and Setup-Cws.tp2 as well as a file SETUP-CWS.DEBUG in that dummy folder. Move them except the SETUP-CWS.DEBUG into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Cloakwood Squares -- The Mod v4]? [I]nstall
Successfully installed [Cloakwood Squares -- The Mod v4] Press ENTER to exit

13.2 The Jerry Zinger Show v4
~JZ/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. You can, however, insert this mod without worries into the B.G World Version.

Double-click the Setup JZ-v1 in your main SoA directory.
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..."

The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [The Jerry Zinger Show]? [I]nstall
Install Component 1 [Remove Delay Between Episode]? [N]ot Install
If you press here on [I]nstall, 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.

13.3 Arnel’s Nalia Romance v1.06
~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=f49e5866d489ef8927f91de89fba87f&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.

Copy the folder LuvNalia and the files Setup-LuvNalia.exe and Setup-LuvNalia.tp2 into your main SoA directory. One or more files of this mod must be changed. This will be done by the patch from the folder B.G World Fixpack.

Double-click the Setup. The DOS dialogue appears:

Install Component 0  [Install WeiDU Version of Arnel's Nalia Romance 1.06]? [I]install
Successfully installed  [Install WeiDU Version of Arnel's Nalia Romance 1.06] Press ENTER to exit

Further files get copied, then the readme opens.

13.4 de’Arnise Romance v6
~DEARNISE/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.

Copy the folder deArnise and the file Setup-deArnise.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component 0  [de'Arnise Romance for Baldur's Gate II, v2]? [I]install
Successfully installed  [de'Arnise Romance for Baldur's Gate II, v2] Press ENTER to exit

The readme opens.

13.5 Chloe v1.5
~CHLOE/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 Arnel's Nalia Romance and after Tashia.

Copy the folder Chloe and the file Setup-Chloe.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0  [Chloe NPC mod v1.3]? [I]install
Successfully installed  [Chloe NPC mod v1.3] Press ENTER to exit

Further files get copied, then the Installer ends suddenly.

13.6 Banter Pack v16
~BANTERPACK/SETUP-BANTERPACK.TP2~

Adds dozens of new dialogs to all BioWare NPCs. Encloses, in addition, new inventions from January Jansen and dialogues with Lilarcor the speaking sword. (for SoA + ToB).

Copy the folder banterpack and the files Setup-banterpack.exe, setup-banterpack.tp2 and BANTER-README into your main SoA directory.

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]install
Install Component 1  [Install SOA Banter Accelerator script? ( Increases the frequency of interparty banter)] [N]ot Install
Install Component 2  [Pocket Plane Banter Pack for BG2: Throne of Bhaal] [I]install
Install Component 3  [Install TOB Banter Accelerator script? ( Increases the frequency of interparty banter)]
13. BG2 NPC-RELATED MODS

This component is needed because as well the SoA Banter Accelerator from this mod as from BG1NPC only work for BG1 and SoA. Successfully installed Press ENTER to exit

13.7 IEP Extended Banter v5.4

Adds numerous banter additions 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. This mod is contentwise not compatible with the Khalid mod.

Copy the folder iepbanters and the file setup-iepbanters.exe into your main SoA directory.

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]
Install Component 1 [Extended Minsc/Aerie Interaction ToB]
Install Component 2 [Imoen "Retrospection" dialogue for BGII: ToB]
Install Component 3 [Wake-Up dialogue for Anomen Romance (By David Gaider with additions from Kulyok)]
Install Component 4 [NPC Conflict Revisions]
Install Component 5 [Restored Aerie/Jaheira/Anomen interjection in Underdark]
Install Component 6 [Install Banter Accelerator? How much time would you like in between NPC banter in-game?]

1] 10 Minutes
2] 15 Minutes
3] 20 Minutes
4] 30 Minutes
5] 45 Minutes
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

13.8 Vicionia Friendship v4.3

This mod adds a series of dialogues with Vicionia for SoA and ToB 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.

Copy the folder viconia and the file setup-viconia.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o
Install Component 0 [Vicionia Friendship]
Successfully installed [Vicionia Friendship]

The readme opens.

13.9 Mazzy Friendship v3.2

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.

Copy the folder mazzy and the file setup-mazzy.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:
13. BG2 NPC-RELATED MODS

13.10 Yoshimo Friendship v4.3
~YOSHIMO/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 Banter.

This mod is incompatible with Keeping Yoshimo.

Copy the folder yoshimo and the file setup-yoshimo.exe into your main SoA directory.
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

13.11 Keeping Yoshimo v0.96
~7C-YOSHI/7C-YOSHI.TP2~

This mod makes it possible to keep Yoshimo in the party after spellhold and he can be imported into ToB. He has a couple of fairly lengthy dialogues with the PC.

This mod is conceptual not compatible with the mods Yoshimo Friendship, Yoshimo Romance, Yoshimo's Remorse, Keto and Tortured Souls. Also it is not compatible with Banter Packs and with the "Sarevok's Remorse" component of Unfinished Business for BGII. The Quest Pack component "Saving Sanik In Brynnlaw" is incompatible if the party chooses to save Sanik.

Copy the folder #!Yoshi into your main SoA directory.
Copy the WeiDU-setup and rename it to Setup-#!Yoshi.exe.
Double-click the Setup. The DOS dialogue appears:
Install Component 0 [Keep Yoshimo After Spellhold]? [I]nstall
Install Component 1 [Make Yoshimo Chaotic Good]? [N]ot Install
Successfully installed [Keep Yoshimo After Spellhold]
Press ENTER to exit

13.12 Yoshimo Romance v4.0
~YOSHIMOROMANCE/YOSHIMOROMANCE.TP2~

This mod makes Yoshimo, an infamous bounty hunter from original BG2 game, romanceable. The mod includes additional talks dependend on TotDG, Innershade, ToD, Assassinations. Romance requirements: human/elven/half-elven/tiefling female with charisma 13 or higher.

This mod is incompatible with Keeping Yoshimo, however it is compatible with Yoshimo Friendship and Tortured Souls.
This mod includes additional content for Tales of the Deep Gardens, Innershade, Tower Of Deception, Assassinations.

Copy the folder YoshimoRomance and the file Setup-YoshimoRomance.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Would you like to display the readme? [N]o
Install Component 0 [Yoshimo Romance - additional romance for original BG2 non-player character]? [I]nstall
Install Component 1 [Yoshimo additional talks for SoA. May be installed without or with romance (OPTIONAL)]? [I]nstall
Install Component 2 [Adjusted portrait for Yoshimo]? [N]ot Install
2 1) Adjusted portrait for Yoshimo
3 2) New portrait by MiLeah
Install Component 4 [Yoshimo Romance - ToB part (OPTIONAL)]? [I]nstall
Successfully installed Press ENTER to exit
13.13 Yoshimo’s Remorse 1.2
~YOSHMOSREMORSE/YOSHIMOSREMORSE.TP2~

This mod makes Yoshimo a playable character in Throne of Bhaal

This mod is incompatible with Keeping Yoshimo.

Copy the folder YoshimosRemorse and the file Setup-YoshimosRemorse.exe into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Yoshimo’s Remorse]?
Install Component 2 [Yoshimo’s Remorse: Fighter/Thief Dual-Class (Only if Yoshimo was never recruited before)]?
1] Bounty Hunter 10 / Fighter
2] Bounty Hunter 13 / Fighter
Successfully installed Press ENTER to exit

13.14 Alcool v0.11
~ALCOOL/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.

Copy the folder Alcool and the files setup-alcool.exe and setup-alcool.exe into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Choose your language: 1 [English]
Install Component 0 [A Night out in the Taverns]?
Successfully installed [A Night out in the Taverns] Press ENTER to exit

The readme opens.

13.15 Jan’s Extended Quest v1.44
~JANQUEST/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.

Copy the folder JanQuest and the file setup-JanQuest.exe into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Choose your language: 1 [English]
Install Component 0 [Jan’s Extended Quest]?
Successfully installed [Jan’s Extended Quest] Press ENTER to exit

13.16 Korgan’s Redemption v8
~KORGAN/SETUP-KORGAN.TP2~

The mod provides the possibility of redeeming Korgan if you have Mazzy in your party.

Copy the folder Korgan and the file setup-Korgan.exe into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Choose your language: 1 [English]
Install Component 0 [Korgan’s Redemption]?
Successfully installed [Korgan’s Redemption] Press ENTER to exit

13.17 Korgan Friendship v1.1
~KORGANFRIENDSHIP/KORGANFRIENDSHIP.TP2~

This mod adds a series of dialogues with Korgan..
Copy the folder **KorganFriendship** and the file **setup-KorganFriendship.exe** into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

- Would you like to display the readme? [N]o
- Install Component 0 [Korgan Friendship for BG2: ToB]? [I]nstall
- Successfully installed [Korgan Friendship for BG2: ToB] Press ENTER to exit

### 13.18 Coran for Baldur's Gate II v5.1

```
~CORAN/SETUP-CORAN.TP2~
```

This mod adds Coran, a great archer and an infamous womanizer in BG1, as a fully developed NPC to BG2. He can be found in the Gate district of Athkatla, near the entrance. In ToB, Coran can also be summoned from the Pocket Plane Fate Spirit. Coran has a full friendship path with the PC, player-initiated dialogue and a number of banters with all Bioware NPCs.

*This mod is technically neither compatible with the Bioware BG2 Coran nor with the Coran of Tortured Souls nor with Khalid for BGII.*

*This mod is technically not compatible with the Coran and Safana Romance component from BG1NPCSoA because you would have the NPC twice. This mod is contentwise not compatible with the Khalid mod.*

Install the file **Coran_v2.exe** into any dummy folder **but by no means into your main directory!** Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folder **Coran** and the file **setup-Coran.exe** as well as a file **SETUP-CORAN.DEBug** in that dummy folder. Move them except the **SETUP-CORAN.DEBug** into your main SoA directory.

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 [Coran NPC MOD for Baldur's Gate II]? [I]nstall
- Install Component 1 [Delete old Coran from the Forest of Tethyr (RECOMMENDED)]? [I]nstall
- **This will also make the Romantic Encounter with Coran (from the Romantic Encounters mod) unavailable. But this is better than having two Corans in the game at once.**
- Successfully installed [Coran NPC MOD for Baldur's Gate II] Press ENTER to exit

### 13.19 Khalid for BG II v2.2

```
~KHALID/KHALID.TP2~
```

The mod restores Khalid, Jaheira's husband, whom we know from Baldur's Gate I

*The following mods feature allusions to Khalid's death, thus they are contentwise not compatible with Khalid:*

- Kivan of Shilmista (Kivan & Deheriana Companions)
- Xan by Kulyok
- Coran by Kulyok
- IEP Banter Pack (Jaheira's banters with Viconia & Minsc)
- Kitanya
- Imoen Romance

Copy the folder **Khalid** and the file **setup-Khalid.exe** into your main SoA directory. 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 [Khalid]? [I]nstall
- Choose Khalid's class:
  - [1] Fighter
  - [2] Fighter/Mage
- Choose 1 or 2 and press ENTER.
- Install Component 1 [Classes for Khalid and Jaheira]?
  - [1] Khalid & Jaheira have their original classes
  - [2] Khalid has the Harper Fighter kit, Jaheira is unchanged
  - [3] Khalid has the Harper Fighter kit, Jaheira the Harper Druid kit
  - [4] Khalid is unchanged, Jaheira has the Harper Druid kit
- Install Component 5 [Install PID for Khalid and Jaheira]? [I]nstall
13. BG2 NPC-RELATED MODS

<table>
<thead>
<tr>
<th>Install Component</th>
<th>[Alternative portraits for Khalid]?</th>
<th>[Not Install]</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>1) Kirara’s portrait for Khalid - with the helmets</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>2) Kirara’s portrait for Khalid - without the helmet, red hair</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>3) Trista’s edit of Jaheira’s portrait from BG2</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>4) Lava’s edit of Jaheira’s portrait from BG1 (NPC SPA mod)</td>
<td></td>
</tr>
<tr>
<td>Successfully installed</td>
<td>[Khalid]</td>
<td>Press ENTER to exit</td>
</tr>
</tbody>
</table>

13.20 The One Drizzt v1.41
~THEONEDRIZZT/SETUP-THEONEDRIZZT.TP2~

This mod adjusts Drizzt from Drizztsaga and Region of Terror. Now, you can travel with Drizzt from BG1 to BG2 and keep Drizzt's level and inventory.

*Both Drizztsaga and ROT must be installed before.*
*This mod messes with The BG1 NPC Project Dynaheir quest.*
*This version is not compatible with DrizztSaga v3.*

Copy the folder THEONEDRIZZT and the file SETUP-THEONEDRIZZT.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
*Would you like to display the readme?* [No]
*Install Component* 0 [THEONEDRIZZT: Drizzt in Drizztsaga and in Region of Terror combined into one]? [Install]
*Successfully installed* 1 [THEONEDRIZZT: Drizzt in Drizztsaga and in Region of Terror combined into one] Press ENTER to exit

13.21 LaValygar v4.0
~LAVALYGAR/LAVALYGAR.TP2~

This rather small mod adds some dialogues for Valygar Corthala.

Copy the folder LaValygar and the file setup-LaValygar.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
*Would you like to display the readme?* [No]
*Install Component* 0 [LaValygar - new talks with Valygar Corthala]? [Install]
*Install Component* 1 [LaValygar - recoloured portrait]? [Not Install]
*Successfully installed* [LaValygar - new talks with Valygar Corthala] Press ENTER to exit

13.22 Valygar Friendship v1
~VALYGARFRIENDSHIP/VALYGARFRIENDSHIP~

This mod adds a series of dialogues with Valygar.

*The Valygar Friendship works fine with Corthala Romantique. Corthala Romantique kills Valygar Friendship, but Valygar Friendship kills Corthala Romantique friendship talks in case of no romance.*

Copy the folder ValygarFriendship and the file Setup-ValygarFriendship.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
*Would you like to display the readme?* [No]
*Install Component* 0 [Valygar Corthala Friendship]? [Install]
*Successfully installed* [Valygar Corthala Friendship] Press ENTER to exit

13.23 berelinde’s Keldorn Romance v5
~KELDORN_ROM/KELDORN_ROM.TP2~

This mod adds a romance for female PCs and a quest for Keldorn. This is really not the romance for multi-romancers. Any committed romance will kill Keldorn’s.

*This mod is contentwise not compatible with Keldorn Romance v1.01. Play either this or that.*

Copy the folder keldorn_rom and the file setup-keldorn_rom.exe into your main SoA directory.
13. BG2 NPC-RELATED MODS

Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o
Install Component 0 [berelinde’s Keldorn Romance]? [I]nstall
Select Keldorn’s dialogue timer: Please choose one of the following:
[1] 10 (SoA)/15 (ToB) minutes real time minimum between dialogues
[2] 20 (SoA)/30 (ToB) minutes real time minimum between dialogues
[3] 30 (SoA)/45 (ToB) minutes real time minimum between dialogues (recommended)
[4] 45 (SoA)/60 (ToB) minutes real time minimum between dialogues
[5] 1 (SoA)/1.5 (ToB) hour real time minimum between dialogues

Install Component [Romance Match]? 1
1] Romance is available to LG/NG protagonists only (Recommended)
2] 2) Romance is available to LG/NG/CG protagonists
3] 3] Romance is available to LG/NG/CG/LN protagonists
4] 4] Romance is available to LG/NG/CG/LN/IN protagonists

Install Component 5 [More youthful-looking portrait by Senka]?
Successfully installed Press ENTER to exit

13.24 Yeslick v2.0
~YESLICKNPC/YESLICKNPC.TP2~

This mod brings the dwarf Yeslick from Baldur’s Gate to BGII with an extensive variety of banters throughout the game. You will meet Yeslick in Vyatri’s Pub in Trademeet.

This mod is technically not compatible with BG1NPCSoA because you would have the NPC twice.

Copy the folder yeslicknpc and the file setup-yeslicknpc.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o
Install Component 0 [Yeslick NPC for BGII: SoA]? [I]nstall
Successfully installed [Yeslick NPC for BGII: SoA] Press ENTER to exit

13.25 Sarevok Friendship v2.3
~SAREVOKFRIENDSHIP/SAREVOKFRIENDSHIP.TP2~

This mod adds a series of dialogues with Sarevok

Sarevok friendship is compatible with Sarevok Romance.

Copy the folder sarevokfriendship and the file setup-sarevokfriendship.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o
Install Component 0 [Sarevok Friendship for BGII: ToB]? [I]nstall
Successfully installed [Sarevok Friendship for BGII: ToB] Press ENTER to exit

13.26 Branwen for BG2 v3
~BRANWEN/SETUP-BRANWEN.TP2~

This is a playable tutorial for modders for SoA and ToB; voiced.

Copy the folder Branwen and the file setup-Branwen.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Branwen BG2 NPC mod for players and modders]? [I]nstall
Successfully installed [Branwen BG2 NPC mod for players and modders] Press ENTER to exit
13. BG2 NPC-RELATED MODS

13.27 NPC Flirt Pack v1.06
~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.

This mod must be installed because of interactions with Solaufein after that mod.

Copy the folder npcflirt and the file setup-npcflirt.exe into your main SoA directory. 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? 0 [Ask about each one]
Install Component 0 [Aerie Flirt Pack For SOA]?
Install Component 1 [Aerie/Solaufein Romance Conflict For SOA (Solaufein V60 or greater recommended)]
Install Component 2 [Aerie Flirt Pack For TOB]?
Install Component 3 [Aerie/Solaufein Romance Conflict For TOB (Solaufein V60 or greater recommended)]
Install Component 4 [Jaheira Flirt Pack For SOA]?
Install Component 5 [Jaheira/Solaufein Romance Conflict For SOA (Solaufein V60 or greater recommended)]
Install Component 6 [Jaheira Flirt Pack For TOB]?
Install Component 7 [Jaheira/Solaufein Romance Conflict For TOB (Solaufein V60 or greater recommended)]
Install Component 8 [Viconia Flirt Pack For SOA]?
Install Component 9 [Viconia/Solaufein Romance Conflict For SOA (Solaufein V60 or greater recommended)]
Install Component 10 [Viconia Flirt Pack For TOB]?
Install Component 11 [Viconia/Solaufein Romance Conflict For TOB (Solaufein V60 or greater recommended)]
Install Component 12 [Anomen Flirt Pack For SOA]?
Install Component 13 [Anomen/Solaufein Romance Conflict For SOA (Solaufein V60 or greater recommended)]
Install Component 14 [Anomen Flirt Pack For TOB]?
Install Component 15 [Anomen/Solaufein Romance Conflict For TOB (Solaufein V60 or greater recommended)]

Successfully installed
Press ENTER to exit

The readme opens.

13.28 Romantic Encounters v14
~RE/SETUP-RE.TP2~

Romantic interludes with joinable and non-joinable characters. Adult content.

This mod must be installed because of interactions with Solaufein after that mod.

Copy the folder RE and the file Setup-RE.tp2 into your main SoA directory. 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? 0 [Ask about each one]
Install Component 0 [Aerie, Anomen, Jaheira and Viconia React to Romantic Encounters]?
Install Component 1 [Storms and Lightning, by berelinde (Weathermistress Ada, adult content)]
Install Component 2 [Aimi’s Magic, by berelinde (adult content)]
Install Component 3 [Anishai’s Deft Hands, by cmorgan]
Install Component 4 [An Evening with Aran, by Kulyok]
Install Component 5 [Bjornin’s Desire, by jastey (adult content)]
Install Component 6 [Bochi’s Allure, by Kulyok (adult content)]
Install Component 7 [Trademeet with Guildmistress Busya, by magrat]
Install Component 8 [The Gambling Cambion, by Kulyok]
Install Component 9 [Chanelle’s Gifts, by cmorgan (adult content)]
Install Component 10 [A Night with Coran, by magrat]
Install Component 11 [Cyric’s Test, by Kulyok]

This component conflicts with the “Mal des Vampirismus” mod. The dialog about turning the PC into vampire gives you an empty dialog box for duration of Mal des Vampirismus dialog part.

Install Component 7 [Trademeet with Guildmistress Busya, by magrat]?
Install Component 8 [The Gambling Cambion, by Kulyok]?
Install Component 9 [Chanelle’s Gifts, by cmorgan (adult content)]?
Install Component 10 [A Night with Coran, by magrat]?
Install Component 11 [Cyric’s Test, by Kulyok]?
13. BG2 NPC-RELATED MODS

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Name</th>
<th>Content Details</th>
<th>Install Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>12</td>
<td>[A Tryst with a Pirate Lord, by Kulyok (Desharik, adult content)]</td>
<td></td>
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</tr>
<tr>
<td>13</td>
<td>[A Lonely Dryad, by Kulyok (adult content)]</td>
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<tr>
<td>14</td>
<td>[Edwin’s Softer Side, by Kulyok]</td>
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<tr>
<td>15</td>
<td>[Eldoth’s Exploits, by Kulyok]</td>
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<tr>
<td>16</td>
<td>[Elhan’s Expansion, by Kulyok]</td>
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<tr>
<td>17</td>
<td>[Fikraag’s Unsheathed Sword]</td>
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<tr>
<td>18</td>
<td>[Gaelan’s Contract, by Evaine Dian]</td>
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<tr>
<td>19</td>
<td>[A Walk with Garren Windspear, by Kulyok]</td>
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</tr>
<tr>
<td>20</td>
<td>[Enter Haer’Dalis, by Kulyok]</td>
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<tr>
<td>21</td>
<td>[Hendak’s Heart, by jastey]</td>
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<tr>
<td>22</td>
<td>[Ilona, a Merchant’s Daughter, by Kulyok]</td>
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<tr>
<td>23</td>
<td>[Jarlaxle’s Fascinations, by Catseye]</td>
<td></td>
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<tr>
<td>24</td>
<td>[A Night with Lais in Innesvale, by Kulyok]</td>
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</tr>
<tr>
<td>25</td>
<td>[Laran’s Promise, by berelinde (adult content)]</td>
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<tr>
<td>26</td>
<td>[The Love Song of Logan, Lord Coprith, by Ajnos]</td>
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<tr>
<td>27</td>
<td>[Mekrath and Nymphology, by Kulyok]</td>
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<tr>
<td>28</td>
<td>[Mira’s Special Stock, by berelinde]</td>
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<tr>
<td>29</td>
<td>[Noober Returns, by cmorgan]</td>
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<tr>
<td>30</td>
<td>[Rebecca the Gypsy, by Kulyok]</td>
<td></td>
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<tr>
<td>31</td>
<td>[Renal Bloodscalp: A Dangerous Affair, by cmorgan (adult content)]</td>
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<tr>
<td>32</td>
<td>[Old Ribald’s Speciality, by Evaine Dian]</td>
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<tr>
<td>33</td>
<td>[Sir Ryan Trawli, by Kulyok]</td>
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<tr>
<td>34</td>
<td>[Saemon, a Pirate, by Kulyok (adult content)]</td>
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<tr>
<td>35</td>
<td>[Dreaming of Sendai, by Kulyok]</td>
<td></td>
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<tr>
<td>36</td>
<td>[Sheri the Bardess, by cmorgan (adult content)]</td>
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<tr>
<td>37</td>
<td>[Solautein in the Lust Chambers, by jastey]</td>
<td></td>
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<tr>
<td>38</td>
<td>[Pharea’s Reward, by berelinde (Telak, pleasure slave, adult content)]</td>
<td></td>
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<tr>
<td>39</td>
<td>[Spell Research with Teos, by Kulyok]</td>
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<tr>
<td>40</td>
<td>[A fling with Yoshimo, by Kulyok]</td>
<td></td>
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<tr>
<td>41</td>
<td>[Isabelle’s Fears, by gertjanvh (adult content)]</td>
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<tr>
<td>42</td>
<td>[Anne’s Rescue, by gertjanvh (adult content)]</td>
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</tr>
<tr>
<td>43</td>
<td>[The Queen, by Domi]</td>
<td></td>
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</tr>
<tr>
<td>44</td>
<td>[Valygar Romance, by Kulyok]</td>
<td></td>
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</tr>
</tbody>
</table>

This component has contentwise slightly differences with the Corthala Romantique mod.

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Name</th>
<th>Content Details</th>
<th>Install Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>45</td>
<td>[Rehearsal with Chandra, by Western Paladin]</td>
<td></td>
<td></td>
</tr>
<tr>
<td>46</td>
<td>[Goldander Blackenrock: After a Party, by mgfrat]</td>
<td></td>
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</tr>
<tr>
<td>47</td>
<td>[A Chat with Viekang, by mgfrat]</td>
<td></td>
<td></td>
</tr>
<tr>
<td>48</td>
<td>[Bravery or Folly? by Aeryn (Sarevok, adult content)]</td>
<td></td>
<td></td>
</tr>
<tr>
<td>49</td>
<td>[Blame the Moon, by Aeryn (Cernd)?]</td>
<td></td>
<td></td>
</tr>
<tr>
<td>50</td>
<td>[Cernick’s Confession, by Cal Jones]</td>
<td></td>
<td></td>
</tr>
<tr>
<td>51</td>
<td>[Valygar Romance ToB, by Kulyok]</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

This component does not depend or rely on Valygar Romance (component 44), and can be installed separately.

This component has contentwise slightly differences with the Corthala Romantique mod.

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Name</th>
<th>Content Details</th>
<th>Install Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>52</td>
<td>[Minsc. Takes. A Bath, by Thimberlig]?</td>
<td></td>
<td></td>
</tr>
<tr>
<td>53</td>
<td>[Nizidramanii’yts Vanity, by Thimberlig]?</td>
<td></td>
<td></td>
</tr>
<tr>
<td>54</td>
<td>[Date Night, by SisterVigilante]?</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Successfully installed

Press ENTER to exit

The readme opens.

13.29 Haer’Dalis Romance v2.2

~HAERDALISROMANCE/HAERDALISROMANCE.TP2~

This mod allows female PCs to explore a deeper relationship with the tielfing bard.

Haer’Dalis reacts to several components in the Romantic Encounters mod.

Copy the folder haerdalisromance and the file setup-haerdalisromance.exe into your main SoA directory.

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 [Haer’Dalis Romance (SoA & ToB)]? [I]nstall
Successfully installed Press ENTER to exit
13. BG2 NPC-RELATED MODS

13.30  **Haer'Dalis Friendship v1.0**  
~HAERDALIS_FRIENDSHIP/HAERDALIS_FRIENDSHIP.TP2~

This mod adds a series of dialogues with Haer’dalis.

*Haer’dalis Friendship is compatible with Haer’Dalis Romance*

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

Would you like to display the readme?  
Install Component 0  [Haer’Dalis Friendship for BG2: ToB]?  
Successfully installed

Press ENTER to exit

13.31  **Cernd Friendship v1.1**  
~CERND/CERND.TP2~

This mod adds a series of dialogues with Cernd.

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

Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?  
Install Component 0  [Cernd Friendship for BG2: ToB]?  
Successfully installed

Press ENTER to exit

13.32  **Minsc Friendship v1**  
~MINSCFRIENDSHIP/MINSCFRIENDSHIP.TP2~

This mod adds a series of dialogues with Minsc.

Copy the folder *MinscFriendship* and the file *Setup-Minscfriendship.exe* into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?  
Install Component 0  [Minsc Friendship for BG2 and ToB]?  
Successfully installed

Press ENTER to exit

13.33  **Nephele v2.4**  
~NEPHELE/NEPHELE.TP2~

Nephele is a halfling cleric of Yondalla, mother of seven and a compulsive adventurer. She joins you in Trademeet.

*This mod must be installed because of interactions with Haer’Dalis after that mod.*

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

Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?  
Install Component 0  [Nephele NPC Mod for BGII: SoA & ToB]?  
Install Component 1  [Install Haer’Dalis Romance crossmod content]?  
Successfully installed

Press ENTER to exit

13.34  **Petsy Chattertone v3.1**  
~PETSY/PETSY.TP2~

Petsy Chattertone is a halfling bard for SoA and ToB. Male gnomes, dwarves and halflings can romance Petsy.

*Petsy Chattertone must be installed because of crossmod banters after Nephele.*

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

Double-click the Setup. The DOS dialogue appears:
13. BG2 NPC-RELATED MODS

13.35 **Fade v5.5**

~~~~SETUP-FADE.TP2~~~~

The chaotic-neutral shadow thief can have romances with all men of every possible race and disposition.

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

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 [Fade: An NPC for Baldur's Gate II: SoA and ToB]? [I]nstall
Install Component 0 [Fade NPC: reactions to Romantic Encounters (RE may be installed before or after this component)]? [I]nstall
Successfully installed [Fade: An NPC for Baldur's Gate II: SoA and ToB] Press ENTER to exit
```

The readme opens.

13.36 **Homeward Bound v7**

~~~~HOMEWARDBOUND/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 an Ascension file is changed in such a manner that Longer Road cannot be installed any more.*

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

Double-click the Setup. The DOS dialogue appears:

```
Would you like to display the readme? [N]o
Install Component 0 [Homeward Bound]? [I]nstall
Install Component 1 [Romances end due to separation]? [N]ot Install
1 1] Homeward Bound does *not* kill BioWare romances
2 2] Original game behavior is unchanged
Successfully installed [Homeward Bound] Press ENTER to exit
```
14. MINI-MODS

The following mods mostly add only one single quest to the game.

14.1 Adventures in Papperland v5
~SETUP-AIP.TP2~

This mod has a few amusing dialogs with 4 musicians named "The Beatles".

Copy the folder AIP and the file Setup-aip.tp2 into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component [Adventures In Papperland]? [I]Install
Successfully installed [Adventures In Papperland]
The readme opens.

14.2 Shed’s Mods v1.03
~SDMODS/SDMODS.TP2~

A collection of different micro-mods. Most are serious, although one or two are playful and are overwound.

Copy the folder SDMODS and the file Setup-SDMODS.exe into your main SoA directory.
One or more files of this mod must be changed. This will be done by the patch from the folder B.G World Fixpack.
Double-click the Setup. The DOS dialogue appears:

Install Component [Shed’s Mods]? [I]Install
Successfully installed [Shed’s Mods]
The readme opens.

14.3 Turnip Golem v4
~SETUP-TURNIPGOLEM.TP2~

This mod adds a turnip golem to a building in the slums.

Copy the folder TurnipGolem and the files Setup-TurnipGolem.exe and Setup-TurnipGolem.tp2 into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component [Turnip Golem Encounter]? [I]Install
Successfully installed [Turnip Golem Encounter]
The readme opens.

14.4 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.

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.
Copy the WeiDU-setup and rename it to Setup-MDX.exe
Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component [Xmas Mod v1.0]? [I]Install
Successfully installed [Xmas Mod v1.0]
Press ENTER to exit
14.5 The Holy Hand Grenade v1.3

If you're outside the Underdark and still have the Light Gem, then you'll receive the Holy Hand Grenade of Antioch.

Copy the folder hf_HHG and the file Setup-hf_HHG.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [The Quest for the Holy Hand Grenade]?
Successfully installed [The Quest for the Holy Hand Grenade]
Press ENTER to exit

Further files get copied, then the readme opens.

14.6 Quallo v1.14

A small minimod that allows to attain the blood of a true friend in another way.

Copy the folder quallofix and the file Setup-quallofix.exe into your main SoA directory, but not the Setup-FixQuallo.exe.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [Let the cadaver crawler live]?
Successfully installed [Let the cadaver crawler live]
Press ENTER to exit

The readme opens.

14.7 Cal-Culator v1.0.4

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.

Copy the folder cal and the files cal.tp2 and readme-cal.txt into your main SoA directory, but not the Setup-cal.exe.

Copy the WeiDU-setup and rename it to Setup-cal.exe.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [American English]
Install Component 0 [Install the Cal(culator) mod]?
Successfully installed [Install the Cal(culator) mod]?
Press ENTER to exit

The readme opens.

14.8 Questor Revised v1

This mod adds a NPC and a monster with a new item.

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.

Copy the WeiDU-setup and rename it to Setup-Questor.exe.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [Questor]?
Successfully installed [Questor]
Press ENTER to exit

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14. MINI-MODS

14.9 The Slithering Menace (Snakes) v3.4
~SETUP-SNAKES.TP2~

This mod adds a little quest and a new item to ToB.

Copy the folder SNAKES and the files Setup-SNAKES.exe, Setup-SNAKES.tp2 and Readme-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]install
Successfully installed [The Slithering Menace (for BGII:ToB only)] Press ENTER to exit

14.10 igi’s Facing the Shade Lord again v1
~CONTEST/SETUP-CONTEST.TP2~

This mod adds a quest to the Umar hills. A village must be saved from the attacks of the shades.

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.

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Facing the Shade Lord Again]? [I]install
Successfully installed [Facing the Shade Lord Again] Press ENTER to exit

14.11 K’aeloree’s Facing the Shade Lord again v1
~SETUP-BWL CONTEST .TP2~

This mod adds a quest to the Umar hills. A new cult has appeared and must be infiltrated.

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.

Rename the files only if they should be installed with setup.bat from Setup-BWL Contest.exe and Setup-BWL Contest.tp2 (without space).

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [K’aeloree’s BWL Contest Items]? [I]install
Successfully installed [K’aeloree’s BWL Contest Items] Press ENTER to exit

14.12 Au service d’Oghma v1.6
~THOGHMA/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.

Copy the folder ThOghma and the file Setup-ThOghma.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 2 [English]
Install Component 0 [A Quest in the service of Oghma]? [I]install
Successfully installed [A Quest in the service of Oghma] Press ENTER to exit

The readme opens.

14.13 Shards Of Ice v7
~SHARDSOFICE/SETUP-SHARDSOFICE.TP2~

This mod contains both mods made by icelus for the Iron Modder competition.

Copy the folder shardsofice and the file Setup-ShardsOfIce.exe from the folder ShardsOfIce-v3 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:
14. MINI-MODS

Choose your language: 0 [English]
Would you like to display the readme? [N]o
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.

14.14 Skooter the NPC v1
~SKOOTERTHENPC/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.

Copy the folder SkooterTheNPC and the file setup-SkooterTheNPC.exe into your main SoA directory.
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

14.15 Lucy the Wyvern v4a
~LUCY/SETUP-LUCY.TP2~

Provides a resolution to the saga of the enigmatic winged creature in Ribald's.

Copy the folder lucy and the file setup-lucy.exe into your main SoA directory.
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

14.16 Cerberus v1.06
~CERBERUS/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.

Copy the folder Cerberus and the files setup-cerberus.exe and setup-cerberus.tp2 into your main SoA directory.
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

14.17 Slandor - The Minotaur and Lilacor v1.6
~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.

Copy the folder slandor and the files setup-slandor.exe and setup-slandor.tp2 into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Choose your language: 1 [English]
Install Component 0 [The Minotaur and Lilacor]? [I]nstall
Successfully installed [The Minotaur and Lilacor] Press ENTER to exit
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.

Copy the folder Zalnoya and the files setup-Zalnoya.exe and Zalnoya-Readme.txt into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Zalnoya and the Shadow Thieves]? [I]nstall
Install Component 1 [Standard vampire encounters fix]? [I]nstall
Successfully installed [Zalnoya and the Shadow Thieves] Press ENTER to exit

Swylif Thicc is a svirfneblin sorcerer, who resides in Saradush. He is a mercenary, so you have to pay him to make him join you! This mod is not serious!

Copy the folder Swylif and the file Setup-Swylif.exe into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Swylif NPC - an evil gnome who hates lettuce]? [I]nstall
Successfully installed [Swylif NPC - an evil gnome who hates lettuce] Press ENTER to exit

Ulrien is a self-professed Saga-Master who brings his own collection of poetry and prose to anyone who likes to listen. Initiate conversation with Ulrien and select one from his current repertoire.

Copy the folder Sagaman and the file Setup-sagaman.exe into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o
Install Component 0 [Ulrien of Cormyr - SagaMaster]? [I]nstall
Successfully installed [Ulrien of Cormyr - SagaMaster] Press ENTER to exit

This small mod will send you out to look for objects scattered around SOA. Another protagonist of the mod is a merchant gnome.

Copy the folder Derats_ Ogre and the file Setup-Derats_Ogre.exe into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [Francais]
Install Component 0 [L'ogre et le gnome, une histoire de bleu]? [I]nstall
Successfully installed [L'ogre et le gnome, une histoire de bleu] Press ENTER to exit

A small encounter that takes place only in Chapter 3 in the government district. The mod is more of a jest and has little content.

Copy the folder almaquest2 and the file Setup-almaquest2.exe into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Choose your language: 1 [English]
14. MINI-MODS

14.23 Reunion v4
~REUNION/SETUP-REUNION.TP2~

After you arrive to Amkethran you get news that Nalias castle is under attack by demons. Learn, why your adversary has a very strong reason to want to meet you. To start the quest, you have to have Nalia in your party in Chapter 9.

Copy the folder Reunion and the file Setup-Reunion.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o

Install Component 0
[The Reunion mod for Baldur's Gate II]? [I]nstall
Successfully installed
[The Reunion mod for Baldur's Gate II]

Press ENTER to exit

14.24 Almateria’s Restoration Project 8.4
~ARESTORATIONP/SETUP-ARESTORATIONP.TP2~

This is a mod for Baldur’s Gate 2 aiming to restore literally all unused sounds, as well as some minor cut characters or locations.

This mod must be installed after Solaufein because it checks if Weimer’s Solaufein is installed.
The component Restored random encounters must be installed before D0QuestPack component Various improvements.

Copy the folder restorationp and the file Setup-arestorationp.exe into your main SoA directory.
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
[Restored Locations]? [I]nstall

This component includes the mod Almateria’s Enhanced Small Places.
Install Component 1
[Restored Characters and Dialogs]? [I]nstall
Install Component 2
[Restored Sounds]? [I]nstall
Install Component 3
[Restored Items]? [I]nstall
Install Component 4
[Restored Wish Options]? [I]nstall
Install Component 5
[Restored XP for Minor Things]? [I]nstall
Install Component 6
[Lich Deril]? [I]nstall
Install Component 7
[Restored Random Encounters]? [I]nstall
Install Component 8
[Minor Restorations]? [I]nstall
Install Component 10
[Better Item Import]? [I]nstall
Install Component 11
[Restored Final Slayer Dream]? [I]nstall
Install Component 12
[Alternate Slayer Change]? [I]nstall
Install Component 13
[Restored Waukeen’s Promenade Cutscene]? [I]nstall
Successfully installed
Press ENTER to exit
15. MISCELLANEOUS DEPENDEND MODS

These mods or one of their components are either content wise or technically depending on other mods.

15.1 Revised Battles v6.3
~SETUP-REVISEDBATTLES.TP2~

This mod improves the standard fights, so that they are no more so monotonous.

This mod must be installed after Romantic Encounters.

Copy the folder RevisedBattles and the files Setup-RevisedBattles.exe and Setup-RevisedBattles.tp2 into your main SoA directory.

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]?

Required for the components of this mod

Install Component 1 [Improved Drizz]? [I]nstall
Install Component 2 [Improved Mencar Pebblecrusher]? [I]nstall
Install Component 3 [Improved Mad Cleric]? [I]nstall
Install Component 4 [Improved House Jae'lat]? [I]nstall

According to tests this component can be installed alongside with the SCS component "Slightly Improved Drow".

Install Component 5 [Improved Lord Rœnall]? [I]nstall
Install Component 6 [Improved Master Brain]? [I]nstall
Install Component 7 [Improved Wraith Sarevok]? [I]nstall
Install Component 8 [Improved Cohrvale, Bregg & Alamas]? [I]nstall
Install Component 9 [Improved Firkaraig]? [I]nstall

Incompatible with the Super Firkaraig mod. Incompatible with the component Improved Firkaraig from RevisedBattles. Incompatible with the mod BuTeHeRy.

For a particularly hard Firkaraig you can combine this component with the SCS component “Smarter dragons”. You will receive the Firkaraig from Revised Battles with the intelligence from SCS, which could be hardly harder.

Install Component 10 [Improved Firkaraig NEJ2v69 Compatibility Patch]? [I]nstall

For this component the component "Firewalker" Shar-Teel (custom kit and continuous character) from "Vlad's Compilation" must be installed.

Install Component 11 [Improved Firkaraig FR_ROV Compatibility Patch]? 1] Improved Firkaraig [1]

For this component "Freedom's Reign/Reign of Virtue" latest version must be installed.

Install Component 12 [Improved Firkaraig Romantic Encounters Compatibility Patch]? 1] Improved Firkaraig [1]

For this component "Romantic Encounters" latest version must be installed.

Install Component 13 [Improved Fire Giants (requires ToB)]? [I]nstall
Install Component 14 [Improved Shade Lord]? [I]nstall
Install Component 15 [Improved Trademeet Crypt]? [I]nstall
Install Component 16 [Improved Dungeon]? [I]nstall

Incompatible with "Improved Ilych" from Tactics or "Improved Irenicus Dungeon" from Victor's Improvements Pack.

Install Component 17 [Improved Temple Sewers Party]? [I]nstall
Install Component 18 [Improved Kiser Jhæri (requires ToB)]? [I]nstall
Install Component 19 [Improved Falahar]? [I]nstall
Install Component 20 [Improved Drow Pit Fights]? [I]nstall
Install Component 21 [Improved Chromatic Demon]? [I]nstall
Install Component 22 [Knights of Dark Renown]? [I]nstall
Install Component 23 [Arcane Avenger Kit]? [I]nstall
Install Component 24 [Blademaster Kit]? [I]nstall
Install Component 25 [Demon Knight Kit]? [I]nstall
Install Component 26 [Bastard Kit]? [I]nstall
Install Component 27 [Modify .CRE Proficiencies, Abilities & Effects. This component MUST be installed.]}
15. MISCELLANEOUS DEPENDEND MODS

Successfully installed
The readme opens.

With this mod you can add 4 fighter kits to the game. The B.G World Installpack will handle this correctly for you.

15.2 Grimuars v4.1
~SETUP-GRIMUARS.TP2~

Bookseller Anamuns is to be found at Deidre in the Adventurer Mart.

Copy the folder grimuar and the file Grimuars.tp2 into your main SoA directory.

*Note:* The B.G World Fixpack changes the components of this mod!

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]?
Install Component 1 [Additional Grimuars Store]?
Install Component 2 [Tougher Evil Party in Temple District]?
Install Component 3 [Tougher Gaal]?
Install Component 4 [Tougher Ardhata]?
Successfully installed Press ENTER to exit

15.3 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.*

This mod is only compatible to a limited extent with SandrahNPC because you cannot call creatures for support at the Throne of Bhaal final battle when Sandrah is with you.

Install the file TurnaboutV1.exe into any dummy folder but by no means into your main directory! Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folder turnabout and the files setup-turnabout.exe and setup-turnabout.tp2 as well as a file SETUP-TURNABOUT.DEBUG in that dummy folder. Move them except the SETUP-

TURNABOUT.DEBUG into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Ascension: Turnabout]?
Install Component 1 [Balthazar Epilogue Portrait, by Cliffette]?
Successfully installed Press ENTER to exit

Further files get copied, then the readme opens.

15.4 Unfinished Business for BGII v27rc1
~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."

Copy the folder UB and the file setup-UB.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [The Kidnapping of Boo by Cliffette]?
Install Component 1 [The Suna Sen/Valygar Relationship]?
Successfully installed Press ENTER to exit

This component should not be installed with the component „Boo - Minsc's Familiar“ from Never Ending Journey or you could install both and test to see if they both work.

This component is not compatible with TS.

This component must be installed before Corthala Romantique to make those two mods compatible. Note: The cur-
rent love affair of Valygar and Suna Seni will be tuned down to a past love.

This component is intended only for experienced players

UB skips this component if Fixpack is installed.

This function is also included in the revised Ascension mod.

This component is not compatible with Ascension nor with Turnabout nor with Keeping Yoshimo.

The kits from this mod are also included in the Divine Remix mod and will be installed there.

15.5 Sarevok Romance v1.3

A female eleven, half eleven or human can have a romance with Sarevok.

Sarevok does not undergo a change of alignment within this romance.

Copy the folder sarevokromance and the file setup-sarevokromance.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

15.6 Corthala Romantique v2

This mod adds a romance for female PCs of good or neutral alignment or female druids. The mod also adds friendship talks for the SoA part of the game for PCs that do not fulfill the romance criteria. For ToB, all dialogues added are for romance, only.

The Romantic Encounters’ components "Valygar Romance, by Kulyok" and "Valygar Romance ToB, by Kulyok" are
technically compatible with Corthala Romantique, however content-wise it's no good idea to have two romances play together, as they paint slightly different pictures of Valygar and might make him sound like he has a bad short-time memory.

Tortured Souls is not compatible because that mod contains an own version of the Valygar romance.

The Unfinished Business component Suna Seni/Valygar Relationship must be installed first to make those two mods compatible. Note: The current love affair of Valygar and Suna Seni will be tuned down to a past love.

The Valygar Friendship works fine with Corthala Romantique. Corthala Romantique kills Valygar Friendship, but Valygar Friendship kills Corthala Romantique friendship talks in case of no romance.

This mod has crossmod content for Weimer’s Solaufein and Jastey’s Solaufein if they are installed before.

Copy the folder corthalaromantique and the file Setup-CorthalaRomantique.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Install Component</th>
<th>[Corthala Romantique - Main Valygar Romance]? [I]Install</th>
</tr>
</thead>
<tbody>
<tr>
<td>Install Component</td>
<td>[Corthala Romantique - Bathing scene]? [I]Install</td>
</tr>
<tr>
<td>Install Component</td>
<td>[Install Leonora Content: A Guard for the Sphere]? [I]Install</td>
</tr>
<tr>
<td>Successfully installed</td>
<td>Press ENTER to exit</td>
</tr>
</tbody>
</table>

15.7 Ding0’s Quest Pack v3.2 ~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 NPC Flirt Pack to avoid inappropriate flirts in the underdark and must be installed before Refinements. Quest Pack should be installed AFTER Unfinished Business.

Many of the battles in QP respond to the difficulty slider. If you find one too difficult, try reducing the setting.

SCS explicitly states compatibility (mostly by replacing D0 AI) and says D0 provides AI for some creatures that SCS misses.

Copy the folder questpack and the files setup-d0questpack.exe and setup-d0questpack.tp2 into your main SoA directory.

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 [General AI Improvements]? [I]Install

This component need to be installed before the Durlag’s Tower component of SCS.

Install Component 1 [Creature & Area Improvements]?

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 [Miscellaneous Enhancements]?

Some of the encounters are from Iron Modder competitions; however, all have been fixed and improved in some way.

This component may safely be installed over the top of Iron Modder entries, but not vice versa.

This will work alongside the similar component in the Tactics mod.

4 1] With Additional Random Encounters

Either install this component or the similar components 17 and 18 from the Tactics mod.

401 2] Without Additional Random Encounters

This will work alongside the components 17 and 18 from the Tactics mod.

Install Component 5 [Additional Shadow Thieves Content]? [I]Install

This component causes everyone in the thieve’s guild goes hostile.

Install Component 6 [Alternative Harper/Xzar Plot]? [I]Install

Install Component 7 [Extended Reynald Sequence]? [I]Install

Install Component 8 [Intrigue In The Copper Coronet]? [I]Install

Install Component 9 [Rahul Kanakia’s Potion Quest]? [I]Install

Install Component 10 [Revised Hell Trials]? [I]Install
15. MISCELLANEOUS DEPENDEND MODS

<table>
<thead>
<tr>
<th>Install Component</th>
<th>[Improved Oasis II]?</th>
<th>choose one:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Improved Oasis must be installed before Longer Road.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>1] Dialogue &amp; Combat Enhancement]</td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>2] Dialogue Enhancement Only]?</td>
<td></td>
</tr>
<tr>
<td>Install Component</td>
<td>[Saving Sanik In Brynnlaw]?</td>
<td></td>
</tr>
<tr>
<td>This component is incompatible with the mod Keeping Yoshimo if the party chooses to save Sanik.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Install Component</td>
<td>[Burglary Of The Bookkeeper]?</td>
<td></td>
</tr>
<tr>
<td>Install Component</td>
<td>[New Fate For The Dryads' Acorns]?</td>
<td></td>
</tr>
<tr>
<td>Install Component</td>
<td>[The Tragedy Of Besamen]?</td>
<td></td>
</tr>
<tr>
<td>Install Component</td>
<td>[Further Slaver Involvement]?</td>
<td></td>
</tr>
<tr>
<td>Install Component</td>
<td>[Sending The Solamnic Knights Home]?</td>
<td></td>
</tr>
<tr>
<td>Install Component</td>
<td>[Nazariel The Lich]?</td>
<td></td>
</tr>
<tr>
<td>Install Component</td>
<td>[Reward Negotiation]?</td>
<td></td>
</tr>
<tr>
<td>Install Component</td>
<td>[Infernal Thievry]?</td>
<td></td>
</tr>
<tr>
<td>Successfully installed</td>
<td>Press ENTER to exit</td>
<td></td>
</tr>
</tbody>
</table>

Further files get copied, then the readme opens.

15.8 Stivan the Hunter v1
~STIVAN/SETUP-STIVAN.TP2~

Stivan is a chaotic neutral male Halfling fighter/thief whom you can find in the Bridge District and will join any party.

Keeping Yoshimo is conceptually incompatible with Stivan the Hunter.

Edwin Romance, Kitanya, Solaufein, Unfinished Business and Ding0’s Quest Pack should be installed BEFORE Stivan because of interjections with them.

If you upgrade Yoshimo’s blade using Ruad, then Stivan won’t be able to use it or upgrade it.

Copy the folder stivan and the file Setup-stivan.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Install Component</th>
<th>[Stivan the Hunter]</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>1] Default portrait (Nix): Stivan the Hunter, version 0.90 beta</td>
</tr>
<tr>
<td>1</td>
<td>2] Bloodied portrait(Nix): Stivan the Hunter, version 0.90 beta</td>
</tr>
<tr>
<td>Successfully installed</td>
<td>[Stivan the Hunter]</td>
</tr>
</tbody>
</table>

Press ENTER to exit

15.9 Alternatives v13.4
~ALTERNATIVES/SETUP-ALTERNATIVES.TP2~

Normally at the beginning of BG2 you can you decide only for the shadow thieves or Bodhi. This mod extends this part with two other possibilities.

Quest Pack should be installed before.

Please note: For installed Saerileth mod, it is not possible to accept alternative routes to Brynnlaw for both Saerileth and Alternatives mods. This will break the chapter numbering of your game!

Copy the folder alternatives and the file Setup-alternatives.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Choose your language:</th>
<th>0</th>
<th>[English]</th>
</tr>
</thead>
<tbody>
<tr>
<td>Install Component</td>
<td>0</td>
<td>[Alternatives]?</td>
</tr>
<tr>
<td>Successfully installed</td>
<td></td>
<td>Alternatives</td>
</tr>
</tbody>
</table>

Press ENTER to exit

15.10 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.

Either the original Ascension mod or the BP components 2000 [Ascension for BP] and 2100 [Improved Abazigal] must be installed before Longer Road.

The Ding0’s Quest Pack component Improved Oasis must be installed before Longer Road.
Copy the folder LR, and the files Setup-LongerRoad.exe, SETUP-LongerRoad.tp2 and tisunpack.bat into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: [American English]
Install Component 0 [Longer Road v1.5]? [Install]
Install Component 1 [SPEED BANTERS]? [Not Install]

The banter accelerator raises the frequency of the banters. 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 fulfills the same function.

Install Component 2 [Restore Irenicus's original portrait from SoA.]? [Install]
Successfully installed Press ENTER to exit

The readme opens. Further files get copied, then the readme opens.

15.11 The Wheels of Prophecy v8.2
~WHEELS/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.

NOTE: v8 and higher is only running on 64-bit engines. On a 32-bit engine you need to have v7 of this mod!

Ascension should already be installed before.
Longer Road must be installed before Wheels of Prophecy.
SCS must be installed after Wheels of Prophecy.
The Tactics component “Slightly Smarter Mages and Liches” must be installed after Wheels of Prophecy.

Copy the folder wheels and the file setup-wheels.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [No]
Install Component 0 [The Wheels of Prophecy]? [Install]
Successfully installed [The Wheels of Prophecy] Press ENTER to exit

The readme opens.

15.12 Tactics v25 (1)
~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.
Tactics should be installed after Longer Road to avoid a problem with the drake01.CRE file.

NOTE: This mod must be installed in three steps! The Fighter-Class Archer Kit and the Anti-Paladin Kit should be installed separately after "Ashes of Embers - Unique weapons (bolas and katars)" and after "Rogue Rebalancing - Proper dual-wielding implementation for Thieves and Bards".
The component Improved Undead should be installed separately after SCS.

Copy the folder tactics2 and the files Setup-Tactics.exe and Setup-Tactics.tp2 into your main SoA directory.
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.

Double-click the Setup. The DOS dialogue appears:

Choose your language: [American English]
What should be done with all components that are NOT YET installed? [Ask about each one?]
SKIPPING 0 [Improved Ilyich (requires ToB)]? [Not Install]

Don't install this component together with Improved Dungeon from Revised Battles
This component conflicts with BG Trilogy (BGT).
Skipping Component installation - already included with Big Picture mod.
## 15. MISCELLANEOUS DEPENDEND MODS

<table>
<thead>
<tr>
<th>SKIPPING</th>
<th>Component Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>The Ritual (requires ToB)</td>
<td>Requires installation but already included with Big Picture mod.</td>
</tr>
<tr>
<td>2</td>
<td>Improved 'tRGal and De'Arnise Keep</td>
<td>Requires installation but already included with Big Picture mod.</td>
</tr>
<tr>
<td>3</td>
<td>Improved Sahuagin City</td>
<td>There is a similar component in mod SCS.</td>
</tr>
<tr>
<td>4</td>
<td>Improved Bodhi</td>
<td>Requires installation but already included with Big Picture mod.</td>
</tr>
<tr>
<td>5</td>
<td>Improved Irenicus</td>
<td>Requires installation but already included with Big Picture mod.</td>
</tr>
<tr>
<td>6</td>
<td>Improved Guarded Compound in the Temple District</td>
<td>Requires installation but already included with Big Picture mod.</td>
</tr>
<tr>
<td>7</td>
<td>Improved Twisted Rune</td>
<td>Requires installation but already included with Big Picture mod.</td>
</tr>
<tr>
<td>8</td>
<td>&quot;Kuroisan&quot;, the Acid Ken sai</td>
<td>Requires installation but already included with Big Picture mod.</td>
</tr>
<tr>
<td>9</td>
<td>&quot;Red Badge&quot; Poison-Based Encounter</td>
<td>Requires installation but already included with Big Picture mod.</td>
</tr>
<tr>
<td>10</td>
<td>Gebhard Blucher's Improved Mael Ver</td>
<td>Requires installation but already included with Big Picture mod.</td>
</tr>
<tr>
<td>11</td>
<td>Gebhard Blucher's Lich in the Docks</td>
<td>Requires installation but already included with Big Picture mod.</td>
</tr>
<tr>
<td>12</td>
<td>Gebhard Blucher's Improved Demon Knights</td>
<td>Requires installation but already included with Big Picture mod.</td>
</tr>
<tr>
<td>13</td>
<td>Kensai Ryu's Tough Kangaxx and Guardians</td>
<td>Requires installation but already included with Big Picture mod.</td>
</tr>
<tr>
<td>14</td>
<td>Kensai Ryu's Gnome Fighter/Illusionist in the Docks</td>
<td>Requires installation but already included with Big Picture mod.</td>
</tr>
<tr>
<td>15</td>
<td>Kensai Ryu's Improved Crypt King</td>
<td>Requires installation but already included with Big Picture mod.</td>
</tr>
<tr>
<td>16</td>
<td>Ishan's &quot;Always Toughest Random Spawns in Dungeons&quot;</td>
<td>Requires installation but already included with Big Picture mod.</td>
</tr>
<tr>
<td>17</td>
<td>Gebhard Blucher's Random City Encounters</td>
<td>Requires installation but already included with Big Picture mod.</td>
</tr>
<tr>
<td>18</td>
<td>Kensai Ryu's Random Wilderness Encounters</td>
<td>Requires installation but already included with Big Picture mod.</td>
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<td>19</td>
<td>Improved Undead</td>
<td>Requires installation but already included with Big Picture mod.</td>
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<td>20</td>
<td>Improved Golems</td>
<td>Requires installation but already included with Big Picture mod.</td>
</tr>
<tr>
<td>21</td>
<td>Gebhard Blucher's Improved Mind Flayers</td>
<td>Requires installation but already included with Big Picture mod.</td>
</tr>
<tr>
<td>22</td>
<td>Smarter Dragons in SoA</td>
<td>Requires installation but already included with Big Picture mod.</td>
</tr>
<tr>
<td>23</td>
<td>Smarter Beholders</td>
<td>Requires installation but already included with Big Picture mod.</td>
</tr>
</tbody>
</table>
15. MISCELLANEOUS DEPENDENT MODS

SKIPPING 24  [Kensai Ryu’s Smarter Vampires]?
SKIPPING 25  [Slightly Smarter Mages and Liches]?

This component corresponds to the SCS component “Increase difficulty of level-dependent monster groupings”. Only one can be installed.

Install Component 26  [Fighter-Class Archer Kit]?
Install Component 27  [Anti-Paladin Kit]?

This kit must be installed separately AFTER “Ashes of Embers - Unique weapons (bolas and katars)” and AFTER “Rogue Rebalancing - Proper dual-wielding implementation for Thieves and Bards”.

SKIPPING 28  [Göran Rimän’s Improved Nymphs]?

Skipping Component installation - already included with Big Picture mod.

Die Dryaden-KI wird auch durch das „verbesserte Nymphen-Skript (Waldgeschöpfe)” in Baldurdash und die SCS Komponente 6300 "Intelligenter Sirenen und Dryaden" geändert.

SKIPPING 29  [Kensai Ryu’s Improved Copper Coronet]?
SKIPPING 30  [SimDing0’s Improved Oasis]?

This component is replaced with the Improved Oasis II from Ding0’s QuestPack.

SKIPPING 31  [Mike Barnes’ Improved Small Teeth Pass]?
SKIPPING 32  [Mike Barnes’ Improved North Forest]?

Install Component 33  [Mike Barnes’ Marching Mountainse]?
Install Component 34  [Slightly Tougher Demons]?

This component appears to be compatible with SCS’s “Improved Fire Giant Temple” component. The BG World Installpack will handle this correctly for you.

SKIPPING 35  [Tougher Druid Grove]?

Skipping Component installation - already included with Big Picture mod.

This component may or may not be compatible with SCS’s “Smarter Priests”. Try at own risk.

The Faldorn part overlaps with SCS's Improved Faldorn

SKIPPING 36  [Tougher Fire Giants]?

This component may or may not be compatible with SCS’s “Improved Fire Giant Temple” component.

Install Component 37  [Streamlined Trolls]?

This component is compatible with the SCS component “More resilient trolls”!

Successfully installed

The readme opens.

With this mod you can add 2 fighter kits to the game. Note: These kits should be installed AFTER the "Ashes of Embers - Sensible weapon restrictions" components and AFTER the "Rogue Rebalancing - Proper dual-wielding implementation for Thieves and Bards" component. The BG World Installpack will handle this correctly for you.

15.13 Yikari v1.7

～YIKARI/YIKARI.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 banters with all Bioware-NPCs except Mazzy and Valygar.

Because of interjections this mod must be installed after Tactics or BP and after Item Upgrade.

Copy the folder Yikari and the file Setup-Yikari.exe into your main SoA directory.
The BG World Fixpack adds the Revised subcomponents to the mod.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0  [Yikari, a monk NPC]?
Install Component 1  [Compatibility with Item Upgrade SoA]?
Install Component 2  [Compatibility with Item Upgrade ToB]?
Install Component 3  [Compatibility with Kuroisan (from Tactics or Big Picture)]?
Install Component 4  [Compatibility with Item Upgrade SoA - Revised]?
Install Component 5  [Compatibility with Item Upgrade ToB - Revised]?
Successfully installed Press ENTER to exit
15. MISCELLANEOUS DEPENDEND MODS

The readme opens.

15.14 Edwin Romance v2.07
~SETUP-EDWINROMANCE.TP2~

Allows the player to carry out a romantic relationship with Edwin Odesseiron, that insulting Thayvian wizard wearing red. This version includes the previously separate parts ToB and Flirts.

Should be installed after Wheels of Prophecy because it checks if that mod is installed for dialogue compile. Edwin romance conflicts with "Female Edwina" from The Tweaks Anthology. Edwin romance mod already includes another portrait.

Copy the folder edwin and the files Setup-EdwinRomance.exe and Setup-EdwinRomance.tp2 into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [American English]
Install Component 0 [Edwin Romance]?
[N]ot Install
Install Component 1 [Restore Edwin’s BG1 portrait]?
[I]nstall
Install Component 2 [Edwin Flirts]?
[I]nstall
Install Component 3 [New ending for Viconia Romance by Laufey]?
[I]nstall
Successfully installed Press ENTER to exit

The readme opens.

15.15 Tsujatha v15
~TSUJATHA/SETUP-TSUJATHA.TP2~

A joinable male elven necromancer NPC with optional romance for female PCs.

Tsujatha contains the patch to keep Edwin in the party at high reputation if you are romancing him. Edwin, however, does NOT contain this file for Tsujatha. If you wish to install both mods, please install Edwin BEFORE Tsujatha.

Copy the folder Tsujatha and the file Setup-Tsujatha.exe into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [Tsujatha (BG2:SoA NPC) created by Sililara of the Tamari]?
[I]nstall
Successfully installed [Tsujatha (BG2:SoA NPC) created by Sililara of the Tamari] Press ENTER to exit

Further files get copied, then the readme opens in html-format.

15.16 Smiling Imp Cross Banter Mod
~SMILINGIMPCROSSBANTERMOD.TP2~ ENGLISCH

Cross Banter between the BG1 NPCs and many NPC mods.

The mod can be installed only if previously BG1 NPC for BG2: SoA has been installed. The respective NPC mods must of course also have been installed before. Must be installed because of crossmod content after Stivan and Tsujatha. Not compatible with SandrahNPC.

Copy the folder SmilingImpCrossBanterMod and the files Setup-SmilinImpCrossBanterMod.exe and SmilingImpCrossBanterMod.tp2 into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Would you like to display the components from [Shar-Teel Banters]?
[Yes]
Would you like to display the components from [Garrick Banters]?
[Yes]
Would you like to display the components from [Branwen Banters]?
[Yes]
Would you like to display the components from [Yeslick Banters]?
[Yes]
Would you like to display the components from [Eldoth Banters]?
[Yes]
Would you like to display the components from [Alora Banters]?
[Yes]
Would you like to display the components from [Xzar Banters]?
[Yes]
Would you like to display the components from [Montaron Banters]?
[Yes]
Would you like to display the components from [Tiax Banters]?
[Yes]
Would you like to display the components from [Alternate Portrait Options & Sounds]?

<table>
<thead>
<tr>
<th>Install Component 0</th>
<th>[Shar-Teel w/Varshoon]?</th>
<th>[Yes]</th>
</tr>
</thead>
<tbody>
<tr>
<td>Install Component 1</td>
<td>[Shar-Teel w/Aeon]?</td>
<td>[Install]</td>
</tr>
<tr>
<td>Install Component 2</td>
<td>[Shar-Teel w/Petsy]?</td>
<td>[Install]</td>
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<tr>
<td>Install Component 3</td>
<td>[Shar-Teel w/Angelo (WARNING: Conflicts with Angelo Romance)]?</td>
<td>[Install]</td>
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<tr>
<td>Install Component 4</td>
<td>[Shar-Teel w/SilverStar]?</td>
<td>[Install]</td>
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<tr>
<td>Install Component 5</td>
<td>[Shar-Teel w/Kindrek]?</td>
<td>[Install]</td>
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<tr>
<td>Install Component 6</td>
<td>[Shar-Teel w/Saerileth]?</td>
<td>[Install]</td>
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<tr>
<td>Install Component 7</td>
<td>[Shar-Teel w/Yasraena]?</td>
<td>[Install]</td>
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<tr>
<td>Install Component 8</td>
<td>[Shar-Teel w/Tsujatha]?</td>
<td>[Install]</td>
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<td>Install Component 9</td>
<td>[Shar-Teel w/Solaufein]?</td>
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<td>[Shar-Teel w/Kitanya]?</td>
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<td>[Shar-Teel w/Horace]?</td>
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<td>[Shar-Teel w/Allison]?</td>
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<td>[Shar-Teel w/Tsuki]?</td>
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<td>Install Component 18</td>
<td>[Shar-Teel w/Questor]?</td>
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<td>[Shar-Teel w/Keto]?</td>
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<td>[Shar-Teel w/Biddekelorak]?</td>
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<td>[Shar-Teel w/Hubblepot]?</td>
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<td>Install Component 22</td>
<td>[Shar-Teel w/Azrael]?</td>
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<td>[Garrick w/SilverStar]?</td>
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<td>[Garrick w/Saerileth]?</td>
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<td>[Garrick w/Tsujatha]?</td>
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<td>[Garrick w/Kiara Zaiya]?</td>
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<td>[Garrick w/Horace]?</td>
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<td>Install Component 40</td>
<td>[Garrick w/Allison]?</td>
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<td>Install Component 41</td>
<td>[Garrick w/Stivan]?</td>
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<td>Install Component 43</td>
<td>[Garrick w/Questor]?</td>
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<td>[Garrick w/Hubblepot]?</td>
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<td>[Garrick w/Kido]?</td>
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<td>Install Component 52</td>
<td>[Branwen w/SilverStar]?</td>
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<td>[Yeslick w/Biddekelorak]?</td>
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<td>Install Component 73</td>
<td>[Yeslick w/Kiara &amp; Zaiya]?</td>
<td>[Install]</td>
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<td>Install Component 74</td>
<td>[Yeslick w/Horace]?</td>
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<td>[Alora w/Stivan]?</td>
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<td>[Xzar w/SilverStar]?</td>
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<td>[Xzar w/Kiara &amp; Zaiya]?</td>
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<td>Install Component 123</td>
<td>[Xzar w/Horace]?</td>
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<td>Install Component 124</td>
<td>[Xzar w/Kitanya]?</td>
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<td>Install Component 125</td>
<td>[Xzar w/Stivan]?</td>
<td>[Install]</td>
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</tbody>
</table>
15. MISCELLANEOUS DEPENDEND MODS

Install Component 126  [Xzar w/Tsuki]?  [I]Install
Install Component 127  [Xzar w/Questor]?  [I]Install
Install Component 140  [Montaron w/Kiara & Zaiya]?  [I]Install
Install Component 141  [Montaron w/Stivan]?  [I]Install
Install Component 142  [Montaron w/Questor]?  [I]Install
Install Component 143  [Montaron w/Yaaraena]?  [I]Install
Install Component 160  [Tiax w/Biddekelorak]?  [I]Install
Install Component 161  [Tiax w/Yasraena]?  [I]Install
Install Component 162  [Tiax w/Questor]?  [I]Install
Install Component 163  [Tiax w/Kido]?  [I]Install
Install Component 210  [Alternate Shar-Teel Portrait by Princess Sweets]?  [N]ot Install
Install Component 211  1] Portrait by Syntia13  [N]ot Install
Install Component 212  2] Portrait by Miloch  [N]ot Install
Install Component 213  3] Portrait by Miloch (Branwen Purple)  [N]ot Install
Install Component 214  4] Portrait by Katrina  [N]ot Install
Install Component 215  [Alternate Garrick Portrait by Lady Mystique]?  [N]ot Install
Install Component 216  [Alternate Yeslick portrait by Lady Nightshade]?  [N]ot Install
Install Component 217  [Alternate Safana Portrait by 'Trinit from BG:EE forums']?  [N]ot Install
Install Component 218  [Alternate Coran Portrait 1] Portrait by 'Trinit from BG:EE forums']?  [N]ot Install
Install Component 219  2] Portrait by Princess Sweets]?  [N]ot Install
Install Component 220  1] Portrait by Sanctifer]?  [N]ot Install
Install Component 221  [Alternate Alora Portrait by Syntia13]?  [N]ot Install
Install Component 222  [Alternate portrait for Ajantis by Syntia13]?  [N]ot Install
Install Component 223  [Alternate portrait for Kagain by Syntia13]?  [N]ot Install
Install Component 224  [Alternate Faldorn portrait by Miloch]?  [N]ot Install
Install Component 225  [Alternate Kiyan Portrait by Archmage Silver]?  [N]ot Install
Install Component 226  [Montaron Romance portrait by Lady Nightshade]?  [N]ot Install
Install Component 227  [Alternate Xzar portrait by Sanctifer]?  [N]ot Install
Install Component 228  [Alternate portrait for Xan by Syntia13]?  [N]ot Install
Install Component 229  [Alternate portrait for Quayle by Syntia13]?  [N]ot Install
Install Component 230  [Alternate Tiax Portrait by Princess Sweets]?  [N]ot Install
Successfully installed Press ENTER to exit

15.17 Ajantis for BG2 v19
~AJANTISBG2/SETUP-AJANTISBG2.TP2~

Brings the paladin Ajantis from BG1 to BG2. He appears in the game the first time in the wind spear hills after the hi-jacking of Garren of wind spear child, and will wait for you afterwards in the order of the radiant heart.

If you want to encounter both Ajantis in the game, you have to install Smiling Imp’s BG1 NPCs for SoA&ToB first.

Copy the folder ajantisbg2 and the file setup-ajantisbg2.exe into your main SoA directory.

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]?  [I]Install
SKIPPING 1  [Install the unique BG(II):EE BAM for Ajantis' Family Shield]?  [I]Install
This component is only available for the Enhanced Edition.
Install Component 3  [Installation of adult romance content]?  [I]Install
Install Component 41  [Select Ajantis' Friendship Dialogues and Romance Speed 1] Speed: 45 minutes real time minimum between Dialogue]?  [N]ot Install
Install Component 42  [2] Speed: 30 minutes real time minimum between Dialogue]?  [N]ot Install
Install Component 43  [1] Speed: 15 minutes real time minimum between Dialogue]?  [N]ot Install
Install Component 5  [Ajantis kit choice: make Ajantis Cavalier]?  [N]ot Install
Successfully installed Press ENTER to exit

Installation complete. Press any key . . .

Further files get copied, then the readme opens.
15. MISCELLANEOUS DEPENDEND MODS

15.18  Faren v3
~FAREN/SETUP-FAREN.TP2~

Faren is a True Neutral dual-classed Fighter/Thief that can be found in the Trademeet jail. He has a friendly, laid-back disposition and is willing to share a joke or a drink with a protagonist who treats him with respect. He is playable all the way through to the end of the Throne of Bhaal expansion pack.

Because of its crossmod content with many other mods Faren must be installed after Iylos.

Copy the folder Faren and the file setup-Faren.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Would you like to display the components from [Crossmod Content]? [Y]es
Install Component 0 [Faren NPC for Baldur’s Gate II]? [I]nstall
Install Component 1 [Choose Faren’s weapon proficiency skillset]? [1] Martial configuration
Install Component 2 [2] Rogue configuration

It is possible to install different proficiency configurations for Faren. The “Martial” configuration reflects Faren’s fighter background, and focuses on Sword and Shield Style, Long Sword and Flail. The “Rogue” configuration reflects Faren’s thieving background, focusing on Single Weapon Style, Short Sword and Club.

Install Component 3 [Adrian Content]? [I]nstall
Install Component 4 [Ajantis Content]? [I]nstall
Install Component 5 [Amber Content (Shadows of Amn content only)]? [I]nstall
Install Component 6 [Angelo Content]? [I]nstall
Install Component 7 [Arath Content]? [I]nstall
Install Component 8 [Auren Aseph Content]? [I]nstall
Install Component 9 [Beyond the Law Content]? [I]nstall
Install Component 10 [Branwen Content]? [I]nstall
Install Component 11 [Chloe Content (Shadows of Amn content only)]? [I]nstall
Install Component 12 [Coran Content]? [I]nstall
Install Component 13 [Dace Content]? [I]nstall
Install Component 14 [Darian Content]? [I]nstall
Install Component 15 [de’Arnise Romance Content (Shadows of Amn content only)]? [I]nstall
Install Component 16 [Edwin Romance Content (Shadows of Amn content only)]? [I]nstall
Install Component 17 [Fade Content]? [I]nstall
Install Component 18 [Haldamir Content]? [I]nstall
Install Component 19 [Isra Content]? [I]nstall
Install Component 20 [Iylos Content]? [I]nstall
Install Component 21 [Kelsey Content]? [I]nstall
Install Component 22 [Keto Content (Shadows of Amn content only)]? [I]nstall
Install Component 23 [Luxley Family Content (Shadows of Amn content only)]? [I]nstall
Install Component 24 [Nathaniel Content]? [I]nstall
Install Component 25 [Nephele Content]? [I]nstall
Install Component 26 [Ninde Content]? [I]nstall
Install Component 27 [Romantic Encounters Content (can be installed before or after Romantic Encounters)]? [I]nstall
Install Component 28 [Saerileth Content]? [I]nstall
Install Component 29 [Sarah Content]? [I]nstall
Install Component 30 [Solaufein Content]? [I]nstall
Install Component 31 [Tashia Content]? [I]nstall
Install Component 32 [Tiax Content]? [I]nstall
Install Component 33 [Tsujatha Content]? [I]nstall
Install Component 34 [Xan Content]? [I]nstall
Install Component 35 [Xulaye Content]? [I]nstall
Install Component 36 [Yasraena Content]? [I]nstall
Install Component 36 [Yeslick Content (Shadows of Amn content only)]? [I]nstall

Successfully installed
Press ENTER to exit

15.19  Crossmod Banter Pack for BG2 v19
~CROSSMODBG2/SETUP-CROSSMODBG2.TP2~

This mod adds dozens new banters, interjections, romance conflicts between the NPCs from different mods if these are installed.

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This mod must be installed AFTER Kivan and Deheriana Companions and AFTER all other NPC mods. Cosmod with: Adrian, Ajantis (BG2, ToB), Alassa, Amber, Angelo, Aran Whitehand, Arath, Auren, Branwen, Coran, Dace, Darian, Fade, Faren, Gavin (BG2, ToB), Goo, HaerDalis Romance, Haldamir, Homeward Bound, Hubelpot, Isra, Iylos, Kari the Kobold, Kelsey, Keto, Kido, Kindrek, Kitanya, Kivan of Shilmista, Laufey's Edwin Romance, Nathaniel, Neht'aniel, Nephele, Ninde, Petsy Chattertone, Saerileth, Sarah, Solaufein, Tales of the Deep Gardens, Tashia, The Longer Road, The Luxleys, Tiax, Tsujatha, Wikaede, Willie Bruce, Xan, Xulaye, Yasraena, Yoshimo Romance, Yvette.

Copy the folder CrossmodBG2 and the file Setup-CrossmodBG2.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component 0  [Crossmod Banter Pack for Shadows of Amn]? [I]Install
Install Component 1  [Crossmod Banter Pack for Throne of Bhaal]? [I]Install
Install Component 2  [Crossmod Romance Conflicts]? [I]Install

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.

15.20 P&P Celestials v7
CELESTIALS/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.

Copy the folder Celestials and the file Setup-Celestials.exe into your main SoA directory.

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]Install
Successfully installed [P&P Celestials] Press ENTER to exit

The readme opens.

15.21 Throne of Bhaal Revisited beta 4
TOBR/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.

Copy the folder tobr and the file setup-tobr.exe into your main SoA directory.

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.

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]Install
Install Component 1 [Melissan]? [I]Install
Install Component 2 [Solar]? [I]Install
Install Component 3 [Yaga Shura]? [I]Install

Compatible with Ascension's "Tougher Gromnir".
Compatible with Ascension's "Tougher Yaga Shura".
Install Component 4 [Grove of the Ancients]? [I]Install

Compatible with the Longer Road, Wheels of Prophecy, and Ascension's "Tougher Illasera".
Install Component 5 [Pocket Plane]? [I]Install

Not compatible with Longer Road yet.
Install Component 6 [Fight Five in Any Order]? [I]Install
Install Component 7 [Amkethran]? [I]Install
Install Component 8 [Fire Temple]? [I]Install
Install Component 9 [Oasis]? [I]Install

Compatible with Tactics and SimDing0's Questpack
Install Component 10 [Saradush]? [I]Install
SKIPPING 11 [Saradush Sewers]

You have already installed this component with Pocket Plane.
Install Component 12 [Cleansing the Temple]? [I]Install
Install Component 13 [The Witch of the Wealdath]? [I]Install
Successfully installed Press ENTER to exit

15.22 Ascalon's Breagar v8.0.1 (2)
~SETUP-ACBRE.TP2~

For full description see step (1)

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

NOTE: This mod must be installed in two steps!

You have already copied the folder ACBRe and the files Setup-ACBRe.exe and Setup-ACBRe.tp2 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:
Choose your language: 1 [English]
Install Component 0 [Breagar: Content]? [N]ot Install
Setup of Breagar's relationship speed
Please select:
[1] 30 minutes real time between the individual talks (recommended)
[2] 45 minutes real time between talks
[3] 1 hour real time between talks
[4] 15 minutes real time between talks
[5] 1 hour 30 minutes real time between talks

A portrait for Breagar:
[1] Original Art by Nix
[2] Alternative Portraits from v4.x

Crossmod with: Alternatives, Amber, Aureen, Ascalons Questpack, BGQE, DSotSC, ToBR, ToD, Weimer's Solaufein

Successfully installed

15.23 Rylorn v1.0.1
~SETUP-RYLORN.TP2~

Rylorn is a young Blackguard dedicated to Cyric which joins only to an evil character You may pick him up in the Dark Monastery (one of the nine new areas). If the reputation of the group rises too high, Rylorn can attack the group. He will not accept Imoen and Aerie in the party. This mod is playable complete through SoA and ToB.

Rylorn is possibly not compatible with the large mods like "The Darkest Day", "Check the Bodies"...

Tactics components „Smarter Mages and Liches“ must be installed before this mod.
Every mod which alters Carsomyr in any way must be installed before this mod, such as "Item Upgrade", "Item Revisions" main component, SCS component #3110 "Change Carsomyr so that its Dispels on contact power grants a saving throw".

Everything that alters Sir Ryan Trawl's inventory also must be installed before this mod.

Do not install any mod which will provide you with an option "Evil Paladins", that is:
Sword and Fist component #33 Blackguard Fighter Kit
Prestige Kit Pack component #2 Blackguard
The Darkest Day component #1 TDD Charakter Kits (Anti Paladin, Dark Knight, Dragon Slayer, Saurial Paladin)
The **B.G World Fixpack** makes changes in TDD, so that the remaining kits can be installed.

-

**Return to Trademeet Kitpack components #6 Anti-Paladin and #7 Dark Knight**
**Tactics mod component #27 Anti-Paladin Kit**
**Sword and Fist component #33 Blackguard Fighter Kit**
**Blackguard Fighter Kit mod**
**Region of Terror component #1 Region Of Terror Kit Pack (Dark Paladin)**

The **B.G World Fixpack** makes changes in RoT, so that the remaining kits can be installed.

-

**Enhanced BG2 component #13 Dragon Slayer**

The second quest in chapter six is buggy.

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

Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o

Install Component 0 [Rylorn the NPC]? [Y]es

Successfully installed [Rylorn the NPC] Press ENTER to exit

---

15.24 **The Tweaks Anthology v9 (1)**

~CDTWEAKS/SETUP-CDTWEAKS.TP2~

**NOTE:** Together with Rjali this mod must be installed in four steps! The Romance Cheats must be installed before the Rjali mod.

For full description see step (2)

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

Double-click the Setup. The DOS dialogue appears:

Choose your language: [E]nglish

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 any component [N]ot Install except:

Install Component 3183 [Romance Cheats]? choose one:

It is highly recommended that you install the Romance Cheats with options "Allow multiple romances" and "Nothing kills romances" before installing the Rjali NPC mod.

Remove racial requirements for romances? (Select 1 or 2)

1) Remove [1]

2) No changes

Remove gender requirements for romances? (Select 1 or 2)

1) Remove [2]

2) No changes

Allow multiple romances? (Select 1 or 2)

1) Allow multiple [1]

2) No changes

Several romances can cause stutter if they are used together with other romances mods. Don’t use this option together with Saaerileth except you also install Rjali because Rjali makes the Saaerileth mod multi-romance capable.

Nothing kills romances? (Select 1 or 2)

1) Nothing kills romances [1]

2) No changes

This component is only available if "Allow multiple romances" was installed before.

Start romances for new games in ToB? (Select 1 or 2)

1) Start for new ToB games [2]

2) No change

Use the Flirt Packs instead, as they provide a much more expansive treatment.

Are these choices correct? (Select 1 or 2)

1) Yes, proceed with install [1]

2) No, let me re-select them
Rjali NPC v8.5
~RJALI/SETUP-RJALI.TP2~

This mod adds Rjali as an amorous cleric/thief who will not leave your side. She will accept your other amours as long as you take good care of her. She has a full romance with the PC and banters with other NPCs. Adult content. The romance starts when she joins. This mod is intended only for heterosexual, non-evil males.

This is the latest version that could be made compatible with BWP. T9.0 and up use script/dialog actions/triggers that are specific to BG2EE only. You'll miss the great stuff in v9.0 and v10.0.

It is highly recommended that you install the Tweaks Anthology component Romance Cheats with options "Allow multiple romance" and "Nothing kills romances" before installing this mod. Rjali is VERY multiple romance oriented. There's not much point installing Rjali without it.

Install all other romance mods before this mod because Rjali makes changes to them! Supported mods are:
- Imoen Romance v3.9 (HIGHLY recommended! Install this before all other romance mods as the latest release tends to overwrite content of those other mods.)
- Nalia Romance (de'Arnise Romance) v5
- Saerileth Romance v18
- Branwen Romance v3
- Tashia Romance v1.4
- Ninde Romance v3.0
- Tyris Romance v7
- Yvette Romance v3.0
- Isra Romance BG2 v2.1
- Dace Romance v1.3
- Amber Romance v4
- Skie ReDone v3.0
- Petsy Chattertone v3.1
- Fade Romance v7.3b (Install this mod after all the above romance mods; it has a bug that only can be fixed if it is last.)

Rjali makes the Saerileth mod, Branwen mod and Nalia mod multi-romance capable (if they are installed). Should be installed before igi's Item mod.

Copy the folder Rjali and the file setup-Rjali.exe into your main SoA directory.

This mod was created for BG2EE. The B.G World Fixpack makes changes to the mod to be able to play it with BWP.

Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o
Install Component 0 [Bantergoose and Parking Expedite]?
1 No Other Mod Timing Adjustments
2 Mod Timing A Little Faster
2 Mod Timing A Lot Faster
Install Component 3 Rjali Romance Mod (BG2EE:SoA & TOB NPC) created by nullset
Install Component 4 Rjali's Equipment

If installed, Rjali will give each joining NPC some really powerful equipment (cheat mode), needs Rjali herself.

Successfully installed Press ENTER to exit
16.1 Universal Clear Fog of War v1.0
~UCFOW/SETUP-UCFOW.TP2~

This mod removes the Fog of War from maps, so you don't have to explore them. It will work for every area, modded or not.

*This mod only works with Party AI enabled but will work instantly if you have AI off and turn it on for three or four seconds and then turn it off again if you don't want the AI on.*

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

Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o
Install Component 0 [UCFOW v1.0]? [I]install
Successfully installed [UCFOW v1.0] Press ENTER to exit

16.2 Pickpocket Options v0.2
SETUP-W_3KRADZIEJ.TP2~

After installing this mod your party members should receive special ability called "search body" that will allow you to force unconscious creatures to drop all their equipment to the ground. You must activate party AI for this, but you can deactivate it again later.

*This mod should be installed after Item Revisions.*

Copy the folder **w_3kradziej** and the file **setup-w_3kradziej.tp2** into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 1 [English]
Install Component 0 [EXE PATCH]?
[Install]
If you install this component there will be a 15% chance that the creature will be awaken, if you don't, there will be a 15% chance that nothing will happen.
Install Component 1 [W_3kradziej]?
[Install]
Successfully installed [W_3kradziej] Press ENTER to exit

16.3 NPC Tweak v7
~NPC_TWEAK.TP2~

Alters starting classes and portraits for some Bioware NPCs.

Compatibility code for Anomen's Items if NPC Kit Pack is installed.

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

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [Anomen]?
[Install]
Install Component 1 [Cernd]?
[Install]
Successfully installed [Nalia] Press ENTER to exit

This component has the same effect as the component 14 Cernd: Totemic Druid-Kit from Jarl's BGT Tweak Pack. The Druid Kit Enhancements mod also changes Cernd into a totemic druid and its shapeshifting ability is much more sophisticated.
16.4 Hidden Adventures beta 3
-HIDDENADVENTURE/SETUP-HIDDENADVENTURE.TP2-

This mod adds a few quests and tweaks to BGT and Baldur's Gate 2.

The component "Silver Dagger in Irenicus Dungeon" requires BGT to be installed. "Anomen's extended plot" needs to be installed after "Jasteys Ajantis for BG2", "NPC Tweak", and "Weimer's Item Upgrade Mod" because this component includes crossmod content for these mods.

Copy the folder hiddenadventure and the file setup-hiddenadventure.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 1 [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 [Lady Elgea's extended plot]? [I]nstall
Install Component 1 [Anomen's extended plot]? [I]nstall
Install Component 2 [Jerlia's Ore Shop]? [I]nstall
Install Component 3 [Elven holy water in the Temple of Lathander]? [I]nstall
Install Component 4 [Wave Blade in Treasury]? [I]nstall
Install Component 5 [Silver Dagger in Irenicus Dungeon]? [I]nstall
Install Component 6 [Bards can spend the night at the festival (Five Flagons)]? [I]nstall
Install Component 7 [A bard for the bard stronghold]? [I]nstall

This component is not compatible with NPC Strongholds.

Install Component 8 [Silver Sword]? [I]nstall
Install Component 9 [A Tunnel for Saradush]? [I]nstall
Install Component 10 [Temple of Mask in Docks District]? [I]nstall
Successfully installed [F] Press ENTER to exit

16.5 Ghost v2.1
-GHOST/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.

Copy the folder Ghost and the file Setup-ghost.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [Ghost - WeiDU-version]? [I]nstall
Successfully installed [F] 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.

16.6 cbisson's FamiliarPack WeiDU v6
-SETUP-FAMILIARPACK.TP2-

New familiars are added with this mod.

This mod 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.

Copy the folder FamiliarPack and the files Setup-FamiliarPack.tp2 and Setup-FamiliarPack.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [Familiar Pack - WeiDU]? [I]nstall
Successfully installed [F] Press ENTER to exit

The readme opens.
16.7 Victor's Improvements Pack v2.0

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.

Copy the folder vic and the files Setup-Vic.exe and vic.tp2 into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [American English] 1 [French]
What should be done with all components that are NOT YET installed? 0 [Ask about each one? 1 [Install]

This component is not compatible with the SoB component 200 "Revised Stat Bonuses".
Install Component 0 [Victor's Improved Races]? [Install]
Install Component 1 [Victor's Wizards Know Better (have more Lore)]? [Install]
Install Component 2 [Faithful Rogue Kit for BGII]? [Install]
Install Component 3 [Lich Slayer Scimitar]? [Install]
Install Component 4 [The Dijinn Merchant]? [Install]
Install Component 5 [The Burning Man kit for BG2 (by Victor)]? [Install]
Install Component 6 [Romance Friendly Imprisonment (by Galactygon)]? [Install]
Install Component 7 [Lydia's Scroll]? [Install]
Install Component 8 [Weapons for all]? [Not Install]

This component must be installed before Fading Promises.

Install Component 9 [Special Encounters]? [Install]
Install Component 10 [Improved Bard Song]? [Not Install]
Install Component 11 [Improved Irenicus Dungeon]? [Not Install]

Don't install this component together with other Bard Song Tweaks like the BG2 Fixpack component Bard Song Fixes.

Successfully installed
Press ENTER to exit

With this mod you can add 2 kits to the game: 1 fighter and 1 thief. The BG World Installpack will handle this correctly for you.

16.8 Fading Promises v8

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

This mod must be installed after the Victor's Improvements Pack component "Lydia's Scroll".

Copy the folder fadingpromises and the file Setup-fadingpromises.exe into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Would you like to display the readme? 0 [No]
Install Component 0 [Fading Promises]? [Install]
Successfully installed Press ENTER to exit

The readme opens.
16.9 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 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.

Copy the folder fairydragon and the files Setup-fairydragon.exe and Setup-fairydragon.tp2 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [Authentic mischievous Fairy Dragon]? [I]nstall
Successfully installed [Authentic mischievous Fairy Dragon]
Press ENTER to exit

The readme opens.

16.10 WTP Familiars for Throne of Bhaal v1.7
~WTPFAMILIARS/SETUP-WTPFAMILIARS.TP2~

This mod introduces an more PnP faithful version of the standard Find Familiar spell. The player will be able to choose from a pool of three or four creatures. When the spell is cast you will be able to select the Familiar matching your own alignment or one of the Familiars whose alignment is closest to your own.

Install this modification after Spell Revisions or any other modification that changes the Find Familiar spell in any way.

Copy the folder WtPfamiliars and the file Setup-WtPfamiliars.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o
Install Component 0 [WTPfamiliars (Requires Throne of Bhaal)]? [I]nstall
Successfully installed [WTPfamiliars (Requires Throne of Bhaal)]
Press ENTER to exit

16.11 Semi-Multi-Clerics 0.2.3
~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 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.

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.

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.

16.12 Lost Crossroads Spell Pack for Baldur’s Gate 2 v6b
~SETUP-SPELLPACKB6.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 Stratagems makes duplicates of existing spells for the AI, it is recommended you install it after SpellPack.
Spell Pack Beta 6 is completely technically compatible with SR when it is installed after SR. Spell Pack adds some new spells and it revises some old ones. It has separate components for each spell, so if you prefer the SP version of a particular spell, you can install that component to replace the SR version. I can’t comment on how well SR and SP match up conceptually.

This mod is not compatible with Wild Mage Additions.

This mod requires a powerful computer!

Copy the folder SpellPackB6 and the files Setup-SpellPackB6.exe and Setup-SpellPackB6.tp2 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [No]
Would you like to display the components from [Levels 1-3 priest spells]? [Yes]
Would you like to display the components from [Levels 4-5 priest spells]? [Yes]
Would you like to display the components from [Levels 6-7 priest spells (including quest spells)]? [Yes]
Would you like to display the components from [Levels 1-3 wizard spells]? [Yes]
Would you like to display the components from [Levels 4-6 wizard spells]? [Yes]
Would you like to display the components from [Levels 7-9 wizard spells]? [Yes]
Install Component 1116 (Battlafate)? [Install]
Install Component 1119 (Call Upon Faith)? [Install]
Install Component 1113 (Doom)? [Install]
Install Component 1105 (Entangle)? [Install]
Install Component 1131 (Faerie Fire)? [Install]
Install Component 1106 (Magical Stone)? [Install]
Install Component 1109 (Sanctuary)? [Install]
Install Component 1110 (Shillelagh)? [Install]
Install Component 1151 (Sunscorch)? [Install]
Install Component 1217 (Alicorn Lance)? [Install]
Install Component 1223 (Beast Claw)? [Install]
Install Component 1203 (Chant)? [Install]
Install Component 1206 (Flame Blade)? [Install]
Install Component 1242 (Moment)? [Install]
Install Component 1243 (Moon Motes)? [Install]
Install Component 1246 (Produce Flame)? [Install]
Install Component 1250 (Seeking)? [Install]
Install Component 1211 (Silence 15' Radius)? [Install]
Install Component 1213 (Spiritual Hammer)? [Install]
Install Component 1302 (Call Lightning)? [Install]
Install Component 1328 (Cloudburst)? [Install]
Install Component 1336 (Elysium's Tears)? [Install]
Install Component 1313 (Holy Smite, Unholy Blight)? [Install]
Install Component 1309 (Invisibility Purge)? [Install]
Install Component 1310 (Miscast Magic)? [Install]
Install Component 1347 (Mold Touch)? [Install]
Install Component 1348 (Moonblade)? [Install]
Install Component 1350 (Prayer)? [Install]
Install Component 1351 (Random Casualty)? [Install]
Install Component 1353 (Spike Growth)? [Install]
Install Component 1354 (Storm Shell)? [Install]
Install Component 1361 (Wheel of Bones)? [Install]
Install Component 1419 (Adamantite Mace)? [Install]
Install Component 1422 (Blood Rage)? [Install]
Install Component 1427 (Cloud of Pestilence)? [Install]
Install Component 1431 (Dimensional Folding)? [Install]
Install Component 1405 (Mental Domination)? [Install]
Install Component 1449 (Produce Fire)? [Install]
Install Component 1453 (Recitation)? [Install]
Install Component 1458 (Static Charge)? [Install]
Install Component 1459 (Thorn Spray)? [Install]
Install Component 1518 (Animal Rage)? [Install]
Install Component 1503 (Flame Strike)? [Install]
Install Component 1517 (Insect Plague)? [Install]
Install Component 1506 (Ironskin)? [Install]
Install Component 1535 (Produce Ice)? [Install]
Install Component 1539 (Shield of Lathander)? [Install]
Install Component 1540 (Smashing Wave)? [Install]
Install Component 1541 (Spike Stones)? [Install]
<table>
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<td>1515</td>
<td>[Undead Ward]?</td>
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<td>1544</td>
<td>[Wall of Fire]?</td>
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<td>1603</td>
<td>[Blade Barrier]?</td>
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<td>1621</td>
<td>[Entropy Shield]?</td>
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<td>[Hammer of Retribution]?</td>
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<td>[Sol’s Searing Orb]?</td>
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<td>[Fire Storm]?</td>
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<td>[Greater Shield of Lathander]?</td>
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<tr>
<td>1743</td>
<td>[Mist of Eldath]?</td>
</tr>
<tr>
<td>1716</td>
<td>[Spacewarp]?</td>
</tr>
<tr>
<td>1728</td>
<td>[Implosion]?</td>
</tr>
<tr>
<td>2102</td>
<td>[Armor]?</td>
</tr>
<tr>
<td>2103</td>
<td>[Burning Hands]?</td>
</tr>
<tr>
<td>2104</td>
<td>[Charm Person and Charm Person or Mammal]?</td>
</tr>
<tr>
<td>2117</td>
<td>[Chill Touch]?</td>
</tr>
<tr>
<td>2105</td>
<td>[Color Spray]?</td>
</tr>
<tr>
<td>2107</td>
<td>[Friends]?</td>
</tr>
<tr>
<td>2119</td>
<td>[Larloch’s Minor Drain]?</td>
</tr>
<tr>
<td>2116</td>
<td>[Sleep]?</td>
</tr>
<tr>
<td>2125</td>
<td>[Spook]?</td>
</tr>
<tr>
<td>2217</td>
<td>[Agannazar’s Scorcher]?</td>
</tr>
<tr>
<td>2203</td>
<td>[Detect Invisibility]?</td>
</tr>
<tr>
<td>2204</td>
<td>[Fog Cloud]?</td>
</tr>
<tr>
<td>2238</td>
<td>[Gedlee’s Electric Loop]?</td>
</tr>
<tr>
<td>2224</td>
<td>[Glitterdust]?</td>
</tr>
<tr>
<td>2240</td>
<td>[Hypnotic Pattern]?</td>
</tr>
<tr>
<td>2207</td>
<td>[Knock]?</td>
</tr>
<tr>
<td>2211</td>
<td>[Melf’s Acid Arrow]?</td>
</tr>
<tr>
<td>2253</td>
<td>[Pyrotechnics (Wizard and Priest)]?</td>
</tr>
<tr>
<td>2213</td>
<td>[Stinking Cloud]?</td>
</tr>
<tr>
<td>2219</td>
<td>[Vocalize]?</td>
</tr>
<tr>
<td>2215</td>
<td>[Web]?</td>
</tr>
<tr>
<td>2331</td>
<td>[Blink]?</td>
</tr>
<tr>
<td>2304</td>
<td>[Fireball]?</td>
</tr>
<tr>
<td>2303</td>
<td>[Flame Arrow]?</td>
</tr>
<tr>
<td>2317</td>
<td>[Ghost Armor]?</td>
</tr>
<tr>
<td>2305</td>
<td>[Haste and Slow (required for component ‘Improved Haste’)]?</td>
</tr>
<tr>
<td>2307</td>
<td>[Invisibility 10-foot radius]?</td>
</tr>
<tr>
<td>2308</td>
<td>[Lightning Bolt]?</td>
</tr>
<tr>
<td>2314</td>
<td>[Vampiric Touch]?</td>
</tr>
<tr>
<td>2315</td>
<td>[Wraithform]?</td>
</tr>
<tr>
<td>2401</td>
<td>[Confusion (Wizard and Priest)]?</td>
</tr>
<tr>
<td>2402</td>
<td>[Dimension Door]?</td>
</tr>
<tr>
<td>2412</td>
<td>[Minor Malison and Greater Malison]?</td>
</tr>
<tr>
<td>2404</td>
<td>[Ice Storm]?</td>
</tr>
<tr>
<td>2405</td>
<td>[Improved Invisibility]?</td>
</tr>
<tr>
<td>2450</td>
<td>[Mordenkainen’s Force Missiles]?</td>
</tr>
<tr>
<td>2413</td>
<td>[Otiluke’s Resilient Sphere]?</td>
</tr>
<tr>
<td>2459</td>
<td>[Shout]?</td>
</tr>
<tr>
<td>2425</td>
<td>[Wizard Eye]?</td>
</tr>
<tr>
<td>2501</td>
<td>[Animate Dead (Wizard and Priest)]?</td>
</tr>
<tr>
<td>2508</td>
<td>[Chaos]?</td>
</tr>
<tr>
<td>2502</td>
<td>[Cloudkill]?</td>
</tr>
<tr>
<td>2503</td>
<td>[Cone of Cold]?</td>
</tr>
<tr>
<td>2506</td>
<td>[Domination]?</td>
</tr>
<tr>
<td>2511</td>
<td>[Invulnerability to Normal Weapons and Invulnerability to Magical Weapons (formerly called Protection from Normal/Magical Weapons)]?</td>
</tr>
<tr>
<td>2514</td>
<td>[Lower Resistance]?</td>
</tr>
<tr>
<td>2505</td>
<td>[Shadow Door]?</td>
</tr>
<tr>
<td>2549</td>
<td>[Shroud of Flame]?</td>
</tr>
<tr>
<td>2615</td>
<td>[Chain Lightning]?</td>
</tr>
<tr>
<td>2614</td>
<td>[Death Fog]?</td>
</tr>
<tr>
<td>2605</td>
<td>[Death Spell]?</td>
</tr>
<tr>
<td>2616</td>
<td>[Disintegrate]?</td>
</tr>
</tbody>
</table>
Install Component 2619  [Improved Slow]?  [I]Install
Install Component 2607  [Mislead]?  [I]Install
Install Component 2648  [Reincarnation (Wizard and Priest)]?  [I]Install
Install Component 2731  [Charm Plants]?  [I]Install
Install Component 2713  [Finger of Death (Wizard and Priest)]?  [I]Install
Install Component 2736  [Guardian Mantle]?  [I]Install
Install Component 2721  [Mass Invisibility]?  [I]Install
Install Component 2716  [Mordenkainen’s Sword]?  [I]Install
Install Component 2743  [Persistence]?  [I]Install
Install Component 2714  [Prismatic Spray]?  [I]Install
Install Component 2812  [Abi-Dalizm’s Horrid Whirl]?  [I]Install
Install Component 2821  [Deathbolt]?  [I]Install
Install Component 2827  [Great Shout]?  [I]Install
Install Component 2810  [Incendiary Cloud]?  [I]Install
Install Component 2814  [Otto’s Irresistible Dance]?  [I]Install
Install Component 2915  [Black Blade of Disaster]?  [I]Install
Install Component 2911  [Meteor Swarm]?  [I]Install
Install Component 2912  [Power Word, Kill]?  [I]Install
Install Component 2909  [Time Stop]?  [I]Install
Install Component 2913  [Wail of the Banshee]?  [I]Install
Successfully installed  Press ENTER to exit

16.13 Spell-50 v12
~SETUP-SPELL50.TP2~

The Spell-50 mod extends a number of priest, druid and mage spell effects to level fifty. This mod has nothing to do 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.

Copy the folder spell50 and the files Setup-Spell50.exe and Setup-Spell50.tp2 into your main SoA directory
Double-click the Setup. The DOS dialogue appears:

Install Component 0  [The Spell-50 Mod: (Extended spell power up to level 50)]?  [I]Install
Install Component 1  [The Spell-50 Mod: Few constant level spells advance over 20th level]?  [I]Install
Install Component 2  [The Spell-50 Mod: Few High level abilities duration is dependent on level]?  [I]Install
Successfully installed  Press ENTER to exit

16.14 Wild Mage Additions v1.7
~WILDMAGE/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 unsathed.

This mod is useful only if want to play a Hasardeur. You can, however, install this mod without worries.
This mod is not compatible with Lost Crossroads Spell Pack.

Copy the folder WildMage and the file Setup-WildMage.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:
Install Component 0  [Wild Mage Additions: New Wild Magic Spells]?  [I]Install
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]Install
Install Component 4  [Stationary BG1-Rhialto (haughty pansy mode)]  [I]Install
Successfully installed  Press ENTER to exit
16.15 **Teleport Spell v14**

~TELEPORT/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.

*This mod is not compatible with the mods SandrahNPC and SandrahRTF.*

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

Double-click the Setup. The DOS dialogue appears:

- **Choose your language:** 1 *[English]*
- **Install Component 0** *Install*
  *Teleport spell for BG2:SoA?*
- **Install Component 1** *Install*
  *Teleport spell for BG2:ToB?*
- **Install Component 2** *Not install*
  *Modification of NPCs and strongholds quests?*

*Not within the megamod*

Successfully installed

The readme opens.

16.16 **Drizzt Is Not Stupid (BGT) v1.1**

~DRIZZTISNOTSTUPID/SETUP-DRIZZTISNOTSTUPID.TP2~

With this mod Drizzt in BG1 cannot be deprived of his weapons.

*Should be compatible with Drizzt Saga v3, provided the Delayed Start component is installed.*

Copy the folder **DrizztIsnotStupid** and the files **readme-DrizztIsnotStupid.html** and **Setup-DrizztIsnotStupid.exe** in your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

- **Choose your language:** 0 *[English]*
- **Install Component 0** *Install*
  *Drizzt Is Not Stupid?*
- **Successfully installed** [Drizzt Is Not Stupid]

The readme opens.

16.17 **Game Over Only on Party Dead v1.7**

~NOGAMEOVER/SETUP-NOGAMEOVER.TP2~

This mod changes drastically the game over condition. Not the protagonist's death ends the game any more, but the annihilation of the entire party.

*In der BGConfig.exe 3D acceleration must be enabled, otherwise the game may end with a crash to desktop if all party members are dead. This mod is not compatible with the mod SandrahRTF.*

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

Double-click the Setup. The DOS dialogue appears:

- **Choose your language:** 0 *[English]*
- **Would you like to display the readme?** [N]ot
- **Install Component 10** *Install*
  *Game Over Only On Party Death?*
- **Successfully installed** [Game Over Only On Party Death]

Press ENTER to exit

16.18 **Dungeon-Be-Gone v1.7**

~SETUP-DUNGEONBEGONE.TP2~

This mod enables you to skip optionally Irenicus’ Dungeon while still giving you loot and experience.

*If you have installed a mod that adds new content to the Irenicus dungeon (such as Improved Ilyich or the Imoen Romance), you will skip it using this option.*
Install the file **DungeonBeGone-v16.exe** into any dummy folder but by no means into your main directory! Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folder **jassy** and the files **Setup-DungeonBeGone.tp2** and **dbgaudio.bat** as well as a file **SETUP-DUNGEONBEGONE.DEBUG** in that dummy folder. Move them except the **SETUP-DUNGEONBEGONE.DEBUG** into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

