

# THE BiG WORLD

## Entire installation instructions for the BGT-WeiDU Super Mega Install

**Step for step installation instructions for the megamod, consisting of 260 single mods.**

Third Edition *beta*, english version

### INTRODUCTION:

After the release of Baldur's Gate II: Throne of Bhaal, 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 loaded into/on top of Baldur's Gate and added new NPC's, areas, equipment, and most importantly new adventures.

With the WeiDU-Installer and the BGT-WeiDu Mod it is possible to play Baldurs Gate not as before only with one or another mod, but to join the majority of all the mods appeared up to now to one single epic play. Because you can create one epic BG game in one huge world, and due to the fact that the modders as well the players are living all over the world, what's closer than to name this megamod BiG world project?

The Big World is an ongoing project to bring together as much mods as possible into one complete game so that they can be loaded and played at the same time.

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

1. You can play BG1 with the more advanced engine of BG2. Thereby every functions introduced with BG2 are also available in the BG1 part.
2. You may want to take up only additional NPCs for BG2 in your group.
3. You may like to extend your play only by one or other additional quest.
4. However, you also can combine possibly all existing mods to a unique, huge play experience. For such a megamod installation these instructions are intended.

Because the megamod can be composed individually from countless different mods and a big number of mods is still being developed or adapted and constantly new mods are added, there can be nowadays still no final statement about a ready and everywhere stable arrangement. Many developers make an effort of a stable "core" of the big mods together with BGT and BP which can be complemented then with the wide range of smaller mods.

By the additional installation of smaller mods or NPCs it is urgently to be recommended to obey the installation instructions instead of installing at haphazard. Many of the mods are compatible, for instance, in one order, but not in another, and many of the single components, in particular the tweaks, have mutual consequences or do not get on at all. All this interaction, as far as known up to now, are taken into consideration with this order.

The whole installation procedure is faultless. That means not, however, that the plays themselves are faultless. Notice: the more mods you install, the higher is the risk that up to now undiscovered conflicts appear.

**In which configuration you want to play, the mods BG2 Fixpack, BGT Trilogie and BP\_BGT\_Worldmap must be installed in any case.**

## CONTENT:

### INTRODUCTION BEFORE YOU START

- A. INSTALLING MODS WITH WEIDU
- B. INSTALLATION WITH .BAT FILES
- C. AVOID PROBLEMS

#### 1. CONDITION

- 1.1. Clean install
- 1.2. Backup
- 1.3. BG2 Fixpack-v4
- 1.4. Scriptable\_Spells-v1.4

#### 2. „PRE-NEJ“ MODS

- 2.1. Worship the Unseeing Eye-mod v 1
- 2.2. Tortured Soul Quest
- 2.3. Dark Ritual v1.01
- 2.4. Oversight v10

Quest

#### 3. NEVER ENDING JOURNEY (NEJ)

- 3.1. Never Ending Journey v2v42b
- 3.2. BGTNEJ
- 3.3. NEJ2v602

Quest

#### 4. INSTALLATION OF THE BIG BG2 MODS

- 4.1. The Darkest Day v.1.12
- 4.2. Shadows Over Soubar v.1.12
- 4.3. Check the Bodies v1.9.  
ChecktheBodies\_FastForward\_v1.1\_for\_CtB\_v1.8
- 4.4. Tortured Souls TS-BP v6.10
- 4.5. Region of Terror 2.1
- 4.6. Ascension v1.4.2

Quest

Quest

Quest

Quest

Quest

Quest

#### 5. BGT TRILOGY

- 5.1. Baldur's Gate Trilogy – WeiDU BGT-WeiDU v1.04
- 5.2. Backup

BG1

- 5.3. Restored Prologue Textscreen Music for BG1TuTu and BGT-WeiDU v 6

BG1

- 5.4. Baldur's Gate Trilogy-Never Ending Journey 2 Compatibility Modification v 1

- 5.5. BGTNeJ2 v1.0b

#### 6. INSTALLATION OF THE BIG BG1 MODS

- 6.1. Dark Side of the Sword Coast DsotSC4BGTv195
- 6.2. Northern Tales of the Sword Coast v1.45 NTotSC4BGT155
- 6.3. Secret of Bonehill v2.10
- 6.4. Drizzt Saga v1.0

BG1

Quest

BG1

Quest

BG1

Quest

BG1

Quest

#### 8. BG1 QUEST MODS

- 7.1. Slime Quest v1.6
- 7.2. The Grey Clan Episode I: In Candlelight v1.8
- 7.3. The Lure of the Sirine's Call v7 - for BGT-WeiDU

BG1

Quest

BG1

Quest

BG1

Quest

#### 8. BG1 STORES AND ITEMS

- 8.1. Herbs and Potions Add-in for Baldur's Gate 1
- 8.2. ThalantyrItemUpgradeMod v.2
- 8.3. Lost Items Version Revised 2

BG1

Item

BG1

Item

BG1

Item

#### 9. BG1 NPC MODS

- 9.1. BG1 NPC Project v14  
BG1NPCMusic
- 9.2. Indira\_v10.2\_BGT

BG1

NPC

BG1

NPC

BG1

NPC

Big World setup\_1.bat

Big World setup\_2.bat

9.3.	Mur'Neth v7	BG1	NPC
9.4.	Mulgore & Xavia NPC v3.0 for BGT	BG1	NPC
9.5.	Jonathan_NPC_BGT v0.1	BG1	NPC
9.6.	Xan's friendship path for BG1 v3	BG1	NPC
10.	BG1 RULES AND TWEAKS		
10.1.	BG1 Unfinished Business for BGT-WeiDU (4b3.1)	BG1	Tweak
10.2.	Adventures_in_Papperland-WeiDU		NPC
10.3.	Ghost		
10.4.	Munchmod v2.6		Item
10.5.	Improved Battles Mod v5		Tweak
10.6.	Ding0's QuestPack v2.3		Quest
10.7.	Sword Coast Stratagems v6	BG1	Tweak
11.	BG2 QUEST MODS		
11.1.	Expanded Thief Stronghold v2.14		
11.2.	Ajoc's Minimod v1.6		Quest
11.3.	Desecration of Souls V2.6		Quest
11.4.	Every Mod and Dog V EMaDv3_260605		Quest
11.5.	Planar Sphere 2.6a		Quest
11.6.	Tower Of Deception v2		Quest
11.7.	The Bigg Quest Pack		Quest
11.8.	The Black Rose Part I: Market Prices		Quest
11.9.	Silberdrachenblut v1.1		Quest
11.10.	Spellhold Gauntlet Version 1.0		Quest
11.11.	CliffHistory		
11.12.	Dungeon Crawl v2		Quest
12.	BG2 TACTICAL ENCOUNTERS		
12.1.	CoM Encounters v1.02		
12.2.	Deeper_Shadows_of_Amn_v2.2 (DSOA)		
12.3.	Domains of Dread-WeiDU		
12.4.	Improved Asylum .92		Tweak
12.5.	Super Firkraag Mod v14		Tweak
13.	BG2 STORES AND ITEMS		
13.1.	Alex Macintosh v2		Item
13.2.	Bag Bonus v1.0		Item
13.3.	Ribald's Genie v2.6		Item
13.4.	Boards of Magick item pack v1.3		Item
13.5.	Baldurs Gate 2 Shadows of Amn Item Import Mod (BG2SoA Items) v3		Item
13.6.	Dark Ritual v1.01		
13.7.	Exnem's Addon = Exnem Vault v5		
13.8.	Freedom's Reign / Reign of Virtue v4		
13.9.	Heart Of The Wood _WeiDU		Item
13.10.	Herbs and Potions Add-in for Baldur's Gate 2		Item
13.11.	Improved Horns of Valhalla v1.2		Tweak
13.12.	Improved Volcano! Pack Version 1.8		
13.13.	Item Value Tweaks ItmValueTweaks		Item
13.14.	KWolf_NPC_WeiDU		Item
13.15.	RItemPackV2 = RPG Dungeon Item Pack		Item
13.16.	Rolles_v2		Item
13.17.	RTT Item Pack:		Item
13.18.	Ruad Ro'fessa Item Upgrade v20		Item
13.19.	The Magnificent Magic Shop		Item
13.20.	The Unusual Oddities Shop v.3		Item
13.21.	Underrepresented Items (From Icewind Dale 2) v5		Item
13.22.	Weimer's Item Upgrade v35		Item
	Item Upgrade Audio		
13.23.	SP Items = Daniel Goodrich's Custom Item Collection		Item
13.24.	A Mod for the Orderly		Item
13.25.	BloodOfTheMartyr_WeiDU		Item
13.26.	Enhanced BG2		Item/Tweak
13.27.	Food and Herbal Mod v 1.00 (Foodmod)		Item

13.28.	Lord of the Rings Item Pack v1.02	Item
13.29.	Rupert the Dye Merchant v1.0	Item
13.30.	Selune's Armoury v1	Item
13.31.	Realm of the Bhaalspawn Armor Set	Item
14.	BG2 NPC MODS	
14.1.	Amber v2.4	NPC
14.2.	Edwin Romance SoA + ToB	NPC
14.3.	Tsujatha v10	NPC
14.4.	Saerileth v13	NPC
14.5.	Beyond the Law	NPC
14.6.	Ajantis v1.1	NPC
14.7.	Chiara v1.02mB_163	NPC
14.8.	Drizzt Do'Urden v1.8	NPC
14.9.	Elvanshalee	NPC
14.10.	Fade SoA Beta22r = Fade SoAV3	NPC
14.11.	Goo the Disembodied Floating Eyeball v2.0	
14.12.	Horace v1.70	NPC
14.13.	Kari v 1.3b	NPC
14.14.	Kido v6.1	NPC
14.15.	Ariena v1	NPC
14.16.	Kindrek v2.4	NPC
14.17.	Malthis ServiceVersion 1	NPC
14.19.	LuvNaliaWeidu106	NPC
14.20.	Neh'taniel Alpha 2.7 <i>Neh'taniel Alpha 2.1</i>	NPC
14.21.	Shar-Teel v1.0b	NPC
14.22.	Silverstar 192	NPC
14.23.	Summon Bhaalspawn v2	
14.24.	Valen v45	NPC
14.25.	Vanim v1_4	NPC
14.26.	Xan v6 Xan's BG2 voice for BG1 Version 1	BG1 NPC
14.27.	Yasraena v8german	NPC
14.28.	Biddekelorak v1	NPC
14.29.	Azure NPC BETA v3	NPC
14.30.	Frennedan v1.01	NPC
14.31.	Alora NPC Mod Version 1.01	NPC
14.32.	AurenAseph-v6	NPC
14.33.	Perils of Branwen v0.8.05d	NPC
14.34.	Matt Damon v1	NPC
14.35.	Taim 1.2	NPC
14.36.	Thael v1_6	NPC
14.37.	Hanna v2.2	NPC
14.38.	Kim 1.5d	NPC
14.39.	Lester v0.7	NPC
14.40.	Stivan the Hunter v1.0 (Alpha)	NPC
14.41.	Tiax_v1	NPC
14.42.	Au service d'Oghma Version 1	NPC
14.43.	Therrin NPC	NPC
14.44.	Eldoth	NPC
14.45.	Roar	NPC
14.46.	Teddy	NPC
14.47.	Gavin-v1.3Beta	BG1 NPC
14.48.	Sarah SoA v1.1	NPC
15.	BG2 ONE-DAY NPCS	
15.1.	Alassa NPC	NPC
15.2.	Allison NPC v1.6	NPC
15.3.	Anishai v1.2	NPC
15.4.	Bons Bruce The Cockney Barfighter v2	NPC
15.5.	Cassius v 1.01	NPC
15.6.	Ghareth v0.91	NPC

- 15.7. Hessa v1 NPC
- 15.8. Jason Comptons Bruce The Cockney Barfighter NPC
- 15.9. Ninafer 1.00c NPC
- 15.10. Wikaede v3.4 NPC
- 15.11. Willie Bruce v2 NPC
- 15.12. Moddie v1 NPC

#### 16. BG2 NPC-RELATED MODS

- 16.1. Cloakwood Squares v2 NPC
- 16.2. The Jerry Zinger Show NPC
- 16.3. cbisson's Familiar Pack
- 16.4. Authentic mischievous Fairy Dragon
- 16.5. Romantic Encounters v2 NPC
- 16.6. Mid\_BIFF

#### 17. MINI-MODS

- 17.1. Shed's Mods
- 17.2. TurnipGolemV1
- 17.3. Mordan's Christmas Minimod v1.0
- 17.4. The Holy Hand Grenade v1.0
- 17.5. Quallo
- 17.5. Quallo17.6.
- 17.6. Cal-Culator v1.0.4
- 17.7. Questor - Mike'sQuestMod
- 17.8. The Slithering Menace (Snakes) v 2.0
- 17.9. Facing the Shade Lord again
- 17.10. K'aeloree's BWL Contest Items

#### 18. IRON MODDERS

- 18.1. Iron Modder 1 Pack ("The Last Mug of Ale in Amn")
  - 18.1.1. bluelmoa.zip
  - 18.1.2. Iron Ghrey - The Last Mug of Ale in Amn.rar
  - 18.1.3. IronCuv.rar
  - 18.1.4. Kismet.rar
- 18.2. Iron Modder 2 Pack ("Some of My Best Friends Are Slimes")
  - 18.2.1. femodBons.rar
  - 18.2.2. GhreySlimes.rar
  - 18.2.3. iceslime.rar
  - 18.2.4. IronDawg.zip
  - 18.2.5. IronDing0.exe
  - 18.2.6. KizIM2.rar
  - 18.2.7. Riklaunim-Slime.zip
- 18.3. Iron Modder 3 Pack ("A Kiss Before Dying")
  - 18.3.1. Bons-KissBeforeDying.rar
  - 18.3.2. Cuv-KissBeforeDying.rar
  - 18.3.3. Ghrey-KissBeforeDying.exe
  - 18.3.4. Icelus-KissBeforeDying.rar
  - 18.3.5. Idobek-KissBeforeDying.exe
  - 18.3.6. Kismet-KissBeforeDying.rar
  - 18.3.7. Neriana-KissBeforeDying.zip
  - 18.3.8. Pirengle-KissBeforeDying.zip
  - 18.3.9. Riklaunim-KissBeforeDying.zip
- 18.4. Iron Modder 4 Pack ("A Broken Promise")
  - 18.4.1. BonsPromise.rar
  - 18.4.2. E#Promi.zip
  - 18.4.3. im4pirengle.rar
- 18.5. Iron Modder 5 Pack ("The Price Of Friendship")
  - 18.5.1. AndyrlM5final.rar
  - 18.5.2. BonsPrice.rar
  - 18.5.3. GhreyIM5
  - 18.5.4. icefriend.rar
  - 18.5.5. IronFDing0.exe
  - 18.5.6. NeriPriceofFriendship.zip
  - 18.5.7. SC#IM5.rar

- 18.5.8. SDIM5.rar
- 18.6. Iron Modder 6 Pack ("A Hero For All the Wrong Reasons")
  - 18.6.1. BonsHeroC.rar
  - 18.6.2. D0IM6.zip
  - 18.6.3. E#HeroWrongIM6.rar
  - 18.6.4. GhreyIM6.zip
  - 18.6.5. P#Hero.rar
  - 18.6.6. sdim6-final.rar
  - 18.6.7. Weimer-Hero-1.zip
- 18.7. Iron Modder 7 Pack ("Blaze of Glory")
  - 18.7.1. BonsGlory.rar
  - 18.7.2. igi.zip
  - 18.7.3. im7-jc.rar
  - 18.7.4. IronGhrey7.zip
- 18.8. Iron Modder 8 Pack ("Careless Words Cost Lives")
  - 18.8.1. BonsCareless.rar
  - 18.8.2. GrimsIM8.zip
  - 18.8.3. IronGhrey8.zip
  - 18.8.4. RughaltIM8.zip
- 18.9. Iron Modder 9 Pack ("Being the Bhaalspawn Means Never Saying You're Sorry")
  - 18.9.1. BonsSorry.rar
  - 18.9.2. cliffim9.zip
  - 18.9.3. Katalyn-IM9.rar
- 18.10. Bonus
  - 18.10. CliffetteIMBonus.rar
  - 18.11. ShardsOfIce-v2 = Shards of Ice

## 19. BG2 RULES AND TWEAKS

- 19.1. NPC Tweak
- 19.2. Unfinished Business für BGII v15
- 19.3. Victor's Improvements Pack v1.8 = BGII Improvements Mod
- 19.4. Semi-Multi-Clerics
- 19.6. Arcane-Divine Spell Pack v1.1
- 19.7. Lost Crossroads Spell Pack for Baldur's Gate 2 = SpellPackB3
- 19.8. Spell-50 v6
- 19.9. Wild Mage Additions v14a
- 19.10. Teleport\_v11
- 19.11. Timestop\_tweak\_v2

Tweak  
Tweak  
Tweak

Spell  
Spell  
Spell  
Spell  
Spell

## 20. ASCENSION-RELATED MODS

- 20.1. Backup
- 20.2. BIG PICTURE V1.77  
BPv177\_TOB\_Fix
- 20.3. BP-Balancer-v0.25
- 20.4. Ascension v1.4.21
- 20.5. Tactics
- 20.6. Turnabout
- 20.7. Ding0's QuestPack v2.3
- 20.8. Redemption v113
- 20.9. The Longer Road v1.5.1
- 20.10. P&P Celestials
- 20.11. Grimular
- 20.12. Tashia Remix v1.0  
Tashia v205g

Tweak

Quest

Quest

NPC

## 21. KELSEY/SOLAUF EIN RELATED NPC MODS

- 21.1. Solaufein NPC v1.02
- 21.2. Sheena v1.6
- 21.3. Kelsey SoA 2.1 / Kelsey ToB 2.2
- 21.4. Getting Rid of Anomen v1.1
- 21.5. Keto
- 21.6. Nathaniel v3-1
- 21.7. Kiara-Zaiya v1.6
- 21.8. Ding0's QuestPack v2.3

NPC  
NPC  
NPC  
NPC  
NPC  
NPC  
NPC  
Quest

- 21.9. Gibberlings Three Anniversary v5
- 21.10. The MTS Crappack v2

Tweak  
Tweak

## 22. REFINEMENTS RELATED MODS

- 22.1. Rogue ReBalancing by aVENGER v3.8
- 22.2. Refinements v3.10
- 22.3. Ashes of Embers v26
- 22.4. Song and Silence (SaA) v2
- 22.5. Oversight v10
- 22.6. Divine Remix v5 (früher: Cleric Remix)
- 22.7. Sword and Fist v2
- 22.8. Yikari v1.1
- 22.9. The Bigg Tweak Pack v2.10
- 22.10. Kivan and Deheriana Companions for BG2 v8 NPC (formerly Kivan of Shilmista)
- 22.11. lylos\_v1Beta
- 22.12. Hubelpot the Vegetable Merchant v1.0
- 22.13. Crossmod Banter Pack for Baldur's Gate II v5.2

NPC  
Tweak  
NPC  
NPC  
NPC  
NPC

## 23. „AFTER-BP“ TWEAKS

- 23.1. Zyraen's Miscellaneous Mods v2
- 23.2. BG2 Tweaks v5
- 23.3.. BGT-WeiDU Tweakpack BGTTweak\_v6
- 23.4. Ding0's Tweak Pack v18
- 23.5. The MTS Crappack v2
- 23.6. UniqueArtifacts\_v1.12
- 23.7. Mix Mod v5
- 23.8. BGT-NPCSound-WeiDU
- 23.9.. BP Series v3
- 23.10. Ding0 Experience Fixer = DEFJAM XP fixer\_v5
- 23.11. End\_BiFF
- 23.12. BP\_BGT\_Worldmap\_v6.6.1
- 23.13. BGT Graphical User Interface (Setup-GUI.exe)

Tweak  
Tweak  
Tweak  
Tweak  
Tweak  
Item  
Tweak

Tweak

## 24. LAST SETTINGS

## 25. CHANGES AFTER THE TRANSITION FROM BG1 TO BG2

- 25.1. BGT Graphical User Interface (Setup-GUI.exe)
- 25.2. Chloe v12
- 25.3. Imoen v12Full
- 25.4. NPCFlirt Pack v1.01
- 25.5. Banter Pack v7 für BG2
- 25.6. Azengard Tactical Encounter MOD v2.0

NPC  
NPC  
NPC  
NPC

## D. WEIDU.LOG

## E. POSSIBLE ERROR MESSAGES AND THEIR REMOVAL:

## F. DEBUG WARNINGS AND THEIR MEANING



## BEFORE YOU START:

- a) Print out this list.
- b) If not happened yet, download the mods from the Internet which you interest. You can download most of the bigger and smaller mods for the installation at these links:

<http://america.iegmc.net/>  
<http://dragonshoard.blackwyrmlair.net/download>  
<http://www.gibberlings3.net/>  
<http://www.pocketplane.net/mambo/>  
<http://mirror.spellholdstudios.net/>

A link list for all mods performed can be found here:

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

You can download the mods bundled in several packages here:

[http://rapidshare.com/files/15068172/bg\\_megamod\\_-\\_part\\_1\\_\\_05.02.07\\_.rar.html](http://rapidshare.com/files/15068172/bg_megamod_-_part_1__05.02.07_.rar.html)  
[http://rapidshare.com/files/18229875/bg\\_megamod\\_-\\_part\\_02\\_\\_25.02.07\\_.rar.html](http://rapidshare.com/files/18229875/bg_megamod_-_part_02__25.02.07_.rar.html)  
[http://rapidshare.com/files/18239730/bg\\_megamod\\_-\\_part\\_03\\_\\_25.02.07\\_.rar.html](http://rapidshare.com/files/18239730/bg_megamod_-_part_03__25.02.07_.rar.html)  
<http://home.arcor.de/hausi89/bg/part%204.JPG>  
<http://home.arcor.de/hausi89/bg/part%205.JPG>  
[http://rapidshare.com/files/18364999/bg\\_megamod\\_-\\_part\\_06\\_\\_25.02.07\\_.rar.html](http://rapidshare.com/files/18364999/bg_megamod_-_part_06__25.02.07_.rar.html)  
<http://home.arcor.de/hausi89/bg/part%207.JPG>  
<http://home.arcor.de/hausi89/bg/part%208.JPG>  
<http://home.arcor.de/hausi89/bg/part%2010.JPG>

With **\*New\*** named mods were not mentioned in the instructions for a mega mod before and are not included in these parcels yet!

- c) Check off every single point which you have done. Nothing is more irritating and more unnecessary, than to have to repeat an installation of several hours, only because you have overlooked one single point!

During the Installation some fixes and patches are required. To do it as simply as possible, I have collected all necessary files as well as the changed TP2s in a folder. Thus you must download only this collection instead of searching dozens of files on the Internet.

The fixes correct only some typing errors. The changes are necessary to make the mods compatible with Fix-pack because, otherwise, the mods cannot be installed, because they look for a code which was already changed by Fixpack. The games themselves are not changed.

All changes described in the instructions (patches and fixes) are included in the folder **BiG World Patches** that you can download at the same site like these instructions here:



## RECOMMENDED APPROACH:

- a) Unpack all mods in a separate folder. (Some Mods immediately begin an installation. No worry: it cannot be executed, as long as the file dialog.tlk is absent.
- b) carry out all changes (fixes, patches, renamings) just as in the instructions described.
- c) Copy (do not move!) the contents of this folder in your ...\\BGII - SoA\\ directory and keep the original folder as a backup for future installations
- d) Then install all the Mods with the setup\_#.bat files. Besides, you save many hours!



If you are familiar with the installation of mods and the function of WeiDu, you can skip the next 3 pages!

## A. INSTALLING MODS WITH WEIDU:

A.1. The WeiDU program allows the easy installation of the single modifications. Different files are laid in the provided folders, skripts are appended to the according files, new dialogs are added to the dialog file - in short, the whole complex allocation of the files is handled independently by the program.

A.2. The particular mods contain all a Weidu-installer Setup-###.exe. Because of the single mods were published at different time, developing of Weidu however is a constantly progresses, the mods contain different setups. This leads to the fact that the Weidu-setup often breaks off immediately after the start with the announcement: "WeiDu has finished auto-updating all copies of itself in this directory . Please RE\_RUN Setup.###.exe to actually install the mod." No worry, this is no mistake, but this does the program to update itself, if it discovers a more topical program version of the Weidu-setup than just used between the mods. Older setups cannot finish themselves. In such a case press enter to finish the program.

Older setups can cause the error message: "TOO BIG FOR WEIDU" and "error loading Dialog.tlk". In such a case you simply have to rename any of the more topical setups accordingly.

A.3. Download the newest version of WeiDU (presently v201) and copy the file "WeiDU.exe" in your main SoA directory. The setup files are updating themselves to this version by the start of the first installer.



A.4. **INSTALLATION** - By installation of Weidu-mods the same steps repeat again:

A.4.1. Extract your Mod in your main SoA directory.

A.4.2. Rename the Weidu-setup if necessary in Setup-### (name of the TP2 file).

A.4.3. Double-click the Setup. A DOS-dialog window will open. Therein you must enter the required data.

A.4.4. If the Mod is available in several languages, type for "Choose your language" the number for the corresponding language and press enter.

A.4.5. Next you are asked to " Install Component [###]?" and you have the choice between [I]ninstall, [N]ot Install and [Q]uit. Every time type the according letter between the clips [].

A.4.6. With some mods you can possibly select only one of several components. With "Install Component [###]?" you have the choice between "[N]o, [Q]uit or choose one. Type the according number for that component you want to install.

A.4.7. 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 select the single components what I recommend. To save time, [N]o fulfils the preset installation, without you can select the single components. Some things are installed, but you do not know, what and why. (This choice possibly is skipped with many mods)

A.4.8. In the next step you are asked for every single component: "Install Component [###]" and you can make your choice with [I]ninstall, or [N]ot Install or [Q]uit? Type the according letter and press enter. Different files are copied and patched. If the dialog "SUCCESSFULLY INSTALLED [###]" appears, the installation went fine.

A.4.9. 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!



A.5. **ADDITIONAL INSTALLATION** - You can install single components afterwards. The described steps repeat. You are asked "What should be done with all components that are NOT YET installed?" You have the choice between [I]ninstall them, [S]kip them, [A]sk about each one? Press [A]sk and you can select the single components yourselves and continue in the described way.

If already some components are 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.

A.6. **DEINSTALLATION** - Deinstallation or Re-Installation shows, what brilliant one tool the WeiDu-installer is: You can safely uninstall a Mod which is completely at the beginning of your installation chain or install anew. Accepted, you have already installed twenty mods after this one you want to uninstall or reinstall. WeiDu uninstalls from back forwards all mods up to that one you want to uninstall or reinstall. Chooses the options you want to change. After deinstallation or renewed installation of this mod WeiDu again automatically installs in the correct sequence all the other twenty mods which it has uninstalled before.

At a extensive installation this process can last several minutes!

With mods which you have installed in two steps don't use in no case the option "What should be done with all components that are ALREADY installed?" unless, you really want to remove the mod completely. You would not only uninstall the components installed last, but also those from the possibly far back first step and could rebuild the installation no more in the correct sequence.

Doing so will not work with biffed files!

- A.7. **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!

- A.8. **DEINSTALLATION OF BIFFED FILES** - The Mods NEJ, all big BG2 mods like TDD, SoS, CtB, TS and, BGT-WeiDU as well as the big BG1 mods DSotSC, NTotSC, SoBH, Drizzt, 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.

- A.9. Don't remove the setup.exe files until your megamods is not complete. You still need these files in case of a possible reinstallation.

**A.10. RESTORATION OF A CLEAN INSTALLATION**

Now and then a backup is recommended in the instructions. If you must reatøre a part of the installation for any reason, you need to continue the installation only after the backup. There always repeat the same steps:

- A.10.1. 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

- A.10.2. 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

**A.11. 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.

- A.11.1. Make sure in such a case that really only one DOS window is open.
- A.11.2. Delete file weidu.lock from your main list ...\\BGII - SoA main directory
- A.11.3. Restart the Installer. Now it functions as usual.

## B. INSTALLATION WITH .BAT FILES

To make easier the installation, I have prepared .bat files for several groups of mods. With these .bat files the installation of mods can operate automatically according to my instructions. You must only double click the .bat files. Besides, you save a lot of time!

The installation stoppes several times, when you are requested to an input or if a window opens. If you have done the input or have closed the window, the installation goes on.

If you don't want to install some components or want to add others, you can quite simply alter the bat files. Right-click the file and choose edit from the context menu.

Now you see a text similar to this:

```
rem Leonardo's BiG World Install
rem Just sit back and watch
rem This tool is making the job for you
pause
Setup-TP.exe      --language 0      --skip-at-view  --force-install-list  0
Setup-bg2fixpack.exe --language 3      --skip-at-view  --force-install-list  0 2 3 100 101 102
103 104 106 107 108 109 110 111 112 113 114
Setup-TTSQ.exe    --language 0      --skip-at-view  --force-install-list  0
```

- a. After to the word pause the particular Setup-####.exe are listed one below the other which you would ordinarily double click to install the mod.
- b. --language 0 stands mostly for the English language. you can take the respective number from the logfile.
- c. --skip-at-view should stop the readme from popping up. Unfortunately, this does not work with all files.
- d. --force-install-list is the component number for the options to install.

If you don't want to install a mod, simply write the term rem to the beginning of the line.

If you don't want to install a component, simply delete the according number. Please take the number from your logfile.

Important: The single orders are separated by tab, the numbers of the single components, nevertheless, only by space!

Unfortunately, not all mods can be installed with this simple .bat file. I have made instead of this several small .bat files. Maybe someone else is able to find a better solution for this.

### 1. BiG World setup\_1.bat

With this file all mods and all big BG2 mods including NEJ2v42b get installed from BG2 Fixpack up to BGT-WeiDU; duration of installation approx. 32 minutes.

### 2. BGT-WeiDU v1.04

you must start by hand; duration of installation approx. 17 minutes.

### 3. BiG World setup\_2.bat

With this file all big BG1 mods and all BG2 Quest Mods, Tactical Encouters and Item Mods get installed from Restored Textscreen Music up to Realm of the Bhaalspawn Armor Set; duration of installation approx. 20 minutes.

### 4. BiG World setup\_3.bat

With this file all BG2 NPC Mods get installed from Amber up to Romantic Encouters; duration of installation approx. 17 minutes.

### 5. Mid\_BiFF

With this program the files get biffed; duration of installation approx. 12 minutes.

**6. BiG World setup\_4.bat**

With this file all Mini-Mods and Iron Modders also all Rules, Tweaks und Spells get installed from Shed's Mods up to Timestop; duration of installation approx. 18 minutes.

**7. BiG World setup\_5.bat**

With this file all mods get installed from Big Picture up to Kiara-Zaiya; duration of installation approx. 13 minutes

**8. Ding0's QuestPack** you must start by hand.

**7. BiG World setup\_6.bat**

With this file all mods get installed from Gibberlings Three Anniversary up to Kivan and Deheriana Companions; duration of installation approx. 9 minutes.

**8. lylos\_v1Beta** you must start by hand.

**9. BiG World setup\_7.bat**

With this file all mods get installed from Hubelpot the Vegetable Merchant up to BGT Graphical User Interface; duration of installation approx. 3 minutes.

**10. Mid\_BiFF** With this program the files get biffed; duration of installation approx. 12 minutes.

**11. BP\_BGT\_Worldmap\_v6.6.1** and **BGT Graphical User Interface** install.

**12. BiG World setup\_8.bat**

With this file after transition from BG1 to BG2 all mods get installed from BGT Graphical User Interface up to Azengard Tactical Encounter installiert; duration of installation approx. 2 minutes.

*The times refer to a computer with 2.66 GHz and can vary according to PC.*

*The batch procedure can be stopped any time by pressure of ctrl-C!*

All installers setup-###.exe have to be updated on the newest version, before the batch procedure gets to be started. Not updated files are skipped!



An other specific feature is that neither in the setup-###.exe nor in the setup-###.tp2 a space may be included. If necessary the files must be changed accordingly.



**Before you start a BiG World setup\_#.bat file ...**

... all mods must be correctly unpacked into the ...BGII - SoA directory according to the instructions

... the respective fixes and patches must have been carried out according to instructions

... some few mods must have been renamed according to instructions

The .bat files are adapted to WeiDU v200. Please, neither use a lower version of WeiDU nor WeiDU 201!

**Attention WeiDU 2.00 and 2.01:**

The .bat files are adapted to WeiDU v2.00. Please, don't unse them neither with a lower version of WeiDU nor with WeiDU 2.01!

WeiDU 2.00 has prevented that more than one mod could be installed at the same time. This has allowed that first the program Setup-NEJ2Biffer.exe and then the Mod NEJv42 was installed apart as well as first the Setup-CtB.exe and then the CtB Chores.

