

## The Priska Connection

Being A Prelude to a Walkthrough for Part 2 of the Secret of Bone Hill v275a Quest Mod over EasyTuTu

### PREPARE

- 1) Enable CLUAConsole by adding `Debug Mode=1` underneath [Program Options] in the `baldur.ini` file in your main game directory.
- 2) Disable the REST UNTIL HEALED function.

### RESTENFORD

#### A.P.1.0 – Timing and Save the Game

Story (Good): Murder? Dear oh dear! What is the world coming to?

Story (Evil): Murder, 'ey? Without asking me? I don't think so, fella!

Leave the Castle Grounds area to get to the village proper (1137,2002; BH0100). Make sure that your clock is set to hour 19 of some day and that you leave fully rested. That means sleeping and/or buying and selling supplies in Restenford (in some sort of order) and using Control-T as little as possible before you travel to Garrotten. Stick to the time schedule below (**CHAPTER CODE – CHAPTER NAME (DAY-HOUR)**) after you get to Garrotten<sup>(A)</sup>. Save the game as **L2 Start** before you head for Garrotten.

<sup>(A)</sup> **Time Limit.** This is necessary to wake up in time for the Intervention later.

### THE TOWN OF GARROTTEN

#### A.P.1.1 – Garrotten (1-19)

Story (Good): Everybody ready? Then let's do this!

Story (Evil): Let's get this upstart.

Travel to Garrotten (3671,17 or 18,3010 depending on whether you had to sleep or not; BH2000). The trip will take exactly 24 hrs and you can be waylaid<sup>(A)</sup>.

<sup>(A)</sup> **Time Limit.** Check the time if you were waylaid. Quit the game if it is past day 1, hour 19, load your **L2 Start** save and try again.

### THE INTRIGUES AT THE INN

#### A.P.1.2 – Abandoned Building (1-19)

Story (Good): So this is Garrotten. Perhaps we should avoid the inn for a bit for I suspect that would be an ideal place for assassins to congregate. Look! An abandoned hut! Maybe we can establish a base of operation in there?

Story (Evil): By Bhaal! What a dump! Right. Best avoid the inn for now—no use running into any assassins before we know who's who in there. Let's see what's in that shack there.

Go to the Abandoned Building<sup>(A)</sup> and enter (4655,1614; BH2019).

<sup>(A)</sup> **Where?** Straight ahead to about 4300,2030, then continue at a slight angle to the right (path = 4331,3306; 4327,2978; 4233,2657; 4277,2342; 4300,2030; and 4496,1740).

#### A.P.1.3 – Priska 1 (1-19)

Story (Good): What a shame—the place is already occupied. But wait—aren't beggars the best sources information? Let's see what the fellow has to say, shall we? Do you have to pay people like that before they talk?

Story (Evil): Hell. A beggar. Let's see what the worm has to say. Yeah, yeah, I know the drill—give the man some gold.

Talk to Priska (276,218) and give him money (1-1-1).

#### A.P.1.4 – Priska 2 (1-19)

Story (Good): Indeed. Obstinate little fellow. Let's try again.

Story (Evil): Five bloody gold! Speak, you stinking maggot!

Talk to Priska again and ask him about the Assassins' Guild (1-1)<sup>(A)</sup>

<sup>(A)</sup> **Why?** To be told that there actually is an Assassins' Guild (AG) in Garrotten.

#### A.P.1.5 – Priska 3 (1-19)

Story (Good): Why, what a useful little creature! Pray continue, my good man!

Story (Evil): I said SPEAK, motherfucker!

Talk to Priska again and ask him about the people at the inn (1-2-1-1)<sup>(A)</sup>.

<sup>(A)</sup> **Why?** To find out how to contact the AG and that it has a representative at Castle Garrotten.

#### A.P.1.6 – Deal with Priska (1-19)

Story (Good): Excellent. Let's leave him to it, I say. Whoa there, little fellow! That's quite enough! Ha, ha, looks like we've given the poor creature more money than he's ever seen! Why don't we leave stealthily so he doesn't follow us all day! Ha, ha! Everybody ready? Shut the door behind you, will you? We wouldn't want the poor fellow to catch a cold or anything.