```
Choose your language: 0 [English]
Install Component 0 [Dungeon Be Gone]?
Successfully installed [Dungeon Be Gone] Press ENTER to exit
```

### 16.19 Skip Chateau Irenicus v3.0

~~SKIPCHATEAUIRENICUS/SETUP-SKIPCHATEAUIRENICUS.TP2~~

This is a serious alternative to the Dungeon-Be-Gone mod. Either install one or the other.

*This mod is not compatible with NeJ3v702.*

Copy the folder **SkipChateauIrenicus** and the file **setup-SkipChateauIrenicus.exe** into your main SoA directory. 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 [Skip Chateau Irenicus]?
[Deal with skipped NPCs]?
Successfully installed [Skip Chateau Irenicus] Press ENTER to exit
```

### 16.20 Parting Ways v1

~~PARTING/SETUP-PARTING.TP2~~

This mod allows you to re-recruit Baldur's Gate NPCs once you kicked them out.

*Both SCS and BG1NPC have much more advanced versions of this. This should not be installed.*

Copy the folder **parting** and the file **setup-parting.exe** into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

```
Install Component 0 [Parting Company]?
Install Component 0 [NPCs will leave forever when they are...]?
1 [Seriously unhappy]
2 [At their Breaking Point].
Successfully installed [Parting Company] Press ENTER to exit
```

### 16.21 Dawn of Vampirism v1.2

~~PCVAMP/SETUP-PCVAMP.TP2~~

If you join Bodhis guild, you have the choice to be transformed permanently into a vampire.

*Dawn of Vampirism v1.2 currently has only a german translation. For an English version please access the version 1.1.*

*This mod conflicts with the Romantic Encounter component "Bodhi's Allure, by Kulyok (adult content)]. The dialog about turning the PC into vampire gives you an empty dialog box for duration of Mal des Vampirismus dialog part.*

Copy the folder **pcvamp** and the file **setup-pcvamp.exe** into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

```
Choose your language: 1 [English]
Would you like to display the readme? [N]o
```

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16.22 **Drows v1.1**  
~SETUP-DROWS.TP2~

This mod changes the party’s vanilla NPCs’ portraits to “drow variants” after Adalon casts her Polymorph spell over the party.

*It should be compatible with Tweaks Anthology’ “No Drow Avatars On Party In Underdark” component if installed BEFORE it.*

Copy the folder **Drows** and the files **setup-Drows.exe** and **setup-Drows.tp2** into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?  
[N]o

Install Component 0  [Drows]?  
[I]nstall

Successfully installed  [Drows]  
Press ENTER to exit

16.23 **Mortis Mini Mod v2.31 = The Forgotten Children**  
~SETUP-MORTIS_V23.TP2~

This mod adds two new stores to the game which sell items that transform the main char into different other creatures like liches or vampires.  
**ATTENTION:** you must use the version Weidu_Mortis_V23! CONDITION: TDD must be installed!

*The mod is neither compatible with Raziel or Worgas.*

Copy the folders **BG2 - Mortis_V2** and **Mortis** and the files **Setup-Mortis_V23.exe** and **Setup-Mortis_V23.tp2** into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?  
[N]o

Install Component  [Mortis_V2.3]?  
[I]nstall

Successfully installed  [Mortis_V2.3]  
Press ENTER to exit

The readme opens.

16.24 **Sarevok Related Tweaks v1.3**  
~7C#SARTWEAK/7C#SARTWEAK.TP2~

This mod offers options to change Sarevok’s weapon and turn him more powerful by restoring him to his non-TotSC BG1 version.

*This mod requires both BGT and Ascension or BP- Ascension to be installed. This mod should be installed *before* Sword Coast Stratagems.*

Copy the folder **7c#sartweak** and the file **setup-7c#sartweak.exe** into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?  
[N]o

Install Component  [Change Sarevok back to his BG1, non-TotSC version]?  
[I]nstall

100  1] Make Sarevok as exact as possible with his non-TotSC version (Warning: lowers some of his stats)

101  2] Only give Sarevok bonuses (eg. don’t lower his Saving Throws)

Install Component  [Give Sarevok a better weapon]?  
[I]nstall

100  1] Give him a Two-Handed Sword +2

101  2] Give him Ascension’s Final Battle Sarevok’s sword

16.25 **The MTS Crappack v4**  
~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.

*Most components are obsolete except components 23 and 24.*

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

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?  
[N]ot Install

Install Component any component  
except:

Install Component 23 [Install Charlotte sans Menagerie by Sir Billy Bob]?  
[I]nstall  

**CONDITION: SoS is required!**  
Install Component 24 [Install All Items Identified in Sulence's Shop]?  
[I]nstall  

**CONDITION: SoS is required!**  
Install Component next component  
[Q]uit
If you want more informations about Kit modifications read the related chapter in the appendix.

For more information about the kits see also Lollorian's excellent DA Kit List.

17.1 NPC Kitpack v5
~NPCKIT/NPCKIT.TP2~

This mod will add four new kits and provide the opportunity to give a kit to eight of the BioWare NPCs.

Copy the folder npckit and the file setup-npckit.exe into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Choose your language:

Would you like to display the readme? 0 [English]

Install Component 30  [Improved Specialist Mage Descriptions]? [Install]
Install Component 31  [Replace Berserker Kit with Battlerager for Dwarves]? [Install]
Install Component 400  [Anomen Gains Helm Kit on Passing Knighthood Test]? [Install]
Install Component 410  [Anomen Gains Berserker Kit on Failing Knighthood Tests]? [Not Install]
Install Component 420  [Prevent CN Anomen Gaining a Holy Symbol]? [Not Install]
Install Component 900  [Add Red Wizard to Edwin's Kit Description]? [Install]
Install Component 1400 [Give Imoen Adventurer Kit]? [Install]
Install Component 1410 [Give Imoen a Mage Kit]? [Not Install]

1410  1] Abjurer
1411  2] Conjurer
1412  3] Diviner
1413  4] Enchanter
1414  5] Illusionist
1415  6] Invoker
1416  7] Necromancer
1417  8] Transmuter

Install Component 2100 [Change Korgan's Kit to Battlerager]? [Install]
Install Component 2200 [Give Mazzy a Proper Truesword of Arvoreen Kit]? [Install]
Install Component 2300 [Change Minsc's Title to Rashemaaar Ranger]? [Install]
Install Component 2500 [Give Nalia Adventurer Kit]? [Install]
Install Component 2510 [Give Nalia a Mage Kit]? [Install]

2510  1] Abjurer
2511  2] Conjurer
2512  3] Diviner
2513  4] Enchanter
2514  5] Illusionist
2515  6] Invoker
2516  7] Necromancer
2517  8] Transmuter

Install Component 2800 [Give Sarevok a Proper Deathbringer Kit]? [Install]

This component is incompatible with the Sarevok Wiederherstellung mod.

Successfully installed Press ENTER to exit

17.2 Return to Trademeet Kitpack v1.3
~SETUP-KITRTT.TP2~

This mod is a collection of 33 new kits.
Copy the folder `rttkit` and the files `Setup-kitrtt.exe` and `kitrtt.tp2` into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [Amazon]

This is incompatible with the same kit from JKits.

Gladiator kits from ROT and RTT are mutually exclusive.

Install Component 3 [Hallowing Thrower]
Install Component 4 [Samurai]

This component is incompatible with the Samurai Kit by Maurolav.

Install Component 6 [Anti-Paladin]
Install Component 7 [Dark Knight]
Install Component 8 [Elf Paladin]
Install Component 9 [Messiah]
Install Component 10 [Arcane]
Install Component 11 [Elementalist]
Install Component 12 [Time Keeper]
Install Component 13 [Dark Ranger]
Install Component 14 [Enticer]
Install Component 15 [Priest of Cyric]
Install Component 16 [Priest of Mask]
Install Component 17 [Priest of Mystra]
Install Component 18 [Priest of Templus]
Install Component 19 [Dark Druid]
Install Component 20 [Warden of the Water]
Install Component 21 [Warden of the Fire]
Install Component 22 [Warden of the Wind]
Install Component 23 [Treasure Hunter]
Install Component 24 [Scoundrel]
Install Component 25 [Gentleman]
Install Component 26 [Ninja]

This kit is incompatible with incompatible with TDD kitpack which contains same kit.

Install Component 27 [Golem Trainer]
Install Component 28 [Juggler]
Install Component 29 [Minstrel]
Install Component 30 [Items and Spells (you can't skip this component)]

Successfully installed
Press ENTER to exit

With this mod you can add 33 kits to the game: 7 fighters, 4 rangers, 4 paladins, 6 clerics, 4 druids, 5 thieves and 3 bardes. Not all of them are available for every race. The B.G World Installpack will handle this correctly for you.

17.3 Prestige Kit Pack v2
~SETUP-PPK.TP2~

This mod is a collection of 17 new kits, each of them can be installed separately.

Copy the folder `PPK` and the files `Setup-PPK.exe` and `Setup-PPK.tp2` into your main SoA directory. One or more files of this mod must be changed. This will be done by the patch from the folder B.G World Fixpack.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 1 [English]
Install Component 0 [Prestige Kit Pack Basic]
Install Component 1 [Dreadnought]
Install Component 2 [Blackguard]
Install Component 3 [Saulabi]
Install Component 4 [Priest of Templus]
Install Component 5 [Priest of Ohmga]
Install Component 6 [Champion]
Install Component 7 [Mystic Fire]
Install Component 8 [Duelist]
Install Component 9 [Tempest]
### 17. Kits

**Crusader Pack v4.3**

~SETUP-CRUSADE.TP2~

A collection of three kits for use in BG2.

Copy the folder Crusade and the files Setup-Crusade.exe and Setup-Crusade.tp2 into your main SoA directory. One or more files of this mod must be changed. This will be done by the patch from the folder B.G World Fixpack.

Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Component</th>
<th>[Champion of Torm]?</th>
<th>[Energist]?</th>
<th>[Adventurer]?</th>
<th>[Crusader Items]?</th>
<th>Successfully installed</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>![Install]</td>
<td>![Install]</td>
<td>![Install]</td>
<td>![Install]</td>
<td>Press ENTER to exit</td>
</tr>
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<td>1</td>
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<td>![Install]</td>
<td>![Install]</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>![Install]</td>
<td>![Install]</td>
<td>![Install]</td>
<td>![Install]</td>
<td></td>
</tr>
</tbody>
</table>

**Legion of Hell v1.0**

~SETUP-LOHMOD.TP2~

This mod includes five new kits, they are from the 3rd edition of the "Book Of Vile Darkness" ("evil book"), an optional supplemental sourcebook for the 3rd edition Dungeons & Dragons role-playing game.

Note: Part 1 (New Creature Animation) and Part 2 (New Creatures) must be installed, Part 3-7 can be installed optional.

*Maybe the mod is not compatible with the Spell-50 mod.*

*If you want to install both of "Disciple Of Dispater The Fighter Kit" and "Disciple Of Baalzebul The Thief Kit", then do not choose these two sectarian together in the party.*

Copy the folder LOHMod and the files Setup-LOHMod.exe and Setup-LOHMod.tp2 into your main SoA directory. One or more files of this mod must be changed. This will be done by the patch from the folder B.G World Fixpack.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  [A]sk about each one?

<table>
<thead>
<tr>
<th>Component</th>
<th>[New Creature Animation]?</th>
<th>[New Creatures]?</th>
<th>[Disciple Of Dispater The Fighter Kit]?</th>
<th>[Disciple Of Mammon The Thief Kit]?</th>
<th>[Disciple Of Mephistopheles The Fighter Kit]?</th>
<th>[Disciple Of Baalzebul The Thief Kit]?</th>
<th>[Disciple Of Asmodeus The Cleric Kit]?</th>
<th>Successfully installed</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>![Install]</td>
<td>![Install]</td>
<td>![Install]</td>
<td>![Install]</td>
<td>![Install]</td>
<td>![Install]</td>
<td>![Install]</td>
<td>Press ENTER to exit</td>
</tr>
<tr>
<td>1</td>
<td>![Install]</td>
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**InfinityKits**

~IK/SETUP-IK.TP2~

Various kits for Baldur's Gate II: Throne of Bhaal.
Copy the folder **IK** and the file **Setup-IK.exe** into your main SoA directory.

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

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  [Mystic Pyromaniac]?

Install Component 1  [Silver Mirror]?

Install Component 2  [White Raven]?

Install Component 3  [Aquarius]?

Install Component 4  [Stray Dog Kit]?

Install Component 5  [Witch’s Bastard Kit]?

Install Component 6  [Wind Apprentice]?

Install Component 7  [Priest of Eight Million Gods]?

Successfully installed

Press ENTER to exit

---

### 17.7 Hidden Kits

**~SETUP-HIDEKT.TP2~**

This mod introduces a variety of Hidden Kits that are made available under certain conditions. Typically all of them are obtainable by Dual-Classing at level 12, from either a Fighter, Mage, or Cleric. The amount of XP required to achieve the Hidden Kit is considerable, but so are the advantages gained. Note that certain Basic Stats are still required to successfully Dual-Class.

Apart from a few standard advantages and disadvantages within the Kit itself, most notably present in ALL the Hidden Kits is the ability to increase your INACTIVE Class by one level every time you level up. This advantage enables to effectively gain a multi-class character on the rate of a single-class character.

Copy the folder **Z#HideKt** and the files **Setup-HideKt.exe, Setup-HideKt.tp2** and **readmeHideK.txt** into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Would you like to display the components from [Bioware NPC Hidden Kits]?

Yes

Install Component 0  [Hidden Kits]?

Install Component 1  [H idden Kits]?

This component is probably extremely incompatible with the Scales of Balance mod.

Install Component 1  [Aerie the Archmage]?

Install Component 3  [Anomen the Prelate]?

Install Component 4  [Imoen the Eldritch Phantom]?

Install Component 5  [Jaheira the Sylvan Warden]?

Install Component 6  [Jan the Eldritch Phantom]?

Install Component 7  [Korgan the Shadow Blade]?

Install Component 8  [Mazzy the Prelate, w/ Modified Items]?

Install Component 9  [Minas the Sylvan Justicar]?

Install Component 10  [Sarevok the Spell Steel]?

Install Component 11  [Viconia the Prelate]?

Install Component 12  [Yoshimo the Shadow Blade]?

Successfully installed

Press ENTER to exit

---

### 17.8 Six’s Kitpack (1)

**~KITPACK6/SETUP-KITPACK6.TP2~**

Six’s Kitpack introduces several new character kits to Baldur’s Gate II. In addition, a general class rebalancing component is provided which alters proficiencies and proficiency ceilings. Each kit, and the rebalancing component, may be installed individually and independently.

**NOTE:** This mod must be installed in two steps! The components “General Class, Kit, & Class-Combination Rebalancing” and “Huntsman of Silvanus kit” must be installed separately AFTER the Refinements mod and AFTER any mod that adds kits!

Copy the folder **Kitpack6** and the file **Setup-Kitpack6.exe** into your main SoA directory.
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? [N]ot Install
Install Component 0 [General Class, Kit, & Class-Combination Rebalancing]?

This component must be installed AFTER the Refinements mod and AFTER any mod that adds kits!
Most of Scales of Balance's class tweaks are incompatible with this first component.

Install Component 1 [Shieldbearer kit]?
Install Component 2 [Sniper kit]?
Install Component 3 [Bowman kit]?
Install Component 4 [Archer kit changes]?

This component will conflict with any mod that also seeks to change the default Archer.

Install Component 5 [Mystic Marksman kit]?
Install Component 6 [Huntsman of Silvanus kit]?

„General Class, Kit, & Class-Combination Rebalancing“ should be installed for this component, therefore it must be installed separately AFTER the Refinements mod.

Install Component 7 [Spellshafter kit]?
Install Component 8 [Martyr kit]?

Successfully installed Press ENTER to exit

17.9 Improved Anvil Lite v5.0
~SETUP-VAGRANT.TP2~

This is a sample taken from the mod Improved Anvil.

Copy the folder Vagrant and the files Setup-Vagrant.exe and Setup-Vagrant.tp2 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Improved Anvil Lite for TOB - Vagrant Kit]?
Install Component 1 [Improved Anvil Lite for TOB - Auramaster Kit]?
Install Component 2 [Improved Anvil Lite for TOB - Riskbreaker Kit]?
Install Component 3 [Improved Anvil Lite for TOB - Items]?

Diese neuen Komponenten sind selten und schwer zu erreichen. Ihr könnt sie nicht so bald während des Spiels wieder finden.

Successfully installed Press ENTER to exit

17.10 Conductor Kit v1.0
~SETUP-CONDUCTOR.TP2~

This mod introduces a new Kit for Bards to the BG2 ToB. Conductors can channel electricity and possibly even set alight all those who incur their wrath, and their mastery of Electrical and Lightning spells is unparalleled even when compared against Mages.

Copy the folder Z#Conduc and the files Setup-Conductor.exe, Setup-Conductor.tp2 and readmeConductor.txt into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Conductor Kit (Bard)]?
Install Component 1 [Haer'Dalis the Conductor]?

Successfully installed Press ENTER to exit

17.11 Harper Scout Kit v1.0
~SETUP-HARPSCOUT.TP2~

Harper scouts are members of the Harpers, a secret society dedicated to holding back evil, preserving knowledge, and maintaining the balance between civilization and the wild. Harper scouts learn many skills to help them in their duties of espionage, stealth and reporting information.

Copy the folder HarpScout and the files Setup-HarpScout.exe, Setup-HarpScout.tp2, Harper Scout.jpg and Readme.txt into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Harper scout kit for thief]?
Install Component 1 [Harper scout kit for bard]?

Successfully installed Press ENTER to exit
17. KITS

17.12 **Pirate Kit v1.1**

~PIRATE/SETUP-PIRATE.TP2~

With this kit you can convert your character into a pirate. As any decent pirate, this one has a greedy and talkative parrot, a personal treasure chest and a few other surprises.

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

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

Would you like to display the readme? [N]o

Install Component 0 [Pirate Kit v1.1]?

Install Component 1 [Race du perroquet Coco]?

1. Ara macao (rouge)

2. Ara ararauna (vert-bleu-jaune)

Install Component 3 [Dons inns régionaux]?


2. Pirate de la mer intérieure (mer des étoiles déchues) : Volonté farouche : +10% de résistance magique.


4. Pirate de Zakhara : Maîtrise supérieure du cimetière (6ème étoile de compétence) : Pour les pirates des sables brûlants de Zakhara, les cimetières ordinaires (non enchantés) sont maniés avec une telle maîtrise qu’ils sont considérés comme des armes à deux mains +1, bénéficiant ainsi des mêmes avantages en terme de dégâts, sans l’inconvénient de la lenteur due au poids de ces dernières.

Successfully installed

17.13 **Lyric Bard v1.0**

~SETUP-LYRIC.TP2~

The Lyric kit is a poetic bard, adept at persuasive tasks. Although less suited to casting spells than other bards, the Lyric can use his command over words to affect nearby enemies.

Copy the folder *LyricKit* and the files *lyric-readme.txt*, *lyricsetup.exe* and *lyricsetup.tp2* into your main SoA directory.

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

Would you like to display the readme? [N]o

Install Component 0 [Lyric Bard Kit for BGII]?

Successfully installed

17.14 **Chanter KitMod**

~CHANTERKIT/SETUP-CHANTERKIT.TP2~

Chanters are monk-priests who specialize in the keeping and telling of ancient lore. Imbued by divine power and prymordial secrets, their chants bear powerful magical properties that can aid allies or smite enemies.

Copy the folder *ChanterKit* and the files *Setup-ChanterKit.exe* and *Readme-ChanterKit.txt* into your main SoA directory.

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

Would you like to display the readme? [N]o

Install Component 0 [Chanter Kit]?

Install Component 1 [Chanter gains cleric stronghold instead of bard one]?

Successfully installed

17.15 **Rogue Switch v1.3**

~SETUP-ROGUE-SWITCH.TP2~

This mod contains two interconvertible kits: the "Bardic Switch" and the "Thief Switch". When you choose one of
these Switch kits from the character generation screen, you gain innate abilities that let you switch into another kit and perform its respective abilities in that form. If you want to switch back, you will have to activate the innate ability again of that particular class.

Copy the folder **RogueSwitch** and the files **setup-rogue-switch.exe** and **setup-rogue-switch.tp2** into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o
Install Component 0 [Lux Bardkit, v1, August to October 2009, v1.1 Jan 2010, v1.2 Apr 2010, v1.3 Jun 2010]? [I]nstall
Successfully installed 

17.16 **Auror Kit v4.4.1**
~A4AUROR/SETUP-A4AUROR.TP2~

A unique archer with an exceptional ability to control the forces of Ice and Winter. She is a stalwart protector of the weak and a vicious, cold foe of evil.

*It is named 4.03 in its readme and tp2 file.*

*It is strongly suggested using this kit with a female character unless you have an editor (for example Shadowkeeper) or it will ruin the experience.*

*Gamers’ comment: “It is unbalanced and too powered, for sure.”*

Copy the folder **A4Auror** and the file **Setup-A4Auror.exe** into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Auror Ranger Class Kit for BGII - ToB]?
Successfully installed [Auror Ranger Class Kit for BGII - ToB]

17.17 **The Bear Walker - a Werebear / Ranger Kit v3**
~BEARWALKER/SETUP-BEARWALKER.TP2~

This kit will be available to every race with access to the ranger class. At level 1 he will gain the ability to shapeshift into werebear form.

*The kit is compatible with Divine Remix, and can therefore be installed before or after.*

*The mod version requires the Infinity Animation core mod to be (or get) installed for the true werebear animation.*

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

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English] [N]o
Would you like to display the readme? [N]o
SKIPPING: 0 [BEAR WALKER KIT for Enhanced Editions]?
Install Component 1 [BEAR WALKER KIT]?
   1] Standard version <RECOMMENDED> This version uses the real werebear animation but REQUIRES the [Infinity Animation core mod] to be installed. [1]
   2] Light version <NOT RECOMMENDED> This version only uses the vanilla brown bear animation but DOESN'T REQUIRE the [Infinity Animation core mod] to be installed. [2]
Successfully installed [BEAR WALKER KIT]

17.18 **Holy Avengers v1.02**
~SETUP-RODEUR.TP2~

Holy Avengers are the most feared and rare warriors within the paladin order. The mod also has some extra items.

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

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

Double-click the Setup. The DOS dialogue appears:

Install Component [Holy Avenger Paladin Kit]?
17.19 **Rôdeur de l’ombre v1.0**

~SETUP-RODEUR.TP2~

Shadow Stalkers are a secret sect within the Shadow Druids. They stoop to anything to get her way. They worship in general, the dark goddess Shar and dangerous fighter.

Copy the folder *Rôdeur de l’ombre* and the files *Setup-Rôdeur.exe* and *Setup-Rôdeur.tp2* into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Installation du Kit : Rôdeur de l’ombre]? [Install]
Success installed [Installation du Kit : Rôdeur de l’ombre] Press ENTER to exit

17.20 **Keenmarker v1**

~SETUP-STORM.TP2~

Keenmarkers are unique rangers, who are specialized on bows and arrows. They use their skills to aid goodness, so behaves kind to good people, and may become even more terrible than a deadly nightmare for evil.

Copy the folders *Storm* and *portraits* and the files *Setup-Storm.exe*, *Setup-Storm.tp2*, *installation_help.txt*, *re-adme-keenmarker.doc* into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Storm]? [Install]
Success installed Press ENTER to exit

17.21 **Lion Warrior Kit**

~SETUP-ZULU.TP2~

This ranger combines deadly fighting ability with unmatched wilderness survival skills and a particularly strong connection with Nature. He disdains missile weapons, but few can match his strength in melee.

Copy the folder *JL#ZULU* and the files *setup-zulu.exe* and *setup-zulu.tp2* into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 ['Lion Warrior' ranger kit]? [Install]
Success installed Press ENTER to exit

17.22 **The Silver Fur of Selûne - a Werewolf / Priest Kit v1.2**

~SILVERFUR/SETUP-SILVERFUR.TP2~

This kit will be available to every race with access to the priest class. At level 1 he will gain the ability to shapeshift into werebear form.

*The kit is compatible with Divine Remix, and can therefore be installed before or after.*

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

Double-click the Setup. The DOS dialogue appears:

Choose your language: 1 [Deutsch]
17.23 **Prêtre de Bhaal v1.1**
~SETUP-P!BHAAL.TP2~

Some of the most powerful children of Bhaal managed to use their innate divine essence as chaotic evil cleric.

Copy the folder **Prêtre de Bhaal** and the files **SetupP!Bhaal.exe** and **SetupP!Bhaal.tp2** into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [Installation du Kit : Prêtre de Bhaal - cree par Esprit.]
Successfully installed 0 [Installation du Kit : Prêtre de Bhaal - cree par Esprit.]

Press ENTER to exit

17.24 **Heartwarder of Sune KitMod**
~HEARTWARDERKIT/SETUP-HEARTWARDERKIT.TP2~

This is a cleric kit based on the 3E prestige class of the same name in Faiths and Pantheons. The mod includes some unique icons for the new spells and abilities.

Sune Firehair encourages beauty, passion, and love wherever they may be found. Heartwarders are aesthetes and hedonists who actively seek out pleasure and beauty in all things and who nurture the creation of beautiful objects.

Copy the folder **HeartwarderKit** and the files **Setup-HeartwarderKit.exe** and **Readme-HeartwarderKit.txt** into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [Heartwarder Kit]
Successfully installed 0 [Heartwarder Kit]

Press ENTER to exit

17.25 **Druidic Sorcerer v1.9**
~SETUP-DRUIDSORCERERKIT.TP2~

This kit offers a uniquely powerful magic-user player class. It combines certain abilities of the druid and the sorcerer. The Druidic Sorcerer is undeniably the most powerful class that you can play, but you will have to work for that power. This kit gives an interesting play experience while preventing it from becoming ridiculously powerful.

*This kit is selectable under the Druid tab on character creation, and you must be a human or a half-elf to select it. It is possible that the spells “Torrential Cacophony” or “Fiery Cataclysm” may crash your game. Read carefully the readme!*  
*Note: You can only install one sorcerer. The last installed one will overwrite the previous one.*

Copy the folder **DruidicSorcererKit** and the files **Setup-DruidicSorcererKit.exe**, **Setup-DruidicSorcererKit.tp2** and **Druidic_Sorcerer_Kit_Description.pdf** into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Install Component 0 [DruidicSorcererKit v1.9]?
Install Component 1 [Allow Sorcerer’s to use Druid Items. All sorcerer’s will be affected, but life’s never easy is it]?
Successfully installed Press ENTER to exit

17.26 **Geomantic Sorcerer v5**
~DRUIDSOR/SETUP-DRUIDSOR.TP2~

Geomancy is the art of channeling magical energy from many sources of the earth. This kit is strongly based on the Druidic Sorcerer Kit. The kit combines the sorcerer's spellcasting methods and spells with additional druidic spells and abilities and features its own unique tiered HLA progression and custom spells. If the requirements are fulfilled the abilities are attainable through a very special item given by a genie at the start of...
Chateau Irenicus.

Note: You can only install one sorcerer. The last installed one will overwrite the previous one.

Copy the folder DruidSor and the file setup-druidсор.exe into your main SoA directory.

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 [Geomantic Sorcerer Kit]?
- Install Component 1 [Portraits for Druidic Shapeshifting DO NOT INSTALL THIS IF YOU ARE GOING TO GIVE THE KIT TO A NPC]?
- Successfully installed [N]ot Install

Successfully installed Press ENTER to exit

17.27 Scion of Murder 1.1.0
~SCIONMOD/SETUP-SCIONMOD.TP2~

Some of the Bhaalspawn didn't devoted themselves to some existing deity but turned their conviction inward, cultivating their own divine spark and reaping the nascent power of their progenitor.

Copy the folder ScionMod and the file setup-ScionMod.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

- Install Component 0 [Relax Restrictions]?
- Install Component 1 [Scion Kit]?
- Successfully installed [I]nstall

Successfully installed Press ENTER to exit

17.28 The Elven Package v0.95
~SETUP-ELVEN_PACK.TP2~

This mod adds two new kit for Elves: The Bladesinger and The Elven Knight.

Copy the folder elven_pack and the files setup-elven_pack.exe and setup-elven_pack.tp2 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

- Choose your language: 0 [English]
- Install Component 0 [The Elven Racial Package]?
- Successfully installed [I]nstall

The readme opens.

17.29 Morituri Kit v3
~MORITURI.TP2~

The Morituri is the incarnation of the warrior whose strenght based not on powerfull armour or magic potions but on unfolding his/her inner qualities through combat experience. He combines the specific skills and feats of the lethal Kensai, the enduring Barbarian, the battlerager Berserker and the lighting fast Monk.

Copy the folder morituri and the files Setup-morituri.exe and Setup-morituri.tp2 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

- Choose your language: 0 [English]
- Install Component 0 [morituri]?
- Install Component 1 [1] Install the Morituri as a warrior
- Install Component 1 [2] Install the Morituri as a paladin
- Successfully installed [morituri]

Successfully installed Press ENTER to exit

17.30 Retaliator Kit v1.3
~RETALIATORKIT/SETUP-RETALIATORKIT.TP2~

The retaliator is a fighter kit, and he does not get on well with others. Judge and executioner in one being, the retaliator has committed himself to the cause of those who are no longer in the position to carry out justice for themselves. The core
tenet of retaliation is that the end always justifies the means.

Copy the folder RetaliatorKit and the file Setup-RetaliatorKit.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component  0  [Retaliator Kit]?  [I]Install
Successfully installed  [Retaliator Kit]  Press ENTER to exit

17.31 Werewarrior v0.31
~WEREWARRIOR/SETUP-WEREWARRIOR.TP2~

A fighter who has devoted all his efforts to learning and controlling the inner beast which dwells in everyone; he can become a werewolf that gains in strength and power over time.

Copy the folder werewarrior and the file Setup-werewarrior.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?  [N]o
Install Component  0  [Werewarrior fighter kit]?  [I]Install
Install Component  1  [Claw proficiency type]?
   1 1) Claws are considered fist weapons (default)
   2 2) Claws are considered daggers
Successfully installed  [Werewarrior fighter kit]  Press ENTER to exit

17.32 Chantelame v6
~PX_CHANTELAME/PX_CHANTELAME.TP2~

The bladesinger is a warrior / mage elf with special fighting techniques.

Copy the folder Px_Chantelame and the files Setup-Px_Chantelame.exe, Chantelame V5.pdf and Chantelame V5 english.pdf into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language:  1 [English]
Install Component  0  [Bladesinger version 5, by Misdrha'al Hymmet, Deratiseur and Isaya]?  [I]Install
Successfully installed  [Bladesinger version 5, by Misdrha'al Hymmet, Deratiseur and Isaya]  Press ENTER to exit

17.33 Blackguard Fighter Kit v1.01
~X0BLACK/X0BLACK.TP2~

The Blackguard epitomizes evil and is a villain of the foulest sort. Some people call these villains "antipaladins" due to their completely evil nature.

Copy the folder x0black and the file setup-x0black.exe into your main SoA directory.

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  [Install Blackguard fighter kit]?  [I]Install
Install Component  1  [Copy portraits]?  [I]Install
Successfully installed  [Install Blackguard fighter kit]  Press ENTER to exit

17.34 Warsling Sniper v1.0
~WARSLINGSNIPERKIT/SETUP-WARSLINGSNIPERKIT.TP2~

The sling is a difficult weapon to master, but in the hands of a warsling sniper it becomes a precise tool of war. Experts of the weapon may come from any race.

Copy the folder WarslingSniperKit and the files Setup-WarslingSniperKit.exe and Readme-WarslingSniperKit.txt into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component  0  [Warsling Sniper Kit]?  [I]Install
17.35 **JKits v6**
~JKITS/SETUP-JKITS.TP2~

This mod adds two fighters kits to the game

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

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

| Install Component | [Kenshei]? | [Undead Eliminator]? | [Amazon]?
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<td>[Install]</td>
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*This kit is incompatible with the same kit from RTT kitpack. It is identical with the Amazon from TDD and Jarno Mikkola's MegaModKits*

Successfully installed

Press ENTER to exit

17.36 **Runiczny Pieśniarz Klingi (Rune Singer Blades) v. 2.0**
~SETUP-RUN.TP2~

Rune Singer Blades are mystical defenders of elven race and the eternal order of Faerûn. Their ancient powers are able to prevent death and destruction, wars and natural disasters.

*This mod is not compatible with TDD fighter kit Mage hunter.*

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

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

<table>
<thead>
<tr>
<th>Install Component</th>
<th>[Runiczny Pieśniarz]?</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>[Install]</td>
</tr>
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<td>1</td>
<td></td>
</tr>
</tbody>
</table>

Successfully installed

Press ENTER to exit

17.37 **Arcane Archer**
~ARCANEARCHER/SETUP-ARCANEARCHER.TP2~

These elven warriors use innate magic talent to supplement their deadly marksmanship. Arcane archers can create special arrows and with them achieve what ordinary fighter cannot.

*This mod conflicts with Refinements (the kit creates arrows but the arrows themselves are not equippable).*

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

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

<table>
<thead>
<tr>
<th>Install Component</th>
<th>[Arcane Archer]?</th>
</tr>
</thead>
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<tr>
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<td>[Install]</td>
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</table>

Successfully installed

Press ENTER to exit

17.38 **Custom Kits: The Spellsword v1.4.1**
~CUSTOMKITS/SETUP-CUSTOMKITS.TP2~

The spellsword is a fighter kit which features monk-like abilities together with many advantages of the fighter class. Because of the spiritual part of the kit your character now has two prime stats (Strength and Wisdom) to cope with.

The kit comes in two flavors. You can choose between the nerfed and the original version.

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

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

Choose your language: 0 [English]
Would you like to display the readme? [No]
Install Component 0 [Spellsword Kit]?
| 0 | 1] Nerfed version |
| 1 | 2] Original version |

SUCCESSFULLY INSTALLED

Press ENTER to exit
17.39 **Armiger Kit v1.0**  
~SETUP-ARMIGER.TP2~

The Armiger is a specialist of defensive fighting style with improved Armour Class and abilities, which relies on counterattacks. Also he has unique HLA ability.

While other warriors rely on speed or canny parries to defend themselves, the armiger trusts in his armor. Armigers create their own protective gear and improve it over time. They can stand before dozens of opponents, confident that their armor will shield them from harm.

Copy the folder **Armiger** and the files **Setup-Armiger.exe** and **setup-Armiger.tp2** into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

```
Install Component 0 [Shieldbearer kit]? [I]nstall
Successfully installed
```

Press ENTER to exit

17.40 **Samurai Kit v1.0 by MauroIava**  
~SAMURAIKIT/SETUP-SAMURAIKIT.TP2~

*not to be confused with Samurai Kit by Greener.*

Known for their matchless bravery and strict code, they are cultured warriors who strive to be courteous, brave, and unswervingly loyal to their overlord.