Unfortunately, with WeiDU 2.01 it is not possible to install the mods apart, but as with the preceding versions of WeiDU and as by a manual installation the mod NEJv42 is started by the program Setup-NEJ2Biffer.exe and the CtB-Chores by the Setup-CtB.exe.

Hence, the .bat files cannot be used together with WeiDU 2.01. Furthermore WeiDU 2.01 seems to skip the installation of some other mods, at least from BG2Fixpack.

Unfortunately, I lack the knowledge to adapt the .bat files. The .bat files are suitable only for the use with

## WeiDU 2.00!

Decides yourself with which version of WeiDU you want to carry out the installation!

WeiDU 2.00 generates vast amounts of error messages, however, installs all mods perfectly, indeed, WeiDU 2.01 brings no more senseless error messages, however, not all mods can be installed with the .bat file no more.

As long as nobody improves the automatic installation, you must install the mods by hand.

If you decide on the installation with WeiDU 2.00, you must remove absolutely first the following five setup.exe files:

set-up allison.exe  
Setup-AurenAseph.exe  
Setup-Banterpack.exe  
set-up kitanya.exe  
Setup-RR.exe  
setup-xpmod.exe

These setups are already in the version WeiDU 2.01 (375 KB). Pays attention to the fact that you start no setup by mistake because, otherwise, every setups would be updated to WeiDU 2.01!

Then copy any WeiDU 2.00 setup file (330 KB) and rename it it accordingly to the names above.

## After the automatic installation adjust the song list!

Some NPCs connect new music, unfortunately, not like other mods with the dialogs or other events, but add them to a songlist. Only 99 entries may be carried out all together in this songlist. Hence, all lines after line 100 must be deleted.

Open the songlist.2da in the directory ...\\BGII - SoA\\override with a text editor and delete all lines from line 100. ATTENTION: the cursor must be placed directly behind the last letter, then no more sign may follow!

## INSTALLATION OF KITS

Because of a technical limitation it is not possible to use more than nine kits per class. Indeed, there can be installed more, but these can not be selected no more with the character creation. Few free places are fast covered.

If kits are already installed together with the mods, they can be changed in the aftermath no more, without you destroy your whole installation. Therefore, the kits should be installed only after end of the real megamod.

## C. AVOID PROBLEMS

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

- C.1. Start Baldur's Gate and make your settings. Take in any prepared character. It is only a test!
- C.2. Start a game and walk around a few steps, until the score automatically is saved.
- C.3. Finish the game.
- C.4. Start Shadows of Amn. Take in any prepared character. It is only a test!
- C.5. Start a game and walk around a few steps, until the score automatically is saved.
- C.6. Finish the game.
- C.7. Start Throne of Baal . Take in any prepared character. It is only a test!
- C.8. Start a game and walk around a few steps, until the score automatically is saved.
- C.9. Finish the game.
- C.10. **TAKE OUT OF YOUR DISK DRIVE IN ANY CASE YOUR BG CD OR BG DVD, BEFORE YOU CONTINUE! You should also have no other CD in your disk drive!**
- C.11. Make a Backup of the override and data folder and of the dialog and fialogF files, CHITIN.KEY and BGMain.exe. Repeats these steps at least after every bigger interim step or big modification.
- C.12. Play the game after every installation briefly to see whether it still runs perfectly!
- C.13. If you continue your installation in a backup copy of your BGII - SoA main folder, that you have moved before (perhaps from a other disk drive), pay attention to the fact that the folder in which you carry out the topical installation, is really called BGII - SoA at the time you start the setup.

For some components ToB is assumed. To check whether ToBg is installed, the installer of several mods is looking for the file ... \BGII - SvA\CD5\MOVIES\25MOVIES.BIF. It could be that die registry entries don't agree no more with the back copied installation at the time. If the folder differently is called, the file is not found and the corresponding components cannot be installed.

- C.14. Check, whether the file **MOVIECD5.BIF** 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 Baldur's Gate. In addition, some mods cannot be installed. Copy the file MOVIECD5.BIF from the BGI DVD from the folder ... \CD5\movies into the override folder.
- C.15. Installation of mods such as BG2 Tweaks v5, Mid\_BiFF, End\_BiFF, Ding0 Experience Fixer, BGT-NPCSound-WeiDU is extremely memory-intensive! **To avoid a system crash, adjust your virtual memory on a value from minimum 2 GB.**
- C.16. **Special case UNIX operating system:**

If your files were ever saved on a computer with an UNIX operating system (e.g. Mac OS X), invisible files were created which begin with . \_ as well as files called .DS\_Store. These files are ordinarily completely ignored by a Windows computer, but with some few mods fails the installation.

In such a case open the folder with your BG game before the installation with WeiDU, activate the function "show hidden files" and delete all the files beginning with . \_ as well as the .DS\_Store files. Then you can carry out your installation easily.

**Now let's go!**





## 1. CONDITION:

### 1.1. Clean install

- 1.1.1. Install Baldur's Gate with all components (all check boxies activated).
- 1.1.2. Install the extension TotSC legends of the sword coast with all components.
- 1.1.3. Install the patch 5512.  
**DO NOT install Baldurdash and DO NOT install the TOSC DirectX 8+ Patch!**

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

- 1.1.4. Install Baldur's Gate II - Shadows of Amn with all components (all check boxies activated).
- 1.1.5. Install the extension Thrones of Bhaal with all components.
- 1.1.6. Install the patch 26498.  
**DO NOT install Baldurdash!**

### 1.2. Backup

- 1.2.1. Run the game's configuration program so that settings can be made to the baldur.ini file.
- 1.2.2. Create a new directory for your backup.
- 1.2.3. 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
  - weidu.log



With **BiG World setup\_1.bat** all mods can be installed up to BGT. You must do in the meantime several inputs. Replace the according files with those from the folder **BiG World Patches** before and rename the folder NEJ from BGTNEJ. **You must carry out all necessary changes, before you start the .bat file!** Unfortunately, the single components from NEJ can be set with WeiDU 2.01 no more with the .bat file. You must select the components during the installation yourselves.



### 1.3. BG2 Fixpack-v4

~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!

- 1.3.1. Copy the folder **bg2fixpack** and the file **Setup-bg2fixpack.exe** into your main SoA directory.
- 1.3.2. 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	[BG2 Fixpack - Core Fixes]?	[I]ninstall
Install Component	[BG2 Fixpack - Game Text Update]?	[I]ninstall
Install Component	[Super Happy Fun Lucky Modder Pack]?	[I]ninstall
Install Component	[BETA Core Fixes (please check the readme!)]?	[I]ninstall
Install Component	[Party Gets XP for Sending Keldorn to Reconcile With Maria]?	[I]ninstall
Install Component	[Improved Spell Animations]?	[I]ninstall
Install Component	[Cromwell's Forging Actually Takes a Day]?	[I]ninstall
Install Component	[Mixed-Use Dagger Fixes]?	[I]ninstall
Install Component	[Ghreyfain's Holy Symbol Fixes]?	[I]ninstall
Install Component	[Additional Hero Quests in Trademeet Wait Until Hero is Officially Named]?	[I]ninstall
Install Component	[Giants Receive Penalties When Attacking Halflings, Dwarves, and Gnomes]?	[I]ninstall
Install Component	[Remove Dual-Classing Restriction from Archers and Stalkers]?	[I]ninstall
Install Component	[Remove Second Attribute Bonus for Evil Path in Wrath Hell Trial]?	[I]ninstall

Install Component	[Corrected Summoned Demon Behavior]?	[I]nsta
Install Component	[Additional Script Fixes]?	[I]nsta
Install Component	[Bard Song Fixes]?	[I]nsta
Install Component	[Wizard Slayers Cause Miscast Magic on Ranged Attacks]?	[I]nsta
Install Component	[Additional Alignment Fixes]?	[I]nsta
Install Component	[Change Free Action to Protect Against Stun ]?	[I]nsta
Successfully installed		Press ENTER to exit
The readme opens		

**\*New\***

#### 1.4. **Scriptable\_Spells-v1.4**

~SETUP-SCRIPTABLE\_SPELLS.TP2~

With a lot of spells the spell levels are not defined properly what can lead to crash if the spell is casted. This mod repairs this error.

1.4.1. Copy the folder **scriptablespells** and the files **Setup-Scriptable\_Spells.exe** and **Setup-Scriptable\_Spells.tp2** into your main SoA directory..

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

Install Component	[Scriptable Spells v1.4]?	[I]nsta
Successfully installed	[Scriptable Spells v1.4]	Press ENTER to exit
The readme opens		

## 2. „PRE-NEJ“ MODS

These mods overwrite files instead of patching them. That's why they must be installed at the beginning if you want to insert them. By no means install them later!

### 2.1. Worship the Unseeing Eye-mod v 1

~SETUP-WTUE.TP2~

This mod enables you to worship the unseeing eye.

- 2.1.1. Copy the folder **WtUE** and the files **Setup-WtUE.exe** and **Setup-WtUE.tp2** into your main SoA directory.
- 2.1.2. Delete the folder Spanish from the directory ...\\WtUE\\Translations because, otherwise, this is installed.
- 2.1.3. Double-click the Setup. The DOS dialogue appears
  - Install Component [Worship the Unseeing Eye-mod] [I]nstaLL
  - Successfully installed [Worship the Unseeing Eye-mod] Press ENTER to exit
  - Successfully installed Press ENTER to exit
  - The readme opens

### 2.2. Tortured Soul Quest

~SETUP-TTSQ.TP2~

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

*The Mod overwrites Ribald completely and, hence, must be installed before all others which add dialogs to Ribald.*

- 2.2.1. Copy the folder **TTSQ** and the file **Setup-TTSQ.tp2** into your main SoA directory.
- 2.2.2. Copy the WeiDU-Setup and rename it to **Setup-TTSQ.exe**.
- 2.2.3. Replace the faulty file **METBAE2.d** in your directory ...\\TTSQ\\d with this one of the same name from the folder [BiG World Patches](#).
- 2.2.4. Double-click the Setup. The DOS dialogue appears:
  - Install Component [The Tortured Soul Quest - WeiDU] [I]nstaLL
  - Successfully installed [The Tortured Soul Quest - WeiDU] Press ENTER to exit
  - It appears an error message that the file TTSQ\\ReadMe-TTSQ.txt could not be found. Nevertheless, this does not exist.



### 2.3. Dark Ritual v1.01

~SETUP-DARKRITUAL.TP2~

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

**ATTENTION:** This mod must be installed in two steps! The component CoMStore 1 is to be installed before the big mods, all the others together with the BG2 stores and items!



- 2.3.1. Copy the folder **dark** and the files **Setup-DarkRitual.exe** and **Setup-DarkRitual.tp2** into your main SoA directory.
- 2.3.2. Double-click the Setup. The DOS dialogue appears:
  - Choose your language: 0 [American English]
  - Install Component [Dark Ritual]? [N]ot Install
  - Install Component [Improved Cult of the Unseeing Eye]? [N]ot Install
  - Install Component [Improved Harper Fight]? [N]ot Install
  - Install Component [CoMStore 1]? [I]nstaLL
  - Successfully installed Press ENTER to exit
  - The readme opens

### 2.4. Oversight v10

~SETUP-OVERSIGHT.TP2~

Corrects alignments, improves the classification of NPCs

**ATTENTION:** This mod must be installed in two steps! The component Harder Sendai is to be installed before the big mods, all the others much later after the installation of Big Picture!



- 2.4.1. Copy the folder Oversight and the files **Setup-Oversight.exe** and **Setup-Oversight.tp2** into your main SoA directory.
- 2.4.2. Double-click the Setup. The DOS dialogue appears:
- |  |                       |
|--|-----------------------|
| Choose your language:  | 0 [English]           |
| What should be done with all components that are NOT YET installed?                      | [A]sk about each one? |
| Install Component [Tougher Sendai (ToB Required)]?                                       | [I]nstaLL             |
| Install Component [Alignment Correction]?  | [N]ot Install         |
| <i>This component is included in enlarged form already in BG2 Fixpack</i>                |                       |
| Install Component [Class Tweaks/Fixes]?  | [N]ot Install         |
| Install Component [Altered Spells]?  | [N]ot Install         |
| Install Component [Improved Continuity]?   | [N]ot Install         |
| <i>This component is included except for Saemon Havarian part already in BG2 Fixpack</i> |                       |
| Install Component [Cleric Kits]?   | [N]ot Install         |
| Install Component [Monk High Level Abilities]?   | [N]ot Install         |
| Install Component [Holy Liberator]?  | [N]ot Install         |
| Successfully installed   | Press ENTER to exit   |
| The readme opens   |                       |

### 3. NEVER ENDING JOURNEY (NEJ)

Presently the topical versions of NEJ are not compatible with most of the other mods from BGT. It seems even that the difficulties raise with the new versions. Therefore, it is recommendable to play NEJ outside from BGT as an independent installation. The topical stand-alone installation for this is:

SoA + ToB + ToB patch + Baldurdash-WeiDU v1.6.4 + BGT v1.01 + BGT Tweaks + TS v6.11 + NeJ2 v6.9.2 + BGT Songs. Newer versions of BGT are not supported!

For the installation of NeJ2 v6.9.2 you must use BD-WeiDU v1.6.4 instead of BG2 Fixpack! A special BGT.TP2 file is required! Look at <http://vlad.blackwyrmlair.net/files/Setup-BGT.tp2>



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

NEJ2v6.9.2 is compatible neither with Big Picture-Weidu with nor with BG2 Fixpack; if you try to install it, it ruins your whole installation!

If you want to play NEJ with BP within the megamods, you must use NEJ2v4.2, the patch v6.02 and the BGT-NEJ v1 patch. Nevertheless, there is an Inkompatibilität between NEJ and CtB in the kind of a small number of creatures that uses the same animation what looks a little bit funny.

#### 3.1. Never Ending Journey 2v42b

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

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

***Unfortunately, this mod is no more available in the internet!***

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

3.1.2. Unpack the NEJ2Biffer\_v3 in you main SoA directory. Now you find the following files and folder in your list: **BP-NeJAreasSounds.bat, BP-NeJUninstaller.bat, BP-NeJUninstalierReaLbat, NeJ2Biffer-Readme.txt, Setup-NeJ2Biffer.exe, Setup-NeJ2Biffer.tp2, SetupNeJ2GULexe, Setup-NeJ2GULtp2, tisunpack.exe.** The older tisunpack.exe is substituted with newer from the biffer folder.

3.1.3. Replace the Setup-nej2.tp2 with this one of the same name from the folder [BiG World Patches..](#)  
*Otherwise NEJ2 does not work because it looks for files which had been already changed by Fixpack.*



3.1.4. Fixpack has changed some files NEJ looks for. Replace the files **oCUT01.BCS, oCUT01G.bcs, sCUT01G.bcs, oCUTD1.BCS** in the folder ...\\NeJ\\sExt with this ones of the same name from the folder [BiG World Patches](#).



3.1.5. Replace the files **o1Edwin.bcs, o2Aerie.bcs, n2Aerie.bcs, o3Aerie.bcs, n3Aerie.bcs, o3Minsc.bcs, n3Minsc.bcs, o3Baldur.bcs, n3Baldur.bcs, o6Baldur.bcs, n6Baldur.bcs** in the folder ...\\NeJ2\\sFix with this ones of the same name from the folder [BiG World Patches](#).



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

Install Component	[Biffing NeJv42 files. Run this INSTEAD OF Setup-NeJ2.exe! Run Setup.NeJ2.exe FIRST to uninstall!]	[I]install
Successfully installed	[Biffing NeJv42 files. Run this INSTEAD OF Setup-NeJ2.exe! Run Setup.NeJ2.exe FIRST to uninstall!]	Press ENTER to exit

*With WeiDU 2.00 NEJ cannot be installed as usual. It appears the message:*

*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-NeJ2Biffer.exe has finished.*

*Then you must start the Setup-NeJ2.exe yourselves.*

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

[A]sk about each one?

Install Component [Never Ending Journey v4.2 - Part 1]?

[I]install

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

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

*This component must be installed, otherwise NEJ2v602 cannot be installed.*

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

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

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

Install Component [Boo - Minsc's Familiar]? [N]ot Install

*This component should not be installed with the component „The Kidnapping of Boo by Cliffette“ from Unfinished Business für BGII or you could install both and test to see if they both work.*

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

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

Install Component [Restored Twisted Rune Quest]? [I]ninstall

Install Component [Dual Wielding Fix for Rogues by aVENGER]? [I]ninstall

Install Component [Never Ending Journey v4.2 - Part 2]? [I]ninstall

Install Component [Melora NPC - Chaotic-Neutral Halfling Swashbuckler]? [I]ninstall

Install Component [Leina NPC - True-Neutral Half-Elf Bard Of Melody]? [I]ninstall

Install Component [Areas & Soands]? [I]ninstall

Successfully installed Press ENTER to exit

*The further installation may last 10 min!*

Installation complete.

The readme opens as well as a message from Zaks. Press OK

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

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

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

**\*New\***

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

~SETUP-BGTNEJ.TP2~

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



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

3.2.2. Replace the file **oCUT01G.bcs** in the folder ...\\NeJ\\sExt with this one of the same name from the folder **BiG World Patches**.

3.2.3. Replace the file **Setup-BGT-NEJ.tp2** in your main SoA directory with this one of the same name from the folder **BiG World Patches**.

3.2.4. Rename the folder NEJ from this mod to BGTNEJ. Pay attention to the fact that you do not overwrite the folder NEJ from Never Ending Journey 2v42b

3.2.5. 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 [Continuous and Custom Kit Imoen]? [I]ninstall

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

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

Install Component [New Jaheira Portrait]? [N]ot Install

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

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

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

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

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

Successfully installed Press ENTER to exit



### 3.3. NEJ2v602

~SETUP-NEJ2V602.TP2~

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

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

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

Install Component	[Never Ending Journey v6.02 (cumulative patch)]?	[I]nstaLL
Install Component	[New Imoen Portrait]?	[N]ot Install
	<i>Later you have again the possibility to install the portrait</i>	
Install Component	[Animation Compatibility Fix for "Tortured Souls"]?	[I]nstaLL
Install Component	[NoCD Missing DLL. Please install it if you previously failed to install NoCD patch.]?	[N]ot Install
Successfully installed	[Never Ending Journey v6.02 (cumulative patch)]	Press ENTER to exit

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



## 4. INSTALLATION OF THE BIG BG2 MODS:

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

### 4.1. The Darkest Day v.1.12

~SETUP-TDD.TP2~

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

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

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

Choose your language: 0 [English]  
Install Component [The Darkest Day, v1.12]? [I]nstaLL  
Install Component [TDD Charakter Kits] [N]ot Install  
*TDD would fill up all slots for kits, so that no other kit could be installed. You can install the kits later.*  
Successfully installed [The Darkest Day, v1.12] Press ENTER to exit  
Further files are copied  
Installation complete. Press any key . . . Press ENTER

### 4.2. Shadows Over Soubar v1.12

~SETUP-NEJ2V602.TP2~

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

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

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

Choose your language: 0 [English]  
Install Component [Shadows Over Soubar, v1.12]? [I]nstaLL  
Install Component [Remorhaz walking speed adjustment] [N]ot Install  
Successfully installed [Shadows Over Soubar, v1.12] Press ENTER to exit  
*Further files are copied*  
Installation complete. Press any key . . . Press ENTER  
The readme opens

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



### 4.3. Check the Bodies v1.9

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

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

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

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

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

Install Component [Check The Bodies, v1.9]? [I]nstaLL  
Successfully installed [Check The Bodies, v1.9] Press ENTER to exit  
This installation may last 9 minutes!  
Installation of the core CtB package is complete. Press any key . . . Press ENTER

*With WeiDU 2.00 Candlekeep Chores cannot be installed as usual. It appears the message:*

*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-CtB.exe has finished.*

*Then you must start the Setup-CtB-Chores.exe yourselves.*

Install Component	[Candlekeep Chores, v2.1]?	[I]nstaLL
Successfully installed	[Candlekeep Chores, v2.1]	Press ENTER to exit
Candlekeep Chores is complete. Press any key . . .		Press ENTER
The readme opens		

*Don't worry about this message:*

*[CtB/Chores/Compat/CtB/r0602.BAF] parsed*

*WARNING: cannot find block matching [CtB/Chores/Compat/CtB/x0602\_G3.BAF]*

*That's OK. x0602\_G3.BAF is a twice present, not required variation from x0602. BAF*

#### **ChecktheBodies\_FastForward\_v1.1\_for\_CtB\_v1.8**

~SETUP-CTB\_FF.TP2~

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

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

Install Component	[Check the Bodies Fast Forward, v1.1 (for CtB v1.8)]	[I]nstaLL
Successfully installed	[Check the Bodies Fast Forward, v1.1 (for CtB v1.8)]	Press ENTER to exit
The readme opens		

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

~SETUP-TS-BP.TP2~

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

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



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

#### **4.4.2. Double-click the Setup. The DOS dialogue appears:**

Choose your language:		0 [English]
Install Component	[TORTURED SOULS v6.11 (BP compatible version)]?	[I]nstaLL
Successfully installed	[TORTURED SOULS v6.11 (BP compatible version)]	Press ENTER to exit
Further files are copied		
Installation complete. Press any key . . .		Press ENTER
Three read me open		

#### **4.5. Region of Terror 2.1**

~SETUP-ROT.TP2~ ~SETUP-ROTUPDATE.TP2~

The mod puts in Drizzt and his companions as playable NPC's and you'll be able to play with him through the old and new quests. The Mod contains 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.

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

#### **4.5.2. Double-click the Setup. The DOS dialogue appears:**

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

#### 4.6. Ascension v1.4.2

~SETUP-ASCENSION.TP2~

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

**ATTENTION:** This Mod must be installed in two steps! The component Tougher Illasera is to be installed before BGT-WeiDU, all the others much later with the installation by Big Picture!!



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

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

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

Choose your language:	0 [English]
What should be done with all components that are NOT YET installed?	[A]sk about each one?
Install Component [Ascension v1.41 (requires ToB)]?	[N]ot Install
Install Component [Tougher Abazigal (optional, requires ToB)]?	[N]ot Install
Install Component [Original Tougher Demogorgon (optional, requires ToB)]?	[N]ot Install
Install Component [Tougher Gromnir (optional, requires ToB)]?	[N]ot Install
Install Component [Tougher Illasera (optional, requires ToB)]?	[I]nstaLL
Install Component [Tougher Yaga-Shura (optional, requires ToB)]?	[N]ot Install
Successfully installed	

## 5. BGT TRILOGY:

### 5.1. Baldur's Gate Trilogy – WeiDU BGT-WeiDU v1.04

~BGT/SETUP-BGT.TP2~

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

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

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



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



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

Choose your language: 0 [English]

Install Component [Baldur's Gate Trilogy - Core 1.04]?

[Y]es

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

Now the files are copied from BG1 to BG2.

Successfully installed [Baldur's Gate Trilogy - Core 1.04]?

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

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

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

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



5.1.6. Take the CD out of the disk drive.

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

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

5.1.9. Begin immediately afterwards again with 5.1.2.

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



### 5.2. Backup

If you have enough place on your hard disk, you can copy of course for simplicity the complete BGII - SoA folder. Otherwise continue as follows:



5.2.1. Create a new directory for your backup.

5.2.2. 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

weidu.log

5.2.3. If you have created a no-CD crack (it is component of NEJ), you must play it only briefly, before you

copy it into the backup folder.

With **BiG World setup\_2.bat** all mods can be installed from Restored Textscreen Music up to Realm of the Bhaalspawn Armor Set. You must do in the meantime several inputs. Replace the according files with those from the folder **BiG World Patches**. **You must carry out all necessary changes, before you start the .bat file!**



### 5.3. Restored Textscreen Music v 6

~PROLOGUE/PROLOGUE.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.

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

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

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

### 5.4. Baldur's Gate Trilogy-Never Ending Journey 2 Compatibility Modification v 1

~SETUP-BGTNEJ2.TP2~

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

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

5.4.2. Replace the files **oAR0602.baf**, **nAR0602.baf** in the folder ...\\BGTNeJ2\\compat with this ones of the same name from the folder **BiG World Patches**.

5.4.3. Replace the file **oARAM00.baf** in the folder ...\\BGTNeJ2\\sharteel\\scripts with this one of the same name from the folder **BiG World Patches**.

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

Install Component [BGT-NeJ2 Compatibility Patch]? **[I]ninstall**  
Install Component [Custom Portraits for Imoen and Jaheira] **[N]ot Install**  
Install Component [Boo - Minsc's Familiar Fixes]? **[N]ot Install**  
*This component does not work. Something is more wrong with the fix than what it was to fix.*  
*The revised version of this component is installed with BGTNeJ2.*  
Install Component [Custom Firewalker Kit and continuity for Shat -Teel]? **[I]ninstall**  
Install Component [Merchant League Store]? **[N]ot Install**  
*The revised version of this component is installed with BGTNeJ2.*  
Successfully installed [BGT-NeJ2 Compatibility Patch] Press ENTER to exit  
The readme opens



**\*New\***

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

~SETUP-BGTNEJ.TP2~

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

You have already copied the folder **NEJ** and the files **Setup-BGTNeJ.exe** and **Setup-BGT-NEJ.tp2** into your main SoA directory with subitem 3.2.



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

What should be done with all components that are NOT YET installed? [A]sk about each one?  
What should be done with all components that are ALREADY installed? [S]kip them?  
Install Component [Continuous and Custom Kit Imoen]? **[N]ot Install**  
*If you have not installed NEJ before, you should also install this component.*  
Install Component [New Imoen Portrait]? **[N]ot Install**  
Install Component [Priest of Sylvanus (Druid) Kit and Improved Character Jaheira.]? **[I]ninstall**  
Install Component [New Jaheira Portrait]? **[N]ot Install**  
Install Component [Boo - Familiar of Minsc (This component is not available in BG1!)]? **[I]ninstall**  
Install Component [Various Enhancements for BG1 (BGT required!)]? **[I]ninstall**

Install Component	[Merchant League Bank (BGT required!)]?	[I]nsta11
Install Component	[More Items from BG1 (BGT required!)]?	[I]nsta11
Install Component	[Tougher Black Talone Elites (BGT required!)]?	[I]nsta11
Successfully installed		

## 6. INSTALLATION OF THE BIG BG1 MODS:

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

### 6.1. Dark Side of the Sword Coast DsotSC4BGTv195

~SETUP-DSOTSC.TP2~

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

- 6.1.1. Copy whole content of the file DSotSC4BGTWeidu195 (**DSotSC**, **Setup-DSotSC.exe**, **Setup-DSotSC.tp2**) into your main SoA directory.

OPTIONAL: **DSotSC Shar Nadal modification** - Because the Drow Shar Nadal has boundless healing magic she is almost impossible to hit. This slight change to her script limits the number of healing magic which she uses without touching any of her fight abilities. It is still a hard fight - especially if you don't have ridded yourselves already from her friends - but now at least she can be hit.

- 6.1.2. Copy the file **DSSHAR.BAF** from the folder [BiG World Patches](#) into the directory ...\\DSotSC\\BAF

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

Choose your language:

Install Component [DSotSC for BGT-Weidu v1.95 Mod]?

Successfully installed [DSotSC for BGT-Weidu v1.95 Mod]

Further files are copied

Press any key . . .

The readme opens

0 [English]

[I]nstaLL

Press ENTER to exit

Press ENTER



### 6.2. Northern Tales of the Sword Coast NTotSC4BGTv155

~SETUP-NTOTSC.TP2~

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

- 6.2.1. Copy whole content of the file NTotSC4BGTWeidu145 (**NTotSC**, **Setup-NTotSC.exe**, **Setup-NTotSC.tp2**) into your main SoA directory.

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

Choose your language:

Install Component [NTotSC for BGT-BP v1.55 Mod]?

Successfully installed [NTotSC for BGT-BP v1.55 Mod]

Further files are copied

Press any key . . .

The readme opens

0 [English]

[I]nstaLL

Press ENTER to exit

Press ENTER

### 6.3. Secret of Bonehill v2.10

~SETUP-BONEHILL.TP2~

New Areas, a new NPC, new quests

- 6.3.1. Copy whole content of the file SoBHv210Full (**BoneHill**, **Setup-BoneHill.exe**, **Setup-BoneHill.tp2**) into your main SoA directory.

- 6.3.2. Replace the file **BHZAHR.D** from the folder...\\BoneHill\\d with this one of the same name from the folder [BiG World Patches](#).

- 6.3.3. Replace the file **BHZAHR.TRA** from the folder ...\\BoneHill\\Language\\english\\D with this one of the same name from the folder [BiG World Patches](#).

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

Choose your language:

Install Component [Bone Hill-Mod v2.05]?

Successfully installed [Bone Hill-Mod v2.05]

Further files are copied

Press any key . . .

The readme opens.

0 [English]

[I]nstaLL

Press ENTER to exit

Press ENTER





#### 6.4. Drizzt Saga v1.0

~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.

**ATTENTION:** You must use *drizztsaga\_tutubgt*.



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

6.4.2. To be able to install Drizzt Saga together with NEJ, you must first place the file worldmap.wmp from the folder [BiG World Patches](#) into the override folder.



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

Install Component [The Drizzt Saga for Tutu/BGT v1.0]?

[I]nstaLL

Install Component [Install Worldmap v6 Support]?

[I]nstaLL

Successfully installed [The Drizzt Saga for Tutu/BGT v1.0]

Press ENTER to exit

The readme opens

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

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

## 7. BG1 QUEST MODS

### 7.1. Slime Quest v1.6

~SETUP-SLIMEQUEST\_JASTEY.TP2~

The Mod adds a task in Beregost. If you pass one of the houses in the northwest, a red dressed woman asks you for help.

*Don't use v1.7! This version causes an error that leads to a crash to the desktop at entering the house in which the quest should begin.*



7.1.1. Copy the folder **BW07J\_BG1SlimeQuest** and the files **Setup-SlimeQuest\_jastey.exe** and **Setup-SlimeQuest\_jastey.tp2** from the folder BG1SlimeQuest into your main SoA directory.

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

Choose your language:		0 [English]
Install Component	[Installation of jastey's mini-quest mod "fun with slime"]?	[I]nstaLL
Successfully installed	[Installation of jastey's mini-quest mod "fun with slime"]	Press ENTER to exit
The readme opens		

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

~SETUP-TGC1E.TP2~

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

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



7.2.1. Copy the folder **TGC1e** and the files **Setup-TGC1E.exe** and **Setup-TGC1E.tp2** from the folder tgc1e\_bgt into your main SoA directory.

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

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

### 7.3. The Lure of the Sirine's Call v7 - for BGT-WeiDU

~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.