Story (Evil): That's it? Bloody blabbermouth. Kill him or he'll have blown our cover before we're out of here.

Make sure Priska doesn't see you leave (*invisibility*, *Hide in Shadows*) and shut the door behind you (can be tricky) after you've left the hit or kill him if you should happen to be evil for some reason<sup>(A)(B)</sup>.

<sup>(A)</sup> **Why?** Priska will stick to you like glue because you gave him money in Priska 1, which could complicate the upcoming fight.

<sup>(B)</sup> **Killing Priska.** No loss of Reputation and it gets you your gold back as well as a *ring of protection* +2.

### PROVOKE THE GUILD

#### A.P.1.7 – To the Inn (1-19)

Story (Good): Well, it looks like the inn would be a good place to start after all, doesn't it?

Story (Evil): Ha! Told you so, didn't I? Let's go see what these assassins are made of.

Leave the Abandoned Building to get back to the town proper (164,475; BH2000).

#### A.P.1.8 – House of Abraham 1 (1-19)

Story (Good): How nice! There must be a band playing!

Story (Evil): Blood and guts! What's that Infernal sound?

Go the inn<sup>(A)</sup> and enter (4478,2363; BH2020).

<sup>(A)</sup> **Where?** First building south of the Abandoned House.

#### A.P.1.9 – Basmar 1 (1-19)

Story (Good): Ah! That must be this Basmar fellow. Excuse me, good sir, might we have a word?

Story (Evil): Nice. Looks like they're all here. Hey, you! What's this I hear about Assassins' Guilds?

Talk to Basmar (384,519; 1-1-1)<sup>(A)</sup>.

<sup>(A)</sup> **Why?** To avoid having to address him twice when it matters

#### A.P.1.10 – Wilfong (1-19)

Story (Good): Hmm.. Could it be that Priska was mistaken? Let's try someone else.

Story (Evil): Really? Well, watch this, fella! Hey you! At the table! You part of this gang as well?

Talk to Wilfong (486,721)<sup>(A)</sup> and ask him about \*the other guests\* (2-2-1-1-1-1-1-1-1-1).

<sup>(A)</sup> **Why?** To get Basmar to say the right things when you talk to him again, to confirm that Basmar and his cronies are in league with the AG, and that strange things are afoot at Castle Garrotten.

#### A.P.1.11 – Basmar 2 (1-19)

Story (Good): Oh dear! Basmar was lying! Let's give him a chance to redeem himself.

Story (Evil): What say you now, \*captain\*? Speak or eat steel!

Talk to Basmar again (1-1-1-2[different purpose]-2[good]-1[spy]-1-1)<sup>(A)</sup>. Wait for Basmar and Philmar (and Oscar if he is still in sight) to leave the inn and save the game as L2 pre BOP.

<sup>(A)</sup> **Why?** To get the name of the AG's representative at the Castle (journal update).

### THE BOP ATTACK

Story (Good): Good work, I say! That's two people telling us that an Assassins' Guild exists and that it has a representative at the castle! And now we even know the name of that man! Ho! Where is everybody going? Best get after them to see what they're up to!

Story (Evil): Hell and damnation! After them!

#### A.P.1.12 – Follow Basmar (1-19)

Leave the inn to get back to the town proper (216,734; BH2000)<sup>(A)</sup>.

<sup>(B)</sup> **Time Limit.** Do not take longer than an hour to deal with the upcoming fight.

#### A.P.1.13 – BOP Attack (1-19)

Story (Good): It's an ambush! Defend yourselves!

Story (Evil): Nice! KILL THEM ALL!

Deal with the attackers, making sure you get all of them<sup>(A)</sup>. You may want to collect the—not inconsiderable—goodies<sup>(B)</sup>.

<sup>(A)</sup> **Where?** Initially, Oscar is at 4252,2220; Basmar is at 4175,2462; Philmar is at 4513,2532. Each is accompanied by at least two goons.

<sup>(B)</sup> **Time Limit.** Check the time. Quit the game if it is past day 1, hour 19, load your L2 pre BOP save and start again with A.P.1.12.