*This mod is incompatible with the same kit from RTT kitpack.*

Copy the folder **SamuraiKit** and the file **Setup-SamuraiKit.exe** into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

```
Install Component 0 [Samurai Kit]? [I]nstall
Successfully installed
```

Press ENTER to exit

17.41 **Tempest KitMod v1.0**  
~TEMPEST/SETUP-TEMPEST.TP2~

The Tempests are group of warriors that have an innate ability to control lightning. Through their training, they specialize in fighting with two swords, strike hard and fast, learn devastating lightning based attacks, and are deadly foes. However, their fighting style only lets them wear studded leather armour, and the containment of their powers is taxing on their bodies.

Copy the folder **Tempest** and the file **Setup-Tempest.exe** into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

```
Install Component 0 [Tempest]? [I]nstall
Successfully installed
```

Press ENTER to exit

17.42 **Elementalist Kits vBeta1**  
~ACIDELEM_BETA1.TP2~

Acid Elementalist is specialized in spells and weapons inflicting acid damage.

Copy the folder **acidelem_beta1** and the files **Setup-acidelem_beta1.exe** and **acidelem_beta1.tp2** into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

```
Install Component 0 [Acid Elementalist Kit]? [I]nstall
Successfully installed
```

Press ENTER to exit
17.43 Diablo2 Kit Pack - The Amazon v0.4
~SETUP-D2AMA.TP2~

This powerful woman warrior is accustomed to fighting to defend her own. While her skill with the bow rivals that of the Rogues, the Amazon is also adept in the use of spears and other throwing weapons, as well as in hand to hand combat. The Amazon is much sought after as a mercenary, in which type of service she will be loyal as long as her own ends are also served.

Copy the folder d2ama and the files d2ama.exe and d2ama.tp2 into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:
Install Component 0 [Diablo2 Amazon Kit]?
Successfully installed 0 [American English]
[!]Install
Press ENTER to exit

The Read Me opens.

17.44 Diablo2 Kit Pack - The Assassin Ver 0.2
~D2ASN/SETUP-D2ASN.TP2~

The Assassins are an ancient order originally founded to hunt down and eliminate rogue mages within their own ranks. The Assassin's bag of tricks includes traps and other infernal devices, martial arts, and powerful mental abilities.

Copy the folder d2asn and the file d2bar.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:
Install Component 0 [Diablo2 Assassin Kit]?
Install Component 1 [Extend the enemy level limit of Corpse Explosion casted by Death Sentry to LV32]?
Install Component 2 [Turns off the white wiffle ball animation of Weapon Block]?
Successfully installed [!]Install
[N]ot Install
Press ENTER to exit

The Read Me opens.

17.45 Diablo2 Kit Pack - The Barbarian v1.0
~SETUP-D2BAR.TP2~

Ceaseless warfare and the constant struggle to survive in the hostile wilderness are evident in the Barbarian's sturdy and powerful frame. Though perhaps lacking the sophistication of his civilized contemporaries, the Barbarian has an acute awareness of his surroundings. He believes that he can improve his superb battle tactics by calling upon the totemic animal spirits to infuse him with supernormal strengths and abilities.

Copy the folder d2bar and the files d2bar.exe and d2bar.tp2 into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:
Install Component 0 [Diablo2 Barbarian Kit]?
Successfully installed 0 [American English]
[!]Install
Press ENTER to exit

The Read Me opens.

17.46 Diablo2 Kit Pack - The Necromancer v0.7
~SETUP-D2NEC.TP2~

The Necromancer is an unseemly form of sorcerer whose spells deal with the raising of the dead and the summoning and control of various creatures for his purposes. No doubt the power of the Necromancer is the stuff of nightmares.

Copy the folder d2nec and the files d2nec.exe and d2nec.tp2 into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:
Install Component 0 [Diablo2 Necromancer Kit]?
Successfully installed 0 [American English]
[!]Install
Press ENTER to exit
The Read Me opens.

17.47 Diablo2 Kit Pack for BG2 - The Paladin v0.9
~SETUP-D2PAL.TP2~

A battle-ready warrior for whom faith is a shield, the Paladin fights for what he believes to be right. His steadfastness gives him powers to bestow blessings to his friends and wreak cruel justice on foes. There are those who call the Paladin an overwrought zealot, but others recognize in him the strength and goodness of the Light.

Copy the folder d2pal and the files SETUP-d2pal.exe and SETUP-d2pal.tp2 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language:
Install Component 0 [Diablo2 Paladin Kit]?
Successfully installed

Press ENTER to exit

17.48 Jedi & Sith Kits v1.1
~SETUP-JEDI_SITH.TP2~

This mod will introduce two fighter kits Jedi and Sith, who are from Star Wars, into your game. The Jedi are well known for their talent in manipulating The Force. Their Force powers can penetrate magic resistance. The Jedi are good at fighting with lightsabers, but can not fight in armors. The Sith are much like the Jedi, except for they believe in the dark side of The Force while the Jedi believe in the light side of The Force.

Copy the folder Jedi&Sith and the files Setup-Jedi&Sith.exe and Setup-Jedi&Sith.tp2 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language:
Install Component 0 [Jedi & Sith Kits (ToB Required)]?
Successfully installed

Press ENTER to exit

17.49 MegaModKits v1.01L
~MEGAMODKITS/MEGAMODKITS.TP2~

The kits in the large mods mostly are only usable by one NPC. This mod resurrects them in their full potential, adds missing bam files and makes the kits useable for any races the player character is, or they have fewer restrictions.

Take care not to install kits that are already installed together with its original mods.

Copy the folder MegaModKits and the file setup-MegaModKits.exe into your main SoA directory.

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 [Battle Priest of Tempus Kit, available for all Clerics]?
Successfully installed

Press ENTER to exit

from TDD
Install Component 1 [Charming Rogue Kit, available for all Thieves]?
[Install]
from Vlad's Compilation component Continuous and Custom Kit Imoen - This component is incompatible with CtB because in spell.ids both of them use the same literal number for different symbolic identifiers.

Install Component 2 [Cleric of Tempus Kit, available for all Clerics]?
[Install]
from NEJ
Install Component 3 [Firewalker Kit, available for all Fighters]?
[Install]
from Vlad's Compilation component Firewalker Shar-Teel (custom kit and continuous character)

Install Component 4 [Moon Knight Kit, available for all Paladins]?
[Install]
from NEJ
Install Component 5 [Pit Fighter Kit, available for all Fighters]?
[Install]
from TDD
Install Component 6 [Priest of Sylvanus Kit, available for all Druids]?
[Install]
from Vlad's Compilation component Priest of Sylvanus (Druid) Kit and Improved Character Jaheira

Install Component 7 [Bladesinger Kit, available for Human, Elf and Half-Elf Fighters]?
[Install]
from TDD
Install Component 8 [Delver Kit, available for all Thieves]?
[Install]
### 17.50 RPG Dungeon Kit Pack

~~SETUP-RPG-KP.TP2~~

A mod that alters a few kits, adds more for various classes and adds a few new spells.

As of Refinements v4 there is no need any more to install this mod after Refinements.

Copy the folder **RPG-KP** and the files **Setup-RPG-KP.exe**, **Setup-RPG-KP.tp2** and **rpg_uninstall.bat** into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Component</th>
<th>Description</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kitpack Component 0</td>
<td>Kitpack Component - Soldier Kit</td>
<td><img src="install.png" alt="Ask about each one?" /></td>
</tr>
<tr>
<td>Kitpack Component 1</td>
<td>Kitpack Component - Wizardslayer Enhancements</td>
<td><img src="install.png" alt="Not Install" /></td>
</tr>
</tbody>
</table>

After installing, all wizard slayers in the game (including Kitanya and the player character if applicable) will be changed. Don’t install any of the Wizard Slayer components from Ashes of Embers, Grey Acumen’s Kit Improvements, Konalan’s Tweaks or Kitanya NPC with this component because they also alter the wizard slayer kit.

<table>
<thead>
<tr>
<th>Component</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kitpack Component 2</td>
<td>Kitpack Component - Ice Knight</td>
</tr>
</tbody>
</table>

This old single kit mod was converted to WeiDU and is nowhere else included.
The Spellweaver component is incompatible with the Druidic Sorcerer mod respectively Geomantic Sorcerer Kit to some extent. It seems the game only allows 24 high level abilities, so both new sets of HLAs don't fit in the sorcerer's HLA table. You can play a spellweaver with the Druidic Sorcerer installed, but s/he will only get the standard Sorcerer HLAs.

This component is incompatible with Cal-Culator.

The Spellweaver component is incompatible with the Druidic Sorcerer mod respectively Geomantic Sorcerer Kit to some extent. It seems the game only allows 24 high level abilities, so both new sets of HLAs don't fit in the sorcerer's HLA table. You can play a spellweaver with the Druidic Sorcerer installed, but s/he will only get the standard Sorcerer HLAs.

This component is incompatible with Cal-Culator.

This is the same component as from Sorcerer's Place Item Collection, here however in revised form, so that they do not overwrite no more the original items.

**The Archer of Sylvanus kit is incompatible with Refinements.**

With this mod you can add 6 kits to the game: 1 fighter, 1 ranger, 1 paladin, 1 druid, 1 tief and 1 bard. It is recommended that the kits be installed after other item and kit mods. The B.G World Installpack will handle this correctly for you.

Archer of Sylvanus and Sylvan Mystic should be installed after the Divine Remix mod and after other item mods. It is unlikely but possible that the Sylvan Mystic kit, Archer of Sylvanus kit and Arcane Fist kit may cause some compatibility problems with mods that alter the „Specialty Priest Of Talos“ cleric kit, „Undead Hunter“ paladin kit and „Spe-
cially Priest Of Lathander" cleric kit due to some usability hacks that were implemented for the item restrictions. It is recommended that the kits be installed after other item and kit mods but before tweak mods.

17.52 Paladins of Faerûn Kitpack v5
~POFKITS/SETUP-POFKITS.TP2~

This mod is a collection of 18 new kits, each of them can be installed separately.

Copy the folder Pofkits and the file Setup-Pofkits.exe into your main SoA directory.

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 [Remove vanilla kits (from G3 Kit Remover)]? [N]ot Install
Install Component 1 [Install Mercenary kit (fighter)]? [I]nstall
Install Component 2 [Install Streetfighter kit (fighter)]? [I]nstall
Install Component 3 [Install Knight kit (fighter)]? [I]nstall
This kit is incompatible with Knight Paladin kit from ROT or Knight kit from Enhanced BG2.
Install Component 4 [Install Mercenary kit (paladin)]? [I]nstall
Install Component 5 [Install Votary kit (paladin)]? [I]nstall
Install Component 6 [Install Medicinian kit (paladin)]? [I]nstall
Install Component 7 [Install Scout kit (ranger)]? [I]nstall
Install Component 8 [Install Seeker kit (ranger)]? [I]nstall
Install Component 9 [Install Tempest kit (ranger)]? [I]nstall
Install Component 10 [Install Expert kit (thief)]? [I]nstall
Install Component 11 [Install Arcane trickster kit (thief)]? [I]nstall
Install Component 12 [Install Thug kit (thief)]? [I]nstall
This kit is incompatible with incompatible with TDD kitpack which contains same kit.
Install Component 13 [Install Spellsinger kit (bard)]? [I]nstall
Install Component 14 [Install Beguiler kit (bard)]? [I]nstall
Install Component 15 [Install Dervish kit (bard)]? [I]nstall
Install Component 16 [Install Weather enchanter kit (druid)]? [I]nstall
Install Component 17 [Install Hivemaster kit (druid)]? [I]nstall
Install Component 18 [Install Blighter kit (druid)]? [I]nstall
Install Component 19 [Assign to Cernd Weather Enchanter kit (works)]? [N]ot Install
Install Component 20 [Assign to Keldorn different kit]? [N]ot Install
Install Component 21 1] Votary kit (works)
Install Component 22 2] Militarist Kit
Install Component 23 [Assign to Anomen Knight kit]? [N]ot Install
Install Component 24 [Assign to Mazzy Knight kit]? [N]ot Install
Install Component 25 [Assign to Haer’dalis Dervish kit]? [N]ot Install
Install Component 26 1] Scout Kit
Success installed Press ENTER to exit

With this mod you can add 18 kits to the game: 3 fighters, 3 rangers, 3 paladins, 3 druids, 3 thieves and 3 bards. It is recommended that the kits be installed after other item and kit mods. The B.G World Installpack will handle this correctly for you.

17.53 Derat's Unused Kits Pack v14
~DERATS_KITS/SETUP-DERATS_KITS.TP2~

This mod offers interesting kits of the rarely performed" pure" classes (without multiclassing). Hence the term "un-used".

As of Refinements v4 there is no need any more to install this mod after Refinements. If you wish to use katanas, you need to install this mod after Item Upgrade Ruad, Rolles and all mods that add new katanas.

Never Ending Journey and Shadows Over Soubar cause a conflict with the animations slots of DUKP (especially Maitre de l'essaim, Chasseur de vermine, Belluaire), because the fire beetle, rhinoceros beetle and bread beetle from DUKP use the same slots as the guardian, frost giant and lizard king from Never Ending Journey. The properties of the installed creatures are not affected, only the animation may seem strange.
Copy the folder Derats_kits and the file Setup-Derats_kits.exe into your main SoA directory. 

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?

Install Component 0 [Fighter (half-orc) Kit : Hatred Carrier]?
Install Component 1 [Ranger Kit : Hunter of Vermin]?

conflict with the animations of NeJ and SoS

Install Component 2 [Cleric Kit : Preacher of Flames]?
Install Component 3 [Druid Kit : Master of the Swarm]?

Install Component 4 [Shadow Surveyor]?

Install Component 5 [Mage Kit (it replaces the summoner) : Savant Artilleryman]?
Install Component 6 [Wizard Kit : Sorcerer]?
Install Component 7 [Dual-Class Fighter -> Mage Kit : Warlord]?

This kit must be installed after Spell Revisions.

Install Component 8 [Multi-Class Fighter/Mage (elf) Kit : Bladesinger]?

This component changes the weapon proficiencies for fighter-mages.

Install Component 9 [Multi-Class Cleric/Mage (human) Kit : Theurgical Explorer]?

Successfully installed

Press ENTER to exit
If you want more informations about HLA modifications read the related chapter in the appendix.

18.1 One Pixel Productions v4 (2)

~1PP/1PP.TP2~

**NOTE:** This mod must be installed in two steps! Only the components Core paperdolls and Core content patches should be installed before Item Revisions. All the others components must be installed to the end of the megamod.

For full description see step (1)

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

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 101 [Core paperdolls]? [N]ot Install

Required for most of the components that follow.

This component is mostly included in Item Revisions but the One Pixel Productions component is more up-to-date.

Install Component [Extended palette entries]? [N]ot Install

This component raises the count of available colours from 116 to 256

102 1] Compatibility install only

only for Mac OS X

Install Component 103 [Full install (recommended)] [I]nstall

104 [GUI additions for BGII]? [I]nstall

This component is neither compatible with LadeJarl Tutu's GUI nor with W_GUI.

Do you want to include SoA style loading screens for ToB?

1. Yes please.
2. Keep loading screens unchanged.

PLEASE ENTER 1 OR 2

Install updated fonts? (may cause issues with languages using different font .BAMs)

1. Yes please.
2. Keep fonts unchanged.

PLEASE ENTER 1 OR 2

Use mixed case labels?

1. Yes please.
2. No thank you.

PLEASE ENTER 1 OR 2

[Avatar fixes]?

105 [I]nstall

Requires component 101

Fully compatible with Item Revisions

Install Component [Female Dwarves]?

This .exe patch allows separate animations for female and male dwarves AND female gnomes.

106 1] Separate Avatars for Female Dwarves - Baldur's Gate II [1]
107 2] Separate Avatars for Female Dwarves - Icewind Dale II
108 3] Separate Avatars for Female Dwarves - Icewind Dale II EU
109 4] Separate Avatars for Female Dwarves - Icewind Dale I HoW

Install Component [Thieves Galore]?

This .exe patch supports full thief animation avatar sequences. This component will fail to install if Infinity Animations is already installed.

110 1] IWD HoW/TotL - Unique Thief Avatars [2]
111 2] BGII - Unique Thief Avatars
112 3] IWDII - Unique Thief Avatars
This is an improved version of the Tweaks Anthology component [Change Avatar When Wearing Robes or Armor (Galactygon)]. You may not install both together.

Note that 3D support has to be enabled for this component to work properly. In the baldur.ini there should be a line 3D Acceleration=1 under [Program Options]. If you run your game with software rendering mode, it is not recommended to install this.

WARNING: This component will only work properly with 3D support enabled (alpha blending). Installing this component on BG2 in software rendering mode IS NOT A GOOD IDEA.
1. I understand and want to continue.
2. Cancel installation.
PLEASE ENTER 1 OR 2

Install Component 113  [Smart Avatar & Armour Switching]?
[Install]

Install Component 114  [Softer Spell Effects]?
[N]ot Install

Please enter 1 or 2.

1. I understand and want to continue.
2. Cancel installation.

Please enter 1 or 2.

Do you want to include updated potion graphics?
1. Yes please.
2. Heavens no -- “Everything” but Potions!

Please enter 1 or 2.

There are two choices for the appearance of weapons wielded by solars. Please pick your preference:
1. New appearance (solid object with glow)
2. As in BGII vanilla (blurry bright glow all over)

Please enter 1 or 2.

This mod enhances the abilities of clerics and mages. New spells, new kits (6 clerics, 1 fighters), new weapons and abili-
ties.

**NOTE:** 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.

Copy the folder AshesofEmbers and the files setup-ashesofembers.exe, setup-ashesofembers.tp2 and setup-ashesofembers.bat into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]

Install Component 0 [Sensitive 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.

The improved version of this component is included in the b!tweak mod.

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

Don’t use this component together with the Wizard Slayer Rebalancing mod.

Install Component 5 [Priest of Oron Kit]? [I]nstall

Install Component 6 [Priest of Lahan-Riyashal Kit]? [I]nstall

Install Component 7 [Priest of Thieron Kit]? [I]nstall

Install Component 8 [Priest of Cathoun Kit]? [I]nstall

Install Component 9 [Priest of Yathar Kit]? [I]nstall

Install Component 10 [Priest of Uulix Kit]? [I]nstall

Install Component 11 [Pit Fighter Kit]? [I]nstall

Install Component 12 [New Armour (Scale, Banded, and Field Plate)]? [N]ot Install

SKIPPING 13 [Sensitive weapon restrictions for BG1tutu]?

This component is possible only with Tutu

Install Component 14 [Sensitive weapon restrictions for SoA (non-mod weapons)]? [I]nstall

Not together with the Item Revisions main component, because it completely overwrites existing IR item descriptions.

This component changes the weapon proficiencies for nearly all kits and thus it is not compatible with any mod or component that also change the weapon proficiencies.

Install Component 15 [Sensitive weapon restrictions for ToB (non-mod weapons)]? [I]nstall

Not together with the Item Revisions main component, because it completely overwrites existing IR item descriptions.

This component changes the weapon proficiencies for nearly all kits and thus it is not compatible with any mod or component that also change the weapon proficiencies.

Install Component 16 [SoA Anomen’s new proficiencies (Long Sword, Spear, Xbow)]? [N]ot Install

Requires the component Sensible weapon restrictions for SoA

Not together with the b!tweak component Anomen gets sensible proficiencies in SoA (Ghreyfain - CTDproof), because so the game will still crash. Better use b!tweak to select Anomen’s weapon profs and not install that component of AoE.

Install Component 17 [ToB Anomen’s new proficiencies (Long Sword, Spear, Xbow)]? [N]ot Install

Requires the component Sensible weapon restrictions for ToB

Not together with the b!tweak component Anomen gets sensible proficiencies in ToB (Ghreyfain - CTDproof), because so the game will still crash. Better use b!tweak to select Anomen’s weapon profs and not install that component of AoE.

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

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

Install Component 20 [SoA Keldorn’s new proficiencies (Crossbow becomes Spear)]? [N]ot Install

Requires the component Sensible weapon restrictions for SoA

Install Component 21 [ToB Keldorn’s new proficiencies (Crossbow becomes Spear)]? [N]ot Install

Requires the component Sensible weapon restrictions for ToB

Successfully installed

Press ENTER to exit

The readme opens.

Press close in the “Ashes of Embers Setup” window.
18.3 Oversight v16 (2)
~SETUP-OVERSIGHT.TP2~

This mod enhances the Monk High Level Abilities, improves the classification of NPCs, adds a tougher Sendai and more.

**NOTE:** 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 BG2 Fixpack, all the others much later after the installation of Big Picture!

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 ...

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?

Install Component 0 [Tougher Sendai (ToB Required)]? [N]ot Install

This component must be installed at the beginning of the megamod. Not together with "Improved Sendai" from the BP mod.

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]nstall

Install Component 3 [Altered Spells]? [I]nstall

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) or NPC Strongholds.

Install Component 6 [Monk High Level Abilities]? [I]nstall

Install Component 7 [Holy Liberator]? [I]nstall

Install Component 8 [Expanded Brynlaw]? [I]nstall

Install Component 9 [Equalizer Longbow]? [N]ot Install

Install Component 10 [Lanthorn Lenses]? [I]nstall

Successfully installed Press ENTER to exit

The readme opens.

With this mod you can add 1 paladin kit to the game. The B.G World Installpack will handle this correctly for you.

18.4 Druid Kit Enhancements v1.0
~PHORD_DRUIDKITS/SETUP-PHORD_DRUIDKITS.TP2~

This mod enhances and improves the druids' abilities

Requires Dispel Magic fix, whether ToBEx's or Taimon's.

Copy the folder phord_druidkits and the file setup-phord_druidkits.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o

Install Component 0 [Druj Kit Revisions]? [I]nstall

Install Component 1 [Make Cernd Totemic]? [I]nstall

The components 14 Cernd: Totemic Druid-Kit from Jarl’s BGT Tweak Pack and Cernd from NPC Tweak also change Cernd.

Successfully installed [Druj Kit Revisions] Press ENTER to exit

18.5 Animal Companions v1.6
~ANIMALCOMPANIONS/SETUP-ANIMALCOMPANIONS.TP2~

With this mod, all ranger and druid main characters can choose one of nine animal companion that will follow you around on your adventures and even increase in power as you do.
The optional component to allow animal companions to be resurrected by the Rod of Resurrection, will override any changes other mods might previously have made to the Rod of Resurrection.

Copy the folder AnimalCompanions and the file Setup-AnimalCompanions.exe into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Choose your language: 1 [Deutsch]
Would you like to display the readme? [N]o
Install Component 0 [Animal Companions For All Rangers (Optional: Druids)]? [I]ntall
ALLOW DRUIDS TO GET ANIMAL COMPANIONS TOO?
PLEASE CHOOSE ONE OPTION:
[0] NO, don't allow druids to get animal companions.
[1] YES, allow druids to get animal companions too.
PLEASE ENTER A NAME FOR YOUR ANIMAL COMPANION:
YOU ENTERED: <<< "Your Name" >>>
IS "Your Name" CORRECT?
PRESS [1] to proceed the installation with Your Name.
PRESS any other button to enter a new name.
Successfully installed [Animal Companions For All Rangers (Optional: Druids)] Press ENTER to exit

18.6 Song and Silence v9
~SONG_AND_SILENCE/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.

Copy the folder song_and_silence and the file setup-song_and_silence.exe into your main SoA directory. 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]nstall

This component changes the weapon proficiencies for Thief (nur 2WEAPON), Mage-Thief, Cleric-Thief, Assassin, Bounty-Hunter.

Install Component 1 [Add new bardic store and thief items]? [I]nstall
Install Component 2 [Install Acrobat bard kit]? [I]nstall
Install Component 3 [Install Chorister bard kit]? [I]nstall
Install Component 4 [Install Dirgesinger bard kit]? [I]nstall
Install Component 5 [Install Gypsy bard kit]? [I]nstall
Install Component 6 [Install Adventurer thief kit]? [I]nstall
Install Component 7 [Install Burglar thief kit]? [I]nstall
Install Component 8 [Install Soulknife thief kit]? [I]nstall
Install Component 9 [Install Sharpshooter thief kit]? [I]nstall
Install Component 10 [Install Shadowdancer thief kit]? [I]nstall

You must have the first component installed to use this one.

Successfully installed Press ENTER to exit

The readme opens.

With this mod you can add 9 kits to the game: 4 bards and 5 thieves. The B.G World Installpack will handle this correctly for you.
18.7 **Sword and Fist v10**

~SWORD_AND_FIST/SETUP-SWORD_AND_FIST.TP2~

This mod extends the options of the fighters and monks.

Copy the folder **sword_and_fist** and the file **setup-sword_and_fist.exe** into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Would you like to display the readme? [N]o
Install Component 1 [Monk Remix]? [I]nstall
Install Component 30 [Hexblade Fighter Kit]? [I]nstall
Install Component 31 [Duelist Fighter Kit]? [I]nstall
Install Component 32 [Fist of Order Fighter Kit]? [I]nstall
Install Component 33 [Blackguard Fighter Kit]? [I]nstall
Install Component 34 [Install Dusblade fighter kit (by ronin69hof, ronin60hof@gmail.com)]? [I]nstall
Successfully installed [Monk Remix]

Press ENTER to exit

The readme opens.

*With this mod you can add 5 fighter kits to the game.*

18.8 **Divine Remix v8.1 (1)**

~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~

(former: Cleric Remix)

**NOTE:** This mod must be installed in two steps! The component 1000 must be installed after any mod and component which adds or changes cre files.

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, necromantic, 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.

Divine Remix also changes the default Cleric kits from vanilla BGII (Priests of Lathander, Helm and Talos) to the much more complex Morninglord of Lathander, Watcher of Helm and Stormlord of Talos. These are not additional kits but replacements for the originals.

IR, SR, RR, 1pp, and item mods generally should be installed before DR. This mod must be installed after Oversight, because it corrects some errors from Oversight. Divine Remix has to be installed after any mods that add Cleric/Paladin/Druid/Ranger Kits (or else they'll have empty spell books).

High level ability mods like Vecna may not be compatible. Spell packs are fully compatible, though if the player wishes to use the sphere system, it is recommended that spell mods be installed prior to Divine Remix.

SCS has slight compatibility issues with Divine Remix. Divine Remix rearranges the spellbooks of some potentially-hostile priests and SCS, not knowing this, will fail to use their spells effectively. This is unlikely to have any significant effect on play, though.

**WARNING:** The component 1000 "Implement sphere system" causes the game to crash as soon as you click the "New Game" button. You can either use DRv7 with the sphere system or DRv8 without it. DRv7 uses the same component numbers except for the sphere system. Use component 0 "Divine Remix Core Components (Required for Everything)" instead.

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

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 Removers]? [N]o
Would you like to display the components from [Ranger Remix Components]? [Y]es
Would you like to display the components from [Duelist Remix Components]? [Y]es
Would you like to display the components from [Hexblade Remix Components]? [Y]es
Install Component

10 [Install new spells]?
11 [Overwrite spells from other mods]
2] Only add spells if not present from other mods [2]

Install Component [Remove Cleric Kits]?

Press ENTER to exit

- 205 -
This mod will replace the 3 Bioware cleric kits with its own kits. Additionally you can add another 16 kits to the game: 10 clerics, 1 druid and 5 rangers. Not all of them are available for every race.
NOTE: This mod must be installed in two steps!

In any case, Quest Pack should be installed before Rogue ReBalancing.
iiItem should be installed before Rogue ReBalancing components "Chosen of Cyric Encounter" and "Shadow Thief Improvements" if both mods are to be used together.
The "Summons/NPCs Set Off Traps" component of DingO’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.

As of Refinements v4 there is no need any more to install the "Thief High Level Ability revisions" and "Bard High Level Ability revisions" components after Refinements, instead they should be installed before.
The components "Revised Thievery" and "Shadow Thief Improvements" add their own scripts to lot of creatures. As a result, some creatures have all 5 script slots filled and SCS would skip those creatures. To avoid this both components must be installed after SCS.

Copy the folder RR and the file Setup-RR.exe into your main SoA directory.
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]? [I]nstall
This component is not compatible, and not necessary, with SoB's component #120 "WPO - Weapon Category Collapse".
Install Component 1 [Thief kit revisions]? [I]nstall
Install Component 2 [Thief High Level Ability revisions]? [I]nstall
Install Component 3 [Proper racial adjustments for thieving skills]? [I]nstall
Install Component 4 [Bard kit revisions]? [I]nstall
Install Component 5 [Bard High Level Ability revisions]? [I]nstall
Install Component 6 [Proper spell progression for Bards]? [I]nstall
Install Component 7 [Additional equipment for Thieves and Bards]? [I]nstall
Install Component 8 [Upgradeable Equipment]? [I]nstall
Install Component 9 [Revised Thievery]? [N]ot Install
  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
The part of iiItem which adds random items to creatures could possibly cause some slowdown when used in conjunction with the "Chosen of Cyric" so it is recommend not installing iiItem alongside the aforementioned component of Rogue ReBalancing.
Resurrected igi’s Spell System Adjustments mod is probably incompatible with this component.
Install Component 12 [Shadow Thief Improvements]? [N]ot Install
The part of iiItem which adds random items to creatures could possibly cause some slowdown when used in conjunction with the "Shadow Thief Improvements" so it is recommend not installing iiItem alongside the aforementioned component of Rogue ReBalancing.
Resurrected igi’s Spell System Adjustments mod is probably incompatible with this component.
Install Component 12 [BG2-style icons for RR content]? [N]ot Install
Successfully installed 999
Press ENTER to exit

18.11 Ashes of Embers v27 (2)
~SETUP-ASHESOFEMBERS.TP2~

This mod enhances the abilities of clerics and mages. New spells, new kits (6 clerics, 1 fighters), new weapons and abilities.

NOTE: 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.

If not already done, copy the folder AshesofEmbers and the files setup-ashesofembers.exe, setup-ashesofembers.tp2 and setup-ashesofembers.bat into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Choose your language: 0 [English]
In stall Component

<table>
<thead>
<tr>
<th>Component</th>
<th>Description</th>
<th>Installed?</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Sensible weapon restrictions for mods?</td>
<td>![Install]</td>
</tr>
<tr>
<td>1</td>
<td>Nerfed Spells (Iron/Stoneskin)?</td>
<td>![Not Install]</td>
</tr>
<tr>
<td>2</td>
<td>Unique weapons (bolas and katars)?</td>
<td>![Install]</td>
</tr>
<tr>
<td>3</td>
<td>Throwing Spears?</td>
<td>![Not Install]</td>
</tr>
<tr>
<td>4</td>
<td>Wizard Slayer kit MR bonus (8% + 4%/level)?</td>
<td>![Not Install]</td>
</tr>
<tr>
<td>5</td>
<td>Priest of Oron Kit?</td>
<td>![Not Install]</td>
</tr>
<tr>
<td>6</td>
<td>Priest of Lahan-Riyashal Kit?</td>
<td>![Not Install]</td>
</tr>
<tr>
<td>7</td>
<td>Priest of Thieron Kit?</td>
<td>![Not Install]</td>
</tr>
<tr>
<td>8</td>
<td>Priest of Cathoun Kit?</td>
<td>![Not Install]</td>
</tr>
<tr>
<td>9</td>
<td>Priest of Yathar Kit?</td>
<td>![Not Install]</td>
</tr>
<tr>
<td>10</td>
<td>Priest of Uulix Kit?</td>
<td>![Not Install]</td>
</tr>
<tr>
<td>11</td>
<td>Pit Fighter Kit?</td>
<td>![Not Install]</td>
</tr>
<tr>
<td>12</td>
<td>New Armour (Scale, Banded, and Field Plate)?</td>
<td>![Not Install]</td>
</tr>
<tr>
<td>13</td>
<td>Sensible weapon restrictions for BG Tutu?</td>
<td>![Install]</td>
</tr>
<tr>
<td>14</td>
<td>Sensible weapon restrictions for SoA (non-mod weapons)?</td>
<td>![Not Install]</td>
</tr>
<tr>
<td>15</td>
<td>Sensible weapon restrictions for ToB (non-mod weapons)?</td>
<td>![Not Install]</td>
</tr>
<tr>
<td>16</td>
<td>SoA Anomen’s new proficiencies (Long Sword, Spear, Xbow)?</td>
<td>![Not Install]</td>
</tr>
<tr>
<td>17</td>
<td>ToB Anomen’s new proficiencies (Long Sword, Spear, Xbow)?</td>
<td>![Not Install]</td>
</tr>
<tr>
<td>18</td>
<td>SoA Viconia’s new proficiencies (Crossbow, Flail, Single-weapon Style, Scimitar, and Short Sword)?</td>
<td>![Install]</td>
</tr>
<tr>
<td>19</td>
<td>ToB Viconia’s new proficiencies (Crossbow, Flail, Single-weapon Style, Scimitar, and Short Sword)?</td>
<td>![Install]</td>
</tr>
<tr>
<td>20</td>
<td>SoA Keldorn’s new proficiencies (Crossbow becomes Spear)?</td>
<td>![Install]</td>
</tr>
<tr>
<td>21</td>
<td>ToB Keldorn’s new proficiencies (Crossbow becomes Spear)?</td>
<td>![Install]</td>
</tr>
</tbody>
</table>

**The improved version of this component is included in the bitweak mod.**

Not together with the Item Revisions main component, because it completely overwrites existing IR item descriptions.

Don’t use this component together with the Wizard Slayer Rebalancing mod.

Not together with the Item Revisions main component, because it completely overwrites existing IR item descriptions.

Requires the component Sensible weapon restrictions for SoA (non-mod weapons)

Not together with the bitweak component Anomen gets sensible proficiencies in SoA (Ghreyfain - CTDproof), because so the game will still crash. Better use bitweak to select Anomen’s weapon profs and not install that component of AoE.

Requires the component Sensible weapon restrictions for ToB (non-mod weapons)

Not together with the bitweak component Anomen gets sensible proficiencies in ToB (Ghreyfain - CTDproof), because so the game will still crash. Better use bitweak to select Anomen’s weapon profs and not install that component of AoE.

Successfully installed

Press ENTER to exit

The readme opens.

Press close in the “Ashes of Embers Setup” window.

With this mod you can add 6 kits to the game: 5 clerics and 1 fighter. You 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. The BG World Installpack will handle this correctly for you.

Not compatible with the Worgas mod.

---

18.12 Tactics v25 (2)

~SETUP-TACTICS.TP2~

For full description see step (1)

You have already copied the folder tactics2 and the files Setup-Tactics.exe and Setup-Tactics.tp2 into your main SoA directory.

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 any component except:
Install Component 26 [Fighter-Class Archer Kit]? 
This kit must be installed separately AFTER "Ashes of Embers - Unique weapons (bolas and katars)" and AFTER "Rogue Rebalancing - Proper dual-wielding implementation for Thieves and Bards".
Install Component 27 [Anti-Paladin Kit]? 
This kit must be installed separately AFTER "Ashes of Embers - Unique weapons (bolas and katars)" and AFTER "Rogue Rebalancing - Proper dual-wielding implementation for Thieves and Bards".
Install Component next component 
Successfully installed 
Press ENTER to exit

18.3 bltweak v4 "Lite"
~SETUP-B!TWEAK_LITE.TP2~

This mod is a small collection of tweaks. It includes an adjusted CTD-proof "Ashes of Embers"-based weapon proficiency system.

For BWP we use the "Lite" version. The full version includes a lot of specially adjustments that are not supportet by BWP. Many of them are already included in other mods.
The mod should be installed before Item Revision's Weapon Changes component.

Copy the folder bltweak_lite and the file setup-bltweak_lite.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Moody Anomen]? 
Install Component 1 [Bardic Reputation Adjustment for BG2 SoA]? 
Install Component 2 [Traveler's Stone]? 
Install Component 3 [Sensible weapon restrictions (based on Ghreyfain's Ashes of Embers)]? 
This component is based on Ghreyfain's "Ashes of Embers", but there have been a few changes. The most notable change is that NPCs can now use their own starting weapons. Or you can just use "Level 1 NPC", which does the same thing more elegantly.
This component must be installed before Item Revision's Weapon Changes component.

Install Component 4 [Anomen gets sensible proficiencies in SoA (Ghreyfain - CTDproof)]? 
Not together with the Ashes of Embers component "SoA Anomen's new proficiencies (Long Sword, Spear, Xbow)" because so the game will still crash. Better use bltweak to select Anomen's weapon profs and not install that component of AoE.
Install Component 5 [Anomen gets sensible proficiencies in ToB (Ghreyfain - CTDproof)]? 
Not together with the Ashes of Embers component "ToB Anomen's new proficiencies (Long Sword, Spear, Xbow)" because so the game will still crash. Better use bltweak to select Anomen's weapon profs and not install that component of AoE.
Install Component 6 [Flexible alignment restrictions for paladins and druids]? 
Successfully installed 
Es öffnet sich die Read Me.

18.14 Thrown Hammers v6.0.1
~HAMMERS/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.

This mod should go after other mods that add or change hammers (including the Spiritual Hammer spell).

Copy the folder hammers and the file setup-hammers.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [Thrown Hammers]? 
Install Component 15 [Thrown Spiritual Hammers]? 
Install Component 25 [Normal throwing hammers]? 
Install Component 35 [+1 throwing weapons]? 
Install Component 50 [Additional magic items]?
18. TWEAKS AND HLA CHANGING MODS

18.15 Daumakan's Item Pack for Baldur's Gate II v1.8
~SETUP-ITEM_PACK~

This mod will add 30 brand new items to Baldur's Gate II, taken from the Icewind Dale series and Planescape: Torment, as well as a few item related tweaks.

For optimal performance, Item Pack should be installed AFTER spell-modifying mods, since the spell-like abilities of some items clone the current spells when installing.

In order to see all the items, you should install Item Pack AFTER:
  - Tactics' Gebhard Blucher's Improved Mae'var
  - Item Upgrade
  - Anishai One Day NPC
  - Questpack's Additional Shadow Thieves' Content

If you have other item-affecting mods, be warned that components 3 and 4 from this mod overwrite items, so you'll only get to see their version or these ones, depending on your install order.

Copy the folder Item_Pack and the files Setup-Item_Pack.exe and Setup-Item_Pack.tp2 into your main SoA directory.

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 [Item Pack]? [I]nstall
Install Component 1 [Extra Items]? [I]nstall
This component also installs a bag of holding, so you don't need the equivalent component from Rolles.
Install Component 2 [Tweaked Items]? [N]ot Installs
This component overwrites items
Install Component 3 [Convenient Free Action Items]? [N]ot Installs
This component overwrites items
Install Component 4 [More Distinguishable Items]? [I]nstall
Install Component 5 [Familiar Faces]? [I]nstall
This will make Joluv and Deirdre appear in Amkethran's Inn.
Install Component 6 [More Work for Cromwell]? [I]nstall
Install Component 7 [Pocket Store]? [I]nstall
Install Component 8 [Item Pack for Tutu/BGT]? [I]nstall
Adds a small amount of the main component's items to the BG1 part of the game.
Install Component 9 [+X% Elemental Damage Items]? [I]nstall
This component requires ToBEx Beta0021 or greater.
Successfully installed

18.16 igi's Item Mod 5b
~IIITEMMOD/SETUP-IIITEMMOD.TP2~

The ilitem mod adds several dozen new items to the game, concentrating on lesser known item types (such as potions, bracers, arrows etc). Items are scattered randomly throughout the game world.

*ilig* should be installed before the "Shadow Thief Improvements" and the "Chosen of Cyric" components of Rogue Rebalancing if both mods are to be used together because the part of ilitem which adds random items to creatures could possibly cause some slowdown when used in conjunction with those components; so it is recommend not installing ilitem alongside the aforementioned components of Rogue Rebalancing.

Copy the folder ilitemMod and the file Setup-ilitemMod.exe into your main SoA directory.

The BG World Fixpack adds a subcomponent to the mod.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English] Would you like to display the readme? [N]ot Installs
Install Component 900 [View Readme]? 1] View readme file now
Install Component 1000 [View Readme] after installation

2000 3] Do not view readme file
Install Component 1 [Items [version 5]]? [I]Install
   Items in the item mod are split into two categories; normal and 'flavour'. Flavour items are items that may have no relevance to the game, though they may add to the atmosphere (e.g. Spear +5 vs Dragons in BG1, where there are no dragons).
   Normal items are always installed, you can choose whether to install flavour items.
   Do you wish to install flavour items
0 Flavour items should be installed [0]
1 Flavour items should NOT be installed
Successfully installed [Items [version 5]] Press ENTER to exit

18.17 Cursed Items Revision v3.5
~CURSED_ITEMS/CURSED_ITEMS.TP2~

This minimod aims to give a little more depth to cursed items.

Install Item Revision's main component BEFORE Cursed Items but all the other components THEREAFTER.

Copy the folder cursed_items and the file Setup-cursed_items.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
   Choose your language: 0 [English] [N]o
   Would you like to display the readme? [N]o
   Install Component 0 [Salk's cursed items revisions]? [I]Install
This component overwrites Item Revisions!
   Install Component 10 [Stone of Recall]? [I]Install
Only available for BGT or (Easy)TuTu
   Successfully installed Press ENTER to exit

18.18 Item Revisions v4 Beta 10 (20 June 2017) (2)
~ITEM_REV/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.

NOTE: This mod must be installed in two steps! The main component of IR overwrites existing items and thus must be installed really early but after BGT. All the others considerably later.

Most content from the One Pixel Productions mod is already included in this mod.
Item Revisions is compatible with 1PPv4 when you follow the suggested installation order:
   Item Revisions is compatible with 1PPv4 when you follow this installation order:
Install before IR's main component:
   101 Core Paperdolls (included in IR but required for other 1PP components)
   400 Core Updates and Item Patches (partially included in IR but required for other 1PP components)
   401 Improved Projectile Effects
Install after IR's main component:
   113 Smart Avatar & Armour Switching
   210 Increased Paperdoll Object Variety (core)
Don't install because they are already included:
   203 Restored Flame Sword Animations
   204 Colourable Quarterstaves
   205 Legacy Shields v2
   206 Additional Shield Animations (core)
   207 Wizards' Staves (core)
   208 Additional Helmet Animations (core)
Many but not all items from One Pixel Productions are also used with this mod. Files already existing will be replaced.
BGT is required for this mod.
The main component of the Item Revisions mod should be installed before Rogue Rebalancing. All other components
of that mod should be installed after Rogue Rebalancing.

You have already copied the folder `item_rev` and the file `setup-item_rev.exe` into your ... `\BGII - SoA` directory quite at the beginning.

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? |

**This component includes already the mod "Horns of Valhalla" and The Tweaks Anthology component "sellable items".**

| Install Component | 1030 | [Store Revisions]?
| Install Component | [Revised Armor]?

**Incompatible with the mod „Full Plate And Packing Steel“.**

| Install Component | 1040 | [Allow Spellcasting in Armor]?
| Install Component | 2 | [With a Chance of Arcane Casting Failure]
| Install Component | 3 | [With Casting Speed Penalties for Arcane Casters]

**Incompatible with the mod „Full Plate And Packing Steel“.**

| Install Component | 9 | [Stealth is Penalized by Armor]
| Install Component | 1101 | [Stealth is Penalized by Armor and Shields]

**Not together with the Ding0's Tweak Pack component "Improved Backstabbing"**

| Install Component | 18 | [PnP Free Action]?
| Install Component | 19 | [More Weapons usable for Backstabbing]
| Install Component | 20 | [All Melee and Ranged Weapons Usable For Backstabbing]

**This component will overlay with the Scales of Balance component 103 "IWO part 3 - light/heavy weapon distinctions" if you install both: heavy weapons will have a -2 penalty to off-hand thac0, and light weapons will have a +1 bonus to both main-hand and off-hand thac0.**

| Install Component | [Backstabbing Penalties for Inappropriate Weapons]?

**The Tweaks Anthology includes with "Wear Multiple Protection Items" a similar component.**

| Install Component | [Remove Weapon Restrictions from Multi-classed Divine Spellcasters]?

**Should not be installed with the SoB components 121 „weapon category collapse“ and 122 „systemic proficiency changes“.**

| Install Component | 1090 | [Clerics Only]
| Install Component | 1091 | [Clerics and Druids]
| Install Component | 1092 | [Clerics Only, With Halved Specialization]
| Install Component | 1093 | [Clerics and Druids, With Halved Specialization]

| Install Component | 15 | [PnP Equipment for Druids]?
| Install Component | 16 | [Druids only]
| Install Component | 1060 | [Kensai Can Wear Bracers]?
| Install Component | 1070 | [Thieves Can Use Wands]?

Successfully installed

Press ENTER to exit

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### 18. TWEAKS AND HLA CHANGING MODS

**PnP Free Action v2**

~FREEACT/SETUP-FREEACT.TP2~

This component ensures Free Action does not cancel or prevent movement bonuses.

Copy the folder `freeact` and the files `setup-freeact.exe` into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

| Choose your language: | 0 [English] |
| Would you like to display the readme? | [N]o |
| Install Component | 10 | [PnP Free Action]?
| Install Component | 50 | [Update spell and item descriptions]?

**This component should be skipped if the main component of either Spell Revisions or Item Revisions is installed.**

Successfully installed

Press ENTER to exit

---

18.19 - 212 -
This mod improves some aspects in the gameplay of Baldurs Gate 2.

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.

Double-click the Setup. The DOS dialogue appears:

Would you like to display the components from [Convenience]? [Yes]
Would you like to display the components from [XP Management]? [Yes]
Would you like to display the components from [Balance]? [Yes]
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]nstall
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

Weaken 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 Notable 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 [Stage Based XP Cap]? choose one:
  8 1] Easy
  9 2] Normal
 10 3] Hard
 11 4] Very Hard

SKIPPING 12 [XP Restorer - Easy]

Only used for Easy Stage-Based XP Cap

SKIPPING 13 [XP Restorer - Normal]

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 Purposes]? [N]ot Install
Install Component 17 [Expanded Spell Progressions for Rangers]? [I]nstall
Install Component 18 [Expanded Spell Progressions for Bards]? [I]nstall
Install Component 19 [Expanded Spell Progression for Paladins]? [I]nstall
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.

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.
18. TWEAKS AND HLA CHANGING MODS

Not compatible with other mods that modify the original bard kits.
Compatible with new bard kits, but can not give them ability of switching songs.
Must be installed after the HLA-revisions of Rogue ReBalancing.

Copy the folder BardSong_BG2_IWD and the files Setup-BardSong_BG2_IWD.exe and Setup-BardSong_BG2_IWD.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Choose your language: 0 [American English] Install Component 0 [Bard Song Switching Patch]? [N]ot Install
Do NOT choose this component, if you've installed Bard kit revisions & Bard High Level Ability revisions in Rogue ReBalancing.
Install Component 1 [Bard Song Switching Patch compatible with Rogue ReBalancing Pack]? [I]nstall
Only if you have installed Rogue ReBalancing before.
This component makes the mod compatible with the HLA-revisions of RR, but not with the changes to the kits.
Successfully installed Press ENTER to exit

18.22 Wizard Slayer Rebalancing v1.13
~WSR/SETUP-WSR.TP2~
This mod re-balances the Wizard Slayers and gives them new abilities.
The mod is not compatible with Grey Acumen's Kit Improvements, Konalan's Tweaks' component „Wizard Slayer Enhancements“, Kitanya's component „Wizard Slayer Revision“ and the Ashes of Embers component „Wizard Slayer kit MR bonus (8% + 4%/level)“

Copy the folder wsr and the file setup-wsr.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Choose your language: 0 [English] Would you like to display the readme? [N]o
Install Component 100 [Wizard Slayer kit revision]? [I]nstall
Install Component 200 [Wizard Slayer High Level Ability revision]? [I]nstall
Install Component 301 [Revised Wizard Slayer item restrictions]? [1] Minimal changes
302 2] Moderate changes
Install Component 999 [BG2-style icons for WSR content]? [I]nstall
Successfully installed Press ENTER to exit
Infinity Animations restores standard animations that mods have overwritten and solves slot and naming conflicts.

This mod consists of the core package for the actual installation and the content packages, which contain the appropriate graphics. (For most megamods all archives are needed.) For a complete installation all necessary packages must be downloaded and unpacked into the appropriate infinityanimations subfolder.

Install this mod after most other mods, particularly those that add creatures or animations, but before any final "biffing" routines.

NOTE: This mod must be installed in two steps! The components "BG1 Character Animations for NPCs" und "BG1 Character Animations for PCs" should be installed only after Level 1 NPCs!

Copy the folder infinityanimations and the file Setup-infinityanimations.exe into your main SoA directory.
Unpack only the following archive into the …\BGII - SoA\infinityanimations\restore folder by choosing the option "No pathnames" with 7-Zip and delete afterwards the empty subfolders:
IA Content: BG2 Restores v2

Unpack the following archives into the …\BGII - SoA\infinityanimations\content folder by choosing the option "No pathnames" with 7-Zip and delete afterwards the empty subfolders:
IA Content 001: Base content v5
IA Content 002: IWDII and unused BGII animations v4
IA Content: Fiends and Genies v6
IA Content: IWD Belhifet and Marilith v2
IA Content: IWD Svirfneblin
IA Content: Miscellaneous NWN Animations I v2
IA Content: Mmoinesse's Avatar Edits (IA compatible version)
IA Content: PST Abishai v2
IA Content: PST Paletted Animations v2
IA Content: Remaining IWD Animations v3
IA Content: Shadows, Harpy, and Frost Giant v2
IA Content: White Wyvern & Dragon, Lady of Pain v2
IA Content: WoRm's NWN ports & Alternate Modron v3
IA Content: WoW Pack Mule

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 [Infinity Animations]?

Required for all components
Install Component 25 [Humanoid Animation Fixes]? [I]nstall
Install Component 50 [Distinctive Genies]? [I]nstall
Install Component 100 [Distinctive Fiends]? [I]nstall
Install Component 150 1] All get the NWN animation
175 2] Some get the NWN animation
Install Component 200 1] All cambions and male tieflings
210 2] All cambions
220 3] Some cambions and male tieflings
230 4] Some cambions

The following mods give the finishing to Baldur's Gate. With 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 really one single big game.
19. MAJOR TWEAKS

Install Component [Alu-Fiend/Madae Animation]?
250 1] All alu-fiends and female tieflings
260 2] All alu-fiends
270 3] Some alu-fiends and female tieflings
280 4] Some alu-fiends

Install Component [Distinctive Undead]?
400 [I]nstall

Install Component [Skeleton Warriors]?
410 1] Barrow Wight animation
415 2] Skeleton animation
420 3] SkeletonA animation

Install Component [Seer Animation]?
450 1] Some beggars and slaves
455 2] Some beggars
460 3] Some slaves

Install Component [Svirfnblin Animations]?
480 1] Animations only
490 2] Animations and sounds

Install Component [More Base Animations]?
500 [I]nstall

Install Component [More Icewind Dale Animations]?
550 [I]nstall

Install Component [More Icewind II Dale Animations]?
600 [I]nstall

Install Component [More Neverwinter Nights Animations]?
650 [I]nstall

Install Component [More Planescape: Torment Animations]?
710 1] 25% of relevant non-joinables
720 2] 50% of relevant non-joinables
730 3] 75% of relevant non-joinables
740 4] Most relevant non-joinables

Install Component [Moinesse’s Avatars for IA]?
7000 1] 25% of relevant non-joinables
7010 2] 50% of relevant non-joinables
7020 3] 75% of relevant non-joinables
7030 4] Most relevant non-joinables

Install Component [BG1 Character Animations for NPCs]?
8000 [N]ot Install

This component should be installed after Level 1 NPCs so it can pick up modded weapons and proficiencies. Do not install this with the 1PP components 203 "Restored flame sword animations" or 204 "Colourable quarter-staves"!

8000 1] 25% of relevant creatures
8010 2] 50% of relevant creatures
8020 3] 75% of relevant creatures
8030 4] Most relevant creatures

Install Component [Fix area creature references]?
9000 [I]nstall

The same component is also included in Aurora’s Shoes and only need be installed once (in whichever of those mods you installed last)

Install Component [BG1 Character Animations for PCs]?
9500 [N]ot Install

This component should be installed after Level 1 NPCs so it can pick up modded weapons and proficiencies. Do not install this with the 1PP components 203 "Restored flame sword animations" or 204 "Colourable quarter-staves"!

9500 1] Prompt for each exported PC
9510 2] Prompt for problematic PCs
9520 3] Patch all PCs without prompting

Install Component [BG1 Animations for Saved Games]?
[Not Install]

Do not install this with the 1PP components 203 "Restored flame sword animations" or 204 "Colourable quarter-staves"!

9600 1] Prompt for each character
9610 2] Prompt for problematic characters
9620 3] Patch all characters without prompting

Install Component [Saved Game Animation Fixer]?
9900 [N]ot Install

9900 1] Correct only LOW animations
9910 2] Correct all animations IA has changed

Successfully installed Press ENTER to exit

PS: One of your packages contains a The Lady’s Shadow.rar. You can delete that - it’s currently unused due to size limitations.
19.2 IA Patch (b5): Moinesse Ninja Fix
~IANINJA/SETUP-IANINJA.TP2~

This fix is only necessary if both Infinity Animations beta5 (or lower) and Angelo are installed.

Copy the folder iaininja and the file setup-ianinja.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Would you like to display the readme?  [N]o
Install Component  0  [IA Moinesse Ninja Fix]?  [I]nstall
Successfully installed  Press ENTER to exit

19.3 Fixed Tanar’ri and Wyvern v2
~MWYVMTAN/SETUP-MWYVMTAN.TP2~

A fix for Infinity Animations.

Copy the folder mwvymtan and the file setup-mwyvmtan.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Would you like to display the readme?  [N]o
Install Component  10  [Wyvern Animation Fix]?  [I]nstall
Install Component  20  [Tanar’ri Animation Fix]?  [I]nstall
Successfully installed  Press ENTER to exit

19.4 IA Content: D2 Bear & Werebear v3.3
~BEAR_ANIMATIONS_D2/SETUP-BEAR_ANIMATIONS_D2.TP2~

A new animation for Infinity Animations

Copy the folder Bear_Animations_D2 and the file SETUP-Bear_Animations_D2.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Install Component  0  [Bear & Werebear animations from D2 requires IAcore mod to be installed]?  [I]nstall
Successfully installed  Press ENTER to exit

19.5 IWDification vBeta5
~IWDIFICATION/SETUP-IWDIFICATION.TP2~

This is a mod that brings some of the elements of Icewind Dale into the Baldur's Gate series of games.

_TobEx is highly recommended for players using the spell packs. Without TobEx, spell selection screens during character creation are limited to 24 spells._

_The fourth-level divine spell relies on Infinity Animations, as the beetles summoned by the spell do not have animations in BG2, and will be skipped without the mod being installed. One of the summons (yeti) for the sixth-level arcane spell Monster Summoning IV will not be available without Infinity Animations, though the spell will otherwise work with the other two summon options._

_Must be installed after Spellpack and Spell Revisions._

Copy the folder iwdification and the file setup-iwdification.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Would you like to display the readme?  [N]o
Install Component  10  [Icewind Dale Casting Graphics (Andyr)]?  [N]ot install
Also available in the Tweaks Anthology mod
Install Component  20  [Commoners Use Drab Colors]?  [N]ot install
Also available in the Tweaks Anthology mod
Install Component  30  [IWD Arcane Spell Pack]?  [N]ot install
This component adds about 30 arcane spells from Icewind Dale.
Install Component  40  [IWD Divine Spell Pack]?  [I]nstall
This component adds about 35 divine spells from Icewind Dale
Install Component  50  [IWD Bard Song]?  [N]ot install

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They also included in Bard Song Switching (Icewind Mode) for BG2 V1.5
Install Component 60 [Two Handed Axe Item Pack]? [I]Install
Successfully installed Press ENTER to exit

19.6 Jastey’s Solaufein (Solaufein’s Rescue) v1.5 (2)
~C#SOLAUFEIN/SETUP-C#SOLAUFEIN.TP2~

For full description see step (1)

Copy the folder c#solaufein and the file setup-c#solaufein.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Choose your language: 0 [Deutsch]
Would you like to display the readme? [N]o
Install Component 0 [Solaufein’s Rescue: Jastey’s Solaufein NPC for BGII]? [N]ot install
Install Component 1 [Give Solaufein in Ust Natha the Mod’s Portrait]? [N]ot install
Install Component 2 [Enable Drider Animations in this Mod]? [I]nstall
Install Component 3 [Install alternative portrait #2 from Chinasky]? [N]ot install
This component must be installed after the core component of Infinity Animations (IA) including the drider animation.
Successfully installed Press ENTER to exit

19.7 Jarl’s BGII Adventure Pack v0.70
~JA#BGT_ADVPACK/SETUP-JA#BGT_ADVPACK.TP2~

This mod expands various content for the BG1-part (BG2-part, planned) of BGT. The mod follows on unfinished, incomplete positions of the original and enhances them.

This mod requires Baldur’s Gate Trilogy.
This mod requires Infinity Animations components “Distinctive Undead” and “More Icewind Dale II Animations”. The BG1 Unfinished Business components #19 “Minor Dialogue Restorations” and #21 “Store, Tavern and Inn Fixes and Restorations” are required.
The TobEx function “CharmPatch” is recommended.
The “Jondalar Fix for BGT” is not needed, because an equivalent fix is included.
SandrahNPC is incompatible with Jarl’s Adventure pack (JA#BGT_AdvPack), as this mod replaces/renames some vanilla non-joinable NPCs which are triggers for Sandrah quests.

Copy the folder JA#BGT_AdvPack and the file Setup-JA#BGT_AdvPack.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Install Component 0 [Sinvolle Fixes & Wiederherstellungen]? [N]ot install
This component arbitrarily shifts vanilla items from one vanilla merchant to another and isn’t really an fix.
Install Component 1 [Jarl’s BGII Adventure Pack]? [I]nstall
This component is not compatible with the mod Tenya Thermidor because you would have two Tenyas if you recruited Tenya as joinable NPC.
Install Component 2 [NSC-Portraits fuer Hauptkomponente]? [I]nstall
Install Component 3 [Die Grotte des Schwarzen Alaric]? [I]nstall
This component is not compatible with the BG1 NPC Project because it adds a second peaceful solution to Seniya dialog, with this you lose the whole Jaheira quest from BG1 NPC Project.
Successfully installed Press ENTER to exit

19.8 One Pixel Productions v4 (3)
~1PP/1PP.TP2~

NOTE: This mod must be installed in three steps! Only the components Core paperdolls and Core content patches should be installed before Item Revisions. All the others components must be installed to the end of the megamod.

For full description see step (1)

You have already copied the folder 1PP and the files setup-1pp.exe and 1pp.tp2 into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
19. MAJOR TWEAKS

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  any component  [N]ot Install except:
Install Component  202  [Spell tweaks]?  [I]nstall

The 1PP component Spell tweaks must be installed separately AFTER the mod IWDification and after the Rogue Re-Balancing component?

Do you want existing “cause wound” spells to use IWD-style icons? (healing icon in red)
1. Yes please.
2. No, keep BG2 icons for existing spells.

PLEASE ENTER 1 OR 2

WARNING: SPRR142/342 seem to be already taken by a previously installed mod. Proceeding to install may cause issues.

Move these two files temporary out of the override folder if SpellPack or Divine Remix is installed.
1. I understand and want to continue.
2. Cancel installation.

PLEASE ENTER 1 OR 2

19.9 Vecna v23

~VECNA/SETUP-VECNA.TP2~

This mod is the first HIGH LEVEL adventure, propelling the party into a deadly war between gods and creatures that gods fear. With over 50 new areas to explore, many new monsters, spells and new animations to experience there should be many hours of playtime. Some parts of the mod are still under development but the primary storyline is finished, fixed and will remain unchanged. The difficulty level of this mod is quite extreme, a real challenge, but the rewards are suitably generous. Recommend is a party of 14th+ Lv players commanded by a suitably experienced player. To start the mod: There is a cowled figure in the council of six building that requires your attention.

Note: Vecna is HARD and is meant for a "Big World Project" game only. In Vecna you are wishing you had 2 of such overpowered item mods like Alex Macintosh and Unusual Oddities Shop.

Vecna should be installed AFTER other weidU mods. Vecna uses Infinity Animations code and therefore should be installed after that.
BP, BH, CtB, Drizzt Saga, NEJ, RoT, SOS, TDD, TS, Sheena, Planar Sphere, RPGKits must be installed before Vecna.

Copy the folder vecna and the file Setup-vecna.exe into your main SoA directory.
There is an revised English text - Text Overhaul v23.1.0. Copy the folder Language and the file Text Overhaul v1.0 - ReadMe into the Vecna folder.

Double-click the Setup. The DOS dialogue appears:
Install Component 0  [Vecna Artifacts]?  [I]nstall
Install Component 1  [Modification of NPCs and strongholds quests]?  [N]ot Install

The functions of this component are already included in the Teleport Spell mod.

Install Component 2  [G3 Lv50 and Grand Mastery Patch]?  [N]ot Install

Not suggested for a big world setup since not fully tested.

Successfully installed
Press ENTER to exit

19.10 Aurora's Shoes and Boots v5.2.1

~AURORA/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.
The main component should be installed before Stratagems. Just, there is one problem. Aurora’s main component adds its own scripts to lot of creatures. As a result, some creatures have all 5 script slots filled and SCS would skip those creatures. This could be avoided by installing the main component after SCS.

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 except Sandrah. This mod should be installed fairly late after mods that add creatures or mods that overwrite rather than patch game resources.

Aurora’s main component also patches BGMain.exe, therefore 1PP component Unique Thief Avatars can not be installed after Aurora.

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 banter with Solaufein, Kelsey, Hubelpot and others. TobEx must be installed for the component “Change creature gold carried” because it enables the use of 99 rows for all RND *.2DA files.

Copy the folder aurora and the file setup-aurora.exe into your main SoA directory.

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
20 2] Merchants only
40 3] Shorten Gornion battle cutscene]

This component requires BGT

50 1] Shorten BG2 intros]
60 2] Shorten Dungeon and Waukeen’s cutscenes
70 3] Shorten Dungeon, Waukeen’s and Spellhold cutscenes

This component requires BGT

Installation of the following components is strongly recommended. These components will affect ALL previous installed mods.

The selected components may differ in the install.bat dependent on the number of big mods that are installed before.

Install Component [Change store buying prices]?
100 1] Reduce to 25%
105 2] Reduce to 50%
110 3] Reduce to 67% (recommended)
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)
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)
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%
19. MAJOR TWEAKS

Install Component [Change quest gold rewards]?

- Reduce to 10%
- Reduce to 17%
- Reduce to 25%  
- Reduce to 50%
- Reduce to 75%
- Reduce to 95%
- Fixes only

Install Component [Realistic random treasures]?

- Remove duplicate random treasures
- Only intelligent creatures get random scrolls
- Both 1 and 2 (no treasures lost)
- Both 1 and 2 (25% of treasures lost)
- Both 1 and 2 (50% of treasures lost)
- Both 1 and 2 (75% of treasures lost)
- All random treasures removed

Install Component [Change creature gold carried]?

- Reduce to 10%
- Reduce to 25%
- Reduce to 50% (recommended)  
- Reduce to 67%
- Reduce to 75%
- Reduce to 90%
- Increase by 125%
- Increase by 150%
- Increase by 225%

Install Component [PnP Helmed and Battle Horrors]?

- Install

Install Component [Realistic Kobold Commandos]?

- Install

This component requires that BGT is installed.

Install Component [Fix area creature references]?

- Not Install

The same component is also included in Infinity Animations and only need be installed once (in whichever of those mods you installed last)

Successfully installed

Press ENTER to exit

19.11 Aurora ToB NPC beta

~TOBAURORA SETUP-TOBAURORA.TP2~

The fabulous Aurora from Aurora's Shoes & Boots can now join you on your quest in ToB!

Copy the folder tobaurora and the file setup-tobaurora.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Aurora NPC for BG2:TOB]?

Install Component 1 [Choose Aurora's Portrait]?

Successfully installed

Press ENTER to exit

19.12 Pack Mule v1.4b

~W_PACKMULE SETUP-W_PACKMULE.TP2~

This mod adds a pack mule to the game. It will follow your party around and carry your equipment for you. You can buy the mule from a guy named Stedd, who can be found near the northeast exit of Waukeen's Promenade or in the courtyard of the Friendly Arm Inn.

This mod requires Infinity Animations (core) to function. Install this mod after any mods that add outdoor or dungeon areas to the game.

Copy the folder w_packmule and the file Setup-w_packmule.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: [English]

Install Component 0 [Pack Mule]?

1] Standard saddlebags
2] Bottomless saddlebags

Successfully installed

Press ENTER to exit

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### 19.13 Haiass el lobo v2.3

This mod includes Haiass, your loyal companion wolf.

*Tactics must be installed before Haiass. SandrahNPC and RTF should be installed after Haiass.*

Copy the folder Haiass and the file Setup-Haiass.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

- Choose your language: 0 [English]
  - Install Component 0 [Haiass, the wolf]?
  - Install Component 10 [Haiass can be resurrected]?
  - Install Component 15 1) Moderate penalty (Constitution -4 temporarily)
  - Install Component 15 2) Tougher penalty (Constitution -4 and level drain temporarily)

Successfully installed [Haiass, the wolf]

Press ENTER to exit

The readme opens.

### 19.14 The Bigg Kit Pack v1.1

This mod adds Biotic Vanguard - inspired from the Vanguard class in Mass Effect 2 and 3.

*The mod must be installed after Haiass and before Tweak Packs.*

*If you install a mod that adds two-handed versions of some weapons (E.G. two-handed axes from Tweaks Anthology), you still won’t be able to specialize in such weapon classes.*

*Please note that there are several known graphical issues with the mod.*

Copy the folder tb#kits into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

- Would you like to display the readme? [N]o
  - Install Component 0 [Biotic Vanguard]?
  - Install Component 1 [Add Biotic Charge to Haiass the Wolf]?

Successfully installed [Biotic Vanguard]

Press ENTER to exit

### 19.15 Sandrah NPC v1.11

Sandrah is a young priestess of Mystra (fighter/cleric) from Waterdeep, who wants to make herself an own name and also to discover the hidden part of her family history. This plot runs parallel to the discovery of the origin of the main character. Sandrah is a specialized healer, on the battlefield but also for those companions that suffer in heart and soul.

Her main quest runs throughout the complete trilogy and finds its end at the Throne of Bhaal. Beside that there are nearly 50 other quests, adventures and areas you may discover with her, some of them are dependent on other NPCs as well.

Sandrah is a *PURE BGT CHARACTER* and works not with TUTU or any other installation.

*Sandrah NPC requires a full installation of BGT with all the “big mods” installed:*

- **BG1:**
  - Dark Side of the Sword Coast
  - Northern Tales of the Sword Coast
  - The Drizzt Saga
  - Grey Clan Episode 1
  - BG1NPC (with all quests and romances)

- **BG2:**
  - The Darkest Day
  - Check the Bodies (and also Check the Bodies Chores)
  - The Region of Terror

Any version of Ascension is required if you want to finish the Sandrah’s mod and continue into the sequel RtF.

The following mods are *not required*, but without them you will miss significant contents of Sandrah NPC:
There is also more or less interesting crossmod content with the following mods:

**BG1:**
- Beyond the Law
- Kindrek
- Summon Bhaalspawn
- Coran BG2
- Kitanya
- Tales of Anegh
- Dace Linton
- Longer Road
- Tashia
- Ellistraee
- Luxley Family
- The Undying
- Gavin BG2
- Nathaniel
- Chief Stronghold
- Haldamir
- Nephele
- Tiar SoA Friendship
- Hanna
- Nikita
- Tortured Souls
- Romantic Encounters
- Ned
- Tsiyatha
- Sarah
- Tyris Flare
- Isra BG2
- Sarevok
- Vampire Tales
- Iylos
- Shadows Over Soubar
- Varshoon
- Kari
- Sheena
- Vynd
- Kelsey
- Silverstar
- Xulay
- Keto
- Sir Ajantis
- Yikari
- Kiara-Zaiya
- Skie
-
- Auren
- Kim
-

**BG2:**
- Aeon
- Alora
- Amber
- Angelo
- Arath
- Ariena
- Aurel

The more mods you have installed before Sandrah, the more content you will get out of the new mod. If you plan to play an evil character, do not install the mod because the idea of an evil Bhaalspawn with growing powers will make Sandrah (and her goddess) your enemy sooner or later but the largest part of the mod will never evolve.

Install Sandrah quite at the end after Aurora. The XP reduction contained in Aurora is already taken into account by Sandrah quest XP values.

The BP mod v180 or later is recommended.

SandrahNPC and RTF should be installed after Haiass the Wolf because the mod adds improvements and additional contents to Haiass.

Sandrah both parts are not compatible with the "Teleport" mod. Sandrah contains a own similar capability for SoA, ToB and Rif.

Do not use any AI script for Sandrah or other joinable NPCs from the mod.

All setup options must be installed, the different components are just for faster recovery in an error case.

Sandrah is not compatible with mods that spawn pure BG1 creatures in further chapters.

Not compatible with BG1 NPCs for BG2:SoA v9 and Smiling Imp Cross Banter mod.

Not compatible with Worgas' Drizzt-component.

Turnabout is only compatible to a limited extent with SandrahNPC because you cannot call creatures for support at the Throne of Bhaal final battle when Sandrah is with you.