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

*This Mod should be installed as a precaution before SCS*



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

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

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

## 8. BG1 STORES AND ITEMS

### 8.1. Herbs and Potions Add-in for Baldur's Gate 1

~SETUP-BW\_HERBS.TP2~

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

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

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

Choose your language: 0 [English]  
Install Component [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

### 8.2. ThalantyrItemUpgradeMod v.2

~SETUP-THALAN.TP2~

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

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

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

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

[THALAN.DLG] loaded

WARNING: EXTEND\_TOP #position 2 out of range 0-2

**\*New\***

### 8.3. Lost Items Version Revised 2

~SETUP-LOSTITEMS.TP2~

This Mod spreads several standard objects from BG2 in BG1

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

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

Would you like to display the components from [Alternative portraits]? [Y]es  
Install Component [Lost Items]? [I]nstaLL  
Install Component [Xan has Sorcerer class]? [I]nstaLL  
Install Component [Monk +3 AC and +1 THACO Bonus]? [I]nstaLL  
Install Component [Happy patch: NPCs do not leave due reputation]? [N]ot Install  
*The NPCs grumble, however, do not leave the group if they are discontented with the reputation of the party. Do not install this component together with happy patch from BG2 Tweaks or BGT-Tweak!*  
Install Component [Viconia has 9 WIS]? [I]nstaLL  
Install Component [Alternate portrait for Faldorn]? [N]ot Install  
Install Component [Alternate portrait for Xan]? [N]ot Install  
Install Component [Alternate portrait for Imoen]? [N]ot Install  
Install Component [Baldur's Gate 2 portrait for Viconia]? [N]ot Install  
Successfully installed Press ENTER to exit  
The readme opens

## 9. BG1 NPC MODS

### 9.1. BG1NPC Project v14

~BG1NPC.TP2~ ~BG1NPCMUSIC/BG1NPCMUSIC.TP2~

~BG1NPC\_PORTRAIT\_PACK/BG1NPC\_PORTRAIT\_PACK.TP2~

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

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

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

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

Would you like to display the components from [The BG1 NPC Project: Banter, Quests and Interjections]? [Y]es

Would you like to display the components from [The BG1 NPC Project: Portrait Changes and Additions]? [Y]es

Would you like to display the components from [The BG1 NPC Project: Romances]? [Y]es

Would you like to display the components from [The BG1 NPC Project: Tweaks]? [Y]es

Install Component [The BG1 NPC Project: Required Modifications for Version 14, September 18, 2007]? [I]ninstall

Install Component [The BG1 NPC Project: Banter, Quests and Interjections]? [I]ninstall

Install Component [The BG1 NPC Project: Give Edwin his BG2 portrait.]? [I]ninstall

Install Component [The BG1 NPC Project: Give Imoen her BG2 portrait.]? [I]ninstall

Install Component [The BG1 NPC Project: Give Jaheira her BG2 portrait.]? [I]ninstall

Install Component [The BG1 NPC Project: Give Minsc his BG2 portrait.]? [I]ninstall

Install Component [The BG1 NPC Project: Give Viconia her BG2 portrait.]? [I]ninstall

Install Component [The BG1 NPC Project: Kivan's "Kivan and Deheriana Companions" portrait]? [I]ninstall

Install Component [The BG1 NPC Project: Add Non-Joinable NPC portraits to quests and dialogues]? [I]ninstall

Install Component [The BG1 NPC Project: Ajantis Romance Core (teen content)]? [I]ninstall

Please choose one of the following:

[1] 1 hour real time (standard) minimum between LoveTalks [1]

[2] 45 minutes real time minimum between LoveTalks

[3] 30 minutes real time minimum between LoveTalks

[4] 15 minutes real time minimum between LoveTalks

[5] 1 hour 30 minutes (extended) real time minimum between LoveTalks

Install Component [The BG1 NPC Project: Branwen's Romance Core (teen content)]? [I]ninstall

Please choose one of the following:

[1] 1 hour real time (standard) minimum between LoveTalks [1]

[2] 45 minutes real time minimum between LoveTalks

[3] 30 minutes real time minimum between LoveTalks

[4] 15 minutes real time minimum between LoveTalks

[5] 1 hour 30 minutes (extended) real time minimum between LoveTalks

Install Component [The BG1 NPC Project: Coran's Romance Core (adult content)]? [I]ninstall

Please choose one of the following:

[1] 1 hour real time (standard) minimum between LoveTalks [1]

[2] 45 minutes real time minimum between LoveTalks

[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 [The BG1 NPC Project: Dynaheir's Romance Core (teen content)]? [I]ninstall

Please choose one of the following:

[1] 1 hour real time (standard) minimum between LoveTalks [1]

[2] 45 minutes real time minimum between LoveTalks

[3] 30 minutes real time minimum between LoveTalks

[4] 15 minutes real time minimum between LoveTalks

[5] 1 hour 30 minutes (extended) real time minimum between LoveTalks

Install Component [The BG1 NPC Project: Shar-Teel Relationship Core (adult content)]? [I]ninstall

Please choose one of the following:

[1] 1 hour real time (standard) minimum between LoveTalks [1]

[2] 45 minutes real time minimum between LoveTalks

[3] 30 minutes real time minimum between LoveTalks

[4] 15 minutes real time minimum between LoveTalks

[5] 1 hour 30 minutes (extended) real time minimum between LoveTalks

Install Component [The BG1 NPC Project: Xan's Romance Core (teen content)]? [I]ninstall

Please choose one of the following:

[1] 1 hour real time (standard) minimum between LoveTalks [1]

[2] 45 minutes real time minimum between LoveTalks

[3] 30 minutes real time minimum between LoveTalks

[4] 15 minutes real time minimum between LoveTalks

[5] 1 hour 30 minutes (extended) real time minimum between LoveTalks

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

SKIPPING: [The BG1 NPC Project: NPCs can be sent to wait in an inn.]

Incompatible with BGT: please use the equivalent component in SwordCoast Strategems for BGT

Install Component [The BG1 NPC Project: Alora's Starting Location]? choose one: [1]

1] Alora Starts in the Hall of Wonders.

2] Alora Starts in Gullykin.

SKIPPING: [Eldoth Starts in the Cloakwood Forest.]

Incompatible with BGT: please use the equivalent component in SwordCoast Strategems for BGT

SKIPPING: [Eldoth Starts in the Coast Way.]

Incompatible with BGT: please use the equivalent component in SwordCoast Strategems for BGT

SKIPPING: [Quayle Starts at the Wyrms Crossing.]

Incompatible with BGT: please use the equivalent component in SwordCoast Strategems for BGT

SKIPPING: [Quayle Starts at the Nashkel Carnival.]

Incompatible with BGT: please use the equivalent component in SwordCoast Strategems for BGT

SKIPPING: [Tiax Starts in Baldur's Gate.]

Incompatible with BGT: please use the equivalent component in SwordCoast Strategems for BGT

SKIPPING: [Tiax Starts in Beregost.]

Incompatible with BGT: please use the equivalent component in SwordCoast Strategems for BGT

Install Component [Jason Compton's Accelerated Banter Script.]? [I]ninstall

*This component raises the frequency of the banters. This can result to the fact that the banters may already run out before the game ends. This is sensible if many NPCs are installed within the megamod because, otherwise, up to the playing not all banter are called.*

Install Component [The BG1 NPC Project: Make Shar-Teel Unkillable until In Party]? [I]ninstall

Install Component [The BG1 NPC Project: Bardic Reputation Adjustment]? [I]ninstall

Install Component [The BG1 NPC Project: Cloakwood areas availability in Chapter One]? choose one: [1]

1] Open Cloakwood Lodge (first Cloakwood area only)

2] Open four Cloakwood areas (everything but the Mines)

Install Component [The BG1 NPC Project: Sarevok's Diary Adjustments]? choose one: [1]

1] SixofSpades Extended Sarevok's Diary

2] Sarevok's Diary Date Changes only

SKIPPING: [The BG1 NPC Project: Check for TutuFix Walking Speeds]

This component is only useful for Tutu installs.

Install Component [The BG1 NPC Project: Player-Initiated Dialogues]? [I]ninstall

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

Successfully installed Press ENTER to exit

You will get a Lot of Messages like this: "WARNING: I\_C\_T2: the interjection point (\_URLYLE1 29) has multiple exit transitions that have different actions!" This is harmless and expected behavior using WeiDU v192 and higher. The I\_C\_T2 finds different actions at the end of replies, and lets you know. It is safe to ignore these messages.

- 9.1.3. Copy the folder **BG1NPCMusic** and the file **Setup-BG1NPCMusic.exe** into your main SoA directory.
- 9.1.4. Double-click the Setup. The DOS dialogue appears:  
 Install Component      [The BG1 NPC Project Music Pack]?      [I]ninstall  
 Successfully installed    [The BG1 NPC Project Music Pack]      Press ENTER to exit  
 Further files are copied, then the readme opens

## 9.2. **Indira\_v10.2\_BGT**

~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.

- 9.2.1. Copy the folder **IndiNPC** and the files **Setup-IndiNPC.exe** and **Setup-IndiNPC.tp2** into your main SoA directory.
- 9.2.2. Double-click the Setup. The DOS dialogue appears:  
 Choose your language:      0 [English]  
 Install Component      [Indira NPC for BGT-WeiDU]?      [I]ninstall  
 Successfully installed    [Indira NPC for BGT-WeiDU]      Press ENTER to exit  
 Further files are copied, then the readme opens

## 9.3. **Mur'Neth v7**

~MUR'NETH.TP2~

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

*Has banters with Indira, if this mod was installed BEFORE.*

- 9.3.1. Copy the folder **Mur'Neth** and the files **Setup-Mur'Neth.exe** and **Setup-Mur'Neth.tp2** into your main SoA directory.
- 9.3.2. Double-click the Setup. The DOS dialogue appears:  
 Choose your language:      0 [English]  
 Install Component      [The Mur'Neth NPC mod for Baldur's Gate Tutu or Baldur's Gate Trilogy-WeiDU]?      [I]ninstall  
 Install Component      [Remove Rare selection sounds]?      [N]ot Install  
 Successfully installed    [The Mur'Neth NPC mod for Baldur's Gate Tutu or Baldur's Gate Trilogy-WeiDU]      Press ENTER to exit  
 The readme opens

## 9.4. **Mulgore & Xavia NPC v3.0 for BGT**

~SETUP-MULGOREXAVIANPC.TP2~

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

- 9.4.1. Copy the folder **MulgoreXaviaNPC** and the files **Setup-MulgoreXaviaNPC.exe** and **Setup-MulgoreXaviaNPC.tp2** into your main SoA directory.
- 9.4.2. Double-click the Setup. The DOS dialogue appears:  
 Choose your language:      0 [English]  
 Install Component      [Mulgore & Xavia NPCs for BGT-WeiDU]?      [I]ninstall  
 Successfully installed    [Mulgore & Xavia NPCs for BGT-WeiDU]      Press ENTER to exit  
 Press any key . . .  
 The readme opens

\*New\*

## 9.5. **Jonathan\_NPC\_BGT v0.1**

~SETUP-WXJON.TP2~

A fighter/mage/thief found in Feldpost's.

- 9.5.1. Copy the folder **WizWomJon** and the files **setup-WxJON.exe** and **Setup-WxJon.tp2** into your main

SoA directory.

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

Install Component [Jonathan Schattke for BGT]? [I]nsta

Install Component [Core NPC]? [I]nsta

Install Component [Banter Pack For Jonathan Schattke? [I]nsta

*Indira must be installed for use this component*

Successfully installed [Jonathan Schattke for BGT]

Press ENTER to exit

**\*New\***

9.6. **Xan's friendship path for BG1 v3**

~XANBG1FRIEND/SETUP-XANBG1FRIEND.TP2~

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

9.6.1. Install **XanBG1Friend\_v3** into your main SoA directory. Now you find here the folder **XanBG1Friend** and the file **Setup-XanBG1Friend.exe**.

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

Choose your language:

0 [English]

Install Component [Xan's friendship path for BG1, v3]? [I]nsta

Successfully installed [Xan's friendship path for BG1, v3]

Press ENTER to exit

The readme opens



## 10. BG1 RULES AND TWEAKS

**\*New\***

### 10.1. BG1 Unfinished Business for BGT-WeiDU (4b3.1)

~BG1UB/SETUP-BG1UB.TP2~

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

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

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

10.1.2. Double-click the Setup. The DOS dialogue appears

Choose your language: 0 [English]  
What should be done with all components that are NOT YET installed? [A]sk about each one?  
Install Component [Ice Island Level Two Restoration] [I]nstall  
Install Component [The Mysterious Vial] [I]nstall  
Install Component [Additional Elminster Encounter] [I]nstall

**SKIPPING:** [Angelo Notices Shar-teel]

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

**SKIPPING:** [Finishable Kagain Caravan Quest]

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

**SKIPPING:** [Coran and the Wyverns]

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

**SKIPPING:** [Kivan and Tazok]

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

**SKIPPING:** [Branwen and Tranzig]

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

Install Component [Safana the Flirt] [I]nstall

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

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

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

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

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

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

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

Install Component [Creature Corrections] [I]nstall

Install Component [Creature Restorations] [I]nstall

Install Component [Creature Name Restorations] [I]nstall

Install Component [Minor Dialogue Restorations] [I]nstall

Install Component [Audio Restorations] [I]nstall

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

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

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

Install Component [Permanent Corpses] [I]nstall

Install Component [Elven Charm and Sleep Racial Immunity] [I]nstall

Install Component [Sarevok's Diary Corrections] [I]nstall

Successfully installed Press ENTER to exit

The readme opens

The following BG2-mods can no more be installed after SCS!



### 10.2. Adventures\_in\_Papperland-WeiDU

~SETUP-AIP.TP2~

*This BG2 mod cannot be installed after Sword Coast Stratagems.*

10.2.1. Copy the folder **AIP** and the file **Setup-aip.tp2** into your main SoA directory.

10.2.2. Copy the WeiDU-Setup and rename it to **Setup-aip.exe**

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

Install Component [Adventures In Paperland]?

[I]nstaLL

Successfully installed [Adventures In Paperland]

Press ENTER to exit

Press ENTER to exit

### 10.3. 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.

*This BG2 mod cannot be installed after Sword Coast Stratagems.*

10.3.1. Copy the folder **Ghost** and the file **Setup-ghost.tp2** into your main SoA directory.

10.3.2. Copy the WeiDU-Setup and rename it to **Setup-ghost.exe**.

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

Choose your language:

0 [English]

Install Component [Ghost - WeiDU-version]?

[I]nstaLL

Successfully installed [Ghost - WeiDU-version]

Press ENTER to exit

It appears an error message that the file Ghost\ReadMe-Ghost.txt could not be found. Nevertheless, this does not exist.

### 10.4. Munchmod v2.6

~SETUP-MUNCHMOD.TP2~

Adds the walking hawkler 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.*

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

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

Choose your language:

0 [English]

Install Component [Munchmod v2.6]?

[I]nstaLL

Successfully installed [Munchmod v2.6]

Press ENTER to exit

It appears an error message that the file Munchmod\Munchmod could not be found.

**\*New\***

### 10.5. Improved Battles Mod v5

~SETUP-BATTLES.TP2~

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

*Improved Battles muss vor Sword Coast Stratagems installiert werden, weil sonst die Datei STATS.IDS von Battles die umfangreichere STATS.IDS von SCS überschreibt.*

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

Choose your language:

0 [English]

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

[A]sk about each one?

Install Component [Modified STATS.IDS (see NOTE and WARNING)]?

[I]nstaLL

*Ist Voraussetzung für die nachfolgenden Mods*

Install Component [Improved Drizz]?

[I]nstaLL

Install Component [Improved Mencar Pebblecrusher]?

[I]nstaLL

Install Component [Improved Mad Cleric]?

[I]nstaLL

Install Component [Improved House Jae'llat]?

[I]nstaLL

Install Component [Improved Lord Roenall]?

[I]nstaLL

Install Component [Improved Master Brain]?

[I]nstaLL

Install Component [Improved Wraith Sarevok]?

[I]nstaLL

Install Component [Improved Cohrvale, Bregg & Alamas]?

[I]nstaLL

Install Component [Improved Firkraag]?

[N]ot Install

*Nicht zusammen mit dem Mod Super Firkraag installieren.*

Install Component [Improved Fire Giants (requires ToB)]?

[I]nstaLL

Install Component [Improved Shade Lord]?

[I]nstaLL

Install Component [Improved Trademeet Crypt]?

[I]nstaLL

Install Component [Improved Dungeon]?

[N]ot Install

*Nicht zusammen mit der Komponente Improved Illych aus dem Tactics Mod installieren.*

Install Component	[Improved Temple Sewers Party]?	[I]ninstall
Install Component	[Improved Kiser Jhaeri (requires ToB) (***) Under construction (***)]?	[I]ninstall
Install Component	[Improved Falahar]?	[I]ninstall
Install Component	[Improved Drow Pit Fights]?	[I]ninstall
Install Component	[Improved Chromatic Demon]?	[I]ninstall
Install Component	[Knights of Dark Renown]?	[I]ninstall
Install Component	[Arcane Avenger Kit]?	[N]ot Install
Install Component	[Blademaster Kit]?	[N]ot Install
Install Component	[Demon Knight Kit]?	[N]ot Install
Install Component	[Bastard Kit]?	[N]ot Install
Install Component	[Bug Fixes (SoA)]?	[N]ot Install
Install Component	[Bug Fixes (ToB)]?	[N]ot Install
Successfully installed		Press ENTER to exit
The readme opens		

## 10.6. Ding0's QuestPack v2.3

~SETUP-D0QUESTPACK.TP2~

This mod adds other adventures to BG2; some are extensions, other absolutely new.

*This mod must be installed because of interactions with Kelsey, Keto and Virtue after these mods, must also be installed after NPCFlirt Pack to avoid inappropriate flirts in the underdark and must be installed before Refinements.*

**ATTENTION:** This Mod must be installed in three steps! The component General AI Improvements is to be installed before SCS, the component Improved Oasis II is to be installed before Longer Road, all the others after Kelsey!



10.6.1. Copy the folder **questpack** and the files **setup-d0questpack.exe** and **setup-d0questpack.tp2** into your main SoA directory.

10.6.3. Double-click the Setup. The DOS dialogue appears

Choose your language:	0 [English]
What should be done with all components that are NOT YET installed?	[A]sk about each one?
Install Component	[General AI Improvements]?

*Not together with BP, because BP has its own AI ruleset.*

*The AI improvements from the Quest Pack need to be installed before the Durlag's Tower component of SCS.*

Install Component	[Creature & Area Improvements]?	[N]ot Install
	1) All Creature & Area Improvements	
	2) All Creature Improvements	
	3) Boss Improvements Only	

*Can not be installed because of the following error message:*

```
ERROR: illegal 2-byte read from offset 314 of 314-byte file CITTERN.ITM
ERROR: [CITTERN.ITM] -> [override/CITTERN.ITM] Patching Failed (COPY) (Failure("CIT-
TERN.ITM: read out of bounds"))
```

Install Component	[Miscellaneous Enhancements]?	[N]ot Install
Install Component	[Additional Shadow Thieves Content]?	[N]ot Install

*This component is incompatible with the "Shadow Thief Improvements" component of Rogue Rebalancing.*

Install Component	[Alternative Harper/Xzar Plot]?	[N]ot Install
Install Component	[Extended Reynald Sequence]?	[N]ot Install
Install Component	[Intrigue In The Copper Coronet]?	[N]ot Install
Install Component	[Rahul Kanakia's Potion Quest]?	[N]ot Install
Install Component	[Revised Hell Trials]?	[N]ot Install
Install Component	[Improved Oasis II]?	choose one:
	[IO2 Dialogue & Combat Enhancement]	[N]ot Install
	[IO2 Dialogue Enhancement Only]?	

Install Component	[Saving Sanik In Brynnlaw]?	[N]ot Install
Install Component	[Burglary Of The Bookkeeper]?	[N]ot Install
Install Component	[New Fate For The Dryads' Acorns]?	[N]ot Install
Install Component	[The Tragedy Of Besamen]?	[N]ot Install
Install Component	[Further Slaver Involvement]?	[N]ot Install
Install Component	[Sending The Solamnic Knights Home]?	[N]ot Install
Install Component	[Nazariel The Lich]?	[N]ot Install

Install Component	[Reward Negotiation]?	[N]ot Install
Install Component	[Infernal Thievery]?	[N]ot Install
Successfully installed		Press ENTER to exit
Further files are copied, then the readme opens.		

## 10.7. Sword Coast Stratagems v6

~SETUP-SCSBGT.TP2~

Alike Tactics to BGII SCS features substantially upgraded general AI (almost all monsters call for help intelligently, choose sensible targets, and use magic items) as well as much better AI for a lot of specific types of creatures (wizards, priests, sirines, basilisks...) It also upgrades enemy challenges in over 20 fights.

*SCS should be installed after most BG-content mods but before BG2-content mods*

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

10.7.2. Replace the faulty file setup-scs.tp2 in your main SoA directory with this one of the same name from the folder [BiG World Patches](#).

10.7.3. Double-click the Setup. The DOS dialogue appears

Choose your language:	0 [English]
What should be done with all components that are NOT YET installed?	[A]sk about each one?
<i>You can also choose [I]ninstall them. The Installer stops at [Replace many magic weapons with fine ones] and waits for an input; type there [N]ot Install</i>	
Install Component	[Correct various errors on race, class etc]? [I]ninstall
<i>This Component is a condition for all the other components of this mods.</i>	
Install Component	[Make elemental arrows more like their BG2 counterparts]? [I]ninstall
Install Component	[Make Protection from Normal Missiles affect magical projectiles]? [I]ninstall
Install Component	[Replace many magic weapons with fine ones]? [N]ot Install
<i>This component is not compatible with the component "Iron shortage causes weapons, armor, and shields to shatter" from Baldur's Gate Trilogy WeiDU.</i>	
1 Fine weapons are affected by the iron crisis	
2 Fine weapons are immune to the iron crisis	
Install Component	[Re-introduce potions of extra-healing]? [I]ninstall
SKIPPING:	[Remove spells not in BG1]
Install Component	[Faster bears]? [I]ninstall
Install Component	[Allow player to choose NPC proficiencies and skills]? [I]ninstall
<i>If you choose this component, you can choose the component "ToB style of the NPCs" from BG2 Tweak Pack no more.</i>	
SKIPPING:	[Allow NPC pairs to separate]
<i>This component is for Baldur's Gate: TUTU only</i>	
SKIPPING:	[NPCs go to inns]
<i>This component is for Baldur's Gate: TUTU only</i>	
Install Component	[Easier party NPC management: allow NPC pairs separation, NPCs go to inns]? [I]ninstall
Install Component	[Allow Yeslick to use axes]? [I]ninstall
Install Component	[Move NPCs to more convenient locations]? [I]ninstall
Install Component	[Smarter general AI]? [I]ninstall
Install Component	[Better calls for help]? [I]ninstall
Install Component	[Potions for NPCs]? [I]ninstall
<i>„Smarter general AI“ is required to use this component..</i>	
Install Component	[Improved Deployment for Parties of Assassins]? [I]ninstall
Install Component	[Smarter Mages]? [I]ninstall
<i>„Make Protection from Normal Missiles affect magical projectiles“ should be installed to be able to use this component.</i>	
Install Component	[Mages pre-cast defensive spells]? [I]ninstall
<i>„Smarter Mages“ is required to use this component..</i>	
Install Component	[Smarter priests]? [I]ninstall
Install Component	[Priests pre-cast defensive magic]? [I]ninstall
<i>„Smarter priests“ should be installed to use this component</i>	
Install Component	[Smarter deployment]? [I]ninstall
Install Component	[Harder giant and phase spiders]? [I]ninstall
Install Component	[Dark-Side-based kobold upgrade]? [I]ninstall
Install Component	[Smarter sirines and dryads]? [I]ninstall
Install Component	[Slightly harder carrion crawlers]? [I]ninstall



Install Component	[Smarter basilisks]?	[I]ninstall
Install Component	[Improved doppelgangers]?	[I]ninstall
Install Component	[Tougher Black Talons and Iron Throne guards]?	[I]ninstall
Install Component	[Relocated bounty hunters]?	[I]ninstall
Install Component	[Improved Ulcaster]?	[I]ninstall
Install Component	[Improved Balduran's Isle]?	[I]ninstall
Install Component	[Improved Durlag's Tower]?	[I]ninstall

*The components „Smarter Mages“ and „Smarter priests“ should be installed to be able to use this component.*

Install Component	[Improved Demon Cultists]?	[I]ninstall
-------------------	----------------------------	-------------

*The components „Smarter Mages“ and „Smarter priests“ should be installed to be able to use this component.*

Install Component	[Improved miscellaneous encounters]?	[I]ninstall
Install Component	[Tougher chapter-two end battle]?	[I]ninstall
Install Component	[Tougher chapter-three end battle]?	[I]ninstall
Install Component	[Tougher chapter-four end battle]?	[I]ninstall
Install Component	[Tougher chapter-five end battle]?	[I]ninstall
Install Component	[Tougher chapter-six end battle]?	[I]ninstall
Install Component	[Improved final battle]?	[I]ninstall
Install Component	[Skip Candlekeep]?	[I]ninstall

*With this additional component you can jskip the initial training in Candlekeep.*

Install Component	[Remove blur effect from displacer cloak]?	[I]ninstall
Install Component	[Stackable ankheg shells and winterwolf pelts]?	[I]ninstall
Install Component	[Move Boo out of quick access and into Minsc's pack]?	[I]ninstall
Install Component	[Ease-of-use player AI]?	[I]ninstall

**SKIPPING:** [Ensure Shar-Teel doesn't die in the original challenge]

*You have installed a similar component with “The BG1 NPC Project: Make Shar-Teel Unkillable until in party”.*

Successfully installed Press ENTER to exit  
The readme opens.

*Don't worry about this message:*

```
ERROR: error loading [override/_hobgobc.bcs]
[./override/_BANDIT.BCS] loaded, 1536 bytes
Extended script [_bandit.bcs] with [override/_hobgobc.bcs]
This concerns only the TuTu version of the Mod.
```



## 11. BG2 QUEST MODS

### 11.1. Expanded Thief Stronghold v2.14

~GBTHFKP/GBTHFKP.TP2~

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

11.1.1. Copy the folder **GBThfKp** and the file **GBTfKp.tp2** into your main SoA directory.

11.1.2. Copy the WeiDU-Setup and rename it to **Setup-GBThfKp.exe**.

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

Choose your language:

0 [English]

Install Component [Expanded Thief Stronghold]?

[I]nstaLL

Successfully installed

Press ENTER to exit

The readme opens

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

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

### 11.2. Ajoc's Minimod v1.6

~SETUP-AJOCMOD.TP2~

New tasks, objects, areas. The mod begins when you speak with Ademoth in the crooked crane  
*The Darkest Day must be installed.*

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

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

Choose your language:

0 [English]

Install Component [AjocMod Weidu v1.5]

[I]nstaLL

Successfully installed [AjocMod Weidu v1.5]?

Press ENTER to exit

Further files are copied, then the readme opens

### 11.3. Desecration of Souls V2.6

~SETUP-DOS.TP2~

4 new stores, new items and encounters.

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

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

Install Component [Desecration of Souls 2.5]?

[I]nstaLL

Successfully installed [Desecration of Souls 2.5]

Press ENTER to exit

The readme opens

### 11.4. Every Mod and Dog V EMaDv3\_260605

~EMAD/SETUP-EMAD.TP2~

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

11.4.1. Copy the folder **EMaD** and the file **Setup-emad.exe** from the folder **EMaDv3\_260605** into your main SoA directory.

11.4.2. Replace the faulty file **underspell.d** in your directory ...\\EMaD\\Underspell with this one of the same name from the folder **BiG World Patches**.

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

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

[A]sk about each one?

or: [I]nstaLL

Install Component [A Z-rated Adventure - an IM4 Non-Entry]?

[I]nstaLL

Install Component [The Promise of a Troll]?

[I]nstaLL

Install Component [A Bhaalspawn's Best Friend]?

[I]nstaLL

Install Component [Under Her Spell]?

[I]nstaLL

Install Component [Forgery]?

[I]nstaLL

Install Component [Character Medley]?

[I]nstaLL

Successfully installed

Press ENTER to exit

The readme opens



## 11.5. Planar Sphere 2.6a

~SETUP-PLANARSPHEREMOD.TP2~

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

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

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

Choose your language:		0 [English]
Install Component	[PSM]?	choose one:
	1] PlanarSphereMod v2.6a	[1]
	2] PlanarSphereMod v2.6a, without shop in Waukeen's	
Install Component	[Planar Sphere Return v2.6a]?	[I]ninstall
Successfully installed	[PlanarSphereMod 2.0]	Press ENTER to exit
The readme opens		

**\*New\***

## 11.6. Tower Of Deception v2

~TOD/SETUP-TOD.TP2~

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

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

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

Choose your language:		0 [English]
Install Component	[Tower Of Deception Mod (Requires Throne Of Bhaal)]?	[I]ninstall
Install Component	[Improved Astral Shard Guardian]?	[I]ninstall
Successfully installed	[Tower Of Deception Mod (Requires Throne Of Bhaal)]	Press ENTER to exit
The readme opens		

## 11.7. The Bigg Quest Pack

~TB#QUEST/TB#QUEST.TP2~

A number of standalone fights

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

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

Install Component	[The curse of Mprolla the spammer]?	[I]ninstall
	<i>ATTENTION! Breaking the fourth wall: The characters will start the direct dialogue with the player.</i>	
Install Component	[The curse of Mprolla the cheater]	[I]ninstall
	<i>ATTENTION! Breaking the fourth wall: The characters will start the direct dialogue with the player.</i>	
Install Component	[A large battle]	[I]ninstall
	<i>For this component the revised HLA tables from Refinements must be installed!</i>	
Install Component	[Underdark Mage Duel]	[I]ninstall
Successfully installed		
The readme opens		

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

~BWQUEST.TP2~

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

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

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

Choose your language:		0 [English]
Install Component	[The Black Rose Part I: Market Prices]?	[I]ninstall
Successfully installed	[The Black Rose Part I: Market Prices]	Press ENTER to exit
The readme opens		



### 11.9. Silberdrachenblut v1.1

~SETUP-C#SILBERDRACHENBLUT.TP2~

IN GERMAN ONLY

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

- 11.9.1. Copy the folder **C#SB\_silber** and the files **Setup-C#Silberdrachenblut.exe** and **Setup-C#Silberdrachenblut.tp2** into your main SoA directory.

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

Install Component	[Silberdrachenblut - Questmod von Gandalf the white]?	[I]nstaLL
Successfully installed	[Silberdrachenblut - Questmod von Gandalf the white]	Press ENTER to exit
The readme opens		

**\*New\***

### 11.10. Spellhold Gauntlet Version 1.0

~SETUP-SPGAUNT.TP2~

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

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

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

Choose your language:		0 [English]
Install Component	[Spellhold Gauntlet]?	[I]nstaLL
Install Component	[Irenicus Waiting in Spellhold]?	[I]nstaLL
Install Component	[Shortened Spellhold Cutscenes and Dream]?	[N]ot Install
Install Component	Interjections for Spellhold Gauntlet (dialogue by Liam)]?	[I]nstaLL
Successfully installed		Press ENTER to exit
The readme opens		

**\*New\***

### 11.11. CliffHistory

~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 "BG2Tweak-Pack" or if the MC is a bard..*

- 11.11.1. Copy the folder **CliffHistory** and the file **setup-cliffhistory.exe** into your main SoA directory.

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

Install Component	[Cliffette's 'History' BWI contest entry]?	[I]nstaLL
Successfully installed	[Cliffette's 'History' BWI contest entry]	Press ENTER to exit

**\*New\***

### 11.12. Dungeon Crawl v2

~DC/SETUP-DC.TP2~

- 11.12.1. Install **DungeonCrawl\_v2** into your main SoA directory. Now you find here the folder **DC** and the file **Setup-DC.exe**.

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

Choose your language:		0 [English]
Install Component	[Dungeon Crawl, v1]?	[I]nstaLL
Successfully installed	[Dungeon Crawl, v1]	Press ENTER to exit
The readme opens		

## 12. BG2 TACTICAL ENCOUNTERS

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



**\*New\***

### 12.1. CoM Encounters v1.02

~SETUP-COM\_ENCOUNTERS.TP2~

A BG 2 mod that has Underdark Adventures and other enhanced encounters.

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

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

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

### 12.2. Deeper Shadows of Amn v2.2 (DSOA)

~SETUP-DSOA.TP2~

An overhauled collection of toughened encounters and quests by Kensai Ryu

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

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

What should be done with all components that are NOT YET installed? [A]sk about each one?  
Install Component [Kensai Ryu's Deeper Shadows of Amn v2.2]? **[I]nstaLL**  
Install Component [Difficult Brown Dragon]? **[I]nstaLL**  
Install Component [Improved Copper Coronet]? **[I]nstaLL**  
Install Component [Improved Crypt King]? **[I]nstaLL**  
Install Component [Ghost Shadow Dragon]? **[I]nstaLL**  
Install Component [Grothgar the Red Dragon]? **[I]nstaLL**  
Install Component [Improved Kangaxx]? **[N]ot Install**  
*Don't install it together with BP, because BP contains its own version of this component.*  
Install Component [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.

### 12.3. Domains of Dread-WeiDU

~SETUP-DOFD.TP2~

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

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

12.3.2. Copy the WeiDU-Setup and rename it to **Setup-DofD.exe**.

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

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

### 12.4. Improved Asylum .92

~SETUP-IMPASYLUM.TP2~

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

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

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

Choose your language:		0 [English]
Install Component	[Improved Asylum Mod for BG2:ToB]?	[N]ot Install
	<i>Don't install it together with BP, because BP contains its own version of this component.</i>	
Install Component	[Spellhold Lich]?	[I]ninstall
Install Component	[Improved Player Scripts]?	[I]ninstall
Successfully installed		Press ENTER to exit
The readme opens		

## 12.5. Super Firkraag Mod v14

~SETUP-FIRKRAAG.TP2~

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

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

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

Choose your language:		0 [English]
Install Component	[Super Firkraag for BG2]?	[I]ninstall
Successfully installed	[Super Firkraag for BG2]	Press ENTER to exit
The readme opens		

## 13. BG2 STORES AND ITEMS:

### 13.1. Alex Macintosh v1.1

~AM.TP2~

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

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

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

Install Component [Alex Macintosh PC Conversion by MTS]? [I]nsta

Successfully installed [Alex Macintosh PC Conversion by MTS]

Press ENTER to exit

The readme opens

### 13.2. Bag Bonus v1.0

~SETUP-BAGBONUS.TP2~

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

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

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

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

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

Press ENTER to exit

The readme opens

### 13.3. Ribald's Genie v2.6

~SETUP RGENIE.TP2~

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

*The mod at this point serves as a check point. A sixth answer is installed to the dialog with Ribald. If this is absent, another mod has overwritten Ribald.*

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

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

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

Choose your language:

0 [English]

Install Component [Ribald's Genie]? [I]nsta

Successfully installed [Ribald's Genie]

Press ENTER to exit

The readme opens

### 13.4. Boards of Magick item pack v 1.3

~SETUP-BOM.TP2~

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

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

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

Install Component [Boards of Magick Itempack!]? [I]nsta

Successfully installed [Boards of Magick Itempack!]