### THE INTERVENTION

#### A.P.1.14 – House of Abraham 2 (1-19)

Story (Good): By Jove! These people may be tougher than we thought! Perhaps we should get back to the inn and get some rest. It *did* take us a day to get to this town and we'd better make sure we can think clearly and have our spells in order before we have to deal with another known assassin at the castle.

Story (Evil): Bloody Hell! I need a drink!

Enter the inn (4478,2363; BH2020).

#### A.P.1.15 – Glami 1 (1-19)

Story (Good): I say, barkeep. Could we possibly spend the night here?

Story (Evil): Yo! Barkeep! Get us something to drink!

Talk to Glami (552,636) and be direct (1-1-1-1)<sup>(A)</sup>. Abraham appears. Ignore him<sup>(B)</sup>.

<sup>(A)</sup> **Why?** So Glami can run to the castle tonight to tell the Lord Mayor that there's people in town doing things she cannot condone—which triggers the Intervention.

<sup>(B)</sup> **Why?** Talking to Abraham leads to a 'no-save-no-rest' situation which complicates things needlessly.

#### A.P.1.16 – Glami 2 (1-19)

Story (Good): Perhaps the fellow didn't quite catch our drift. Let's ask again.

Story (Evil): I said DRINKS, insect!

Talk to Glami again and ask to see his services (1).

#### A.P.1.17 – Sleep (1-19)

Story (Good): Thank you kindly, my good man. And a good night to you as well!

Story (Evil): At leasht that cripple knowsh how to pour drinksh when he finally getsh to it. Now getsh me a room, you bashtard!

Sleeping should take 8 hours. Note that a dream from the main game may happen, granting your MAINCHAR a special ability.

#### A.P.1.18 – Wait. Uhm..., Have Breakfast? Memorize Spells? Deal with the Hangover? (2-03)

Story (Good): Good morning everyone! Shall we get our spells in order and get going?

Story (Evil): By the pearly spine of Baftis! My head! Let's hang back for a while.

[Tap Control-T—leaving the game unpaused—until the Intervention happens<sup>\(A\)</sup>.](#)

<sup>(A)</sup> **Time Limit.** The Intervention should occur before daylight. It used to occur around day 2, hour 5 in most runs but it took until day 2, hour 7 on this, the last one. If the Intervention doesn't happen you could try quitting the game, loading your [L2 pre BOP](#) save and start again with **A.P.1.12**, making sure you follow the timeline.

### **A.P.1.19 – Intervention (2-07)**

Story (Good): Hello! Is that a *teleport* spell? Could we... Oh, *goody*!

Story (Evil): I don't think so, orc! Hey! WTF?

[Listen to Captain Ascue and then the Lord Mayor \(1-1-1-2-1\)<sup>\(A\)</sup>.](#)

<sup>(A)</sup> **Why?** Because you've put your foot in it anyway and don't need the Lake Lizards quest.

## **CHIEF HIRELINGS OF THE LORD MAYOR**

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### **A.P.1.20 – Do As the Nice Lord Mayor Says... Sort Of (2-07)**

Story (Good): Phew! That went rather well, all things considered. Well, the good Lord Mayor is right, of course. I mean, would you want people to take matters into their own hands if you were Mayor? Well, we had better back to Pelltar and tell him that the investigation is in good hands now.

Story (Evil): (whispers) By Bensozia! Tasty broad, what? Now, let's go find this Sangster.

[Leave the throne room, following the wooden planks running down the middle of the room, through the doors, down the next hall, until you get to the second doorway \(1626,1324\). Now, part of a flight of stairs has become visible to your left \(the right of the screen\).](#)

### **A.P.1.21 – East Staircase (2-08)**

Story (Good): Still, I must admit to thinking it rather a shame that we can't continue our investigation. Oh well, it's... Hey! Skie<sup>(A)</sup>! Wait! Where are you going?

Story (Evil): Damn and blast! Where is he? Let's try the stairs over there.

[Approach the east staircase \(1817,1047\) to have the orc lieutenant on the stairs \(2043,809\) tell you to go away<sup>\(B\)</sup>.](#)

<sup>(B)</sup> **Skie.** Fill in the name of the Thief—or least law-abiding individual—in your party.