SandrahNPC is incompatible with Jarl's Adventure pack, as this mod replaces/renames some vanilla non-joinable NPCs which are triggers for Sandrah quests.

It is confirmed for several reasons that Sandrah and NEJ are not compatible.

Sandrah is not compatible with Scales of Balance components 121 - 125 Weapon Proficiency Overhaul, component 180 Magic resistance Overhaul, component 200 Revised Stat Bonuses.

Copy the folder SandrahNPC and the files setup-SandrahNPC.exe and setup-SandrahNPC.tp2 into your main SoA directory.

To be able to install Sandrah, you must copy the file worldmap.wmp IMMEDIATELY BEFORE INSTALLATION OF THE MOD from the folder B.G World Fixpack into the override folder.
Because this patch cannot be installed before, this will not be done by the B.G World Fixpack.bat, but the B.G World Install.bat.

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [SandrahNPC For BGT]? [Install]
You can play CtB Chores or have a smooth transition from BG1 to SoA.
1] Play Candlekeep Chores
2] Smooth Transition
Choose one

Successfully installed
Press ENTER to exit

19.16 Sandrah - Return to Faerûn v1.11
~SANDRAHRTF/SETUP-SANDRAHRTF.TP2~

Sandrah RTF (Return to Faerûn) is an epic sequel to the trilogy which starts after ToB and takes place in areas from all three parts of the original game. In addition to the original playground, it adds about 100 new areas to the original game. You can recruit old friends but also a new generation of characters to your party. RTF starts seamlessly after your final decision at the Throne of Bhaal (provided you choose right).

This mod requires Sandrah NPC, of course.
Sandrah RTF is not compatible with the BGT Tweak Pack - "Import more NPCs into Shadow of Amn" components.
Sandrah RTF is not compatible with the "Game over only on Party Dead" mod. The common survival of Sandrah and the main character is crucial for their mission. If one dies the other dies, too. The party dead mod would probably prevent this from happening for the PC, so if Sandrah dies you will be stuck in the game with no way to finish it.

Copy the folder SandrahRTF and the file setup-SandrahRTF.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Install Component 0 [SandrahRTF Installation]? [Install]
Successfully installed
Press ENTER to exit

19.17 Sandrah - Times of Trouble v1.01.b
~SETUP-SANDRAHTOT.TP2~

This mod transfers you back at a time prior to your own birth but inside of events that lead to your conception and later story.

This is a little teaser for the next episode (Episode 1) of the mod that triggers at the end of RtF.

Copy the folder SandrahTOT and the files SandrahTOT-setup.exe and SandrahTOT-setup.tp2 into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Install Component 0 [Sandrah Times of Trouble Revisited]? [Install]
Successfully installed
Press ENTER to exit

19.18 Gibberlings Three Anniversary v11
~G3ANNIVERSARY/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.
NOTE! Breaking the fourth wall: The characters will start the direct dialogue with the player.

Copy the folder G3Anniversary and the file Setup-G3Anniversary.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Install Component 0 [The Gibberlings Three Anniversary Mod]? [Install]
Successfully installed [The Gibberlings Three Anniversary Mod]
Press ENTER to exit

The readme opens.
19. MAJOR TWEAKS

19.19  The Bigg Tweak Pack v2.61
~TB#TWEAKS/TB#TWEAKS.TP2~

**NOTE:** This mod must be installed in two steps! The component WSPATCK for all (Taimon) should be installed separately BEFORE "Might and Guile".

For full description see step (2)

Copy the folder **TB#TWEAKS** and the file **setup-tb#tweaks.exe** into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language:
- 0 [English]
- Ask about each one?

Install Component
- any component
- [N]ot Install

Install Component
- [Improved Difficulty System. (v2)]?

This component enables you to set the degree of difficulty at beginning of the game.

This component has no effect on an unmodded game, it only makes sense with mods that add smarter enemies according to the difficulty level (Ding0's Quest Pack, Oversight).

<table>
<thead>
<tr>
<th>Component</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>2000</td>
<td>1] Funny dialogue. (v2.10)</td>
</tr>
<tr>
<td>2050</td>
<td>2] Serious dialogue (recommended). (v2.10)</td>
</tr>
<tr>
<td>2500</td>
<td>1] Light. (v2.10)</td>
</tr>
<tr>
<td>2550</td>
<td>2] Medium. (v2.10)</td>
</tr>
<tr>
<td>2600</td>
<td>3] Heavy. (v2.10)</td>
</tr>
<tr>
<td>3000</td>
<td>[No stats requirements for items.]?</td>
</tr>
<tr>
<td>3600</td>
<td>[WSPATCK for all (Taimon)]?</td>
</tr>
</tbody>
</table>

All "Grand Master" and "True Grandmastery" patches must be installed before.

If you want the BP Grandmastery rules # 0 applied to all classes, use this component with the BP tweak component.

<table>
<thead>
<tr>
<th>Component</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>3500</td>
<td>1] Always</td>
</tr>
<tr>
<td>3550</td>
<td>2] Only for ** and up</td>
</tr>
<tr>
<td>3600</td>
<td>3] Everybody gets ApR from proficiency, only Warriors from level</td>
</tr>
</tbody>
</table>

Successfully installed
Press ENTER to exit

19.20  FinnJo's Subrace mini-mod for Baldur's Gate 2 v1.0
~SETUP-BGII-SUBRACE.TP2~

This mod adds subraces to Baldur's Gate II basing partially on 3rd edition AD&D rules as in Icewind Dale II and partially on 2nd edition AD&D rules. After you have created your character and started a new game or loaded an old game, after a small delay you get a dialogue window with the choices for your subrace.

You can add the subrace only to a class, not to a kit.

The component Improved Difficulty System from The Bigg Tweak Pack must be installed before this mod because otherwise its dialogue will be overwritten.

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

Double-click the Setup. The DOS dialogue appears:

Install Component
- Subrace mini-mod for BGII v1.0?
- [I]nstall

Install Component
- GLII changes for subrace mod?
- [I]nstall

Install Component
- Alternate NPC subraces?
- [N]ot Instal

Install Component
- BG1 stat bonuses?
- [N]ot Instal

Successfully installed
Press ENTER to exit

Don't use the WelverinSubrace mod because of problems:

Overwrites .ids files with its own versions if it doesn't find them in the override folder. Can cause all sorts of havoc/major game breakage if installed on top of a finished BWP.

Modifies Newgame.bcs which means you'll only get your subrace in the BG2 part.
This mod is designed to be installed on top of all the other great mods out there and alters many different aspects of the BGT game.

*Might and Guile* should be installed after all other mods that add or change items, and after other mods that add kits. It should be installed after Rogue Rebalancing and after the "WSPATCK for All" component of tb#Tweaks. There are a few compatibility issues with some tweaks from other mods because they make similar modifications but in a different way.

Most of *Might and Guile's* class tweaks are incompatible with the first component "General Class, Kit, & Class-Combination Rebalancing" from Six's Kitpack.

For now *Might and Guile* is not compatible with Kit Revisions. Choose that one or the other.

Some of the components of Rogue Rebalancing modify the same resources as M&G; be aware that the behavior is different depending on which are installed last.

Since the bard kit components 450, 470, 480, 490 are using Aquadrizzt's qd_multiclass function which allows easy installation of working multiclass kits on EE 2.0, many of Stratagems' tactical challenges could only be installed with warnings, the components 6830, 8000, 8050, 8180 cannot be installed at all.

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

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?

**SKIPPING 200** Feat System

**This component is for EE only.**

Install Component 205 Revised Archery

**Note: unless the mod's .ini file is altered, this component will automatically install the Marksman, Elven Archer, Halfling Slinger, and Sniper kits.**

**This component will conflict with other mods that alter the Archer kit, like the "Improved Archer" mod and the KIT-PACK6. component 4 "Archer kit changes".**

**SKIPPING 210** Bard Class Overhaul

**This component is for EE only.**

SKIPPING 220 Revised Multiclassing and Multiclass Kits

**This component is for EE only.**

Install Component 225 Revised Stalker

**The changes to spell tables wrought by this component will not interact well with other mods that change rangers’ spell tables (like Tweaks Anthology’s "IWD Spell Tables for Rangers"). The exception to this is Faiths & Powers: the F&P ranger spell tables will be recognized by M&G. If you want rangers to have more and earlier spellcasting, install F&P instead.**

Install Component 235 Revised Beastmaster

Install Component 240 Improved Rangers

Install Component 245 Revised Movement Bonuses (Quickstride)

Install Component 250 Revised Berserker and Rage

Install Component 260 Revised Kensai

Install Component 265 Revised Monk Fists

**SKIPPING 275** Revised Shadowdancer

**This component is for EE only.**

Install Component 310 Add the Corsair (fighter kit)

Install Component 320 Add the Marksman (fighter kit)

Install Component 322 Add the Elven Archer (ranger kit)

Install Component 324 Add the Halfling Slinger (ranger or fighter kit)

Install Component 350 Add the Mage Hunter (ranger kit)

Install Component 360 Add the Barbarian Ranger (ranger kit)

Install Component 410 Add the Sniper (thief kit)

Install Component 420 Add the Scout (thief kit) and revise the Swashbuckler

Install Component 450 Add the Jongleur (bard kit)

Install Component 460 Add the Loremaster (bard kit)

Install Component 470 Add the Gallant (bard kit)

Install Component 480 Add the Meistersinger (bard kit)

Install Component 490 Add the Lore Singer (bard kit)

Successfully installed Press ENTER to exit
NOTE: This mod must be installed in two steps!

For the detailed description see step (1)

Copy the folder BGttweak and the files Setup-BGttweak.exe and Setup-BGttweak.tp2 into your main SoA directory.

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 [Elloth reminds of Skie's ransom]? [N]o
Install Component 400 [Add Semaj's Cloak and Upgraded Koveras' Ring of Protection]? [N]o
Install Component 500 [Major locations explored upon visit]? [N]o
SKIPPING 600 [Druid/Ranger-responsive bears in BG1]?

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 701 1] NPCs cannot choose to leave the party
Install Component 702 2] Only good and evil NPCs leave the party

The NPCs maintain the group harmony and do not react to the reputation of the party. A more elaborate alternative is included in The Tweaks Anthology.

Install Component 800 [Import more items into Shadows of Amn]?
[WARNING: This can be considered a cheat]?

This component is similar to the "Baldurs Gate 2 Shadows of Amn Item Import" mod. Only install one of them.

Install Component 901 1] Install-time randomisation
Install Component 902 2] Game-time randomisation

This removes random monsters in main areas altogether

Install Component 1000 [Bags of the Sword Coast]?
Install Component 1200 [Happy patch]? [N]o

This component is NOT compatible with the BGSpawn mod.

The BGT-WeiDU method remains unchanged

Random monsters appear depending on the level of the player.

This removes random monsters in main areas altogether

All random monsters in the main areas will only be activated once. The random encounters during the travellings however remain thereby.

Install Component 1300 [Coran responds to the death of a wyvern]?

This component prevents Arkion from asking a group with very good reputation for removing a corpse from the canalization.

SKIPPING 1400 [More bandit scalps]?

BG1UB also introduces with "Creature Corrections" more bandit scalps; do not use both together.

This component is identical to the same-named EET Tweak component.

Install Component 1501 1] Remove item shattering
Install Component 1502 2] Make armor and shields shatter
Install Component 1600 [Hooded unarmoured mages and thieves]?

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]?

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]?

Not together with Alora NPC because otherwise you would get the NPC twice

Install Component 1801 [Import more NPCs into Shadow of Amn: Branwen]?

Not together with Perils of Branwen or with Branwen NPC, because otherwise you would get the NPC twice.
19. MAJOR TWEAKS

<table>
<thead>
<tr>
<th>#</th>
<th>Component</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>1802</td>
<td>Install Component</td>
<td>[Import more NPCs into Shadow of Amn: Eldoth]?</td>
</tr>
<tr>
<td></td>
<td><strong>Not together with Eldoth NPC, because otherwise you would get the NPC twice.</strong></td>
<td>[N]o</td>
</tr>
<tr>
<td>1803</td>
<td>Install Component</td>
<td>[Import more NPCs into Shadow of Amn: Kagain]?</td>
</tr>
<tr>
<td></td>
<td><strong>Not together with The Darkest Day oder Breagar NPC because otherwise you would get the NPC twice</strong></td>
<td>[N]o</td>
</tr>
<tr>
<td>1804</td>
<td>Install Component</td>
<td>[Import more NPCs into Shadow of Amn: Kivan]?</td>
</tr>
<tr>
<td></td>
<td><strong>Not together with The Darkest Day oder Kivan and Deheriana Companions because otherwise you would get the NPC twice</strong></td>
<td>[N]o</td>
</tr>
<tr>
<td>1805</td>
<td>Install Component</td>
<td>[Import more NPCs into Shadow of Amn: Sharteel]?</td>
</tr>
<tr>
<td></td>
<td><strong>Not together with NEJ3, The Darkest Day oder Shar-Teel NPC because otherwise you would get the NPC twice</strong></td>
<td>[N]o</td>
</tr>
<tr>
<td>1806</td>
<td>Install Component</td>
<td>[Import more NPCs into Shadow of Amn: Skie]?</td>
</tr>
<tr>
<td></td>
<td><strong>Not together with Skie NPC because otherwise you would get the NPC twice</strong></td>
<td>[N]o</td>
</tr>
<tr>
<td>1807</td>
<td>Install Component</td>
<td>[Import more NPCs into Shadow of Amn: Xan]?</td>
</tr>
<tr>
<td></td>
<td><strong>Not together with Xan NPC because otherwise you would get the NPC twice</strong></td>
<td>[N]o</td>
</tr>
<tr>
<td>1808</td>
<td>Install Component</td>
<td>[Import more NPCs into Shadow of Amn: Y'slicable]?</td>
</tr>
<tr>
<td></td>
<td><strong>Not together with The Darkest Day because otherwise you would get the NPC twice</strong></td>
<td>[N]o</td>
</tr>
<tr>
<td>1809</td>
<td>Install Component</td>
<td>[Import more NPCs into Shadow of Amn: Bub Snikt]?</td>
</tr>
<tr>
<td></td>
<td><strong>Dark Side of the Sword Coast is required</strong></td>
<td>[Y]es</td>
</tr>
<tr>
<td>1810</td>
<td>Install Component</td>
<td>[Import more NPCs into Shadow of Amn: Conchobhair Strongblade]?</td>
</tr>
<tr>
<td></td>
<td><strong>Dark Side of the Sword Coast is required</strong></td>
<td>[Y]es</td>
</tr>
<tr>
<td>1811</td>
<td>Install Component</td>
<td>[Import more NPCs into Shadow of Amn: Fertgil Trollslayer]?</td>
</tr>
<tr>
<td></td>
<td><strong>Dark Side of the Sword Coast is required</strong></td>
<td>[Y]es</td>
</tr>
<tr>
<td>1812</td>
<td>Install Component</td>
<td>[Import more NPCs into Shadow of Amn: Jet'Laya]?</td>
</tr>
<tr>
<td></td>
<td><strong>Dark Side of the Sword Coast is required</strong></td>
<td>[Y]es</td>
</tr>
<tr>
<td>1813</td>
<td>Install Component</td>
<td>[Import more NPCs into Shadow of Amn: Keiria Silverestring]?</td>
</tr>
<tr>
<td></td>
<td><strong>Dark Side of the Sword Coast is required</strong></td>
<td>[Y]es</td>
</tr>
<tr>
<td>1814</td>
<td>Install Component</td>
<td>[Import more NPCs into Shadow of Amn: Skeezer Lumpkin VI]?</td>
</tr>
<tr>
<td></td>
<td><strong>Dark Side of the Sword Coast is required</strong></td>
<td>[Y]es</td>
</tr>
<tr>
<td>1815</td>
<td>Install Component</td>
<td>[Import more NPCs into Shadow of Amn: Will Scarlet O’Hara]?</td>
</tr>
<tr>
<td></td>
<td><strong>Northern Tales of the Sword Coast is required</strong></td>
<td>[Y]es</td>
</tr>
<tr>
<td>1900</td>
<td>Install Component</td>
<td>[Restore BG2 XP bonus for traps, locks, and scrolls]?</td>
</tr>
<tr>
<td></td>
<td><strong>If not all of the BG1 NPC Project dialogues are completed, these are still played in BG2.</strong></td>
<td>[Y]es</td>
</tr>
<tr>
<td>2001</td>
<td>Install Component</td>
<td>Set[BG2 biograph upon Shadows of Amn transition]</td>
</tr>
<tr>
<td></td>
<td><strong>This component must be installed before the BG2Tweak component ”Change Experience Point Cap” because otherwise it reduces its level from 50 to level 40.</strong></td>
<td>[N]o</td>
</tr>
<tr>
<td>2002</td>
<td>Install Component</td>
<td>Do set BG1 biography for imported characters</td>
</tr>
<tr>
<td></td>
<td><strong>Some of the items behave more like the BG I version. Not together with Item Revisions.</strong></td>
<td>[N]o</td>
</tr>
<tr>
<td>2100</td>
<td>Install Component</td>
<td>[Exotic Weapons For Taerom]?</td>
</tr>
<tr>
<td></td>
<td><strong>Some of the items behave more like the BG I version. Not together with Item Revisions.</strong></td>
<td>N]o</td>
</tr>
<tr>
<td>2200</td>
<td>Install Component</td>
<td>[Item BG1-ification: Price changes]?</td>
</tr>
<tr>
<td></td>
<td><strong>Some of the items behave more like the BG I version. Not together with Item Revisions.</strong></td>
<td>[N]o</td>
</tr>
<tr>
<td>2201</td>
<td>Install Component</td>
<td>[Item BG1-ification: Reduced stack size from 40 to 20]?</td>
</tr>
<tr>
<td></td>
<td><strong>Some of the items behave more like the BG I version. Not together with Item Revisions.</strong></td>
<td>[N]o</td>
</tr>
<tr>
<td>2202</td>
<td>Install Component</td>
<td>[Item BG1-ification: Lore changes]?</td>
</tr>
<tr>
<td></td>
<td><strong>Some of the items behave more like the BG I version. Not together with Item Revisions.</strong></td>
<td>[N]o</td>
</tr>
<tr>
<td>2203</td>
<td>Install Component</td>
<td>[Item BG1-ification: Scroll casting level changes]?</td>
</tr>
<tr>
<td></td>
<td><strong>Some of the items behave more like the BG I version. Not together with Item Revisions.</strong></td>
<td>[N]o</td>
</tr>
<tr>
<td>2204</td>
<td>Install Component</td>
<td>[Item BG1-ification: Item behaviour changes]?</td>
</tr>
<tr>
<td></td>
<td><strong>Some of the items behave more like the BG I version. Not together with Item Revisions.</strong></td>
<td>[N]o</td>
</tr>
<tr>
<td>2300</td>
<td>Install Component</td>
<td>[Disable hostile reaction after charm]?</td>
</tr>
<tr>
<td></td>
<td><strong>Some of the items behave more like the BG I version. Not together with Item Revisions.</strong></td>
<td>[N]o</td>
</tr>
<tr>
<td></td>
<td><strong>Spells and abilities that charm creatures no longer result in the target becoming hostile after the effects wear off. Works best when TobEx is installed. This component is identical to the same-named EET Tweaks component.</strong></td>
<td>[N]o</td>
</tr>
<tr>
<td>2400</td>
<td>Install Component</td>
<td>[Enemy items shatter]</td>
</tr>
<tr>
<td></td>
<td><strong>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.</strong></td>
<td>[N]o</td>
</tr>
<tr>
<td>2500</td>
<td>Install Component</td>
<td>Access Ulgoth’s Beard west of Wyrm’s Crossing only</td>
</tr>
<tr>
<td></td>
<td><strong>Ulgooth’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 Wyrm’s Crossing. However, this also means that Ulgoth’s Beard will not be accessible until Baldur’s Gate city is also accessible.</strong></td>
<td>[N]o</td>
</tr>
<tr>
<td>2600</td>
<td>Install Component</td>
<td>[Prevent access to Durlag’s Tower from adjacent areas]</td>
</tr>
<tr>
<td></td>
<td>[Prevent access to Durlag’s Tower from adjacent areas]</td>
<td>[N]o</td>
</tr>
</tbody>
</table>
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.

Because the hero and his party are still unknown in Amn when they emerge from the opening dungeon after the tran-
sition 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 also included in Tweaks Anthology.

| Install Component | 2700 | [Put Sword of Chaos +2 in Sarevok's inventory] | No |
| Install Component | 2800 | [Reputation Resets at Beginning of BG2] | No |

The readme opens.

19.23 NPC Strongholds v2
~SETUP-NPC_STRONGHOLDS.TP2~

With this mod installed also the NPCs in your party can acquire strongholds.

This mod is not compatible with the Multistronghold mod, the Multiple Strongholds component of The Tweaks Anthol-
ogy or with any mod that directly changes the same parts of the game, probably not with the Fonick CliffHistory mod
and the Hidden Adventure component "A bard for the Bard Stronghold".
Any mod that changes Anomen's alignment to something other than Lawful Good, Lawful Neutral, or Chaotic Neutral
will lead to NO VALID REPLIES OR LINKS if Anomen is in the party.

Copy the folder npc_strongholds and the files Setup-NPC_Strongholds.exe and Setup-NPC_Strongholds.tp2
into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Would you like to display the readme? [N]o
Install Component 0 [NPC Strongholds]? [I]nstall
Install Component 1 [Soundset Changes (Throne of Bhaal required)]? [I]nstall
Successfully installed Press ENTER to exit

19.24 The Tweaks Anthology v9 (2)
~CDTWEAKS/SETUP-CDTWEAKS.TP2~

formerly: BG2 Tweak Pack

This is a compilation of fixes, cosmetic changes, and tweaks. It substitutes G3 Tweak Pack, Tutu Tweak Pack and
Ease of Use.

**NOTE:** This mod must be installed in four steps! The Rebalanced Weapon Proficiencies should be installed sepa-
rately after Jarls BGT Tweak Pack. The Sensible Entrance Points should be installed after the Worldmap mod.

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 instal-
lation after the first category. Afterwards install the next category in the same way individually. The following instruc-
tions are arranged after this principle.
The Sensible Entrance Points should be installed after the Worldmap mod.

If you choose Cams house rules, instead of many single components a collection of Tweaks is installed, preferred by
the author CamDawg.
The following "Rule changes" should go before SCS:
Alter Weapon Proficiency System - Rebalanced Weapon Proficiencies
Make +x/+y Weapons Consistent
Un-Nerfed THAC0 Table
Alter Mage Spell Progression Table
Alter Bard Spell Progression Table
Alter Cleric Spell Progression Table
19. MAJOR TWEAKS

Alter Druid Spell and Level Progression Tables
Add Save Penalties for Spells Cast by High-Level Casters
Remove Delay for Magical Traps (Ardanis/Gen1e)

Every other Tweaks Anthology component can be installed in any order; it doesn’t matter.

If not already done, copy the folder cdtweaks and the file setup-cdtweaks.exe into your main SoA directory.

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

This component is included in the Jarls BGT Pack-component „BGT NPC“ Tweak.

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]nstall

This component affects ALL objects, also those from other mods!

Install Component 70 [Icewind Dale Casting Graphics (Andyr)]? [I]nstall

Lost Crossroads and Icewind Dale Casting Graphics can be used together because the former changes the spell itself and the latter only the graphics from the caster. (That means when the mage is just casting).

SKIPPING 72 [Baldur’s Gate Casting Graphics (Andyr)]?

Not for BGT.

Install Component 80 [Restore SoA Load Screen Logo (ToB Only)]? [N]ot Install

BGT-WeiDU has its own load screen.

SKIPPING 82 [Restore IWD Loading Screens]?

Not for BGT.

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]nstall

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.

Don’t install this component together with the mod “1ppv3: Thieves Galore” because that mod includes with “Improved Galactygon’s Avatar Switching” an improved version of this component, which will be installed after Refinements.

Install Component 130 [Force All Dialogue to Pause Game]?

You are attacked no more during a dialog by enemies. This component concerns all dialogs in the game including those ones introduced by mods.

Install Component 140 [Fix Boo’s Squeak]?
Install Component 160 [Make Magic Shields Glow (plainab/grogerson)]?
Install Component 170 [Unique Icons]?
Install Component 180 [Unique Containers]?

This component substitutes the former mod Unique Containers v3. It also patches Brendan Bellina’s items into Perter’s and Mira’s shops in Waukeen’s Promenade.

180 1] Fixes only
181 2] Unique icons only
182 3] Unique icons and names

Install Component [Use Character Colors instead of Item Colors]? [N]ot Install

190 1] For all shields and helmets
191 2] For non-magical shields and helmets
192 3] For all helmets
19. MAJOR TWEAKS

<table>
<thead>
<tr>
<th>No.</th>
<th>Description</th>
<th>Installs</th>
<th>Remarks</th>
</tr>
</thead>
<tbody>
<tr>
<td>193</td>
<td>For non-magical helmets</td>
<td>[I]Install</td>
<td>Press ENTER to exit</td>
</tr>
<tr>
<td>194</td>
<td>For all shields</td>
<td>[I]Install</td>
<td></td>
</tr>
<tr>
<td>195</td>
<td>For non-magical shields</td>
<td>[I]Install</td>
<td></td>
</tr>
<tr>
<td>200</td>
<td>[Remove Blur Effect from Items, e.g. Cloack of Displacement]?</td>
<td>Press ENTER to exit</td>
<td></td>
</tr>
<tr>
<td>201</td>
<td>[M eaningful Interjections]?</td>
<td>[I]Install</td>
<td></td>
</tr>
<tr>
<td>202</td>
<td>[Alter HP Triggers for NPC Wounded Dialogues]?</td>
<td>[I]Install</td>
<td></td>
</tr>
<tr>
<td>203</td>
<td>[Reveal Wilderness Areas Before Chapter Six]?</td>
<td>[N]ot Install</td>
<td></td>
</tr>
<tr>
<td>204</td>
<td>[Make Cloakwood Areas Available Before Completing the Bandit Camp]?</td>
<td>[I]Install</td>
<td></td>
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<tr>
<td>205</td>
<td>[First Area Only]</td>
<td>[N]ot Install</td>
<td></td>
</tr>
<tr>
<td>206</td>
<td>[All of Cloakwood Except the Mines]</td>
<td>[N]ot Install</td>
<td></td>
</tr>
<tr>
<td>207</td>
<td>[Improved Kick-out Dialogues]?</td>
<td>[N]ot Install</td>
<td></td>
</tr>
<tr>
<td>208</td>
<td>[Send BioWare NPCs to an Inn (DavidWIzed Nocear)]</td>
<td>[I]Install</td>
<td></td>
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<tr>
<td>209</td>
<td>[Add Bags of Holding]?</td>
<td>[N]ot Install</td>
<td></td>
</tr>
<tr>
<td>210</td>
<td>[Portable Containers (Zed Nocear)]</td>
<td>[N]ot Install</td>
<td></td>
</tr>
<tr>
<td>211</td>
<td>[Exotic Item Pack]?</td>
<td>[I]Install</td>
<td></td>
</tr>
<tr>
<td>212</td>
<td>[Gems and Potions Require Identification]?</td>
<td>[N]ot Install</td>
<td></td>
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<tr>
<td>213</td>
<td>[Gems and Potions Require Identification]?</td>
<td>[N]ot Install</td>
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<td>214</td>
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<td>[N]ot Install</td>
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<td>[N]ot Install</td>
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<td></td>
</tr>
<tr>
<td>231</td>
<td>[Gems and Potions Require Identification]?</td>
<td>[N]ot Install</td>
<td></td>
</tr>
</tbody>
</table>

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
Would you like to display the components from [More Interjections]? [I]nstall

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 [After HP Triggers for NPC Wounded Dialogues]? [I]nstall

Therby the banters of the NPCs at slight hits are played
Install Component [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]? [I]nstall
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 Athkatian City Guard]? [N]ot Install

The functionality of this component is either already enclosed or already been replaced by one of your mods. (BP)
Install Component [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: [Breakable Iron Nonmagical Shields, Helms, and Armor]? [N]ot Install

This component is already included in BGT.
Install Component [Improved Kick-out Dialogues]? [N]ot Install

Only install if you want to play in the multi-player mode.
Install Component [Send BioWare NPCs to an Inn (DavidWIzed Nocear)]? [I]nstall

This component isn’t compatible with the similarly-named BG1 NPC component “NPCs can be sent to wait in an inn.” This version lets you send people to more inns.
Install Component [Add Bags of Holding]? [N]ot Install

If you carry 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 [Portable Containers (Zed Nocear)]? [N]ot Install

For a pure BG1 game only.
Install Component [Exotic Item Pack]? [I]nstall

This component distributes some weapons from BGII into the area BG1.

This component is only for Tutu or BGT.
SKIPPING [Reveal City Maps When Entering Area]? [I]nstall

This component is already included in BGT.
Install Component [Do Not Reveal City Maps When Entering Area]? [N]ot Install

This component affects ALL stores, also those from other mods!
Install Component [Stores Sell Higher Stacks of Items]? [I]nstall

This component is already included in BGT.
Install Component [Reputation Resets in BG2 (BGT Only)]? [N]ot Install

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. This component is also included in BGT Tweak Pack.
Install Component [Gems and Potions Require Identification]? [N]ot Install
1140   [Gems and Potions Require Identification]? [N]ot Install
1141   [Gems and Potions Require Identification]? [N]ot Install
1142   [Just gems]
1143   [Just potions]
19. MAJOR TWEAKS

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.
The SCS-component “Improved shapeshifting” as well as the Refinements-component “Shapeshifting Fix” offers a similar solution. Instead of this component Refinement’s ‘Shapeshifting Fix’ component will be installed.
Install Component 1150  [Multiple Strongholds (Baldurdash)]? [N]ot Install
The components "Make the Strongholds Available to All Classes" of this mod allow more fine-tune adjustments. This component (either variant) is not compatible with Oversight’s Cleric Kits component, the NPC Strongholds mod and the CliffHistory mod.

Install Component 1160  1] No Restrictions (Baldurdash)
Install Component 1161  2] Keep Class Restrictions
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  1] Female Edwin? [I]nstall
This component conflicts with Edwin romance mod because that mod already includes another portrait.
SKIPPING 1180  [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 T6 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
Install Component 1225  1] Instant forging (original BG2 default)
Install Component 1226  2] Eight hours
Install Component 1227  3] Full 24 hours (BG2EE default, includes sleep)
Install Component 1230  [Allow Cespenar to Use Cromwell Recipes]? [N]ot Install
Install Component 1240  [Friendly Arm Inn Hidden Container Restoration (plainab)]? [N]ot Install

For a pure BG1 game only.
Install Component 1250  [Move NPCs from Baldur’s Gate]? [N]ot Install
Install Component 1260  [Move NPCs to Convenient Locations]? [N]ot Install
Not compatible with the BG1 NPCs at Beginning components Move Eldoth, Move Quayle, Move Shar-Teel, Move Tiax and Move Viconia.

Install Component 1251  1] Move Alora to Gullykin
Install Component 1252  2] Move Eldoth to the Coast Way
Install Component 1253  3] Move Quayle to the Nashkel Carnival
Install Component 1254  4] Move Shar-Teel to North Nashkel Road
Install Component 1255  5] Move Tiax to Beregost
Install Component 1256  6] Move Viconia to South Beregost Road

Install Component 1260  [Bardic Reputation Adjustments]? [N]ot Install

For a pure BG1 game only.
Install Component 1270  [Change Cloakwood Mine Chapter End Change Trigger to Non-ToISC Behavior (plainab) (BETA)]? [I]nstall
SKIPPING 1280  [Game ends when the main character dies]?

For IWD only
SKIPPING 1290  [NPCs respond to the main character, not to whichever character talks to them]?

For IWD only
SKIPPING 1300  [Make Heart of Winter accessible at any level]?

For IWD only
SKIPPING 1310  [Restore (most) BG2 spells and make scrolls available - WARNING: they will look very out of place]?

For IWD only
Install Component 1330  [NPCs Cannot Use Doors]? [N]ot Install

The next 8 components are only available if Multiple Strongholds is not installed. They are modernised versions of the now redundant Multistronghold mod. They are not compatible with the NPC Strongholds mod.
Install Component 1340  [Make the Planar Sphere Stronghold Available to All Classes]? [I]nstall
Install Component 1341  [Make the de’Arnise Keep Stronghold Available to All Classes]? [I]nstall
Install Component 1342  [Make the Temple Strongholds Available to All Classes]? [I]nstall

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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 2010 [Separate Resist Fire/Cold Icon into Separate Icons (Angel)]? [N]ot Install
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 Katana]? [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 2035 [Two-Handed Axes]? [N]ot Install
Install Component 2040 [Universal Clubs]? [I]nstall

This component affects ALL objects, also those from other mods!

No need for this component if you use SoB #122 „systemic proficiency changes“.

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 2090 [Change Experience Point Cap]? choose one:
2091 1] Remove Experience Cap
2092 2] Level 20 Experience Point Cap
2093 3] Level 30 Experience Point Cap

Characters can advance without restriction up to level 50
This component must be installed after the BGT Tweak Pack component "Restore BG2 XP bonus for traps, locks, and scrolls“ because otherwise you get only level 40.

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]? [N]ot Install

This component permits the combination with other classes to barbarians and wild mages into dual-class characters. This component is causing the fatal error that all wild mages in the game become to mages or barbarians.

Install Component 2150 [Wear Multiple Protection Items]? [N]ot Install
2151 1] P&P Restrictions
2152 2] No Restrictions
2153 3] Allow Armor Plus One Protection Item (Angel)

This was solved in a better way with the "Item Revisions“ component „Items of Protection Can Be Worn with Magical Armor“.

Install Component [Alter Weapon Proficiency System]?[N]ot Install

This component changes the weapon proficiencies for nearly all kits and thus it is not compatible with any mod or component that also change the weapon proficiencies.
2160 1] Rebalanced Weapon Proficiencies
This component needs to be installed before the SCS fighter component, otherwise enemies may lose proficiency in
the weapons they wield.

2161 2] BG-Style Weapon Proficiencies, With Weapon Styles (the bigg)
2162 3] BG-Style Weapon Proficiencies, Without Weapon Styles (the bigg)
2163 4] IWD-Style Proficiencies with Weapon Styles
2164 5] IWD-Style Proficiencies without Weapon Styles

The Tweaks Anthology components 2161 and 2162 which change weapon proficiencies to the BG1 system should go
after any mod components that change distribution of proficiencies stars on/add new weapons, therefore they
should be installed separately after Jarls BGT Tweak Pack.

Install Component 2170 [Cast Spells from Scrolls (and Other Items) at Character Level]? [N]ot Install

Conceptually incompatible with EET Tweaks component "PnP spell scroll caster levels"
Install Component [Limit Ability of Storekeepers to Identify Items]? [N]ot Install

2190 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

Install Component 2200 [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 [Change Grandmastery Bonuses]? [N]ot Install

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] PrP 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)

2270 1] Un-Nerfed Table (Blucher)
2271 2] PrP 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] PrP 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, PrP 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 PrP 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)
2297 8] Use Cleric Level Progression Changes With Normal Druid Spell Table

Install Component 2300 [Triple-Class HLA Tables]? [I]nstall
**Requires the ‘Change Experience Point Cap: Remove Experience Cap’ component.**

<table>
<thead>
<tr>
<th>Install Component</th>
<th>[Add Save Penalties for Spells Cast by High-Level Casters]?</th>
<th>[Not Install]</th>
</tr>
</thead>
<tbody>
<tr>
<td>2310</td>
<td>1] Arcane Magic Only</td>
<td></td>
</tr>
<tr>
<td>2311</td>
<td>2] Divine Magic Only</td>
<td></td>
</tr>
<tr>
<td>2312</td>
<td>3] Arcane &amp; Divine Magic</td>
<td></td>
</tr>
</tbody>
</table>

**Install Component**

| 2320 | [Trap Cap Removal (Ardenis/GeN1e)]? | [Install] |
| 2330 | [Remove Delay for Magical Traps (Ardenis/GeN1e)]? | [Install] |
| 2339 | [Remove Summoning Cap for Regular Summons]? | [Not Install] |
| 2340 | [Remove Summoning Cap for Celestials (Ardenis/GeN1e)]? | [Install] |

**SKIPPING**

**Install Component**

| 2350 | [Remove Racial Restrictions for Single Classes]? | [Not Install] |
| 2358 | [Remove Racial Restrictions for Kits]? | [Not Install] |

**Not for BGT.**

<table>
<thead>
<tr>
<th>Install Component</th>
<th>[Enforce PnP Proficiency Rules on Dual-Classed Characters]?</th>
<th>[Install]</th>
</tr>
</thead>
<tbody>
<tr>
<td>2370</td>
<td>1] Humans can no longer dual-class</td>
<td></td>
</tr>
<tr>
<td>2371</td>
<td>2] Allow non-humans to dual-class</td>
<td></td>
</tr>
<tr>
<td>2372</td>
<td>3] Install both of the above options</td>
<td></td>
</tr>
</tbody>
</table>

**Requires an Enhanced Edition game.**

<table>
<thead>
<tr>
<th>Install Component</th>
<th>[Remove Racial Restrictions for Kits]?</th>
<th>[Not Install]</th>
</tr>
</thead>
<tbody>
<tr>
<td>2390</td>
<td>[Paladins Use Icewind Dale-Heart of Winter Spell Tables]?</td>
<td>[Not Install]</td>
</tr>
<tr>
<td>2400</td>
<td>[Rangers Use Icewind Dale-Heart of Winter Spell Tables]?</td>
<td>[Not Install]</td>
</tr>
<tr>
<td>2410</td>
<td>[Druids Use 3E Alignment Restrictions]?</td>
<td>[Not Install]</td>
</tr>
<tr>
<td>2420</td>
<td>[Loosen Equipment Restrictions for Cleric Multi-Classes]?</td>
<td>[Not Install]</td>
</tr>
<tr>
<td>2430</td>
<td>1] Loosen Equipment Restrictions for Druid Multi-Classes?</td>
<td></td>
</tr>
<tr>
<td>2431</td>
<td>2] Tighten Equipment Restrictions for Druid Multi-Classes (Angel)</td>
<td></td>
</tr>
</tbody>
</table>

**SKIPPING**

| 2440 | [Everyone Gets Bonus APR from Specialization]? | [Not Install] |

**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?

[Yes]

Would you like to display the components from [Cosmetic Changes]?

[No]

Would you like to display the components from [Content Changes]?

[No]

Would you like to display the components from [Rule Changes]?

[No]

Would you like to display the components from [Convenience Tweaks/Cheats]?

[Yes]

Would you like to display the components from [Cam’s House Rules]?

[No]

Would you like to display the components from [NPC Tweaks]?

[No]

Install Component

| 2999 | [Max HP at Level One]? | [Not Install] |
| 3000 | 1] Maximum |                       |

**With this choice the dice rolls always on the highest available value.**

| 3001 | 2] NWN Style |                       |
| 3002 | 3] Average Rolls |                       |

**With this choice the range of the possible HP’s will always be in the higher half of the range.**

| 3008 | [Allow HP Rolls Through Level 20 (Angel)]? | [Install] |
| 3010 | 1] For All Creatures in Game |                       |

**With this component beings reach her theoretically maximum hit points.**

| 3011 | 2] For Non-Party-joinable NPCs Only |                       |

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The difficulty increasing version of this component.

The cheating version of this component.

Install Component 3020 [Identify All Items]? [N]ot Install
Install Component [Easy Spell Learning]? [N]ot Install

This component makes it easier for arcane spellcasters to scribe scrolls to their spellbook.

This component can be considered as a cheat an thus is skipped by the install.bat.

Memorize to scrolls is always successful.

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.

Install Component 3050 [Remove fatigue from restoration spells]? [I]nstall
Install Component 3060 [Remove ‘You Must Gather Your Party...’ Sound (Weim)er]? [I]nstall
Install Component [Change Effect of Reputation on Store Prices]? [N]ot Install

Could be incompatible with BP (Horred)

Install Component [Increase Ammo Stack Size]? [N]ot Install

This component affects ALL objects, also those from other mods! A sophisticated variation is included with the Difficulty and Tweaks mod!

Install Component 3090 [Increase Gem and Jewelry Stacking]? [N]ot Install

This component affects ALL objects, also those from other mods! A sophisticated variation is included with the Difficulty and Tweaks mod!

Install Component [Increase Potion Stacking]? [N]ot Install

This component affects ALL objects, also those from other mods! A sophisticated variation is included with the Difficulty and Tweaks mod!

Install Component [Increase Scroll Stacking]? [N]ot Install

This component affects ALL objects, also those from other mods! A sophisticated variation is included with the Difficulty and Tweaks mod!

Install Component 3115 [Stackable ankheg shells, winterwolf pelts and wyvern heads]? [N]ot Install

This component is also included in BGT Tweak Pack. It is not compatible with the Virtue mod.

Install Component 3120 [Neutral Characters Make Happy Comments at Mid-Range Reputation]? [I]nstall
Install Component [Stop Haer'Dalis-Aerie romance from starting]? [N]ot Install
Install Component 3125 [Neutral Characters Make Happy Comments at Mid-Range Reputation]? [I]nstall
Install Component 3130 [No Traps or Locks (Weim)er]? [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 Władającej, Nalia romances or Tashia romances because these mods rely on the cutscenes for their story development.

BGT and Imoen romances conflict with this component.
This component eliminates that animation entirely from the game; the similar SCS component however just removes the animation from the Cloak, leaving it in place for other spells and items.

This component can be considered as a cheat as thus is skipped by the install.bat.

This component could cause some issue with BG1 stores and BG1 stores from mods. You may get some items with no icons and values, so you cannot buy them.

This function is already included with Item Revisions.

This component is similar to igi’s Projectile Retrieval mod.

Not for BGT. This component is available to vanilla BG2 games via TobEx
3291 2] Use scheme: 000000000-Protagonist Save-Name
3292 3] Use scheme: 000000000-(Protagonist)-Save-Name
3293 4] Use scheme: 000000000-(Protagonist) Save-Name
3294 5] Use scheme: 000000000-[Protagonist]-Save-Name
3295 6] Use scheme: 000000000-[Protagonist] Save-Name

SKIPPING
3300 [Death Cam]?

Not for BGT
3310 [Start New Games with Party AI Turned Off]?
3320 [No Depreciation in Stores]?
3330 [Make party members less likely to die irreversibly]?
3340 [Increase party movement speed outside combat]?
3341 1] By 50 percent
3342 2] By 100 percent
3343 3] By 150 percent

Press ENTER to exit

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]nstall
This component makes it likelier that evil-aligned joinable NPC prefers a low-reputation party.

Install Component 4010 [Improved Fate Spirit Summoning]? [I]nstall
You can only summon NPCs which you have met during the game.

Install Component 4020 [TbB-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 Stratagems' component "Allow player to choose NPC proficiency skills and "regardless of the order of the installation. This component is not compatible with the Level1 NPCs mod as it won't run its 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 4025 [Allow NPC pairs to separate]? [I]nstall
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.

Install Component 4030 1] Use BG Values
4031 2] Use BG2 Values
Jaheira has different stats in BG 1 and BG2. This component allows to use either BG1 or BG2 stats for Jaheira.

Install Component 4040 1] Use BG Values
4041 2] Use BG2 Values
Minsc has different stats in BG 1 and BG2. This component allows to use either BG1 or BG2 stats for Minsc.

Install Component 4050 [Change Jaheira to Neutral Good]? [I]nstall
Install Component [Consistent Stats: Minsc]? choose one:

Install Component 4060 1] Use BG Values
4061 2] Use BG2 Values
An equivalent component is also included in Jarl's BGT Tweak Pack.

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.

Install Component 4070 1] Use BG Values
4071 2] Use BG2 Values
An equivalent component is also included in Jarl's BGT Tweak Pack.

Install Component [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]? [I]nstall
An equivalent component is also included in Jarl's BGT Tweak Pack.

Note that the Level 1 NPCs mod can also do this.

Install Component 4110 [Give Kagain A Legal Constitution Score of 19]? [I]nstall
An equivalent component is also included in Jarl's BGT Tweak Pack.

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19. MAJOR TWEAKS

Note that the Level 1 NPCs mod can also do this.

Install Component 4120  [Give Coran A Legal Dexterity Score of 19]? [Not Install]
Install Component 4130  [Make Xan a Generalist Mage (Mike1072)]?. [Not Install]
SKIPPING 4140  [Don’t Auto-Assign Advanced AI Scripting to Party]?

Not for BGT.

Install Component 4150  [Move Boo into Minsc’s pack]? [Install]
Install Component 4160  [Allow Yeslick to use axes]? [Not Install]
Install Component 4170  [Ensure Shar-Teel doesn’t die in the original challenge]?. [Install]

This component is similar to the component “The BG1 NPC Project: Make Shar-Teel Unkillable until in party”.

Successfully installed

Press ENTER to exit

19.25 Turambar fixes and tweaks 1.8.1 (1)
~SETUP-TURAMBAR_FIXES_TWEAKS.TP2~

This mod corrects some errors as well from BG as from other mods.

This mod has to be installed quite at the end, after BGT, DSotSC, NTotSC, BG1NPC, BP and Tweaks Anthology. The components which have to do with NPCs are not compatible with the Level1npc components which deal with the same NPC.

The cleric kits are NOT compatible with Divine Remix.

NOTE: This mod must be installed in two steps! The kits should be installed before the Refinements mod. The component "Inactive creatures fix" should be installed after BP component 1725 "Improved Xvart Village" and the component "Dragons are not immune to backstabbing" should be installed after SCS.

Copy the folder Turambar_fixes_tweaks and the files Setup-Turambar_fixes_tweaks.exe and Setup-Turambar_fixes_tweaks.tp2 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Would you like to display the readme? [Yes]
Would you like to display the components from [BGII - BGT - DSotSC - NTotSC fixpack (recommended)!]? [Yes]
Would you like to display the components from [Tweaks for BGII and BGT]? [Yes]
Would you like to display the components from [The BG1 kit project: new kits]? [Yes]
Would you like to display the components from [The BG1 kit project: NPC kits]? [Yes]

Install Component 10  [Italian only - Nalia’s ring name correction]? [Not Install]
Install Component 11  [Northern Tales fixes for items, dialogues, and graphic glitches]? [Install]

Requires NTotSC.

Install Component 12  [Inactive creatures fix]? [Not Install]

This component should be installed after BP component 1725 "Improved Xvart Village, for BGT-weidu"

Install Component 13  [Gerde’s quest and other related fixes]? [Install]
Install Component 14  [Fix for some errors in the Worldmap for BG1 areas]? [Not Install]

The fix has been included in the new version of the worldmap mod. Use that instead.

Install Component 15  [Fix some wrong creature races]? [Install]
Install Component 16  [Xvart village rebalancing]? [Install]

Requires DSotSC.

Install Component 17  [Fix Anomen’s proficiencies]? [Install]
Install Component 18  [Fixes for SoBH]? [Install]

Requires SoBH.

Install Component 1055  [Fixes for DS items and resources]? [Install]

Requires DSotSC.

Install Component 1060  [Other compatibility fixes]? [Install]

The compatibility fixes should be installed after the following mods: Baldurdash, SoS, CTB, Tactics, Grimuar, Every Mod and Dog.

Install Component 19  [Give all skeleton warriors the same immunities]?

This component should be installed after IA.

2000  [1] BG2 immunities (suggested!)
2001  [2] BG1 Immunities
Install Component 2002  [Fenfen buys more ankheg shells (Baldur’s Gate)]? [Install]
2003  [1] Fix only
[2] Infinite shells
Install Component 2004  [Keiria and Skeezzer only available from chapter 4]? [Install]

Requires DSotSC.

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Install Component 2005 [Helmet of alignment change]? [Install]
Install Component 2006 [Reflection cloak tweaks]? [Install]
2007 1] Cloak does not protect against area spells [Install]
2007 2] Original Cloak of Spell Reflection (SoA)? [2]
Install Component 2010 [Enhanced Nalia's ring]? [Not Install]

Not compatible with the Baldurdash component „Improved Character Nalia - Stats and Items“

Install Component 2020 [Daystar protects from level drain]? [Install]
Install Component 2023 [Esperan can improve the Daystar with the Tyr's Eye]? [Install]
Install Component 2040 [Shar Teel uses one handed weapons (not recommended with amazon kit)]? [Not Install]
Install Component 2045 [Enable bard class for elves]? [Install]

Requires ToBEx race-class externalize component!!

Install Component 2047 [Allow blades to use Defensive Spin under Free Action]? [Not Install]
Install Component 2048 [Turambar's revised thieving skills and spell learning XP reward table]? [Not Install]

This component is in conflict with similar components from BGT Tweaks (1900), aTweaks (261/262) and EET Tweaks (6).

Install Component 2050 [Tarambar's slow drow weapon disintegration (a revision of BG2Tweaks code)]? [Install]

This component should fix and complete the similar component from The Tweaks Anthology (#1050 Gradual Drow Item Disintegration). This component can work with or without The Tweaks Anthology. This component could slow down your game on an older computer when you have a very large number of items in your inventory.

Install Component 2051 [Fix areas stored in saved games]? [Not Install]

This component is only available if you installed the previous one.

Install Component 2052 [Dragons are not immune to backstabbing]? [Not Install]

This component should be installed after SCS, because otherwise the corresponding SCS Dragon II component cancels out the effect of this component.

Install Component 2055 [Pink Panther]? [Not Install]
Install Component 4000 [Amazon kit (needed for Shar Teel)]? [Not Install]

Amazon from TDD is required for this component.

Install Component 4010 [Priest of Shar (needed for Viconia)]? [Install]

Priest of Shar from TDD is required for this component. NOT compatible with Divine Remix.

Install Component 4020 [Priest of Tempus (needed for Branwen)]? [Install]

Priest of Tempus from NEJ is required for this component. NOT compatible with Divine Remix.

Install Component 4030 [Bladesinger (needed for Keiria)]? [Not Install]

ToBEx recommended, install the "Enable bard class for elves” component first. Requires DSotSC.

Bladesinger from TDD is required for this component.

Install Component [Kit for Shar Teel]? [Not Install]

Requires Amazon kit component.

5000 1] Kensai
5001 2] Amazon

NOT compatible with Divine Remix, requires Priest of Shar.

Install Component 5005 [Priest of Shar kit for Viconia]? [Not Install]

NOT compatible with Divine Remix, requires Priest of Tempus.

Install Component 5006 [Priest of Tempus kit for Branwen]? [Not Install]

Install Component 5007 [Avenger kit for Faldorn]? [Not Install]

Requires DSotSC.

Install Component [Blade kit for Keiria]? [Not Install]

Requires Bladesinger component.

5010 1] Blade
5001 2] Bladesinger

Install Component 5012 [Skald kit for Will Scarlet O'Hara]? [Not Install]
Install Component 5013 [Jester kit for Eldoth Kron]? [Not Install]

Successfully installed

Jarl's BGT Tweak Pack v1.74
~JA#BGT_TWEAK/SETUP-JA#BGT_TWEAK.TP2~

Various adjustments of BG1 and BG2 kits, portraits, stats and soundsets in a BGT megamod.

Should be installed after The Tweaks Anthology and BGT Tweak Pack. This mod requires Baldur's Gate Trilogy.
Copy the folder JA#BGT_Tweak and the file Setup-JA#BGT_Tweak.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: [1] English
Would you like to display the components from [Kits fuer Bioware NPCs]? [Y]es
Would you like to display the components from [Neue Portraits für Coran, Faldorn, Shar-Teel und Xan]? [Y]es
Install Component 0 [NPC SOUNDSETS & AVATARs (only german!)]? [N]ot Install

This component includes German sounds.

Install Component 1 [Change Kagain's Constitution to 19]? [N]ot Install

A similar component is also included in The Tweaks Anthology.

Install Component 2 [Change Coran's Dexterity to 19]? [I]Install
Install Component 3 [Balance thief abilities]? [I]Install
Install Component 4 [Change Korgan's Alignment to Neutral-Evil]? [N]ot Install

A similar component is also included in The Tweaks Anthology.

Install Component 5 [Change Jaheira's Alignment to Neutral-Good]? [N]ot Install

A similar component is also included in The Tweaks Anthology.

Install Component 6 [Match Minsc's Alignment]? choose one:
1) Change Minsc's Alignment to Chaotic-Good (BG2 - recommended)
2) Change Minsc's Alignment to Neutral-Good (BG1)
Install Component 7 [Match NPC Stats]? [N]ot Install
Install Component 8 1) Use BG1 Stats
9 2) Use BG2 Stats

These adjustments can also be done separately with The Tweaks Anthology.

Install Component 10 [Faldorn: Avenger-Kit]? [I]Install

These adjustments can also be done with the Level 1 NPCs mod. Because this requires quite a lot of effort, this component has been made for comfort.

Install Component 11 [Safana: Swashbuckler-Kit]? [I]Install

These adjustments can also be done with the Level 1 NPCs mod. Because this requires quite a lot of effort, this component has been made for comfort.

Install Component 12 [Kivan: Archer-Kit]? [I]Install

These adjustments can also be done with the Level 1 NPCs mod. Because this requires quite a lot of effort, this component has been made for comfort.

Install Component 13 [Ajantis: Cavalier-Kit]? [N]ot Install

These adjustments can also be done with the Level 1 NPCs mod. Because this requires quite a lot of effort, this component has been made for comfort.

Because of the mod "Ajantis NPC" installs Ajantis as a paladin, in the BG1 part Ajantis must remain a paladin.

Install Component 14 [Cernd: Totemic Druid-Kit]? [I]Install

This component has the same effect as the component 1 Cernd from NPC Tweak.

These adjustments can also be done with the Level 1 NPCs mod. Because this requires quite a lot of effort, this component has been made for comfort.

The Druid Kit Enhancements mod also changes Cernd into a totemic druid and its shapeshifting ability is much more sophisticated.

Install Component 15 [Alternative Portrait: Coran]? [N]ot Install
Install Component 16 [Alternative portrait: Xa]? [N]ot Install
Install Component 17 1) blonde Shar-Teel
18 2) brunette Shar-Teel
Install Component 19 [Alternative portrait: Faldorn]? [N]ot Install
Install Component 20 [General fixes]? [I]Install
Install Component 21 [Set reputation to 9 after leaving Candlekeep]? [I]Install
Install Component 22 [Soundpatch Part I - Gamesounds]? [I]Install
Install Component 23 [Soundpatch Part II - Persons (only german!)]? [N]ot Install

This component is only made for a German installation.

Install Component 24 [Item Addon]? [I]Install
Install Component 25 [Special NPC Items]? [I]Install
Install Component 26 [Improved exotic weapons allocation]? [I]Install
Install Component 27 [Change Montarons Proficiencies]? [I]Install

These adjustments can also be done with the Level 1 NPCs mod. Because this requires quite a lot of effort, this component has been made for comfort.

Install Component 28 [Xan's improved spellbook]? [I]Install

This component will only be installed, if Xan got no spell by other mods, like Spell Revisions for example.

Install Component 29 [Change Kagain's proficiencies]? [I]Install
Install Component 30 [Dynaheir's Sorcereress]? [N]ot Install
Install Component 31 [restore unique BG1-Items]? [I]Install

BGT replaces some unique BG1-Items with no-name-versions. This component restores them.
19.27 The Tweaks Anthology v9 (3)
~CDTWEAKS/SETUP-CDTWEAKS.TP2~

NOTE: This mod must be installed in four steps! The Rebalanced Weapon Proficiencies should be installed separately after Jarls BGT Tweak Pack. The Sensible Entrance Points should be installed after the Worldmap mod.

For the detailed description see step (1)

Copy the folder cdtweaks and the file setup-cdtweaks.exe into your main SoA directory.

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 [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 any component except:
  - 2160 1] Rebalanced Weapon Proficiencies [1]Install
  - 2161 2] BG-Style Weapon Proficiencies, With Weapon Styles (the bigg)
  - 2162 3] BG-Style Weapon Proficiencies, Without Weapon Styles (the bigg)
  - 2163 4] IWD-Style Proficiencies with Weapon Styles
  - 2164 5] IWD-Style Proficiencies without Weapon Styles

This component needs to be installed before the SCS fighter component, otherwise enemies may lose proficiency in the weapons they wield.

Install Component next component [Q]uit
Successfully installed Press ENTER to exit

19.28 Ding0’s Tweak Pack v24
~D0TWEAK/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 Tweaks Anthology!

Install D0Tweak_20 into your main SoA directory. Now you find here the folder d0tweak and the file Setup-d0tweak.exe into your main SoA directory.

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

This is not needed when Spell revisions is installed.

- Install Component 1 [Corrected Summoned Demon Behaviour]? [N]ot Install
- This component is now a part of the BG2 Fixpack.
- Install Component 2 [Corrected Demon Animations]? [N]ot Install
- This component is now a part of 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]nstall
- Install Component 5 [Additional Racial Enemies]? [I]nstall
The components "Additional Racial Enemies" from Ding0 tweak pack and "New racial enemies" from Enhanced BG2 are mutually exclusive.

Install Component 6 [Summoning Cap Removal]?

The raised number of the enemies requires more capacity of your computer as the pre-settings!

Install Component 7 [PhnP Celestial Fury]?

Install Component 8 [Ghrey's Holy Symbol Fix]?

This component is now a part of the BG2 Fixpack.

Install Component 9 [Kill Cespenar]?

Install Component 10 [Smarter Illusory Clone]?

This component is now part of the AI Improvements in Quest Pack.

Install Component 11 [Visual Ioun Stones]?

Not together with the Item Revisions component "Item Revisions by Demivrgvs", because the main component already contains WoRm's more advanced version of the visual Ioun Stones.

Install Component 12 [Dual Class Wild Mages]?

This component is now a part of The Tweaks Anthology.

Install Component 13 [Ken sai Ryu's Restored Drow Innate Abilities]?

This component is likely to interact in odd ways with most of the core SCS combat scripts.

Install Component 14 [Jaysyn's Displacer Beasts]?

This component is now a part of the Miscellaneous Enhancements component of Quest Pack.

Install Component 15 [Remove Quayle Portrait]?

Install Component 16 [Dream Flag]?

Install Component 17 [Sensible Lore Table]?

Install Component 18 [Improved Backstabbing]?

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 19 [NPCs/Summons Set Off Traps]?

1. Everyone can set off traps (excluding illusions, etc.)
2. Green and blue circles, and enemy summons can set off traps
21. 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 Ilyich 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 "NPCs/Summons Set Off Traps" before "Shadow Thief Improvements" so that the changes it introduces do not apply to the Shadow Thief Improvements areas.

Install Component 22 [Slower Walking Speeds]?

This component is now a part of The Tweaks Anthology.

Install Component 23 [BG1-Style Summoning Spells]?

Successfully installed Press ENTER to exit

The readme opens.

19.29 **Imoen is Stone v1.0**

~IMOENISSTONE/SETUP-IMOENISSTONE.TP2~

This mod lets Imoen be turned into stone in the fight with the Cowled Wizards at the Promenade.

*It must be installed *after* Saerileth mod and after Tweaks Anthology "Faster Chapter 1&2 Cut-Scenes & Dreams" component.*

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

Double-click the Setup. The DOS dialogue appears:

Install Component 6 [Imoen gets turned to stone in Promenade fight]?

Successfully installed [Imoen gets turned to stone in Promenade fight]

Press ENTER to exit

19.30 **Refinements v4.23.1**

~REFINEMENTS/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.
Don't install v24 because its component 110 Thief HLAs freezes the game when Imoen frees the char from the cage in Irenicus dungeon!

The new Refinements (as of v4) does not overwrite HLA tables anymore, it only adds to them. It is non-destructive. Divine Remix and new Refinements versions is no longer a conflict. If you install DR HLAs and Refinements HLAs you should get both. (Though if both mods add kind of the same stuff, you could end up with semi-doubles, which could be annoying.)

This mod has specific compatibility code for RR HLAs, thus with this version, RR should be installed before Refinements.

This mod must be installed AFTER The Bigg Quest Pack. The use together with Rogue ReBalancing is expressly recommended!

The Refinements component "Shapeshifting Fix" must be installed after Thieves Galores, because otherwise the shapeshifting is faulty.

Any kits must be installed before Refinements, cause it changes the HLA tables for all classes and makes duplicates of kits. Any kits installed after that may run into bugs and/or may not benefit from the revised HLA tables. Refinements conflicts with kit mod "Arcane Archer" (the kit creates arrows but the arrows themselves are not equip-pable).

Copy the folder refinements and the file setup-refinements.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
Would you like to display the readme? [N]o

What would you like to do with component 'Revised High Level Abilities'?  
10 1] Install revised HLAs for all classes  
11 2] Choose which classes get revised HLAs  
101 What would you like to do with component ’Fighter HLAs’? [Y]es  
102 What would you like to do with component ’Barbarian HLAs’? [Y]es  
103 What would you like to do with component ’Ranger HLAs’? [Y]es  
104 What would you like to do with component ’Paladin HLAs’? [Y]es  
105 What would you like to do with component ’Cleric HLAs’? [Y]es  
106 What would you like to do with component ’Druid HLAs’? [Y]es  
107 What would you like to do with component ’Monk HLAs’? [Y]es  
108 What would you like to do with component ’Wizard HLAs’? [Y]es  
109 What would you like to do with component ’Bard HLAs’? [Y]es  
110 What would you like to do with component ’Thief HLAs’? [Y]es  
What would you like to do with component ’SwashImoen’? [N]o

Only if you want to change Imoen into a swashbuckler.

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’?

The Tweaks Anthology-component „Shapeshifter Re-Balancing“ as well as the SCS-component “Improved shapeshift-ing” offers a similar solution.

30 1] Heal on shifting back to human (Default) [1]  
31 2] Heal on shifting to animal (by Borsook)  

Already included in BG2 Fixpack.

40 What would you like to do with component „Universal lesser mage robes”? [Y]es  
50 What would you like to do with component „Sword Angel Kit”? [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.

Successfully installed Press ENTER to exit

Two or three read me’s opens

19.31 Six’s Kitpack (2)  
~KITPACK6/SETUP-KITPACK6.TP2~

For full description see step (1)

You have already copied the folder Kitpack6 and the file Setup-Kitpack6.exe into your main SoA directory.

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 [General Class, Kit, & Class-Combination Rebalancing]? [I]nstall

This component must be installed AFTER the Refinements mod and AFTER any mod that adds kits! This component changes the weapon proficiencies for nearly all kits and thus it is not compatible with any mod or component that also change the weapon proficiencies. Most of Scales of Balance’s class tweaks are incompatible with this first component.

Install Component 1 [Shieldbearer kit]? [N]ot Install
Install Component 2 [Sniper kit]? [N]ot Install
Install Component 3 [Bowman kit]? [N]ot Install
Install Component 4 [Archer kit changes]? [N]ot Install
Install Component 5 [Mystic Marksmen kit]? [N]ot Install
Install Component 6 [Huntsman of Silvanus kit]? [I]nstall

„General Class, Kit, & Class-Combination Rebalancing“ should be installed for this component, therefore it must be installed separately AFTER the Refinements mod.

Install Component 7 [Spellshaper kit]? [N]ot Install
Install Component 8 [Martyr kit]? [N]ot Install

Successfully installed Press ENTER to exit

19.32 Spell Revisions v4beta16 (2)
~SPELL_REV/SETUP-SPELL_REV.TP2~

For full description see step (1)
You have already copied the folder spell_rev and the file setup-spell_rev.exe into your main SoA directory.
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 any component [N]ot Install except:
Install Component 60 [Update Spellbooks of Joinable NPCs]? [I]nstall

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

19.33 La’Viconia v5.0
~LAVICONIA/SETUP-LAVICONIA.TP2~

This mod changes Viconia’s class from a cleric to a cleric/assassin. Viconia will also receive a Symbol of Shar after reaching a specific level as a cleric and she also gains a new special ability, "Embrace of Shar."

This mod should be installed after other mods that add new priest spells. Divine Remix’s main component, however, should be installed after this mod.

Divine Remix’s "Add Nightcloak of Shar Kit to Viconia" component in conjunction with this mod will conflict.

Copy the folder laviconia and the file setup-laviconia.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Choose your language: 0 [English]
Would you like to display the readme? [N]o
Install Component [La’Viconia Tweak]? [I]nstall
0 1] Dual-class (Lava’s original option enhanced by Miloch)
10 2] Multi-class (Miloch’s option)
Install Component 50 [Portrait that matches Viconia’s thief animation (recolored hood)]? [N]ot Install
Successfully installed Press ENTER to exit

19.34 Level Adder v0.5
~7C#ADDLEVEL/7C#ADDLEVEL.TP2~

This mod adds the number you enter for X to every single non-joinable NPC, which makes them more powerful if you
Copy the folder 7c#addlevel into your main SoA directory.

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 [Add X levels to all the non-joinable Mages and Sorcerers in the game]? [I]nstall
  Please enter the levels to add to the Mages & Sorcerers (1-50)
  [2]

Install Component 1 [Add X levels to all the non-joinable Clerics in the game]? [I]nstall
  Please enter the levels to add to the Clerics (1-50)
  [2]

Install Component 2 [Add X/Y levels to all the non-joinable Fighter/Mages in the game]? [I]nstall
  Please enter the levels to add to the Fighter/Mages' Fighter level (1-50)
  [2]
  Please enter the levels to add to the Fighter/Mages' Mage level (1-50)
  [2]

Install Component 3 [Add X/Y/Z levels to all the non-joinable Cleric/Thieves in the game]?
  Please enter the levels to add to the Cleric/Thieves' Cleric level (1-50)
  [2]
  Please enter the levels to add to the Cleric/Thieves' Thief level (1-50)
  [2]

Install Component 4 [Add X/Y levels to all the non-joinable Cleric/Mages in the game]?
  Please enter the levels to add to the Cleric/Mages' Cleric level (1-50)
  [2]
  Please enter the levels to add to the Cleric/Mages' Mage level (1-50)
  [2]

Install Component 5 [Add X/Y/Z levels to all the non-joinable Fighter/Mage/Thieves in the game]?
  Please enter the levels to add to the Fighter/Mage/Thieves' Fighter level (1-50)
  [2]
  Please enter the levels to add to the Fighter/Mage/Thieves' Mage level (1-50)
  [2]
  Please enter the levels to add to the Fighter/Mage/Thieves' Thief level (1-50)
  [2]

Install Component 6 [Add X/Y/Z levels to all the non-joinable Fighter/Mage/Clerics in the game]?
  Please enter the levels to add to the Fighter/Mage/Clerics' Fighter level (1-50)
  [2]
  Please enter the levels to add to the Fighter/Mage/Clerics' Mage level (1-50)
  [2]
  Please enter the levels to add to the Fighter/Mage/Clerics' Cleric level (1-50)
  [2]

Install Component 7 [Add X/Y levels to all the non-joinable Mage/Thieves in the game]?
  Please enter the levels to add to the Mage/Thieves' Mage level (1-50)
  [2]
  Please enter the levels to add to the Mage/Thieves' Thief level (1-50)
  [2]

Install Component 8 [Add X/Y levels to all the non-joinable Cleric/Rangers in the game]?
  Please enter the levels to add to the Cleric/Rangers' Cleric level (1-50)
  [2]
  Please enter the levels to add to the Cleric/Rangers' Ranger level (1-50)
  [2]

Install Component 9 [Add X/Y levels to all the non-joinable Fighter/Druuids in the game]?
  Please enter the levels to add to the Fighter/Druuids' Fighter level (1-50)
  [2]
  Please enter the levels to add to the Fighter/Druuids' Druid level (1-50)
  [2]

Install Component 10 [Add X levels to all the non-joinable Fighters in the game]?
  Please enter the levels to add to the Fighters (1-50)
  [2]

Install Component 11 [Add X levels to all the non-joinable Monks in the game]?
  Please enter the levels to add to the Monks (1-50)
  [2]

Install Component 12 [Add X levels to all the non-joinable Druids in the game]?
  Please enter the levels to add to the Druids (1-50)
  [2]

Install Component 13 [Add X levels to all the non-joinable Bards in the game]?
  Please enter the levels to add to the Bards (1-50)
  [2]

Install Component 14 [Add X levels to all the non-joinable Paladins & Rangers in the game]?
  Please enter the levels to add to the Paladins & Rangers (1-50)
  [2]

Install Component 15 [Add X levels to all the non-joinable Thieves in the game]?
  Please enter the levels to add to the Thieves (1-50)
  [2]

Install Component 16 [Add X/Y levels to all the non-joinable Fighter/Clerics in the game]?
  Please enter the levels to add to the Fighter/Clerics' Fighter level (1-50)
  [2]
  Please enter the levels to add to the Fighter/Clerics' Cleric level (1-50)
  [2]

Install Component 17 [Add X/Y levels to all the non-joinable Fighter/Thieves in the game]?
  Please enter the levels to add to the Fighter/Thieves' Fighter level (1-50)
  [2]
  Please enter the levels to add to the Fighter/Thieves' Thief level (1-50)
  [2]

Install Component [Multiply the Hit Points of enemy and neutral creatures]?
  [I]nstall

This component makes the game harder.
19. MAJOR TWEAKS

19.35 Sword Coast Stratagems v32.4
~STRATAGEMS/SETUP-STRATAGEMS.TP2~

SCS adds about 90 optional components (substantially upgraded general AI, upgraded enemy challenges, NSC management and general improved gameplay and a full implementation of the Icewind Dale spell system in Baldur's Gate). 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.