Press ENTER to exit

The readme opens

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

~SETUP-BG2SOA.TP2~

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

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

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



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

### 13.6. Dark Ritual v1.01

~SETUP-DARKRITUAL.TP2~

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

- 13.6.1. You have already copied the folder **dark** and the files **Setup-DarkRitual.exe** and **Setup-DarkRitual.tp2** into your ... \BGII - SoA\ directory before NeJ.

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

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

### 13.7. Exnem's Addon = Exnem Vault v5

~SETUP-EXNEM.TP2~

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

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

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

Install Component	[Exnem Vault v5, Install Items]?	[I]ninstall
Install Component	[Add items to creatures]?	[I]ninstall
Install Component	[Add items to areas]?	[I]ninstall
Successfully installed	[Exnem Vault v5, Install Items]?	Press ENTER to exit

### 13.8. Freedom's Reign / Reign of Virtue v4

~SETUP-FR\_ROV.TP2~

Freedom's Reign: 2 new stores, more than 80 items everywhere in SoA

Reign of Virtue: 3 new stores, 5 new encounters

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

- 13.8.2. Replace the faulty files **AR0602.baf** and **AR1202.baf** in your directory ... \FR\_ROV\ bcs\ patch with these ones of the same name from the folder [BiG World Patches](#).

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

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

### 13.9. Heart Of The Wood \_WeiDU

~SETUP-HEARTWOOD.TP2~

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

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

- 13.9.2. Copy the WeiDU-Setup and rename it to **Setup-HeartWood.exe**.

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

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



### 13.10. Herbs and Potions Add-in for Baldur's Gate 2

~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.

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

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

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

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

~SETUP-VALHORN.TP2~

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

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

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

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

### 13.11. Improved Volcano! Pack Version 1.8

~VOLCANO-SETUP.TP2~

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

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

13.12.2. Copy the Weidu-setup and rename it into **volcano-setup.exe**. Don't use in any case the file volcano-setup which is enclosed to the mod! This cannot update itself and generates error messages continuously for every installed mod!

13.12.3. Rename the files only if they should be installed with setup.bat from **Volcano-setup.exe** and **volcano-setup.tp2** to **ssetup-Volcano.exe** and **setup-Volcano.tp2**.

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

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



### 13.13. Item Value Tweaks ItmValueTweaks

~ITMVALUETWEAKS.TP2~

Now also worthless items can be sold for a low price.

13.13.1. Copy the folder **ItmValueTweaks** and the file **ItmValueTweaks.tp2** into your main SoA directory.

13.13.2. Copy the WeiDU-Setup and rename it to **Setup-ItmValueTweaks.exe**. Don't use the Datei Setup-ItmValueTweaks, because this cannot update itself!

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

Install Component	[Item Value Tweaks ItmValueTweaks]?	[I]ninstall
Successfully installed	[Item Value Tweaks ItmValueTweaks]	Press ENTER to exit
The readme opens		

### 13.14. KWolf\_NPC\_WeiDU

~SETUP-KWOLF.TP2~

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

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

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

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

Choose your language:		0 [English]
-----------------------	--	-------------

Install Component [KWolf - New NPC]  
Successfully installed [KWolf - New NPC]  
The readme opens

[I]ninstall  
Press ENTER to exit

### 13.15. RItemPackV2 = RPG Dungeon Item Pack

~SETUP-RITEMPACK.TP2~

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

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

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

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

[A]sk about each one?

Install Component [Enhanced Girdle of Fortitude]?  
Install Component [Patrick's Chainmail]?  
Install Component [Weakened Cloak of Mirroring]?  
Install Component [Replaced Crom Faeyr]?  
Install Component [Fixed Dragon Plate Armor]?  
Install Component [Ring of Power]?  
Install Component [Improved Anomen's Ring]?  
Install Component [Weakened Celestial Fury]?  
Install Component [BG1 Ring of Wizardry]?  
Successfully installed

or: [I]ninstall  
[I]ninstall  
[I]ninstall  
[I]ninstall  
[I]ninstall  
[I]ninstall  
[I]ninstall  
[I]ninstall  
[I]ninstall

Press ENTER to exit

### 13.16. Rolles\_v2

~SETUP-ROLLES.TP2~

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

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

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

Choose your language:

1 [English]

Install Component [Rolles Sayer]?

[I]ninstall

Install Component [Bag of Holding in Irenicus Dungeon]?

[I]ninstall

Successfully installed

Press ENTER to exit

### 13.17. RTT Item Pack:

~RTTITEMPACK.TP2~

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

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

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

Choose your language:

0 [English]

Install Component [Install RTT Item Pack]?

[I]ninstall

Successfully installed [Install RTT Item Pack]

Press ENTER to exit

### 13.18. Ruad Ro'fessa Item Upgrade v20

~SETUP-RUAD.TP2~

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

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

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

Choose your language:

0 [English]

Install Component [Ruad Ro'fessa SoA]?

[I]ninstall

Install Component [Ruad Ro'fessa ToB]?

[I]ninstall

Successfully installed [Ruad Ro'fessa]

Press ENTER to exit



The readme opens

### 13.19. The Magnificent Magic Shop

~SETUP-TZSHOP01.TP2~

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

- 13.19.1. Unpack the file tzshop01\_lite magnificent magic store into your main SoA directory. Now you find here the folder **tzshop01** and the files **Setup-Tzshop01.tp2**, **Readme-TZshop01** and **liteversion**  
**Note READ ME FIRST.TXT**

- 13.19.2. Copy the WeiDU-Setup and rename it to **Setup-Tzshop01.exe**.

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

Install Component [The Magnificent Magic Shop]?

[I]nstaLL

Successfully installed [The Magnificent Magic Shop]

Press ENTER to exit

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

~SETUP-ABYSTORE.TP2~

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

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

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

Choose your language:

0 [English]

Install Component [Unusual Oddities Shop]?

[I]nstaLL

Successfully installed [Unusual Oddities Shop]

Press ENTER to exit

### 13.21. Underrepresented Items (From Icewind Dale 2) v5

~SETUP-UNDERREP.TP2~

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

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

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

Choose your language:

0 [American English]

Install Component [Underrepresented Items from Icewind Dale 2]?

[I]nstaLL

Successfully installed [Underrepresented Items from Icewind Dale 2]

Press ENTER to exit

The readme opens

**\*New\***

### 13.22. Weimer's Item Upgrade v35

~SETUP-ITEMUPGRADE.TP2~

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

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

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

Choose your language:

0 [American English]

Install Component [Shadows Of Amn Item Upgrades]?

[I]nstaLL

Install Component [Throne Of Bhaal Item Upgrades]?

[I]nstaLL

Successfully installed

Press ENTER to exit

#### Item Upgrade Audio

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

**\*New\***

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

~SETUP-SPITEMPACK.TP2~

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

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

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

Install Component	[Daniel Goodrich's Custom Item Collection]?	[I]nstaLL
Install Component	[Creslyn's BG2 Item Pack]?	[I]nstaLL
Install Component	[Davoran's Spell Pack]?	[I]nstaLL
Install Component	[Shadow Daemon's Spells Pack]?	[I]nstaLL
Successfully installed		Press ENTER to exit

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

### 13.24. A Mod for the Orderly

~CLIFFKEY/SETUP-CLIFFKEY.TP2~

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

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

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

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

**\*New\***

### 13.25. BloodOfTheMartyr\_WeiDU

~SETUP-BLOODMORT.TP2~

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

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

13.25.2. Copy the WeiDU-Setup and rename it to **Setup-BloodMort.exe**

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

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

**\*New\***

### 13.26. Enhanced BG2

~SETUP-EBG2.TP2~

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

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

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

Choose your language:		0 [English]
What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component	[Additional merchant with new items]?	[I]nstaLL
Install Component	[Interjections]?	[I]nstaLL
Install Component	[Tomes aand manuals]?	[I]nstaLL
Install Component	[Cloak of Balduran]?	[N]ot Install
<i>This component is included in the component "Miscellaneous Enhancements" from Ding0's QuestPack.</i>		
Install Component	[Additional portraits]?	[I]nstaLL
Install Component	[Lost item descriptions]?	[I]nstaLL
Install Component	[Dragonsuit & Glory of Balduran (ToB)]?	[I]nstaLL
Install Component	[New racial enemies]?	[I]nstaLL

Install Component	[New kit (Gladiator)]?	[N]ot Install
Install Component	[New kit (Knight)]?	[N]ot Install
Install Component	[New kit (Duelist)]?	[N]ot Install
Install Component	[New kit (Legionnaire)]?	[N]ot Install
Install Component	[New kit (Globe-trotter)]?	[N]ot Install
Install Component	[New kit (Dragon Slayer)]?	[N]ot Install
Install Component	[New kit (Crusader)]?	[N]ot Install
Install Component	[New kit (Fright of Liches)]?	[N]ot Install
Install Component	[New kit (Silent Killer)]?	[N]ot Install
Install Component	[New kit (Priest of Auril)]?	[N]ot Install
Install Component	[Miscellaneous tweaks]?	[I]nstaLL
Successfully installed		

**\*New\***

**13.27. Food and Herbal Mod v 1.00 (Foodmod)**

~SETUP-FOODMOD.TP2~

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

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

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

Install Component	[Chosen of Mystra's Food and Herbal Mod (Requires Throne of Bhaal)]?
-------------------	--

[I]nstaLL

Successfully installed	[Chosen of Mystra's Food and Herbal Mod (Requires Throne of Bhaal)]
------------------------	---

Press ENTER to exit

The readme opens.

**\*New\***

**13.28. Lord of the Rings Item Pack v1.02**

~SETUP-LOTRITEMS.TP2~

This mod replaces items from BG2 SoA + ToB

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

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

Install Component	[Replace Items in the Game with LotR items?]
-------------------	--

[I]nstaLL

Successfully installed	[Replace Items in the Game with LotR items?]
------------------------	--

Press ENTER to exit

The readme opens.

**\*New\***

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

~SETUP-RUPERT.TP2~

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

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

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

Install Component	[Rupert the Dye Merchant (for BG2 or TuTu/BGT)]?
-------------------	--

[I]nstaLL

Successfully installed	[Rupert the Dye Merchant (for BG2 or TuTu/BGT)]
------------------------	---

Press ENTER to exit

The readme opens.

**New\***

**13.30. Selune's Armoury v1**

~SETUP-SELUNEARMOURY.TP2~

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

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

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

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

Choose your language:  
Install Component [Selune's Armoury v1]?  
Successfully installed [Selune's Armoury v1]

0 [English]  
[I]nstaLL  
Press ENTER to exit

**\*New\***

### 13.31. **Realm of the Bhaalspawn Armor Set**

~SETUP-ROTBARMORSET.TP2~

An armor set along with a new shopkeeper.

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

Choose your language:  
Install Component [Realm of the Bhaalspawn Armor Set]?  
Successfully installed [Realm of the Bhaalspawn Armor Set]

0 [English]  
[I]nstaLL  
Press ENTER to exit

## 14. BG2 NPC MODS

Some NPCs connect new music, unfortunately, not like other mods with the dialogs or other events, but add them to a songlist. Only 99 entries may be carried out all together in this songlist. From the following mods Amber and Edwin overcrowd the songlist completely, so that neither the game can be started nor other mods can be added. Hence, there must be deleted all lines after line 100 after the respective installation.

If several mods were skipped, still lines could be free, perhaps, in the songlist, so the entries may move upwards and possibly no change must be carried out.

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](http://www.ironworksforum.com/ubb/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=2;t=023604)

With **BiG World setup\_3.bat** all the following BG2 NPC Mods up to Romantic Encouters can be installed. In between you must press several times Enter. Replace the according files with those from the folder **BiG World Patches**. **You must carry out all necessary changes, before you start the .bat file!**



### 14.11. Amber v2.4

~SETUP-AMBER.TP2~

Amber is a headstrong but irresistible thieving rogue with a good heart under her spiny surface. You can meet her the streets of Athkatla and she can have a romance with the main character.

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

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

Choose your language: 0 [English]  
Do you want to install Amber the NPC MOD for BGII:SoA? [Y]es  
Do you want to install Amber the NPC MOD for BGII:SoA? [Y]es  
Several files are copied  
Press any key . . .  
Do you want to install [Multiplayer-friendly flirting for Amber]? [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

14.1.3. Open the file songlist.2da in the directory ...\\BGII - SoA\\ override with a text editor and delete the line „100 Amber mxm#am.mus" ATTENTION: the cursor must be directly behind the last letter of MX5411.MUS without any space or return!



[BVALYGA.DLG] loaded  
WARNING: EXTEND\_TOP #position 1 out of range 0-1  
*This Message also appears with a pure SvA-Amber installation*

### 14.2. Edwin Romance

~SETUP-EDWINROMANCE.TP2~ ~SETUP-EDWINTOB.TP2~

~SETUP-EDWINFLIRTS.TP2~

Allows the player to carry out a romantic relationship with Edwin Odesseiron, that insulting Thayvian wizard wearing red.

14.2.1. Copy the folder **edwin** and the files **Setup-EdwinRomance.exe**, **Setup-EdwinRomance.tp2** and **edaudioin.bat** from the folder ERSoA107 into your main SoA directory.

14.2.2. Replace the file **EDWIN\_DEGARDAN.BCS** in your directory ...\\edwin\\bcs with this one of the same name from the folder **BiG World Patches**., **but only, if NEJ is installed before.**



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

Choose your language: 0 [American English]  
Install Component [Edwin Romance]? [I]ninstall  
Install Component [Restore Edwin's BG1 portrait]? [I]ninstall  
Successfully installed Press ENTER to exit  
The readme opens

- 14.2.3. Open the file songlist.2da in the directory ...\\BGII - SvA\\ override with a text editor and delete the linen „100 MXEdwin MXEdwin.mus“ and „101 MXDwina MXDwina.mus“ ATTENTION: the cursor must be directly behind the last letter of MX5411.MUS without any space or return!
- 14.2.4. Copy the folder **edwin-tob** and the files **Setup-EdwinToB.exe** and **Setup-edwintob.tp2** from the folder ERTob107 into your main SoA directory.
- 14.2.5. Double-click the Setup. The DOS dialogue appears:
- Choose your language: 0 [American English]  
Install Component [Edwin Romanze ToB]? ☐install  
Install Component [New ending for Viconia Romance by Laufey]? ☐install  
Successfully installed Press ENTER to exit  
No entries are carried out in the songlist if the entries were deleted by Edwin SoA before.



- 14.2.6. Copy the folder **Edwin-flirts** and the files **Setup-edwinflirts.exe** and **Setup-edwinflirts.tp2** from the folder Edwin-flirts\_v0.1b into your main SoA directory.
- 14.2.7. Double-click the Setup. The DOS dialogue appears:
- Install Component [Edwin Flirts 0.1b]? ☐install  
Successfully installed [Edwin Flirts 0.1b] Press ENTER to exit

### 14.3. Tsujatha v10

~SETUP-TSUJATHA.TP2~

A joinable male elven necromancer NPC with optional romance for female PCs.

- 14.3.1. Copy the folder **Tsujatha** and the files **Setup-Tsujatha.exe**, **Setup-Tsujatha.tp2** and **Setup-TsujathaAudioUninstall.bat** into your main SoA directory.
- 14.3.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
Install Component [Tsujatha v9 (BG2:SoA NPC) created by Sillara of the Tamari]? ☐install  
Successfully installed [Tsujatha v9 (BG2:SoA NPC) created by Sillara of the Tamari] Press ENTER to exit  
Further files are copied, then the readme opens.

*Don't worry about the following message:*

WARNING: cannot find block matching [Tsujatha/Scripts/DPLAYER2\_ORIGINAL.BCS]

*This message appears only appears if Edwin is installed because Edwin has changed the same file which should be changed by Tsujatha. Tsujatha however takes the Edwin romance into account and 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, or Tsujatha will continue to try to leave at high reputation.*

### 14.4. Saerileth v13

~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.

*If you install Saerileth, you cannot install Kiara/Zaiya afterwards.*



- 14.4.1. Copy the folder **Saerileth** and the files **Setup-Saerileth.exe**, **Setup-Saerileth.tp2**, **Setup-SaerilethAudioUninstall.bat** and **NStisunpack.bat** into your main SoA directory.
- 14.4.2. Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]  
Install Component [Saerileth Romance Mod v12 (BG2:SoA & TOB NPC) created by nethrin and Sil lara]? ☐install  
Install Component [Saerileth Romance Mod v12 (BG2:SoA & TOB NPC) created by nethrin and Sil lara]? ☐install  
Successfully installed Press ENTER to exit  
Further files are copied, then the readme opens.

### 14.5. Beyond the Law

~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 goodges or neutrally aligned and the reputation of the player is more than 12.

- 14.5.1. Copy the folder **aD&L** and the files **Setup-BTL.exe**, **Setup-BTL.tp2**, **btlaudio.bat** and **btlaudiouninstall.bat** into your main SoA directory.
- 14.5.2. Replace the faulty file Interj.d in your directory ...aD&L with this one of the same name from the folder **BiG World Patches**.
- 14.5.3. Double-click the Setup. The DOS dialogue appears:
 

Install Component	[Beyond the Law - Kova & Kiyone]?	[I]nstaLL
Install Component	[Alternate Soundset for Kiyone - Female4]?	[I]nstaLL
Install Component	[Better Balanced BTL Items]?	[I]nstaLL
Install Component	[Portraits for Minor Non-Joinable BTL NPCs]?	[I]nstaLL
Successfully installed		Press ENTER to exit

 Other files are copied, then the Installer ends suddenly.



#### 14.6. Ajantis v1.1

~SETUP-C#AJANTIS\_SvA.TP2~

Brings the paladin Ajantis from BG1 to BG2. He appears in the game the first time in the wind spear hills after the hijacking of Garren of wind spear child, and will wait for you afterwards in the order of the radiant heart.

- 14.6.1. Copy the folder **C#Ajantis\_SvA** and the files **Setup-C#Ajantis\_SvA.exe** and **Setup-C#Ajantis\_SvA.tp2** into your main SoA directory.
- 14.6.2. Double-click the Setup. The DOS dialogue appears:
 

Install Component	[Sir Ajantis als NPC für BGII-SvA]?	[I]nstaLL
Successfully installed	[Sir Ajantis als NPC für BGII-SvA]	Press ENTER to exit

 Installation complete. Press any key . . .  
 The readme opens

#### 14.7. Chiara v1.02mB\_163

~SETUP-CHIARA.TP2~

IN GERMAN ONLY

Chiara is a fighter with some special traits. If you help her, she can be an extraordinary enrichment for the group. If you fail her, she becomes an unpredictable enemy! You find her in the canalization under the temple quarter. (for SvA + TvB)

- 14.7.1. Copy the folder **chiara** and the files **Setup-Chiara.exe**, **Setup-Chiara.tp2**, **chiadel.bat** and **chia-extr.bat** into your main SoA directory.
- 14.7.2. Double-click the Setup. The DOS dialogue appears:
 

Install Component	[Chiara - Ein Charakter aus dem Rosenranken.Forum]?	[I]nstaLL
Successfully installed	[Chiara - Ein Charakter aus dem Rosenranken.Forum]	Press ENTER to exit

#### 14.8. Drizzt Do'Urden v1.8

~SETUP-DRIZZT.TP2~

IN GERMAN ONLY

With this mod can take Drizzt Do'Urden into your group, when you leave the unterdark and go again into the town. You can summon the magic cat Guenhwyvar with "K" which attacks enemies then automatically.

- 14.8.1. Copy the folder **DKDrizzt** and the files **Setup-Drizzt.exe** and **Setup-Drizzt.tp2** into your main SoA directory.
- 14.8.2. Replace the faulty files DKAlt2SK.baf, DKALT2SK.BCS, DKAltSK.baf, DKALTSK.BCS in your directory ...DKDrizzt\DKAuftrag\DKSkripte with this ones of the same name from the folder **BiG World Patches**.
- 14.8.3. Copy the file DKAlt2SK.bcs from "into the override folder" and paste it into the override folder
- 14.8.4. Double-click the Setup. The DOS dialogue appears:
 

Install Component	[Drizzt]?	[I]nstaLL
Successfully installed	[Drizzt]	Press ENTER to exit

 The readme opens





#### 14.9. Elvanshalee

~SETUP-ELVAN-ALL.TP2~

IN GERMAN ONLY

You can find the chaotic-good drow cleric of the goddess Elistraee in the government quarter. As a special weapon she owns a sword that, however, only from Elistraee priests can be used.

14.9.1. Copy the folder **S#ElvanA** and the file and **Setup-Elvan-all.tp2** into your main SoA directory.

14.9.2. Copy the WeiDU-Setup and rename it to **Setup-Elvan-all.exe**. Don't use the Setup-Elvan-all.exe, because this cannot update itself!

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

Install Component [Elvanshalee für SoA oder ToB Pic von Kay Allen]?

[I]nstaLL

Install Component [Elvanshalee für Knight Kits Pic von Kay Allen]?

[I]nstaLL

Successfully installed

Press ENTER to exit

#### 14.10. Fade SoA Beta22r = Fade SoAV3

~SETUP-FADE.TP2~

The chaotic-neutral shadow thief can have romances with all men of every possible race and disposition. This is the SoA part of the romance - now the ToB part is written!

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

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

Choose your language:

0 [English]

Install Component [Fade: An NPC for Baldur's Gate II]?

[I]nstaLL

Successfully installed

Press ENTER to exit

The readme opens

#### 14.11. Goo the Disembodied Floating Eyeball v 2.0

~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.

14.11.1. Copy the folder **Goo** and the file **Setup-Goo.tp2** into your main SoA directory.

14.11.2. Copy the WeiDU-Setup and rename it to **Setup-Goo.exe**. Don't use the Setup-Goo.exe, because this cannot update itself!

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

Choose your language:

0 [English]

Install Component [Goo the Disembodied Floating Eyeball]?

[I]nstaLL

Successfully installed [Goo the Disembodied Floating Eyeball]

Press ENTER to exit

It appears an error message that the file dofd\ReadMe.txt could not be found.

#### 14.12. Horace v1.70

~SETUP-HORACE.TP2~

Skeleton NPC with its own kit.

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

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

Choose your language:

0 [English]

Install Component [Horace - BGII]?

[I]nstaLL

Install Component [Bone Collector]?

[I]nstaLL

Successfully installed

Press ENTER to exit

The readme opens

#### 14.13. Kari v 1.3b

~SETUP-KARI.TP2~

Kari, the young and innocent half-kobold Druid, can be found in the windspear-hills.

14.13.1. Copy the folder **Kari** and the files **Setup-Kari.exe**, **Setup-Kari.tp2** and **Setup-**

**KariAudioUninstall.bat** into your main SoA directory.

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

Install Component [Kari The Koboldgirl Version 1.3b]?

[I]nstaLL

Successfully installed [Kari The Koboldgirl Version 1.3b]

Press ENTER to exit

The readme opens

**ATTENTION:** It may occur the bug that you cannot reach in Firkraag's dungeon. This succeeds only with CLUAConsole:MoveToArea ("AR1201")



#### 14.14. Kido v6.1

~SETUP-KIDO.TP2~

This mod which adds the chaotic evil jester, Kido, who receives visions from Cyric.

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

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

Install Component [Kido the Jester (Requires Throne of Bhaal)]?

[I]nstaLL

Install Component [Which of Kido's Portraits do you wish to install?]

1) Plasmocat's portraits?

2) Gonchi's portraits?

1) Kido's old portraits (of Version 1.0 till 2.1)

[3]

Successfully installed [Kido the Jester]

Press ENTER to exit

The readme opens

#### 14.15. Ariena v1

~SETUP-ARIENA.TP2~

Ariena is a neutral evil pit fighter. She is an Half-orc of an unusual human parentage.

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



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

- 14.15.2. Replace the faulty files ArienaJ.d and BAriena.D in your directory ...\\Ariena\\d with this one of the same name from the folder **BiG World Patches**.



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

Install Component [Ariena the Half-orc]?

[I]nstaLL

Install Component [Do you wish to install Ariena's Default Portrait by Immortality/Khayman]?

[I]nstaLL

Install Component [Do you wish to install Ariena's alternative Portrait by HERD]? [N]ot Install

Install Component [Do you wish to install Grand Mastery Fix of James Schumacher]?

[N]ot Install

*This component is neither compatible with TDD nor with the level 50 control sets from BP!*

Successfully installed

Press ENTER to exit

#### 14.16. Kindrek v2.4

~SETUP-KINDREK.TP2~

A wizard-slaying, magic-hating NPC who will join your group in the City Gates.

- 14.16.1. Copy the folder **Kindrek** and the files **Setup-Kindrek.exe**, **Setup-Kindrek.tp2** and **Setup-Kindrek-AudioUninstall.bat** into your main SoA directory.

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

Install Component [Kindrek v2.4 created by nethrin]?

[I]nstaLL

Successfully installed

Press ENTER to exit

The readme opens

#### 14.17. Malthis ServiceVersion 1

~SETUP-MALTHIS.TP2~

IN GERMAN ONLY

You meet Malthis close to Cromwells house in Atkatla. Only during the game you will get to know the true abilities of the sabre-rattler. Many of his qualities, even his disposition, depend on your action.

- 14.17.1. 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.
- 14.17.2. Replace the faulty file dmalt.d in your directory ...\\Malthis with this one of the same name from the folder **BiG World Patches**.
- 14.17.3. Double-click the Setup. The DOS dialogue appears:
- |                        |                               |                     |
|------------------------|-------------------------------|---------------------|
| Install Component      | [Malthis, der Säbelrassler!]? | [I]nsta             |
| Successfully installed | [Malthis, der Säbelrassler!]  | Press ENTER to exit |
| Press any key . . .    |                               |                     |
| The readme opens       |                               |                     |



**\*New\***

**14.18. KitanyaSoAv6-22**

~KITANYA/SETUP-KITANYA.TP2~

Kitanya is a friendly, chaotic good elvish wizardslayer

- 14.18.1. Install **KitanyaSoAv6-22** into your ...\\BGII - SvA\\ directory. Now you find there the folder **Kitanya** and the file **setup-kitanya.exe**.

- 14.18.2. Replace the faulty file **kitanyaj.d** in your directory ...\\Kitanya\\dialogues with this one of the same name from the folder **BiG World Patches**.



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

Do you wish to install	[Kitanya Conversation/Romance Mod for BG2]?	[I]nsta
Do you wish to install	[Wizardslayer Bugs Fix]?	[I]nsta
Successfully installed		Press ENTER to exit
The readme opens		

**14.19. LuvNaliaWeidu106**

~SETUP-LUVNALIA.TP2~

Contains a complete romance with Nalia, including the tree of life dialogs, beloved one in danger, Nalia's abduction by bodhi, and other love related quests. It also adds some new quests and character interactions. I strongly recommend having Minsc in the party...

*The mod hangs after the wedding because of faulty programming. However, this also happens if one only plays the mod without BGT. See here for further info:*

<http://forums.spellholdstudios.net/index.php?s=f49e5866d489ef8927f9f1de89fba87f&showtopic=24467>



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

- 14.19.2. Fixpack has changed some files, LuvNalia is looking for. Replace the files AR2904C.BCS, AR2904E.BCS, and NALIAA.BCS from the folder ...\\LuvNalia\\BAF\\BCS with this one of the same namen from the folder **BiG World Patches**.



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

Install Component	[Install WeiDU Version of Arnel's Nalia Romance 1.06]?	[I]nsta
Successfully installed	[Install WeiDU Version of Arnel's Nalia Romance 1.06]	Press ENTER to exit
The readme opens		

**14.20. Neh'taniel Alpha 2.7**

~SETUP-NEH'TANIEL.TP2~

Neh'taniel is a long dead follower of Amaunator with amusing background history who is restless since centuries.

- 14.20.1. Copy the folder **Neh'taniel** and the files **Setup-Neh'taniel.exe**, **Setup-Neh'taniel.tp2** and **SK#Uninstall.bat** into your main SoA directory.

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

Install Component	[Neh'taniel NPC Mod]?	[I]nsta
Successfully installed	[Neh'taniel NPC Mod]	Press ENTER to exit
The readme opens		

**14.21. Shar-Teel v1.0b**

~SETUP-SHARTEEL.TP2~

Brings the chaotic-evil fighter Shar-Teel von BG1 to BG2-SvA.

**IN GERMAN ONLY**

- 14.21.1. Copy the folder **shartel** and the files **Setup-shartel.exe** and **Setup-shartel.tp2** into your main SoA directory.
- 14.21.2. Double-click the Setup. The DOS dialogue appears:
- |                        |   |                     |
|------------------------|---|---------------------|
| Install Component      | [Shar-Teel für Baldur's Gate II]?                   | [I]ninstall         |
| Install Component      | [Shar-Teels neue Portraits mit den alten ersetzen]? | [I]ninstall         |
| Successfully installed |   | Press ENTER to exit |
| The readme opens       |   |                     |

#### 14.22. Silverstar 192

~STAR.TP2~

The evil elven assassin has crude and cruel dialogs. She has banter with NPCs from SoA, but not from ToB

- 14.22.1. Copy the folder **Star** and the files **Setup-Star.exe** and **Setup-Star.tp2** into your main SoA directory.
- 14.22.2. Double-click the Setup. The DOS dialogue appears:
- |                        |                   |                     |
|------------------------|-------------------|---------------------|
| Install Component      | [Silverstar Mod]? | [I]ninstall         |
| Successfully installed | [Silverstar Mod]  | Press ENTER to exit |
| The readme opens       |                   |                     |

#### 14.23. Summon Bhaalspawn v2

~SBS.TP2~

The Mod adds an additional NPC named Sandra in a very interesting way with some very interesting dialogs which could come by certain circumstances to a surprise for Imoen. To start this game, talk to the thief in the docks district.

*In the folder ...\\SBS\\store must be the file .DS\_Store, otherwise the mod cannot be installed!*

- 14.23.1. Copy the folder **SBS** and the files **Setup-SBS.exe** and **SBS.tp2** into your main SoA directory.
- 14.23.2. Double-click the Setup. The DOS dialogue appears:
- |   |  |
|---|--|
| What should be done with all components that are NOT YET installed? | [A]sk about each one                                     |
| Install Component   | [Summon Bhaalspawn]?                                     |
| Install Component   | [Install Skie Portrait ]?                                |
| Install Component   | [Install Skie Portrait by Plasmocat]?                    |
| Install Component   | [Install Redheaded Paladin Portrait ]?                   |
| Install Component   | [Install Salma Hayek Portrait from the Portrait Portal]? |
| Successfully installed  | Press ENTER to exit                                      |
| The readme opens  |  |

#### 14.24. Valen v43

~SETUP-VALEN.TP2~

Converts Bodhi's vampiric assistant into a joinable NPC. Includes content for both SOA and TOB. There are a romance, new encounters, items.

- 14.24.1. Copy the folder **valen** and the files **Setup-Valen.exe** and **Setup-Valen.tp2** into your main SoA directory.
- 14.24.2. Double-click the Setup. The DOS dialogue appears:
- |                        |                      |
|------------------------|----------------------|
| Choose your language:  | 0 [American English] |
| Install Component      | [Valen]?             |
| Successfully installed | [Valen]              |
| The readme opens       |                      |
- The component „No Drow Avatars On Party In Underdark“ from the BG2 Tweak Pack must be installed, because, otherwise, Valen stutters in Underdark*

#### 14.25. Vanim v1\_4

~SETUP-VANIM.TP2~

An evil assassin NPC.

- 14.25.1. Copy the folder **vanim** and the files **Setup-Vanim.exe** and **Setup-Vanim.tp2** into your main SoA directory.
- 14.25.2. Double-click the Setup. The DOS dialogue appears:
- |                       |             |
|-----------------------|-------------|
| Choose your language: | 1 [English] |
|-----------------------|-------------|

Install Component	[A new NPC: Vanim, a notorious assassin]?	[I]nstaLL
Successfully installed	[A new NPC: Vanim, a notorious assassin]?	Press ENTER to exit

#### 14.26. Xan v5

~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.

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

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

Choose your language:		0 [English]
Install Component	[Xan NPC MOD for Baldur's Gate I, v5]?	[I]nstaLL
Install Component	[alternate class for Xan]? 1] Change Xan's class to Fighter/Mage 2] Change Xan's class to Mage 3] Change Xan's class to Sorcerer 4] Change Xan's class to Wild Mage (ToB only)	[N]o
<i>Choose 3, if you had chosen the component [Xan has Sorcerer class]? with the mod Lost Items version Revised 2</i>		
Install Component	[BG1-like flaming sword animation]?	[I]nstaLL
Successfully installed	[Xan NPC MOD for Baldur's Gate I, v5]	Press ENTER to exit
The readme opens		

*The following message can be ignored:*

Installing [BG1-like flaming sword animation]

WARNING: File [override/wqlfsal.bam] not found for MD5 checksum.