<sup>(B)</sup> **To the Designer.** Excellent sound!

### **A.P.1.22 – Landing and Bookcase (2-08)**

Story (Good): Skie! Stop!

Story (Evil): Out of my way, pig!

[Climb the stairs, turn left and explore the landing until you get to the northernmost part. Press TAB to reveal the northernmost bookcase and see what's in it \(1962,69\).](#)

### **A.P.1.23 – Mass Invisibility (2-08)**

Story (Good): Skie! For the last time...! What? Indeed! Well, maybe that changes things a bit. Do you think we should.. (sigh) Well, alright then. But only because the Gods have provided!

Story (Evil): Dammit! Nothing. Take everything of value and let's move. What? Whahaaaa! What idiot leaves something like that lying around, hey? Do your worst, Wizard!

[Take the scroll of \*mass invisibility\*<sup>\(A\)</sup> from the bookcase<sup>\(B\)</sup> and have your Wizard cast the spell.](#)

<sup>(A)</sup> **To the Designer.** Nice one!

<sup>(B)</sup> **Servant.** Interestingly, the servant next to the bookcase often heads straight for the throne room after this. Unfortunately, he doesn't warn the people there that people are robbing the place. Pity that, 'coz you can address him and 'scare him into shutting up'—sort of—if you want to.

### **A.P.1.24 – West Staircase (2-08)**

Story (Good): Well. I suppose we might as well make good use of the situation and see if we can get past all those guards down there to the west wing.

Story (Evil): Hahaha! Fools! Now, let's get to the other side to see what's what.

[Make haste \(the spell won't last forever\), get back down the stairs \(1763,1050\) and across the hall, following the wooden planks running the width of it, past Captain Ascue, to get to the bottom of the west staircase<sup>\(A\)</sup> \(928,1378\).](#)

<sup>(A)</sup> **Where?** In a southwesterly direction from the bottom of the east staircase until you run into Ascue at 928,1378 and then to his left to the bottom of the west stairs (path = 1763,1050; 1036,1336; 1008,1347; 928,1378; and 690,1372)

### **A.P.1.25 – Alarm! (2-08)**

Story (Good): (whispers) Oops!! Quick! Up the stairs!

Story (Evil): Hehehe... \*they never see me coming\*. Rats! Keep moving, keep moving.

[Climb the stairs to travel to the Second Floor \(297,1379; BH2102\)—setting off the alarm while doing so<sup>\(A\)</sup>.](#)

<sup>(A)</sup> **Exit.** The alarm seems to be triggered by passing the first steps of the stairs. Since you must gather your p-h-arty to get to the second floor, you can't use such tricks as *dimension door*—or even *Lutzaen's-jiggety-what's-its-name*—and have a single individual explore the second floor.

### **A.P.1.26 – Organ Room (2-08)**

Story (Good): Hmm... too many guards here as well. Let's move to some less crowded area. Or perhaps to where that organ is playing—the music might prevent people from hearing us skulk about.

Story (Evil): Gods above! Let's go tell that idiot to shut the Hell up!

[Go north, following the rickety wooden flooring, then west through the doorway, straight ahead and then through the next doorway into the organ room<sup>\(A\)</sup> to run into Sangster \(1183,766\) and his goons.](#)

<sup>(A)</sup> **Where?** As above (path = 191,1143; 223,936; 461,684; and 865,565).

### **A.P.1.27 – Check Out Sangster (2-08)**

Story (Good): Blimey! Is that him? The Gods are surely with us today! Let's hear what he's saying to these youngsters with him. Quick! Before the spell ends. By Jove! Is he really showing these children how to disembowel a man?

Story (Evil): That's him! Get him!

Take up tactical positions in the room, wait until the *mass invisibility* ends and your party becomes visible, upon which Sangster will say \*And that's how u gut 'im see? Look out boys. We gots company. Hey there! You best turn around and 'ead back downstairs where u belong!\*

#### A.P.1.28 – (2-08) Confront Sangster (2-08)

Story (Good): No so fast, sir! That wasn't fish you were discussing just now! I'm afraid you're going to have to answer some serious questions, my good man! I say! Are you listening to me at all? Whoa!