As of version 22, SCS and SCS have been combined into a single mod named "Sword Coast Stratagems". **NOTE:** v32 and higher is only running on 64-bit engines. On a 32-bit engine you need to have v31 of this mod!

SCSv31 is described afterwards.

SCS is highly responsive to the difficulty slider. SCS has five difficulty settings (Basic, Improved, Tactical, Hardcore, and Insane) and the great majority of enemies are affected by the slider.

On the lowest difficulty settings, SCS mildly improves the intelligence and immersiveness of the game's enemy AI (and makes full use of the Icewind Dale spell system or the Spell Revisions spell system, if you have them installed).

At higher difficulty settings, you should notice enemies behaving much more intelligently and realistically.

Ideally, SCS prefers to be installed last, but several other recent mods (aTweaks, Rogue Rebalancing, BiggTweaks, The Tweaks Anthology) also say "install last" in their readmes. You can generally install any of these listed mods after SCS fairly safely. (In particular, Rogue Rebalancing and aTweaks are designed with SCS specifically in mind, and should definitely be installed after SCS). Other mods, and in particular any mods that add new items, really need to be installed before SCS.

SCS for Baldur's Gate II requires the BG2 Fixpack. SCS should be installed towards the end of your installation. Rogue Rebalancing and aTweaks are designed to be installed after SCS. SCS is fully compatible with Wheels of Prophecy. Install SCS after Wheels of Prophecy. BiggTweaks and Virtue can also fairly safely installed after SCS. Tweaks Anthology can be installed before or after SCS; both should work. Other mods, and in particular any mods that add new items, really need to be installed before SCS.

The latest version of Big Picture is at some level compatible with Stratagems. For a stable install you should choose the AI components of one or the other, as both try to do broadly similar things in rather different ways. Mixing BP AI and SCS AI components is a bad idea, because of the different approaches taken (SCS rewrites original scripts with new behavior; BP replaces original scripts with new differently-named scripts). By implication, if you install both then some creatures might have both SCS and BP AI scripts on them simultaneously, issuing contradictory commands.

As of version 32, SCS no longer makes use of high-level abilities from Refinements. SCS is compatible with the "Item Revisions" and "Spell Revisions" mods. Both should be installed before SCS. Some IR and SR components that overlap with SCS will be silently skipped on an install of SCS.

SCS has slight compatibility issues with Divine Remix. Divine Remix rearranges the spellbooks of some potentially-hostile mages and SCS, not knowing this, will fail to use their spells effectively. This is unlikely to have any significant effect on play, though.

If you install "Tougher Sendai" from Oversight then the SCS improvements to Sendai (in the Smarter Mages / Smarter Priests component) will be skipped in favour of the Oversight ones.

Quest Pack's AI and creature enhancements are compatible with SCS. Install Quest Pack first, then install whichever components of SCS you want: they will override the Quest Pack for the affected creatures. Quest Pack still has some content not influenced by SCS: notably, it improves Mummies and Umber Hulks. Compatibility between Tactics and SCS depends on the components.

Since the bard kit components 450, 470, 480, 490 of Might and Guile are using Aquadrizzt's qd_multiclass function which allows easy installation of working multiclass kits on EE 2.0, many of Stratagems' tactical challenges could only be installed with warnings, the components 6830, 8000, 8050, 8180 cannot be installed at all. So you have to skip the afore-mentioned M&G components if you want to install SCS without worries.
Some Stratagems components are extremely memory-intensive! You need at least 4 GB RAM installed or the installation will fail!

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 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.

Note: Some Stratagems components require several hours to be installed!

Copy the folders stratagems and the files stratagems.bat and weidu.exe into your main SoA directory.

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 [Icewind Dale spells]? [Y]es
Would you like to display the components from [Gameplay 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

**SKIPPING 1500** [Include arcane spells from Icewind Dale: Enhanced Edition]?
only for Enhanced Edition

**SKIPPING 1510** [Include divine spells from Icewind Dale: Enhanced Edition]?
only for Enhanced Edition

Install Component 2900 [Move or modify some overpowered magic items]? [I]nstall

**Skipping this component, as Item Revisions renders it obsolete.**

Install Component 3010 [Replace +1 arrows and other projectiles with nonmagical “fine” ones]? [I]nstall

This component will conflict with the SoB components #101 "IWO part 1 - aesthetic & enchantment tweaks", #102 "IWO part 2 - functional weapon tweaks" and #103 "IWO part 3 - light/heavy weapon distinctions".

Install Component 3020 [Replace many +1 magic weapons with nonmagical “fine” ones]? [N]ot Install

**This component only applies to BG2**

Install Component [Replace many +1 magic weapons with nonmagical “fine” ones]?

This component will conflict with the SoB components #101 "IWO part 1 - aesthetic & enchantment tweaks", #102 "IWO part 2 - functional weapon tweaks" and #103 "IWO part 3 - light/heavy weapon distinctions".

Install Component 3021 [Fine weapons are immune to the iron crisis]?
3022 [Fine weapons are affected by the iron crisis]?

Install Component 3040 [Reduce the number of Arrows of Dispelling in stores]?
3041 [1] Remove Arrows of Dispelling from stores]?
3042 [2] Stores sell a maximum of 5 Arrows of Dispelling]?

Install Component 3500 [Standardise spells between BG and BG2]?
3501 [1] Remove spells not in BG1
3505 [Wider selection of random scrolls]?

**BG1tutu only**

3501 [2] Introduce BG2 spell scrolls into BG1

**SKIPPING**

3505 [Wider selection of random scrolls]?

**only for Enhanced Edition**

Install Component [Reduce the power of Inquisitors’ Dispel Magic]?
3540 [1] Inquisitors dispel at 1.5 x their level (not twice their level)
3542 [2] Inquisitors dispel at their level (not twice their level)

Install Component [Increase the power of Cure Wounds and Cause Wounds spells to the level found in 3rd Edition D&D]? The component is skipped if you are using Spell Revisions, which already increases the power of healing and cause-wounds spells by a similar (though larger) amount.

3550 [1] Spells heal or inflict a random amount of damage (1d8 per level of the spell, plus 1 point per caster level, to a maximum of 5 points per spell level)
3551 [2] Spells heal or inflict the maximum amount of damage in this range
3552 [3] Spells heal or inflict about the average amount of damage in this range

**SKIPPING**

3580 [Restoration and Lesser Restoration spells heal ability-score damage]?

**only for Enhanced Edition**

Double-click the Setup again. The DOS dialogue appears:
19. MAJOR TWEAKS

Choose your language: 0 [English]
Would you like to display the readme? [N]o
Would you like to display the components from [Icewind Dale spells]? [N]o
Would you like to display the components from [Gameplay 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 [Faster Bears]?
Install Component 4010 [Grant large, flying, non-solid or similar creatures protection from Web and Entangle]?
Install Component 4020 [More realistic wolves and wild dogs]?
Install Component 4030 [Improved shapeshifting]?
Install Component 4099 [Allow player to choose NPC proficiencies and skills]?

If you have both this component and the "improved priests" component installed, enemy druids will use improved shapeshifting.

The Tweaks Anthology-component „Shapeshifter Re-Balancing“ as well as the Refinements-component “Shapeshifting Fix” offers a similar solution.

Install Component 4050 [Decrease the rate at which reputation improves]?
Install Component 4051 2] Reputation increases at about 1/2 the normal rate
Install Component 4052 3] Reputation increases at about 1/3 the normal rate
Install Component 4053 4] Reputation increases at about 1/4 the normal rate

Install Component 4099 [Allow player to choose NPC proficiencies and skills]?

If you choose this component, you can choose the component "ToFB-style of the NPCs" from The Tweaks Anthology 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.

SKIP PING 4100 [Improved NPC customisation and management]?
only for Enhanced Edition
SKIP PING 4115 [Thieves assign skill points in multiples of five]?
only for Enhanced Edition

Install Component 4145 1] Remove the tutorial NPCs from Candlekeep
Install Component 4146 2] Skip Candlekeep altogether (warning: breaks the 4th wall!)

Install Component 4150 [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]?

This component is only available on Windows versions of SCS.

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” will overwrite this SCS component will overwrite again.

If you install this component you will not be able to access Watcher’s Keep during the Shadows of Amn part of the game.

Install Component 4160 1] License costs 10,000 gp
Install Component 4161 2] License costs 15,000 gp
Install Component 4162 3] License costs 20,000 gp
Install Component 4163 4] License costs 30,000 gp
Install Component 4164 5] License costs 50,000 gp

Install Component [Increase the price asked by Gaelan Bayle]?

In the unmodded game Gaylan asks the player to provide 20,000gp

Install Component 4170 1] Gaelan wants 40,000 gold pieces
Install Component 4171 2] Gaelan wants 60,000 gold pieces
Install Component 4172 3] Gaelan wants 80,000 gold pieces
Install Component 4173 4] Gaelan wants 100,000 gold pieces
Install Component 4174 5] Gaelan wants 120,000 gold pieces

Install Component 4180 [Make Freedom scrolls available earlier]
Install Component 4190 [Make Watchers’ Keep accessible between SoA and ToB (warning: this will make it inaccessible until the end of SoA)]?

This component may be installed together with the previous component only after the BP-BGT-Worldmap.
In Install Component

1. Only remove nonmagical ammo from random containers
2. Remove ammo up to the +2 level from random containers
3. Remove all ammo from random containers

Install Component 4230 [Delay the arrival of the "bonus merchants" in the Adventurers' Mart and the Copper Coronet]?

Instal Component 4240 [Treat mages' and priests' High-Level Abilities as innate abilities rather than memorisable spells (each may be taken only once)]?

This component makes use of the HLAs changed by Refinements if that mod is installed before.

This component does the same job as the "High Level ABILITIES - a ToB mod for casters"

Install Component 4250 [Make spell sequencers and contingencies into innate abilities]?
Install Component 5000 [Ease-of-use party AI]?

This AI script, suitable for all characters, has 5 functions that simplify precombat spellcasting of long-duration spells.

Install Component 5070 [Cosmetic change: stop Stoneskins from changing the caster's colour]?

ToBEx required

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 [Icewind Dale spells]? [N]o
Would you like to display the components from [Gameplay 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 5900 [Initialise AI components (required for all tactical and AI components)]? [I]nstall

This component alone does nothing in the game, but is a prerequisite for all other tactical or AI components.

Install Component 6000 [Smarter general AI]?

This component is in conflict with the BP component Generic Creature & Script Processing.

Install Component 6010 [Better calls for help]?

This component is in conflict with the BP component Generic Creature & Script Processing.

This component does not require component 6000 "Smarter general AI".

Install Component 6030 [Smarter Mages]?

This component requires "Smarter general AI" to be installed.

This component drastically improves the intelligence of pretty much all the arcane spellcasters (liches, mages, fighter/mages, thief/images, bards).

You need Smarter Mages for some of the Tactical challenges - BG1.

If you install "Tougher Sendai" from Oversight then the improvements to Sendai in this component will be skipped in favour of the Oversight ones.

This function is also included with Big Picture mod. Don't install both of them.

The "Improved Mae'Var" component from Tactics is incompatible with this component. Only install one of them.

Smarter Mages is very sensitive to the difficulty slider.

Install Component 6040 [Smarter Priests]?

This component requires "Smarter general AI" to be installed.

This component upgrades the intelligence of the clerics and fighter-clerics in the game.

You need Smarter Priests for some of the Tactical challenges - BG1.

This function is also included with Big Picture mod. Don't install both of them.

The "Improved Mae'Var" component from Tactics is incompatible with this component. Only install one of them.

Smarter Priests is very sensitive to the difficulty slider.

Install Component 6100 [Potions for NPCs]?

This component requires "Smarter general AI" to be installed.

This component does not require component 6000 "Smarter general AI".

This component is sensitive to the difficulty slider.

Install Component 6200 [Improved Spiders]?

This component does not require component 6000 "Smarter general AI".

This component is sensitive to the difficulty slider.

Install Component 6300 [Smarter sirines and dryads]?

This component requires "Smarter general AI" to be installed.

Dryad AI is also modified by the "Improved Nymph (Woodland Being) Script" in Baldurdash and the Tactics' component 28 "Improved Nymphs". So you can have smarter dryad AI than the original game even without SCS.

Install Component 6310 [Slightly harder carrion crawlers]?

This component requires "Smarter general AI" to be installed.

Install Component 6320 [Smarter basilisks]?

This component requires "Smarter general AI" to be installed.

Install Component 6500 [Improved golems]?

This component requires "Smarter general AI" to be installed.

Not compatible with the Tactics or BP component Improved Golems
This component requires also the “Initialise mod” as the “Smarter general AI” to be installed.
This component will only have an effect on the game if you also install SCS’s "Smarter Mages" and/or "Smarter Priests" components.
This component overlaps with Tactics's Improved Demon Knights component.
This function is also included in Big Picture’s Demons and Devils component. Don’t install both of them.
This component overwrites Ascension’s “Tougher Demogorgon” respectively BP's “Improved Demogorgon”.
Atweaks’ Fiend components are at least partially incompatible with Improved fiends; to be safe, use one or the other.
This component is sensitive to the difficulty slider.

This component requires “Initialise mod” to be installed but does not require component 6000 "Smarter general AI".
This function is also included in Big Picture’s Djinni, Efreet, & Dao component. Don’t install both of them.
This component is sensitive to the difficulty slider.

This component corresponds to the Tactics component “Smarter Dragons in SoA”.
This function is also included with Big Picture mod. Don’t install both of them.

If you have installed the Super Firkraag mod before, you must copy afterwards the file dragred.bcs from the directory SCS/backup/6100 into the override folder.
This component is sensitive to the difficulty slider.

This component requires “Initialise mod” to be installed but does not require component 6000 "Smarter general AI".
This component corresponds to the Tactics component “Smarter Beholders”.
This function is also included in Big Picture mod. Don’t install both of them.
This component is sensitive to the difficulty slider.

This component is incompatible with the mod Les Exiles de Lunargent.
This function is also included with Big Picture mod. Don’t install both of them.
This component does not require component 6000 "Smarter general AI".
This component is sensitive to the difficulty slider.

This component does affect Bodhi, but only if you don’t install the "Improved Bodhi" component.
This component is sensitive to the difficulty slider.

Requires the Ascension mod. Big Picture has its own version of that mod.

Requires the Ascension mod. Big Picture has its own version of that mod.

Requires the Ascension mod. Big Picture has its own version of that mod.

Not compatible with the Might and Guile components 450, 470, 480, 490.

Requires the Ascension mod. This component requires "Smarter Mages" to be installed, but not the "Generic Mages" from BP!

Double-click the Setup again. The DOS dialogue appears:
Choose your language: [English]
Would you like to display the readme? [No]
Would you like to display the components from [Icewind Dale spells]? [No]
Would you like to display the components from [Gameplay tweaks]? [No]
Would you like to display the components from [AI enhancements]? [No]
Would you like to display the components from [Tactical challenges]? [No]
Would you like to display the components from [Tactical challenges]? [Yes]

These components will make the encounters more difficulty of and, therefore, are thought for experienced players.
19. MAJOR TWEAKS

only.

Install Component 7000 [Improved doppelgangers]? [Install]
Install Component 7010 [Tougher Black Talon and Iron Throne guards]? [Install]

**The Baldurdash component "Tougher Black Talone Elites" has the same function.**

Install Component 7020 [Improved deployment for parties of assassins]? [Install]
Install Component 7030 [Improved kobolds]? [Install]
Install Component 7040 [Relocated bounty hunters]? [Install]
Install Component 7050 [Improved Ulcaster]? [Install]
Install Component 7060 [Improved Baldurian's Isle]? [Install]
Install Component 7070 [Improved Durlag's Tower]? [Install]

This component must be installed after Ding0’s Quest Pack AI

The components „Smarter Mages“ and „Smarter priests“ should be installed to be able to use this component.

Install Component 7080 [Improved Demon Cultists]? [Install]
Install Component 7090 [Improved Cloakwood Druids]? [Install]

This component requires the SCS "Smarter Priests" to be installed, but not the "Generic Priests" from BP!

Install Component 7100 [Improved Bassilus]? [Install]
Install Component 7110 [Improved Drasus party]? [Install]
Install Component 7130 [Improved Red Wizards]? [Install]

This component requires the SCS "Smarter Mages" to be installed, but not the "Generic Mages" from BP!

Install Component 7140 [Improved Undercity assassins]? [Install]
Install Component 7200 [Tougher chapter-two end battle]? [Install]
Install Component 7210 [Tougher chapter-three end battle]? [Install]
Install Component 7220 [Tougher chapter-four end battle]? [Install]
Install Component 7230 [Tougher chapter-five end battle]? [Install]
Install Component 7250 [Improved final battle]? [Install]

requires BGT

Install Component 7900 [Improved minor encounters]? [Install]
Install Component 8000 [Make the starting dungeon slightly harder]? [Install]

Not compatible with the Might and Guile components 450, 470, 480, 490.

Install Component 8010 [Improved Shade Lord]? [Install]
Install Component 8020 [Spellcasting Demiliches]? [Install]

This component requires "Smarter Mages" to be installed.

This component overlaps with the Big Picture component "Improved Kangaxx Encounter"

Install Component 8030 [More resilient trolls]? [Install]

This component is compatible with the Tactics component "Streamlined Trolls"

Install Component 8040 [Increase difficulty of level-dependent monster groupings]? [Install]

This component corresponds to the Tactics components “Always Toughest Random Spawns in Dungeons”, “Slightly Smarter Mages and Liches” and “Slightly Tougher Demons”. “Always Toughest Random Spawns in Dungeons” is also included with Big Picture mod.

This component is sensitive to the difficulty slider.

Install Component 8050 [Improved Random Encounters]? [Install]

Not compatible with the Might and Guile components 450, 470, 480, 490.

Install Component 8060 [Improved de'Arnise Keep ("Tactics Remix")]? [Install]

This function is also included with Big Picture mod. Don’t install both of them.

Not compatible with the Tactics component Improved TorGal and De’Arnise Keep

This component is sensitive to the difficulty slider.

Install Component 8070 [Improved Unseeing Eye]? [Install]

This component requires "Smarter Beholders" to be installed.

Install Component 8080 [Improved Bodhi ("Tactics Remix")]? [Install]

This component requires the SCS component "Improved Vampires" to be installed.

This function is also included with Big Picture mod. Don’t install both of them.

This component is in conflict with the BP component Generic Creature & Script Processing.

Not compatible with the Tactics component Improved Bodhi.

This component is sensitive to the difficulty slider.

Install Component 8090 [Party’s items are taken from them in Spellhold]? [Install]

This component is rather similar to the component "Improved Spellhold" of the "Big Picture" mod, but it prevents the "missing-item" bugs that caused some problems with the Big Picture component. It is compatible with the Big Picture version if you install the SCS version after the BP version. Don’t install the BP version after the SCS version, though.

This component is sensitive to the difficulty slider.

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<table>
<thead>
<tr>
<th>Install Component</th>
<th>8100</th>
<th>[Improved battle with Irenicus in Spellhold]? [I]ninstall</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>This function is also included with Big Picture mod. Don’t install both of them.</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Install Component</td>
<td>8110</td>
<td>[Improved Sahuagin]? [I]ninstall</td>
</tr>
<tr>
<td><strong>Not compatible with the Tactics component Improved Irenicus</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Install Component</td>
<td>8120</td>
<td>[Improved Beholder hive (adapted from Quest Pack)]? [I]ninstall</td>
</tr>
<tr>
<td><strong>There is a similar, but stronger component in the mod Tactics. Don’t install both of them.</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Install Component</td>
<td>8130</td>
<td>[Rebalanced troll regeneration]? [I]ninstall</td>
</tr>
<tr>
<td>Install Component</td>
<td>8140</td>
<td>[Improved Drow]? [N]ot Install</td>
</tr>
<tr>
<td><strong>This component is sensitive to the difficulty slider.</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Install Component</td>
<td>8150</td>
<td>[Improved Watcher’s Keep]? [I]ninstall</td>
</tr>
<tr>
<td><strong>This function is also included with Big Picture mod.</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Install Component</td>
<td>8160</td>
<td>[Improved Fire Giant temple]? [I]ninstall</td>
</tr>
<tr>
<td><strong>This component appears to be compatible with Tactics’s “Tougher Fire Giants”</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Install Component</td>
<td>8170</td>
<td>[Improved Sendai’s Enclave]? [I]ninstall</td>
</tr>
<tr>
<td>Install Component</td>
<td>8180</td>
<td>[Improved Abazigal’s Lair]? [I]ninstall</td>
</tr>
<tr>
<td><strong>Not compatible with the Might and Guile components 450, 470, 480, 490.</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Install Component</td>
<td>8190</td>
<td>[Improved Minor Encounters]? [I]ninstall</td>
</tr>
<tr>
<td>Successfully installed</td>
<td></td>
<td>Press ENTER to exit</td>
</tr>
</tbody>
</table>

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**Sword Coast Stratagems v31**

SCS adds more than 130 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.

As of version 22, SCS and SCS have been combined into a single mod named "Sword Coast Stratagems".

**NOTE:** v32 and higher is only running on 64-bit engines. On a 32-bit engine you need to have v31 of this mod!

Ideally, SCS prefers to be installed last, but several other recent mods (aTweaks, Rogue Rebalancing, BiggTweaks, The Tweaks Anthology) also say “install last” in their readmes. You can generally install any of these listed mods after SCS fairly safely. (In particular, Rogue Rebalancing and aTweaks are designed with SCS specifically in mind, and should definitely be installed after SCS). Other mods, and in particular any mods that add new items, really need to be installed before SCS.

SCS is designed to work with the BG2 Fixpack when used on BGT installs.

SCS should be installed towards the end of your installation.

Rogue Rebalancing and aTweaks are designed to be installed after SCS.

SCS is fully compatible with Wheels of Prophecy. Install SCS after Wheels of Prophecy.

BiggTweaks and Virtue can also fairly safely installed after SCS.

Tweaks Anthology can be installed before or after SCS; both should work.

Other mods, and in particular any mods that add new items, really need to be installed before SCS.

The latest version of Big Picture is at some level compatible with Stratagems. For a stable install you should choose the AI components of one or the other, as both try to do broadly similar things in rather different ways.

Mixing BP AI and SCS AI components is a bad idea, because of the different approaches taken (SCS rewrites original scripts with new behavior; BP replaces original scripts with new differently-named scripts). By implication, if you install both then some creatures might have both SCS and BP AI scripts on them simultaneously, issuing contradictory commands.

SCS is fully compatible with the “Refinements” mod, and in particular, will make use of the modified High-Level Abilities introduced by Refinements. Refinements must be installed before SCS for this to work properly.

SCS is compatible with the “Item Revisions” and “Spell Revisions” mods. Both should be installed before SCS. Some IR and SR components that overlap with SCS will be silently skipped on an install of SCS.

SCS has slight compatibility issues with Divine Remix. Divine Remix rearranges the spellbooks of some potentially-
hostile mages and SCS, not knowing this, will fail to use their spells effectively. This is unlikely to have any significant
effect on play, though.

If you install "Tougher Sendai" from Oversight then the SCS improvements to Sendai (in the Smarter Mages / Smarter
Priests component) will be skipped in favour of the Oversight ones.

Quest Pack’s AI and creature enhancements are compatible with SCS. Install Quest Pack first, then install whichever
components of SCS you want: they will override the Quest Pack for the affected creatures. Quest Pack still has some
content not influenced by SCS: notably, it improves Mummies and Umber Hulks.

Compatibility between Tactics and SCS depends on the components.

Since the bard kit components 450, 470, 480, 490 of Might and Guile are using Aquadrizzt’s qd_multiclass function
which allows easy installation of working multiclass kits on EE 2.0, many of Stratagems’ tactical challenges could only
be installed with warnings, the components 6830, 8000, 8050, 8180 cannot be installed at all. So you have to skip the
afore-mentioned M&G components if you want to install SCS without worries.

Some Stratagems components are extremely memory-intensive! You need at least 4 GB RAM installed or the installa-
tion will fail! Please note that Windows XP and Windows 7 32-bit only support 2 GB. If you have Windows 7 32-bit in-
stalled you must remove the 2 GB limit with the patch from here:
http://www.unawave.de/windows-7-tipps/32-bit-ram-barrier.html?lang=EN

With an operating system with a 32-bit architecture the component 6000 "Smarter general AI" possibly cannot be in-
stalled in a BWP megamod with all mods because this component requires more main memory than a 32-bit architec-
ture can handle.

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 [#Hi?]” to press [Y]es, then to skip following ones with [N]o and to quit the instal-
lation after the first category. Afterwards install the next category in the same way individually. The following instruc-
tions 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.

Note: Some Stratagems components require several hours to be installed!

Copy the folders stratagems and the files stratagems.bat and weidu.exe into your main SoA directory.

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]? [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 - BG1]? [N]o
Would you like to display the components from [Tactical challenges - BG2]? [N]o
Install Component 1000 [Initialise mod (all other components require this)]? [Y]es
Install Component 1900 [Standardise spells: BG1 vs BG2]?
Install Component 1901 [Introduce BG2 spell scrolls into BG1]
Install Component 1910 [Protection from Normal Missiles also blocks Arrows of Fire/Cold/Acid and similar projectiles without pluses]?
Install Component 2000 [Allow Spellstrike to take down a Protection from Magic scroll]?
Install Component 2010 [More consistent Breach spell (always affects liches and rakshasas; doesn’t penetrate Spell Turning)]?
Install Component 2020 [Antimagic attacks penetrate improved invisibility]?

This component alone does not do anything in the game, but is required for almost all other tactical or AI components.

Many of the tactical choices made by wizards and priests in SCS assume that this component ist installed.

only for BG1 Tutu

Combined with the components that replace +1 weapons with nonmagical weapons, this significantly increases the
usefulness of Protection from Normal Missiles

This component will be skipped, if "Spell Revisions" is installed.
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Install Component 2030  [Iron Skins behaves like Stoneskin (can be brought down by Breach)]?  [I]install

This component will be skipped, if "Spell Revisions" is installed.

Install Component 2040  [Modify the Harm spell so it does damage rather than reducing target to 1 hp]?  [I]install

This component will be skipped, if "Spell Revisions" is installed.

Install Component 2050  [Allow individual versions of Spell Immunity to be placed into Contingencies and Spell Triggers]?  [I]install

Install Component 2060  [Revert Greater Restoration back to only affecting one creature]?  [I]install

This component will be skipped, if "Spell Revisions" is installed.

Install Component 2070  [Blade Barrier and Globe of Blades only affect hostile creatures]?  [I]install

This component will be skipped, if "Spell Revisions" is installed.

Install Component 2080  [Cap damage done by Skull Trap at 12d6]?  [I]install

This component will be skipped, if "Spell Revisions" is installed.


This component will be skipped, if "Spell Revisions" is installed.

Install Component 2100  [Make Minute Meteors into +2 weapons]?  [I]install

Install Component 2110  [Reduce the power of Inquisitors' Dispel Magic]?  [I]install

Install Component 2120  [Slightly weaken insect plague spells, and let fire shields block them]?  [I]install

Install Component 2130  [Cosmetic change: stop Stoneskins from changing the caster's colour]?  [I]install

Install Component 2140  [Slightly increase the power of Mantle, Improved Mantle, and Absolute Immunity]?  [I]install

Install Component 2150  [Make spell sequencers, spell triggers, and contingencies learnable by all mages]?  [I]install

Install Component 2160  [Add an extra copy of some hard-to-find spell scrolls]?  [I]install

Install Component 2170  [True Sight/True Seeing spells protect from magical blindness]?  [I]install

Install Component 2180  [Prevent Simulacra and Projected Images from using magical items]?  [I]install

This component is similar to the aTweaks component 205 "Prevent Project Image and Simulacrum clones from using quickslot items".

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]?  [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 - BG1]?  [N]o

Would you like to display the components from [Tactical challenges - BG2]?  [N]o

The following components will be installed only with the tactics version.

Install Component 3000  [Replace BG1-style elemental arrows with BG2 versions]?  [I]install

only for BG1Tutu

Install Component 3010  [Replace +1 arrows and other projectiles with nonmagical "fine" ones]?  [I]install

only for BG1Tutu and EE

This component will conflict with the SoB components #101 "IWO part 1 - aesthetic & enchantment tweaks", #102 "IWO part 2 - functional weapon tweaks" and #103 "IWO part 3 - light/heavy weapon distinctions".

Install Component 3020  [Replace many +1 magic weapons with nonmagical "fine" ones]?  [N]ot install

only for BG2

Install Component 3021  [Fine weapons are immune to the iron crisis]?  [I]install

Install Component 3022  [Fine weapons are affected by the iron crisis]?  [N]ot install

This component will conflict with the SoB components #101 "IWO part 1 - aesthetic & enchantment tweaks", #102 "IWO part 2 - functional weapon tweaks" and #103 "IWO part 3 - light/heavy weapon distinctions".

Install Component 3030  [Re-introduce potions of extra-healing]?  [I]install

Install Component 3040  [Reduce the number of Arrows of Dispelling in stores]?  [I]install

Install Component 3041  [Stores sell a maximum of 5 Arrows of Dispelling]?  [N]ot install
19. MAJOR TWEAKS

Install Component 3050  [Remove the Shield of Balduran from the game]?  [N]ot Install

Skipping this component, as Item Revisions renders it obsolete.

Install Component 3060  [Remove the invisibility power of the Staff of the Magi]?  [I]nstall

Install Component 3070  [Move Vhalar's Helm into Throne of Bhaal]?  [I]nstall

Install Component 3080  [Move the Cloak of Mirroring]?  [I]nstall

Install Component 3090  [Move the Robe of Vecna into Throne of Bhaal]?  [I]nstall

Instal Component 3100  [Make the healing and resurrection powers of the Rod of Resurrection into separate abilities]?

Not Install

Skipping this component, as it is already installed via Item Revisions.

Install Component 3110  [Change Carsomyr so that its Dispel on contact power grants a saving throw]?  [I]nstall

Skipping this component, as it is already installed via Item Revisions.

If you want to use this component together with Rylorn you should install this component before that mod.

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]?  [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 - BG1]?  [N]o
Would you like to display the components from [Tactical challenges - BG2]?  [N]o
Install Component 4000  [Faster Bears]?  [I]nstall
Install Component 4010  [Grant large, flying, non-solid or similar creatures protection from Web and Entangle]?  [I]nstall
Install Component 4020  [More realistic wolves and wild dogs]?  [I]nstall
Install Component 4030  [Improved shapeshifting]?  [N]ot Install

If you have both this component and the "improved priests" component installed, enemy druids will use improved shapeshifting.

The Tweaks Anthology-component „Shapeshifter Re-Balancing“ as well as the Refinements-component “Shapeshifting Fix” offers a similar solution.

Install Component 4050  [Decrease the rate at which reputation improves]?
  1] Reputation increases at about 2/3 the normal rate
  2] Reputation increases at about 1/2 the normal rate
  3] Reputation increases at about 1/3 the normal rate
  4] Reputation increases at about 1/4 the normal rate

Install Component 4100  [Allow player to choose NPC proficiencies and skills]?

If you choose this component, you can choose the component "ToB-style of the NPCs" from The Tweaks Anthology 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.

Install Component 4145  [Remove the tutorial NPCs from Candlekeep]
  1] Remove the tutorial NPCs from Candlekeep
  2] Skip Candlekeep altogether (warning: breaks the 4th wall!)

Install Component 4150  [Allow the Cowled Wizards to detect spellcasting in most indoor, above-ground areas in Athkatla]?

If you choose this component, you can choose the component "ToB-style of the NPCs" from The Tweaks Anthology 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.

Install Component 4160  [Increase the price of a license to practise magic in Athkatla]?

[1] License costs 10,000 gp
[2] License costs 20,000 gp
[3] License costs 30,000 gp
[4] License costs 50,000 gp

Install Component 4170  [Increase the price asked by Gaelan Bayle]?

In the unmodded game Gaylan asks the player to provide 20,000gp

Gaelan wants 40,000 gold pieces
This component is only available on Windows versions of SCS.

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" will overwrite this SCS component will overwrite again.

If you install this component you will not be able to access Watcher's Keep during the Shadows of Ann part of the game.

This component may be installed together with the previous component only after the BP-BGT-Worldmap.

This component makes use of the HLAs changed by Refinements if that mod is installed before.

This component does the same job as the "High Level ABILITIES - a ToB mod for casters"

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 - BG1]? [N]o

Would you like to display the components from [Tactical challenges - BG2]? [N]o

Install Component 5000 [Ease-of-use party AI]? [I]nstall

This AI script, suitable for all characters, has 5 functions that simplify precombat spellcasting of long-duration spells.

Install Component 5010 [Move Boo into Minsc’s pack]? [I]nstall

Install Component 5020 [Remove the blur graphic effect from the Displacer Cloak]? [I]nstall

Install Component 5030 [Remove animation from the Cloak of Mirroring (leave it for other spells and effects that use the same graphic)]? [I]nstall

The similar The Tweaks Anthology 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 5050 [Stackable ankheg shells, winterwolf pelts and wyvern heads]? [I]nstall

Install Component 5060 [Ensure Shar-Teel doesn’t die in the original challenge]? [I]nstall

This component like the similar component “The BG1 NPC Project: Make Shar-Teel Unkillable until in party”.

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 - BG1]? [N]o

Would you like to display the components from [Tactical challenges - BG2]? [N]o

Install Component 5900 [Initialise AI components (required for all tactical and AI components)]? [I]nstall

This component alone does nothing in the game, but is a prerequisite for all other tactical or AI components.

Install Component 6000 [Smarter general AI]? [I]nstall

This component is in conflict with the BP component Generic Creature & Script Processing.

Install Component 6010 [Better calls for help]? [I]nstall

This component is in conflict with the BP component Generic Creature & Script Processing.
This component does not require component 6000 "Smarter general AI".

Install Component [Add high-level abilities (HLAs) to spellcasters]?

The component has no effect unless the Smarter Mages and/or Smarter Priests component is installed.

This component is in conflict with the BP component Generic Creature & Script Processing.

6020 1] Only selected spellcasters in Throne of Bhaal get HLas
6021 2] Only selected spellcasters in Throne of Bhaal and Shadows of Amn get HLas [2]
6022 3] All eligible spellcasters in Throne of Bhaal get HLas; none in Shadows of Amn do
6023 4] All eligible spellcasters in Throne of Bhaal get HLas; only selected casters in Shadows of Amn do
6024 5] All eligible spellcasters in Throne of Bhaal and Shadows of Amn get HLas (very challenging and not really recommended)

Install Component [Smarter Mages]?

This component requires "Smarter general AI" to be installed.

This component drastically improves the intelligence of pretty much all the arcane spellcasters (liches, mages, fighter/mages, thief/mages, bards).

You need Smarter Mages for some of the Tactical challenges - BG1.

If you install "Tougher Sendai" from Oversight then the improvements to Sendai in this component will be skipped in favour of the Oversight ones.

This function is also included with Big Picture mod. Don't install both of them.

The "Improved Mae'Var" component from Tactics is incompatible with this component. Only install one of them.

6030 1] Mages cast some short-duration spells instantly at start of combat, to simulate pre-battle casting
6031 2] Mages only cast short-duration spells instantly at start of combat if they are created in sight of the PC
6032 3] Mages never cast short-duration spells instantly at start of combat [3]
6033 4] Mages in BG1 cast short-duration spells instantly at start of combat; mages in BG2 only do so if they are created in sight of the PC
6034 5] Mages cast short-duration spells instantly at start of combat on difficulty settings of Hard or higher

Install Component [Smarter Priests]?

This component requires "Smarter general AI" to be installed.

This component upgrades the intelligence of the clerics and fighter-clerics in the game.

You need Smarter Priests for some of the Tactical challenges - BG1.

This function is also included with Big Picture mod. Don't install both of them.

The "Improved Mae'Var" component from Tactics is incompatible with this component. Only install one of them.

6040 1] Priests cast some short-duration spells instantly at start of combat, to simulate pre-battle casting
6041 2] Priests only cast short-duration spells instantly at start of combat if they are created in sight of the PC
6042 3] Priests never cast short-duration spells instantly at start of combat [3]
6043 4] Priests in BG1 cast short-duration spells instantly at start of combat; priests in BG2 only do so if they are created in sight of the PC
6044 5] Priests cast short-duration spells instantly at start of combat on difficulty settings of Hard or higher

Install Component [Potions for NPCs]?

This component requires "Smarter general AI" to be installed.

This component does not require component 6000 "Smarter general AI".

Install Component [Improved Spiders]?

This component does not require component 6000 "Smarter general AI".

Dryad AI is also modified by the "Improved Nymph (Woodland Being) Script" in Baldurdash and the Tactics' component 28 "Improved Nymphs". So you can have smarter dryad AI than the original game even without SCS.

Install Component [Slightly harder carrion crawlers]?

This component requires "Smarter general AI" to be installed.

This component requires "Smarter general AI" to be installed.

This component requires "Smarter general AI" to be installed.

This component requires "Smarter general AI" to be installed.

Not compatible with the Tactics or BP component Improved Golems

Install Component [Improved fiends]?

This component requires also the "Initialise mod" as the "Smarter general AI" to be installed.

This component will only have an effect on the game if you also install SCS's "Smarter Mages" and/or "Smarter Priests" components.

This component overlaps with Tactics’s Improved Demon Knights component.

This function is also included in Big Picture’s Demons and Devils component. Don’t install both of them.
This component overwrites Ascension's "Tougher Demogorgon" respectively BP's "Improved Demogorgon".

6510  1) Fiends have about 50 percent more hit points than normal
6511  2) Fiends have normal hit points

Install Component [Smarter genies]?

This component requires "Initialise mod" to be installed but does not require component 6000 "Smarter general AI".

This function is also included in Big Picture's Djinni, Efreet, & Dao component. Don't install both of them.

6520  1) Genies have about 50 percent more hit points than normal
6521  2) Genies have normal hit points

Install Component [Smarter celestials]?

This component requires "Initialise mod" to be installed.

This component does not require component 6000 "Smarter general AI".

This component is in conflict with the BP component Generic Creature & Script Processing.

6530  1) Celestials have about 50 percent more hit points than normal
6531  2) Celestials have normal hit points

Install Component [Smarter dragons]?

This component requires "Initialise mod" to be installed but does not require component 6000 "Smarter general AI".

This component corresponds to the Tactics component "Smarter Dragons in SoA".

This function is also included with Big Picture mod. Don't install both of them.

If you have installed the Super Firkaag mod before, you must copy afterwards the file dragred.bcs from the directory SCS/backup/6100 into the override folder.

6540  1) Dragons have a substantial hit point increase
6541  2) Dragons have normal hit points

Install Component [Smarter beholders]?

This component requires "Initialise mod" to be installed but does not require component 6000 "Smarter general AI".

This component corresponds to the Tactics component "Smarter Beholders".

This function is also included in Big Picture mod. Don't install both of them.

6550  1) Give beholder rays some chance to "burn through" spell protections; beholder antimagic blocks all spells, including harmful ones, for a round (simulates D&D rules)
6551  2) Don't give beholder rays any chance of burning through spell protections; beholder antimagic blocks all spells, including harmful ones, for a round (simulates D&D rules)
6552  3) Give beholder rays some chance to "burn through" spell protections; beholder antimagic removes defences and prevents casting but does not block harmful spells (original game behaviour)
6553  4) Don't give beholder rays any chance of burning through spell protections; beholder antimagic removes defences and prevents casting but does not block harmful spells (original game behaviour)

Install Component [Smarter mind flayers]?

This component requires "Initialise mod" to be installed but does not require component 6000 "Smarter general AI".

This component corresponds to the Tactics component "Improved Mind Flayers".

This function is also included with Big Picture mod. Don't install both of them.

6560  1) Illithids have only original-game resistances; Illithids can see through invisibility
6561  2) Illithids have enhanced damage resistance; Illithids can see through invisibility (matches Tactics mod)
6562  3) Illithids have only original-game resistances; Illithids cannot see invisible enemies (matches original game)
6563  4) Illithids have enhanced damage resistance; Illithids cannot see invisible enemies

Install Component [Smarter githyanki]?

This function is also included with Big Picture mod. Don't install both of them.

6570  1) Install

Install Component [Improved Vampires]?

This function is also included with Big Picture mod. Don't install both of them.

6580  1) Install

This component affects Bodhi, but only if you don't install the "Improved Bodhi" component.

This component is incompatible with the mod Les Exiles de Lunargent.

Install Component [Smarter Throne of Bhaal final villain]?

6590  1) Install

Install Component [Smarter Illasera]?

6600  1) Install

Requires the Ascension mod. Big Picture has its own improved version of that mod.

6610  1) Install

Requires the Ascension mod. Big Picture has its own improved version of that mod.

6620  1) Install

Requires the Ascension mod. Big Picture has its own improved version of that mod.

6630  1) Install

Requires the Ascension mod. Big Picture has its own improved version of that mod.

Not compatible with the Might and Guile components 450, 470, 480, 490.

Install Component [Give Ascension versions of Irenicus and Sendai SCS scripts and abilities]?

6640  1) Install

Requires the Ascension mod. This component requires "Smarter Mages" to be installed, but not the "Generic Mages" from BP!

Install Component [Give Ascension demons SCS scripts and abilities]?

6650  1) Install
Requires the Ascension mod.

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

Choose your language: 0 [English]
Would you like to display the readme? [No]
Would you like to display the components from [Spell tweaks]? [No]
Would you like to display the components from [Item tweaks]? [No]
Would you like to display the components from [Gameplay tweaks]? [No]
Would you like to display the components from [Cosmetic and ease-of-use tweaks]? [No]
Would you like to display the components from [AI enhancements]? [No]
Would you like to display the components from [Tactical challenges - BG1]? [Yes]
Would you like to display the components from [Tactical challenges - BG2]? [No]

These components will make the encounters more difficulty of and, therefore, are thought for experienced players only.

Install Component 7000 [Improved doppelgangers]? [Install]
Install Component 7010 [Tougher Black Talons and Iron Throne guards]? [Install]

The Baldurdash component “Tougher Black Talone Elites” has the same function.

Install Component 7020 [Improved deployment for parties of assassins]? [Install]
Install Component 7030 [Dark Side-based kobold upgrade]? [Install]
Install Component 7040 [Relocated bounty hunters]? [Install]
Install Component 7050 [Improved Ulcaster]? [Install]
Install Component 7060 [Improved Balduran’s Isle]? [Install]
Install Component 7070 [Improved Durlag’s Tower]? [Install]

This component must be installed after Ding0’s Quest Pack AI

The components „Smarter Mages“ and „Smarter priests“ should be installed to be able to use this component.

Install Component 7080 [Improved Demon Cultists]? [Install]
Install Component 7090 [Improved Cawkwood Druids]? [Install]

This component requires the SCS "Smarter Priests" to be installed, but not the "Generic Priests" from BP!

Install Component 7100 [Improved Basilius]? [Install]
Install Component 7110 [Improved Drussa party]? [Install]
Install Component 7130 [Improved Red Wizards]? [Install]

This component requires the SCS "Smarter Mages" to be installed, but not the "Generic Mages" from BP!

Install Component 7140 [Improved Undercity party]? [Install]
Install Component 7200 [Tougher chapter-two end battle]? [Install]
Install Component 7210 [Tougher chapter-three end battle]? [Install]
Install Component 7220 [Tougher chapter-four end battle]? [Install]
Install Component 7230 [Tougher chapter-five end battle]? [Install]
Install Component 7250 [Improved final battle]? [Install]

requires BGT

Install Component 7900 [Improved minor encounters]? [Install]

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

Choose your language: 0 [English]
Would you like to display the readme? [No]
Would you like to display the components from [Spell tweaks]? [No]
Would you like to display the components from [Item tweaks]? [No]
Would you like to display the components from [Gameplay tweaks]? [No]
Would you like to display the components from [Cosmetic and ease-of-use tweaks]? [No]
Would you like to display the components from [AI enhancements]? [No]
Would you like to display the components from [Tactical challenges - BG1]? [No]
Would you like to display the components from [Tactical challenges - BG2]? [Yes]

These components will make the encounters more difficulty of and, therefore, are thought for experienced players only.

Install Component 8000 [Make the starting dungeon slightly harder]? [Install]

Not compatible with the Might and Guile components 450, 470, 480, 490.

Install Component 8010 [Improved Shade Lord]? [Install]
Install Component 8020 [Spellcasting Demiliches]? [Install]

This component requires "Smarter Mages" to be installed.

This component overlaps with the Tactics component „Tougher Kangaxx and Guardians“.

This component overlaps with the Big Picture component "Improved Kangaxx Encounter"

Install Component 8030 [More resilient trolls]? [Install]

This component is compatible with the Tactics component "Streamlined Trolls!"

Install Component [Increase difficulty of level-dependent monster groupings]?
This component corresponds to the Tactics components “Always Toughest Random Spawns in Dungeons”, “Slightly Smarter Mages and Liches” and “Slightly Tougher Demons”. “Always Toughest Random Spawns in Dungeons” is also included with Big Picture mod.

8040 1] Mildly increased difficulty
8041 2] Significantly increased difficulty
8042 3] Almost-maximum difficulty (maximum for everything except liches) [3]
8043 4] Maximum difficulty
Install Component 8050 [Improved Random Encounters]? [I]Install

Not compatible with the Might and Guile components 450, 470, 480, 490.

Install Component [Improved de’Arnise Keep (“Tactics Remix”)]?
This function is also included with Big Picture mod. Don’t install both of them.

Not compatible with the Tactics component Improved TorGal and De’Arnise Keep

8060 1] Spirit trolls have the same powers as in the original game
8061 2] Enhanced spirit trolls (as in Tactics) [2]
Install Component 8070 [Improved Unseeing Eye]? [I]Install
This component requires "Smarter Beholders" to be installed.

Install Component [Improved Bodhi (Tactics Remix)]?
This component requires the SCS component "Improved Vampires" to be installed.
This function is also included with Big Picture mod. Don’t install both of them.

This component is in conflict with the BP component Generic Creature & Script Processing.
Not compatible with the Tactics component Improved Bodhi.

8080 1] "Toned-down" version of the original Tactics Improved Bodhi, with SCS scripting
8081 2] Original Tactics Improved Bodhi with SCS scripting [2]
Install Component 8090 [Improved battle with Irenicus in Spellhold]? [I]Install
This component is rather similar to the component "Improved Spellhold" of the "Big Picture" mod, but it prevents the "missing-item" bugs that caused some problems with the Big Picture component. It is compatible with the Big Picture version if you install the SCS version after the BP version. Don’t install the BP version after the SCS version, though.

Install Component 8100 [Improved battle with Irenicus in Spellhold]? [I]Install
This function is also included with Big Picture mod. Don’t install both of them.
Not compatible with the Tactics component Improved Irenicus

Install Component 8110 [Improved Sahruagin]? [I]Install
There is a similar, but stronger component in the mod Tactics. Don’t install both of them.

Install Component 8120 [Improved Beholder hive (adapted from Quest Pack)]? [I]Install
Install Component 8130 [Prevent resting in the Illithid city]? [I]Install
Install Component 8140 [Slightly Improved Drow]?
According to tests this component can be installed together with the Revised Battles component "Improved House Jae’llat".

8140 1] Upgrade Ust Natha’s defences
8141 2] Leave Ust Natha’s defences alone [2]
Install Component 8150 [Slightly Improved Watcher’s Keep]? [I]Install
This function is also included with Big Picture mod.

Install Component 8160 [Improved Fire Giant temple]?
This component appears to be compatible with Tactics’s "Tougher Fire Giants"

Install Component 8170 [Enhanced Sandai’s Enclave]? [I]Install
Install Component 8180 [Improved Abazigal’s Lair]? [I]Install
Not compatible with the Might and Guile components 450, 470, 480, 490.

Install Component 8190 [Improved Minor Encounters]? [I]Install
Successfully installed Press ENTER to exit

19.37 Scales of Balance v5.17.1 (1)
~SCALES_OF_BALANCE/SCALES_OF_BALANCE.TP2~

This mod is designed to be installed on top of - not instead of - all the other great mods out there and alters many different aspects of the BGT game.

All the former kits and class-based tweaks are now included in Might & Guile, Faiths & Powers, and Tome & Blood; the overhauls and basic game/rule tweak components are re-introduced, and updated.

NOTE: This mod must be installed in two steps! The component MRO (Magic Resistance Overhaul) should be installed separately after aTweaks.
Scales of Balance should be installed after all other mods that add or change creatures, items or kits, and after the "WSPATCK for All" component of tb#Tweaks. The mod's author states to install most components immediately before SCS except the MRO component that should be installed after aTweaks. However, the code of Scales of Balance component 200 "SBO - Stat Bonus Overhaul" conflicts with the code of some of Stratagems' tactical challenges if Scales of Balance is installed before Stratagems and a few components can only be installed with warnings or cannot be installed at all. When Scales of Balance is installed after Stratagems there are no such problems.

SoB is designed to work with IR. Using them together will give players the specific SoB rules on top of the base IR rules.

Installing SoB after Ashes of Embers should have either no effect (players will get the AoE system) or a blended effect (usability from both mods - maybe slightly different, but fully functional).

The first component of Rogue Rebalancing is not compatible, and not necessary, with SoB's components "Weapon Proficiency Overhaul."

Most of SoB's overhauls and class tweaks are incompatible with the first, "core" component of Six's Kitpack.

Copy the folder scales_of_balance and the file setup-scales_of_balance.exe into your main SoA directory.

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 [IWO - Yet Another Revised Armor System]? [N]ot Install

This component covers the same ground as the IR component "Revised Armors" as well as the "Spellcasting in Armor" component or the Full Plate and Packing Steel mod. Choose one armor system mod and stick with it.

Install Component 101 [IWO - Aesthetic & Enchantment Tweaks]? [I]nstall

This component will conflict with the SCS components #3010 "Replace +1 arrows with nonmagical "fine" ones" and #3021/3022 "Replace many +1 magical weapons with Fine ones".

Install Component 102 [IWO - Functional Weapon Tweaks]? [N]ot Install

This component causes the game to crash
This component is similar to the P5Tweaks component "Increased spear range & damage". Only install one of them.
Installing this component after AoE will give the AoE spear range, and the SoB spear damage (1d8+1)
This component will conflict with the SCS components #3010 "Replace +1 arrows with nonmagical "fine" ones" and #3021/3022 "Replace many +1 magical weapons with Fine ones".
If you use this component together with the "Weapon Changes" component of Item Revisions, this component might compound or override some of the IR component's effects.

SKIP PING 103 [IWO - Light/Heavy Weapon Distinction]? This component is deprecated, try the revised weapon styles instead.

SKIP PING 104 [IWO - IWDEE Item Tweaks]? This component changes the weapon proficiencies for nearly all kits and thus it is not compatible with any mod or component that also change the weapon proficiencies. Not with The Tweaks Anthology components Alter Weapon Proficiency System 2160 - 2162. Not with IR components 1090-1093. Not with Level 1 NPCs component 1. Not with Polytweak components 95-96. Not with RR component "Proper dual-wielding implementation for Thieves and Bards" This component will be installed automatically, if you install component #122 "Weapon Proficiency Collapse".

SKIP PING 122 [WPO - Systemic Proficiency Changes]? [N]ot Install

This component requires TobEx and you must install the "WPO - Weapon Proficiency Collapse" component first. Fully functional with AoE Sensible weapon restrictions.
Not with The Tweaks Anthology components Alter Weapon Proficiency System 2160 - 2162.
Not with IR components 1090-1093.
Not with Level 1 NPCs component 1 Not with Polytweak components 95-96

If you install this component, then the component #121 (Weapon Category Combination) will be installed automatically.

For EE only.

SKIP PING 124 [WPO - Fighting Style Changes]?

For EE only.

SKIP PING 125 [WPO - APR on Spec]?

For EE only.

Install Component 160 [STO - Saving Throw Overhaul]? [N]ot Install

[STO - Spell Evasion]?
19. MAJOR TWEAKS

For EE only.

171 1] For IWD Spells
172 2] For Expanded Spell List

Install Component 180 [MRO - Magic Resistance Overhaul]? [N]ot Install

This component should be installed separately after a Tweaks.

Install Component 200 [SBO - Stat Bonus Overhaul]? [N]ot Install

For EE only.

Not compatible with Victor's Improvements Pack component 0 Improved Races.

Not compatible with the 3rd edition style components from The Bigg Tweak Pack.

Install Component 202 [SBO - Full Strength for 2-Hand Weapons Only]? [N]ot Install

SKIPPING 204 [SBO - Enable Concentration Checks]?

For EE only.

Install Component [HDO - Hit Dice Overhaul]?

Not compatible with the 3rd edition style components from The Bigg Tweak Pack.

206 1] Generous (above-average) hit points
207 2] Hardcore (closer to average) hit points
208 3] Reduced hit points

Install Component 210 [XPO - Slower, standardized XP Table]? [I]nstall

Install Component [IWO - Aesthetic & Enchantment Tweaks]? [N]ot Install

Install Component 1012 [XPO - No Murder XP]? [N]ot Install

Do not install this unless you are looking for more of a challenge!

2121 1] kills give 1/10th XP
2122 2] kills give 1/5th XP
2123 3] kills give half XP

Successfully installed Press ENTER to exit

19.38 Improved Volcano! Pack v2.0
~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.

If this mod is already installed, the main component "Initialise mod" of SwordCoastStragems can no more be installed.

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

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Improved Volcano! Pack Version 1.8]?

Successfully installed [Improved Volcano! Pack Version 1.8] Press ENTER to exit

19.39 BuTcHeRy v3.2
~SETUP-BUTCHERY.TP2~

The main reason of this little mod is to add a challenging fight in Firkraag lair.

BuTcHeRy component 2 should be installed after SCS.

Inkompatibel with the Super Firkraag mod. Inkompatibel with the component Improved Firkraag from RevisedBattles.

Inkompatibel with the mod BuTcHeRy.

Copy the folder BuTcHeRy and the files Setup-BuTcHeRy.exe and Setup-BuTcHeRy.tp2 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]

Install Component 0 [DrAzTiK revisited fight against Tazok & Dig_Dag]? [I]nstall

Install Component 1 [Rebalancing some generic creatures (ORCS and OGRE)]? [I]nstall

Install Component 2 [Rebalancing Tazok and Dig-Dag (Install after SCS, look readme)]? [I]nstall

Successfully installed Press ENTER to exit
19.40 Relationship v2.82
~SETUP-NMR.TP2~

This is one of three of Macholy's mods which aim to make the game more realistic. This mod adds a new system that determines the behavior between the main character and party members. For example: According to the the value of relationship your teammate's behavior will be affected when he isn't in your team. He may fight for you when he saw you are in a battle, give you a treatment or other help when needed, does nothing or attack you.

Many original enemies in BG would ask their ally for help. Now, if the value of relationship between an enemy's ally and you is high enough, then he wouldn't help his ally to attack you.

There is also included an upgrade for the behavior of dragons, animal teammates, beholders and much more.

The value of relationship will quantified by several parameters: experience during being in the team, protagonist's charm and alignment, the teammate's personal mission, core skills and special items.

The component 4 “Expansion of original game scripts” cannot be installed after the new Big Picture v181 AI components. The former BP patch is included now.

Copy the folder NMR and the file SETUP-NMR.TP2 into your main SoA directory.
Copy the WeiDU-setup and rename it to Setup-NMR.exe.
Double-click the Setup. The DOS dialogue appears:

Choose your language: [2] English

Install Component
0 [NM-Relationship: Relationship System V2.8 Core Plug-In]?
1 [NM-Relationship: Relationship System Other Core Contents]?
2 [NM-Relationship: Relationship System New Contents (Animal Classes)]?
3 [NM-Relationship: Relationship System Generic Dialogues of Companions]?
4 [NM-Relationship: Expansion of original game scripts]?
5 [NM-Relationship: Fix the "GENERAL" of some ghost like NPCs]?
6 [NM-Relationship: Modify the original items and spells of shape shifting]?
7 [NM-Relationship: Hotkey mode of relationship system core skills]?
8 [NM-Relationship: Relationship System Scripts of Former Companions (Compatible with SCSI&II)]
9 [NM-Relationship: Relationship System Scripts of Former Companions (Compatible with Ascension)]

Successfully installed

Press ENTER to exit

19.41 NMR-HAPPY Patch
~SETUP-NMR-HAPPY.TP2~

With this patch, the value of the NPCs for the interpersonal relationships is set to reduce the difficulty.

The mod Relationship must be installed.

Copy the folder NMR-HAPPY and the file SETUP-NMR-HAPPY.TP2 into your main SoA directory.
Copy the WeiDU-setup and rename it to Setup-NMR-HAPPY.exe.
Double-click the Setup. The DOS dialogue appears:

Choose your language: [2] English

Install Component
0 [NMR-Happy patch]?
1 1] Increase 5 Relation Points
2 2] Increase 10 Relation Points
3 3] Increase 15 Relation Points (recommend)
4 4] Increase 20 Relation Points
5 5] Increase 40 Relation Points (cheat)

Successfully installed

Press ENTER to exit

19.42 Big Picture v1.81 4611 (2)
~BP/SETUP-BP.TP2~

BP balances all mods installed before, contains several smaller mods and includes other improvements also as a unique hostile AI system. If several mods have changed the same objects, these are overpowered. BP compensates
this again.

**NOTE:** This mod must be installed in two steps! All the tactical challenges and also the Ascension components must be installed earlier because of their dependencies with other mods. However, all the AI components should be installed nearly at the end and particularly after SCS.

For full description see step (1)

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

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]

Would you like to display the components from [Core Component (Required)]? [Y]es

Would you like to display the components from [Miscellaneous Tweaks]? [Y]es

Would you like to display the components from [Creature Enhancements]? [Y]es

Would you like to display the components from [Encounter Enhancements]? [Y]es

Would you like to display the components from [ToB Enhancements]? [Y]es

**Install Component** 0 [Big Picture, core component (required for most subcomponents)]? [N]ot Install

This component alone does nothing in the game, but is required for all other tactical or AI components.

**Install Component** 10 [Patching all the existing innate spells, setting level to one.....]? [N]ot Install

The mods "Innates Set to Level one" and "BP Series" fulfill the same function.

**Install Component** 25 [BP GUI (for GUI Switcher Mod)]? [N]ot Install

**Install Component** 35 [Add Bags and Magic Throwing Daggers to Stores]? [N]ot Install

**Install Component** 50 [Level-50 Ruleset (Code By King Diamond)]? [N]ot Install

If TDD or RoT is already installed, this component will be skipped because this component is already installed.

**Install Component** 60 [Custom Grandmastery (w/ extra attacks)]? [N]ot Install

If you want the BP grandmastery rules applied to all classes, use The Biggs Tweak #3500 with this component.

**Install Component** 325 [Animals]? [I]nstall

**Install Component** 350 [Beholders]? [I]nstall

This function is also included in the Sword Coast Stratagems mod. Don't install both of them.

**Install Component** 375 [Demons and Devils]? [I]nstall

This function is with Improved Fiends also included in the Sword Coast Stratagems mod. Don't install both of them.

**Install Component** 390 [Djinni, Efreet, & Dao]? [I]nstall

This function is with Smarter Genies also included in the Sword Coast Stratagems mod. Don't install both of them.

**Install Component** 400 [Dragons]? [I]nstall

This function is with Smarter Dragons also included in the Sword Coast Stratagems mod. Don't install both of them.

**Install Component** 425 [Drow]? [I]nstall

This function is with Slightly Improved Drow also included in the Sword Coast Stratagems mod. Don't install both of them.

**Install Component** 440 [Duergars]? [1]

1) Duergar: The Works

2) Duergar: Irenicus Dungeon Enhancements Only

3) Duergar: Leave Irenicus Dungeon Alone

**Install Component** 475 [Elementals]? [I]nstall

**Install Component** 500 [Generic Mages]? [I]nstall

This function is also included in the Sword Coast Stratagems mod. Don't install both of them.

**Install Component** 525 [Generic Priests]? [I]nstall

This function is also included in the Sword Coast Stratagems mod. Don't install both of them.

**Install Component** 550 [Generic Thieves]? [I]nstall

**Install Component** 575 [Githyanki]? [I]nstall

This function is also included in the Sword Coast Stratagems mod. Don't install both of them.

**Install Component** 600 [Golems]? [I]nstall

This function is also included in the Sword Coast Stratagems mod. Don't install both of them.

**Install Component** 625 [Hellhounds]? [I]nstall

**Install Component** 650 [Humanoids]? [I]nstall

**Install Component** 675 [Knights and Paladins]? [I]nstall

**Install Component** 700 [Mind Flayers]? [I]nstall

This is the improved version of the original Tactics component. This function is also included in the Sword Coast Stratagems mod. Don't install both of them.

**Install Component** 725 [Mists]? [I]nstall

**Install Component** 750 [Sea Devils: Sahuagin and Kuo-Toan Enhancements]? [I]nstall
<table>
<thead>
<tr>
<th>Install Component</th>
<th>[Shadow and Wraith Enhancements]?</th>
<th>[1]</th>
</tr>
</thead>
<tbody>
<tr>
<td>760</td>
<td>1] Shadows - The Works</td>
<td></td>
</tr>
<tr>
<td>770</td>
<td>2] Shadows - Just the Shade Lord</td>
<td></td>
</tr>
<tr>
<td>780</td>
<td>3] Shadows - Leave the Shade Lord Alone</td>
<td></td>
</tr>
</tbody>
</table>

**Install Component 800 [Shadow Thieves]?**

**Install Component 675 [Trolls]?**

**Install Component 900 [Undead (Except Shadows/Wraiths/Vampires)]?**

**Install Component 925 [Were-Animals]?**

**Install Component 150 [Generic Creature & Script Processing]?**

This are the "leftovers" of prior BP versions. Don't install it together with the SCS AI.

**This component is in conflict with the SCS components Smarter General AI, Better Calls for Help, Add HLAs to Spellcasters, Smarter Celestials, Improved Bodhi.**

**Install Component 175 [Fewer On-Screen Shouts]?**

You must install the generic creature & script processing for this

**Install Component 1000 [Generic Encounter Enhancements]?**

This component adds a few creatures based on difficulty slider.

You must install the generic creature & script processing for this

**Install Component 1020 [Druid Grove (w/ Druid Encounter)]?**

**Install Component 1030 1] Chapter 3 (w/ bodhi)?**

**Install Component 1040 2] Chapter 3 (no bodhi)?**

**Install Component 1050 3] Chapter 6 (w/ bodhi)?**

**Install Component 1060 4] Chapter 6 (no bodhi)?**

**Install Component 1070 5] Chapter 3 and 6 (w/ bodhi)?**

**Install Component 1080 6] Chapter 3 and 6 (no bodhi)?**

**Install Component 1090 7] Generic Vampires Only?**

Only components 2, 4, 6 and 7 without Bodhi are compatible with the Tactics or SCS component Improved Bodhi

**Install Component 1100 [Copper Coronet and Slavers]?**

This is the improved version of the original Tactics component.

**Install Component 1110 [Kensai Ryu’s Brown Dragon]?**

This is the improved version of the original Tactics component. It is also included in Deeper Shadows of Amn. Only one can be installed.

**Install Component 1120 [Kensai Ryu’s Improved Crypt King]?**

This is the improved version of the original Tactics component. No overlap with SCS.

**Install Component 1130 [Drizzt Encounter (Chapter 6)]?**

**Install Component 1140 1] Druid Grove (with Druid Encounter)?**

**Install Component 1150 2] Druid Encounter (w/ Treant Spell)?**

**Install Component 1160 3] Treant Summoning Spell Only)?**

**Install Component 1170 [Treant Encounter]?**

**Install Component 1175 [Kensai Ryu’s Gnome Fighter/Illusionist in the Docks]?**

This is the improved version of the original Tactics component. No overlap with SCS.

**Install Component 1190 [Hell Trial Additions]?**

**Install Component 1200 [Horreds Lair]?**

**Requires the BP core component.**

**Install Component 1210 [Irencicus Dungeon Enhancements (except Duergar)]?**

**Install Component 1225 [Improved Kangaxx Encounter, by Kensai Ryu]?**

This is the improved version of the original Tactics component. This component is also included in Deeper Shadows of Amn. Only one can be installed.

This component overlaps with the SCS component "Spellcasting Demiliches"

**Install Component 1250 [Kuroisan the Acid Kensai, by Westley Werner]?**

This is the improved version of the original Tactics component. No overlap with SCS.

**Install Component 1275 [Gebhard Blucher’s Lich in the Docks]?**

This is the improved version of the original Tactics component. No overlap with SCS.

**Install Component 1300 [Mae Var]?**

This is the improved version of the original Tactics component.

**Install Component 1315 [Nalia Quests]?**

**Install Component 1330 [Tavern Brawl (In the Seven Veils)]?**

**Install Component 1350 [Planar Prison]?**

**Install Component 1375 [Planar Sphere Enhancements (including Tolgerias)]?**

This component should be fully compatible with the Planar Sphere mod

**Install Component 1400 [Improved Random Encounters, by Gebhard Blucher and Kensai Ryu]?**

This are the combined and improved components “Gebhard Blucher’s Random City Encounters” and “Kensai Ryu’s Random Wilderness Encounters” from the original Tactics mod.
Don’t install it together with the Stratagems component “Increase difficulty of level-dependent monster groupings”.

This is the improved version of the original Tactics component. No overlap with SCS.

The components with item taking might cause you issues, if you have item mods installed. If you’re using item mods, use SCS’s version instead, it’s more universal. It is compatible with the Big Picture version if you install the SCS version after the BP version. BP’s version is safe with TDD, SoS, and TS (as part of the original BP).

1550 1] Spellhold Enhancements - Only]?
1560 2] Chapter Four Enhancements - Only]?
1570 3] Spellhold Enhancements - Full Package]?
1580 4] Spellhold Only w/ Item Taking]?
1590 5] Full Package w/ Item Taking]?

This component requires BGT to be installed. This component gets already installed with DSoTSC.

This function is also included in the Sword Coast Stratagems mod.

You must install Ascension Core for this component to work.

You must install Ascension Core for this component to work.

You must install Ascension Core for this component to work.

You must install Ascension Core for this component to work.

You must install Ascension Core for this component to work.

NOTE: This mod must be installed in three steps! The component Improved Undead should be installed separately after SCS.

For the detailed description see step (1)

You have already copied the folder tactics2 and the files Setup-Tactics.exe and Setup-Tactics.tp2 into your main SoA directory.

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?
19. MAJOR TWEAKS

19.44 Turambar fixes and tweaks 1.8.1 (2)
~SETUP-TURAMBAR_FIXES_TWEAKS.TP2~

**NOTE:** This mod must be installed in two steps! The kits should be installed before the Refinements mod. The component "Inactive creatures fix" should be installed after BP component 1725 "Improved Xvart Village" and the component "Dragons are not immune to backstabbing" should be installed after SCS.

**For full description see step (1)**

You have already copied the folder Turambar_fixes_tweaks and the files Setup-Turambar_fixes_tweaks.exe and Setup-Turambar_fixes_tweaks.tp2 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

**Turambar fixes and tweaks 1.8.1 (2) ~SETUP-TURAMBAR_FIXES_TWEAKS.TP2~**

```
Choose your language: 0 [English]
Install Component  any component [N]ot Install
except:
Install Component 12 [Inactive creatures fix]? [I]nstall
This component should be installed after BP component 1725 "Improved Xvart Village, for BGT-weidu"
Install Component  any component [N]ot Install
except:
Install Component 2052 [Dragons are not immune to backstabbing]? [I]nstall
This component should be installed after SCS, because otherwise the corresponding SCS Dragon II component cancels out the effect of this component.
Install Component  next component [Q]uit
Successfully installed Press ENTER to exit
```

19.45 Lol's RezMod v2.6d
~REZMOD/SETUP-REZMOD.TP2~

These are just some old non-WeiDU mods.

**This mod should be installed after Big Picture and the Ding0's QuestPack component "Creature & Area Improvements" to avoid them overwriting the creatures and effectively nulling the Masamune questline.**

**Also it should be installed after the Ding0's QuestPack component "Additional Shadow Thieves Content" to avoid it overwriting loot for Mae'Var.**

The Extended Visual Ioun Stones component should be installed after Tweaks Anthology Exotic Items Pack component because otherwise the Deep Purple Ioun Stone and Flickering White Ioun Stone added by the latter do not benefit from the Extended Visual Ioun Stones.

Copy the folder RezMod and the file Setup-RezMod.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

```
Install Component 0 [Masamune Sword Mini-Mini-Quest - SoA by ShadowDaemon (WeiDU)]? [I]nstall
Install Component 1 [Masamune Sword Mini-Mini-Quest - ToB by ShadowDaemon (WeiDU)]? [I]nstall
Install Component 2 [Improved Anarg by knightlight (WeiDU)]? [I]nstall
Install Component 3 [Extended Visual Ioun Stones by WoRm]? [I]nstall
This component is compatible with the Item Revisions main component.
Install Component 4 [Extended Recargador]? [I]nstall
This component needs the Recargador mod installed!
Install Component 100 [Consistent Edwin Portrait]? [I]nstall
Install Component 101 [Consistent Imoen Portrait]? [I]nstall
Install Component 102 [Consistent Jaheira Portrait]? [I]nstall
Install Component 103 [Consistent Minsc Portrait]? [I]nstall
```

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### 19. MAJOR TWEAKS

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Description</th>
<th>Installed?</th>
</tr>
</thead>
<tbody>
<tr>
<td>104</td>
<td>[Consistent Viconia Portrait]?</td>
<td>[I]Install</td>
</tr>
<tr>
<td>105</td>
<td>[Consistent Kivan Portrait]?</td>
<td>[I]Install</td>
</tr>
<tr>
<td>106</td>
<td>[Consistent Ajantis Portrait]?</td>
<td>[I]Install</td>
</tr>
<tr>
<td>107</td>
<td>[Consistent Anomen Portrait]?</td>
<td>[I]Install</td>
</tr>
<tr>
<td>108</td>
<td>[Consistent Yoshimo Portrait]?</td>
<td>[I]Install</td>
</tr>
<tr>
<td>109</td>
<td>[Subtitled Soundsets for BGT (requires ToBEx)]?</td>
<td>[I]Install</td>
</tr>
</tbody>
</table>

Successfully installed

Press ENTER to exit

---

#### 19.46 Macholy's Tweak Pack v1.2

**~SETUP-NMTP.TP2~**

This is one of three of Macholy's mods which aim to make the game more realistic. This Tweak Pack, relates to Relationship V2.6, adds some of DnD's nonweapon proficiencies, like cooking, bluff, perform, sense, motive and so on, to make the game looks more real.