#### 14.26.3. 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.

14.26.4. Copy the folder **XanBG2Voice** and the file **Setup-XanBG2Voice.exe** into your main SoA directory.

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

Install Component	[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		

#### 14.27. Yasraena v8 german

~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.

14.27.1. Copy the folder **Yasraena** and the files **Setup-Yasraena.exe**, **Setup-Yasraena.tp2** and **Setup-YasraenaAudioUninstall.bat** into your main SoA directory.

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

Choose your language:		0 [English]
Install Component	[Yasraena v7 (BG2:SoA & TOB NPC) created by nethrin & Sillara of the Tamari]?  <i>Wrongly the Installer names v7 instead of v8</i>	[I]nstaLL
Successfully installed	[Yasraena v7 (BG2:SoA & TOB NPC) created by nethrin & Sillara of the Tamari]?  Further files are copied, then the readme opens	Press ENTER to exit

**\*New\***

#### 14.28. Biddekelorak v1

~SETUP-BIDDE.TP2~

You find the old dwarven cleric of Lathander in the temple district.

14.28.1. Copy the folder **BIDDE** and the files **Setup-BIDDE.exe**, **Setup-BIDDE.tp2** and **Setup-BiddeAudioUninstall.bat** into your main SoA directory.

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

Install Component	[Biddekelorak v1 (BG2:SoA & TOB NPC) created by nethrin]?	[I]nsta <b>ll</b>
Successfully installed	[Biddekelorak v1 (BG2:SoA & TOB NPC) created by nethrin]	Press ENTER to exit

**\*New\***

#### 14.29. Azure NPC BETA v3

~AZURE/AZURE.TP2~

The druid Azure and her guardian wolf, Sharo, is to be found in the druid shrine.

*The mod stutters now and then. The Wolf does not appear in mod areas at all, or the game may crash..*



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

14.29.2. Replace the faulty file **azurej.d** in your directory ...\Azure\d with this one of the same name from the folder **BiG World Patches**.



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

Install Component	[Nature's Ally Druid kit (Required for NPC Azure)]?	[I]nsta <b>ll</b>
Install Component	[Azure NPC)]?	[I]nsta <b>ll</b>
Successfully installed	[Azure]	Press ENTER to exit

**\*New\***

#### 14.30. Frennedan v1.01

~SETUP-FRENNEDAN.TP2~

**IN GERMAN ONLY**

The doppelganger Frennedan from Irenicus' dungeon becomes a recruitable NPC.

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

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

Install Component	[Frennedan-Mod für Baldur's Gate II]?	[I]nsta <b>ll</b>
Successfully installed	[Frennedan-Mod für Baldur's Gate II]	Press ENTER to exit

The readme opens

**\*New\***

#### 14.31. Alora NPC Mod Version 1.01

~SETUP-ALORA.TP2~

The halfling thief from Baldur's Gate can be found in Riblad's store up to no good.

**ATTENTION:** There are different versions of Alora 1.01 available in the Internet. Don't use this one with the SETUP-alora.tp2 from the 13.01.07, but with a SETUP-alora.tp2 from the 10.01.06 or from the 13.01.07.



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

14.31.2. Rename the file G#ALOND1.2DA in the directory ...\alora\2da into CMALOND1.2da

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

Install Component	[Chosen of Mystra's Alora NPC Mod (Requires Throne of Bhaal)]?	[I]nsta <b>ll</b>
Successfully installed	[Chosen of Mystra's Alora NPC Mod (Requires Throne of Bhaal)]	Press ENTER to exit

The readme opens

**\*New\***

#### 14.32. AurenAseph-v6

~AURENASEPH/SETUP-AURENASEPH.TP2~

She is a twenty year old human fighter from Beregost. She will romance another NPC. SoA and ToB. You will meet her in the copper coronet.

14.32.1. Copy the folder **AurenAseph** and the files **Setup-AurenAseph.exe** and **Readme-Auren.html** into your main SoA directory.

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

Install Component	[Auren Aseph V6 for BG2:ToB]?	[I]nsta <b>ll</b>
Install Component	[Alternate Auren Portrait]?	[N]o
	1) Portrait 1 (From Neverwinter Nights Vault)	
	2) Portrait 2 (From Neverwinter Nights)	
Successfully installed	[Auren Aseph V6 for BG2:ToB]	Press ENTER to exit



**\*New\***

**14.33. Perils of Branwen v0.8.05d**

~SETUP-POB.TP2~

Branwen returns to Ankathla. She's followed you from Baldur's Gate. The neutral good cleric of Tempus can be found in the Bridge district.

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

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

Install Component [The Perils of Branwen the Cleric]?

[I]nstaLL

Successfully installed [The Perils of Branwen the Cleric]

Press ENTER to exit

**\*New\***

**14.34. Matt Damon v1**

~SETUP-MATTDAMON.TP2~

You meet him in Waukeen's promenade

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

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

Install Component [Matt Damon v1 (BG2:SoA & TOB NPC) created by nethrin]? [I]nstaLL

Successfully installed [Matt Damon v1 (BG2:SoA & TOB NPC) created by nethrin] Press ENTER to exit

The readme opens

**\*New\***

**14.35. Taim 1.2**

~MTSTAIM.TP2~

A very easy good-aligned male thief, without dialogs and quests who is to be found in the docks area.

14.35.1. Copy the folder **MTSTaim** and the file **MTSTaim.tp2** into your main SoA directory, but not the file setup-MTSTaim.exe, because this cannot update itself!!

14.35.2. Copy the WeiDU-Setup and rename it to **setup-MTSTaim.exe**.

14.35.3. 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 [Taim, the sans dialogue, sans quest, and Non-Kitted Chaotic Good Thief NPC]?

[I]nstaLL

Install Component [Original English Dialogue]?

[I]nstaLL

Install Component [Non fourth-wall breaking English Dialogue]?

[N]ot Install

Install Component [Spanish Dialogue]?

[N]ot Install

Install Component [Original Raistlin Portrait]?

[I]nstaLL

Install Component [sistersinister's pick for the strong silent type]?

[I]nstaLL

Successfully installed

Press ENTER to exit

The readme opens

**\*New\***

**14.36. Thael v1\_6**

~SETUP-THAEL.TP2~

SPANISH

The elfish magicians-thief promenade is to be found near the tent in Waukeen's promenade.

14.36.1. Copy the folder **Thael** and the files **Setup-Thael.exe**, **Setup-Thael.tp2** and **ThaelREADME.txt** into your main SoA directory.

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

Install Component [THAEL, Elfo Mago-Ladron y VELVEVLOS, Hoja Sangrienta v1.60]?

[I]nstaLL

Successfully installed [THAEL, Elfo Mago-Ladron y VELVEVLOS, Hoja Sangrienta v1.60]

Press ENTER to exit

**\*New\***

**14.37. Hanna v2.2**

~HANNA.TP2~

SPANISH

The chaotic-good human thief with her own quest is to be found near the druid's grove. New creatures, items, more than 100 interjections with other NPCs.

14.37.1. Copy the folder **Hanna** and the files **setup-hanna.exe**, **Hanna.tp2** and **Readme Hanna.doc** into your main SoA directory.



14.37.2. Double-click the Setup. The DOS dialogue appears:  
 What should be done with all components that are NOT YET installed? [A]sk about each one  
 Install Component [Hanna NPC (Requiere ToB)]? [I]nstaLL  
 Install Component [Castillo De´Arnise Mejorado]? [I]nstaLL  
     *Castle Improved De´Arnise*  
 Install Component [Irenicus Mejorado]? [N]ot Install  
     *Improved Irenicus*  
 Install Component [Genio del Infierno mejorado]? [I]nstaLL  
     *Genius of improved Hell*  
 Install Component [Dragon de Irenicus mejorado]? [I]nstaLL  
     *Dragoon of improved Irenicus*  
 Install Component [Dragon del infierno mejorado]? [I]nstaLL  
     *Dragoon of improved hell*  
 Install Component [Cripta de Caravasar mejorada]? [I]nstaLL  
     *Crypt of improved Caravasa*  
 Successfully installed Press ENTER to exit

**\*New\***

#### 14.38. Kim 1.5d

~SETUP-KIM.TP2~

FRENCH

You meet the beautiful and depraved female pirate Kim with the shadow thieves.

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

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

Install Component [Kim pour BG2:SOA (ToB:requis) version 1.5c]? [I]nstaLL

Install Component [Intallation de la hache réajustée]? [I]nstaLL

*Installation of the readjusted axe*

Successfully installed

Press ENTER to exit

**\*New\***

#### 14.39. Lester v0.7

~SETUP-LESTER.TP2~

POLISH

You meet Bons in the second floor of Irenicus' dungeon.

14.39.1. Copy the folder **lester\_the\_npc** and the files **Setup-Lester.exe** and **Setup-Lester.tp2** into your main SoA directory.

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

Install Component [Lester the NPC for BGII]? [I]nstaLL

Successfully installed [Lester the NPC for BGII]

Press ENTER to exit

**\*New\***

#### 14.40. Stivan the Hunter v1.0 (Alpha)

~STIVAN/SETUP-STIVAN.TP2~

A chaotic neutral halfling fighter/thief is to be found at the docks.

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

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

Install Component [Stivan the Hunter NPC]? [I]nstaLL

Successfully installed [Stivan the Hunter NPC]

Press ENTER to exit

The readme opens

**\*New\***

#### 14.41. Tiax\_v1

~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.

14.41.1. Install Tiax\_v1 into your main SoA directory. Now you find there the folder **Tiax** and the file **Setup-Tiax.exe**.

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

Choose your language:

0 [English]

Install Component [Tiax NPC MOD for Baldur's Gate II, v1]? [I]nstaLL

[I]nstaLL

Successfully installed [Tiax NPC MOD for Baldur's Gate II, v1]  
The readme opens

Press ENTER to exit

**\*New\***

**14.42. Au service d'Oghma Version 1**

~SETUP-THOGHMA.TP2~

**FRENCH**

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.

14.42.1. Copy the folder **ThOghma** and the file **setup-ThOghma.tp2** into your main SoA directory.

14.42.2. Copy the WeiDU-Setup and rename it to **Setup-ThOghma.exe**.

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

Choose your language:

0 [Francais]

Install Component [Quete au service d'Oghma]?

[I]nstaLL

Successfully installed [Quete au service d'Oghma]

Press ENTER to exit

The readme opens

**\*New\***

**14.43. Therrin NPC**

~SETUP-THERRINNPC.TP2~

You can meet a new fallen stalker, Therrin, at the Crooked Crane in the Gate District.

14.43.1. Copy the folder **TherrinNPC** and the file **Setup-TherrinNPC.tp2** into your main SoA directory.

14.43.2. Copy the WeiDU-Setup and rename it to **Setup-TherrinNPC.exe**.

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

Choose your language:

0 [English]

Install Component [Therrin the NPC for BG2:ToB]?

[I]nstaLL

Successfully installed [Therrin the NPC for BG2:ToB]

Press ENTER to exit

The readme opens

**\*New\***

**14.44. Eldoth**

~SETUP-ELDOTH.TP2~

**GERMAN**

Eldoth for BG2 has no witty dialogs but is only to take with, if one wants this.

14.44.1. Copy the folder **eldoth** and the file **Setup-Eldoth.tp2** into your main SoA directory, but not the Setup-Eldoth.exe.

14.44.2. Copy the WeiDU-Setup and rename it to **Setup-Eldoth.exe**.

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

Install Component [Eldoth - Das Wiedersehen]?

[I]nstaLL

Successfully installed [Eldoth - Das Wiedersehen]

Press ENTER to exit

**\*New\***

**14.45. Roar**

~SETUP-ROAR.TP2~

**GERMAN**

Roar is a monk who does not speak. He is to be found in the Umar Hills.

14.45.1. Copy the folder **roar** and the file **Setup-Roar.tp2** into your main SoA directory, but not the Setup-Roar.exe.

14.45.2. Copy the WeiDU-Setup and rename it to **Setup-Roar.exe**.

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

Install Component [Roar - ein schweigsamer Moench]?

[I]nstaLL

Successfully installed [Roar - ein schweigsamer Moench]

Press ENTER to exit

**\*New\***

**14.46. Teddy**

~SETUP-TEDDY.TP2~

**GERMAN**

Teddy is a half-orc barbarian. One can meet him nearby the d'Arnise keep and travel with him. No more is not realized.

14.46.1. Copy the folder **teddy** and the file **Setup-Teddy.tp2** into your main SoA directory, but not the Setup-Teddy.exe.

14.46.2. Copy the WeiDU-Setup and rename it to **Setup-Teddy.exe**.

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

Install Component	[Teddy - ein halborkischer Barbar]?	[I]ninstall
Successfully installed	[Teddy - ein halborkischer Barbar]	Press ENTER to exit

**\*New\***

#### 14.47. Gavin-v1.3 Beta

~GAVIN/GAVIN.TP2~

Gavin cleric of Lathander, who can be found outside the Song of the Morning Temple, near Beregost.  
*Although this is a mod for BG1, it must be installed after Edwin and Tsujatha because, otherwise, these both cannot be installed without errors.*



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

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

Would you like to display the components from [Gavin: Romance]?	[Y]es
Install Component [Gavin NPC for Tutu and BGT, v 1.3 Beta]?	[I]ninstall
Install Component [Gavin: Romance (mature content)]?	[I]ninstall
Please choose one of the following:	[1]
[1] 1 hour real time (standard) minimum between LoveTalks	
[2] 45 minutes real time minimum between LoveTalks	
[3] 30 minutes real time minimum between LoveTalks	
[4] 15 minutes real time minimum between LoveTalks	
[5] 1 hour 30 minutes (extended) real time minimum between LoveTalks	
Install Component [Gavin: Flirts (adult content)]?	[I]ninstall
<b>SKIPPING:</b> [Gavin: Check for Tutu-Fix Walking Speeds]	
Install Component [Gavin: Alternate Portraits]?	[N]ot Install
1) Alternate Portrait 1 by berelinde (default)	
2) Alternate Portrait 1 by Miloch (red tunic)	
3) Alternate Portrait 2 by K'aeloree	
Install Component [Gavin: Player Initiated Dialogue]?	[I]ninstall
Successfully installed	Press ENTER to exit

**\*New\***

#### 14.48. Sarah SoA v1.1

~SARAHSOA/SETUP-SARAHSOA.TP2~

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

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

Install Componen	[Sarah NPC Romance Mod for BG2:SoA V1]?	[I]ninstall
Successfully installed	[Sarah NPC Romance Mod for BG2:SoA V1]	Press ENTER to exit

## 15. BG2 ONE-DAY NPCS

### 15.1. Alassa NPC

~SETUP-ALASSA.TP2~

An evil female thief.

15.1.1. Copy the folder **alassa** and the file **setup-alassa.exe** into your main SoA directory, but not the file setup-alassa.tp2.

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

Install Component [Alassa NPC]?

[I]nstaLL

Successfully installed [Alassa NPC]

Press ENTER to exit

### 15.2. Allison NPC v1.6

~ALLISON/SETUP-ALLISON.TP2~

Allison is a true neutral druid who is extremely friendly and somewhat playful. She'll probably remind you of an overly affectionate Imoen.

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

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

Choose your language:

0 [American English]

Install Component [Alison (One-Day NPC) v1.6]?

[I]nstaLL

Successfully installed [Alison (One-Day NPC) v1.6]

Press ENTER to exit

### 15.3. Anishai v1.2

~SETUP-ANISHAI.TP2~

The monk from Mae' Vars guild house can join to the group.

15.3.1. Copy the folder **Anishai** and the file **setup-anishai.tp2** into your main SoA directory.

15.3.2. Copy the WeiDU-Setup and rename it to **setup-anishai.exe**

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

Choose your language:

0 [English]

Install Component [Anishai one-day NPC]?

[I]nstaLL

Successfully installed [Anishai one-day NPC]

Press ENTER to exit

The readme opens

### 15.4. Bons Bruce The Cockney Barfighter v2

~SETUP-BONSBUCEV2.TP2~

A chaotic neutral, human barbarian with dubious entertainment.

15.4.1. Copy the folder **BonsBruce** and the files **Setup-BonsBrucev2.exe** and **Setup-BonsBrucev2.tp2** into your main SoA directory.

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

Install Component [Bons's Bruce The Cockney Barfighter - A One-Day NPC - Version 2]?

[I]nstaLL

Successfully installed [Bons's Bruce The Cockney Barfighter - A One-Day NPC - Version 2]

Press ENTER to exit

The readme opens

### 15.5. Cassius v 1.01

~SETUP-CASSIUS.TP2~

Neutral-good male human skalde, not very talkatively, and if, then only very much broken.

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

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

Install Component [Cassius NPC Mod]?

[I]nstaLL

Successfully installed [Cassius NPC Mod]

Press ENTER to exit

Entweder öffnet sich die Read Me oder es erscheint die Meldung „Invalid or corrupt jarfile ...\\Cassius-readme.txt“. Das ist allerdings bedeutungslos.

## 15.6. Ghareth v0.91

~SETUP-GHARETH.TP2~

A male human fighter / magician who can join to the party.

15.6.1. Copy the folder **Ghareth** and the files **Setup-Ghareth.exe**, **Setup-Ghareth.tp2** and **gharethaudiouninstall.bat** into your main SoA directory.

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

Install Component [Ghareth NPC Mod]?

[I]n stall

Successfully installed [Ghareth NPC Mod]

Press ENTER to exit

The readme opens

## 15.7. Hessa v1

~SETUP-HESSANPC.TP2~

A neutral-evil half elf-thief with a quest, a new area and different banters.

15.7.1. Copy the folder **hessa** and the files **Setup-Hessa.exe**, **Setup-Hessa.tp2**, **HessaTisAudioUninstall.bat** and **HessaReadMe.txt** into your main SoA directory.

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

Install Component [Hessa NPC Mod]?

[I]n stall

Successfully installed [Hessa NPC Mod]

Press ENTER to exit

Es werden weitere Dateien kopiert. Dann öffnet sich die Read Me

## 15.8. Jason Comptons Bruce The Cockney Barfighter

~SETUP-JCBRUCE.TP2~

A pretty straight barbarian with some not so serious banters with Aerie, Nalia and a female main character.

15.8.1. Copy the folder **jcb Bruce** and the files **Setup-JCBruce.exe**, **Setup-JCBruce.tp2** and **jcb Bruceaudiouninstall.bat** into your main SoA directory.

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

Install Component [Compton's Bruce The Cockney Barfighter]?

[I]n stall

Successfully installed [Compton's Bruce The Cockney Barfighter]

Press ENTER to exit

The readme opens

## 15.9. Ninafer 1.00c

~SETUP-NINA.TP2~

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.

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

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

Install Component [Ninafer NPC Mod]?

[I]n stall

Successfully installed [Ninafer NPC Mod]

Press ENTER to exit

Either the readme opens, or the message appears "Invalid or corrupt jarfile ...\\nina-readme.txt". However, this is meaningless

## 15.10. Wikaede v3.4

~SETUP-WIKAEDE.TP2~

Sir Wikaede is a male human Priest of Helm. He can be found in the Temple of Helm in Athkatla's Temple District. He has one banter with every Bioware NPC, and interjections at the Tree of Life, Hell and Final Irenicus Battle.

15.10.1. Copy the folder **Wikaede** and the files **Setup-Wikaede.exe**, **Setup-Wikaede.tp2** and **Setup-WikaedeAudioUninstall.bat** into your main SoA directory.

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

Install Component [Wikaede One-Day NPC v3.4]?

[I]n stall

Successfully installed [Wikaede One-Day NPC v3.4]

Press ENTER to exit

The readme opens

### 15.11. Willie Bruce v2

~SETUP-WILLYB.TP2~

He is rude, drunk, sexist, and racist.

15.11.1. Copy the folder **WillyB** and the files **Setup-WilliB.exe**, **Setup-WilliB.tp2** and **Setup-WilliBAudioUninstall.bat** into your main SoA directory.

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

Choose your language:

0 [English]

Install Component [Willie Bruce v2]?

[I]nstaLL

Successfully installed [Willie Bruce v2]

Press ENTER to exit

The readme opens

**\*New\***

### 15.12. Moddie v1

~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's dungeon.

15.12.1. Copy the folder **FoxMonster** and the files **Setup-FoxMonster.exe**, **Setup-FoxMonster.tp2** and **Moddie-ReadMe.txt** into your main SoA directory.

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

Install Component [Moddie, "the fox monster in your backpack"]?

[I]nstaLL

Successfully installed [Moddie, "the fox monster in your backpack"]

Press ENTER to exit

The readme opens

## 16. BG2 NPC-RELATED MODS

### 16.1. Cloakwood Squares v2

~SETUP-CWS.TP2~

A performance of the street theater in Athkatla in which nine BG2 NPCs present a spiritual competition.

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

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

Install Component [Cloakwood Squares -- The Mod v2]?

[I]nstaLL

Successfully installed [Cloakwood Squares -- The Mod v2]

Press ENTER to exit

### 16.2. The Jerry Zinger Show

~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.*

16.2.1. Double-click the Setup JZ-v1 in your main SoA directory.

16.2.2. The window „The Jerry Zinger Show Setup“ opens. Press Yes and then in the next window Install as well as afterwards Close. This installs the folder **JZ** and the file **Setup-JZ.exe**. It opens to itself a window with the text "Press any key to install The Jerry Zinger Show..."

16.2.6. The DOS dialogue appears:

Install Component [The Jerry Zinger Show]?

[I]nstaLL

Install Component [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 are copied, then the readme opens.

### 16.3. cbisson's Familiar Pack

~SETUP-FAMILIARPACK.TP2~

New familiars are added with this Mod.

16.3.1. Copy the folder FamiliarPack and the file Setup-FamiliarPack.tp2 into your main SoA directory.

16.3.2. Copy the WeiDU-Setup and rename it to **Setup-FamiliarPack.exe**

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

Install Component [Familiar Pack - WeiDU]?

[I]nstaLL

Successfully installed [Familiar Pack - WeiDU]

Press ENTER to exit

The readme opens.

**\*New\***

### 16.4. Authentic mischievous Fairy Dragon

~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.

16.4.1. Copy the folder **fairydragon** and the file **Setup-fairydragon.tp2** into your main SoA directory.

16.4.2. Copy the WeiDU-Setup and rename it to **Setup-fairydragon.exe**.

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

Install Component [Authentic mischievous Fairy Dragon]?

[I]nstaLL

Successfully installed [Authentic mischievous Fairy Dragon]

Press ENTER to exit

The readme opens.

**\*New\***

### 16.5. Romantic Encounters v1

~RE/SETUP-RE.TP2~

Romantic interludes with joinable and non-joinable characters. Adult content.

16.5.1. Copy the folder **RE** and the file **Setup-RE.tp2** into your main SoA directory.

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



What should be done with all components that are NOT YET installed?	[A]sk about each one
Install Component	[Aerie, Anomen, Jaheira and Viconia React to Romantic Encounters]]? [I]ninstall
Install Component	[Storms and Lightning, by berelinde (Weathermistress Ada, adult content))]? [I]ninstall
Install Component	[Aimi's Magic, by berelinde (adult content))]? [I]ninstall
Install Component	[Anishai's Deft Hands, by cmorgan]? [I]ninstall
Install Component	[An Evening with Aran, by Kulyok]? [I]ninstall
Install Component	[Bjornin's Desire, by jastey (adult content))]? [I]ninstall
Install Component	[Bodhi's Allure, by Kulyok (adult content))]? [I]ninstall
Install Component	[Trademeet with Guildmistress Busya, by magrat]? [I]ninstall
Install Component	[The Gambling Cambion, by Kulyok]? [I]ninstall
Install Component	[Chanelle's Gifts, by cmorgan (adult content))]? [I]ninstall
Install Component	[A Night with Coran, by magrat]? [I]ninstall
Install Component	[Cyric's Test, by Kulyok]? [I]ninstall
Install Component	[A Tryst with a Pirate Lord, by Kulyok (Desharik, adult content))]? [I]ninstall
Install Component	[A Lonely Dryad, by Kulyok (adult content))]? [I]ninstall
Install Component	[Edwin's Softer Side, by Kulyok]? [I]ninstall
Install Component	[Eldoth' Exploits, by Kulyok]? [I]ninstall
Install Component	[Elhan's Expansion, by Kulyok]? [I]ninstall
Install Component	[Firkraag's Unsheathed Sword]? [I]ninstall
Install Component	[Gaelan's Contract, by Evaine Dian]? [I]ninstall
Install Component	[A Walk with Garren Windspear, by Kulyok]? [I]ninstall
Install Component	[Enter Haer'Dalis, by Kulyok]? [I]ninstall
Install Component	[Hendak's Heart, by jastey]? [I]ninstall
Install Component	[Ilona, a Merchant's Daughter, by Kulyok]? [I]ninstall
Install Component	[Jarlaxle's Fascinations, by Catseye]? [I]ninstall
Install Component	[A Night with Lais in Imnesvale, by Kulyok]? [I]ninstall
Install Component	[Laran's Promise, by berelinde (adult content))]? [I]ninstall
Install Component	[The Love Song of Logan, Lord Coprith, by Ajnos]? [I]ninstall
Install Component	[Mekrath and Nymphology, by Kulyok]? [I]ninstall
Install Component	[Mira's Special Stock, by berelinde]? [I]ninstall
Install Component	[Noober Returns, by cmorgan]? [I]ninstall
Install Component	[Rebecca the Gypsy, by Kulyok]? [I]ninstall
Install Component	[Renal Bloodscalp: A Dangerous Affair, by cmorgan (adult content))]? [I]ninstall
Install Component	[Old Ribald's Speciality, by Evaine Dian]? [I]ninstall
Install Component	[Sir Ryan Trawl, by Kulyok]? [I]ninstall
Install Component	[Saemon, a Pirate, by Kulyok (adult content))]? [I]ninstall
Install Component	[Dreaming of Sendai, by Kulyok]? [I]ninstall
Install Component	[Sheri the Bardess, by cmorgan (adult content))]? [I]ninstall
Install Component	[Solaufein in the Lust Chambers, by jastey]? [I]ninstall
Install Component	[Phaere's Reward, by berelinde (Talak, pleasure slave, adult content))]? [I]ninstall
Install Component	[Spell Research with Teos, by Kulyok]? [I]ninstall
Install Component	[A fling with Yoshimo, by Kulyok]? [I]ninstall
Successfully installed	Press ENTER to exit
The readme opens	

Meanwhile the override folder has become too big, as that the avatars can be still moved freely of jerk. Therefore, you must biff the data in the meantime from the override folder. Besides, the size decreases from 1.45 GB to 158 MB



## 16.6. Mid\_BiFF

~SETUP-MID\_BIFF.TP2~

With this program made by Weigo the content of the override folder can be biffed, 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 avatars move again without jerking.

*This process lasts several minutes!*



16.6.1. Copy the folder **Mid\_biff** and the files **Setup-Mid\_biff.exe** and **Setup-Mid\_biff.tp2** from the folder

BiG World Tools into your main SoA directory.

- 16.6.2. Cut the file songlist.2da from the directory ...BGII - SvA\override and paste it to a save place.

*The songlist.2da would also be biffed and shifted into the data folder. Nevertheless, you must still be able to work on with the songlist at some of the following mods.*

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

Choose your language:

0 [English]

Install Component [Override Biffing]?

1] Override Biffing with uninstall.

2] Override Biffing without uninstall.

Successfully installed [Override Biffing]

Press ENTER to exit

Press any key . . . Press ENTER

- 16.6.4. Paste the file songlist.2da, that you have cut before out of the directory ...BGII - SvA\override, back again into the directory ...BGII - SvA\override.



## 17. MINI-MODS

These mods mostly add only one single quest to the game.

With **BiG World setup\_4.bat** all the following Mini-Mods and Iron Modders from Shed's Mods up to Timestop can be installed. In between you must press several times Enter. Replace the according files with those from the folder **BiG World Patches**. **You must carry out all necessary changes, before you start the .bat file!**



### 17.1. Shed's Mods

~SDMODS/SDMODS.TP2~

A collection of different micro-mods. Most are serious, although one or two are playful and are overwound.

- 17.1.1. Copy the folder SDMODS and the file Setup-SDMODS.exe into your main SoA directory.
- 17.1.2. Replace the faulty file SD\_B.D in your directory ...\\SDMODS\\Box with this one of the same name from the folder **BiG World Patches**.



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

Install Component [Shed's Mods]?

[I]nstaLL

Successfully installed [Shed's Mods]

Press ENTER to exit

The readme opens.

### 17.2. TurnipGolemV1

~SETUP-TURNIPGOLEM.TP2~

This mod adds a turnip golem somewhere in the slums..

- 17.2.1. Copy the folder **TurnipGolem** and the files **Setup-TurnipGolem.exe**, **Setup-TurnipGolem.tp2** and **Turnip\_Readme** into your main SoA directory.

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

Install Component [Turnip Golem Encounter]?

[I]nstaLL

Successfully installed [Turnip Golem Encounter]

### 17.3. Mordan's Christmas Minimod v1.0

~SETUP-MDX.TP2~

A simple however entertaining mod which begins in Mithrest inn in the promenade after chapter 2.

- 17.3.1. Copy the folder **MDX** and the files **Setup-MDX.exe** and **Setup-MDX.tp2** from the folder Mordan's Xmas Mod v1.0 into your main SoA directory.

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

Install Component [Xmas Mod v1.0]?

[I]nstaLL

Successfully installed [Xmas Mod v1.0]

Press ENTER to exit

**\*New\***

### 17.4. The Holy Hand Grenade v1.0

~SETUP-HF\_HHG.TP2~

- 17.4.1. Copy the folder **hf\_HHG** and the files **Setup-hf\_HHG.exe** and **Setup-hf\_HHG.tp2** into your main SoA directory.

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

Install Component [The Quest for the Holy Hand Grenade]?

[I]nstaLL

Successfully installed [The Quest for the Holy Hand Grenade]

Press ENTER to exit

The readme opens.

**\*New\***

### 17.5. Quallo

~SETUP-FIXQUALLO.TP2~

GERMAN

A small minimod that allows to attain the blood of a true friend in another way.

- 17.5.1. Copy the folder **misc** and the file **Setup-FixQuallo.tp2** into your main SoA directory, but not the Setup-FixQuallo.exe.

- 17.5.2. Copy the WeiDU-Setup and rename it to **Setup-FixQuallo.exe**.

- 17.5.3. Double-click the Setup. The DOS dialogue appears:  
 Install Component [Lasst den Aaskriecher leben]? [I]nstaLL  
 Successfully installed [Lasst den Aaskriecher leben] Press ENTER to exit  
 The readme opens.
- \*New\***
- 17.6. **Cal-Culator v1.0.4**  
 ~CAL.TP2~  
 This is a silly little mod that keeps track of what type of creatures you've slain throughout the game. Basically, you summon an Imp named Cal, and through dialogue choices, you can figure out how many elves you've killed, or how many illithids, etc.
- 17.6.1. Copy the folder **cal** and the files **cal.tp2** and **readme-cal.txt** into your main SoA directory, but not the Setup-cal.exe.
- 17.6.2. Copy the WeiDU-Setup and rename it to **Setup-cal.exe**.
- 17.6.3. Double-click the Setup. The DOS dialogue appears:  
 Choose your language: 0 [American English]  
 Install Component [Install the Cal(culator) mod?]? [I]nstaLL  
 Successfully installed [Install the Cal(culator) mod?] Press ENTER to exit  
 The readme opens.
- \*New\***
- 17.7. **Questor - Mike'sQuestMod**  
 ~SETUP-QUESTOR.TP2~
- 17.7.1. Copy the folder **Questor** and the files **Setup-Questor.tp2** and **Readme.txt** (rename it first to **Questor\_Readme.txt**) into your main SoA directory.
- 17.7.2. Copy the WeiDU-Setup and rename it to **Setup-Questor.exe**.
- 17.7.3. Double-click the Setup. The DOS dialogue appears:  
 Choose your language: 0 [English]  
 Install Component [Questor]? [I]nstaLL  
 Successfully installed [Questor] Press ENTER to exit
- \*New\***
- 17.8. **The Slithering Menace (Snakes) v 2.0**  
 ~SETUP-SNAKES.TP2~
- 17.8.1. Copy the folder **SNAKES** and the files **Setup-SNAKES.exe**, **Setup-SNAKES.tp2** and **readme.txt** (rename it first to **SNAKES\_readme.txt**) into your main SoA directory.
- 17.8.2. Double-click the Setup. The DOS dialogue appears:  
 Install Component [The Slithering Menace (for BGII:ToB only)]? [I]nstaLL  
 Successfully installed [The Slithering Menace (for BGII:ToB only)] Press ENTER to exit
- \*New\***
- 17.9. **Facing the Shade Lord again**  
 ~CONTEST/SETUP-CONTEST.TP2  
 BWL Contest Entry
- 17.9.1. Copy the folder **Contest** and the files **Setup-Contest.exe** and **Readme.htm** (rename it first to **Contest\_readme.htm**) from the compressed archiv submission-igi.zip into your main SoA directory.
- 17.9.2. Double-click the Setup. The DOS dialogue appears:  
 Install Component [Facing the Shade Lord Again]? [I]nstaLL  
 Successfully installed [Facing the Shade Lord Again] Press ENTER to exit
- \*New\***
- 17.10. **K'aeloree's BWL Contest Items**  
 ~SETUP-BWL CONTEST.TP2~  
 BWL Contest Entry
- 17.10.1. Copy the folder **BWL Contest** and the files **Setup-BWL Contest.exe**, **Setup-BWL Contest.tp2** and **Story.doc** from the compressed archiv submission-k'aeloree.zip into your main SoA directory.
- 17.10.2. Rename the files only if they should be installed with setup.bat from Setup-BWL Contest.exe and Setup-BWL Contest.tp2 into Setup-BWL\_Contest.exe and Setup-BWL\_Contest.tp2 (without space).
- 17.10.3. Double-click the Setup. The DOS dialogue appears:



Install Component [K'aeloree's BWL Contest Items]?  
Successfully installed [K'aeloree's BWL Contest Items]

[I]nstaLL  
Press ENTER to exit

## 18. IRON MODDERS

These mods originated within a competition with which the respective authors have built a small quest within 24 hours to a special theme. All mods in the download packs have been corrected.