Story (Evil): Don't get smart with me, fella!

Try to talk to Sangster until he says \*I Warned ya! Time to see whatcha learned boys! Get 'um!\* and attacks.

#### A.P.1.29 – Kill da Lot 1 (2-08)

Story (Good): Have at thee, fiend!

Story (Evil): That's better! KILL DA LOT!

Deal with Sangster and his cronies. Collect the goodies. Don't bother with stealth anymore<sup>(A)</sup>.

<sup>(A)</sup> Why? This fight doesn't anger any of the other inhabitants of the Castle and you want at least one of your party to be visible for the next step.

### GET PROOF

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#### A.P.1.30 – Back to Arrness (2-08)

Story (Good): Oh dear! Look at those guards! They are as surprised as we are! Sangster must have somehow managed to escape detection until now. Right under the Lord Mayor's *very nose*! She must be warned that an Assassins' Guild is operating from her own castle!

Story (Evil): Hahahaaaa! Don't tell me that witch downstairs didn't know about this! Back to the throne room! Let's go in guns blazing!

Go back the way you came and go downstairs (311,1591; BH2101), where Captain Ascue (892,1392) will see you and call for the guards. Now, the guards turn red, others turn up, and even the Lord Mayor herself and two named individuals—one called Tellish and the other Rogan—come running from the throne room. Note that not all castle guards will turn red (initially, at least) and that the servant from the landing with the bookcase (AP.1.23) is quite likely to be wandering about.

#### A.P.1.31 – Kill da Lot 2 (2-08)

Story (Good): What is this? Is everybody in on this? Defend yourselves, guys! Watch out for civilians!

Story (Evil): I knew it! SPARE NO ONE!

Deal with your opponents. Collect the goodies and make sure that you keep and read the \*letter from Qualton\* from Tellish's corpse.

### REPORT BACK

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#### A.P.1.32 – Get Out (2-09)

Story (Good): Treachery! Pelltar must know about this before it is too late! Stay alert, friends, for I don't think this is over yet!

Story (Evil): Proof enough for me. Let's get the Hell back to that wizard so we can get back to me becoming the God of Murder. KILL! MAIM! MUTILATE! Leave no one alive!

Leave the Grand Hall to enter the Courtyard (2020,1825; BH2100)<sup>(A)</sup>.

<sup>(A)</sup> Where? Go to the portal (1626,1324) where you stopped after you first left the throne room to get up the east stairs, enter the corridor and continue straight ahead in a southeasterly direction (path = 1626,1324; 1828,1595; and 2020,1825)

#### A.P.1.33 – Courtyard (2-09)

Story (Good): Wait! What is that strange statue down there?

Story (Evil): Aaaaaaah! That felt good! What? A statue? What of it?

Proceed straight ahead from your point of entry to get out of the courtyard—dealing with any opposition you meet on the way—and end up right on the edge of the precipice outside (2151,1934)<sup>(A)</sup>, where you'll spot a statue of Kord, the God of War, below (2299,2153).

<sup>(A)</sup> Where? Move in a diagonal direction from the upper left to the lower right of your screen (path=1066,714; 1341,964; 1686,1168; 1809,1475; 2027,1766; and 2151,1934)

#### A.P.1.34 – Statue of Kord (Flaming Watcher) (2-09)

Story (Good): I don't think I like this one bit. It looks kinda odd, this statue—doesn't quite with the scenery if you what I mean. Let's proceed carefully until we know why it's there.

Story (Evil): Kord? God of What? Hah! Let's see what he has to say for himself, shall we?

The idea is that you get all the way down the area exit. To this end, you have to move down the ramp (1733,2044), turn right (left on the screen) and then down the next ramp to the area exit (486,3748).

However. Approaching the Statue of Kord while carrying arms (equipped or non-equipped) will cause some sort of spirit to appear, which will *flame strike* the first of your party members it can get a lock on. It will see through *invisibility* and can either be confronted or avoided<sup>(A)</sup>.

<sup>(A)</sup> **Flaming Watcher (Going Down)**. While you could send the most fire-resistant member of your party to the statue first so he/she'll take the *flame strike* and the others can pass, I distinctly dislike suffering damage for any reason at all so I never do that. There are probably several ways to get past the statue unharmed and here's two of them.