*Install it after Tweaks Anthology, but before Improved Summons.*

Copy the folder `NMTP` and the file `SETUP-NMTP.TP2` into your main SoA directory.

Copy the WeiDU-setup and rename it to `Setup-NMTP.exe`.

Double-click the Setup. The DOS dialogue appears:

- **Install Component 0** [金币实体化](Chinese) [I]Install
- **Install Component 1** [人际关系系统 V2.6核心插件] [N]ot Install
- **Install Component 2** [生活技能系统 V2.1核心插件] [I]Install
- **Install Component 3** [剑湾法庭] [I]Install
- **Install Component 4** [表演] [I]Install
- **Install Component 5** [烹饪] [I]Install

According to D&D set, every 50 gold coins are weighing about a pound.

*analogously: [coins materialized]?*

This component is only required if Relationship v2.6 is not installed.

This component is a prerequisite for the next three components.

* analogously: [interpersonal system core plug-in v2.6]?*

With this component the intelligence will increase depending of the life experience. 18 different parameters depending on experiences and behaviors will affect the life experiences.

* analogously: [Nonweapon proficiencies core plug-in system v2.1]?*

This component requires the nonweapon proficiencies core plug-in system v2.1.

This component requires that BGT is installed.

* analogously: [Performance]?*

Bards can perform something up to three times daily and thus acquire experience.

This component requires the nonweapon proficiencies core plug-in system v2.1.

This component requires that BGT is installed.

* analogously: [Cooking]?*

This component adds a total of 33 types of food that can be prepared according to recipes. The finished dishes satisfy hunger and influence in different ways immunity, resistance, morale, happiness and fatigue.

This component requires the nonweapon proficiencies core plug-in system v2.1.

This component requires that BGT is installed.

---

#### 19.47 Macholy's Living-Mod v0.6

**~SETUP-NML.TP2~**

This is one of three of Macholy's mods which aim to make the game more realistic. This mod provides a system of rules allowing the player characters need to eat and drink. Without food and drink the constitution gets weaker by time.

*This mod requires the Macholy's Tweak Pack component Cooking.*

*This mod requires that BGT is installed.*
Copy the folder **NML** and the file **SETUP-NML.TP2** into your main SoA directory.  
Copy the WeiDU-setup and rename it to **Setup-NML.exe**.  
Double-click the Setup. The DOS dialogue appears:

```
Choose your language: 2 [English]
Install Component 0 [Adventurer’s Cuisine]? [I]nstall
Successfully installed [Adventurer’s Cuisine] Press ENTER to exit
```

### 19.48 Rogue ReBalancing v4.92 (2)

~RR/SETUP-RR.TP2~

This mod re-balances the bards and thieves and gives them new abilities.

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

For full description see step (1)

You have already copied the folder **RR** and the file **Setup-RR.exe** into your ... \BGII - SoA\ directory.  
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 is not compatible, and not necessary, with SoB’s component #120 "Weapon Proficiency Overhaul."
Install Component 1 [Thief kit revisions]? [N]ot Install
Install Component 2 [Thief High Level Ability revisions]? [N]ot Install
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]? [N]ot Install
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 9 [Revised Thievery]? 1
  1] Use PnP thievery potions and prevent their effects from stacking [1]
  10] 2] Retain default thievery potions and prevent their effects from stacking [I]nstall
Install Component 11 [Chosen of Cyric Encounter]? [I]nstall
```

The part of ilItem which adds random items to creatures could possibly cause some slowdown when used in conjunction with the "Chosen of Cyric" so it is recommend not installing ilItem alongside the aforementioned component of Rogue Rebalancing.

Resurrected igi’s Spell System Adjustments mod is probably incompatible with this component.

```
Install Component 12 [Shadow Thief Improvements]? [I]nstall
```

The part of ilItem which adds random items to creatures could possibly cause some slowdown when used in conjunction with the "Shadow Thief Improvements" so it is recommend not installing ilItem alongside the aforementioned component of Rogue Rebalancing.

Resurrected igi’s Spell System Adjustments mod is probably incompatible with this component.

```
Install Component 999 [BG2-style icons for RR content]? [I]nstall
Successfully installed [BG2-style icons for RR content] Press ENTER to exit
```

### 19.49 aTweaks v4.53

~ATWEAKS/SETUP-ATWEAKS.TP2~

This mod includes different Pen & Papers improvements and different rules, which are designed in order to make the gameplay more consistent.

It is strongly recommended to install the BG2 Fixpack before installing this mod.

It is highly advised to install aTweaks after mods which feature general AI improvements such as Stratagems, Big Picture, Tactics, Quest Pack. Note: aTweaks will not take over the AI of Fiends summoned by SCS spellcasters. This is intentional.

Since aTweaks and Rogue Rebalancing share certain resources, it’s very important never to install any component of Rogue Rebalancing after aTweaks.

Level 1 NPCs should be installed after aTweaks.
Copy the folder aTweaks and the file Setup-aTweaks.exe into your main SoA directory.

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 liliithids' 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 104 [PnP Color Spray]? [I]nstall

Install Component 105 [PnP Dimension Door]? [N]ot Install

A player who uses this dimension door can unknowingly break the entire game by jumping over triggers in areas.

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 115 [Allow Mages to scribe memorized spells onto scrolls]? 1

Install Component 117 [2] Scrolls can be scribed everywhere

Install Component 120 [Restore innate disease immunity to Paladins]? [N]ot Install

Konalan's Tweaks includes with "Restored Paladin Abilities" a similar component that one however enables an additional casting every three levels.

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 143 [PnP Fiends]? [N]ot Install

This component is conceptually incompatible with Spell Revisions' rebalanced demon summons (main component 0). The Fiend components are at least partially incompatible with SCS Smarter Mages and Improved Fiends; to be safe, use one or the other.

Install Component 155 [Further Revised Fiend Summoning]? [N]ot Install

This component is an optional add-on to 'PnP Fiends' and, as such, it requires that 'PnP Fiends' be installed first.

This component is conceptually incompatible with Spell Revisions' rebalanced demon summons (main component 0).

Install Component 156 [Fiendish gating]? [N]ot Install

This component is an optional add-on to 'PnP Fiends' and, as such, it requires that 'PnP Fiends' be installed first.

This component is conceptually incompatible with Spell Revisions' rebalanced demon summons (main component 0).

Install Component 160 [PnP Undead]? [I]nstall

Install Component 180 [PnP Mephitis]? [I]nstall

Install Component 185 [PnP Fey creatures]? [I]nstall

Install Component 186 [Revised Call Woodland Beings spell]? [I]nstall

Install Component 190 [PnP Elementalis]? [I]nstall

Install Component 191 [Increase the Hit Dice of Elemental Princes]? [I]nstall

Install Component 200 [Allow Breach to take down Stoneskinned effects applied by items]? [I]nstall

Install Component 201 [Instant casting for warrior inmates]? [I]nstall

Install Component 202 [Revised Bhaalpowers]? 1

Install Component 211 [1] Enhance the Bhaalpowers and standardize their casting time

Install Component 212 [2] Only standardize the Bhaalpowers' casting time

Install Component 213 [Make druidic shapeshifting uninterruptable]? [I]nstall

Install Component 214 [Prevent Mislead clones from singing Bard songs]? [I]nstall

This component will be skipped if Spell Revisions is installed for preventing unnecessary content duplication.

Install Component 205 [Prevent Project Image and Simulacrum clones from using quickslot items]? [I]nstall

This component will be skipped if Spell Revisions is installed for preventing unnecessary content duplication.

This component is similar to the SCS component 2180 "Prevent Simulacra and Projected Images from using magical items".

Install Component 210 [Restore the Dispel Magic vulnerability to Nishruu and Hakeshars]? [I]nstall
If you want more informations about XP settings in the megamod read the related chapter in the appendix.

Scales of Balance v5.17.1 (2)
~SCALES_OF_BALANCE/SCALES_OF_BALANCE.TP2~

NOTE: This mod must be installed in two steps! The component MRO (Magic Resistance Overhaul) should be installed separately after aTweaks.

For the detailed description see step (1)

You have already copied the folder scales_of_balance and the file setup-scales_of_balance.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

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

<table>
<thead>
<tr>
<th>Install Component</th>
<th>[A]sk about each one?</th>
<th>[N]ot install</th>
</tr>
</thead>
<tbody>
<tr>
<td>any component</td>
<td></td>
<td></td>
</tr>
<tr>
<td>except:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Install Component</td>
<td>180 [MRO (Magic Resistance Overhaul)]?</td>
<td>[I]Install</td>
</tr>
<tr>
<td>Install Component</td>
<td>next component</td>
<td>[Q]uit</td>
</tr>
</tbody>
</table>

Successfully installed

Press ENTER to exit

Full Plate and Packing Steel v3 beta
~FULLPLATE/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.
19. MAJOR TWEAKS

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

Copy the folder **fullplate** and the file **Setup-fullplate.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?
Install Component 1 [Full Plate And Packing Steel: Between You And Harm (alternate armour system)]-> [N]o
Install Component 102 [Full Plate And Packing Steel: Between You And Harm (alternate armour system)]-> [I]nstall

Incompatible with:
- Refinements’ Revised Armors & Shields
- Tweaks Anthology’ Allowing Thieving and Stealth in Heavy Armor
- Item Revisions’ Heavy Armor Encumbrance
- Item Revisions’ Allow Thieving Skills in Armor

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)]? [I]nstall
Successfully installed

Press ENTER to exit

19.52 Hard Times for BGT v2.4
~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.
Hard Times must be installed after Aurora, otherwise Aurora will multiply what Hard Times has set as prices.

Copy the folder **HardTimes** and the files **Setup-HardTimes.exe** and **Setup-HardTimes.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [Hard Times v2 (BGT)]? [I]nstall
Install Component 1 [Hard Times: Ulcaster School Encounter]? [I]nstall

Requirements the main component be installed.
Successfully installed [Hard Times v2 (BGT)]

Press ENTER to exit

The readme opens.

19.53 Afaaq, the Djinni Companion v2.7
~DJINNICOMPANION/SETUP-DJINNICOMPANION.TP2~

This mod adds Afaaq, the djinni who will be your faithful companion in the course of your adventures throughout SoA and ToB.

The mod changes a number of original game resources. To ensure the highest compatibility with existing mods, it should be installed as late as possible. The following mods have to be installed BEFORE this mod, if you want to use
them:

- Westley Weimer’s "Ascension"
- DavidW’s "Wheels of Prophecy"
- SimDing0’s Quest Pack and its subcomponent "Revised Hell Trials"
- Infinity Animations and its subcomponent "Distinctive Genies"

Copy the folder DjinniCompanion and the file setup-DjinniCompanion.exe into your main SoA directory. 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 [Tweaks]? [Y]es
- Install Component: [Afaaq, the Djinni Companion]?
  - 0 1] Full Version (includes quests, banters and more)
  - 2 3] (IW:EE version)
- Install Component: [Change banter frequency (only affects the djinni, default: 60 Minutes)]? [N]ot Install
- Install Component: [Remove Afaaq’s banter soundtrack]? [N]ot Install
- Install Component: [Alternate djinni portrait by Ulb]? [N]ot Install
- Install Component: [Disable IW:EE Quest]? [N]ot Install
- Install Component: [Add Infinity Animation creatures]? [I]nstall
- Successfully installed: [Afaaq, the Djinni Compani
- Press ENTER to exit

19.54 The Old Gold v0.2
~THE_OLD_GOLD/SETUP-THE_OLD_GOLD.TP2~

This mod add new items, spells, friends and enemies to the game, but most importantly to bring back both treasures and trinkets of the past. Since this is v0.1 there’s only several items so far.

*The mod will need at least BGT, but will detect other mods installed and adjust accordingly content-wise. It should be installed late, at least after any mod that adds creatures or items, and also after Aurora and DjinniCompanion.*

Copy the folder The_Old_Gold and the file Setup-The_Old_Gold.exe into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

- Install Component: [The Old Gold core content]?
- Successfully installed: [The Old Gold core content]
- Press ENTER to exit

The readme opens.

19.55 gMinion v3
~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. gMinion is going to override summons’ AI of earlier installed mods. Thus, in a megamod it must be installed after Big Picture (BP) or Sword Coast Strategems 2 (SCS) to ensure that summons use gMinion scripting EXCLUSIVELY. gMinion is not compatible with Improved Summons or any other mod that alters the summons.*

*Note: This mod was only created for vanilla BGII. The BG World Fixpack makes some changes to this mod to adapt it to mega-mods.*

Copy the folder gMinion and the files Setup-gMinion.exe and Setup-gMinion.tp2 into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

- Install Component: [gMinion v1.8]?
- [I]nstall
19.56 Improved Summons v2.03
~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 is conceptual incompatible with gMinions and Spell Revisions.
This mod may not be compatible with Spell-50 mod.
This mod must be installed AFTER Tactics mod.

Copy the folder ImprovedSummons and the files Setup-ImprovedSummons.exe and Setup-ImprovedSummons.tp2 into your main SoA directory.

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(TbB Required)]? [I]nstall
Install Component 1 [Improved Demonic Summons(TbB Required)]? [I]nstall
Install Component 2 [Improved Elemental Summons(TbB Required)]? [I]nstall
Install Component 3 [Use IWD Version Mordenkainen Sword after lv21]? [I]nstall
Install Component 4 [Improved Animate Dead(TbB Required)]? [I]nstall
Install Component 5 [Improved Call Woodland Being]? [I]nstall
Install Component 6 [Improved Animal Summons]? [I]nstall
Install Component 7 [Improved Monster Summons]? [I]nstall
Install Component 8 [Replace Carrion Summons with Summon Beholder]? [I]nstall
Install Component 9 [Replace Wyvern Call with Summon Vampire]? [I]nstall
Install Component 10 [Others(Efreet,Djinni,etc.)]? [I]nstall
Successfully installed

19.57 BP Series v0.3121
~SETUP-BP SERIES.TP2~

BP Series is a collection of group AI scripts for Baldurs Gate.

Install this mod after Big Picture and before Macholy’s Teammates Fight Scripts.
Don’t be bothered about the version number. Although there exists a BP Series v4.0, this one is indeed the most recent one!

Copy the folder BP Series and the file Setup-bpseries.exe into your main SoA directory.

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 [Detectable Stats v3.1 (required for BP Series Script Component)]? [I]nstall
The mod “Innates Set to Level one” has the same function.
Install Component 10 [Innate Spell Fixer]? [I]nstall
Install Component 100 [BP-Series Party AI for BG:EE,BG2:EE and BG2:ToB]? [I]nstall
Successfully installed

19.58 Macholy’s Teammates Fight Scripts v3.1
~SETUP-NMRF-PC.TP2~

It is a small fight scripts mod that makes teammates much more active and intelligent.

The Ascension mod is required

Copy the folder NMRF-PC and the files Setup-NMRF-PC.exe and Setup-NMRF-PC.tp2 into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language: 2 [English]

Install Component 0 [Install Macholy’s fight scripts V3]?

1 1] Compatible with SCISSII

Install Component 2 [Macholy’s mods hotkey tools V1]?

Install Component 3 [Combat round timer V1]?

Successfully installed Press ENTER to exit

The readme opens.

19.59  DIFFTWEAK/DIFFTWEAK.TP2~

formerly: Mix Mod

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 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.

Copy the folder DiffTweak and the files setup-DiffTweak.exe, Install_DiffTweak.bat und readme-DiffTweak.rtf into your main SoA directory.

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.

0 1] Decrease Ammo by 50%
1 2] Increase Ammo by 50%
2 3] Increase Ammo by 100%
3 4] Increase Ammo by 200%
4 5] Increase Ammo by 300%
5 6] Increase Ammo by 400%
6 7] Increase Ammo by 500%
7 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.

8 1] Increase Gem and Jewelry by 50%
9 2] Increase Gem and Jewelry by 100%
10 3] Increase Gem and Jewelry by 200%
11 4] Increase Gem and Jewelry by 300%
12 5] Increase Gem and Jewelry by 400%
13 6] Increase Gem and Jewelry by 500%
14 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.

15 1] Increase Potion by 50%
16 2] Increase Potion by 100%
17 3] Increase Potion by 200%
18 4] Increase Potion by 300%
19 5] Increase Potion by 400%
20 6] Increase Potion by 500%
21 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.

22 1] Increase Scroll by 50%
23 2] Increase Scroll by 100%
24 3] Increase Scroll by 200%
This component has several subitems to carry out accurate adjustments. It will boost the abilities of all your enemies. Alternative to the Tactics mod. Not together with "Increased Enemies'HP", both components exclude themselves mutually.

More temperate version of the above component. Not together with Tougher Enemies, both components exclude themselves mutually. This step can last for a while.

Druids should not be allowed to wear helmets.

The readme opens.
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.
**P5Tweaks should be installed after most other mods, in particular after Tweaks Anthology, Refinements and The Bigg Tweaks.**

Copy the folder **P5Tweaks** and the file **Setup-P5Tweaks.exe** into your main SoA directory.

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]? [N]ot Install
also included in TobEx
Install Component 20 [Drop Items on Disintegrate]? [N]ot Install
also included in TobEx
Install Component 30 [Drop items on Imprisonment]? [I]nstall
Install Component 40 [Drop Items on Petrification]? [N]ot Install
also included in TobEx
Install Component 50 [Restore SoA background music for Promenade cutscene]? [I]nstall
Install Component 60 [Increased spear range & damage]? [I]nstall

Not together with the Item Revisions component #17 Weapon Changes.
This component is similar to the SoB component "functional weapon tweaks". Only install one of them.

Successfully installed Press ENTER to exit

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**19. MAJOR TWEAKS**

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**19.62 Unique Artifacts v7**

~UNIQUEARTIFACTS/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.

Install UA after any mod that adds new content (areas, creatures, quests, etc). If you also use Item Randomiser, install UA first, then IR. 

UA provides compatibility with:
- Rogue Rebalancing 3.8+
- Sword Coast Stratagems
- Tortured Souls
- BG2 Fixpack
- Thalantyr item upgrade - forbid Ring +1 upgrade
- Daulmakan item pack: More work for Cromwell - Periart of Proof against Poison
- Tactics vs Daulmakan - Cloak of Balduran
- Ruad item upgrade - forbid Ring +1 upgrade
- Almateria's restoration pack
- Cursed Items revision
- Dungeon-be-gone

if they are installed before.

This process lasts several minutes!

Copy the folder **UniqueArtifacts** and the files **Setup-UniqueArtifacts.exe** and **Setup-UniqueArtifacts.tp2** into your ...

\BGII - SoA\ directory.

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

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Allow non-unique Amulet of Protection +1]? [I]nstall
Install Component 1 [Allow non-unique Ring of Protection +2 and Cloak of Protection +2]? [I]nstall
Install Component 2 [Allow non-unique Boots of Speed]? [I]nstall
Install Component 3 [Unique Artifacts]? [1] Strict

Removes only copies of items that are stated clearly to be unique.

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 Press ENTER to exit
19. Item Randomiser v7
~RANDOMISER/RANDOMISER.TP2~

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.

Copy the folder randomiser and the file setup-randomiser.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Would you like to display the components from [Components for unequipping items from creature groups]?

1. Install Component 500 [Randomly replace the WIS tome normally found in TotSC with one of the 6 available types]? [Y]es [N]ot Install
2. Install Component 510 [Randomly not randomise items]? [N]ot Install
3. Install Component 520 [Kangax further sealed away]? [N]ot Install
4. Install Component 530 [Randomise scrolls]? [N]ot Install
5. Install Component 540 [Randomise the heads of the Flail of Ages]? [N]ot Install
7. Install Component 570 [Randomise the appearance of cursed items]? [N]ot Install

This component is conceptually incompatible with "Cursed Item Revisions".

Install Component [Randomise items]?

1. 1 Mode 1: Randomise with in-game scripts. No items are lost
2. 1 Mode 1: Randomise with in-game scripts. Some items are lost
3. 3 Mode 2: Randomise with WeiDU. No items are lost
4. 4 Mode 2: Randomise with WeiDU. Some items are lost

1] and 2] are incompatible with Dungeon-Be-Gone and with the Sword Coast Stratagems component 'Skip Candle-keep'

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]

SKIPPING 5005 [Beholders have no items equipped]
SKIPPING 5015 [Demi-liches have no items equipped]
SKIPPING 5025 [Dragons have no items equipped]
SKIPPING 5035 [Elementals have no items equipped]
SKIPPING 5045 [Fiends have no items equipped]
SKIPPING 5055 [Golems have no items equipped]
SKIPPING 5065 [Master Brains have no items equipped]
SKIPPING 5075 [Slimes have no items equipped]
SKIPPING 5085 [Trolls have no items equipped]

Install Component 9000 [Cespenar can forge SoA items]? [I]nstall
Install Component 9050 [Make Gromnir a proper Barbarian]? [N]ot Install
Install Component [Remove Protection from Undead scrolls from stores]?

1. 10100 All scrolls from all stores
2. 10200 All scrolls from 9 out of 10 stores

Install Component 10210 [Duergar merchants]?

1. Install

Install Component 10300 [Prevent Watcher’s Keep statues from disappearing]?

1. Press ENTER to exit

Successfully installed

19.64 Trap Revisions v1
~TRAP_REV/SETUP-TRAP_REV.TP2~

This mod overhauls the system of laying traps in Baldur's Gate 2. The thief’s success to set traps is no longer depending on random chance and power of snares depends on Set Traps skill rather than character level.

Spell Revisions must be installed before Trap Revisions, otherwise various protective spells will not grant immunity to new effects.
The Rogue Rebalancing component 'Chosen of Cyric' component must be installed before Trap Revisions, otherwise one of it’s scripts will fail to execute correctly.

Copy the folder trap_rev and the file setup-trap_rev.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
19. MAJOR TWEAKS

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.

*Celestiales is compatible with the Spell Revisions component "Deva and Planetar animations".*

Copy the folder *celestiales* and the files *setup-celestiales.exe, setup-celestiales.tp2* and *Readme_celestiales.html* into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

- **Install Component 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 Planetareos)?]
  - Install
  - Press ENTER to exit
- **Install Component 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 Planetars)]?
  - Install
- **Install Component 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 roten Devas und Planetars)]?
  - Install

Successfully installed
The readme opens.
20.1 Resurrected igi’s Spell System Adjustments Mod v7.1

The Spell Refresh components allow the casters to regain cast spells without the need to rest. The mod allows mage spells, priest spells and innate abilities to be treated differently.

**NOTE:** Party AI must be enabled for this mod to work correctly.

This mod is probably incompatible with the Chosen of Cyric encounter and the Shadow Thief Improvements components of Rogue Rebalancing.

Copy the folder `iiSpellSystemAdjustments` and the file `Setup-iiSpellSystemAdjustments.exe` into your main SoA directory.

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 [Arcane Spell Refreshment]?
Which type of function would you like the timer to be for the arcane spells?
1) One timer for all levels
2) Timers depend linearly from the spell level
3) Timers depend exponentially from the spell level
4) Timers are randomized
So in:
1) timer = constant
2) timer = constant + spell level * level variable
3) timer = constant + spell level ^ (exponent/root)
4) timer = ???
Set *constant* for all levels 30
Set the *exponent* that will be divided by the root you’ll decide, next. 11
Set the exponential *root* or the exponents divider, remember that dividing a number with 1, is the number itself 4
The timers for the Arcane Spell restorations will be as of following:
Level 1 spells: 30 real seconds
Level 2 spells: 36 real seconds
Level 3 spells: 50 real seconds
Level 4 spells: 75 real seconds
Level 5 spells: 113 real seconds
Level 6 spells: 168 real seconds
Level 7 spells: 240 real seconds
Level 8 spells: 334 real seconds
Level 9 spells: 450 real seconds
Are you sure you wish to use those? [Y/N] Y
Now, do you wish that the spells are restored when:
1) Only when the casting is completely successful
2) Even if it’s not
Install Component 1 [Divine Spell Refreshment]?
Which type of function would you like the timer to be for the Divine spells?
1) One timer for all levels
2) Timers depend linearly from the spell level
3) Timers depend exponentially from the spell level
4) Timers are randomized
So in:
1) timer = constant
2) timer = constant + spell level * level variable
3) timer = constant + spell level ^ (exponent/root)
4) timer = ???
Set "constant" for all levels
Set the "exponent" that will be divided by the root you'll decide, next.
Set the exponential "root" or the exponents divider, remember that dividing a number with 1, is the number itself
The timers for the Divine Spell restorations will be as of following:
Level 1 spells: 30 real seconds
Level 2 spells: 38 real seconds
Level 3 spells: 60 real seconds
Level 4 spells: 104 real seconds
Level 5 spells: 177 real seconds
Level 6 spells: 290 real seconds
Level 7 spells: 450 real seconds
Are you sure you wish to use those? [Y/N] Y
Now, do you wish that the spells are restored when:
1) Only when the casting is completely successful
2) Even if it’s not 2
Install Component 2
[XP for casting Arcane Spells]?
Do you want the XP:
1) On successful casting only
2) On successful and on unsuccessful casting too.
Enter XP per cast (Level 1 spells) 5
Enter maximum XP per spell (Level 1 spells) 50
Enter XP per cast (Level 2 spells) 10
Enter maximum XP per spell (Level 2 spells) 100
Enter XP per cast (Level 3 spells) 15
Enter maximum XP per spell (Level 3 spells) 150
Enter XP per cast (Level 4 spells) 20
Enter maximum XP per spell (Level 4 spells) 200
Enter XP per cast (Level 5 spells) 25
Enter maximum XP per spell (Level 5 spells) 250
Enter XP per cast (Level 6 spells) 30
Enter maximum XP per spell (Level 6 spells) 300
Enter XP per cast (Level 7 spells) 35
Enter maximum XP per spell (Level 7 spells) 350
Enter XP per cast (Level 8 spells) 40
Enter maximum XP per spell (Level 8 spells) 400
Enter XP per cast (Level 9 spells) 45
Enter maximum XP per spell (Level 9 spells) 450
Install Component 3
[XP for casting Divine Spells]?
Do you want the XP:
1) On successful casting only
2) On successful and on unsuccessful casting too.
Enter XP per cast (Level 1 spells) 5
Enter maximum XP per spell (Level 1 spells) 50
Enter XP per cast (Level 2 spells) 10
Enter maximum XP per spell (Level 2 spells) 100
Enter XP per cast (Level 3 spells) 15
Enter maximum XP per spell (Level 3 spells) 150
Enter XP per cast (Level 4 spells) 20
Enter maximum XP per spell (Level 4 spells) 200
Enter XP per cast (Level 5 spells) 25
Enter maximum XP per spell (Level 5 spells) 250
Enter XP per cast (Level 6 spells) 30
Enter maximum XP per spell (Level 6 spells) 300
Enter XP per cast (Level 7 spells) 35
Enter maximum XP per spell (Level 7 spells) 350

Successfully installed
Press ENTER to exit

20.2  igi’s Projectile Retrieval v9
~IIPROJECTILER/SETUP-IIPROJECTILER.TP2~

This mod allows the player to retrieve used projectiles.

*The Tweaks Anthology components "Recoverable ammunition" and "Recoverable throwing weapons" have similar*
Copy the folder `iiProjectileR` and the file `setup-iiProjectileR.exe` into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Choose your language: [View Readme]?

0 [English]
1 [Not Install]

Install Component: [Projectile Retrieval Mod]?

900 1] View readme file now
1000 2] View readme file after installation
2000 3] Do not view readme file

Install Component: [Install]

2001 1] Easy TUTU
2002 2] All other Infinity Engine Games

Please tell me how you'd like to modify your files.

1. I want to modify ALL thrown/projectiles at once.
2. I want to modify each thrown/projectile one at a time.

PLEASE ENTER 1 OR 2

Arrows
Choose how you want your retrievable arrows to be created upon impact

0. Don't install arrows
1. Plain arrow only -> Plain arrow only
2. All arrows -> Plain arrow only
3. Each arrow -> Each arrow
4. Magical arrows -> Reduced Magical/Plain arrows

PLEASE ENTER 0, 1, 2, 3, OR 4

Item created in target inventory upon impact with target.
A 100 percent will cause ALL projectiles making a hit retrievable.
Enter percentage chance of arrows being retrieved.
(values are clamped at 0 and 100)

60

Bolts
Choose how you want your retrievable bolts to be created upon impact

0. Don't install bolts
1. Plain bolt only -> Plain bolt only
2. All bolts -> Plain bolt only
3. Each bolt -> Each bolt
4. Magical bolts -> Reduced Magical/Plain bolts

PLEASE ENTER 0, 1, 2, 3, OR 4

Item created in target inventory upon impact with target.
A 100 percent will cause ALL projectiles making a hit retrievable.
Enter percentage chance of bolts being retrieved.
(values are clamped at 0 and 100)

70

Bullet
Choose how you want your retrievable bullets to be created upon impact

0. Don't install bullets
1. Plain bullet only -> Plain bullet only
2. All bullets -> Plain bullet only
3. Each bullet -> Each bullet
4. Magical bullets -> Reduced Magical/Plain bullets

PLEASE ENTER 0, 1, 2, 3, OR 4

Item created in target inventory upon impact with target.
A 100 percent will cause ALL projectiles making a hit retrievable.
Enter percentage chance of bullets being retrieved.
(values are clamped at 0 and 100)

50

Dart
Choose how you want your retrievable darts to be created upon impact

0. Don't install darts
1. Plain dart only -> Plain dart only
2. All darts -> Plain dart only
3. Each dart -> Each dart
4. Magical darts -> Reduced Magical/Plain darts

PLEASE ENTER 0, 1, 2, 3, OR 4

Item created in target inventory upon impact with target.
A 100 percent will cause ALL projectiles making a hit retrievable.
Enter percentage chance of darts being retrieved. (values are clamped at 0 and 100) 70

Choose how you want your retrievable throwing daggers to be created upon impact:
0. Don't install throwing daggers
1. Plain throwing dagger only -> Plain throwing dagger only
2. All throwing daggers -> Plain throwing dagger only
3. Each throwing dagger -> Each throwing dagger
4. Magical throwing daggers -> Reduced Magical/Plain throwing daggers

PLEASE ENTER 0, 1, 2, 3, OR 4

Item created in target inventory upon impact with target.
A 100 percent will cause ALL projectiles making a hit retrievable.
Enter percentage chance of throwing daggers being retrieved. (values are clamped at 0 and 100) 80

Enter percentage chance of throwing axes being retrieved. (values are clamped at 0 and 100) 90

---

20.3 igi's Learn Through Use v2 BETA1

The settings are made as a test and should not be considered as an advice. It's also unsure whether it should best be placed before or after Level1NPC. As soon someone has figured it out I will add the result.

Copy the folder iiLearnThroughUse and the file Setup-iiLearnThroughUse.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language:
Install Component 1000 [View Readme]? [View Readme]?
Install Component 2000 1] Show readme after installation
Install Component 2001 2] Do not show readme after installation
Install Component [Learn Through Use]? [I]nstall

Enter number of successful strikes for 1 star
Enter number of successful strikes for 2 stars
Enter number of successful strikes for 3 stars
Enter number of successful strikes for 4 stars
Enter number of successful strikes for 5 stars

Are trainers required to gain proficiencies?
0 No trainers required
1 Trainers required

The settings are made as a test and should not be considered as an advice. It's also unsure whether it should best be placed before or after Level1NPC. As soon someone has figured it out I will add the result.

Press ENTER to exit

20.4 Polytweak v2

This tweakpack adds some new tweaks that either are not included in other mods or makes some improvements in...
another way.

Copy the folder polytweak and the file Setup-polytweak.exe into your main SoA directory.

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 50 [PnP mind flayer attacks]?
Install Component 60 [Improved (less buggy) trolls]?

Add this as late as possible in the installation order.
Install Component 70 [Improved Umbrehuiks]?
Install Component 80 [Improved Yuan-Ti]?
Install Component 83 [Improved Minotaurs]?
Install Component 85 [Corrected Vampire Stats]?
Install Component [Related Weapon Proficiencies]?

This component should be compatible with "Rebalanced Weapon Proficiencies" from The Tweaks Anthology.
You will need to turn party AI on for a couple of seconds after joining a new NPC or allocating their proficiencies in order for this component to work, as the changes are applied by script.

Install either this component or the Level 1 NPCs component "Tweak weapon proficiencies for some classes".

95 1) Related Weapon Proficiencies except clubs (see readme)
97 2) Related Weapon Proficiencies including clubs

Install Component 100 [Anomen]?
Install Component 150 [Cerdn]? [I]Install
Install Component [Jaheira]?
201 1) two handed weapons
202 2) dual wielding

Install Component 300 [Keldorn]?
Install Component [Minasc]?
401 1) Keep Minasc as ranger
402 2) Make Minasc a barbarian (with original proficiencies)
403 3) Make Minasc a barbarian (dual wielding)

Install Component 500 [Nalia]?
Install Component 600 [Valygar]?
Install Component 700 [Viconia]?

Regarding components 100 up to 700: Level 1 NPCs also changes NPC proficiencies but in a different manner.

Install Component 800 [Distinctive Icons for Blackrazor and Flametongue]?
Install Component 900 [PnP mace of disruption]?
Successfully installed Press ENTER to exit

20.5 Level 1 NPCs v3
~LEVEL1NPCS/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.

NOTE: This mod must be installed in two steps! The components 1201 - 4920 that allow you to change the classes and/or kits of individual NPCs should be installed manually after the installation of the megamod is finished.

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 Tweaks Anthology 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.

Copy the folder level1npcs and the file setup-level1npcs.exe into your main SoA directory.
One or more files of this mod must be changed. This will be done by the patch from the folder B.G World Fixpack.

Double-click the Setup. The DOS dialogue appears:

Would you like to display the components from [Optional Tweaks]?
Would you like to display the components from [Baldur’s Gate I NPCs]?
Would you like to display the components from [Baldur’s Gate II NPCs]?
Would you like to display the components from [Mod NPCs]?
Would you like to display the components from [Megamod NPCs]

Install Component 0
[Nytnrun's Level 1 NPCs: List party-joinable NPCs (required to install any other components)]

This component is required for all the other components of this mods.

Install Component 1
[iweak weapon proficiencies for some classes (a la Ashes of Embers and aVENGER's Rogue Rebalancing)?]

Install either this component or the Polytweak component "Related Weapon Proficiencies".

This sub-component will be automatically skipped if you have installed Druid Remix from Divine Remix.

Install Component 2
[Add (possibly illegal and naughty) kits to exported characters]?

Install Component 3
[Joinable NPCs more closely match the player character's experience?]

Install Component 4
[On initial joining only]

Install Component 5
[Balanced BG1 NPC attributes]

Install Component 51
[mos'anted's revision]

Install Component 55
[Dudleyfix for BG1 NPCs]

Install Component 60
[Fix BG1 NPC spells and innate abilities]

Install Component 100
[Update game references to NPC classes/kits]

Install Component 200
[Change Anomen's knighthood reward/penalty]

Install Component 210
[1] Wisdom +1 on passing (instead of set to 16)

Install Component 220
[2] Wisdom +1 on passing; Constitution +1 on failing

Install Component 230
[3] Wisdom +1 on passing; Wis -1 and Con +1 on failing

Install Component 240
[4] Wisdom +1 on passing; Wisdom -1 on failing

20. CLOSER INSTALLATION

The next components allow you to change the classes and/or kits of individual NPCs installed in your game. They are intended only for experienced players.

The mod creates a list of the eligible kits for every class. The lists and the kit numbers vary dependant on the mods that are installed before. Except for the Bioware kits the parameters for the kits can only be defined at this point of installation. If you want to change the classes and/or kits of individual NPCs you either have to pause your installation here or you may want to install the next components manually after the installation is finished.

If you have installed the Revised High Level Abilities component of Refinements, a kitted multiclass will crash the game.
For each NPC you select the current class and attributes are displayed and you are prompted to select a class.

Select a class from the list below. Enter the class’s number and press “Enter”.

0   Wait, I've changed my mind - don’t install this component!
1   Mage 11 Druid
2   Fighter (includes Barbarian) 12 Ranger
3   Cleric 13 Mage/Thief
4   Thief 14 Cleric/Mage
5   Bard 15 Cleric/Thief
6   Paladin 16 Fighter/Druid
7   Fighter/Mage 17 Fighter/Mage/Cleric
8   Fighter/Cleric 18 Cleric/Ranger
9   Fighter/Thief 19 Sorcerer
10  Fighter/Mage/Thief 20 Monk

Type in the number for the class or multiclass you want to get and press Enter.

Next the current attributes are displayed again and you are prompted to type in the new values.

Type new attributes as whole numbers separated by spaces, or 0 for no change.

Press “Enter” when done. Do not include exceptional strength % bonuses (you will be asked about that later if relevant). Valid range is 3 to 25.

After your input the new values are displayed (this may take some time) and you can select the desired kit from a list:

Select a kit from the list below, or enter 0 if you prefer No Kit/True Class

You can choose between all available kits from Bioware and mods. The more kits you have installed before, the more kits you can choose now. Type in the number of the kit you want. Dependend on the class you select different kits will be listed now.

If you select the Mage class the following list will be displayed:

0 None of these things interest me.
1 Abjurer
2 Conjurer
3 Diviner
4 Enchanter
5 Illusionist
6 Invoker
7 Necromancer
8 Transmuter
9 Wild Mage

This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer the list will be.

If you select the Fighter class the following list will be displayed:

0 None of these things interest me.
1 Berserk
2 Wizard Slayer
3 Kensai
4 Barbarian

This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer the list will be. This may be up to about hundred kits.

If you select the Cleric class the following list will be displayed:

0 None of these things interest me.
1 Priest of Talos
2 Priest of Helm
3 Priest of Lathander

This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer the list will be. This may be up to about fifty kits.

If you select the Thief class the following list will be displayed:

0 None of these things interest me.
1 Assassin
2 Bounty Hunter
3 Swashbuckler

This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer the list will be. This may be up to about fifty kits.
Next you can 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.
10 Hide in Shadows
20 Detect Illusion
30 Setting Trap
40 Open Locks
50 Move Silently
60 Find Traps
70 Pick Pockets

By pressing the numerical keys each time 5 points are allocated to the respective abilities, until every 40 points are assigned. The remaining points are displayed. The individual abilities can be selected several times.

If you select the **Bard** class the following list will be displayed:
0 None of these things interest me.
1 Blade
2 Jester
3 Skald

*This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer the list will be.*

If you select the **Paladin** class the following list will be displayed:
0 None of these things interest me.
1 Chevalier
2 Inquisitor
3 Undead Hunter

*This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer the list will be.*

If you select the **Fighter/Mage** class the following list will be displayed:
0 None of these things interest me.
1 Berserk
2 Wizard Slayer
3 Kensai
4 Abjurer
5 Conjurer
6 Diviner
7 Enchanter
9 Invoker
10 Necromancer
11 Transmuter
12 Wild Mage

*This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer the list will be. This may be up to about a hundred and fifty kits.*

If you select the **Fighter/Cleric** class the following list will be displayed:
0 None of these things interest me.
1 Berserk
2 Wizard Slayer
3 Kensai
4 Priest of Talos
5 Priest of Helm
6 Priest of Lathander

*This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer the list will be. This may be up to about a hundred and fifty kits.*

If you select the **Fighter/Thief** class the following list will be displayed:
0 None of these things interest me.
1 Berserk
2 Wizard Slayer
3 Kensai
4 Assassin
5 Bounty Hunter
6 Swashbuckler

*This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer...*
the list will be. This may be up to about a hundred and fifty kits.

Next you can 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.
  - 10 Hide in Shadows
  - 20 Detect Illusion
  - 30 Setting Trap
  - 40 Open Locks
  - 50 Move Silently
  - 60 Find Traps
  - 70 Pick Pockets

By pressing the numerical keys each time 5 points are allocated to the respective abilities, until every 40 points are assigned. The remaining points are displayed. The individual abilities can be selected several times.

If you select the Fighter/Mage/Thief class the following list will be displayed:

- 0 None of these things interest me.
- 1 Berserk
- 2 Wizard Slayer
- 3 Kensai
- 4 Assassin
- 5 Bounty Hunter
- 6 Swashbuckler
- 7 Abjurer
- 8 Conjurer
- 9 Diviner
- 10 Enchanter
- 11 Illusionist
- 12 Invoker
- 13 Necromancer
- 14 Transmuter
- 15 Wild Mage

This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer the list will be. This may be more than hundred and fifty kits.

Next you can 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.
  - 10 Hide in Shadows
  - 20 Detect Illusion
  - 30 Setting Trap
  - 40 Open Locks
  - 50 Move Silently
  - 60 Find Traps
  - 70 Pick Pockets

By pressing the numerical keys each time 5 points are allocated to the respective abilities, until every 40 points are assigned. The remaining points are displayed. The individual abilities can be selected several times.

If you select the Druid class the following list will be displayed:

- 0 None of these things interest me.
- 1 Totemic Druid
- 2 Shapeshifter
- 3 Avenger

This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer the list will be.

If you select the Ranger class the following list will be displayed:

- 0 None of these things interest me.
- 1 Archer
- 2 Stalker
- 3 Beast Master

This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer the list will be.

Next you can select a racial enemy from a further list:

- Select a racial enemy from the list below.
  - 0 nothing
  - 101 Ankheg
  - 123 Beholder
Type in the number of the racial enemy you want.

If you select the Mage/Thief class the following list will be displayed:
0 None of these things interest me.
1 Assassin
2 Bounty Hunter
3 Swashbuckler
4 Abjurer
5 Conjurer
6 Diviner
7 Enchanter
9 Invoker
10 Necromancer
11 Transmuter
12 Wild Mage

This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer the list will be. This may be more than fifty kits.

Next you can 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.
1 0 Hide in Shadows
2 0 Detect Illusion
3 0 Setting Trap
4 0 Open Locks
5 0 Move Silently
6 0 Find Traps
7 0 Pick Pockets

By pressing the numerical keys each time 5 points are allocated to the respective abilities, until every 40 points are assigned. The remaining points are displayed. The individual abilities can be selected several times.

If you select the Cleric/Mage class the following list will be displayed:
0 None of these things interest me.
1 Priest of Talos
2 Priest of Helm
3 Priest of Lathander
4 Abjurer
5 Conjuror
6 Diviner
7 Enchanter
9 Invoker
10 Necromancer
11 Transmuter
12 Wild Mage

This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer the list will be. This may be up to about hundred kits.

If you select the Cleric/Thief class the following list will be displayed:

0 None of these things interest me.
1 Assassin
2 Bounty Hunter
3 Scout
4 Priest of Talos
5 Priest of Helm
6 Priest of Lathander

This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer the list will be. This may be more than hundred kits.

Next you can 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.

1 0 Hide in Shadows
2 0 Detect Illusion
3 0 Setting Trap
4 0 Open Locks
5 0 Move Silently
6 0 Find Traps
7 0 Pick Pockets

By pressing the numerical keys each time 5 points are allocated to the respective abilities, until every 40 points are assigned. The remaining points are displayed. The individual abilities can be selected several times.

If you select the Fighter/Druid class the following list will be displayed:

0 None of these things interest me.
1 Berserk
2 Wizard Slayer
3 Kensai
4 Totemic Druid
5 Shapeshifter
6 Avenger

This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer the list will be. This may be more than hundred kits.

If you select the Fighter/Mage/Cleric class the following list will be displayed:

0 None of these things interest me.
1 Berserk
2 Wizard Slayer
3 Kensai
4 Priest of Talos
5 Priest of Helm
6 Priest of Lathander
7 Abjurer
8 Conjuror
9 Diviner
10 Enchanter
11 Illusionist
12 Invoker
13 Necromancer
14 Transmuter
15 Wild Mage

This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer
the list will be. This may be more than a hundred and fifty kits.

If you select the Cleric/Ranger class the following list will be displayed:

0 None of these things interest me.
1 Archer
2 Stalker
3 Beast Master
4 Priest of Talos
5 Priest of Helm
6 Priest of Lathander

This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer the list will be. This may be up to about hundred kits.

Next you can select a racial enemy from a further list:

Select a racial enemy from the list below.
0 nothing
101 Ankheg
123 Beholder
104 Carrion Crawler
121 Demonic/Fell
146 Dragon
145 Elemental
107 Ettercap
120 Fairy
147 Genie
108 Ghoul
142 Giant
109 Gibberling
152 Githyanki
110 Gnoll
144 Golem
111 Hobgoblin
141 Imp
112 Kobold
135 Kuo-Toa
150 Lich
122 Lykanthrop
139 Mephit
124 Mind Flayer
113 Ogre
143 Ork
127 Otyugh
128 Rakshasa
131 Sahuagin
132 Shadow
115 Skeleton
119 Slime
116 Spider
129 Troll
130 Umber Hulk
125 Vampire
118 Wyvern
154 Yuan-Ti

Type in the number for the racial enemy you want.

If you select the Sorcerer class the following list will be displayed:

0 None of these things interest me.
1 Geomantic Sorcerer

Next you can select two arcane spells from further lists:

Select an arcane spell to know from the list below. Choose a number in the first column.

0 spwi000 NO_SPELL
1 spwi101 Grease
2 spwi102 Armor
3 spwi103 Burning Hands
20. CLOSER INSTALLATION

4 spwi104 Charm Person  
5 spwi105 Color Spray  
6 spwi106 Obscuring Mist  
7 spwi107 Friends  
8 spwi108 Protection from Petrification  
9 spwi109 Dimension Jump  
10 spwi110 Identify  
11 spwi111 True Strike  
12 spwi112 Magic Missile  
13 spwi113 Protection from Evil  
14 spwi114 Shield  
15 spwi115 Shocking Grasp  
16 spwi116 Sleep  
17 spwi117 Chill Touch  
18 spwi118 Chromatic Orb  
19 spwi119 Laroch's Minor Drain  
20 spwi120 Reflected Image  
21 spwi123 Find Familiar  
22 spwi124 Nahal's Reckless Dweomer  
23 spwi125 Spook  
24 spwi126 Mass Blindness  
25 spwi127 Physical Agility  
26 spwi128 True Strike  
27 spwi129 Orb of Air  
28 spwi130 Expeditious Retreat  
29 spwi140 Eagle's Splendor

Type in a number for the first spell, then you will get the same list again for the second spell:

Select your second arcane spell to know from the list below. Choose the number in the first column.

If you select the Monk class only the attributes can be changed:

This way as described above you can change every NPC listed below:

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<tr>
<th>Install Component</th>
<th>Name</th>
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<td>4710</td>
<td>Charlotte</td>
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<tr>
<td>4720</td>
<td>Selenoe Hillstar</td>
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This mod aims to add a fully functional psionic system and psionic character classes based on Dungeons & Dragons edition 3.5.
Unlike a priest or wizard, the psion relies on no outside energies to give him power. His power comes from within. As long as his mind and body are rested (that is, as long as he has not depleted his power points) his powers are available to him.

Install the mod as late as possible, after any mods that add or modify spells or items and in particular after any mods that modify mage and sorcerer spell tables.
This mod must be installed before XP mod.
Read carefully the readme!
With this kit the avatar stutters and shows wrong animations!

Copy the folder w_psionics_unleashed and the file setup-w_psionics_unleashed.exe into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 10 [Psion class (selectable under the Warrior creation menu)]? [I]nstall
Install Component 61 [Individual AI management for party members]? [1]nstall
62 1] Install
2] Install and hide AI switch button
Successfully installed Press ENTER to exit

This component is also included in the _Adjust XP for killing creatures_ component from EET Tweaks.

This process lasts several minutes!
Other than mentioned in the mod's readme the mod can be installed without any error messages!

Copy the folder xpmod and the files setup-xpmod.exe and setup-xpmod.tp2 from the folder DEFJAM_v6 into your main SoA directory.
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 3] Reduce to 25%
3 4] Reduce to 1/6th for solo play
4 5] Reduce to 10%
5 6] Increase to 150%
6 7] Increase to 200%
Install Component [Locks, Traps and Spells XP Reduction]?
7 1] Reduce to 75%
8 2] Reduce to 50%
9 3] Reduce to 25%
These adjustments will be made with BP Balancer, however there with more accurate adjustments. Besides BP Balancer affects both BG1 and BG2.

This component is also included in the „Adjust XP for Traps, Spells and Lockpicking“ component from EET Tweaks.

Install Component 14 [No XP for learning spells]?
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]?
This component is also included in the „Adjust XP for quests“ component from EET Tweaks.

Install Component [SoA Starting XP Reduction]?

Install Component [ToB Starting XP Reduction]?

These adjustments will be made with BP Balancer, however there with more accurate adjustments. Besides BP Balancer affects both BG1 and BG2.

Install Component [XP for Spell Learning]?
This component is also included in the „Adjust XP for Traps, Spells and Lockpicking“ component from EET Tweaks.

Doesn’t seem so to work with BGT-WeiDU.

Successfully installed

The readme opens.
20. CLOSER INSTALLATION

Choose your language: 0 [English]
Would you like to display the readme? [N]o
Would you like to display the components from [Consistent NPCs]? [Y]es
Would you like to display the components from [XP adjustments]? [Y]es
Would you like to display the components from [Gameplay]? [Y]es
Would you like to display the components from [Miscellaneous]? [Y]es

20.9 EET Tweaks v1.7
~EET_TWEEKS/EET_TWEEKS.TP2~

This modification offers several optional tweaks for Infinity Engine games. Mostly related to Baldur's Gate: Enhanced Edition Trilogy (EET) mod, but some of these components are also compatible with BWP.

This mod should be installed at the very end, after mods that are recognizable by EET Tweaks, such as Tweaks Anthology and others and after any mod that alters CRE, BCS, DLG, ITM, SPL, EFF files.

If you are going to use XP related components than you should avoid installing Ding0 Experience Fixer (DEF JAM), as it does the same thing, but compared to this mod is less precise, flexible and doesn’t cover mod related SPL, ITM, EFF files.

Due to its special code Virtue must be installed at least after the XP related components from this mod.
The components above are not compatible with your game.

This component is not compatible with your game.

A similar tweak is present in Tweaks Anthology

Install Component

<table>
<thead>
<tr>
<th>Total XP CAP?</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Year</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>2000</td>
<td>1) 2,950,000</td>
</tr>
<tr>
<td>2001</td>
<td>2) 8,000,000</td>
</tr>
<tr>
<td>2002</td>
<td>3) Disabled</td>
</tr>
<tr>
<td>2003</td>
<td>4) Custom value</td>
</tr>
</tbody>
</table>

Type in the integer value for XP CAP

<table>
<thead>
<tr>
<th>Additional XP CAP for BG1 -&gt;</th>
<th>89,000</th>
</tr>
</thead>
<tbody>
<tr>
<td>Additional XP CAP for BG1 -&gt;</td>
<td>161,000</td>
</tr>
<tr>
<td>Additional XP CAP for BG1 -&gt;</td>
<td>500,000</td>
</tr>
<tr>
<td>Additional XP CAP for BG1 -&gt; Custom value</td>
<td></td>
</tr>
<tr>
<td>Additional XP CAP for SoD -&gt;</td>
<td>89,000</td>
</tr>
<tr>
<td>Additional XP CAP for SoD -&gt;</td>
<td>161,000</td>
</tr>
<tr>
<td>Additional XP CAP for SoD -&gt;</td>
<td>500,000</td>
</tr>
<tr>
<td>Additional XP CAP for SoD -&gt; Custom value</td>
<td></td>
</tr>
<tr>
<td>Additional XP CAP for SoA -&gt;</td>
<td>89,000</td>
</tr>
<tr>
<td>Additional XP CAP for SoA -&gt;</td>
<td>161,000</td>
</tr>
<tr>
<td>Additional XP CAP for SoA -&gt;</td>
<td>500,000</td>
</tr>
<tr>
<td>Additional XP CAP for SoA -&gt; Custom value</td>
<td></td>
</tr>
</tbody>
</table>

The components above are not compatible with your game.

Install Component

| XP for Traps, Spells and Lockpicking? |

This component has the same functions as the atweaks' component "Altered XP rewards from locks, traps and scrolls from atweaks", the "Locks, Traps and Spells XP Reduction" component from XPmod and „XP for Disarming Traps“, „XP for Spell Learning“, „XP for Pick Pocket” from BP-Balancer.

<table>
<thead>
<tr>
<th>Year</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>2040</td>
<td>1) BG1 values (default)</td>
</tr>
<tr>
<td>2041</td>
<td>2) BG2 values</td>
</tr>
<tr>
<td>2042</td>
<td>3) Vanilla friendly progressive</td>
</tr>
<tr>
<td>2043</td>
<td>4) Disabled</td>
</tr>
<tr>
<td>2044</td>
<td>5) Custom value</td>
</tr>
</tbody>
</table>

Type in integer percentage value

<table>
<thead>
<tr>
<th>Year</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>2050</td>
<td>1) Increase to 150%</td>
</tr>
<tr>
<td>2051</td>
<td>2) Decrease to 75%</td>
</tr>
<tr>
<td>2052</td>
<td>3) Decrease to 50%</td>
</tr>
<tr>
<td>2053</td>
<td>4) Decrease to 25%</td>
</tr>
<tr>
<td>2054</td>
<td>5) Decrease to 10%</td>
</tr>
<tr>
<td>2055</td>
<td>6) Disable</td>
</tr>
<tr>
<td>2056</td>
<td>7) Custom value</td>
</tr>
</tbody>
</table>

Type in integer percentage value

Install Component

| XP for killing creatures? |

This component is also included in the „Creature XP Reduction“ component from XPmod.

<table>
<thead>
<tr>
<th>Year</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>2060</td>
<td>1) Increase to 150%</td>
</tr>
<tr>
<td>2061</td>
<td>2) Decrease to 75%</td>
</tr>
<tr>
<td>2062</td>
<td>3) Decrease to 50%</td>
</tr>
<tr>
<td>2063</td>
<td>4) Decrease to 25%</td>
</tr>
<tr>
<td>2064</td>
<td>5) Decrease to 10%</td>
</tr>
<tr>
<td>2065</td>
<td>6) Disable</td>
</tr>
<tr>
<td>2066</td>
<td>7) Custom value</td>
</tr>
</tbody>
</table>

Type in integer percentage value

Install Component

| XP for quests? |

This component is also included in the „Quest XP Reduction“ component from XPmod.
20. CLOSER INSTALLATION

<table>
<thead>
<tr>
<th>Install Component</th>
<th>2070 [Party XP for quests distributed individually]?</th>
</tr>
</thead>
<tbody>
<tr>
<td>SKIPPING</td>
<td>3000 [Disable hostile reaction after charm]?</td>
</tr>
</tbody>
</table>

Similar tweak already installed. This component is identical to the same-named BGT Tweak component.

Install Component | 3010 [PnP spell scroll caster levels]? |

Conceptually incompatible with The Tweaks Anthology component "Cast Spells from Scrolls (and other Items) at Character Level" tweak (skipped if you installed it).

Install Component | 3020 [Familiar death consequences]? |
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>SKIPPING</td>
<td>3021 1] Constitution loss &amp; blocked summoning for 1 week</td>
</tr>
<tr>
<td>SKIPPING</td>
<td>3022 2] Constitution loss for 1 week</td>
</tr>
<tr>
<td>SKIPPING</td>
<td>3023 3] Disabled</td>
</tr>
<tr>
<td>SKIPPING</td>
<td>3030 4] Disable hostile reaction after charm</td>
</tr>
<tr>
<td>SKIPPING</td>
<td>3030 [Protagonist can die]?</td>
</tr>
<tr>
<td>SKIPPING</td>
<td>3040 [Ironman Mode]?</td>
</tr>
<tr>
<td>SKIPPING</td>
<td>3050 [One time area spawn points (no respawning)]?</td>
</tr>
<tr>
<td>SKIPPING</td>
<td>3050 [Add Priest of Tempus kit for Priests]?</td>
</tr>
</tbody>
</table>

The components above are not compatible with your game.

Install Component | 4010 [More bandit scalps]? |
|-------------------|-----------------------------|

Similar tweak already installed. This component is identical to the same-named BGT Tweak component.

BG1UB also introduces with "Creature Corrections" more bandit scalps; do not use both together.

Install Component | 4020 [FPS & cutscenes audio adjustment]? |
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>4020 1] 60 FPS</td>
<td></td>
</tr>
<tr>
<td>4021 2] 45 FPS</td>
<td></td>
</tr>
<tr>
<td>4022 3] Custom value</td>
<td></td>
</tr>
<tr>
<td>Type in integer frames count (30-60)</td>
<td></td>
</tr>
<tr>
<td>SKIPPING</td>
<td>4030 [Remove junk from global scripts]?</td>
</tr>
<tr>
<td>SKIPPING</td>
<td>4040 [Import party items to SoA]?</td>
</tr>
<tr>
<td>SKIPPING</td>
<td>4050 [Books/Scrolls categorization]?</td>
</tr>
</tbody>
</table>

The components above are not compatible with your game.

SKIPPING | 4060 [Wand Case]? |

If you want more informations about XP settings in the megamod read the related chapter in the appendix.

20.10 klatu Tweaks and Fixes 1.7 (2)

This mod consists of a collection of minor and major tweaks that touch on many different aspects of the game.

NOTE: This mod must be installed in two steps! Components from Content Changes, as well as the Streamlined Spell Progression Tables, should be installed prior to other tweak, fix and rule collections.

Copy the folder klatu and the file setup-klatu.exe into your main SoA directory.

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 [Content Changes]? [Y]es
Would you like to display the components from [Gameplay Tweaks and Fixes]? [Y]es
Would you like to display the components from [Cosmetic Changes]? [Y]es
Would you like to display the components from [Content Changes]? [Y]es
SKIPPING 1000 [The Gloves of Goodman Hayes] This component requires an Enhanced Edition game

Install Component | 1010 [The Manual of War]? |
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Install Component</td>
<td>1020 [Prepared Wishes]?</td>
</tr>
<tr>
<td>Install Component</td>
<td>1030 [Romance Cheat: Isra will Romance Neutral Characters]?</td>
</tr>
</tbody>
</table>

This component requires Isra BG2
20. CLOSER INSTALLATION

SKIPPING 1040 [Give Hexxat an Inactive Fighter Class]?

This component requires an Enhanced Edition game
Install Component 1050 [Appropriate XP Rewards for Cowled Enforcers]?
Install Component 1060 [CtB: Skip Candlekeep Chores and intro cutscenes]?

This component prevents the dialogs of Imoen Romance from being played in the dungeon.
Install Component 1070 [CtB: Remove Venereal Disease]?
Install Component 1080 [CtB: Fixed Harp of Myth Drannor]?
Install Component 1090 [RoT: Remove cutscenes from Chateau Irenicus]?
Install Component 2000 [Streamlined Wizard Spell Progression]?
Install Component 2010 [Streamlined Sorcerer Spell Progression]?
Install Component 2020 [No Item Depreciation]?
Install Component 2030 [Identify all store items]?
Install Component 2040 [Fix Wild Mage Items and Spells]?
Install Component 2050 [Prevent Wish Spells from Interrupting Caster]?
Install Component 2060 [Standardize Poison Immunity]?
Install Component 2070 [Free Action does not prevent Haste or Movement Rate Bonus]?
Install Component 2080 [Drop Equipment on Disintegration]?
Install Component 2090 [Drop Equipment on Petrification]?
Install Component 2100 [Drop Equipment on Imprisonment]?
Install Component 2110 [Treat all Innate Abilities as Non-Magical (Unaffected by Wild/Dead Magic and Silence)]?
Install Component 2120 [Treat all Psionic Abilities as Non-Magical (Unaffected by Wild/Dead Magic and Silence)]?
Install Component 2130 [Treat all Bardsong Effects as Non-Magical (Unaffected by Wild/Dead Magic)]?
Install Component 2140 [Allow Arcane Spellcasting in Armor]?

Allows unhindered arcane spell casting in any armor. Basically a cheat.
A similar component is also included in the Tweaks Anthology mod (component #2120 Allow Arcane Spellcasting in Heavy Armor)

Incompatible with the Full Plate And Packing Steel mod.
Install Component 2150 [Allow Thievery in Armor]?

Allows unhindered thieving skills in any armor. Basically a cheat.
A similar component is also included in the Tweaks Anthology mod (component #2100 Allow Thieving and Stealth in Heavy Armor)

Incompatible with the Full Plate And Packing Steel mod.
Install Component 2160 [Remove Delay from Improved Haste Spells]?
Install Component 2170 [Reputation has no Effect on Store Prices]?
Install Component 2180 [Charisma has a stronger Effect on Store Prices]?
Install Component 2190 [Modal Buff AI Script]?

SKIPPING 2200 [Familiars can sort magical scrolls]?

Requires an Enhanced Edition game
Install Component 3000 [Mute Kelsey's Romance Music]?
Install Component 3010 [Mute Xan's Romance Music]?
Install Component 3020 [Mute Adrian's Romance Music]?
Install Component 3030 [Mute Isra's Romance Music]?
Install Component 3040 [Mute Kivan's BG2 music tracks]?
Install Component 3050 [Mute BG1 NPC Project music tracks]?
Install Component 3060 [CtB: Mute the Cowled Wizard]?
Install Component 3070 [Remove Chaos Shield icons from all items]?
Install Component 3080 [Change Appearance of Robe of Good Archmagi]
3081 1] Lesser Mage Robe appearance for Robe of Good Archmagi]?
3082 2] Caped Mage Robe appearance for Robe of Good Archmagi]?
3083 3] Hooded Mage Robe appearance for Robe of Good Archmagi]?
3084 4] Leather Armor appearance for Robe of Good Archmagi]?
3085 5] Chain Mail appearance for Robe of Good Archmagi]?
3086 6] Plate Mail appearance for Robe of Good Archmagi]?
Install Component 3090 [Change Appearance of Robe of Neutral Archmagi]
3091 1] Lesser Mage Robe appearance for Robe of Neutral Archmagi]?
3092 2] Caped Mage Robe appearance for Robe of Neutral Archmagi]?
3093 3] Hooded Mage Robe appearance for Robe of Neutral Archmagi]?
3094 4] Leather Armor appearance for Robe of Neutral Archmagi]?
3095 5] Chain Mail appearance for Robe of Neutral Archmagi]?
3096 6] Plate Mail appearance for Robe of Neutral Archmagi]?
Install Component 3100 [Change Appearance of Robe of Evil Archmagi]
3101 1] Lesser Mage Robe appearance for Robe of Evil Archmagi]?
3102 2] Caped Mage Robe appearance for Robe of Evil Archmagi]?
3103 3] Hooded Mage Robe appearance for Robe of Evil Archmagi]?
20. CLOSER INSTALLATION

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Change Appearance of Robe of Vecna [N]ot Install</th>
</tr>
</thead>
<tbody>
<tr>
<td>3103</td>
<td>4] Leather Armor appearance for Robe of Evil Archmagi?</td>
</tr>
<tr>
<td>3104</td>
<td>5] Chain Mail appearance for Robe of Evil Archmagi?</td>
</tr>
<tr>
<td>3105</td>
<td>6] Plate Mail appearance for Robe of Evil Archmagi?</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Install Component</th>
<th>Lesser Mage Robe appearance for Robe of Vecna [N]ot Install</th>
</tr>
</thead>
<tbody>
<tr>
<td>3110</td>
<td>1] Lesser Mage Robe appearance for Robe of Vecna?</td>
</tr>
<tr>
<td>3111</td>
<td>2] Caped Mage Robe appearance for Robe of Vecna?</td>
</tr>
<tr>
<td>3112</td>
<td>3] Hooded Mage Robe appearance for Robe of Vecna?</td>
</tr>
<tr>
<td>3113</td>
<td>4] Leather Armor appearance for Robe of Vecna?</td>
</tr>
<tr>
<td>3114</td>
<td>5] Chain Mail appearance for Robe of Vecna?</td>
</tr>
<tr>
<td>3115</td>
<td>6] Plate Mail appearance for Robe of Vecna?</td>
</tr>
</tbody>
</table>

Successfully installed Press ENTER to exit

20.11 Jimfix v2.4

~JIMFIX/SETUP-JIMFIX.TP2~

This is a small collection of fixes and tweaks aimed at an Ascension + Fixpack v10 + SCS v30 install.

Copy the folder jimfix and the file setup-jimfix.exe into your main SoA directory.

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 [Fixes]? [Y]es
Would you like to display the components from [Tweaks]? [Y]es
Install Component 0 [Fix Sunfire power levels]? [I]nstall
Install Component 1 [Enable Spell Immunity in Sequencers/Triggers]? [I]nstall

Requires TobEx

Install Component 2 [Shield of Reflection works on SCS Flame Arrows]? [I]nstall

Requires SCS component "Make Protection from Normal Missiles affect some magical projectiles"

Install Component 3 [Fix Smarter Abazigal]? [I]nstall

Requires SCS component Smarter Abazigal

Install Component 4 [Fix Smarter Irenicus at the Throne]? [I]nstall

Requires Smarter Ascension Irenicus

Install Component 5 [Remove entourage from Ascension Fallen Solars]? [N]ot Install

Requires Smarter Celestials

Install Component 100 [Check for and fix incorrect spell animations]? [I]nstall
Install Component [Add spell school notifications to the combat log]

This component should be installed after any component that modifies spells and combines well with the component that fixes incorrect casting animations.

<table>
<thead>
<tr>
<th>Install Component</th>
<th>201</th>
<th>1] All spells with a casting time greater than 1]</th>
</tr>
</thead>
<tbody>
<tr>
<td>Install Component</td>
<td>202</td>
<td>2] All spells with a casting time greater than 2]</td>
</tr>
<tr>
<td>Install Component</td>
<td>203</td>
<td>3] All spells with a casting time greater than 3]</td>
</tr>
<tr>
<td>Install Component</td>
<td>204</td>
<td>4] All spells with a casting time greater than 4]</td>
</tr>
<tr>
<td>Install Component</td>
<td>205</td>
<td>5] All spells with a casting time greater than 5]</td>
</tr>
</tbody>
</table>

Install Component 300 [Add expiration notifications for buffs]? [I]nstall
Install Component 400 [Prevent silent prebuffs]? [I]nstall

Requires Smarter Mages

Install Component 600 [Add expiration notifications for item buffs]? [I]nstall
Install Component 500 [Reveal all hidden doors]? [N]ot Install

Successfully installed Press ENTER to exit

20.12 Virtue v19

~VIRTUE.TP2~

This mod splits reputation into two separate variables: Reputation, which represents how people in the game feel about the party; and Virtue, which represents how morally correct the party’s actions are.

The Virtue mod should be installed after other WeiDU mods and after Refinements. Due to its special code Virtue must be installed after Ding0 Experience Fixer.

With the patch made by The Biggs (included in the BiG World Fixpack) you might be able to use Virtue with BWP, although it might have full effect only in BG2 part. It seems to work also in the BG1 part. However, whether it really works like intended is completely untested yet.

Maybe further patches are needed. This mod is no more developed further for several years so it is on the community's own to make possibly needed improvements and add them by the Fixpack.
Copy the folder **virtue** and the files **setup-virtue.tp2** and **setup-virtue.tp2** into your main SoA directory.

**Note:** The **B.G World Fixpack** makes some changes to this mod in order to be able to install it together with Gavin, Edwin, Tsujatha, NM-Relationship.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]

Install Component 0 [Virtue]?

Successfully installed [Virtue]

Press ENTER to exit

The readme opens.

### 20.13 Gloran NPC v3 (2)
~SETUP-GLORAN.TP2~

**For full description see step (1)**

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

Double-click the Setup. The DOS dialogue appears:

Choose your language: 1 [English]

Install Component 0 [Przyłączalny NPC Gloran]?

Install Component 1 [Gloran & Virtue]?

Successfully installed

Press ENTER to exit

### 20.14 Sarevok Wiederherstellung v1.1
~SARERESTORE/SETUP-SARERESTORE.TP2~

The modification gives the NPC Sarevok in ToB his from the first part of the Baldur’s Gate series well-known equipment back (helmet, armor, two-handed sword).

*Infinity Animations Core WeIDU beta 5 must be installed.*

*This mod must be installed after Level 1 NPCs.*

*This mod is incompatible with the NPC Kitpack component 2800 Give Sarevok a Proper Deathbringer Kit. If you install this mod you can’t use any high level abilities or use any equipment (besides what this mod gives him).*

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

Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o

Install Component 0 [Sarevok Wiederherstellung Mod]?

Install Component 1 [Alternatives Porträt Für Sarevok]?

Install Component 2 [Sarevok Porträt 1]

Successfully installed [Sarevok Wiederherstellung Mod]

Press ENTER to exit

### 20.15 BG1 NPCs at Beginning
~BG1NPCBEG/BG1NPCBEG.TP2~

This mod for Baldur's Gate Trilogy moves many NPCs that are far away from the main road to Nashkel to allow them to join the party at the early stage of the game, except of course NPCs that are prisoner.

Copy the folder **bg1npcbeg** and the file **setup-bg1npcbeg.exe** into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]

Would you like to display the readme? [N]o

Install Component 110 [Move Ajantis]?

Install Component 120 [Move Alora]?

Install Component 130 [Move Coran]?

Install Component 140 [Move Eldoth]?

Install Component 150 [Move Faldorn]?

**Not compatible with BG1 NPC Project component Alora’s Starting Location.**

Install Component 130 [Move Coran]?

**Not compatible with The Tweaks Anthology component Move NPCs to Convenient Locations.**

Install Component 150 [Move Faldorn]?
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! Must be installed after Infinity Animations because otherwise some files will be overwritten.

Copy the folder NSC Portraits and the files Setup-NSCPortraits.exe and Setup-NSCPortraits.tp2 into your main SoA directory.

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