### 18.1. Iron Modder 1 Pack ("The Last Mug of Ale in Amn")

This package contains several packed files. You can install them all.

#### 18.1.1. **bluelmoa.zip**

~SETUP-LMA.TP2~

18.1.1.1. Copy the folder **Ima** and the files **Setup-LMA.tp2** and **Ima readme.txt** into your main SoA directory, but not the file Setup-LMA.exe,

18.1.1.2. Copy the WeiDU-Setup and rename it to **Setup-LMA**

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

Install Component [The Last Mug of Ale]?

[N]ot Install

*This component is included in the component "Miscellaneous Enhancements" from Ding0's QuestPack.*

Successfully installed [The Last Mug of Ale]

Press ENTER to exit

#### 18.1.2. **Iron Ghrey - The Last Mug of Ale in Amn.rar**

~SETUP-IRONGHREY.TP2~

18.1.2.1. Copy the folder **IronGhrey** and the files **Setup-IronGhrey.tp2** and **IronGhrey\_Readme.txt** into your main SoA directory, but not the file Setup-IronGhrey.exe. Seht auch die Datei ghreynote.txt

18.1.2.2. Copy the WeiDU-Setup and rename it to **Setup-IronGhrey**

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

Install Component [Iron Ghrey - The Last Mug of Ale in Amn]?

[I]ninstall

Successfully installed [Iron Ghrey - The Last Mug of Ale in Amn]

Press ENTER to exit

#### 18.1.3. **IronCuv.rar**

~SETUP-IRONCUV.TP2~

18.1.3.1. Copy the folder **IronCuv** and the files **Setup-IronCuv.tp2** and **IronCuv.txt** into your main SoA directory, but not the file setup-IronCuv.exe.

18.1.3.2. Copy the WeiDU-Setup and rename it to **setup-IronCuv**

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

Install Component [IronCuv]?

[I]ninstall

Successfully installed [IronCuv]

Press ENTER to exit

#### 18.1.4. **Kismet.rar**

~KIZIM.TP2~

18.1.4.1. Copy the folder **IronModder** and the file **KizIM.tp2** into your main SoA directory, but not the file Setup-KizIM.exe. See also the file **kismet.txt**

18.1.4.2. Copy the WeiDU-Setup and rename it to **Setup-KizIM**

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

Install Component [Iron Modder -- Gimme the Ale -- for BG2:TOB]?

[I]ninstall

Successfully installed [Iron Modder -- Gimme the Ale -- for BG2:TOB]

Press ENTER to exit

### 18.2. Iron Modder 2 Pack ("Some of My Best Friends Are Slimes")

This package contains several packed files. You can install them all except Riklaunim-Slime.zip

#### 18.2.1. **femodBons.rar**

~FEMODBONS.TP2~

18.2.1.1. Copy the folder **femodBons** and the files **setup-femodBons.exe**, **femodBons.tp2** and **femod-Bons-ReadMe.txt** into your main SoA directory.

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

Install Component [Bons's Iron Modder II Entry]?

[I]ninstall

Successfully installed [Bons's Iron Modder II Entry]

Press ENTER to exit

### 18.2.2. GhreySlimes.rar

~SETUP-GHREYSLIME.TP2~

18.2.2.1. Copy the folder GhreySlimes and the files **Setup-GhreySlime.exe**, **Setup-GhreySlime.tp2** and **GhreySlime\_ReadMe.txt** into your main SoA directory.

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

Install Component [Ghreyfain's entry - Iron Modder #2: Some of my best friends are slimes!]? [I]nsta

Successfully installed [Ghreyfain's entry - Iron Modder #2: Some of my best friends are slimes!]  
Press ENTER to exit

The readme opens

### 18.2.3. iceslime.rar

~SETUP-ICESLIME.TP2~

18.2.3.1. Copy the folder **iceslime** and the files **iceslime**, **setup-iceslime.tp2** and **iceslime-readme.txt** into your main SoA directory.

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

Install Component [Some of My Best Friends Are Slimes, by Icelus]? [ [N]ot Install

Successfully installed [Some of My Best Friends Are Slimes, by Icelus] Press ENTER to exit

The readme opens

*This mod is also included in the mod 18.11. ShardsOfIce-v2 = Shards of Ice.*

### 18.2.4. IronDawg.zip

~SETUP-IRONDAWG.TP2~

*This is a joke with which most characters only are replaced with slime.*

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

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

Install Component [CamDawg's Iron Modder 2004 Entry]? [ [N]ot Install

Successfully installed [CamDawg's Iron Modder 2004 Entry] Press ENTER to exit

### 18.2.5. IronDing0.exe

~SETUP-DING0.TP2~

18.2.5.1. Copy the folder **ding0** and the files **setup-ding0.exe** and **setup-ding0.tp2** into your main SoA directory.

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

Install Component [Ding0's Iron Modder Entry]? [I]nsta

Successfully installed [Ding0's Iron Modder Entry] Press ENTER to exit

The readme opens

### 18.2.6. KizIM2.rar

~SETUP-KIZIM2.TP2~

18.2.6.1. Copy the folder **KizIM2** and the files **Setup-KizIM2.exe** and **Setup-KizIM2.tp2** into your main SoA directory.

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

Install Component [Kismet's Entry for Iron Modder 2]? [I]nsta

Successfully installed [Kismet's Entry for Iron Modder 2] Press ENTER to exit

### 18.2.7. Riklaunim-Slime.zip

~SETUP-RIKISLIME.TP2~

*Do not install! Wrong texts are indicated, the play hangs in Irenicus' dungeon, Imoen appear not, the character picture appears poison green.*

## 18.3. Iron Modder 3 Pack ("A Kiss Before Dying")

This package contains several packed files. Don't use IdobekOSX-KissBeforeDying.rar, it's for the Mac operating system only. The others you can install all.



### 18.3.1. **Bons-KissBeforeDying.rar**

~SETUP-BONSKISS.TP2~

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

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

Install Component [A Kiss Before Dying - Bons's Iron Modder III Entry]?

[I]nstaLL

Successfully installed [A Kiss Before Dying - Bons's Iron Modder III Entry]

Press ENTER to exit

### 18.3.2. **Cuv-KissBeforeDying.rar**

~SETUP-IRONCUV2.TP2~

18.3.2.1. Copy the folder **IronCuv2** and the files **setup-IronCuv2.exe**, **Setup-IronCuv2.tp2** and **Iron Cuv 2 Instructions.txt** into your main SoA directory.

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

Install Component [Iron Cuv 2 Mod]?

[I]nstaLL

Successfully installed [Iron Cuv 2 Mod]

Press ENTER to exit

### 18.3.3. **Ghrey-KissBeforeDying.exe**

~SETUP-IRONDD.TP2~

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

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

Install Component [Iron Modder - Ghrey's Entry]?

[N]ot Install

*This component is included in the component "Miscellaneous Enhancements" from Ding0's QuestPack.*

Successfully installed [Iron Modder - Ghrey's Entry]

Press ENTER to exit

The readme opens

### 18.3.4. **Icelus-KissBeforeDying.rar**

~SETUP-ICEKISS.TP2~

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

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

Install Component [A Kiss Before Dying, by Icelus]?

[N]ot Install

*This component is included in the component "Miscellaneous Enhancements" from Ding0's QuestPack.*

Successfully installed [A Kiss Before Dying, by Icelus]

Press ENTER to exit

The readme opens

### 18.3.5. **Idobek-KissBeforeDying.exe**

~IKAKISSBEFOREDYING/IKAKISSBEFOREDYING.TP2~

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

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

Install Component [A Kiss Before Dying]?

[I]nstaLL

Install Component [A Kiss Before Dying Testing Script]?

[I]nstaLL

Successfully installed [A Kiss Before Dying]

Press ENTER to exit

The readme opens

### 18.3.6. **Kismet-KissBeforeDying.rar**

~SETUP-KIZIM3.TP2~

18.3.6.1. Copy the folder **KizIM3** and the files **Setup-KizIM3.exe** and **Setup-KizIM3.tp2** into your main SoA directory.

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

Install Component [Kismet's Entry for Iron Modder 3]?

[I]nstaLL

Successfully installed [Kismet's Entry for Iron Modder 3]

Press ENTER to exit

The readme opens

### 18.3.7. Neriana-KissBeforeDying.zip

~E#KISS.TP2~

*This mod uses the same file name as Riklaunim KissBeforeDying. Because both mods however use different file names, contents of both files can be copied heedlessly into a common file.*



18.3.7.1. Copy the folder **Kiss** and the files **Setup-E#Kiss.exe**, **E#Kiss.tp2** and **Kiss readme.txt** into your main SoA directory.

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

Install Component [Kiss for BG2:ToB]?

[I]nstaLL

Successfully installed [Kiss for BG2:ToB]

Press ENTER to exit

### 18.3.8. Pirengle-KissBeforeDying.zip

~SETUP-PIRENGLE.TP2~

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

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

Install Component [Pirengle's IM3 Submission]?

[I]nstaLL

Successfully installed [Pirengle's IM3 Submission]

Press ENTER to exit

The readme opens

### 18.3.9. Riklaunim-KissBeforeDying.zip

~SETUP-KISS.TP2~

*This mod uses the same file name as Neriana-KissBeforeDying. Because both mods however use different file names, contents of both files can be copied heedlessly into a common file.*



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

18.3.9.1. Replace the faulty file **npc.d** in your directory ...\\TTSQ\\d\\METBAE2.d with this one of the same name from the folder **BiG World Patches**.



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

Install Component [The Magic of the Last Kiss]?

[I]nstaLL

Successfully installed [The Magic of the Last Kiss]

Press ENTER to exit

## 18.4. Iron Modder 4 Pack ("A Broken Promise")

This package contains several packed files. You can install them all.

### 18.4.1. BonsPromise.rar

~SETUP-BONSPROMISE.TP2~

18.4.1.1. Copy the folder **BonsPromise** and the files **setup-BonsPromise.exe** and **Ima readme.txt** into your main SoA directory.

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

Install Component [A Broken Promise - Bons's Iron Modder IV Entry]?

[I]nstaLL

*This component is included in the component "Miscellaneous Enhancements" from Ding0's QuestPack.*

Successfully installed [A Broken Promise - Bons's Iron Modder IV Entry]

Press ENTER to exit

### 18.4.2. E#Promi.zip

~E#PROMI.TP2~

18.4.2.1. Copy the folder **E#Promi** and the files **Setup-E#Promi.exe**, **E#Promi.tp2** and **E#PromiReadme.txt** into your main SoA directory.

*Remove the file E#PromiReadme.txt into the folder E#Promi, because otherwise you get an error message.*

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

Install Component [E#Promi for BG2:ToB]?

[I]nstaLL

Successfully installed [E#Promi for BG2:ToB]

Press ENTER to exit

The readme opens

#### 18.4.3. im4pirengle.rar

~SETUP-PIRIRON.TP2~

18.4.3.1. Copy the folder **IM4pirengle** and the files **setup-piriron.exe** and **Setup-piriron.tp2** into your main SoA directory.

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

Install Component [Pirengle's IM4 Submission]?

[I]nstaLL

Successfully installed [Pirengle's IM4 Submission]

Press ENTER to exit

The readme opens

#### 18.5. Iron Modder 5 Pack ("The Price Of Friendship")

This package contains several packed files. You can install them all except SC#IM5.

##### 18.5.1. AndyrlM5final.rar

~SETUP-ANDYRIM5.TP2~

18.5.1.1. Copy the folder **AndyrlM5** and the files **Setup-AndyrlM5.exe** and **Setup-AndyrlM5.tp2** into your main SoA directory.

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

Install Component [The Price Of Friendship, by Andyr]?

[I]nstaLL

*This component is included in the component "Miscellaneous Enhancements" from Ding0's QuestPack.*

Successfully installed [The Price Of Friendship, by Andyr]

Press ENTER to exit

The readme opens

##### 18.5.2. BonsPrice.rar

~SETUP-BONSPRICE.TP2~

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

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

Install Component [The Price of Friendship - Bons's Iron Modder V Entry]?

[I]nstaLL

Successfully installed [The Price of Friendship - Bons's Iron Modder V Entry]

Press ENTER to exit

##### 18.5.3. GhreyIM5

~SETUP-GHREYIM5.TP2~

18.5.3.1. Copy the folder **GhreyIM5** and the files **Setup-GhreyIM5.exe** and **setup-GhreyIM5.tp2** into your main SoA directory.

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

Install Component [Ghreyfain's Iron Modder 5 entry: The Price of Friendship]?

[I]nstaLL

Successfully installed [Ghreyfain's Iron Modder 5 entry: The Price of Friendship]

Press ENTER to exit

##### 18.5.4. icefriend.rar

~ICEFRIEND/SETUP-ICEFRIEND.TP2~

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

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

Install Component [The Price Of Friendship, by Icelus]?

[N]ot Install

Successfully installed [The Price Of Friendship, by Icelus]

Press ENTER to exit

The readme opens

*This mod is also included in the mod 18.11. ShardsOfIce-v2 = Shards of Ice.*

##### 18.5.5. IronFDing0.exe

~SETUP-IRONFDING0RETURNS.TP2

18.5.5.1. Copy the folder **IronFDing0Returns** and the files **setup-IronFDing0Returns.exe** and **setup-IronFDing0Returns.tp2** into your main SoA directory.

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

Install Component [Iron Fucking Ding0 Return]?

[I]nstaLL

Successfully installed [Iron Fucking Ding0 Return]  
The readme opens

Press ENTER to exit

#### 18.5.6. NeriPriceofFriendship.zip

~E#MOBA.TP2~

18.5.6.1. Copy the folder **E#Mob** and the files **Setup-E#Moba.exe** and **E#Moba.tp2** into your main SoA directory.

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

Install Component [IM5: The Price of Friendship for BG2:TOB3]?

[I]nstaLL

Successfully installed [IM5: The Price of Friendship for BG2:TOB]

Press ENTER to exit

#### 18.5.7. SC#IM5.rar

18.5.7.1. Copy the folder **SC#IM5** and the files **Setup-SC#IM5.exe**, **Setup-IM5AudioUninstall.bat** and **Setup-SC#IM5.tp2** into your main SoA directory.

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

Install Component [SConrad's IM5: What I could have had...]?

[N]ot Install

*cannot be installed*

*ERROR: illegal 2-byte write (-1) offset 15526 of 15400-byte file Amelm01.cre*

*ERROR: [Amelm01.cre] -> [override\SC#I5Elm.cre] Patching Failed (COPY) (Failure("Amelm01.cre: write out of bounds"))*

#### 18.5.8. SDIM5.rar

~SETUP-SDIM5.TP2~

18.5.8.1. Copy the folder **SDIM5** and the files **Setup-sdim5.exe** and **setup-sdim5.tp2** into your main SoA directory.

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

Install Component [Shed's Iron Modder 5 Entry]?

[I]nstaLL

Successfully installed [Shed's Iron Modder 5 Entry]

Press ENTER to exit

#### 18.6. Iron Modder 6 Pack ("A Hero For All the Wrong Reasons")

This package contains several packed files. You can install them all.

##### 18.6.1. BonsHeroC.rar

~SETUP-BONSHERO.TP2~

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

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

Install Component [A Hero For All The Wrong Reasons - Bons's Iron Modder 6 Entry]?

[I]nstaLL

Successfully installed [A Hero For All The Wrong Reasons - Bons's Iron Modder 6 Entry]

Press ENTER to exit

The readme opens

##### 18.6.2. D0IM6.zip

~SETUP-D0IM6.TP2~

18.6.2.1. Copy the folder **D0IM6** and the files **Setup-d0im6.exe** and **setup-d0im6.tp2** into your main SoA directory.

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

Install Component [Ding0's Iron Modder 6]?

[I]nstaLL

Successfully installed [Ding0's Iron Modder 6]

Press ENTER to exit

The readme opens

##### 18.6.3. E#HeroWrongIM6.rar

~SETUP-E#HERO.TP2~

18.6.3.1. Copy the folder **E#HerolM6** and the files **Setup-E#Hero.exe** and **Setup-E#Hero.tp2** into your main

SoA directory.

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

Install Component [Hero for all the Wrong Reasons for BG2:ToB]?

[I]nstaLL

Successfully installed [Hero for all the Wrong Reasons for BG2:ToB]

Press ENTER to exit

The readme opens

18.6.4. **GhreyIM6.zip**

~SETUP-GHREYIM6.TP2~

18.6.4.1. Copy the folder **GhreyIM6** and the files **Setup-GhreyIM6.exe** and **setup-ghreyim6.tp2** into your main SoA directory.

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

Install Component [Ghreyfain's Iron Modder 6 entry: A Hero For All The Wrong Reasons]?

[I]nstaLL

Successfully installed [Ghreyfain's Iron Modder 6 entry: A Hero For All The Wrong Reasons]

Press ENTER to exit

The readme opens

18.6.5. **P#Hero.rar**

~SETUP-P#HERO.TP2~

18.6.5.1. Copy the folder **P#Hero** and the files **Setup-P#HERO.exe**, **Setup-P#HERO.TP2** and **DomiREADME.txt** into your main SoA directory.

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

Install Component [A Hero For All the Wrong Reasons (Domi's)]?

[I]nstaLL

Successfully installed [A Hero For All the Wrong Reasons (Domi's)]

Press ENTER to exit

18.6.6. **sdim6-final.rar**

~SETUP-SDIM6.TP2

18.6.6.1. Copy the folder **SDIM6** and the files **setup-sdim6.exe** and **setup-sdim6.tp2** into your main SoA directory.

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

Install Component [Shed's Iron Modder 6 entry]?

[I]nstaLL

Successfully installed [Shed's Iron Modder 6 entry]

Press ENTER to exit

The readme opens

18.6.7. **Weimer-Hero-1.zip**

~SETUP-WWHERO.TP2~

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

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

Install Component [Hero For All The Wrong Reasons (Weimer)]?

[I]nstaLL

Successfully installed [Hero For All The Wrong Reasons (Weimer)]

Press ENTER to exit

The readme opens

18.7. **Iron Modder 7 Pack ("Blaze of Glory")**

This package contains several packed files. You can install them all.

18.7.1. **BonsGlory.rar**

~SETUP-BONSGLODY.TP2~

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

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

Install Component [Blaze of Glory - Bons's Iron Modder VII Entry]?

[I]nstaLL

Successfully installed [Blaze of Glory - Bons's Iron Modder VII Entry]

Press ENTER to exit

The readme opens

18.7.2. **igi.zip**

~IIGI/SETUP-IIGI.TP2~

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

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

Install Component [iigi]?

[I]nstaLL

Successfully installed [iigi]

Press ENTER to exit

### 18.7.3. im7-jc.rar

~SETUP-IM7-JC.TP2~

18.7.3.1. Copy the folder **im7jc** and the files **Setup-im7-jc.exe**, **Setup-im7-jc.tp2**, **im7jcaudio.bat** and **im7jcaudiouninstall.bat** into your main SoA directory.

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

Install Component [Compton's Iron Modder 7: Blaze of Glory]?

[I]nstaLL

Successfully installed [Compton's Iron Modder 7: Blaze of Glory]

Press ENTER to exit

The readme opens

### 18.7.4. IronGhrey7.zip

~SETUP-IRONGHREY7.TP2~

18.7.4.1. Copy the folder **IronGhrey7** and the files **setup-ironghrey7.exe**, **Setup-IronGhrey7.tp2** and **ironghrey7\_readme.txt** into your main SoA directory.

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

Install Component [Iron Modder 7: Blaze of Glory, by Ghreyfain]?

[I]nstaLL

Successfully installed [Iron Modder 7: Blaze of Glory, by Ghreyfain]

Press ENTER to exit

The readme opens

## 18.8. Iron Modder 8 Pack ("Careless Words Cost Lives")

This package contains several packed files. You can install them all.

### 18.8.1. BonsCareless.rar

~SETUP-BONSCARELESS.TP2~

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

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

Install Component [Careless Words Cost Lives - Bons's Iron Modder 8 Entry]?

[I]nstaLL

Successfully installed [Careless Words Cost Lives - Bons's Iron Modder 8 Entry]

Press ENTER to exit

### 18.8.2. GrimsIM8.zip

~GRIMSIM8/SETUP-GRIMSIM8.TP2~

*This is a joke - after a short dialog the game is finished prematurely.*

18.8.2.1. Copy the folder GrimsIM8 and the file Setup-GrimsIM8.exe into your main SoA directory.

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

Install Component [Grim Squeaker's IM8 Entry: Careless Words Cost Lives]?

[N]ot Install

*This component is included in the component "Miscellaneous Enhancements" from Ding0's QuestPack.*

Successfully installed [Grim Squeaker's IM8 Entry: Careless Words Cost Lives]

Press ENTER to exit

The readme opens

### 18.8.3. IronGhrey8.zip

~SETUP-GHREYIM8.TP2~

18.8.3.1. Copy the folder **ghreyim8** and the files **setup-ghreyim8.exe** and **setup-ghreyim8.tp2** into your main SoA directory.

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

Install Component [Ghreyfain's IM8 Entry: Careless Words Cost Lives]?

[I]nstaLL

Successfully installed [Ghreyfain's IM8 Entry: Careless Words Cost Lives]

Press ENTER to exit

The readme opens

### 18.8.4. RughaltIM8.zip



~SETUP - WORDS.TP2~

- 18.8.4.1. Copy the folder **Words** and the files **Setup - Words.exe** and **Setup - Words.tp2** into your main SoA directory.
- 18.8.4.2. Rename the files only if they should be installed with setup.bat from Setup - Words.exe and Setup - Words.tp2 to Setup-Words.exe and Setup-Words.tp2 (without space).
- 18.8.4.3. Double-click the Setup. The DOS dialogue appears:
- |                        |                              |                     |
|------------------------|------------------------------|---------------------|
| Install Component      | [Careless Words Cost Lives]? | [I]nstaLL           |
| Successfully installed | [Careless Words Cost Lives]  | Press ENTER to exit |



## 18.9. **Iron Modder 9 Pack ("Being the Bhaalspawn Means Never Saying You're Sorry")**

This package contains several packed files. You can install them all.

### 18.9.1. **BonsSorry.rar**

~SETUP - BONSSORRY.TP2~

- 18.9.1.1. Copy the folder **BonsSorry** and the files **Setup - BonsSorry.exe** and Setup - **BonsSorry.tp2** into your main SoA directory.
- 18.9.1.2. Rename the files only if they should be installed with setup.bat from Setup - BonsSorry.exe and Setup - BonsSorry.tp2 to Setup-BonsSorry.exe and Setup-BonsSorry.tp2 (without space).
- 18.9.1.3. Double-click the Setup. The DOS dialogue appears:



Install Component	[Being the Bhaalspawn Means Never Saying You're Sorry - Bons's Iron Modder IX Entry]?	[I]nstaLL
Successfully installed	[Being the Bhaalspawn Means Never Saying You're Sorry - Bons's Iron Modder IX Entry]	Press ENTER to exit

The readme opens

### 18.9.2. **cliffim9.zip**

~CLIFFIM9/SETUP-CLIFFIM9.TP2~

- 18.9.2.1. Copy the folder **cliffIM9** and the files **setup-cliffim9.exe** into your main SoA directory.
- 18.9.2.2. Double-click the Setup. The DOS dialogue appears:
- |                        |                          |                     |
|------------------------|--------------------------|---------------------|
| Install Component      | [Cliffette's IM9 Entry]? | [I]nstaLL           |
| Successfully installed | [Cliffette's IM9 Entry]  | Press ENTER to exit |
- The readme opens

### 18.9.3. **Katalyn-IM9.rar**

~SETUP-KAT IRON.TP2~

- 18.9.3.1. Copy the folder **katiron** and the files **SETUP-kat iron.exe**, **SETUP-kat iron.TP2** and **readme.txt** into your main SoA directory.
- 18.9.3.1. Double-click the Setup. The DOS dialogue appears:
- |                        |                       |                     |
|------------------------|-----------------------|---------------------|
| Install Component      | [Katalyn's Iron Mod]? | [I]nstaLL           |
| Successfully installed | [Katalyn's Iron Mod]  | Press ENTER to exit |

## 18.10. **Bonus**

### 18.10. **CliffetteIMBonus.rar**

~SETUP-CLIFFETTEIM4.TP2~

- 18.10.1. Copy the folder **CliffetteIM4** and the files **setup-cliffetteim4.exe** and **setup-cliffetteim4.tp2** into your main SoA directory.
- 18.10.2. Double-click the Setup. The DOS dialogue appears:
- |                        |   |                     |
|------------------------|---|---------------------|
| Install Component      | [Cliffette's Z-rated Adventure - an IM4 Non-Entry]? | [I]nstaLL           |
| Successfully installed | [Cliffette's Z-rated Adventure - an IM4 Non-Entry]  | Press ENTER to exit |
- The readme opens

### 18.11. **ShardsOffice-v2 = Shards of Ice**

~SHARDSOFICE/SETUP-SHARDSOFICE.TP2~

- 18.11.1. Copy the folder **shardsofice** and the file **Setup-ShardsOffice.exe** from the folder **ShardsOffice-v2** into your main SoA directory.



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

Choose your language:

0 [English]

Install Component [The Price Of Friendship]?

[I]nstaLL

Install Component [Some of My Best Friends Are Slimes]?

[I]nstaLL

Install Component [You Could Restore the Summon Cow Spell, But Why?]?

[I]nstaLL

Successfully installed

Press ENTER to exit

The readme opens

## 19. BG2 RULES, TWEAKS AND SPELLS

### 19.1. NPC Tweak v3.1

~NPC\_TWEAK.TP2~

Alters starting classes and portraits for some Bioware NPCs.

*compatibility code for Anomen's items if NPC Kit Pack is installed*

19.1.1. Copy the folder **NPCTweak** and the files **setup-npc\_tweak.exe** and **NPC\_TWEAK.TP2.tp2** into your main SoA directory.

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

Install Component [Anomen]?

[I]n stall

Install Component [Cern]?

[I]n stall

Install Component [Nalia]?

[I]n stall

Successfully installed

Press ENTER to exit

### 19.2. Unfinished Business for BGII v15

~SETUP-UB.TP2~

This mod restores many of the cut items, quests, and encounters from the game's final release and ties up some of the "loose ends."

19.2.1. Install Unfinished Business in your main SoA directory. Then you find there the folder **ub** and the files **SETUP.UB.exe** and **setup-ub.tp2**.

19.2.2. Replace the file setup-ub.tp2 in your directory ...\\BGII-SvA with this one of the same name from the folder **BiG World Patches**.

19.2.2. If you continue your installation in a backup copy of your BGII - SoA main folder, pay attention to the fact that the folder is really called BGII - SoA at the moment you start the setup. Otherwise maybe you get a lot of errors and some components cannot be installed.

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

Choose your language:

0 [English]

Install Component [The Kidnapping of Boo by Cliffette]?

[i]n stall

*This component should not be installed with the component „Boo - Minsc's Familiar“ from Never Ending Journey v2v42b or you could install both and test to see if they both work.*

Install Component [The Suna Seni/Valygar Relationship]?

[N]ot Install

*This component is not compatible with TS and BGT*

Install Component [Kalah and What He Was Promised]?

[i]n stall

Install Component ["Cat and Mouse" (Bodhi hunts you in Spellhold) by Ghreyfain]?

[i]n stall

Install Component [Gorje Hildark and the Extended Illithium Quest]?

[i]n stall

Install Component [The Pai'Na/Spider's Bane Quest]?

[i]n stall

Install Component [Restored Crooked Crane Inn]?

[i]n stall

Install Component [Restored Encounters]?

[i]n stall

Install Component [Artemis Entreri in Bodhi's Lair]?

[i]n stall

Install Component [Corrected "Xzar's Creations"]?

[i]n stall

Install Component [Restored Hell Minions, by SimDing0]?

[N]ot Install

*This component is not compatible with BG2Fixpack*

Install Component [Gorf the Squisher Fix, by Gebhard Blucher]?

[i]n stall

Install Component [Item Restorations]?

[i]n stall

Install Component [Yoshimo's Original Portrait]?

[N]ot Install

Install Component [Anomen's Original Portrait]?

[N]ot Install

Install Component [NPC Portrait Restorations]?

[i]n stall

Install Component [Corrected BAMs and Scripts]?

[i]n stall

Install Component [Corrected Character Names and Biographies]?

[i]n stall

Install Component [Restored Minor Dialogs]?

[N]ot Install

*This component is not compatible with BG2Fixpack in connection with BGT and BP because BG2Fixpack changes the file Ar1303.bcs in a way, that is no more recognized by other mods.*

*Should be repaired with the next update of UB.*

Install Component [Restored Bhaalspawn Powers, by David Gaider]?

Install

Install Component [Extended ToB Item Descriptions]?

Install

Install Component [Throne of Bhaal Minor Restorations]?

Install

Install Component [Feralan Kit]?

[N]ot Install

*This component is identical with the component „Feralan Kit“ from Divine Remix v5*



Install Component	[Justifier Kit]?	[N]ot Install
<i>This component is identical with the component „Justifier Ranger Kit“ from Divine Remix v5</i>		
Install Component	[Sarevok's Remorse]?	Install
Successfully installed		Press ENTER to exit
The readme opens.		

### 19.3. Victor's Improvements Pack v1.8 = BGII Improvements Mod

~VIC.TP2~

The mod adds two new kits to the game, a new store, several rule tweaks, as well as improved bard song, improved version of Chapter One dungeon and a multiending quest

19.3.1. Copy the folder **vic** and the files **Setup-Vic.exe** und **viv.tp2** into your main SoA directory.

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

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

Install Component	[Victor's Improved Races]?	[I]ninstall
-------------------	----------------------------	-------------

Install Component	[Victor's Wizards Know Better (have more Lore)]?	[I]ninstall
-------------------	--	-------------

Install Component	[Faithful Rogue Kit for BGII]?	[N]ot Install
-------------------	--------------------------------	---------------

Install Component	[Lich Slayer Scimitar]?	[I]ninstall
-------------------	-------------------------	-------------

*the earlier „Victor's Item Pack“*

Install Component	[The Djin Merchant]?	[I]ninstall
-------------------	----------------------	-------------

Install Component	[The Burning Man kit]?	[N]ot Install
-------------------	------------------------	---------------

Install Component	[Romance Friendly Imprisonment]?	[I]ninstall
-------------------	----------------------------------	-------------

Install Component	[Lydia's Scroll]?	[I]ninstall
-------------------	-------------------	-------------

Install Component	[Weapons for all]?	[N]ot Install
-------------------	--------------------	---------------

*This component should be installed after all other Item-mods, because it alters also objects from all other mods installed before. In Ashes of Embers a similar component is included, but you should use this, because herewith also all objects from other mods are comprised.*

Install Component	[Special Encounters]?	[I]ninstall
-------------------	-----------------------	-------------

Install Component	[Improved Bard Song]?	[I]ninstall
-------------------	-----------------------	-------------

Install Component	[Improved Irenicus Dungeon]?	[N]ot Install
-------------------	------------------------------	---------------

*This component is for those, which the original dungeon is too boringly, but the "Improved Illych" from Tactics is to suicidal. The concurrent installation together with "Improved Illych" is not recommendable because it could be that you lack some pieces of equipment which you need to defeat the big boss from "Improved Illych". By concurrently installation with ROT this component leads according to play events mostly to crash.*

Install Component	[Grandpa's Shield quest]?	[N]ot Install
-------------------	---------------------------	---------------

*This Component overwrites PALIN.CRE, a Tales of the Sword Coast file*

Successfully installed	Press ENTER to exit
------------------------	---------------------

### 19.4. Semi-Multi-Clerics

~SETUP-SEMI\_MULTI\_CLERICS.TP2~

Any Arcane caster can now learn a limited number of Divine Magic spells, including a spell that turns undead. This means that a large number of semi-multi classes become available.