1) Store *all weapons* in your possession (equipped and non-equipped) into a *bag of holding*, walk past the statue (read the warning on the pedestal on your way down; 2387,2220) and re-equip your whole party.

2) If you can't be bothered with this or when one of your party should have humungous amounts of, say *darts of wounding*, you can also cast *wizard eye* from where you're standing and send it ahead to clear the fog of war from the way down all the way to the area exit (via 1733,2044; 2163,2290; 1826,2479; 1430,2593; 994,2516; 597,2620; 207,2768; 76,3050; 214,3320; 488,3464; 486,3748; or a similar route). Position your party around 1119,2623, move the screen to the left so that the statue is no longer visible, and then move the party to 1292,1892 one at a time—taking your time with each of them because you can no longer see them all the time. This prevents the statue from using its *flame strike*. It could happen that the statue *does* spot one of your party members—strangely enough always Shar-Teel in my case—but it shouldn't release its *flame strike* now (although this could be because Shar-Teel was wearing *boots of speed* at the time).

The same procedure applies when there's no longer any fog of war (because you've been there earlier or, for instance, after you've cast *clairvoyance*) only without the *wizard eye*.

### A.P.1.35 – Restenford (2-09)

Story (Good): Right. That wasn't easy but it worked. Back to Restenford it is!

Story (Evil): See? That's how you deal with upstarts like that! God of War my ass! Okay. Calm down, people. We don't want to kill the wizard.

Travel back to Restenford (486,3748; BH1000). The trip takes one day and you can be waylaid.

### A.P.1.36 – Pelltar 1 (3-09)

Story (Good): What time is it? Then he must be in his mansion! Forward!

Story (Evil): What's the time? So the blighter's in his mansion? Move! And remember—don't kill him!

Enter Pelltar's mansion (3497,2451; BH0109) and talk to Pelltar (666,322) to hear him ask you to \*go get Qualton's confession\*.

## THE FINAL ENEMY

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### A.P.1.37 – To the Temple (3-10)

Story (Good): Of course! The man must be stopped!

Story (Evil): Ye Gods! Can't he do anything himself? Let's see if we can do this before drinkies!

Leave Pelltar's mansion and travel to the Temple Area (13,2800; BH0300). Note that you can be waylaid even though the trip takes no time.

### A.P.1.38 – Phaulkon Abbey (3-10)

Story (Good): Hang in there guys! We're almost there!

Story (Evil): Shut-iiiiiiiit! Move!

Go to Phaulkon Abbey and enter (4265,646; BH0302).

### A.P.1.39 – Confront Qualton (3-10)

Story (Good): That's his room!

Story (Evil): Leave him. I'm getting tired.

Ignore Almor. Enter Qualton's (399,161; BH0310), confront the man (344,326) and hear him \*explain\* himself.

### A.P.1.40 – Kill Qualton (3-10)

Story (Good): By the Gods! Defend yourselves!

Story (Evil): The guy is a complete maniac! Kill him.

Deal with the mad cleric and collect the goodies—evidence, of course.

## ENDING THE ADVENTURE

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### A.P.1.41.1 Good – Leave the Abbey (3-10)

Story (Good): Poor man! He was clearly quite mad! Let's report back to Pelltar.

Leave Qualton's room (658,334; BH0302), ignore Almor one last time and leave the Abbey to get back to the Temple Area (254,545; BH0300).

### A.P.1.41.2.1 Evil – Get Rid of Almor (3-10)

Story (Evil): Idiot. Hold on... (grins evilly) Remember that secret room back in the temple? Let's do this!

Leave Qualton's room (658,334; BH0302), tell Almor that his \*boss doesn't seem to be feeling too well\* and watch him speed off.

### A.P.1.41.2.2 Evil – Secret Door (3-10)

Story (Evil): Whaaahaaaaa! \*Isn't feeling too well\*! Hahahahaaaaaaa! Priceless!

Press TAB and use the lever (289,298) to move the altar and go down the stairs (531,379; BH0308).