```plaintext
Install Component 0  [Portraits for BG1(BGT)]?  [I]Install
Install Component 1  [Portraits for BG2 and ToB]?  [I]Install
Install Component 10 [Portraits for Dark Side of the Sword Coast]?  [I]Install
Install Component 20 [Portraits for Northern Tales of the Sword Coast]?  [I]Install
Install Component 21 [Alternate Portrait for Will Scarlet of NToSC]?  [I]Install
Install Component 30 [Portraits for Secret of Bone Hill]?  [I]Install
Install Component 50 [Portraits for Stone of Askavzar]?  [I]Install
Install Component 300 [Portraits for BG1 Mini-Quests and Encounters]?  [I]Install
Install Component 305 [Portraits for Lure of the Sirens Cal]?  [I]Install
Install Component 310 [Portraits for Grey Clan Episode I]?  [I]Install
Install Component 1000 [Portraits for The Darkest Day]?  [I]Install
Install Component 1001 [Alternate NPC-Portraits for The Darkest Day]?  [I]Install
Install Component 1030 [Portraits for Region of Terror]?  [I]Install
Install Component 1031 [Alternate NPC-Portraits for Region of Terror]?  [I]Install
Install Component 1050 [Portraits for Tortured Souls (TS-BP)]?  [I]Install
Install Component 1051 [Alternate NPC-Portraits for Tortured Souls (TS-BP)]?  [I]Install
Install Component 1300 [Portraits for Tower of Deception]?  [I]Install
Install Component 1310 [Portraits for Assassinations]?  [I]Install
Install Component 1320 [Portraits for Dungeon Crawl]?  [I]Install
Install Component 1330 [Portraits for Romantic Encounters]?  [I]Install
Install Component 1340 [Portraits for Big Picture]?  [I]Install
Install Component 1350 [Portraits for Tales of Anegh]?  [I]Install
Install Component 1360 [Portraits for Tales of the Deep Gardens]?  [I]Install
Install Component 1370 [Portraits for Dark Horizons]?  [I]Install
Install Component 1380 [Portraits for Ascalons Questpack]?  [I]Install
Install Component 1390 [Portraits for Jane Quest]?  [I]Install
Install Component 1400 [Portraits for Planar Sphere]?  [I]Install
Install Component 1410 [Portraits for Innershade]?  [I]Install
Install Component 1420 [Portraits for Fishing for Trouble]?  [I]Install
Install Component 1430 [Portraits for Elistraees Song]?  [I]Install
Install Component 1440 [Portraits for Expanded Thief Stronghold]?  [I]Install
Install Component 1450 [Portraits for Gavin BG1]?  [I]Install
Install Component 1470 [Portraits for Return to Brynlaw]?  [I]Install
Install Component 1480 [Portraits for Sellswords]?  [I]Install
```

Press ENTER to exit.
20. CLOSER INSTALLATION

<table>
<thead>
<tr>
<th>Component</th>
<th>Description</th>
<th>Install Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>1490</td>
<td>Portraits for Isra?</td>
<td>![Install]</td>
</tr>
<tr>
<td>1500</td>
<td>Portraits for Longer Road?</td>
<td>![Install]</td>
</tr>
<tr>
<td>1510</td>
<td>Portraits for Zalhoya?</td>
<td>![Install]</td>
</tr>
<tr>
<td>1520</td>
<td>Portraits for DQQuestpack?</td>
<td>![Install]</td>
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<tr>
<td>1530</td>
<td>Portraits for Sandor?</td>
<td>![Install]</td>
</tr>
<tr>
<td>1540</td>
<td>Portraits for Sirines?</td>
<td>![Install]</td>
</tr>
<tr>
<td>1550</td>
<td>Portraits for Afaaq (Djinni Companion)?</td>
<td>![Install]</td>
</tr>
<tr>
<td>1560</td>
<td>Portraits for Ajoc Mod?</td>
<td>![Install]</td>
</tr>
<tr>
<td>1570</td>
<td>Portraits for ISNF (I Shall Never Forget)?</td>
<td>![Install]</td>
</tr>
<tr>
<td>1580</td>
<td>Portraits for Sandrah?</td>
<td>![Install]</td>
</tr>
<tr>
<td>1590</td>
<td>Portraits for Romantic Encounters BG1?</td>
<td>![Install]</td>
</tr>
<tr>
<td>1600</td>
<td>Portraits for Afaaq (Djinni Companion)?</td>
<td>![Install]</td>
</tr>
<tr>
<td>1610</td>
<td>Portraits for Ascalons Breagar?</td>
<td>![Install]</td>
</tr>
<tr>
<td>1620</td>
<td>Portraits for Amber NPC?</td>
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<tr>
<td>1630</td>
<td>Alternate Portrait for Goo NPC?</td>
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<td>1640</td>
<td>Alternate Portrait for Kim NPC?</td>
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<tr>
<td>1650</td>
<td>Alternate Portrait for Afaaq (Djinni Companion)?</td>
<td>![Install]</td>
</tr>
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<td>1660</td>
<td>Alternate Female Character-Creation Portraits?</td>
<td>![Install]</td>
</tr>
<tr>
<td>1670</td>
<td>Alternate Male Character-Creation Portraits?</td>
<td>![Install]</td>
</tr>
<tr>
<td>1680</td>
<td>Fix area creature references?</td>
<td>![Not Install]</td>
</tr>
<tr>
<td>1690</td>
<td>BG1 Character Animations for NPCs</td>
<td>![Not Install]</td>
</tr>
<tr>
<td>1700</td>
<td>BG1 Character Animations for PCs</td>
<td>![Not Install]</td>
</tr>
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<td>1710</td>
<td>BG1 Character Animations for NPCs</td>
<td>![Not Install]</td>
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<tr>
<td>1720</td>
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<td>BG1 Character Animations for NPCs</td>
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<td>1770</td>
<td>BG1 Character Animations for NPCs</td>
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<td>2010</td>
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<td>![Install]</td>
</tr>
<tr>
<td>2020</td>
<td>BG1 Character Animations for PCs</td>
<td>![Install]</td>
</tr>
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<td>2030</td>
<td>BG1 Character Animations for PCs</td>
<td>![Install]</td>
</tr>
<tr>
<td>2040</td>
<td>BG1 Character Animations for PCs</td>
<td>![Install]</td>
</tr>
</tbody>
</table>

The readme opens.

20.17 Infinity Animations Core WeiDU beta 5 (2)

~INFINITYANIMATIONS/SETUP-INFINITYANIMATIONS.TP2~

For full description see step (1)

**NOTE:** This mod must be installed in two steps! The components "BG1 Character Animations for NPCs" and "BG1 Character Animations for PCs" should be installed only after Level 1 NPCs!

This mod you have already installed before.

Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o

Install Component [BG1 Character Animations for NPCs]?

This component should be installed after Level 1 NPCs so it can pick up modded weapons and proficiencies. Do not install this with the 1PP components 203 "Restored flame sword animations" or 204 "Colourable quarter-staves"!

- 8000 1] 25% of relevant creatures
- 8010 2] 50% of relevant creatures
- 8020 3] 75% of relevant creatures
- 8030 4] Most relevant creatures

Install Component [BG1 Character Animations for PCs]?

This component should be installed after Level 1 NPCs so it can pick up modded weapons and proficiencies. Do not install this with the 1PP components 203 "Restored flame sword animations" or 204 "Colourable quarter-staves"!

- 9500 1] Prompt for each exported PC
- 9510 2] Prompt for problematic PCs
- 9520 3] Patch all PCs without prompting

20.18 BP-BGT Worldmap v10.2.3

~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.

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.

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 [Worldmap for Baldur's Gate - including colored Baldur's Gate map icons]? 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
2] Huge Worldmap 8000x4600

Install Component [Worldmap for Throne of Bhaal]? choose one:
1] Use new worldmap for Throne of Bhaal as well
2] Clothmap style map for Throne of Bhaal

>>If you want to uninstall this component, you have to make a backup of your savegame folder manually!<<?

Successfully installed

The readme opens.

20.19 The Tweaks Anthology v9 (4)
~CDTWEAKS/SETUP-CDTWEAKS.TP2~

NOTE: This mod must be installed in four steps! The Rebalanced Weapon Proficiencies should be installed separately after Jarls BGT Tweak Pack. The Sensible Entrance Points should be installed after the Worldmap mod.

For full description see step (1)

If not already done, copy the folder cdtweaks and the file setup-cdtweaks.exe into your main SoA directory.

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

Choose your language: [English]
Would you like to display the readme? [No]
Would you like to display the components from [Cosmetic Changes]? [No]
Would you like to display the components from [Content Changes]? [No]
Would you like to display the components from [Rule Changes]? [No]
Would you like to display the components from [Convenience Tweaks/Cheats]? [Yes]
Would you like to display the components from [Cam's House Rules]? [No]
Would you like to display the components from [NPC Tweaks]? [No]
Install Component any component [No]ot Install except:
Install Component 3220 [Sensible Entrance Points]?

This component can only be installed after the worldmap mod.

Install Component next component [Quit]
Successfully installed [Press ENTER to exit]

20.20 Sword Coast Map Labels v2
~MAPNAMES/SETUP-MAPNAMES.TP2~

This mini-mod assigns revised labels to all areas in the Baldur's Gate I (Sword Coast) portion of the game.

The BP BGT Worldmap is required for this mod.

Copy the folder mapnames and the file Setup-mapnames.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [No]
Install Component 0 [Sword Coast Map Labels]?
Install Component 25 [Update Map Markers]?
Install Component 50 [Patch Saved Game Map Labels]?
Successfully installed [Press ENTER to exit]
20.21 **Infinity Sounds v1.3** (the former Restored BG1 Sounds)
~!

This is a small mod for Baldur's Gate II which restores some of the sounds used in the original Baldur's Gate.

*Install this mod after any other mod which makes changes to spells.*

Copy the folder **!InfinitySounds** and the file **Setup-!InfinitySounds.exe** into your main SoA directory.

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

- **Install Component 0**: [Restored BG1 Spell Casting Voices]?
  - [Y]es or [N]o?
  - Would you like to include [Restored BG1 Mage Armor Sound Effect]?
  - [Y]es or [N]o?
  - Would you like to include [Restored BG1 Melf's Acid Arrow Impact Sound Effect]?
  - [Y]es or [N]o?
  - Would you like to include [Restored BG1 Dispel Magic Sound Effect]?
  - [Y]es or [N]o?
  - Would you like to include [Restored BG1 Monster Summoning Sound Effect]?
  - [Y]es or [N]o?
  - Would you like to include [Restored BG1 Dimension Door Sound Effect]?
  - [N]o or choose one:
    1. Original BG1 Sound Effect (Shorter)
    2. Tweaked BG1 Sound Effect (Longer)
  - [2]
  - Would you like to include [Restored BG1 Flame Strike Sound Effect]?
  - [Y]es or [N]o?

- **Install Component 1**: [Restored BG1 Weapon Attack Sound Effects]?
  - [Y]es or [N]o?
  - [1]
  - [2]

- **Install Component 2**: [Restored BG1 Armor Hit Sound Effects]?
  - [Y]es or [N]o?

- **Install Component 3**: [Restored BG1 Armor Movement Sound Effects]?
  - [Y]es or [N]o?

- **Install Component 4**: [Restored BG1 Interface Sound Effects]?
  - [Y]es or [N]o?

- **Install Component 5**: [Restored Chunked Death Sound Effect]?
  - 1. Original BG1 Sound Effect (Shrii)
  - 2. Tweaked BG2 Sound Effect (Gloomy)
  - [1]

- **Install Component 6**: [Restored Gulp! Sound Effect]?
  - [Y]es or [N]o?

- **Install Component 7**: [Restored BG1 Character Soundsets (English)]?
  - [Y]es or [N]o?

- **Install Component 8**: [Mute Reputation Loss Sound Effect]?
  - [N]ot Install

- **Install Component 9**: [Mute Tooltip "Paper" Sound Effect]?
  - [N]ot Install

Successfully installed

Press ENTER to exit

---

20.22 **High quality music for SoA/ToB**
~!

This patch (along with content) allows playback of higher quality, 44.1kHz music in Baldur's Gate II Shadows of Amn with Throne of Bhaal. The patch affects all .acm audio in the game.

Copy the folder **1pp_hq_music_I/II** and the file **Setup-1pp_hq_music_I/II.exe** into your main SoA directory.

*Don't start the Setup-1pp_hq_music_I/II.exe! Use the setup-1pp_hq_music_BGT.exe instead!*

---

20.23 **High quality music for Tutu/ToSC**
~!

This patch (along with content) allows playback of higher quality, 44.1kHz music in Baldur's Gate I Tutu (on Throne of Bhaal installs). The patch affects all .acm audio in the game.

Copy the folder **1pp_hq_music_ToSC** and the file **Setup-1pp_hq_music_ToSC.exe** into your main SoA directory.

*Don't start the Setup-1pp_hq_music_ToSC.exe! Use the setup-1pp_hq_music_BGT.exe instead!*
20.4 High quality music for BGT
~1PP_HQ_MUSIC_BGT/1PP_HQ_MUSIC_BGT.TP2~

This package contains an automated BGT-compatible WeiDu installer for the 1PP: High Quality Music mods (TotSC/BGII). It will add audio from both BG1 and BG2 1PP packages into the game and optionally patch all areas to make full use of added music.

1PP HQ music should be installed after all mods that add new ACM audio into the game.

BGTMusic mod must be installed - specifically the component "Full Baldur's Gate/Shadows of Amn/Throne of Bhaal Music".

Copy the folder 1pp_hq_music_BGT and the file Setup-1pp_hq_music_BGT.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component [High quality music for BGT]?
0 1] Patch BGT and BGII areas to make full use of updated music (Recommended) [1]
1 2] Skip patching BGT and BGII areas
2 3] Patch BGII areas to make full use of updated music (Recommended)
3 4] Restore BG2:SoA main menu theme (should be used at BGT->SoA transition)

Successfully installed [High quality music for BGT] Press ENTER to exit

20.25 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!

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.

Double-click the Setup. The DOS dialogue appears:

Install Component [Game Graphical User Interface (GUI)]? choose one:
0 1] "Original SoA/TbB"
1 2] "Shadows Over Soubar"
2 3] "Check The Bodies"
3 4] "Region of Terror"
4 5] "Baldur's Gate Trilogy" (Elminster wielding sword)
5 6] "Baldur's Gate Trilogy" (Elminster wielding staff)
6 7] "The Darkest Day"

Successfully installed "Baldur's Gate Trilogy" (Elminster wielding staff) Press ENTER to exit

20.26 LadeJarl's Tutu GUI v1.8
~TUTUGUI/SETUP-TUTUGUI.TP2~

This is a GUI replacement which will give the game the original Baldurs Gate look. The mod supports 640x480, 800X600 and 1024X768 screen resolutions.

This mod should be installed last, but before the Widescreen mod.
Note: When using this mod you will only be able to choose between 9 kits each character because there is no scroll bar in the kit selection screen.

Copy the folder TutuGUI and the file setup-TutuGUI.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Baldurs Gate I GUI for Tutu, SoA/TbB, or BGT]? [I]install
Install Component 1 [Support for The Biggs widescreen mod]? [I]install
Successfully installed Press ENTER to exit

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20.27  **W_GUI beta 0.6b**  
~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).*

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

Double-click the Setup. The DOS dialogue appears:

- **Choose your language:** 1 [English]
- **Install Component 0** [W_GUI]?
- **Install Component [Alternative fonts]**
  - 11 1 Alternative fonts size 11 (the same size as original font)
  - 12 2 Alternative fonts size 13 (120%)
  - 13 3 Alternative fonts size 15 (135%)
  - 14 4 Alternative fonts size 17 (155%)
  - 15 5 Alternative fonts size 19 (170%)
- **Successfully installed** [W_GUI]

Press ENTER to exit

20.28  **Widescreen Mod v3.07**  
~WIDESCREEN/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.*

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

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** [Widescreen Mod]?
  - 1 1 for the original Infinity Engine (CHOOSE THIS!)
  - 2 for GemRB
- Enter your X coordinate. It should be a number, >= 800.
- **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.

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!

20.29  **Creature Slot Fixer v2**  
~CREFIXER/SETUP-CREFIXER.TP2~

Some macros designed to fix any slot bugs introduced by other mods.

The **B.G World Fixpack** copies the folder **crefixer** and the file **setup-crefixer.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Creature Slot Fixer]? [I]Install
Successfully installed [Creature Slot Fixer] Press ENTER to exit

20.30 Innates Set to Level One
~SETUP-INNATE_FIX.TP2~

Correctes many errors with spells. Is necessary to use BP Series scripts.

Also included in the BP Series mod.

The B.G World Fixpack copies the folder Innate_Fix and the file Setup-Innate_Fix.tp2 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Innates Set to Level One]? [I]Install
Successfully installed [Innates Set to Level One] Press ENTER to exit

20.31 Area Patcher v ALPHA 11
~SETUP-AREA_PATCHER.TP2~

The B.G World Fixpack copies the folder Area_Patcher and the file setup-Area_Patcher.tp2 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Area Patcher]? [I]Install
Install Component 1000 [Restore NaJ AR9799 - Exit0070]? [N]ot Install
Install Component 2000 [Restore BGT - AR9799 - Exit9900]? [N]ot Install
Install Component 2001 [Fix AR2300 Script]? [I]Install
Install Component 2002 [Fix AR0701 Script]? [I]Install
Install Component 3000 [Fix Jarls BGT Adventure Pack - JA#C05.ARE - Trigger 0 - Door8100]? [I]Install

Dies wird nur benötigt, wenn Jarl's BGT Adventure Pack installiert ist.

Successfully installed [Area Patcher] Press ENTER to exit

20.32 Cre Patcher v ALPHA 1
~SETUP-CRE_PATCHER.TP2~

The B.G World Fixpack copies the folder Cre_Patcher and the file setup-Cre_Patcher.tp2 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Cre Patcher]? [I]Install
Install Component 100 [Fix Shadows over Soubar Selence's proficiencies]? [I]Install

This is only needed if Shadows over Soubar is installed.

Successfully installed [Cre Patcher] Press ENTER to exit

20.33 Item Patcher v ALPHA 6
~SETUP-ITEM_PATCHER.TP2~

The B.G World Fixpack copies the folder Item_Patcher and the file setup-Item_Patcher.tp2 into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Item Patcher]? [I]Install
Install Component 100 [Gives some vanilla items the Droppable Flag]? [I]Install
Install Component 101 [Gives some BP items the Droppable Flag]? [I]Install
Install Component 102 [Gives some CtB items the Droppable Flag]? [I]Install
Install Component 103 [Gives some Huple items the Droppable Flag]? [I]Install
Install Component 104 [Gives some Ilyos items the Droppable Flag]? [I]Install
Install Component 105 [Gives some Keto items the Droppable Flag]? [I]Install
Install Component 106 [Gives some Kim items the Droppable Flag]? [I]Install
Install Component 107 [Gives some Kivan and Deheriana items the Droppable Flag]? [I]Install
Install Component 108 [Gives some Lena items the Droppable Flag]? [I]Install

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Install Component 109  [Gives some Les Exiles de Lunargent items the Droppable Flag]?  [I]Install
Install Component 110  [Gives some Ninde items the Droppable Flag]?  [I]Install
Install Component 111  [Gives some Skie ReDone items the Droppable Flag]?  [I]Install
Install Component 112  [Gives some TDD items the Droppable Flag]?  [I]Install
Install Component 113  [Gives some Tashia items the Droppable Flag]?  [I]Install
Install Component 114  [Gives some TDD sin TDD items the Droppable Flag]?  [I]Install
Install Component 115  [Gives some TS items the Droppable Flag]?  [I]Install
Install Component 116  [Gives some Avi Maya items the Droppable Flag]?  [I]Install
Install Component 117  [Gives some Amber items the Droppable Flag]?  [I]Install
Install Component 118  [Gives some Angelo items the Droppable Flag]?  [I]Install
Install Component 119  [Gives some Breagar items the Droppable Flag]?  [I]Install
Install Component 120  [Gives some Tashia items the Droppable Flag]?  [I]Install
Successfully installed  [Item Patcher]  Press ENTER to exit

20.34  Lolfixer  
~SETUP-LOLFIXER.TP2~

The BG World Fixpack copies the folder lolfixer and the files setup-lolfixer and lolfixer_ONLY_DEBUG_MODE.bat into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Would you like to display the components from [Area Stuff]?  [Y]es
Would you like to display the components from [Creature Stuff]?  [Y]es
Would you like to display the components from [Item Stuff]?  [Y]es
Would you like to display the components from [Spell Stuff]?  [Y]es
Would you like to display the components from [Store Stuff]?  [Y]es
Install Component 0  [Area Stuff - MAJESTIC Area Fixer]?  [I]Install
Install Component 1  [Creature Stuff - Creature Resource Fixer (res_fixer for ALL CREATURES)]?  [I]Install
Install Component 2  [Creature Stuff - Inventory Unborker (removes spurious references to the item table)]?  [I]Install
Install Component 3  [Creature Stuff - Inventory Cleaner (removes items that don't exist and converts them into already present items where applicable)]?  [I]Install
Install Component 4  [Creature Stuff - Inventory Overhauler (moves invalid but equippable items to inventory and equips anything in the inventory to a free slot)]?  [I]Install
Install Component 5  [Creature Stuff - MAJESTIC Creature Fixer]?  [I]Install
Install Component 6  [Creature Stuff - Duplicate Creature Effect Remover]?  [I]Install
Install Component 7  [Item Stuff - Item Resource Fixer (res_fixer for ALL ITEMS)]?  [I]Install
Install Component 8  [Item Stuff - MAJESTIC Item Fixer]?  [I]Install
Install Component 9  [Item Stuff - Portrait Icon Assigner]?  [I]Install
Install Component 10  [Item Stuff - Proper Immunity Assigner]?  [I]Install
Install Component 11  [Item Stuff - Duplicate Item Effect Remover]?  [I]Install
Install Component 12  [Item Stuff - MAJESTIC Item Checker]?  [I]Install
Install Component 13  [Spell Stuff - Spell Resource Fixer (res_fixer for ALL THE SPELLS)]?  [I]Install
Install Component 14  [Spell Stuff - MAJESTIC Spell Fixer]?  [I]Install
Install Component 15  [Store Stuff - MAJESTIC Store Fixer]?  [I]Install
Successfully installed  Press ENTER to exit

20.35  Sandrah Item Restauration  
~SETUP-SANDRAHITEM.TP2~

This patch is necessary to prevent that Sandrah's personal items are overpowered at the start of the BG1 part in a BWP installation.

This patch is required if Sandrah NPC is installed and should be installed AFTER Lolfixer.

Double-click the Setup. The DOS dialogue appears:

Install Component 0  [SandrahNPC Item Restauration]  [I]Install
Successfully installed  [SandrahNPC Item Restauration]  Press ENTER to exit

20.36  Divine Remix v8.1 (2)  
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~  (former: Cleric Remix)
For the detailed description see step (1)

**NOTE**: This mod must be installed in two steps! The component 1000 must be installed after any mod and component which adds or changes cre files.

Install Component any component except:
Install Component 1000 [Implement sphere system]?

This component must be installed after any mod and component which adds or changes cre files.
This component requires at least one of the "Remix" components.

**WARNING**: This component causes the game to crash as soon as you click the New Game button. You can either use DRv7 with the sphere system or DRv8 without it.

Successfully installed Press ENTER to exit

### 20.37 Generalized Biffing v2.2

~GENERALIZED_BIFFING/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!

Copy the folder generalized_biffing and the file setup-generalized_biffing.exe into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Install Component</th>
<th>0</th>
<th>[generalized biffing]?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Would you like to biff only wav&amp;tis files, or all files found?</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0] only wav&amp;tis&amp;bam (recommended by The Bigg and other Small World Dudes)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**With a full BWP installation the override folder will be reduced from 4.5 GB to 1 GB.**

Successsfully installed [generalized biffing] Press ENTER to exit

The read me then opens.

### 20.38 NPCs Enhanced for Everyone v3.7

~NPC_EE/NPC_EE.TP2~

This is a simple alternative to the Level 1 NPCs mod. It enables you to set NPCs to 1st level. Also you can assign a new kit to any of Bioware’s NPCs.

This mod replaces the respective components from the former Scales of Balance mod.

This mod should be installed after Generalized Biffing, so you can easily uninstall a component or replace it with another if you are dissatisfied with your choice without the need to install a new megamod.

You can install this mod on top of another mod that already had changed the kits - the last installed mod will control. Kits marked (DR) or (S&S) will only be available if you have installed the respective kit from Divine Remix or Song and Silence before.

Copy the folder npc_ee and the file setup-npc_ee.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>What should be done with all components that are NOT YET installed?</th>
<th>[A]sk about each one?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Install Component 102 Make Imoen a multiclass mage/thief</td>
<td></td>
</tr>
<tr>
<td>Install Component 104 Make Imoen a bard</td>
<td></td>
</tr>
<tr>
<td>Install Component 121 Make Jaheira a druid</td>
<td></td>
</tr>
<tr>
<td>Install Component 312 Make Khalid</td>
<td></td>
</tr>
</tbody>
</table>

Press ENTER to exit
<table>
<thead>
<tr>
<th>NPC Kit Choices</th>
<th>Actions</th>
</tr>
</thead>
</table>
| Khalid | 1] Make Khalid a ranger/ cleric  
| 2] Make Khalid a ranger |
| Minsc | Choose a kit for Minsc |
| Dynaheir | Choose a kit for Dynaheir |
| Coran | Choose a kit for Coran  
| 1] Make Coran a thief  
| 2] Make Coran a cleric  
| 3] Make Coran a bard |
| Branwen | Choose a kit for Branwen |
| Xzan | Choose a kit for Xzan |
| Safana | Choose a kit for Safana  
| 1] Make Safana a swashbuckler |
| 2] Make Safana a bounty hunter  
| 3] Just drop Safana to 1st level  
| 4] No change for Safana |
| Xzar | Choose a kit for Xzar |
| Montaron | Choose a kit for Montaron |
| Alora | Choose a kit for Alora  
| 1] Make Alora a cleric/thief |
| Xan | Choose a kit for Xan |
| 1] Make Xan a bard  
| 2] Make Xan a fighter/mage  
| 3] Make Xan a sorcerer |
| Viconia | Choose a kit for Viconia  
| 1] Make Viconia a necromancer/cleric |
| Neera | Choose a kit for Neera |
| Yoshimo | Choose a kit for Yoshimo |
| Valygar | Choose a kit for Valygar  
| 1] Make Valygar a multiclass fighter/thief |
| Nalia | Choose a kit for Nalia |
| 1] Make Nalia a bard  
| 2] Make Nalia a multiclass cleric/mage  
| 3] Make Nalia a sorcerer |
| Mazzy | Choose a kit for Mazzy  
| 1] Make Mazzy a fighter/cleric  
| 2] Make Mazzy a paladin |
| NPC kit choices | Kit choice for multiclass NPCs |

**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 into the override directory at the end of installation. Maybe they don’t work for all installations!
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](http://www.hamachi.cc) and download Hamachi v1.0.2.5.

From Step 3 it describes how to configure the BG2 Server.
BG CLASSIC VS EE

Baldur's Gate: Enhanced Edition™ runs with an improved version of the Infinity Engine and includes the entire Baldur's Gate adventure and the "Legends of the Sword Coast" expansion pack. In addition, the adventure adds three new companions, each of them with new skills that were not available in the original game, each with its own quest and new areas. The new characters are basically mod NPC's, which you can find plenty of free. In addition, there are pit fights, but they are not related to the game. All other technical enhancements of Enhanced Edition such as bug fixes, use of Baldur's Gate 2 engine, and widescreen monitor support are already available as free mods for a long time.

Hint: Baldur's Gate: Enhanced Edition on GOG includes the download link for the classic Baldur's Gate 1.

Baldur's Gate II: Enhanced Edition™ includes the classic Baldur's Gate 2 completely with the "Throne of Bhaal" expansion pack and adds four new companions. Also there are pit fights without any content to the game. All technical enhancements of Enhanced Edition such as bug fixes and widescreen monitor support are already available as free mods for a long time. Unlike the Classic version, the EE is only available in English, German, Spanish, Italian, voice output is available only in English. Due to the lack of voice output for not English speaking people the EE is not as much fun as the classic version with voiced foreign language.

Most players are disappointed by the Enhanced Editions and say they are not worth the money. Many players' advice is to buy the originals and use fan mods instead - it's a much more satisfying gaming experience.

Hint: Baldur's Gate II: Enhanced Edition on GOG includes the download link for the classic Baldur's Gate 2 Complete.

The new story chapter Siege of Dragonspear is an extension for Baldur's Gate: Enhanced Edition with 70 new areas and does not work with the original game. It is a confusing story about leaving the city of Baldur's Gate that shall bridge the two main stories. Throughout the story, we also meet old friends as well as new comrades from the Enhanced and four completely new companions. It is available in English only. As long Siege of Dragonspear is not available in other languages than English it will be of no interest to any not English speaking people.

Please note:
The B.G World Project is meant for the classic version and not for the enhanced edition. You can add more than 500 mods to the game. Most of them and especially the large quest mods will probably never be available for the Enhanced Edition.

For the Enhanced Edition there are about 150 mods available. Most of them had been created for the classic games and were converted to EE, but they have no content for the new NPCs that come with the EE. To solve this problem, you could disable these new characters by a mod, however, what's the reason to play an enhanced edition with disabled enhanced content? Only a few mods are exclusively for the EE. Other than the BGT mod the EET mod can also merge "Siege of Dragonspear" with the BG1EE and BG2EE games.

This guide describes the installation procedure for the BG classic edition. For the EE the install order will not be the same because the BG1 mods have to be installed before the EET mod. Also most of the listed mods are not available for EE.
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.
KITS

Due to a technical limitation up to now it was not possible to have more than 9 kits per class. More could actually be installed, but not more than 9 of them were available for selection during character creation.

This restriction is now repealed by using the TobEx. This mod adds a scrollbar to the kit selection screen and allows to install up to 1280 kits. But there is still another technical limitation on 255 kits. This is caused by the code inside the mods “Divine Remix” and “Song of Silence”. Lollorian changed that code (added by B.G World Fixpack) so this limitation is also repealed. Without that, you would get the error message “Invalid_argument “Char.chr”” during installation and the game will crash when you are going to choose the character skills if you have installed more than 255 kits.

When you also install Refinements, the number of kits will be more than doubled. Nevertheless you don’t reach the limitation of 1280 kits and there occur no problems while creating the character. (Maybe later in-game, but that is unknown for now.)

You can install as many kits as want and select them later at start of play in the character selection screen, nevertheless I would not advice to do so. Others than NPCs that you can dismiss from your party anytime if you don't like them you can select a kit only at character creation. It doesn't make any sense to install a lot of kits when you can only use one of them.

There are two kinds of kit mods: those that only add new kits to the submenu without changing already existing kits and those that change all existing kits. Most of the mods that only add kits should not interfere another. Nevertheless I would tend to say choose either only one of the kitpacks because the kits included there are compatible with each other or pick up carefully only a few kits that don't overlap.

If you install several mods that change Bioware and mod kits, there is a high risk that you don't get the result that you expect.

The barbarian, sorcerer and monk don't have kits. So each mod for these classes will overwrite the already existing ones. You will get the benefits of this one you have installed last. The same goes for the Mage Specialization.

Bear in mind that most of these kits are not tested in the BWP. They come with no guarantee of enjoyable gameplay experience with any mod. You are then asked to try them to yourselves. Read the mod readmes thoroughly for incompatibilities.

In order to use Refinements’ great HLA tables, it is recommended to install any and all kits before Refinements, cause it changes the HLA tables for all classes and makes duplicates of kits. So, any kits installed after that may not benefit from the revised HLA tables.

There are only a few kit mods which should be installed after Refinements according to their readmes. However, I'm not sure about this. Other than one readme states I got not any crash when installing the kits before. That still has to be investigated by some experienced players.

**Note:** If you decide to install LadeJarl's Tutu GUI or **W_GUI beta** the limitation of nine kits per class exists furthermore because both of them don't have scrollbars. More kits can be installed but not selected in the character screen. For this case the **Mod Kit Remover** was created.
REMOVING KITS WITH „MOD KIT REMOVER“

This description is obsolete by TobEx and is only useful if you want to install LadeJarl's Tutu GUI or W_GUI beta.

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.

Just install the Mod Kit Remover manually straight before the mod kits you want to install.

In the following example only the Bioware Paladin Kits und BioWare Cleric Kits shall be removed to be able to install other kits.

Mod Kit Remover v2
~SETUP-MODKITREMOVER.TP2~

The Mod Kit Remover will remove all selected kits from the character creation screen.

Copy the folder ModKitRemover and the file Setup-ModKitRemover.exe into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

<table>
<thead>
<tr>
<th>Install Component</th>
<th>[Remove Fighter Kits]?</th>
<th>0</th>
<th>1</th>
<th>Remove Mod Kits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Install Component</td>
<td>[Remove Ranger Kits]?</td>
<td>7</td>
<td>2</td>
<td>Remove BioWare &amp; Mod Kits</td>
</tr>
<tr>
<td>Install Component</td>
<td>[Remove Paladin Kits]?</td>
<td>1</td>
<td>1</td>
<td>Remove Mod Kits</td>
</tr>
<tr>
<td>Install Component</td>
<td>[Remove Cleric Kits]?</td>
<td>8</td>
<td>2</td>
<td>Remove BioWare &amp; Mod Kits</td>
</tr>
<tr>
<td>Install Component</td>
<td>[Remove Druid Kits]?</td>
<td>2</td>
<td>1</td>
<td>Remove Mod Kits</td>
</tr>
<tr>
<td>Install Component</td>
<td>[Remove Thief Kits]?</td>
<td>9</td>
<td>2</td>
<td>Remove BioWare &amp; Mod Kits</td>
</tr>
<tr>
<td>Install Component</td>
<td>[Remove Bard Kits]?</td>
<td>3</td>
<td>1</td>
<td>Remove Mod Kits</td>
</tr>
<tr>
<td>Install Component</td>
<td>[Remove BioWare &amp; Mod Kits]</td>
<td>10</td>
<td>2</td>
<td>Remove BioWare &amp; Mod Kits</td>
</tr>
<tr>
<td>Install Component</td>
<td>[Remove Mod Kits]</td>
<td>4</td>
<td>1</td>
<td>Remove Mod Kits</td>
</tr>
<tr>
<td>Install Component</td>
<td>[Remove BioWare &amp; Mod Kits]</td>
<td>11</td>
<td>2</td>
<td>Remove BioWare &amp; Mod Kits</td>
</tr>
<tr>
<td>Install Component</td>
<td>[Remove Mod Kits]</td>
<td>5</td>
<td>1</td>
<td>Remove Mod Kits</td>
</tr>
<tr>
<td>Install Component</td>
<td>[Remove BioWare &amp; Mod Kits]</td>
<td>12</td>
<td>2</td>
<td>Remove BioWare &amp; Mod Kits</td>
</tr>
<tr>
<td>Install Component</td>
<td>[Remove Mod Kits]</td>
<td>6</td>
<td>1</td>
<td>Remove Mod Kits</td>
</tr>
<tr>
<td>Install Component</td>
<td>[Remove BioWare &amp; Mod Kits]</td>
<td>13</td>
<td>2</td>
<td>Remove BioWare &amp; Mod Kits</td>
</tr>
</tbody>
</table>

Successfully installed

Press ENTER to exit
AI MODIFICATIONS

Quest Pack and 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 and Big Picture
There are many improvements provided by BP that are not covered by SCS. Many monsters are added, become stronger etc. The AI from SCS is, on the other hand, better than the AI from BP.

The AI of SCS and BP works in rather different ways. There is no problem in using SCS and BP together, but you should be very carefully if you try to mix the AI components to avoid to get unexpected results.

If you choose the option to combine the AI from both mods at the best the configuration has a limited SCS AI mainly for BG1 with the main BP AI. Tests have shown no issues between the two. However, the simplest choice would be to install only the AI from one of them.

SCS and Quest Pack
Quest Pack's AI and creature enhancements should be compatible with SCS. The components of SCS will override the Quest Pack for the affected creatures. Quest Pack still has some content not influenced by SCS.
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 counterparts. 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.

SCS component Add high-level abilities (HLAs) adds 10th level spells to mages and 8th level spells to priests.

The Tweaks Anthology component Triple-Class HLA Tables will max out the HLA tables for fighter-mage-thieves and fighter-mage-clerics.

SCS component Treat mages' and priests' High-Level Abilities as innate abilities causes that the 10th level spells can be cast once per day without the need of learning them before.

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.
XP SETTINGS IN THE 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.

**The Tweaks Anthology**

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.

**aTweak component "Altered XP rewards from locks, traps and scrolls"**

The sub component "Improved (lowered) XP rewards from locks, traps and scrolls" alters the XP rewards to be lower than the vanilla BG2 values.

**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 10% 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 BPBalancer 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 25
- traps 25
- picking pockets 10
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.

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!

If you install this component you will not be able to access Watcher's Keep during the Shadows of Amn part of the game.
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)

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.
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.

**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.
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 v2.36) 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]nstall, [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]nstall, 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]nstall 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 DSoSC, 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:

- 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.
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. - Unfortunately, this is no longer continued since Leomars retirement.

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 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.
APPENDIX

PoSSIBLE ERRoR MESSAGES AnD tHEIR REMoVAL
An Assertion failed in CHSound.cpp at line number 4905.
(only if the songlist patch is not installed)
—> 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“.
An assertion failed at ChVideo.cpp in line number 7166.
—> You should enable 3D acceleration in the BGConfig.exe.
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 ._ e.g. 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 (D0QuestPack, 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.
ERROR: COPY ~SPWI321.SPL~ ~override/SPWI321.SPL~ FAILED: cannot open target
—> The error is most likely caused by an activated virus scanner.
ERROR: problem saving [override/DRIZZT.dlg]: Sys_error("override/DRIZZT.dlg: Invalid
argument")
—> The error is most likely caused by an activated virus scanner.

ERROR: [SPWI118F.SPL] -> [override/SPWI118F.SPL] Patching Failed (COPY)
(Sys_error("stratagems_external/workspace/immune_spl.2da: Invalid argument"))
—> The error is most likely caused by an activated virus scanner.
ERROR locating resource for 'COPY'
Resource [NATALK9.cre] not found in KEY file: [./chitin.key]
—> The error is most likely caused by an activated virus scanner.

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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]**

It has no effect on gameplay, but is a reminder to the modder that the modder has not specified what WEIGHT they wanted (the order in which dialogs are evaluated)... so WeiDU is doing it for the modder. It is harmless.

**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(Player,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 had been corrected of course 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.

4. Error caused by a virus scanner

Errors like the following may happen if WeiDU and the virus scanner try to access simultaneously the same file.

ERROR: COPY ~bgmain.exe~ ~bgmain.exe~ FAILED: cannot open target
ERROR: Sys_error("bgmain.exe: Permission denied")

It is important to deactivate the virus scanner during the installation to prevent such errors!
CHEAT KEYS / CONSOLE COMMANDS

Activate Cheats:

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.

Open the file baldur.ini in the BGII-SoA-folder with an text editor

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.

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 banters.
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 charac-
ters or less. If the desired character has a name longer than that, only enter the first six let-
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 <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("<string1>";<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>"","<string3>"<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:

Lists of item- and creature-codes you will find here:
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.)
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 "~".

If a string however follows on a flag enclosed with quotes it must be enclosed with tildes. For example: for example: JOURNAL @7, but "JOURNAL" ~@7~ or REPLY @5 but "REPLY" ~@12~

NOTE: There is a limitation to the length of the strings of maximal 4096 characters. Longer strings will lead to crash if the string is called.

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.

Placeholder (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 transalted.

Only in some foreign languages: If in a string the token cannot be applied because the sentence would not be gramatically 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.

<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.)

<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.)

<number> Returns a random number

<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_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.blackwyrm Lair.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 identical 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 £¬lav¬O¼, ę² i Ėµ)p¼O 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 Lite" (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.
ACKNOWLEDGMENT

The B.G World Project, the B.G World Project install guide, the B.G World Install.bat and other tools have been initiated and developed by me, Leonardo Watson. Over the course of time the BWP had been supported by countless aides.

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Thanks to the countless testers around the world.

Special thanks to the translators
v1: Entire installation instructions for the BGT-WeiDU Super Mega Install
v2: Update-Version
v3: first release as BiG 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: SCS
- 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, Indira 10.3, Mulgore & Xavia NPC v4.0 for BGT and TuTu, Xan's friendship path for BGT v4, BG1 Unfinished Business v6, SC5I v8, Tower of Deception v3, Spellhold Gauntlet Version 1.1, Dungeon Crawl v3, Food and Herbal Mod v 1.01, 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, ilyos v1.1, Rogue ReBalancing v3.82, Refinements 3.11, Ashes of Embers v27, Oversight v12, SCS 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 Wood v4, 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) v3.0, Wild Mage Additions v1.6, Teleport Spell v12, Tashaix 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, Indira_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) v3.0, Wild Mage Additions v1.6, Teleport Spell v12, Tactics v24, P&P Celestials v5, Tashaix Remix v1.1, Solaufein v1.03, Nathaniel v4.2, Rogue ReBalancing v3.9, Sword Coast Stratagems II v6, BP-Balancer-v0.31, NPC Fryit 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, Azengaard Tactical Encounter Mod v3.0, Revised Battles v6.1, Dungeon Crawl v4, Weimer's Item Upgrade v37, Ariena_v2.2, Kim1.51b, Ninafer 1.01, WikaedeR v4.1, Shards-Office v3, Grimuars v3.2, Tower of Deception 3.1, Rogue ReBalancing by aVENGER v3.91, ilyos 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 Flat 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
- 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 v1.17, 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 DL AN v6, Recargador v2.0, Indie v1.1, Xulaye v1, Huple, Mawgul, Mhorm v1.2, Uldar v0.75, de'Armine 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 Askavir v1.4, Assassinations v6, Er'vonyrah: Song Wladajacej v1.3, Adalon's Blood (Silberdrachenblut) v5, Improved Asylum v0.93, Jerry Zinger Show v2, Adventures in Paperland 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, Yokari v1.4, Shed's Mods v1.01, Quello v1.11, 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
- Now also in Spanish

v8:
- 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, Raud Ro'fessa Item Upgrade v22, Underrepresented Items v6, Enhanced BG2 v1.1, Nanstein v1.1, Vendedor DL AN v6.1, Tales of Anegh v1.1, Deeper Shadows of Amn v2.2.4, Tsujatha v12, Saerilh v14, Neht'aniel 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 Thieffond 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 Mini-mod 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, BG 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), Mersetek, Mystigan v1.1, Lavatl! 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 Summers v2.01, Bard Song Switching (Icewind Mode) v1.3, Relationship V1.5, Macholys' 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, Baldurda 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
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, Magulgul v2, Au service d'Oghma v1.3, Yikari v1.5, Spellhold Gauntlet v1.16, Haiaas 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 BG v2.2, Tales of Anegh v2.0, The Tortured Soul Quest v7, Assassinations v7, Fading Promises v4, Tales of the Deep Gardens v3.2, Improved Volcanol 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, Merseket v1.2, Mystigan v1.3, Amber v2.6, Alcool v9, Jan's Extended Quest v1.3, Rose v003, Morgan's Christmas Minimod v1.0.3, Adventures_in_Paperland-WeiDU v5, Quallo v1.12, The Slithering Menace (Snakes) v3.4, 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

v8.3:
- minor corrections and updates
- changed install order
- additional choices with the Install.bat
- Mod-Kits can be installed now
- updated Clean-Up
- two new optional tools: BiG World Backup and Restore.bat; BiG World Unpack.bat
- updated mods: WeiDU v213, MKs BG1 Textpatch Revised v3.1, MKs BG2 Textpatch Revised v3.2, Check the Bodies v1.12, Baldur's Gate Trilogy v1.08 (31 Dec 09), Restored Textscreen Music (Core) v7b, Dark Horizons v2.03, BG1 Mini Quests and Encounters v6, Lure of the Sirine's Call v10, , Ascalons Breagar v5.13, , BG1 Unfinished Business v10, BGSpawn System v1.05, TGE Tweak Pack v9 (31 Dec 09), Hard Times for BG v2.3, The Bigg Quest Pack v2.03, Adalon's Blood (Siberdrachenblut) v9, Etvonryrah: Song Wladajacej v1.31, Tales of the Deep Gardens v4.0, CoM Encounters v1.04, Domains of Dread v3, , Freedom's Reign / Reign of Virtue v7, MunchMod v3.0, RTT Item Pack v1.2, Blood of the Martyr v6, Rupert the Dye Merchant v2, Charli v2.2, Darron v1.5, Nanstein v1.3, Mhoram NPC v2.1, Jan's Alchemy v4, Mystigan the Merchant v1.4, LavaIt! v2.1, Old Mods Pack v2, Les Chroniques de Severian v0.1 REM, Ajantis NPC for SoA (Beta) v0.2.2.0, Chloe NPC v1.5, The Undying v2.06, Kim v162c, Sarah NPC v3, Skie v5.1, Worgas NPC (Beta) v1.1, Cassius One-Day NPC v1.05, Jerry Zinger Show v3, Banter Packs v11, Viconia Friendship v3.0, Mazzy Friendship v2. Yoshimo Friendship v2, Goo NPC v5, Turnip Golem v3, Holy Hand Grenade v1.2, Quallo v1.13, Au Service d'Oghma v1.5, Lucy the Wyvern v2, Slandor - Minotaur and Lilacor v1.4, NPC Tweak v5, Teleport Spell v14, Big Picture v1.79e, Homeward Bound v4, Thrown Hammers v2, Divine Remix v6, Sword and Fist v6, Improved Summons v2.02, Rogue Rebalancing v4.33, ToB Refinements v3.21, Cursed Items Revision v3.2, aTweaks v3.02, Bard Song Switching v1.4, BP Series v3.61, Aurora's Shoes and Boots v5, Item Randomiser v3, The Bigg Tweak Pack v2.20, BG2 NPC Portraits v1.8, Unique Containers v3, Level 1 NPCs v1.3, Widescreen Mod v2.31, Creature Fixer v2, Generalized Biffing v2, Beregost Crash Fixer v1.8b
- added mods: Tethyr Forest Patch v1b, La Música de los Reinos / Music of the Realms v2, Haer'Dalis' Swords v1, Portable Hole, Vampire Tales v1.00, Daulmakan's Item Pack MOD for Baldur's Gate II v1.2, Jarls BG Tweak Pack v1.3, IA-Aurora LOW Fix, Infinity Animations beta 3
- deprecated mods: Ascension v1.4.24 (entirely included in BP), Reever-Fixer (now included Baldur's Gate Trilogy), Dark Ritual, Miriam v1.02 (both are now included in Vampire Tales)

v9.0:
- minor corrections and updates
- changed install order
- additional choices with the Install.bat
- updated Clean-Up
- updated mods: MKs BG1 Textpatch Revised v3.2, MKs BG2 Textpatch Revised v3.3, BG2 Fixpack v9.01, The Darkest Day v1.13, BGSpawn v1.06, Hard Times (BGT) v2.4, Alex Macintosh v5, MunchMod v3.2, Rupert the Dye Merchant v2.1, Kivan and Deheriana Companions v9, Sir Neh'taniel 4.2, Fading Promises v5, Lester NPC v0.9, Imoen Romance v1.202, Summon Hbalspawn v3, Quallo v1.14, Lucy the Wyvern v3, Cerberus v1.02. The Minotaur and Lilacor v1.6, BG1 Unfinished Business v11, Sword Coast Stratagems v14, Homeward Bound v5, Crossmod Banter Pack v11, The MTS Crappack v3, Sword Coast Stratagems II v13, Cursed Items Revision v3.4, PnP Free Action v2, Alternatives v5, aTweaks v3.04, P5 Tweak v5, Infinity Animations core [WeiDU beta 4], WeiDU v2.14
- added mods: Sir Renal v2.2, Trovador REO v2.4a, Genwas Händlermod v1, Solestia v1.2, Lo!s RezMod v2.3, Drizzt Is Not Stupid (BGT) v1, Alternatives v4, b!tweak v4, Paladins of Faerun Kitpack v4, Prestige Kit Pack v2, Return to Trademeet Kitpack v1.1, Vecna v12, Throne of Bhaal Extender (TobEx) Beta 0001
- minor corrections and updates
- changed install order
- updated mods: MKs BG1 Textpatch Revised v3.3, MKs BG2 Textpatch Revised v3.4, Check the Bodies v1.12a, Secret of Bonehill v2.75a, Mur’Neth NPC v8, Gavin NPC v4, BGSpawn v1.07, Expanded Thief Stronghold v2.20, Ajoc’s Minimod v1.6.5, Every Mod and Dog v5, Assassinations v8, Bag Bonus v1.0.4, Freedom’s Reign & Reign of Virtue v7.1, Improved Horns of Valhalla v1.3, MunchMod v3.3, A Mod for the Orderly (CliffKey) v3, Darron v1.5.1, Recargador v2.3, Musica de los Reinos v2.1, Sir Renal v2.3, Genwas Händlermod v1.1, Tsujatha NPC v13, Tashia Remix v1.2, Kivan and Deheriana Companions v10, Yasraena NPC v11, Alora NPC v1.2, Neh’taniel NPC v5.1, Kim NPC v1.62d, Vampire Tales v1.01, Haldamir NPC v1, Saerileth NPC v15, Octavians Drizzt v2Beta3, Perils of Brannen v0.9, Holy Hand Grenade v1.3, Au service d’Oghma v1.6, Ghost v2.1, Fading Promises v6, gMinion v2, Spell-50 v11, Drizzt Is Not Stupid (BGT) v1.1, Big Picture v1.79f, Homeward Bound v6, The Gibberlings Three Anniversary Mod v6, Crossmod Banter Pack v12, Oversight v13, Mod Kit Remover v3, Return to Trademeet Kit Pack v1.3, Improved summons v2.03, Jarls BGT Tweak Pack v1.4.1, BP Series v4.00a, P5Tweaks v5.1, Throne of Bhaal Extender (Beta 0005)
- added mod: Gavin for BG2 v9
- minor corrections and updates
- updated mods: Baldur’s Gate Trilogy v1.09, BGT-Never Ending Journey 2 Compatibility Modification (1.2), Thalantyr Item Upgrade v3.7, Mur’Neth NPC v9, Ajantis BG1 Expansion v3, Ascalons Breagar v5.2, Gavin NPC v7, BG1 Unfinished Business v12, Every Mod and Dog v6, The Bigg Quest Pack v2.04, Adalon’s Blood - Silberdrachenblut v10, Tower of Deception v3.3.1, Les Exiles de Lunargent v01, Ruad Ro’fhessa Item Upgrade v2.26, A Mod for the Orderly v4, Selune’s Armory is nun Volcanic Armoury v1.0, Charli v2.3, Jan’s Alchemy v6, Mystigan the Merchant v1.5, Haer’Dalis’ Swords v2, Portable Hole v0.3, Sir Renal v2.4, Kivan and Deheriana Companions v12, Audrey Aseph NPC v7.2, The Undying v2.07, Thael NPC v2.32, Hanna NPC v2.3, Sarah NPC v3.1, Angelo NPC v4, Haldamir NPC v2, Gavin NPC for BG2 v16, Gavin NPC for BG2 - BGT Hotfix, Cloakwood Squares v4, de’Arnise Romance v3, Banter Packs v12, Alcool (Beta) v0.11, Fonick NPC v2 (cliffhistory), Goo NPC v6, Kariv1-3b.rar, Mawgul NPC v2.1, Uldar NPC v0.77, Shed’s Mods v1.03, Turnip Golem Encounter v4, Cerberus v1.03, Unfinished Business v19, Semi-Multi-Clerics (SM/MM/RM) v0.2.3, Big Picture v1.80a, Homeward Bound v6, Yikari NPC v1.7, Alternatives v7, The Gibberlings Three Anniversary Mod v7, Crossmod Banter Pack v13, Song and Silence v5, Divine Remix v7, Sword and Fist v7, Daulmakan’s Item Pack v1.3, BG2 Tweak Pack v9, Throne of Bhaal Refinements v3.23, Rogue Rebalancing v4.37, aTweaks v3.1.1, Macholy’s Teammates Fight Scripts (NMRF-PC) v2.8, Aurora v5.1 Patch, The Bigg Tweak v2.31, Infinity Animations Core (WeiDU-Beta) v5, Vecna (Alpha) v14
- added mod: Les Exiles de Lunargent v01
- deprecated mods: Selune’s Armory v2 (now included in Volcanic Armoury v1.0), BP Series v4.00a (now included in Big Picture v1.80a)
- minor corrections and updates
- changed install order
- completely reworked install.bat, translators-friendly messages are moved into separate language folders.
- updated mods: Restored Textscreen Music - Core Installation Package 7d, Tales of the Deep Gardens v5.0, Yasraena Version 12, Alora NPC v1.3, The Undying 2.07, Jan’s Extended Quest 1.4, Cursed Items Revisions v3.5, Item Randomiser v4, Vecna v15, W_GUI beta 0.4a, BG2 ToB Extender (Beta 0006)
- added mod: Innershade v1.0
- deprecated mods: Experience Corrections v2 (component of Throne of Bhaal Extender), Enable conversations with charmed/dominated creatures v3 (component of Throne of Bhaal Extender)
- changed install order
- thanks to Dabus now the installation part of the install.bat is completely revised
- updated mods: Baldur’s Gate Trilogy-WeiDU v1.1, Dark Horizons BGT v2.04, Mur’Neth v10, Ajantis BG1
Expansion Modification v4, Weimer's Item Upgrade v38, Volcanic Armoury v1.4, Sorcerer's Place Item Collection v1.1, Jan's Extended Quest v1.41, Kitanya v6.3.1, Sword Coast Stratagems v16, Romantic Encounters v5, Sword Coast Stratagems II v16, Item Randomiser v5, Widescreen Mod v2.50, Throne of Bhaal Extender (Beta 0007)

v9.5: changed install order
- updated mods: Throne of Bhaal Extender (TobEx) Beta 0012, The Darkest Day v1.14, Check the Bodies v1.13, Dark Horizons v2.05, Tales of Anegh (ToA) v2.2, Innershade v2.2, Kitanya v6.4, Neh'taniel 5.3, Alternatives v9, Haiass v2.3, Item Pack v1.4, aTweaks v3.21, Bard Song Switching (Icewind Mode) v1.5, Item Randomiser 6, BP-Balancer v0.33c, Widescreen Mod v2.60
- added mod: Turambar fixes and tweaks 1.6
- deprecated mods: Exnem's Addon = Exnem Vault v5, Taimons tob_hacks v0.51 (entirely included in TobEx)

v9.6: changed install order
- added mods: Jondalar Fix for BGT v1.1, ktwacks v1.06, BuTcHeRy v1.0, Korgan's Redemption
- by special request, some Chinese Mods: Nameless Melody Inn v2, Tomoyo and the Underground City v0.9, Relationship v2.8, NMR-HAPPY Patch, Macholy's Tweak Pack v1.1, Macholy's Living Mod v0.6

v9.7: changed install order
- added mod: Elissstraee's Song v1, IWD Items Pack, Arena v1, Umbra von TROW - Arena v1.0, Faren v1, Legions of Hell v1.0, Sword Coast Map Labels

v9.8: changed install order
- updated mods: Throne of Bhaal Extender (TobEx) Beta 0019, Ruad Ro'fhessa Item Upgrade v27, Food and Herbal Mod v1.03, Mhoram v2.3, Severian de Demerya v02, The Jerry Zinger Show v4, Viconia Friendship v3.1, Jan's Extended Quest v1.42c, Quayle Project v5, Gloran NPC v3, Lucy the Wyvern v4, Faren v2, Rogue ReBalancing v4.4, aTweaks v3.42, 1pp: Thieves Galores v1.1, Item Randomiser v6.4, W_GUI beta v0.5
- added mods: Fishing for Troubles, Darian v1, Nephele v1, Imoen Friendship v2
- deprecated mods: Mod Kit Remover, SoloStia v1.2
- thanks to Dabus further improvement of the install.bat

v9.9: updated mods: Throne of Bhaal Extender (TobEx) Beta 0020, BGQuests and Encounters v7, Ascalons Breagar 6.01, Tales of the Deep Gardens 6.1, BuTcHeRy v3, Neh'taniel NPC 5.5, Korgan's v8, MawgulNPC 2.2, Sword Coast Stratagems v18, Sword Coast Stratagems II v18, aTweaks v3.52, Item Randomiser v6.5, Level 1 NPCs v1.7
- added mods: Keeping Yoshimo 0.72, Coran NPC for Baldur's Gate II v1, Pack Mule v1.1, Jarls BGT Adventure Pack v0.5
- improved install.bat

v9.10: changed install order
- updated mods: Elissstraee's Song v2.2, Varshoon - an Illithid NPC v3, SpellPackB6

v10: new table: Which mod in what language?
- changed install order
- updated mods: Breagar 6.03, The Bigg Quest Pack v2.05, Tales of the Deep Gardens v9.0, Innershade v5.0, Elissstraee's Song 2.2, CoM Encounters 1.06, IWD Item Pack for BG2, Kindrek Mod 2.5, Vampire Tales 1.02, Varshoon - an Illithid NPC 4.1, Anishai v1.5, Skooter NPC, The Undying 2.09, Sword Coast Stratagems v19, Rogue ReBalancing v4.43, Sword Coast Stratagems II v19, Daulmakan's Item Pack MOD for Baldur's Gate II v1.5, aTweaks v3.53, Relationship v2.81, Throne of Bhaal Refinements 3.30, Item Randomiser v6.6, The Bigg Quest Pack 2.60, Vecna v18, Widescreen Mod 3.05
- added mods: IA Content: D2 Bear & Werebear v1.0, Yoshimo Romance v6.1 (Beta), Swylif Thicc, Wizard Slayer ReBalancing 1.02, Virtue v19
- thanks to Dabus further improvement of the install.bat; additionally the Install.bat can now check the WeiDU.log for installed mods or components

v10.1: now also in Russian
- updated description: In three steps to success
- updated mods: Ascalons Questpack v1.01, aTweaks v3.63, BP-BGT Worldmap v9 BETA2, Breagar v6.05,
Coran's BG Extended Friendship Talks for Tutu and BGT v3, Darron 1.6, Eilistraee's Song v3.1, Haiass el Lobo v 2.3, Item Randomiser v6.7, Jarls BGT Tweak Pack v1.5, NPC Portraits v2.0, Rogue Rebalancing v4.44, Rukrakia v0.8, Sir Renal v2.5, Tales of the Deep Gardens v9.1, Turmabar fixes and tweaks 1.8, Varshoon - an Illithid NPC v4.2, Vecna v23, Willie Bruce NPC v31, Zalnoya and the shadow thieves v1.5
- added mods: Aeon v1, Auden v1.3c, BG1 NPCs for BG2:SoA, Khalid mod for BG II, The One Drizzt 1.2
- finally some kit mods (tested by EricP): Auror, Conductor Kit, The Elven Racial Package, Harper Scout, Mori-turi Kit v3, Retaliator Kit, "Werewarrior" fighter kit
- thanks to Dabus further improvement of the install.bat; BWP can now be installed anywhere and named as you wish
- compatibility with the GOG version

v10.2
updated mods: The Secret of BoneHill v2.75b, Improved Asylum v0.96, Lol's RezMod 2.5, Rogue Rebalancing v4.46, Daulmakan's Item Pack 1.7, aTweaks v3.67, BG1 NPC Portrait Pack v2.1, BP BGT Worldmap v9 BETA 5, Level 1 NPCs Version 1.9
- added mods: Askaria, Chaos Knight Kit, Game Over Only on Party Dead, Ulrien of Cormyr: SagaMaster v1.0
- For NEJ2 now also a German and Russian translation is available.

v10.3
Minor corrections and updates thanks to 10th Lich