19.4.1. Copy the folder **semi\_multi\_clerics** and the files **Setup-semi\_multi\_clerics.exe** and **setup-semi\_multi\_clerics.tp2** into your main SoA directory.

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

Install Component	[Semi-multi-clerics]?	[I]ninstall
-------------------	-----------------------	-------------

Successfully installed	[Semi-multi-clerics]	Press ENTER to exit
------------------------	----------------------	---------------------

The readme opens.

### 19.6. Arcane-Divine Spell Pack v1.1

~ADPACK/SETUP-ADPACK.TP2~

This mod improves the arcane and divine spells, removes different bugs, some weaker spells are improved and a few spells are completely remade.

19.6.1. Copy the folder **ADPack** and the files **Setup-ADPack.exe** und **ADPack - readme** into your main SoA directory.

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

Install Component	[Shared files (required)]?	[I]ninstall
-------------------	----------------------------	-------------

Install Component	[Divine spells (lvl 1-8)]?	[I]ninstall
-------------------	----------------------------	-------------

Install Component	[Arcane spells (lvl 1-10)?	[I]nstaLL
Install Component	[New dimension door animation)?	[I]nstaLL
Successfully installed		Press ENTER to exit

## 19.7. **Lost Crossroads Spell Pack for Baldur's Gate 2 = SpellPackB3**

~SETUP-SPELLPACK.TP2~

This mod renews the graphics of the spells, so that they are more similar to IWD.

*This Mod is not compatible with the component „Nerfed Spells (Iron/Stoneskin“ from „Ashes of Embers“*

19.7.1. Copy the folder **SpellPack\_1-14-05\_Files** and the files **Setup-SpellPack.exe** and **Setup-SpellPack** into your main SoA directory.

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

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

Install Component	[Required Files (modified spell graphics)]?	[I]nstaLL
-------------------	---	-----------

Install Component	[Entropy Shield]?	[I]nstaLL
-------------------	-------------------	-----------

Install Component	[Entangle]?	[I]nstaLL
-------------------	-------------	-----------

Install Component	[Alicorn Lance]?	[I]nstaLL
-------------------	------------------	-----------

Install Component	[Chant]?	[I]nstaLL
-------------------	----------	-----------

Install Component	[Call Lightning]?	[I]nstaLL
-------------------	-------------------	-----------

Install Component	[Static Charge]?	[I]nstaLL
-------------------	------------------	-----------

Install Component	[Storm Shell]?	[I]nstaLL
-------------------	----------------	-----------

Install Component	[Thorn Spray]?	[I]nstaLL
-------------------	----------------	-----------

Install Component	[Prayer]?	[I]nstaLL
-------------------	-----------	-----------

Install Component	[Flamestrike]?	[I]nstaLL
-------------------	----------------	-----------

Install Component	[Elysium's Tears]?	[I]nstaLL
-------------------	--------------------	-----------

Install Component	[Suncorch]?	[I]nstaLL
-------------------	-------------	-----------

Install Component	[Beast Claw]?	[I]nstaLL
-------------------	---------------	-----------

Install Component	[Magical Stone]?	[I]nstaLL
-------------------	------------------	-----------

Install Component	[Sanctuary]?	[I]nstaLL
-------------------	--------------	-----------

Install Component	[Guardian Angel]?	[I]nstaLL
-------------------	-------------------	-----------

Install Component	[Recitation]?	[I]nstaLL
-------------------	---------------	-----------

Install Component	[Invisibility Purge]?	[I]nstaLL
-------------------	-----------------------	-----------

Install Component	[Spiritual Hammer]?	[I]nstaLL
-------------------	---------------------	-----------

Install Component	[Miscast Magic]?	[I]nstaLL
-------------------	------------------	-----------

Install Component	[Whirlwind]?	[I]nstaLL
-------------------	--------------	-----------

Install Component	[Undead Ward]?	[I]nstaLL
-------------------	----------------	-----------

Install Component	[Power Word: Kill]?	[I]nstaLL
-------------------	---------------------	-----------

Install Component	[Death Spell]?	[I]nstaLL
-------------------	----------------	-----------

Successfully installed		Press ENTER to exit
------------------------	--	---------------------

The readme opens.

## 19.8. **Spell-50 v6**

~SETUP-SPELL50.TP2~

The Spell-50 mod extends a number of priest, druid and mage spell effects to level fifty. This mod has to do nothing with the level 50 ruleset of BP. Both can be installed at the same time.

19.8.1. Copy the folder **spell50** and the file **Setup-Spell50.tp2** into your main SoA directory, but not the setup-Spell50.exe, because this cannot update itself!

19.8.2. Copy the WeiDU-Setup and rename it to **Setup-Spell50.exe**.

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

Install Component	[Extend Many Spells to 50th Level]?	[I]nstaLL
-------------------	-------------------------------------	-----------

Successfully installed	[Extend Many Spells to 50th Level]	Press ENTER to exit
------------------------	------------------------------------	---------------------

## 19.9. **Wild Mage Additions v14a**

~WILDMAGE/SETUP-WILDMAGE.TP2~

This Mod features 18 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.

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

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

Choose your language:

Install Component [Wild Mage Additions: New Wild Magic Spells]?

Install Component [Wild Mage Additions: Spellshaper Kit]?

**SKIPPING:** [Wild Mage Additions: Spellshaper - Avatar Change]?

*only possible with Wild Mage Additions: Spellshaper Kit*

Install Component [Misc spell modifications]?

Successfully installed

0 [English]

[I]nstaLL

[N]ot Install

[I]nstaLL

Press ENTER to exit

**\*New\***

19.10. **Teleport\_v11**

~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.

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

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

Choose your language:

Install Component [Teleport spell for BG2:SoA]?

Install Component [Teleport spell for BG2:ToB]?

Install Component [Modification of NPCs and strongholds quests.]?

*Not within the megamod*

Successfully installed

The readme opens.

1 [English]

[I]nstaLL

[I]nstaLL

[N]ot Install

Press ENTER to exit

**\*New\***

OPTIONAL:

19.11. **Timestop\_tweak\_v2**

~SETUP-TIMESTOP.TP2~

Many mages often use the spell timestop, however, they don't do anything reasonable with the time given to them. This mod alters the spell timestop so, that instead to stop the time it slightly hurts anyone who tries to cast it. ATTENTION: You won't either be able to stop time with the spell. Your mage will also take damage for casting it.

19.11.1. Copy the folder **SC#Timestop** and the file **Setup-Timestop.exe** and **Setup-Timestop.tp2** into your main SoA directory.

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

Choose your language:

Install Component [Timestop tweak v.2 (for SoA)]?

Install Component [Timestop tweak v.2 for ToB (Throne of Bhaal required)]?

Successfully installed

The readme opens.

0 [English]

[I]nstaLL

[I]nstaLL

Press ENTER to exit

## 20. ASCENSION-RELATED MODS

The following mods are all associated together. You may change the order of the installation by no means, omit something however.

### 20.1. Backup

A backup is highly recommended, before you install the Big Picture mod. If something fails or you want to change something, you cannot uninstall it with WeiDU!

20.1.1. Create a new directory for your backup.

20.1..2. 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, dialogF.tlk
- baldur.ini
- CHITIN.KEY
- BGMain.exe
- weidu.log



With **BiG World setup\_5.bat** all the following mods from Big Picture up to Kiara-Zaiya can be installed. In between you must press several times Enter. Replace the according files with those from the folder **BiG World Patches**. **You must carry out all necessary changes, before you start the .bat file!**



### 20.2. BIG PICTURE V1.77

~SETUP-BPV177.TP2~

BP balances all mods installed before, contains several smaller mods, includes other improvements also as a unique hostile KI system. If several mods have changed the same objects, these are overpowered. BP compensates this again.

20.2.1. Copy whole content of the file BPv177 (**BPv177**, **Setup-BPv177.exe**, **Setup-BPv177.tp2**) into your main SoA directory.

20.2.2. Replace the files **oAR1002.bcs**, **nAR1002.bcs**, **oAR2601.bcs**, **nAR2601.bcs**, **ODEMNAB1.bcs**, **NDEMNAB1.bcs**, **ODEMNAB2.bcs**, **oAMNTRP1.bcs**, **nAMNTRP1.bcs**, **OVAMPIR1.bcs**, **NVAMPIR1.bcs** in your directory ...\\BPv177\\SNIP with this ones of the same name from the folder **BiG World Patches**.



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

Choose your language: 0 [English]  
What should be done with all components that are NOT YET installed? [A]sk about each one?  
Install Component [Big Picture AI/Enhancement Mod, version 177 weidu (beta)]? **[I]ninstall**  
*Now all files of the different mods are balanced. This can last also with a quick computer 10 minutes.*  
Install Component [Improved Suldaneassallar]? **[I]ninstall**  
Install Component [Improved Spellhold]? **[I]ninstall**  
Install Component [Wand of Orcus Add-In]? **[I]ninstall**  
*The component Big Picture AI/Enhancement Mod, version 177 weidu (beta) must be installed to be able to use this component.*  
Install Component [Improved Small Teeth Pass, by Kensai Ryu]? **[I]ninstall**  
Install Component [Improved Kangaxx Encounter, by Kensai Ryu]? **[I]ninstall**  
Install Component [Kensai Ryu's Improved Crypt King]? **[I]ninstall**  
Install Component [Kensai Ryu's Gnome Fighter/Illusionist in the Docks]? **[I]ninstall**  
Install Component [Improved Random Encounters, by Gebhard Blucher and Kensai Ryu]? **[I]ninstall**  
Install Component [Gebhard Blucher's Lich in the Docks]? **[I]ninstall**  
Install Component [Red Badge, Poison-Based Encounter, by Westley Weimer]? **[I]ninstall**  
Install Component [Kuroisan the Acid Kensai, by Westley Weimer]? **[I]ninstall**  
Install Component [The Ritual, by Westley Weimer]? **[I]ninstall**  
Install Component [Improved Xvart Village, for BGT-weidu]? **[I]ninstall**  
**SKIPPING** [Level-50 Ruleset (Code By King Diamond)]?  
*If TDD is installed already, this step is skipped because this component already exists.*  
Install Component [Ascension for BP]? **[N]ot Install**  
*Avoid installation of Big Picture 177's Ascension because it contains critical bugs not yet ad-*



*dressed.*

Successfully installed

Press ENTER to exit

*The following error is not repaired yet:*

[./override/KUOMON01.CRE] loaded, 1420 bytes

WARNING: ADD\_CRE\_ITEM: Unknown slot FIST. Default to INV15 for placement.

20.1.4. Download **BPv177\_TOB\_Fix** from here:

<http://forums.spellholdstudios.net/index.php?showtopic=22246>

20.1.5. Copy the folder **BP-TOBFix** and the files **Setup-BPv177-TOBFix.exe**, **SETUP-BP-BPv177-TOB-Fix.tp2** and **tisunpack.bat** into your main SoA directory.

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

Install Component [BPv177 TOB Trigger Fix]?

[I]nstaLL

Successfully installed [BPv177 TOB Trigger Fix]

Press ENTER to exit



### 20.3. BP-Balancer-v0.25

~SETUP-BP-BALANCER.TP2~

This mod made by Manduran works similar as Big Picture, but for BG1: the values of too strong items from DSotSC, NTotSC, SoBH, NPC-Tweaks are set back to their BG1 values.

20.3.1. Copy the folder **BP-Balancer** and the files **Setup-BP-Balancer.exe** and **Setup-BP-Balancer.tp2** aus dem Ordner **BiG World Tools** in Euer ...\\BGII - SvA\\ Verzeichnis.

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

Would you like to display the components from [Balancing game engine XP]?

[Y]es

Would you like to display the components from [Balancing XP and items of several mods]?

[Y]es

Installing; [Reading your current game configuration]

Install Component [XP for Spell Learning]?

choose one:

1] At 50% from your current configuration

2] At 10% from your current configuration

3] At 4% from your current configuration (recommended)

[3]

4] None

Install Component [XP for Disarming Traps]?

choose one:

1] At 50% from your current configuration

2] At 10% from your current configuration

3] At 4% from your current configuration (recommended)

[3]

4] None

Install Component [XP for Pick Pocket]?

choose one:

1] At 50% from your current configuration

2] At 10% from your current configuration (recommended)

[3]

3] None

Install Component [Restore original BG1 creatures' XP and items]?

choose one:

1] Keep custom items from other Mods

2] Also remove SOME (partly random) overpowered custom items from other Mods

3] Also remove ALL custom items from other Mods

[2]

Install Component [Item and XP Balancing for 'Dark Side of the Sword Coast (v1.85WM6)']?

choose one:

1] Keep custom items

2] Also randomly remove SOME overpowered custom items

3] Also remove ALL overpowered custom item

Install Component [Item and XP Balancing for 'Northern Tales of the Sword Coast (v1.85WM6)']?

choose one:

1] Keep custom items

2] Also randomly remove SOME overpowered custom items

[2]

3] Also remove ALL overpowered custom item

Install Component [Item and XP Balancing for 'Secret of Bone Hill (v2.05WM6)']?

choose one:

1] Keep custom items

2] Also randomly remove SOME overpowered custom items

[2]

3] Also remove ALL overpowered custom item

Successfully installed

Press ENTER to exit



### 20.3. Ascension v1.4.21

~SETUP-ASCENSION.TP2~

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

You have already copied the folder **ascension** and the files **Setup-Ascension** and **Setup-Ascension.tp2** into your ... \BGII - SoA\ directory before BGT

#### 20.3.1. Double-click the Setup. The DOS dialogue appears:

Choose your language:	0 [English]
What should be done with all components that are NOT YET installed?	[A]sk about each one?
What should be done with all components that are ALREADY installed?	[A]sk about each one?
Install Component [Ascension v1.41 (requires ToB)]?	[N]ot Install
Install Component [Tougher Abazigal (optional, requires ToB)]?	[I]ninstall
Install Component [Original Tougher Demogorgon (optional, requires ToB)]?	[I]ninstall
Install Component [Tougher Gromnir (optional, requires ToB)]?	[I]ninstall
Install Component [Tougher Illasera (optional, requires ToB)]?	[N]o Change
<i>You have already installed this component before BGT-WeiDU</i>	
Install Component [[Tougher Yaga-Shura (optional, requires ToB)]?	[I]ninstall
Successfully installed	Press ENTER to exit

### 20.4. Tactics v23

~SETUP-TACTICS.TP2~

This mod adds numerous components to BGII. They all aim to make the game more challenging and rewarding by increasing the difficulty of encounters and, therefore, is thought for experienced players.



*Most components are skipped if you install Tactics together with Big Picture.*

#### 20.4.1. Copy the folder **tactics2** and the files **Setup-Tactics.exe** and **Setup-Tactics.tp2** into your main SoA directory.

#### 20.4.2. Replace the file **Setup-Tactics.tp2** in your directory ... \BGII - SvA with this one of the same name from the folder **BiG World Patches**.



#### 20.4.3. Double-click the Setup. The DOS dialogue appears:

Choose your language:	0 [American English]
What should be done with all components that are NOT YET installed?	[A]sk about each one?
SKIPPING [Improved Ilyich (requires ToB)]?	[N]ot Install
<i>Don't install this component together with Improved Dungeon from Improved Battles</i>	
<i>Skipping Component installation -- already included with Big Picture mod</i>	
SKIPPING [The Ritual (requires ToB)]?	[I]ninstall
<i>Skipping Component installation -- already included with Big Picture mod</i>	
SKIPPING [Improved TorGal and De'Arnissee Keep]?	[I]ninstall
<i>Skipping Component installation -- already included with Big Picture mod</i>	
Install Component [Improved Sahuagin City]?	[I]ninstall
SKIPPING [Improved Bodhi]?	[I]ninstall
<i>Skipping Component installation -- already included with Big Picture mod</i>	
SKIPPING [Improved Irenicus]?	[I]ninstall
<i>Skipping Component installation -- already included with Big Picture mod</i>	
SKIPPING [Improved Guarded Compound in the Temple District]?	[I]ninstall
<i>Skipping Component installation -- already included with Big Picture mod</i>	
SKIPPING [Improved Twisted Rune]?	[I]ninstall
<i>Skipping Component installation -- already included with Big Picture mod</i>	
SKIPPING ["Kuroisan", the Acid Kensai]?	[I]ninstall
<i>Skipping Component installation -- already included with Big Picture mod</i>	
SKIPPING ["Red Badge" Poison-Based Encounter]?	[I]ninstall
<i>Skipping Component installation -- already included with Big Picture mod</i>	
SKIPPING [Gebhard Blucher's Improved Mae'Var]?	[I]ninstall
<i>Skipping Component installation -- already included with Big Picture mod</i>	
SKIPPING [Gebhard Blucher's Lich in the Docks]?	[I]ninstall
<i>Skipping Component installation -- already included with Big Picture mod</i>	
SKIPPING [Gebhard Blucher's Improved Demon Knights]?	[I]ninstall
<i>Skipping Component installation -- already included with Big Picture mod</i>	
SKIPPING [Kensai Ryu's Tougher Kangaxx and Guardians]?	[I]ninstall
<i>Skipping Component installation -- already included with Big Picture mod</i>	
SKIPPING [Kensai Ryu's Gnome Fighter/Illusionist in the Docks]?	[I]ninstall
<i>Skipping Component installation -- already included with Big Picture mod</i>	

SKIPPING	[Kensai Ryu's Improved Crypt King]?	[I]nsta11
	<i>Skipping Component installation -- already included with Big Picture mod</i>	
SKIPPING	[Ishan's "Always Toughest Random Spawns in Dungeons"]?	[I]nsta11
	<i>Skipping Component installation -- already included with Big Picture mod</i>	
SKIPPING	[Gebhard Blucher's Random City Encounters]?	[I]nsta11
SKIPPING	[Kensai Ryu's Random Wilderness Encounters]?	[I]nsta11
	<i>Skipping Component installation -- already included with Big Picture mod</i>	
SKIPPING	[Improved Undead]?	[I]nsta11
	<i>Skipping Component installation -- already included with Big Picture mod</i>	
SKIPPING	[Improved Golems]?	[I]nsta11
	<i>Skipping Component installation -- already included with Big Picture mod</i>	
SKIPPING	[Gebhard Blucher's Improved Mind Flayers]?	[I]nsta11
	<i>Skipping Component installation -- already included with Big Picture mod</i>	
Install Component	[Smarter Dragons in SoA]?	[I]nsta11
SKIPPING	[Smarter Beholders]?	[I]nsta11
	<i>Skipping Component installation -- already included with Big Picture mod</i>	
SKIPPING	[Kensai Ryu's Smarter Vampires]?	[I]nsta11
	<i>Skipping Component installation -- already included with Big Picture mod</i>	
SKIPPING	[Slightly Smarter Mages and Liches]?	[I]nsta11
Install Component	[Fighter-Class Archer Kit]?	[N]ot Install
	<i>Skipping Component installation -- already included with Big Picture mod</i>	
Install Component	[Anti-Paladin Kit]?	[N]ot Install
SKIPPING	[Göran Rimén's Improved Nymphs]?	[I]nsta11
	<i>Skipping Component installation -- already included with Big Picture mod</i>	
SKIPPING	[Kensai Ryu's Improved Copper Coronet]?	[I]nsta11
	<i>Skipping Component installation -- already included with Big Picture mod</i>	
Install Component	[SimDing0's Improved Oasis]?	[N]ot Install
	<i>This component is replaced with the Improved Oasis II from Ding0's QuestPack v2.3</i>	
SKIPPING	[Mike Barnes' Improved Small Teeth Pass]?	[I]nsta11
	<i>Skipping Component installation -- already included with Big Picture mod</i>	
Install Component	[Mike Barnes' Improved North Forest]?	[I]nsta11
Install Component	[Mike Barnes' Marching Mountainse]?	[I]nsta11
Install Component	[Slightly Tougher Demons]?	[I]nsta11
SKIPPING	[Tougher Druid Grove]?	[I]nsta11
	<i>Skipping Component installation -- already included with Big Picture mod</i>	
SKIPPINGt	[Tougher Fire Giants]?	[I]nsta11
	<i>Skipping Component installation -- already included with Big Picture mod</i>	
Install Component	[Streamlined Trolls]?	[I]nsta11
Successfully installed		Press ENTER to exit
The readme opens.		

## 20.5. Turnabout

~SETUP-TURNABOUT.TP2~

This mod enables the player to recall dead allies to aid in the final fight in Throne of Bhaal, .  
*Ascension must be installed before to be able to install this Mod.*

20.5.1. Install Ascension: Turnabout into your main SoA directory. Now you find there the folder **turnabout** and the files **setup-turnabout.exe** and **setup-turnabout.tp2**

20.5.2. Double-click the Setup. The DOS dialogue appears

Install Component	[Ascension: Turnabout]?	[I]nsta11
Install Component	[Balthazar Epilogue Portrait, by Cliffette]?	[I]nsta11
Successfully installed		Press ENTER to exit
Further files are copied, then the readme opens		

## 20.6. Ding0's QuestPack v2.3

~SETUP-D0QUESTPACK.TP2~

This mod adds other adventures to BG2; some are extensions, other absolutely new.

**ATTENTION:** This Mod must be installed in three steps! The component General AI Improvements is to be installed before SCS, the component Improved Oasis II is to be installed before Longer Road, all the others after Kelsey!



20.6.1. You have already copied the folder **questpack** and the files **setup-d0questpack.exe** and **setup-**



**d0questpack.tp2** into your ... \BGII - SoA\ directory before SCS.

- 20.6.2. The corrections of BG2 Fixpack in the Hell Trials require an adaptation of the suitable files. Depending on whether you have installed LuvNalia or not, **different files** are required.

**without LuvNalia:** Replace the files **d4a\_1.baf**, **d4b\_1.baf**, **d6a\_1.baf**, **d6b\_1.baf** in your directory ... \questpack\helltest\data with this ones of the same name from the folder **BiG World Patches**.

**with LuvNalia:** Replace the files **d2a\_1.baf**, **d4a\_1.baf**, **d4b\_1.baf**, **d6a\_1.baf**, **d6b\_1.baf** in your directory ... \questpack\helltest\data with this ones of the same name from the folder **BiG World Patches**.

- 20.6.3. Double-click the Setup. The DOS dialogue appears

Choose your language:

0 [English]

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

[A]sk about each one?

Install Component [General AI Improvements]?

[N]ot Install

*Not together with BP, because BP has its own AI ruleset.*

*The AI improvements from the Quest Pack need to be installed before the Durlag's Tower component of SCS.*

Install Component [Creature & Area Improvements]?

[N]ot Install

1] All Creature & Area Improvements

2] All Creature Improvements

3] Boss Improvements Only

*May not be installed after BP because of a present incompatibility with BP177 Core AI.*

*The following message appears:*

ERROR: illegal 2-byte read from offset 314 of 314-byte file CITTERN.ITM

ERROR: [CITTERN.ITM] -> [override/CITTERN.ITM] Patching Failed (COPY) (Failure("CITTERN.ITM: read out of bounds"))

Install Component [Miscellaneous Enhancements]?

[N]ot Install

Install Component [Additional Shadow Thieves Content]?

[N]ot Install

*This component is incompatible with the "Shadow Thief Improvements" component of Rogue Rebalancing.*

Install Component [Alternative Harper/Xzar Plot]?

[N]ot Install

Install Component [Extended Reynald Sequence]?

[N]ot Install

Install Component [Intrigue In The Copper Coronet]?

[N]ot Install

Install Component [Rahul Kanakia's Potion Quest]?

[N]ot Install

Install Component [Revised Hell Trials]?

[N]ot Install

Install Component [Improved Oasis II]?

choose one:

[IO2 Dialogue & Combat Enhancement]

[1]

[IO2 Dialogue Enhancement Only]?

Install Component [Saving Sanik In Brynnlaw]?

[N]ot Install

Install Component [Burglary Of The Bookkeeper]?

[N]ot Install

Install Component [New Fate For The Dryads' Acorns]?

[N]ot Install

Install Component [The Tragedy Of Besamen]?

[N]ot Install

Install Component [Further Slaver Involvement]?

[N]ot Install

Install Component [Sending The Solamnic Knights Home]?

[N]ot Install

Install Component [Nazariel The Lich]?

[N]ot Install

Install Component [Reward Negotiation]?

[N]ot Install

Install Component [Infernal Thievery]?

[N]ot Install

Successfully installed

Press ENTER to exit

Further files are copied, then the readme opens.

either:

## 20.7. Redemption v113

~SETUP-REDEMPTION.TP2~

Redemption is an extension for Ascension which permits Irenicus to join you in the final battle..

*The version v1.2 is not compatible with BP*

*Ascension is required to for this mod.*

- 20.7.1. Copy the folder **redemption** und **Setup-Redemption.tp2** into your main SoA directory, but not the file Setup-Redemption.exe.

- 20.7.2. Copy the WeiDU-Setup and rename it to **Setup-Redemption.exe**.

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

Choose your language:

0 [American English]

Install Component [Redemption 1.1.3 requires BG2:ToB:Ascension v1.4.xx]?

[I]nstaLL

Install Component [New Portrait for Irenicus - for the Ascension/Redemption part only]?

[N]ot Install

Successfully installed

Press ENTER to exit

The readme opens.

oder:

## 20.8. The Longer Road v1.5.1

~SETUP-LONGERROAD.TP2~

The Longer Road is in some measure the enlarged version of Redemption.

*The previous installation from Ascension is recommended, however, is not condition.*

*Improved Oasis must be installed before Longer Road.*

20.8.1. Copy the folder **LR**, and the files **Setup-LongerRoad.exe**, **SETUP-LongerRoad.tp2** und **tisun-pack.bat** into your main SoA directory.

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

Choose your language:

0 [American English]

Install Component [Longer Road v1.5]? [I]ninstall

LR was installed without music files because the songlist already is overfilled.

Install Component [SPEED BANTERS]? [I]ninstall

*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 fulfils the same function.*

Install Component [Restore Irenicus's original portrait from SoA.]? [I]ninstall

Successfully installed

Press ENTER to exit

The readme opens.

Further files are copied, then the readme opens.

## 20.9. P&P 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.*

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

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

Choose your language:

0 [English]

Install Component [P&P Celestials]? [I]ninstall

Successfully installed [P&P Celestials]

Press ENTER to exit

The readme opens.

**\*New\***

## 20.10. Grimular

~S.TP2~

Bookseller Anamuns is to be found at Deidre in the Adventurer Mart

20.10.1. Copy the folder **grimuar** and the file **Grimuars.tp2** into your main SoA directory.

20.10.2. Copy the WeiDU-Setup and rename it to **Setup-Grimuars.exe**.

20.10.3. 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 [Grimuars for BG2 NO TACTICS]? [N]ot Install

Install Component [Grimuars for BG2 WITH TACTICS]? [I]ninstall

Install Component [Additional Grimuars Store]? [I]ninstall

Install Component [Tougher Evil Party in Temple District - NOT COMPATIBLE WITH IMPROVED BATTLES]? [N]ot Install

Install Component [Tougher Gaal]? [I]ninstall

Install Component [Tougher Ardhata]? [I]ninstall

Successfully installed

Press ENTER to exit

## 20.11. Tashia Remix v1.0

~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.

*This Mod must be installed after Longer Road because, otherwise, Longer Road can not be installed. Instead of this the error message appears:*

ERROR: processing .D actions [LR/dlg/finaleA.d]: Invalid\_argument(\_)  
Stopping installation because of error.

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

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

Choose your language:		0 [American English]
Install Component	[Tashia NPC Mod]? 1) Full version (ToB required) 2) SoA only Version	[1]
Install Component	[Tashia Add-on Pack by Bri and Lord Ernie]? 1) Action Style dialogues 2) Baldurized Dialogues	[1]
Install Component	[Alternate portrait for Tashia]? 1) Tashia's Alternate Portrait 1 - Created by Amalthea 2) Tashia's Alternate Portrait 2.	[N]ot Install
Successfully installed The readme opens		Press ENTER to exit



## 21. KELSEY/SOLAUFEBIN RELATED NPC MODS

The following mods are all associated together. You may change the order of the installation by no means, omit something however.

### 21.1. Solaufebin NPC v1.02

~SETUP-SOLAUFEBIN.TP2~

Change Solaufebin into a joinable NPC. For SOA as well as for ToB. Optional romances with every main character.

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

21.1.2. Double-click the Setup. The DOS dialogue appears

Choose your language:

0 [English]

Install Component [Solaufebin Romance for Baldurs Gate II]? [I]ninstall

Successfully installed [Solaufebin Romanze for Baldurs Gate II]

Press ENTER to exit

The readme opens.

### 21.2. Sheena v1.6

~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 Solaufebin. The romance triggers only if one has Mazzy in the party - if it triggers at all.*



21.2.1. Copy the folder **Sheena** and the files **Setup-Sheena.exe**, **setup-Sheena.TP2**, **Setup-SheenaAudioInstall.bat**, **Setup-SheenaAudioUninstall.bat** and **Setup-Sheenatisunpack.bat** from the folder HRD\_V6 into your main SoA directory.

21.2.2. Double-click the Setup. The DOS dialogue appears

Install Component [Install A Half Dragon Tale - Version 6.0?]

[I]ninstall

Successfully installed [Install A Half Dragon Tale - Version 6.0]

Press ENTER to exit

The readme opens.

### 21.3. Kelsey SoA 2.1 / Kelsey ToB 2.2

~KELSEY.TP2~ ~SETUP-KELSEYTOB.TP2~

A male human sorcerer NPC with optional romances for a female PC or Imoen.

21.3.1. Install Kelsey SoA v2.1 into your main SoA directory. Now you find there the folder **kelsey** and the files **Setup-Kelsey.exe** and **Kelsey.tp2**

21.3.2. Double-click the Setup. The DOS dialogue appears

Choose your language:

0 [English]

Install Component [Kelsey v2.1: for BG2 - SoA]? [I]ninstall

Install Component [Kelsey/Solaufebin Content: Banter and Romance Conflict OPTIONAL, RECOMMENDED ONLY for use with Solaufebin V60 AND ABOVE]? [I]ninstall

Install Component [Install Alternate Kelsey portrait set #1 by Karse Soze (regular Kelsey)?]?

[I]ninstall

Install Component [Install Alternate Kelsey portrait set #2 by Karse Soze (hooded Kelsey)?]?

[N]ot Install

SKIPPING: [Install Banter Accelerator script? (Increases the frequency of interparty banter both from Kelsey and other NPCs)]? [I]ninstall

*This is skipped if the banter accelerator is already installed*

Successfully installed

Press ENTER to exit

Further files are copied, then the readme open.

21.3.3. Open the file songlist.2da in the directory ...\\BGII - SvA\\ override with a text editor and delete the line „100MYMUSIC j#blank.mus“ ATTENTION: the cursor must be directly behind the last letter of MX5411.MUS without any space or return!



21.3.4. Install **Kelsey TOB v2.2** into your main SoA directory. Now you find here the folder **KelseyTOB** and the files **Setup-KelseyTOB.exe** and **Setup-KelseyToB.tp2**.

### 21.3.5. Double-click the Setup. The DOS dialogue appears

Choose your language: 0 [English]  
Install Component [Kelsey: ToB - Version 2]? ☐ Install  
Install Component [Kelsey/Solaufein Content: Banter and Romance Conflict OPTIONAL, RECOMMENDED ONLY for use with Solaufein V60 AND ABOVE]? ☐ Install  
Install Component [Ascension-specific dialogue (Requires WeiDU Ascension, v1.4.12 or greater recommended)]? ☐ Install  
Install Component [Install Default Kelsey portrait set by Wynne Lurty? (set 1 of 3)]? ☐ Install  
Install Component [Alternate Kelsey portrait set #1 by Karse Soze (regular Kelsey) (set 2 of 3)]? ☐ Not Install  
Install Component [Alternate Kelsey portrait set #2 by Karse Soze (hooded Kelsey) (set 3 of 3)]? ☐ Not Install  
Successfully installed Press ENTER to exit  
Further files are copied, then the readme opens.

### 21.3.6. Open the file songlist.2da in the directory ...\\BGII - SvA\\ override with a text editor and delete the linen „100KSONG j#blank.mus“ ATTENTION: the cursor must be directly behind the last letter of MX5411.MUS without any space or return!

*For entire compatibility also "The MTS Crappack" must be installed!*

### 21.4. Getting Rid of Anomen v1.1

~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.