### A.P.1.41.2.3 Evil – Loot & Leave (3-10)

Story (Evil): Don't bother closing it guys—no one's gonna touch us after this. Take da lot!

Loot the place and go back to the Temple area (158,165; BH0300). Note that the left bookcase is trapped and the right one locked.

### A.P.1.42 – Restenford (3-10)

Story (Good): Phew! That was quite the ordeal, wasn't it! Let's hope this has helped the good people of Restenford and poor Andrella and that this ends this whole unsavory episode so that we can back to our normal lives.

Story (Evil): Not bad. Let's off to see the wizard.

Travel back to Restenford (5027,2973; BH1000). Note that you can be waylaid even though the trip takes no time.

### A.P.1.43 – Pelltar 2 (3-10)

Story (Good): To the mansion!

Story (Evil): Move!

Enter Pelltar's mansion (3497,2451; BH0109) and talk to Pelltar (666,322). Listen to his advise and wise words and then be *teleported* back to Wyrms Crossing for 15,000 xp, which saves you quite a journey and puts you right where you won't miss the smuggler.

## BACK TO BUSINESS

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Story (Good): Can we get some sleep now?

Story (Evil): Move, you bastards! We've got a Throne to find!

### 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]
```

-EASYTUTUDEGREENIFIER.TP2~ #0 #0 // EasyTutu Degreenifier  
 -SETUP-BONEHILLV275.TP2~ #0 #0 // Secret of BoneHill (Requires BGT or Tutu): v2.75a  
 -SETUP-BP-BGT-WORLDMAP.TP2~ #0 #0 // Worldmap for Baldur's Gate - including colored Baldur's Gate map icons: v9.0.1  
 -BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #110 // Icon Improvements: v11  
 -BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #130 // Force All Dialogue to Pause Game: v11  
 -BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #1010 // More Interjections: v11  
 -BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #1060 // Breakable Iron Nonmagical Shields, Helms, and Armor: v11  
 -BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #1070 // Improved Multi-Player Kick-out Dialogues: v11  
 -BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #1080 // Add Bags of Holding: v11  
 -BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #1090 // Exotic Item Pack: v11  
 -BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #1120 // Stores Sell Higher Stacks of Items: v11  
 -BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #2090 // Change Experience Point Cap -> Remove Experience Cap: v11  
 -BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #2240 // Un-Nerfed THAC0 Table: v11  
 -BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #2250 // Un-Nerfed Sorcerer Spell Progression Table: v11  
 -BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #2260 // Alter Mage Spell Progression Table -> Un-Nerfed Table (Blucher): v11  
 -BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #2270 // Alter Bard Spell Progression Table -> Un-Nerfed Table (Blucher): v11  
 -BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #2280 // Alter Cleric Spell Progression Table -> Un-Nerfed Table (Blucher): v11  
 -BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #2290 // Alter Druid Spell and Level Progression Tables -> No Level Progression Changes, Un-Nerfed Druid Spell Table Only (Blucher): v11  
 -BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #3000 // Higher HP on Level Up -> Maximum: v11  
 -BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #3012 // Maximum HP for NPCs (the bigg) -> For Party-Joinable NPCs Only: v11  
 -BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #3030 // Easy Spell Learning -> 100% Learn Spells: v11  
 -BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #3080 // Unlimited Ammo Stacking: v11  
 -BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #3090 // Unlimited Gem and Jewelry Stacking: v11  
 -BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #3100 // Unlimited Potion Stacking: v11  
 -BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #3110 // Unlimited Scroll Stacking: v11  
 -BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #3121 // Happy Patch (Party NPCs do not complain about reputation) -> NPCs Can Be Angry About Reputation but Never Leave (Salk): v11  
 -BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #3125 // Neutral Characters Make Happy Comments at Mid-Range Reputation: v11  
 -BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #3200 // Sellable Items (Icelus): v11  
 -BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #4031 // Consistent Stats: Edwin -> Use BG2 Values: v11  
 -BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #4041 // Consistent Stats: Jaheira -> Use BG2 Values: v11  
 -BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #4061 // Consistent Stats: Minsc -> Use BG2 Values: v11  
 -BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #4071 // Consistent Stats: Viconia -> Use BG2 Values: v11