- changed install order
- updated mods: Throne of Bhaal Extender (TobEx) Beta 0021, Item Revisions v3, BG1NPC Project v19, Nikita v2, Tyris Flare v5, aTweaks v3.7
- added mods: igi's Key Names v2, Dungeon-Be-Gone For Baldur's Gate 2 v1.6, Drows v1, igi's Item Mod v5, Resurrected igi's Spell System Adjustments Mod v7, igi's Projectile Retrieval, igi's Learn Through Use v2 BETA1

v11
Minor corrections and cosmetic changes
- changed install order
- added mods: The White Queen v2.0, Yvette Romance v1.0, LaValygar v1.0, Garrick's Infatuation (beta), Sti-van the Hunter v0.90, Haer'Dalis Romance v1, NPC Kitpack v3, LadeJarl's Tutu GUI v1.8
- new chapter 5A: Never Ending Journey 2 (NEJ2) - BGT compatible; the obsolete versions of NeJ2 and TS are replaced by BGT-compatible versions.

v11.1
completely revised install.bat

v11.2
minor corrections and updates
- changed install order
- updated mods: Ajanits BG1 Expansion v6, Ajanits for BG2 v0.2.22 Beta, Alora v1.5, Baldur’s Gate Trilogy v1.15, aTweaks v3.91, BG1 NPCs for BG2:SoA v5.0, BGT Tweak Pack v11, Big Picture v1.80c, Ascalons Breagar v6.09a, Darian v2.3, Dark Horizons v2.07, Dark Side of the Sword Coast v2.16, Edwin Romance v2, Gibberlings Three Anniversary v8, Game Over Only on Party Dead v1.31, Horace v1.72, Improved Asylum v0.97, Jan’s Extended Quest v1.44, Jarl’s BGT Adventure Pack v0.61 beta, Jarl’s BGT Tweak Pack v1.73, Nephele v2.1, Planar Sphere 2.6e beta, Item Randomiser v6.8, Romantic Encounters v6, Rogue ReBalancing v4.50, Sword Coast Stratagems v21, Sword Coast Stratagems II v21, The Lure of the Sirine's Call v11, Silverstar v1.93, The One Drizzt 1.41, Throne of Bhaal Extender (TobEx) Beta 0024, The Stone of Askavar v1.8, The Undying v2.10, Wizard Slayer Rebalancing v1.06, Pack Mule v1.3a, Yvette Romance v2.0
- deprecated mods: Edwin Romance (ToB) v1.07, Edwin Romance Flirts (BETA) (both are now included entirely in Edwin Romance v2)

v11.2.1
minor corrections; as of BGT v1.15 the "BG1MissingFiles" are no longer needed.
- updated mods: Divine Remix v7.1, Improved Asylum v0.981, Skie ReDone v2, Super Firkraag Mod v1.5, The Vault v7.2

v11.3
thanks to HiFish new features are added to the install.bat
- changed install order

v11.4
redesigned installation instructions; the descriptions of the mods are now linked to the Table of Contents
- changed install order
- updated mods: Ajantis BG1 Expansion v7, Baldur's Gate Trilogy v1.16, Banter Packs v13, BG1 Mini Quests and Encounters v8.1, BG1 NPCs for SoA v7.0, BG2 Fixpack v10, BG2 Tweak Pack v11, BGTPC Sound v3, Brenewen v1.3, Cerberus v1.06, Com Encounters v1.08, Coran v2, Darian v2.4, Dark Horizons v2.09, Dark Side of the Sword Coast v2.17, Drows v1.1, Elistraee's Song v3.3, Er'vonyrah v1.3.2, Faren v2.1, Haer'Dalis Romance v2, Homeward Bound v7, IEP Extended Banners v4.1, Ilyos v2.4, La'Valygar v2.0, Luxley Family v1.2, Mazzy Friendship v2.1, Nathaniel v4.3, Nephele v2.2, Ninde v2.1, Quayle Redone v1.0, Restored Textscreen Music v9, Rogue Rebalancing v4.61, Sareileth v16, Sarevok Romance v1.1, Tales of Anegh v2.4, Throne of Bhaal Extender (Beta) v0026, Vampire Tales v1.03, Viconia Friendship v3.2, Xan v10, XanBG1Friend v8, Xulaye v1.2, Yeslick v1.1, Yoshimo Friendship v3.0

v12
- changed install order
- updated mods: One Pixel Productions v4, BG1 NPCs for BG2:SoA v8, BP-Series Party AI for BGEE v0.3078, Innershade v6.0, JA_BGT_Tweak-1.74, The Big Picture v181, The White Queen v3.1
- added mods: Adrian v1.3, Almateria's Quest 2 v3, Almateria's Restoration Project v3.3, Animal Companions v0.5, Arath v2.1, Aurora ToB NPC beta, Baldur's Gate Trilogy Graphics Overhaul 1.4, The Bear Walker - a Werebear / Ranger Kit v2, Blackguard Fighter Kit v1.01, Chantelame v2, Coondred v1.3, Dace v1.1, Druid Kit Enhancements v1.0, Gaesh v1 beta, Garrick - Tales of a Troubadour 1.10, I Shall Never Forget v3.0, Isra v2, Kit Tomes for BGT, TuTu & BG:EE 1.0a, Lena v0.4.1, Mal des Vampirismus v1.0, Petsy Chattertone v1.0, Pirate Kit v1.1, Psionics Unleashed v0.2, Sarevok Friendship v1, The Silver Fur of Selûne - a Werewolf / Priest Kit v1.2, TeamBG Armor Pack v1.01, TeamBG Weapon Pack v1.01, Trap Revisions v1, Tsuki for BG2 v1 beta, Valerie v1, White v1.2
- deprecated mods: Avatar Fixes, Female Dwarves and Thieves Galores (the are now included entirely in One Pixel Productions v4), Replacement Lightmaps v1.3 (included in Baldur's Gate Trilogy Graphics Overhaul 1.4)

v12.1
- minor corrections and updates
- changed install order
- updated mods: Rogue Rebalancing v4.62, Kit Tomes v2.01, The Sorcerer's Place Collection v10, BG2 Tweak Pack v13, BP-Series v03079

v12.2
- changed install order
- updated mods: Ajantis BG1 v8, Weimer's Item Upgrade v40, Adalons Blood v11, aTweaks v4.03
- new features added to the install.bat

v13
- added mods: Back to Brynnlaw v1, The Sellswords v1

v14
- thoroughly revised install order
- new description: Kits
  - The install.bat now enables to change the components during installation.
  - updated mods: Mur'Neth v11, Back to Brynnlaw v2, Daulmakan's Item Pack for Baldur's Gate II v1.8, LaValygar v3.0, Sirine's Head v12, Ajantis BG1 v9, Ajantis BG2 v5, Secret of Bonehill v2.75c, Dark Horizons v2.10, AdalonsBlood v13, Dungeon Crawl v8, The White Queen v3.4, I Shall Never Forget v3.1, Fishing for Trouble v2.6, Amber v4, Angelo v5, Banter Packs v14, The Undying v2.11, Auren Aseph v9, Yasaena v13, Yoshimo Romance v3, Keto v4, Unfinished Business v23, Dungeon-Be-Gone v1.7, Fading Promises v7, Romantic Encounters v8, P&P Celestials v6, Grimmurs v4.1, Petsy Chattertone v3.0, Kelsey v3, Dingô's QuestPack v2.4, NPCFirt Pack v1.03, Gibberlings Three Anniversary v9, Crusader Pack v4.3, Stratagems v28, Wheels v3, BG2 Tweak Pack v14, Difficulty and Tweaks Mod v6 (früher Mix Mod), Psionics Unleashed v0.3, BP-BGT Worldmap v9.0.2
- added mods: Isra BG2 v1.2, Branwen v1.0, InfinityKits, Prêre de Bhaal v1.1, Rôdeur de l'ombre v1.0, Holy Avenger v1.02, Crusader Pack v4.3, Warsling Sniper v1.0, Jkits v2, Runiczny Piesniarz Klingi (Rune Singer Blades) v.2.0, FinnJO's Subrace mini-mod for Baldur's Gate 2 v1.0, RPG Dungeon Kit Pack, Druiddic Sorcerer v1.9, Geomantic Sorcerer v4, Derat's Unused Kits Pack v0.9.5a, Hidden Kits, Improved Anvil Lite v5.0, Lyric Bard v1.0, Chanter Kit, Switch, Keenmarker v1, Lion Warrior Kit, Heartwarder of Sune KitMod, Arcane Archer, Custom Kits: The Spellsword v1.4.1, Armiger Kit v1.0, Samurai Kit v1.0, Tempest KitMod v1.0, Elementalists Kit vBeta1, Diablo2 Kit Pack - The Barbaian Ver 0.5, Diablo2 Kit Pack for BG2 - The Paladin Ver 0.5, Jedi & Sith Kits v1.1, Six's Kitpack, Sigil's Birthday Mod, Jamella's Diablo2 Item Store for BG2TOB v1.3, IWDification vBeta3
- deprecated mods: The MTS Crappack v4, Baldur's Gate Trilogy - Music
- reintroduced mods: Exnem, Mod Kit Remover v2
- thanks to HiFish an issue with the ids files is corrected now

v14.1
- minor corrections and updates
- updated mods: Drizzt Saga v3, IEP Extended Banners v4.2, Imoen Friendship v2.2, Mazzy Friendship v2.2, Sarevok Friendship v1.2, Viconia Friendship v3.3, Yoshimo Friendship v3.1, Xan-BG2 V14, Coran v4, Branwen v3, Tiax v3, BP_Balancer_v0.33g_beta
- reintroduced mods: the erroneously removed Baldur’s Gate Trilogy - Music
  minor corrections and updates
  changed install order
  with the help of HiFish completely revised Install Pack
- added mods: Aran Whitehand, Jastey’s Solaufein, Sarevok Wiederherstellung v1.0, Restored BG1 Sounds v3.2

v14.3
- changed install order
  minor corrections and updates
- updated mods: Almateria’s Restoration Project 7.2.1, Saerileth v18, Tsujatha Melalor v15, Ysaraena v15, The Vault for BGT v7.2a, TeamBG’s Armor Pack v1.05, TeamBG’s Weapon Pack v1.05, Every Mod and Dog v7, Assassinations v10, Tales of the Deep Gardens v10.0, Innershade v7.0, Eilistraee’s Song v3.4, Lavall! v2.2, The Big Picture v181 4611, Ding0's Tweak Pack v12, BG2 NPC Kitpack v4, BG1 Mini Quests and Encounters v9, Quest Pack v3b5, S, Rogue Switch v1.3, Garrick - Tales of a Troubadour 1.20, Freedom's Reign/Reign of Virtue v8, Derat's Unused Kits Pack v9.9.8, The Undying v2.51, BG2 Tweak Pack v16, Garrick’s Infatuation BETA b20140925, Kivan and Deheriana Companions for BG2 v14, Song and Silence: A Mod for Bards and Thieves v6, Widescreen Mod v3.06, NPC Kitpack v4, BG1 Mini Quests and Encounters v9, Quest Pack v3b5, S, Rogue Switch v1.3, Garrick - Tales of a Troubadour 1.22, Haer'Dalis Romance v2.1, BG1NPC v21 pre release 20141017a, Ajantis BG1 Expansion v10, Finch v4.0 BETA, Indira v12.0 BETA 2, Unfinished Business v25, Sarah ToB v4, Kivan and Deheriana Companions for BG2 v15, Divine Remix v8 beta
- added mods: Baldur’s Gate Romantic Encounters v1.2, Vynd v1, TeamBG BG2EE Armor Pack v1.01, TeamBG BG2EE Weapon Pack v1.01, New travel system between Baldur’s Gate City areas v1.0d, Polytweak v2, Hidden Adventures ALPHA 8, Wedges BGT Adventure Pack ALPHA 0.2

v15
- improved functionality of the Installpack
- updated mods: Adrian v3.1, Almateria’s Restoration Project v8.1.2, Baldur’s Gate Enhanced Edition Graphics Overhaul v1.3, Chantelame v6, Baldur’s Gate Romantic Encounters v1.3, BG1 Mini Quests and Encounters v9.1, BG1 NPC Project v21, BG1 NPC Project Music Pack v6, BG1 Unfinished Business v14.0 beta 150128, Coran’s BG Extended Friendship Talks v4, Dark Horizons BGT v2.11, Ding0’s Tweak Pack v22, Ding0’s Experience Fixer v7, Eilistraee’s Song v4.0, Fishing for Trouble v3.01, I Shall Never Forget v4.4, Infinity Sounds v1.2, Innershade v7.2, Jastey’s Solaufein beta 150122, Keeping Yoshimo, LaValygar v4.0, Quayle RedDone v2.0, Rogue Rebalancing v4.80, Skie BG2 NPC Redone v3.0, Sword Coast Stratagems v30, Tales of the Deep Gardens v10.1, Thalanyr Item Upgrade v4, The Undying v2.52, The White Queen v4.1, Yvette Romance v3.0, Huple v1.4, Tower of Deception v4.0.0, Tyris Flare NPC v7, aTweaks 4.40 beta 3, Assassinations v11, Back to Brynnlaw v4, Dungeon Crawl v8, The Sellswords v5, Imoen Romance v2.4, Gavin BG1 v9 beta, BGT NSC Portraits v2.9
- added mods: Animus v1.1, Smiling Imp Cross Banter Mod, LaViconia v5.0, Scales of Balance v2.8

v15.1
- thanks to HiFish some new features are added to the Installpack
- changed install order
- minor corrections and updates

v15.2
- added mods: Sandrah NPC v104b, Sandrah - Return to Faerûn
- updated mods: Romantic Encounters v9, Alternatives v11 beta, Area Patcher v ALPHA 4

v15.3
- thanks to Lollorian the Fixpack is completely revised and enlarged
- minor corrections and updates
- updated mods: Sandrah NPC v106b, Sandrah - RTF v106b, Aran Whitehand Beta 4 30.6.2015
- added mods: L’ogre et le gnome, une histoire de bleu

v15.4
- new functions added to the Installpack
- changed install order
Artifacts v7, Dark Side of the Sword Coast v3, Northern Tales of the Sword Coast v2.2.2, Tales of Anegr v2.6, Rjali v8.5, Tenya Thermidor v1.5c, Derats Unused Kit Pack v14, Tales of the Deep Gardens v12.2, Innershade v9.5, The White Queen v6.6, Eliistraee's Song v6.5, Foundling: Between the Shades v3.2, Ajantis NPC for BG2 v14, BP-BGT_Worldmap v10.2.2, Item revisions 4 beta 10;: Aurora’s Booths and Shoes v5.2.1, Tweaks-Anthology-master v4, Game Over Only On Party Dead v1.7, aTweaks v4.52, NPCs Enhanced for Everyone v3.3b, Fishing for Trouble v3.2.1, Adalons Blood v14;: BG1NPC Project v23.3.;: Baldur's Gate Romantic Encounters v2.4, Sarevok friendship v2.2, Nindre v3, Jastey’s Solaufein 1.2, Fade v5.1, Banter Pack v15, Dungeon Crawl v9.1, Sellswords v5.1, Tiax v4.1, Hidden Adventures beta 3, Rogue ReBalancing v4.92, Adrian v4.2, Isra v2.3, Isra BG2 (PC) v3, Xulaye v2.0, Haer'Dalis Romance v2.2, IEP Extended Banters v5.4, Imoen Friendship (SoA & ToB) v3.3, Sarevok Romance v1.3, Viconia Friendship (SoA & ToB) v4.3, Yoshimo Friendship v4.3, I Shall Never Forget v 5.6, Animal Companions 1.5, Auror Kit for the Ranger Class 4.4.1, Quayle ReDone v3.0, Varshoon - an illithid NPC v5.0, Yoshimo Romance v4.0, BG1 Romantic Encounters v2.7, Gavin NPC mod for BG1 v14, Gavin NPC for BG2 v22, Alternatives v13.3, IWDification Beta 5, Reunion v3, The Sellswords v6, Back to Brynnlaw v6, Assassinations v12, NPC Fight Packs v1.04, Coran for Baldur’s Gate II v5.1, Divine Remix v8.1, Refinements v4.22, Might and Guile v3.7.9, Scales of Balance v5.13, Afaaq, the Djinni Companion v2.5
- added mods: Vlad's Compilation v1, Southern Edge v1.10, Aerie in BG:EE v1.1, Critter Parts EE v1.1, Haer'Dalis Friendship v1, Cernd Friendship v1, Ashar NPC 1.12
- deprecated mods: Baldurdash, Tortured Souls, Senka’s Keldorn Romance (all of them are now part of Vlad's Compilation)
- changed install order significantly improved functionality of the Installpack, new features added, Trimpack is now part of the Installpack

v18.1 updated mods: BG2 Fixpack v12, Adrian v4.3, Cernd Friendship v1.1, Yeslick v2.0, Isra BG2 (PC) v3, Northern Tales of the Sword Coast 2.3.0, Foundling: Between the Shades v4.2, Southern Edge 2.1, White NPC v2.0, Sarevok related tweaks v1.3, Eliistraee's Song 6.6, Gavin NPC for BG2 v23, Jastey's Sir Ajantis for BGII NPC 18, Jastey's Baldur's Gate Mini Quests and Beginnings Modification v18, BG1 Romantic Encounters v2.7, Xan for BG2 v16, Nathaniel v4.4, Sheena v2.5, Club Of Pain v1.5, Tales of the Deep Gardens v12.4, Vampire Tales v1.04, Mazzy Friendship v3.2, Almateria's Restoration Project 8.4, Sword Coast Stratagems v31, Might and Guile v3.7.10, The Sorcerer's Place Collection v11, berelinde's Keldorn Romance v4, The Tweaks Anthology v7, Wheels of Prophecy v7, Crossmod Banter Pack for BG2 v16, The Gibberlings Three Anniversary v11, Vynd v2, Level 1 NPCs v2, NPC Kitpack v5, gMinion v3, Mur’Neth NPC v12, Afaaq, the Djinni Companion 2.6, Every Mod and Dog v8, Geomantic Sorcerer v5, P&P Celestials v7, Shards of Ice v6, Alternatives v13.4, Sword and Fist v8, Song and Silence v9, Kivan and Deheriana Companions for BG2 v16, Aurene v4.4, Animal Companions v1.6, Pack Mule v1.4b, Refinements v4.23.1, BP-BGT Worldmap v10.2.3
- added mods: Ooze's Lounge v2, NPC Strongholds v2, IR Revised V1.13a (2018 April 22nd), Skip Chateau Irenicus v3.0, The Beurain Legacy v1.1, The Calling Beta 1
- deprecated mods: Rjali NPC (I was not able to make v9.0 compatible with the classic BG2)

v18.2 updated mods: Oversight v16, Ascension v2.0.3, Vlad’s Compilation v2.1, Never Ending Journey 3 v7.1, Baldur’s Gate Trilogy v1.20, Northern Tales of the Sword Coast v3.1.1, The Lure of the Sirine’s Call v15, Spell Revisions v4 Beta 13, BG1 Unfinished Business v16.0, Sword and Fist v10, Amber v5, Angelo v7, Haldamir v4, Tyris Flare v8, Neh’taniels V.6, Ascalon Questpack v2.0.5, Ascalon's Breagar v8.0.1, Coran’s BG Extended Friendship Talks v6, Dungeon Crawl v11, Assassinations v14, Back to Brynnlaw v7, The Sellswords v7, The Calling v2, Weimer's Item Upgrade v44, Xan for BG2 v17, Tiax v5, Arath v4, Dace v5, Jastey’s Solaufein (Solaufein's Rescue) v1.5, lylis v2.6, The Beurain Legacy v3.2, de'Arnise Romance v6, berelinde's Keldorn Romance v5, Nephele v2.4, Reunion v4, The Wheels of Prophecy v8, Sword Coast Stratagems v32.2, Ajantis for BG2 v19, Crossmod Banter Pack for BG2 v19, Fading Promises v6, The Tweaks Anthology v9, Might and Guile v4b10, Refinements v4.24, Scales of Balance v5.16.2, Level 1 NPCs v3, NPCs Enhanced for Everyone v3.7
- added mods: Valygar Friendship 1.0, Minsc Friendship v1, Corithal Romantique v1, Level Adder, Made in Heaven: Item Pack v2, Made in Heaven: Encounters & Quests v3, Evandra v2.1, Calin v1.2, The Old Gold v0.2, Yoshimo's Remorse 1.2
- reintroduced mod: Rjali v8.5
- deprecated mods: Multistronghold because it is now part of The Tweaks Anthology
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Support for any problems can be found at „Spellhold Studios forum“ http://www.shsforums.net/index.php?showforum=399
WHICH MOD IN WHAT LANGUAGE?

Not all available translations are included in the mods, however, in the B:G World Textpack. This overview shows into which languages the mods are already translated.

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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]
~TOBEX/TOBEX.TP2~ #0 #100 // TobEx - Core: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #101 // Apply Concentration Check On Damage [WIP]: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #102 // Awaken On Damage: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #105 // No Spell Interruption On Zero Damage: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #107 // Allow All Races to Dual Class: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #108 // Allow Equipping Armor in Combat: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #109 // Disable Experience Boost: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #111 // Disable Silence On Charm: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #112 // Level One Proficiency Restrictions: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #113 // Remain Hidden On Pickpocket Success [C]: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #114 // Rest Spawns Advance Time: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #115 // Dialogue Greeting Subtitles: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #116 // Enable Animation Attack Sounds: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #117 // Universal Four Inventory Weapon Slots: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #118 // Subtitles For Standard Soundsets: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #120 // Drop Inventory on Disintegrate: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #121 // Drop Inventory on Frozen Death: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #122 // Drop Inventory on Stone Death: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #123 // Enable Auto-Pause On All Screens: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #124 // Make All Attack Animations Genuine Attacks: Beta 0025
~SETUP-ASCENSION.TP2~ #0 #0 // Ascension v1.41 (requires ToB): v1.4.24 BWP Fix
~SETUP-ASCENSION.TP2~ #0 #1 // Tougher Abazigal (optional, requires ToB): v1.4.24 BWP Fix
~SETUP-ASCENSION.TP2~ #0 #2 // Original Tougher Demogorgon (optional, requires ToB): v1.4.24 BWP Fix
~SETUP-ASCENSION.TP2~ #0 #3 // Tougher Gromnir (optional, requires ToB): v1.4.24 BWP Fix
~SETUP-ASCENSION.TP2~ #0 #4 // Tougher Illasera (optional, requires ToB): v1.4.24 BWP Fix
~SETUP-ASCENSION.TP2~ #0 #5 // Tougher Yaga-Shura (optional, requires ToB): v1.4.24 BWP Fix
~SETUP-OVERSIGHT.TP2~ #0 #0 // Oversight v1.1 (requires ToB): v1.14 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #0 // BG2 Fixpack - Core Fixes: v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #3 // BETA Core Fixes (please check the readme!): v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #100 // BG2 Fixpack - Game Text Update -> GTU Light (by Wisp): v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #101 // Improved Spell Animations: v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #102 // Party Gets XP for Sending Keldorn to Reconcile With Maria: v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #103 // Mixed-Use Dagger Fixes: v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #104 // Ghreyfain's Holy Symbol Fixes: v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #106 // Giants Receive Penalties When Attacking Halflings, Dwarves, and Gnomes: v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #107 // Remove Dual-Classing Restriction from Archers and Stalkers: v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #108 // Remove Second Attribute Bonus for Evil Path in Wrath Hell Trial: v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #109 // Corrected Summoned Demon Behavior: v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #110 // Additional Script Fixes: v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #111 // Bard Song Fixes: v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #112 // Wizard Slayers Cause Miscast Magic on Ranged Attacks: v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #113 // Additional Alignment Fixes: v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #114 // Change Free Action to Protect Against Stun: v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #115 // Paws from Shapeshifting Can Not Be Dispelled: v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #116 // Remove Thieving Start Bonuses from Bard and Ranger Skills: v13
~SETUP-VCV21.TP2~ #0 #0 // MY COMPILATION: v2.1 BWP adaptation
~SETUP-VCV21.TP2~ #0 #1 // Baldurdash Fix Pack for SoA-ToB, v1.76 WeiDU: v2.1 BWP adaptation
~SETUP-VCV21.TP2~ #0 #2 // Core Baldurdash Fixes (by Kevin Dorner): v2.1 BWP adaptation
~IIKEYNAMES/SETUP-IIKEYNAMES.TP2~ #0 #2001 // Key Names
~1PP/1PP.TP2~ #0 #0 // Check The Bodies: 1.13
~1PP/1PP.TP2~ #0 #100 // Bard Song paperdolls: v4.1.0 BWP Fix
~1PP/1PP.TP2~ #0 #103 // 1ppv4: Extended palette entries -> Full install (recommended): v4.1.0 BWP Fix
~1PP/1PP.TP2~ #0 #200 // 1ppv4: Core content patches: v4.1.0 BWP Fix
~1PP/1PP.TP2~ #0 #400 // 1ppv4: Core updates and item patches: v4.1.0 BWP Fix
~1PP/1PP.TP2~ #0 #401 // 1ppv4: Improved projectile effects: v4.1.0 BWP Fix
~SETUP-TDD.TP2~ #0 #0 // The Darkest Day, v1.14: v1.14 BWP Fix
~SETUP-TDD.TP2~ #0 #1 // TDD Character Kits: v1.14 BWP Fix
~SETUP-SOS.TP2~ #0 #0 // Shadows Over Soubar, 1.13 BWP Fix
~SETUP-CTB.TP2~ #0 #0 // Check The Bodies: 1.13
~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)
APPENDIX
APPENDIX

-SETUP-VCV21.TP2~ #0 #21 // Improved Nymph (Woodland Being) Script (by Goeran Rimen): v2.1 BWP adaptation
-SETUP-VCV21.TP2~ #0 #23 // Cromwell in Brynnlaw and Item Upgrade (by Vlad): v2.1 BWP adaptation
-SETUP-VCV21.TP2~ #0 #24 // Improved Character Anomen - Stats and Items (by Vlad): v2.1 BWP adaptation
-SETUP-VCV21.TP2~ #0 #25 // Improved Character Nalia - Stats and Items (by Vlad): v2.1 BWP adaptation
-SETUP-VCV21.TP2~ #0 #26 // Improved Character Jan Jansen (by Vlad): v2.1 BWP adaptation
-SETUP-VCV21.TP2~ #0 #27 // Improved Character Aerie - Wild wanderer of Baervan (by Vlad): v2.1 BWP adaptation
-SETUP-VCV21.TP2~ #0 #28 // Improved Character Edwin - Red Wizard (by Vlad): v2.1 BWP adaptation
-SETUP-VCV21.TP2~ #0 #35 // Merchant League Bank (BGT required!) (by Vlad): v2.1 BWP adaptation
-SETUP-VCV21.TP2~ #0 #36 // Tougher Black Talone Elites (BGT required!) (by Vlad): v2.1 BWP adaptation
-SETUP-VCV21.TP2~ #0 #39 // Improved Character Xan (BGT required!) (by Vlad): v2.1 BWP adaptation
-SETUP-VCV21.TP2~ #0 #40 // Items Upgrade (by Vlad): v2.1 BWP adaptation
-SETUP-NEJ3V71.TP2~ #0 #0 // Never Ending Journey Third Edition v7.1: v7.1 BWP compatibility
-SETUP-NEJ3V71.TP2~ #0 #5 // Areas & Sounds (This component is required to play NeJ2!): v7.1 BWP compatibility
-SETUP-NEJ3V71.TP2~ #0 #4 // Improved and Continuous Character Skie (BGT required!): v7.1 BWP compatibility
-SETUP-NEJ3V71.TP2~ #0 #1 // Frostbite Animation (Turns a big wyvern into the frost wyvern. You may install and uninstall this component at any moment in the game.): v7.1 BWP compatibility
-SETUP-NEJ3V71.TP2~ #0 #2 // Erevain NPC for NeJ3 (by Bill and Vlad): v7.1 BWP compatibility
-SETUP-TGC1E.TP2~ #0 #0 // The Grey Clan Episode One: In Candlelight, BGT-WeiDU edition v1.8 -> Normal edition: v1.8.T1 BWP Fix
-SETUP-DARKHORIZONS.TP2~ #0 #0 // 'Dark Horizons' Mod (Requires Tales of the Sword Coast, TuTu or BGT): BG v212 BWP Fix
-DSOTSC/DSSOTSC.TP2~ #0 #0 // Dark Side of the Sword Coast (DSotSC): v3.0 beta
-DSOTSC/DSSOTSC.TP2~ #0 #1 // DSotSC Wizard spells: v3.0 beta
-DSOTSC/DSSOTSC.TP2~ #0 #2 // DSotSC Priest spells: v3.0 beta
-DSOTSC/DSSOTSC.TP2~ #0 #3 // More common encounters in vanilla areas: v3.0 beta
-DSOTSC/DSSOTSC.TP2~ #0 #4 // Distribute DSotSC items also in vanilla content: v3.0 beta
-NTOTSCNTOTSC.TP2~ #0 #0 // Northern Tales of the Sword Coast (NToTC) for BGT-Weidu, BG:EE, and EET: 3.1.1
-NTOTSCNTOTSC.TP2~ #0 #1 // Keelor the Dwarf: 3.1.1
-NTOTSCNTOTSC.TP2~ #0 #2 // Lindellyn's Lucky Arrow: 3.1.1
-NTOTSCNTOTSC.TP2~ #0 #3 // Nim Furling's Hunting Hounds: 3.1.1
-NTOTSCNTOTSC.TP2~ #0 #6 // Will O'Hara NPC: 3.1.1
-NTOTSCNTOTSC.TP2~ #0 #7 // Fighting Encounters: 3.1.1
-NTOTSCNTOTSC.TP2~ #0 #4 // Pillar and Ghedehaar: 3.1.1
-NTOTSCNTOTSC.TP2~ #0 #5 // Svlst's Torment: 3.1.1
-SETUP-BONEHILL275.TP2~ #0 // Secret of BoneHill (Requires BGT or Tutu): v2.75c BWP Fix
-DRIZZTSA/DRIZZTSA.TP2~ #0 #1 // The Drizzt Saga for BGE/ Tutu/BGT -> BP-BGT Worldmap version: all areas added to worldmap (requires BP-BGT Worldmap): v3.00
-DRIZZTSA/DRIZZTSA.TP2~ #0 #3 // Delayed start: Drizzt joins after Durlag's Tower: v3.00
-SETUP-VAULT.TP2~ #0 #0 // The Vault (erubusent's rework for BGT compatibility): v7.2 BWP Fix
-SETUP-VAULT.TP2~ #0 #1 // The Vault's item upgrades - Compatibility with Item Revisions. Recommended for consistency if you plan to install IR main component later: v7.2 BWP Fix
-BGGE/SETUP-BGQE.TP2~ #0 #0 // Installing the Slime Quest...: 9
-BGGE/SETUP-BGQE.TP2~ #0 #1 // Installing the Beregost Family Quest...: 9
-BGGE/SETUP-BGQE.TP2~ #0 #2 // Installing the Babysitting Quest, including the Carnival Encounter...: 9
-BGGE/SETUP-BGQE.TP2~ #0 #3 // Installing the Nashkel Monster Quest...: 9
-BGGE/SETUP-BGQE.TP2~ #0 #4 // Installing the Fallen Paladin Quest...: 9
-BGGE/SETUP-BGQE.TP2~ #0 #5 // Installing the Undying Love Quest...: 9
-BGGE/SETUP-BGQE.TP2~ #0 #6 // Installing the Orcish Lover Encounter...: 9
-BGGE/SETUP-BGQE.TP2~ #0 #7 // Installing the Unexpected Help Quest...: 9
-BGGE/SETUP-BGQE.TP2~ #0 #8 // Installing the Quest 'Many little paws...': 9
-BGGE/SETUP-BGQE.TP2~ #0 #9 // Drunk near Beregost Temple: 9
-SETUP-TGC1E.TP2~ #0 // The Grey Clan Episode One: In Candlelight, BGT-WeiDU edition v1.8 -> Normal edition: v1.8.T1 BWP Fix
-SIRINESCALL/SETUP-SIRINESCALL.TP2~ #0 // The Lure of the Sirine's Call: v15
-AC_EQ/SETUP-AC_EQ.TP2~ #0 #0 // Ascalon's Questpack: 2.05
-SETUP-NMT.TP2~ #0 // Traveler-Traveller
-WBG1/SETUP-WBG1.TP2~ #0 #1 // Wedges BGT Adventure Pack: BG1 Quests: Alpha 0.2
-KARATUR/SETUP-KARATUR.TP2~ #0 #0 // TWas a Slow Boat from Kara-Tur: v1 BWP conversion
-MIH_EQ/SETUP-MIH_EQ.TP2~ #0 #6 // Enhanced Xvart Village: v3
- Cloakwood Assassins: v3
- Enhanced Minor BG1 Quests: v3
- Enhanced Ankhegs: v3
- Enhanced Basilisks: v3
- Enhanced Dread Wolves: v3
- Enhanced Wraith Spiders: v3
- Herbs and Potions Add-in (BG1 / BG1Tutu / BGT) by Baronius: v1.0.3 BWP Tweak
- Herbs and Potions Add-in (BG1 / BG1Tutu / BGT) by Baronius: v1.0.3 BWP Tweak
- Thalantar - Item Upgrade: v4.2
- Lost Items: vR2 BWP Fix
- Xan has Sorcerer class: vR2 BWP Fix
- Monk +3 AC and +1 THAC0 Bonus: vR2 BWP Fix
- TeamBG’s Armors for BG:EE, BGT and TuTu Version 1.05
- TeamBG’s Weapons Pack for BG:EE, BGT and TuTu Version 1.04
- Animus Animus: v1.1 BWP adaption
- Bardic Reputation Adjustment: v23.3
- Bardolan’s Briefing, by berelinde: v2.7
- Javan’s Romance Core (teen content): v23.3
- Jason Compton’s Accelerated Banter Script: v23.3
- Sarevok’s Diary Adjustments -> SixofSpades Extended Sarevok’s Diary: v23.3
-安装All Audio: v6
- Indira NPC: v12.0 BETA 3
- Huple, an NPC: v1.4 BWP Fix
- Huple’s Dialogues.: v1.4 BWP Fix
- Installation of the Chaos Knight Kit for BGT: v1.3 BWP Fix
- Adds a Quest mod for BGT user: v1.3 BWP Fix
- Valerie NPC Mod for BG1 Tutu: v1.1 BWP Fix
- Install Valerie/Isra crossmod banter?: v2.3
- Install Gavin/Isra crossmod banter?: v2.3
- Bragar: Inhalte: 8.0.1
- Finch NPC: v4.0 BETA 7
- Gavin NPC for Tutu, BGT, and BG:EE: 14
- Gavin NPC: (mature content): 14
- Gavin NPC: Flirts (adult content): 14
- Player Initiated Dialogue: 14
- Huple NPC: v1.4 BWP Fix
- Huple’s Dialogues.: v1.4 BWP Fix
- Installation of the Chaos Knight Kit for BGT: v1.3 BWP Fix
- Valerie NPC Mod for BG1 Tutu: v1.1 BWP Fix
- Isra NPC Mod for BG:EE, BGT and TuTu: v2.3
- Install Valerie/Isra crossmod banter?: v2.3
- Install Gavin/Isra crossmod banter?: v2.3
- White/White: v2.0 // White NPC for BG:EE, BGT and TuTu: 2.0
- Garrick’s Infatuation: b20140925
- Garrick’s Tales of a troubadour: 1.25
- Glam’s NPC Pack for BG:EE, BGT and BG TUTU
- Tenya Thermidor for BWP: v1.5 BWP conversion
- Amount of -ahem- details and BG-style vs. description text!: 2.7
- Bardolan’s Briefing, by berelinde: 2.7
APPENDIX

- BG1RE/SETUP-BG1RE.TP2~ #0 #2 // Scar's Spare Time, by jastey: 2.7
- BG1RE/SETUP-BG1RE.TP2~ #0 #3 // Kim's Preoccupation, by jastey (WARNING - refer to the readme!): 2.7
- BG1RE/SETUP-BG1RE.TP2~ #0 #4 // Extension of Bjornin Encounter (Personal Wound Treatment), by jastey: 2.7
- BG1RE/SETUP-BG1RE.TP2~ #0 #5 // No Starch in the Maypole: 2.7
- BG1RE/SETUP-BG1RE.TP2~ #0 #6 // Duke Eltan's Spare Minute, by jastey: 2.7
- BG1RE/SETUP-BG1RE.TP2~ #0 #7 // Husami's Personal Preparation, by jastey: 2.7
- BG1RE/SETUP-BG1RE.TP2~ #0 #8 // Laurel's Post-Hunting, by jastey: 2.7
- BG1RE/SETUP-BG1RE.TP2~ #0 #9 // Bartus' Seduction, by jastey: 2.7
- BG1RE/SETUP-BG1RE.TP2~ #0 #10 // Lina's Massage, by jastey: 2.7
- BG1RE/SETUP-BG1RE.TP2~ #0 #11 // First Night with Quentin, by Kulyok: 2.7
- BG1RE/SETUP-BG1RE.TP2~ #0 #12 // Chatting Niklos Up, by Kulyok (mature content. WARNING - refer to the readme!): 2.7
- BG1RE/SETUP-BG1RE.TP2~ #0 #13 // Slythe and Krystin, by Kulyok (mature content. WARNING - refer to the readme!): 2.7
- BG1RE/SETUP-BG1RE.TP2~ #0 #14 // No Regrets: 2.7
- BG1RE/SETUP-BG1RE.TP2~ #0 #15 // Purchased Love, by Thimblerig: 2.7
- BG1RE/SETUP-BG1RE.TP2~ #0 #16 // Hull: Heavy Duty, by Lava: 2.7
- BG1RE/SETUP-BG1RE.TP2~ #0 #17 // Late Night with Jaheira, by Kulyok: 2.7
- BG1RE/SETUP-BG1RE.TP2~ #0 #18 // Sil's Blessing, by Lava: 2.7
- BG1RE/SETUP-BG1RE.TP2~ #0 #19 // Molly the Husband-Grabber, by Kulyok: 2.7
- BG1RE/SETUP-BG1RE.TP2~ #0 #20 // Reading with Rinnie, by Western Paladin: 2.7
- BG1RE/SETUP-BG1RE.TP2~ #0 #21 // Arlene the Working Girl, by Kulyok: 2.7
- BG1RE/SETUP-BG1RE.TP2~ #0 #22 // The Mourning of Centeol, the Spider Lady, by Lava: 2.7
- BG1RE/SETUP-BG1RE.TP2~ #0 #23 // The Surgeon's Dream, by Thimblerig, Kulyok, Domi, Lava, Lastknightleft, Twani, Jastey, Daisy Ninja Girl: 2.7
- BG1RE/SETUP-BG1RE.TP2~ #0 #24 // All That Left Was, by Lava and Thimblerig: 2.7
- BG1RE/SETUP-BG1RE.TP2~ #0 #25 // A Childhood Friend, by Kulyok: 2.7
- BG1RE/SETUP-BG1RE.TP2~ #0 #26 // Ardeno the Working Girl, by Kulyok: 2.7
- BG1RE/SETUP-BG1RE.TP2~ #0 #27 // The Messenger 2: Rain or Snow or Gloom of Night, by Thimblerig and ticicina: 2.7
- BG1RE/SETUP-BG1RE.TP2~ #0 #28 // The Honest Lies of Two Riversides, By Lava: 2.7
- BG1RE/SETUP-BG1RE.TP2~ #0 #29 // The Messenger: 2 Rain or Snow or Gloom of Night, by Thimblerig and ticicina: 2.7
- BG1RE/SETUP-BG1RE.TP2~ #0 #30 // The Essential End, by Lava: 2.7
- BG1RE/SETUP-BG1RE.TP2~ #0 #31 // Dinner with Thalantyr, by jastey: 2.7
- BG1RE/SETUP-BG1RE.TP2~ #0 #32 // Cloakwood Lovers, by ticicina: 2.7
- BG1RE/SETUP-BG1RE.TP2~ #0 #33 // The Perfect Foursome, by Thimblerig: 2.7
- BG1RE/SETUP-BG1RE.TP2~ #0 #34 // Duke Eltan in the Harbor Master's Building: v16.0
- BG1UB/SETUP-BG1UB.TP2~ #0 #1 // Ice Island Level Two Restoration: v16.0
- BG1UB/SETUP-BG1UB.TP2~ #0 #2 // The Mysterious Vial: v16.0
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- BG1UB/SETUP-BG1UB.TP2~ #0 #4 // Quoningar, the Cleric: v16.0
- BG1UB/SETUP-BG1UB.TP2~ #0 #5 // Scar and the Sashenstar's Daughter: v16.0
- BG1UB/SETUP-BG1UB.TP2~ #0 #6 // Store, Tavern and Inn Fixes and Restorations: v16.0
- BG1UB/SETUP-BG1UB.TP2~ #0 #7 // Shilo Chen and the Ogre-Magi: v16.0
- BG1UB/SETUP-BG1UB.TP2~ #0 #8 // Nalbazaar's Library and Mercenary Reinforcements: v16.0
- BG1UB/SETUP-BG1UB.TP2~ #0 #9 // Safana the Flirt: v16.0
- BG1UB/SETUP-BG1UB.TP2~ #0 #10 // Place Entar Silvershield in His Home: v16.0
- BG1UB/SETUP-BG1UB.TP2~ #0 #11 // Scar and the Sashenstar's Daughter: v16.0
- BG1UB/SETUP-BG1UB.TP2~ #0 #12 // Clara in the Black Horse Tavern: v16.0
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- BG1UB/SETUP-BG1UB.TP2~ #0 #14 // Edie, the Merchant League Applicant: v16.0
- BG1UB/SETUP-BG1UB.TP2~ #0 #15 // The Honest Lies of Two Riversides, By Lava: 2.7
- BG1UB/SETUP-BG1UB.TP2~ #0 #16 // Necromancer's Trouble, by jastey (WARNING - refer to the readme!): 2.7
- BG1UB/SETUP-BG1UB.TP2~ #0 #17 // For the Betterment of the World, by jastey (WARNING - refer to the readme!): 2.7
- BG1UB/SETUP-BG1UB.TP2~ #0 #18 // The Maid of the Red Lantern: v16.0
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- BG1UB/SETUP-BG1UB.TP2~ #0 #22 // Minor Dialogue Restorations: v16.0
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- BG1UB/SETUP-BG1UB.TP2~ #0 #24 // The Tangled Southernlands: v16.0
- BG1UB/SETUP-BG1UB.TP2~ #0 #25 // Flaming Fist Mercenary Reinforcements: v16.0
- BG1UB/SETUP-BG1UB.TP2~ #0 #26 // The Messenger, by Thimblerig: 2.7
- BG1UB/SETUP-BG1UB.TP2~ #0 #27 // The Honest Lies of Two Riversides, By Lava: 2.7
- BG1UB/SETUP-BG1UB.TP2~ #0 #28 // Prism and the Emeralds Tweak: v16.0
- BG1UB/SETUP-BG1UB.TP2~ #0 #29 // Duke Eltan in the Harbor Master's Building: v16.0
- BG1UB/SETUP-BG1UB.TP2~ #0 #30 // Scar and the Sashenstar's Daughter: v16.0
- BG1UB/SETUP-BG1UB.TP2~ #0 #31 // Restored Elfsong Tavern Movie: v16.0

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upgrades): v44

~ITEMUPGRADE/ITEMUPGRADE.TP2~ #0 #11 // Throne Of Bhaal Item Upgrades -> Revised Version (new upgrades presented in the same style as existing upgrades): v44

~ITEMUPGRADE/ITEMUPGRADE.TP2~ #0 #12 // Install supplemental Cespenar audio for Item Upgrade: v44

~SPITEMS/SETUP-SPITEMS.TP2~ #0 #2 // Davoran's Spell Pack

~SPITEMS/SETUP-SPITEMS.TP2~ #0 #3 // Shadow Daemon's Spells Pack

~CLIFFKEY/SETUP-CLIFFKEY.TP2~ #0 #1 // A Mod for the Orderly - Add a Keying to Faerun! See readme for more details about the choices below. -> Consistency Plus version: v7

~SETUP-EBG2.TP2~ #0 #0 // Additional merchant with new items: v1.1

~SETUP-EBG2.TP2~ #0 #2 // Tomes and manuals: v1.1

~SETUP-EBG2.TP2~ #0 #1 // Interjections: 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 #9 // New kit (Knight): v1.1

~SETUP-EBG2.TP2~ #0 #14 // New kit (Cruisader): v1.1

~SETUP-EBG2.TP2~ #0 #15 // New kit (Fright of Liches): 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): v1.03 BWP Fix

~RUPERT/SETUP-RUPERT.TP2~ #0 #0 // Rupert the Dye Merchant (for BG2 or TuTu/BGT): v2.1 BWP Fix

~SETUP-VOLONCARINMOURY.TP2~ #0 #0 // Volcanic Armoury [Version 1.4]

~SETUP-ROTBAARMORS.TP2~ #0 #0 // Realm of the Bhaalspawn Armor Set: v1.0 BWP Fix

~STUFFOFTHEMAGI/SETUP-ALCHEMY.TP2~ #0 #0 // Jan's Alchemy: v6 BWP Fix

~MUSICA.TP2~ #1 #0 // The Music of the Realms: v2.0 BWP Fix

~PORTABLEHOLE/SETUP-PORTABLEHOLE.TP2~ #0 #0 // The Portable Hole: 0.3

~SETUP-IWDITEMPACK.TP2~ #0 #0 // Black Wolf Talisman: BWP Fix

~SETUP-IWDITEMPACK.TP2~ #0 #1 // Chain of Drakkas' Fury: BWP Fix

~SETUP-IWDITEMPACK.TP2~ #0 #2 // House of Despana Insignia: v6

~SETUP-IWDITEMPACK.TP2~ #0 #3 // Installation of Item BKBKGB1, BKBKGB2, BKBKGB3, BKBKGB4, BKBKGB5, BKBKGB6, BKBKGB7, BKBKGB8, BKBKGB9 - Book 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-BBSCCS.TP2~ #0 #0 // Installation of Item BBSCCS1, BBSCCS2, BBSCCS3, BBSCCS4, BBSCCS5, BBSCCS6, BBSCCS7, BBSCCS8, BBSCCS9 - Scroll Case

~SETUP-IWDITEMPACK.TP2~ #0 #1 // Installation of Item BBPBA1, BBPBA2, BBPBA3, BBPBA4, BBPBA5, BBPBA6, BBPBA7, BBPBA8, BBPBA9 - Potion Bag

~SETUP-BBSCI.TP2~ #0 #0 // Installation of Item BBSCI1, BBSCI2, BBSCI3, BBSCI4, BBSCI5, BBSCI6, BBSCI7, BBSCI8, BBSCI9 - Spell Book

~SETUP-BBOQUIV.TP2~ #0 #0 // Improved Haer'Dalis' swords (special for Kania): v2

~SETUP-PORTABLEHOLE/SETUP-PORTABLEHOLE.TP2~ #0 #0 // The Portable Hole: 0.3

~SETUP-IWDITEMPACK.TP2~ #0 #0 // Chain of Drakkas' Fury: BWP Fix

~SETUP-IWDITEMPACK.TP2~ #0 #1 // House of Despana Insignia: BWP Fix
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<td>&quot;Cat and Mouse&quot; (Bodhi hunts you in Spellhold) by Ghreyfain: v27rc1</td>
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- SETUP-D0QUESTPACK.TP2~ #0 #8 // Intrigue In The Copper Coronet: v3.2
- SETUP-D0QUESTPACK.TP2~ #0 #9 // Rahul Kanakia's Potion Quest: v3.2
- SETUP-D0QUESTPACK.TP2~ #0 #10 // Revised Hell Trials: v3.2
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- SETUP-D0QUESTPACK.TP2~ #0 #15 // New Fate For The Dryads' Acorns: v3.2
- SETUP-D0QUESTPACK.TP2~ #0 #16 // The Tragedy Of Besamen: v3.2
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- SETUP-LONGERROAD.TP2~ #0 #0 // Longer Road v 1.5: v1.5.1 BWP Fix
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- YIKARI YIKARI.TP2~ #0 #4 // Compatibility with Item Upgrade SoA - Revised
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- SETUP-EDWINROMANCE.TP2~ #0 #0 // Edwin Romance: v2.0.7
- SETUP-EDWINROMANCE.TP2~ #0 #2 // Edwin flirts: v2.0.7
- SETUP-EDWINROMANCE.TP2~ #0 #3 // New ending for Viconia Romance by Laufey: v2.0.7
- TSUJATHA SETUP-TSUJATHA.TP2~ #0 #0 // Tsujatha (BG2:SoA NPC) created by Sillara of the Tamari: v15_charsets BWP Fix
- FAREN SETUP-FAREN.TP2~ #0 #0 // Faren NPC for Baldur’s Gate II: v3 BWP fix
- FAREN SETUP-FAREN.TP2~ #0 #2 // Choose Faren's weapon proficiency skillset -> Rogue configuration: v3 BWP fix
- FAREN SETUP-FAREN.TP2~ #0 #3 // Adrian Content: v3 BWP fix
- FAREN SETUP-FAREN.TP2~ #0 #4 // Ajantis Content: v3 BWP fix
- FAREN SETUP-FAREN.TP2~ #0 #5 // Amber Content (Shadows of Amn content only): v3 BWP fix
- FAREN SETUP-FAREN.TP2~ #0 #6 // Angelo Content: v3 BWP fix
- FAREN SETUP-FAREN.TP2~ #0 #7 // Arath Content: v3 BWP fix
- FAREN SETUP-FAREN.TP2~ #0 #8 // Auren Aseph Content: v3 BWP fix
- FAREN SETUP-FAREN.TP2~ #0 #9 // Beyond the Law Content: v3 BWP fix
- FAREN SETUP-FAREN.TP2~ #0 #10 // Branwen Content: v3 BWP fix
- FAREN SETUP-FAREN.TP2~ #0 #11 // Chloe Content (Shadows of Amn content only): v3 BWP fix
- FAREN SETUP-FAREN.TP2~ #0 #13 // Dace Linton Content: v3 BWP fix
- FAREN SETUP-FAREN.TP2~ #0 #14 // Darian Content: v3 BWP fix
- FAREN SETUP-FAREN.TP2~ #0 #15 // de'Arnise Romance Content (Shadows of Amn content only): v3 BWP fix
- FAREN SETUP-FAREN.TP2~ #0 #16 // Edwin Romance Content (Shadows of Amn content only): v3 BWP fix
- FAREN SETUP-FAREN.TP2~ #0 #17 // Fade Content: v3 BWP fix
- FAREN SETUP-FAREN.TP2~ #0 #18 // Haldamir Content: v3 BWP fix
- FAREN SETUP-FAREN.TP2~ #0 #19 // Isra Content: v3 BWP fix
- FAREN SETUP-FAREN.TP2~ #0 #20 // Ilyos Content: v3 BWP fix
- FAREN SETUP-FAREN.TP2~ #0 #21 // Kelsey Content: v3 BWP fix
- FAREN SETUP-FAREN.TP2~ #0 #22 // Keto Content (Shadows of Amn content only): v3 BWP fix
- FAREN SETUP-FAREN.TP2~ #0 #23 // Luxley Family Content (Shadows of Amn content only): v3 BWP fix
- FAREN SETUP-FAREN.TP2~ #0 #24 // Nathaniel Content: v3 BWP fix
- FAREN SETUP-FAREN.TP2~ #0 #25 // Nephele Content: v3 BWP fix
- FAREN SETUP-FAREN.TP2~ #0 #26 // Ninde Content: v3 BWP fix
- FAREN SETUP-FAREN.TP2~ #0 #27 // Romantic Encounters Content (can be installed before or after Romantic Encounters): v3 BWP fix
- FAREN SETUP-FAREN.TP2~ #0 #28 // Saerleth Content: v3 BWP fix
- FAREN SETUP-FAREN.TP2~ #0 #29 // Sarah Content: v3 BWP fix
- FAREN SETUP-FAREN.TP2~ #0 #30 // Solaufein Content: v3 BWP fix
- FAREN SETUP-FAREN.TP2~ #0 #31 // Tashia Content: v3 BWP fix
- FAREN SETUP-FAREN.TP2~ #0 #32 // Tiak Content: v3 BWP fix
- FAREN SETUP-FAREN.TP2~ #0 #33 // Taujatha Content: v3 BWP fix
- FAREN SETUP-FAREN.TP2~ #0 #34 // Xan Content: v3 BWP fix

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-SETUP-SPELLPACKB6.TP2~ #0 #2219 // Vocalize: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2331 // Blink: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2303 // Flame Arrow: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2317 // Ghost Armor: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2304 // Haste and Slow (required for component "Improved Haste"): BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2305 // Invisibility 10-foot radius: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2307 // Lightning Bolt: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2413 // Vampiric Touch: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2408 // Minor Malison and Greater Malison: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2401 // Confusion (Wizard and Priest): BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2404 // Ice Storm: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2405 // Improved Invisibility: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2402 // Dimension Door: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2412 // Minor Malison and Greater Malison: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2401 // Confusion (Wizard and Priest): BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2404 // Ice Storm: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2405 // Improved Invisibility: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2450 // Mordenkainen’s Force Missiles: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2411 // Wraithform: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2459 // Shout: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2501 // Animate Dead (Wizard and Priest): BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2508 // Chaos: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2502 // Cloudkill: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2503 // Cone of Cold: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2506 // Domination: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2505 // Shadow Door: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2504 // Shroud of Flame: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2507 // Invulnerability to Normal Weapons and Invulnerability to Magical Weapons (formerly called Protection from Normal/Magical Weapons): BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2504 // Shadow Door: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2511 // Invisibility to Magical Weapons: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2514 // Lower Resistance: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2505 // Shadow Door: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2504 // Shroud of Flame: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2511 // Invisibility to Normal Weapons and Invulnerability to Magical Weapons (formerly called Protection from Normal/Magical Weapons): BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2514 // Lower Resistance: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2513 // Charm Plants: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2505 // Shadow Door: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2504 // Shroud of Flame: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2511 // Invisibility to Normal Weapons and Invulnerability to Magical Weapons (formerly called Protection from Normal/Magical Weapons): BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2514 // Lower Resistance: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2513 // Charm Plants: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2505 // Shadow Door: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2504 // Shroud of Flame: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2511 // Invisibility to Normal Weapons and Invulnerability to Magical Weapons (formerly called Protection from Normal/Magical Weapons): BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2514 // Lower Resistance: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2513 // Charm Plants: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2505 // Shadow Door: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2504 // Shroud of Flame: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2511 // Invisibility to Normal Weapons and Invulnerability to Magical Weapons (formerly called Protection from Normal/Magical Weapons): BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2514 // Lower Resistance: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2513 // Charm Plants: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2505 // Shadow Door: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2504 // Shroud of Flame: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2511 // Invisibility to Normal Weapons and Invulnerability to Magical Weapons (formerly called Protection from Normal/Magical Weapons): BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2514 // Lower Resistance: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2513 // Charm Plants: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2505 // Shadow Door: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2504 // Shroud of Flame: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2511 // Invisibility to Normal Weapons and Invulnerability to Magical Weapons (formerly called Protection from Normal/Magical Weapons): BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2514 // Lower Resistance: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2513 // Charm Plants: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2505 // Shadow Door: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2504 // Shroud of Flame: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2511 // Invisibility to Normal Weapons and Invulnerability to Magical Weapons (formerly called Protection from Normal/Magical Weapons): BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2514 // Lower Resistance: BWP Fix 2
-SETUP-SPELLPACKB6.TP2~ #0 #2513 // Charm Plants: BWP Fix 2
- NPCKIT/NPCKIT.TP2~ #0 #2200 // Give Mazzy a Proper Truesword of Avvoreen Kit: v5
- NPCKIT/NPCKIT.TP2~ #0 #2300 // Change Minsc’s Title to Rashemaar Ranger: v5
- NPCKIT/NPCKIT.TP2~ #0 #2500 // Give Nalia Adventurer Kit: v5
- NPCKIT/NPCKIT.TP2~ #0 #2510 // Give Nalia a Mage Kit -> Abjurer: v5
- NPCKIT/NPCKIT.TP2~ #0 #2800 // Give Sarevok a Proper Deathbringer Kit: v5

- KITRTT.TP2~ #0 #0 // Amazon: v1.3
- KITRTT.TP2~ #0 #2 // Investigator: v1.3
- KITRTT.TP2~ #0 #3 // Halfling Thrower: v1.3
- KITRTT.TP2~ #0 #4 // Samurai: v1.3
- KITRTT.TP2~ #0 #5 // Giant Slayer: v1.3
- KITRTT.TP2~ #0 #8 // Elf Paladin: v1.3
- KITRTT.TP2~ #0 #9 // Messiah: v1.3
- KITRTT.TP2~ #0 #10 // Arcane: v1.3
- KITRTT.TP2~ #0 #11 // Elementalist: v1.3
- KITRTT.TP2~ #0 #12 // Time Keeper: v1.3
- KITRTT.TP2~ #0 #13 // Dark Ranger: v1.3
- KITRTT.TP2~ #0 #14 // Enticer: v1.3
- KITRTT.TP2~ #0 #15 // Priest of Cyric: v1.3
- KITRTT.TP2~ #0 #16 // Priest of Mask: v1.3
- KITRTT.TP2~ #0 #17 // Priest of Mystra: v1.3
- KITRTT.TP2~ #0 #18 // Priest of Tempus: v1.3
- KITRTT.TP2~ #0 #19 // Dark Druid: v1.3
- KITRTT.TP2~ #0 #20 // Warden of the Water: v1.3
- KITRTT.TP2~ #0 #21 // Warden of the Fire: v1.3
- KITRTT.TP2~ #0 #22 // Warden of the Wind: v1.3
- KITRTT.TP2~ #0 #23 // Treasure Hunter: v1.3
- KITRTT.TP2~ #0 #24 // Scoundrel: v1.3
- KITRTT.TP2~ #0 #25 // Gentleman: v1.3
- KITRTT.TP2~ #0 #26 // Ninja: v1.3
- KITRTT.TP2~ #0 #27 // Golem Trainer: v1.3
- KITRTT.TP2~ #0 #28 // Juggler: v1.3
- KITRTT.TP2~ #0 #29 // Minstrel: v1.3
- KITRTT.TP2~ #0 #30 // Items and Spells (you can’t skip this component): v1.3
- KITRTT.TP2~ #0 #1 // Gladiator: v1.3
- KITRTT.TP2~ #0 #6 // Anti-paladin: v1.3
- KITRTT.TP2~ #0 #7 // Dark Knight: v1.3
- SETUP-PPK.TP2~ #1 #0 // Prestige Kit Pack Basic: BWP Fix
- SETUP-PPK.TP2~ #1 #1 // Dreadnought: BWP Fix
- SETUP-PPK.TP2~ #1 #3 // Saualabi: BWP Fix
- SETUP-PPK.TP2~ #1 #4 // Priest of Tempus: BWP Fix
- SETUP-PPK.TP2~ #1 #5 // Priest of Ohgma: BWP Fix
- SETUP-PPK.TP2~ #1 #6 // Champion: BWP Fix
- SETUP-PPK.TP2~ #1 #7 // Mystic Fire: BWP Fix
- SETUP-PPK.TP2~ #1 #8 // Duelist: BWP Fix
- SETUP-PPK.TP2~ #1 #9 // Tempest: BWP Fix
- SETUP-PPK.TP2~ #1 #10 // Trickster: BWP Fix
- SETUP-PPK.TP2~ #1 #11 // Shadowdancer: BWP Fix
- SETUP-PPK.TP2~ #1 #12 // Red Dragon Disciple: BWP Fix
- SETUP-PPK.TP2~ #1 #13 // Blue Dragon Disciple: BWP Fix
- SETUP-PPK.TP2~ #1 #14 // Green Dragon Disciple: BWP Fix
- SETUP-PPK.TP2~ #1 #15 // White Dragon Disciple: BWP Fix
- SETUP-PPK.TP2~ #1 #16 // Elementalist: BWP Fix
- SETUP-PPK.TP2~ #1 #17 // Shadowdruide: BWP Fix
- SETUP-PPK.TP2~ #1 #12 // Blackguard: BWP Fix
- SETUP-CRUSADE.TP2~ #0 #0 // Champion of Torm: v4.3 BWP Fix
- SETUP-CRUSADE.TP2~ #0 #1 // Energist: v4.3 BWP Fix
- SETUP-CRUSADE.TP2~ #0 #2 // Adventurer: v4.3 BWP Fix
- SETUP-CRUSADE.TP2~ #0 #3 // Crusader Items: v4.3 BWP Fix
- SETUP-LOHMOD.TP2~ #0 #0 // New Creature Animation: v1.0 BWP Fix
- SETUP-LOHMOD.TP2~ #0 #1 // New Creatures: v1.0 BWP Fix
- SETUP-LOHMOD.TP2~ #0 #2 // Disciple Of Disparter The Fighter Kit: v1.0 BWP Fix
- SETUP-LOHMOD.TP2~ #0 #3 // Disciple Of Mammon The Thief Kit: v1.0 BWP Fix
- SETUP-LOHMOD.TP2~ #0 #4 // Disciple Of Mephistopheles The Fighter Kit: v1.0 BWP Fix
- SETUP-LOHMOD.TP2~ #0 #5 // Disciple Of Baalzebul The Thief Kit: v1.0 BWP Fix
- SETUP-LOHMOD.TP2~ #0 #6 // Disciple Of Asmodeus The Cleric Kit: v1.0 BWP Fix
- IK/SETUP-IK.TP2~ #0 #0 // Mystic Pyromaniac: v0.9b BWP Fix
- IK/SETUP-IK.TP2~ #0 #1 // Silver Mirror: v0.9b BWP Fix
- TEMPEST/SETUP-TEMPEST.TP2~ #0 #0 // Tempest
- ACIDELEM_BETA1.TP2~ #0 #0 // Acid Elementalist Kit
- D2AMA/SETUP-D2AMA.TP2~ #0 #0 // Diablo2 Amazon Kit: v0.4
- D2ASN/SETUP-D2ASN.TP2~ #0 #0 // Diablo2 Assassin Kit: v0.2
- D2ASN/SETUP-D2ASN.TP2~ #0 #1 // Extend the enemy level limit of Corpse Explosion casted by Death Sentry to LV32: v0.2
- D2BAR/SETUP-D2BAR.TP2~ #0 #0 // Diablo2 Barbarian Kit: v1.0
- D2NEC/SETUP-D2NEC.TP2~ #0 #0 // Diablo2 Necromancer Kit: v0.7
- D2PAL/SETUP-D2PAL.TP2~ #0 #0 // Diablo2 Paladin Kit: v0.9
- MEGAMODKITS/MEGAMODKITS.TP2~ #0 #23 // Apprentice Kit, available for Human and Half-Elf Fighters: v1.01L
- MEGAMODKITS/MEGAMODKITS.TP2~ #0 #24 // Dragonclaw Kit, available for Human and Half-Elf Fighters: v1.01L
- SETUP-RPG-KP.TP2~ #0 #0 // Kitpack Component - Soldier Kit : v1.0 BWP Fix
- SETUP-RPG-KP.TP2~ #0 #2 // Kitpack Component - Ice Knight: v1.0 BWP Fix
- SETUP-RPG-KP.TP2~ #0 #7 // Kitpack Component - Buffoon: bard kit: v1.0 BWP Fix
- SETUP-RPG-KP.TP2~ #0 #9 // Kitpack Component - Arcane Archer: v1.0 BWP Fix
- SETUP-RPG-KP.TP2~ #0 #10 // Kitpack Component - Hellion: v1.0 BWP Fix
- SETUP-RPG-KP.TP2~ #0 #11 // Kitpack Component - Dual-wielding for thrown weapons tweak: v1.0 BWP Fix
- SETUP-RPG-KP.TP2~ #0 #13 // Kitpack Component - Spell Additions : v1.0 BWP Fix
- SPSUFF/SETUP-SPSUFF.TP2~ #0 #0 // Sylvan Mystic Kit, by Polar Bear: v11
- SPSUFF/SETUP-SPSUFF.TP2~ #0 #1 // Blade Master Kit, by Drizzt1180: v11
- SPSUFF/SETUP-SPSUFF.TP2~ #0 #2 // Death Knight Kit, by Drizzt1180: v11
- SPSUFF/SETUP-SPSUFF.TP2~ #0 #3 // Wushi Ninja Kit, by Drizzt1180: v11
- SPSUFF/SETUP-SPSUFF.TP2~ #0 #6 // Arcane Fist, by Drizzt1180: v11
- SPSUFF/SETUP-SPSUFF.TP2~ #0 #4 // Creslyn's BG2 Item Pack: v11
- POFKITS/SETUP-POFKITS.TP2~ #0 #1 // Install Mercenary kit (fighter): v4 BWP Fix
- POFKITS/SETUP-POFKITS.TP2~ #0 #2 // Install Streetfighter kit (fighter): v4 BWP Fix
- POFKITS/SETUP-POFKITS.TP2~ #0 #10 // Install Expert kit (thief): v4 BWP Fix
- POFKITS/SETUP-POFKITS.TP2~ #0 #11 // Install Arcane trickster kit (thief): v4 BWP Fix
- POFKITS/SETUP-POFKITS.TP2~ #0 #14 // Install Beguiler kit (bard): v4 BWP Fix
- POFKITS/SETUP-POFKITS.TP2~ #0 #15 // Install Dervish kit (bard): v4 BWP Fix
- POFKITS/SETUP-POFKITS.TP2~ #0 #4 // Install Militarist kit (paladin): v4 BWP Fix
- POFKITS/SETUP-POFKITS.TP2~ #0 #5 // Install Votary kit (paladin): v4 BWP Fix
- POFKITS/SETUP-POFKITS.TP2~ #0 #6 // Install Medicin kit (paladin): v4 BWP Fix
- POFKITS/SETUP-POFKITS.TP2~ #0 #7 // Install Scout kit (ranger): v4 BWP Fix
- POFKITS/SETUP-POFKITS.TP2~ #0 #8 // Install Seeker kit (ranger): v4 BWP Fix
- POFKITS/SETUP-POFKITS.TP2~ #0 #9 // Install Tempest kit (ranger): v4 BWP Fix
- POFKITS/SETUP-POFKITS.TP2~ #0 #16 // Install Weather enchanter kit (druid): v4 BWP Fix
- POFKITS/SETUP-POFKITS.TP2~ #0 #17 // Install Hivemaster kit (druid): v4 BWP Fix
- POFKITS/SETUP-POFKITS.TP2~ #0 #18 // Install Blighter kit (druid): v4 BWP Fix
- POFKITS/SETUP-POFKITS.TP2~ #0 #3 // Install Knight kit (fighter): v4 BWP Fix
- POFKITS/SETUP-POFKITS.TP2~ #0 #12 // Install Thug kit (thief): v4 BWP Fix
- DERMATS_KITS/SETUP-DERMATS_KITS.TP2~ #1 #0 // Fighter (half-orc) Kit : Hatred Carrier: v14
- DERMATS_KITS/SETUP-DERMATS_KITS.TP2~ #1 #1 // Ranger Kit : Hunter of Vermin: v14
- DERMATS_KITS/SETUP-DERMATS_KITS.TP2~ #1 #2 // Cleric Kit : Preacher of Flames: v14
- DERMATS_KITS/SETUP-DERMATS_KITS.TP2~ #1 #4 // Thief Kit : Shadow Surveyor: v14
- DERMATS_KITS/SETUP-DERMATS_KITS.TP2~ #1 #5 // Mage Kit (it replaces the summoner) : Savant Artilleryman: v14
- DERMATS_KITS/SETUP-DERMATS_KITS.TP2~ #1 #6 // Wizard Kit : Sorcerer: v14
- DERMATS_KITS/SETUP-DERMATS_KITS.TP2~ #1 #7 // Dual-Class Fighter -> Mage Kit : Warlord: v14
- APPENDIX

- 1PP/1PP.TP2~ #0 #104 // 1ppv4: GUI additions for BGII: v4.1.0 BWP Fix
- 1PP/1PP.TP2~ #0 #105 // 1ppv4: Avatar fixes: v4.1.0 BWP Fix
- 1PP/1PP.TP2~ #0 #106 // 1ppv4: Female Dwarves -> Separate Avatars for Female Dwarves - Baldur’s Gate II: v4.1.0 BWP Fix
- 1PP/1PP.TP2~ #0 #113 // 1ppv4: Smart Avatar & Armour Switching: v4.1.0 BWP Fix
- 1PP/1PP.TP2~ #0 #201 // 1ppv4: Consistent spell and scroll icons: v4.1.0 BWP Fix
- 1PP/1PP.TP2~ #0 #210 // 1ppv4: Increased papernoad object variety (core): v4.1.0 BWP Fix
- 1PP/1PP.TP2~ #0 #111 // 1ppv4: Thieves Galore -> BGII - Unique Thief Avatars: v4.1.0 BWP Fix
- 1PP/1PP.TP2~ #0 #300 // 1ppv4: Fixed animations for solars and elementals: v4.1.0 BWP Fix
- 1PP/1PP.TP2~ #0 #301 // 1ppv4: Miscellaneous content fixes: v4.1.0 BWP Fix
- SETUP-ASHESOFEMBERS.TP2~ #0 #5 // Priest of Oron Kit (WARNING: Only 9 priests kits are possible at any one time, including BioWare defaults.): v27 BWP Fix
- SETUP-ASHESOFEMBERS.TP2~ #0 #6 // Priest of Lahan-Riyashal Kit (WARNING: Only 9 priests kits are possible at any one time, including BioWare defaults.): v27 BWP Fix
- SETUP-ASHESOFEMBERS.TP2~ #0 #7 // Priest of Thieron Kit (WARNING: Only 9 priests kits are possible at any one time, including BioWare defaults.): v27 BWP Fix

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APPENDIX

-AURORA/SETUP-AURORA.TP2~ #0 #210 // Change gem and jewelry prices -> Reduce to 50%; v5.2.1
-AURORA/SETUP-AURORA.TP2~ #0 #247 // Change quest gold rewards -> Reduce to 50%; v5.2.1
-AURORA/SETUP-AURORA.TP2~ #0 #420 // Realistic random treasures -> Both 1 and 2 (no treasures lost); v5.2.1
-AURORA/SETUP-AURORA.TP2~ #0 #467 // Change creature gold carried -> Reduce to 25%; v5.2.1
-AURORA/SETUP-AURORA.TP2~ #0 #500 / PnP Helmed and Battle Horrors: v5.2.1
-AURORA/SETUP-AURORA.TP2~ #0 #520 // Realistic Kobold Commandos: v5.2.1
-TOBAURORA/SETUP-TOBAURORA.TP2~ #0 #0 // Aurora NPC for BG2:TOB: v1 BW Fix
-W_PACKMULE/SETUP-W_PACKMULE.TP2~ #1 #0 // Pack Mule -> Standard saddlebags: v1.4a BW Fix
-HAISASS/SETUP-HAISASS.TP2~ #0 #0 // Haiss the Wolf: v2.3 BW Fix
-HAISASS/SETUP-HAISASS.TP2~ #0 #10 // Haiss can be resurrected -> Moderate penalty (Constitution -4 temporarily); v2.3 BW Fix
-TB#KITS/TB#KITS.TP2~ #0 #0 // Biotic Vanguard: 1.1
-TB#KITS/TB#KITS.TP2~ #0 #1 // Add Biotic Charge to Haiss the Wolf: 1.1
-SANDRAHNPC/SETUP-SANDRAHNPC.TP2~ #0 #0 // SandrahNPC for BGT: v1.11.b
-SANDRAHRTF/SETUP-SANDRAHRTF.TP2~ #0 #0 // SandrahRTF Installation: v1.09.b BW Fix
-SETUP-SANDRAHTOT.TP2~ #0 #0 // Sandrah Times of Trouble Revisited: v1.01.b
-G3ANNIVERSARY/SETUP-G3ANNIVERSARY.TP2~ #0 #0 // The Gibberlings Three Anniversary Mod: v11
-TB#TWEAKS/TB#TWEAKS.TP2~ #0 #2050 // Improved Difficulty System. -> Serious dialogue (recommended): TB#Tweaks, V 2.61 BW Fix
-TB#TWEAKS/TB#TWEAKS.TP2~ #0 #3550 // WSPATCK for all (Taimon) -> Only for ** and up: TB#Tweaks, V 2.61 BW Fix
-SETUP-BGII-SUBRACE.TP2~ #0 #0 // GUI changes for subrace mod: v1.0 BW Fix
-SETUP-BGII-SUBRACE.TP2~ #0 #1 // GUI changes for subrace mod: v1.0 BW Fix
-MIGHT_AND_GUILE/MIGHT_AND_GUILE.TP2~ #0 #410 // Add the Sniper (thief kit): 4b12
-MIGHT_AND_GUILE/MIGHT_AND_GUILE.TP2~ #0 #360 // Add the Barbarian Ranger (ranger kit): 4b12
-MIGHT_AND_GUILE/MIGHT_AND_GUILE.TP2~ #0 #310 // Add the Corsair (fighter kit): 4b12
-MIGHT_AND_GUILE/MIGHT_AND_GUILE.TP2~ #0 #320 // Add the Marksman (fighter kit): 4b12
-MIGHT_AND_GUILE/MIGHT_AND_GUILE.TP2~ #0 #322 // Add the Elven Archer (ranger kit): 4b12
-MIGHT_AND_GUILE/MIGHT_AND_GUILE.TP2~ #0 #350 // Add the Mage Hunter (ranger kit): 4b12
-MIGHT_AND_GUILE/MIGHT_AND_GUILE.TP2~ #0 #360 // Add the Barbarian Ranger (ranger kit): 4b12
-MIGHT_AND_GUILE/MIGHT_AND_GUILE.TP2~ #0 #410 // Add the Sniper (thief kit): 4b12
-MIGHT_AND_GUILE/MIGHT_AND_GUILE.TP2~ #0 #420 // Add the Scout (thief kit) and revive the Swashbuckler: 4b12
-SETUP-BGTWEEK.TP2~ #0 #1809 // Import more NPCs into Shadow of Amn: Bab Snikt: 11 (5 Feb 12) BW Fix
-SETUP-BGTWEEK.TP2~ #0 #1810 // Import more NPCs into Shadow of Amn: Conchobhair Strongblade: 11 (5 Feb 12) BW Fix
-SETUP-BGTWEEK.TP2~ #0 #1811 // Import more NPCs into Shadow of Amn: Fethgyl Trollslayer: 11 (5 Feb 12) BW Fix
-SETUP-BGTWEEK.TP2~ #0 #1812 // Import more NPCs into Shadow of Amn: Jetlaya: 11 (5 Feb 12) BW Fix
-SETUP-BGTWEEK.TP2~ #0 #1813 // Import more NPCs into Shadow of Amn: Keiria Silverstring: 11 (5 Feb 12) BW Fix
-SETUP-BGTWEEK.TP2~ #0 #1814 // Import more NPCs into Shadow of Amn: Skeezzer Lumpkin Vi: 11 (5 Feb 12) BW Fix
-SETUP-BGTWEEK.TP2~ #0 #1815 // Import more NPCs into Shadow of Amn: Will Scarlet O'Hara: 11 (5 Feb 12) BW Fix
-SETUP-BGTWEEK.TP2~ #0 #1900 // Restore BG2 XP bonus for traps, locks, and scrolls: 11 (5 Feb 12) BW Fix
-SETUP-NPC_STONGHOLDS.TP2~ #0 #0 // NPC Strongholds: v1
-CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #60 // Weapon Animation Tweaks: v9
-CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #70 // Icewind Dale Casting Graphics (Andyr): v9
-CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #110 // Icon Improvements: v9
-CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #140 // Fix Boo’s Squeak: v9
-CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #200 // Remove Blur Effect from Items, e.g. Cloack of Displacement: v9
-CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #1270 // Change Cloakwood Mine Chapter End Change Trigger to Non-TotSC Behavior (plainab) (BETA): v9
-CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2040 // Universal Clubs: v9
-CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2090 // Change Experience Point Cap -> Remove Experience Cap: v9
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-CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2340 // Remove Summoning Cap for Celestials (Ardanis/GeN1e): v9
-CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2500 // Exceptional Strength Weight Limit Changes: v9
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-CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #3060 // Remove “You Must Gather Your Party...” Sound (Weimer): v9
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-REZMOD/SETUP-REZMOD.TP2~ #0 #105 // Consistent Kivan Portrait: 2.6 BWP Fix
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-SETUP-NMTP.TP2~ #0 #5 // Åëâ¿I
-SETUP-NMTP.TP2~ #0 #9 // Revised Thievery -> Use PnP thievery spells and prevent their effects from stacking: v4.92
-SETUP-NMTP.TP2~ #0 #11 // Chosen of Cyric encounter: v4.92
-SETUP-NMTP.TP2~ #0 #12 // Shadow Thief Improvements: v4.92
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-ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #101 // Prevent skeletal and incorporeal undead from being affected by Illithid's Devour Brain attack: v4.53
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-ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #130 // Additional racial traits for Dwarves: v4.53
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-SETUP-BP-BALANCER.TP2~ #0 #1 // XP for Spell Learning -> At 50% from your current configuration
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-SETUP-BP-BALANCER.TP2~ #0 #17 // Restore original BG1 creatures’ XP and items -> Keep custom items from other Mods
-SETUP-BP-BALANCER.TP2~ #0 #27 // Item and XP Balancing for 'Secret of Bone Hill (v2.75)' -> Also randomly remove SOME overpowered custom items (will not affect quest relevanted items)
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-SETUP-NSCPORTRAITS.TP2~ #0 #0 // Portraits for BG1 (BGT or EET): v3.0 BWP Fix
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