*Kelsey is required to play this mod*

#### 21.4.1. Install Getting Rid of Anomen into your main SoA directory. Now you find here the folder **GRoA** and the files **Setup-GRoA.exe**, **Setup-GRoA.tp2**, **GRoAtisuninst** and **GRoAtisunpack**.

#### 21.4.2. Delete the file Setup-GRoA.exe, because it cannot update itself. Copy the WeiDU-Setup and rename it to **Setup-GRoA.exe**.

#### 21.4.3. Double-click the Setup. The DOS dialogue appears

Choose your language: 0 [English]  
Install Component [Getting Rid of Anomen - A cutscene for the Kelsey romance v1.1]? ☐ Install  
Successfully installed [Getting Rid of Anomen - A cutscene for the Kelsey romance v1.1]  
Press ENTER to exit  
Further files are copied, then the readme opens.

### 21.5. Keto

~SETUP-KETO.TP2~

Keto is a young woman out on her own, looking to make a basically honest living as a minstrel, but spending most of her time skirting the front door of every dungeon in Amn..

#### 21.5.1. Install Keto-SOA V2 Setup into your main SoA directory. Now you find here the folder **keto** and the files **Setup-Keto.exe**, **Setup-Keto.tp2** and **ketoaudiouninstall**

#### 21.5.2. Double-click the Setup. The DOS dialogue appears

Install Component [Keto-SOA NPC V2]? ☐ Install  
Install Component [Keto/Kelsey Interaction(Requires Kelsey-SOA)]? ☐ Install  
**SKIPPING:** [Banter Accelerator?]

*Banter accelerator is already installed*

Successfully installed Press ENTER to exit  
Further files are copied, then the readme opens.

### 21.6. Nathaniel v3-1

~SETUP-NATHANIEL-SOA.TP2~ ~SETUP-NATHANIEL-TOB.TP2~

Nathaniel Aplin-Fletcher is a former officer of the Flaming Fist. Although he is an experienced fighter, Nathaniel suffers from selfdoubts, possibly because of his lack of ruggedness. For some players he can become a loyal companion. For the right male character a friendship can develop to more.

#### 21.6.1. Install Nathaniel into your main SoA directory. Now you find here the folder **Nathaniel-SoA** and the





- files **Setup-Nathaniel-SoA.exe**, **Setup-Nathaniel-SoA.tp2** and **Nathaniel-SoA-Readme.htm**
- 21.6.2. Replace the faulty file **FHNAT.baf** in your directory ...\\Nathaniel-SoA\\script with these ones of the same name from the folder **BiG World Patches**.
- 21.6.3. Double-click the Setup. The DOS dialogue appears
- |                        |                               |                     |
|------------------------|-------------------------------|---------------------|
| Install Component      | [Nathaniel Mod for BGII:SOA]? | [I]nsta <b>ll</b>   |
| Install Component      | [Solaufein Conflict]?         | [I]nsta <b>ll</b>   |
| Install Component      | [Kelsey Content]?             | [I]nsta <b>ll</b>   |
| Successfully installed |                               | Press ENTER to exit |
- Further files are copied, then the readme opens.



- 21.6.4. Install Nathaniel-ToB-beta1 into your main SoA directory. Now you find here the folder **Nathaniel-ToB** and the files **Setup-Nathaniel-ToB.exe** and **Setup-Nathaniel-ToB.tp2**
- 21.6.5. Double-click the Setup. The DOS dialogue appears
- |  |                               |                       |
|--|-------------------------------|-----------------------|
| Install Component  | [Nathaniel Mod for BGII:ToB]? | [I]nsta <b>ll</b>     |
| Install Component  | [Solaufein Conflict]?         | [N]ot Insta <b>ll</b> |
| <i>This component cannot be installed because of missing file FHSolaConflict.d</i> |                               |                       |
| Successfully installed   |                               | Press ENTER to exit   |
- The readme opens.

ERROR: compiling [Nathaniel-ToB/dialogues/FHSolaConflict.d]!  
Stopping installation because of error.

## 21.7. Kiara-Zaiya v1.6

~SETUP-KIARA\_ZAIYA.TP2~

Zaiya is chaotic-good half elves magician who is searching for her friend Kiara, a neutral-evil monk.

*This Mod must be installed because of interactions with Solaufein after that mod. If this Mod is installed together with the Valen NPC, not all Valen dialogues appear.*

*This Mod is not compatible with Saerileth, because it deactivates the Watcher's Keep of TdB. (This happens relating to a later appearing component. The present versions are according to reports compatible with one exception: if Saerileth was kidnapped by Bodhi, you can reach Watcher's Keep only by CLUA and you cannot reach Watcher's Keep from SoA).*



- 21.7.1. Install Kiara-Zaiya 1.6 into your main SoA directory. Now you find here the folder **Kiara-Zaiya** and the files **Setup-Kiara-Zaiya.exe**, **Setup-Kiara-Zaiya.tp2**, **unins000.exe** and **unins000.dat** into your main SoA directory.
- 21.7.2. You must download the sounds for this mod separately. Copy the sound files from the additional folder Kiara-Zaiya 2 and paste them into the directory Kiara-Zaiya\\Sounds in addition to the already available file MxKiara.mus.
- 21.7.3. Replace the faulty files **Bkiara.d**, **BKIAR25.d** and **Zaiyaj.d** in your directory ...\\Kiara-Zaiya\\Dialogs with these ones of the same name from the folder **BiG World Patches**.
- 21.7.4. Double-click the Setup. The DOS dialogue appears
- |   |   |                     |
|---|---|---------------------|
| Install Component                                 | [Kiara-Zaiya Version 1.6 for BGII:SOA]?               | [I]nsta <b>ll</b>   |
| Install Component                                 | [Custom Kiara-Zaiya soundset (available separately)]? | [I]nsta <b>ll</b>   |
| Install Component                                 | [Alternate High level abilities by TG Maestro]?       | [I]nsta <b>ll</b>   |
| <i>This component changes the monk HLA tables</i> |   |                     |
| Install Component                                 | [Original Amaralis battles]?                          | [I]nsta <b>ll</b>   |
| Install Component                                 | [Tougher Kiara Vampire]?                              | [I]nsta <b>ll</b>   |
| Install Component                                 | [Revised Suldalanessar]?                              | [I]nsta <b>ll</b>   |
| Install Component                                 | [Jao and party for SOA: another tough fight]?         | [I]nsta <b>ll</b>   |
| Install Component                                 | [Tougher Irenicus at the tree of life]?               | [I]nsta <b>ll</b>   |
| Successfully installed                            |   | Press ENTER to exit |
- Further files are copied, then the readme opens.
- 21.7.5. Open the file songlist.2da in the directory ...\\BGII - SvA\\ override with a text editor and delete the linen „100 Kiara MxKiara.mus“ ATTENTION: the cursor must be directly behind the last letter of MX5411.MUS without any space or return!



## 21.8. Ding0's QuestPack v2.3

~SETUP-D0QUESTPACK.TP2~

This mod adds other adventures to BG2; some are extensions, other absolutely new.

*This mod must be installed because of interactions with Kelsey, Keto and Virtue after these mods, must also be installed after NPCFlirt Pack to avoid inappropriate flirts in the underdark and must be installed before Refinements.*

**ATTENTION:** This Mod must be installed in three steps! The component General AI Improvements is to be installed before SCS, the component Improved Oasis II is to be installed before Longer Road, all the others after Kelsey!



This mod cannot be installed with the .bat file. The component "Additional Shadow Thieves Content" it is not indicated in the WeiDUI.log file, even if it is installed. Instead of this wrongly the component "Creature & Area Improvements-> Boss Improvements Only" is indicated, although this component was not installed.



21.8.1. You have already copied the folder **questpack** and the files **setup-d0questpack.exe** and **setup-d0questpack.tp2** into your ... \BGII - SoA\ directory before Longer Road.

21.8.2. Double-click the Setup. The DOS dialogue appears

Choose your language: 0 [English]  
What should be done with all components that are NOT YET installed? [A]sk about each one?  
What should be done with all components that are ALREADY installed? [S]kip tem  
Install Component [General AI Improvements]? [N]ot Install  
*Not together with BP, because BP has ist own AI ruleset*  
Install Component [Creature & Area Improvements]? [N]ot Install  
1) All Creature & Area Improvements  
2) All Creature Improvements  
3) Boss Improvements Only

*May not be installed after BP because of a present incompatibility with BP177 Core AI.*

*The following message appears:*

ERROR: illegal 2-byte read from offset 314 of 314-byte file CITTERN.ITM  
ERROR: [CITTERN.ITM] -> [override/CITTERN.ITM] Patching Failed (COPY) (Failure("CIT-  
TERN.ITM: read out of bounds"))

Install Component [Miscellaneous Enhancements]? [I]nstall  
Install Component [Additional Shadow Thieves Content]? [I]nstall  
*This component is incompatible with the "Shadow Thief Improvements" component of Rogue Re-balancing. Hence, both cannot be used together!*

Install Component [Alternative Harper/Xzar Plot]? [I]nstall  
Install Component [Extended Reynald Sequence]? [I]nstall  
Install Component [Intrigue In The Copper Coronet]? [I]nstall  
Install Component [Rahul Kanakia's Potion Quest]? [I]nstall  
Install Component [Revised Hell Trials]? [I]nstall  
Install Component [Improved Oasis II]? choose one:  
[IO2 Dialogue & Combat Enhancement] [N]ot Install  
[IO2 Dialogue Enhancement Only]? [I]nstall

Install Component [Saving Sanik In Brynnlaw]? [I]nstall  
Install Component [Burglary Of The Bookkeeper]? [I]nstall  
Install Component [New Fate For The Dryads' Acorns]? [I]nstall  
Install Component [The Tragedy Of Besamen]? [I]nstall  
Install Component [Further Slaver Involvement]? [I]nstall  
Install Component [Sending The Solamnic Knights Home]? [I]nstall  
Install Component [Nazariel The Lich]? [I]nstall  
Install Component [Reward Negotiation]? [I]nstall  
Install Component [Infernal Thievery]? [I]nstall  
Successfully installed Press ENTER to exit  
Further files are copied, then the readme opens.

With **BiG World setup\_6.bat** all the following mods from Gibberlings Three Anniversary up to Kivan and Deheriana Companions can be installed. In between you must press several times Enter. Replace the according files with those from the folder **BiG World Patches**. **You must carry out all necessary changes, before you start the .bat file!**



## 21.9. Gibberlings Three Anniversary v5

~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.*

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

21.9.1. Copy the folder **G3Anniversary** and the file **Setup-G3Anniversary.exe** into your main SoA directory.

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

Install Component [The Gibberlings Three Anniversary Mod]?

[I]ninstall

Successfully installed [The Gibberlings Three Anniversary Mod]

Press ENTER to exit

The readme opens.

## 21.10. The MTS Crappack v2

~SETUP-MTS\_CRAPPAKV2.TP2~

This is a collection of tweaks for BGII. Most are older components converted in WeiDU. The NPC-Mods Azrael and Mike are included in this Mod.

**ATTENTION:** This Mod must be installed in two steps! Except the component Tweak Compatability patch everything is installed before Rogue ReBalancing, the component Tweak Compatability patch is installed later after Ding0's Tweak Pack.



21.10.1. Copy the folder **MTS** and the files **Setup-MTS\_Crappackv2.exe** and **Setup-MTS\_Crappackv2.tp2** into your main SoA directory.

21.10.3. 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 [Install Keep All BG1 Items On Imported Characters by Kevin Dorner]?

[N]ot Install

*This function is already included in BG2 Fixpack. Causes issues with a cutscene hang in Irenicus' Dungeon.*

Install Component [Install Shorter Dream Sequences by Gebhard Blucher]?

[N]ot Install

*This function is already included in BG2 Tweakpack v5.*

Install Component [Revised HLAs by Sabre]?

[N]ot Install

*With this component Refinements can be installed no more. Is only interesting, if you want to play fighther/mage/cleric (e.g., with Kivan and Deheriana Companions for BG2) or fighther/mage/thief multiclass kit.*

*This function is already included in BG2 Tweakpack v5*

Install Component [Install Ariena without Kido (Must be installed before Ariena)]?

[N]ot Install

*On no account install this if Kido is already installed.*

Install Component [Install Kensai-Valygar component (Discontinued NPC Tweak Pack Component)]?

[I]ninstall

Install Component [Universal Carsomyr]?

[I]ninstall

Install Component [Paladin Patch by Falkentyne]?

[I]ninstall

Install Component [Universal Ioun Stones by Wormy Hellcar]?

[N]ot Install

*This function should be installed AFTER the stack BG2 Tweak Pack and will be installed later in the right place with Ding0's Tweak Pack.*

Install Component [Extended Mage/Cleric Spell Tables by Kevin Dorner]?

[I]ninstall

Install Component [All-Blunt Dwarven Thrower by Kevin Dorner]?

[I]ninstall

Install Component [Green-Black Robe of Vecna by Inoshiro]?

[N]ot Install

Install Component [Green Robe of Vecna by Inoshiro]?

[N]ot Install

Install Component [Red Robe of Vecna by Inoshiro]?

[N]ot Install

Install Component [Black-Red Robe of Vecna by Inoshiro]?

[N]ot Install

Install Component [Install Azrael and add the scroll to summon him to Irenicus' Dungeon]?

[N]ot Install

*With this component the game crashes to desktop at the beginning in Irenicus dungeon, however, one can play further with the auto-save.*

Install Component [Install Mike and add the scroll to summon him to Irenicus' Dungeon]?

[N]ot Install

*With this component the game crashes to desktop at the beginning in Irenicus dungeon, however, one can play further with the auto-save.*

Install Component [Add Golden Pantaloons to Irenicus' Dungeon]?

[N]ot Install

*With this component the game crashes to desktop at the beginning in Irenicus dungeon, however, one can play further with the auto-save.*

Install Component [Add a simple pipe to the game]? [N]ot Install

*With this component the game crashes to desktop at the beginning in Irenicus dungeon, however, one can play further with the auto-save.*

Install Component [Install Alternate Jaheria portrait by MTS]? [N]ot Install

Install Component [Install RED wizard Edwin by MTS]? [N]ot Install

Install Component [Install RED wizard Edwina for Ease of Use by MTS]? [N]ot Install

Install Component [Install BG2 Xan Portrait by Lord-Jyssev]? [N]ot Install

Install Component [Install Punk Goth Kelsey for Shadows of Amn (Kelsey must be installed first!)]?

[N]ot Install

Install Component [Install Punk Goth Kelsey for The Throne of Bhaal]? [N]ot Install

Install Component [Install Charlotte sans Menagerie by Sir Billy Bob]? [I]ninstall

*CONDITION: SoS is required!*

Install Component [Install All Items Identified in Selence's Shop]? [I]ninstall

*CONDITION: SoS is required!*

Install Component [Install Alternate Shar-Teel portrait by Cliffette]? [N]ot Install

Install Component [Install BG2 Monatron Portrait by Plasmocat]? [N]ot Install

*CONDITION: TDD is required!*

Install Component [Install Alternate Vesine Portrait]? [N]ot Install

*CONDITION: TDD is required!*

Install Component [Install Alternate Dynaheir Portrait]? [N]ot Install

*CONDITION: TS is required!*

Install Component [Install Quest Pack Compatability Patch by Moongaze]? [I]ninstall

*CONDITION: D0QuestPack is required!*

Install Component [Install Ding0 Tweak Compatability Patch by Moongaze]? [N]ot Install

*CONDITION: D0QuestPack is required!*

Install Component [Install Kelsey Compatability Patch by Moongaze]? [I]ninstall

*CONDITION: Kelsey is required!*

Install Component [Alternate Kachiko portrait by Plasmocat]? [N]ot Install

Install Component [Install Melissa Disney as Imoen Portrait]? [N]ot Install

Install Component [New Inventory PLT's for Female Human Thieves by Michael Helling]? [N]ot Install

Install Component [New Inventory PLT's for Male Elven Bard by Michael Helling]? [N]ot Install

Successfully installed

Press ENTER to exit

The readme opens..

## 22. REFINEMENTS RELATED MODS

The following mods are all associated together. They refer either directly to Refinements or to one mod dependent on it. You may change the order of the installation by no means, omit something however.

If you install one of the following Mods, you already make a decision on the later use of the kits. Except the Bioware-Kits only the kits intended for these mods are usable. While you decide for one way, you decide against the others. Hence, it makes sense to do a backup of the present installation on which you can build up later another variation if necessary.

The Mods Refinements, Rogue ReBalancing and Divine Remix change the highlevel abilities of certain characters. Other than the quest, item and NPC-Mods these Mods exclude themselves partly mutually. Always the HLA tables installed last are used in the game.

Rogue ReBalancing	changes the thieves and bards
Refinements	changes all classes and improves the thieves and bards from Rogue ReBalancing
Oversight	changes the monks
Divine Remix	changes the clerics, paladins, druids, and rangers.
Sword and Fist	improves the monks

With the order above only the HLAs from Refinements would be used for paladins, mage specialists, barbarians, rangers, sorcerers, fighters and the multiclasss.

**A more precise description will follow only with the next update!**

### 22.1. Rogue ReBalancing by aVANGER v3.8

~SETUP-APACK.TP2~

This mod re-balances the bards and thieves and gives them new abilities

*In any case, Quest Pack should be installed before Rogue Rebalancing.*

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

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

Choose your language: 0 [English]  
Install Component [Proper dual-wielding implementation for Thieves and Bards]? ☐ Install  
Install Component [Thief kit revisions]? ☐ Install  
*This component will be overwritten and improved by concurrent installation of Refinements.*  
Install Component [Bard kit revisions]? ☐ Install  
*This component will be overwritten and improved by concurrent installation of Refinements.*  
Install Component [Bard High Level Ability revisions]? ☐ Install  
*This component will be superseded by concurrent installation of Refinements with the component 'Revised High Level Abilities'*  
Install Component [Proper spell progression for Bards]? ☐ Install  
Install Component [Additional equipment for Thieves and Bards]? ☐ Install  
Install Component [Revised Thievery]? ☐ Install  
Install Component [Chosen of Cyric Encounter]? ☐ Install  
Install Component [Shadow Thief Improvements]? ☐ Not Install  
*This component is not incompatible with the "Additional Shadow Thief Content" component of Quest Pack.*  
Successfully installed Press ENTER to exit

### 22.2. Refinements v3.10

~SETUP-REFINEMENTS.TP2~

Refinements has multiple components which add a revised HLA system, improves Balthazar, adds a new kit, revises shapeshifting for druids, and more

*This Mod must be installed AFTER The Bigg Quest Pack. This mod improves some errors from a VANGER's Rogue Rebalancing Mod.*

*The use together with Rogue Rebalancing is expressly recommended!*

22.2.1. Copy the folder **refinements** and the files **setup-refinements.exe** and **setup-refinements.tp2** into



your main SoA directory.

## 22.2.2. Double-click the Setup. The DOS dialogue appears

Choose your language:

0 [English]

What would you like to do with component „Revised High Level Abilities“?

[Y]es

*The HLA (High Level Abilities) tables of this mod contradict with the cleric and druid HLA tables from Divine Remix (former: Cleric Remix). Hence, both cannot be used together.*

*The HLA (High Level Abilities) tables of this mod contradict with the Bard kit & HLA revisions] von Rogue ReBalancing. Hence, both cannot be used together!*

*Revised HLA table component of Refinements makes Nathaniel's items unusable.*

What would you like to do with component „SwashImoen“? chose one:

[I]nstaLL

*Only if you want to change Imoen into a swashbuckler, otherwise*

[N]o

1] „SwashImoen“, full revision (suggested)

2] „SwashImoen“, simple kit change (undocumented)

3] „SwashImoen“, points in Detect Illusions rather than Set Traps

What would you like to do with component „Shapeshifting Fix“?

[N]o

1] Heal on shifting back to human (Default

2] Heal on shifting to animal (by Borsook)

*A similar solution is also included with „Shapeshifter Rebalancing“ in the BG2 Tweak Pack.*

What would you like to do with component „Universal lesser mage robes“?

[Y]es

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 (not possible with the Megamod)*

**SKIPPING:** Update the descriptions only in YOUR\_LANGUAGE

**SKIPPING:** Update the descriptions in YOUR\_LANGUAGE or, if missing, in English

**SKIPPING:** No description update at all

What would you like to do with component „Revised Armor and Shields.1“?

[Y]es

1] Update the descriptions

[1]

2] No description update at all

3] Update the descriptions, no penalties to movement rate.

Successfully installed

Press ENTER to exit

Two or three read me's opens

## 22.3. Ashes of Embers v26

~SETUP-ASHESOFEMBERS.TP2~

New spells, new kits (6 clerics, 1 fighters), new weapons and abilities.

*This Mod should be installed after Rogue ReBalancing.*

22.3.1. Install Ashes of Embers Setup in your main SoA directory. Then you find there the folder **Ashes-ofEmbers** and the files **setup-ashesofembers.exe**, **setup-ashesofembers.tp2** und **setup-ashesofembers.bat**

22.3.2. Pay attention to the fact that the folder is really called BGII - SoA at the time you start the setup. Otherwise maybe you cannot install Wizard Slayer kit MR bonus (8% + 4%/level)

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

Choose your language:

0 [English]

Install Component [Sensible weapon restrictions for mods]?

[I]nstaLL

Install Component [Nerfed Spells (Iron/Stoneskin)]?

[N]ot Install

*This component is not compatible with the Lost Crossroads Spell Pack*

Install Component [Unique weapons (bolas and katars)]?

[I]nstaLL

Install Component [Throwing Spears]?

[I]nstaLL

Install Component [Wizard Slayer kit MR bonus (8% + 4%/level)]?

[I]nstaLL

Install Component [Priest of Oron Kit]?

[N]ot Install

Install Component [Priest of Lahan-Riyashal Kit]?

[N]ot Install

Install Component [Priest of Thieron Kit]?

[N]ot Install

Install Component [Priest of Cathoun Kit]?

[N]ot Install

Install Component [Priest of Yathar Kit ]?

[N]ot Install

Install Component [Priest of Uulix Kit]?

[N]ot Install

Install Component [Pit Fighter Kit]?

[N]ot Install

Install Component [New Armour (Scale, Banded, and Field Plate)]?

[I]nstaLL

**SKIPPING:** [Sensible weapon restrictions for BG1Tutu]?

*This component is possible only with Tutu*

Install Component [Sensible weapon restrictions for SoA (non-mod weapons)]?

[I]nstaLL

Install Component	[Sensible weapon restrictions for ToB (non-mod weapons)]?	[I]ninstall
Install Component	[SoA Anomen's new proficiencies (Long Sword, Spear, Xbow)]?	[N]ot Install
<i>This component is not compatible with BG2Fixpack; shall be fixed with v27</i>		
Install Component	[ToB Anomen's new proficiencies (Long Sword, Spear, Xbow)]?	[N]ot Install
<i>This component is not compatible with BG2Fixpack; shall be fixed with v27</i>		
Install Component	[SoA Viconia's new proficiencies (Crossbow, Flail, Single-weapon Style, Scimitar, and Short Sword)]?	[N]ot Install o [I]ninstall
<i>Requires the component Sensible weapon restrictions for SoA (non-mod weapons</i>		
Install Component	[ToB Viconia's new proficiencies (Crossbow, Flail, Single-weapon Style, Scimitar, and Short Sword)]?	[N]ot Install o [I]ninstall
<i>Requires the component Sensible weapon restrictions for ToB (non-mod weapons</i>		
Install Component	[SoA Keldorn's new proficiencies (Crossbow becomes Spear) ]?	[N]ot Install o [I]ninstall
<i>Requires the component Sensible weapon restrictions for SoA (non-mod weapons</i>		
Install Component	[ToB Keldorn's new proficiencies (Crossbow becomes Spear) ]?	[N]ot Install o [I]ninstall
<i>Requires the component Sensible weapon restrictions for ToB (non-mod weapons</i>		
Successfully installed	Press ENTER to exit	
The readme opens		
Press close in the Ashes of Embers Setup window		

## 22.4. Song and Silence (SaA) v2

~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 after Rogue ReBalancing, after Refinements and after Ashes of Embers.*

*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.*

22.4.1. Copy the folder **song\_and\_silence** and the files **setup-song\_and\_silence.exe** and **Setup-song\_and\_silence.tp2** into your main SoA directory.

22.4.2. Double-click the Setup. The DOS dialogue appears

What should be done with all components that are NOT YET installed?	[A]sk about each one?
Install Component	[Changes to trueclass bards and thieves, and unmodded game kits (required for other components)]?
	[I]ninstall
Install Component	[Add new bardic store and thief items]?
	[I]ninstall
Install Component	[Install Acrobat bard kit]?
	[N]ot Install
Install Component	[Install Chorister bard kit]?
	[N]ot Install
Install Component	[Install Dirgesinger bard kit]?
	[N]ot Install
Install Component	[Install Gypsy bard kit]?
	[N]ot Install
Install Component	[Install Adventurer thief kit]?
	[N]ot Install
Install Component	[Install Burglar thief kit]?
	[N]ot Install
Install Component	[Install Soulknife thief kit]?
	[N]ot Install
Install Component	[Install Sharpshooter thief kit]?
	[N]ot Install
Install Component	[Install Shadowdancer thief kit]?
	[N]ot Install
Successfully installed	Press ENTER to exit
The readme opens.	

## 22.5. Oversight v10

~SETUP-OVERSIGHT.TP2~

Improves the classification of NPCs, adds a tougher Sendai and more.

*This Mod must be installed before Divine Remix.*

You have already copied the folder **Oversight** and the files **Setup-Oversight.exe** and **Setup-Oversight.tp2** into your ... \BGII - SoA\ directory before NeJ.

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

Choose your language:	0 [English]
What should be done with all components that are NOT YET installed?	[A]sk about each one?
What should be done with all components that are ALREADY installed?	[S]kip them



Install Component	[Alignment Correction]?	[N]ot Install
<i>This component is included in enlarged form already in BG2 Fixpack</i>		
Install Component	[Class Tweaks/Fixes]?	[I]ninstall
Install Component	[Altered Spells]?	[I]ninstall
Install Component	[Improved Continuity]?	[N]ot Install
<i>This component is included except for Saemon Havarian part already in BG2 Fixpack</i>		
Install Component	[Cleric Kits]?	[N]ot Install
Install Component	[Monk High Level Abilities]?	[I]ninstall
Install Component	[Holy Liberator]?	[I]ninstall
Successfully installed		Press ENTER to exit
The readme opens		

## 22.6. Divine Remix v5 (former: Cleric Remix)

~DIVINE\_REMIX/SETUP-DIVINE\_REMIX.TP2~

This mod aims to rebalance and change several aspects of divine-magic-using classes (clerics, paladins, druids, and rangers) in Baldur's Gate I + II. As well as arcane magic has its different school, the divine magic is divided into effect spheres like animal, nekromantic, protection etc. The available magic are depending on belief of the user in the different divinities and, hence, are limited to the effect sphere of the divinities and can vary from class to class and even within the character classes.

*This Mod must be installed after Oversight, because it corrects some errors from Oversight. The tables of this mods Mod contradict with the cleric and druid HLA tables of Refinements. Hence, both cannot be used together!*



22.6.1. Copy the folder **Divine\_Remix** and the file **Setup-Divine\_Remix.exe** into your main SoA directory.

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

Choose your language:		0 [English]
Would you like to display the components from [Ranger Remix Components]?		[Y]es
Would you like to display the components from [Druid Remix Components]?		[Y]es
Would you like to display the components from [Cleric Remix Components]?		[Y]es
Install Component	[Divine Remix Core Components (Required for Everything)]?	[I]ninstall
Install Component	[Remove Cleric Kits]?	[N]ot Install
	1) Remove Mod Kits	
	2) Remove Bioware & Mod Kits	
Install Component	[Remove Druid Kits]?	[N]ot Install
	1) Remove Mod Kits	
	2) Remove Bioware & Mod Kits	
Install Component	[Remove Ranger Kits]?	[N]ot Install
	1) Remove Mod Kits	
	2) Remove Bioware & Mod Kits	
Install Component	[Remove Druid Kits]?	[N]ot Install
Install Component	[Remove Ranger Kits]?	[N]ot Install
Install Component	[Cleric Remix]?	[I]ninstall
Install Component	[Install Silverstar of Selune Cleric Kit]?	[N]ot Install
Install Component	[Install Nightcloak of Shar Cleric Kit]?	[N]ot Install
Install Component	[Install Battleguard of Tempus Cleric Kit]?	[N]ot Install
Install Component	[Install Painbearer of Ilmater Cleric Kit]?	[N]ot Install
Install Component	[Install Firewalker of Kossuth Cleric Kit]?	[N]ot Install
Install Component	[Install Authlim of Iyachtu Xvim Cleric Kit]?	[N]ot Install
Install Component	[Install Lorekeeper of Oghma Cleric Kit]?	[N]ot Install
Install Component	[Install Heartwarder of Sune Cleric Kit]?	[N]ot Install
Install Component	[Install Feywarden of Corellon Cleric Kit]?	[N]ot Install
Install Component	[Install Strifeleander of Cyric Cleric Kit]?	[N]ot Install
Install Component	[Druid Remix]?	[I]ninstall
Install Component	[Install Oozemaster Druid Kit]?	[N]ot Install
Install Component	[Install Bowslinger Ranger Kit]?	[N]ot Install
Install Component	[Install Feralan Ranger Kit]?	[N]ot Install
<i>This component is identical with the component of the same name from Unfinished Business</i>		
Install Component	[Install Forest Runner Ranger Kit]?	[N]ot Install
Install Component	[Install Justifier Ranger Kit]?	[N]ot Install
<i>This component is identical with the component of the same name from Unfinished Business</i>		
Install Component	[Install Wilderness Runner Ranger Kit]?	[N]ot Install
SKIPPING:	[Install Battleguard of Tempus Kit for Branwen]	

*This component can be chosen only, if "Battleguard of Tempus kit" was installed before!*  
 Install Component [Change Jaheira to Neutral Good]? [I]ninstall  
*This component is also included in the BG2 Tweak Pack*  
**SKIPPING:** [Add Nightcloak of Shar Kit to Viconia]  
*This component can be chosen only if "Nightcloak of Shar" was installed before!*  
 Successfully installed Press ENTER to exit  
 The readme opens

## 22.7. Sword and Fist v2

~SWORD\_AND\_FIST/SETUP-SWORD\_AND\_FIST.TP2~

This mod extends the options of the fighters and monks

22.7.1. Copy the folder **sword\_and\_fist** and the file **setup-sword\_and\_fist.exe** into your main SoA directory.

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

Install Component [Monk Remix]? [I]ninstall  
 Install Component [Hexblade Fighter Kit]? [N]ot Install  
 Install Component [Duelist Fighter Kit]? [N]ot Install  
 Install Component [Fist of Order Fighter Kit]? [N]ot Install  
 Install Component [Blackguard Fighter Kit]? [N]ot Install  
 Install Component [Install Duskblade fighter kit (by ronin69hof, ronin60hof@gmail.com)]? [N]ot Install  
 Successfully installed [Monk Remix] Press ENTER to exit  
 The readme opens.

## 22.8. Yikari v1.1

~SETUP-SDNPC.TP2~

Yikari is a monk from Kara-Tur, complete with his own quest. He can be found in the Temple District in Athkatla. He has banter with all Bioware-NPCs except Mazzy and Valygar.

*This Mod must be installed AFTER Sword and Fist because of the Monk HLAs.*

*Oversight should be installed.*

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

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

Choose your language: 0 [English]  
 Install Component [Yikari, a monk NPC]? [I]ninstall  
 Successfully installed [Yikari, a monk NPC] Press ENTER to exit  
 The readme opens

## 22.9. The Bigg Tweak Pack v2.10

~TB#TWEAKS/TB#TWEAKS.TP2~

Includes a number of fixes or tweaks and an improved difficulty system.

*This Mod must be installed AFTER Questpack. If Refinements is installed, this mod must be installed AFTERWARDS.*

22.9.1. Copy the folder **TB#TWEAKS** and the file **setup-tb#tweaks.exe** into your main SoA directory.

22.9.2. Double-click the Setup. The DOS dialogue appears

What should be done with all components that are NOT YET installed? A]sk about each one?  
 Install Component [Nature's Beauty Tweak. (v2)]? [I]ninstall  
 Install Component [Imprisonment Fix . (v2)]? [I]ninstall  
*Installation is recommended according to D0QuestPack Readme!*  
 Install Component [Flesh to Stone Fix. (v2)]? [I]ninstall  
 Install Component [Drop Weapons in Panic Effect Removal]? [I]ninstall  
 Install Component [Unlimited Limited Wish & Wish. (v2)]? [N]ot Install  
*This component is included in BG2Fixpack*  
 Install Component [More cheating Wishes:]? choose one:  
     1] Convenient Wish. (v2.10)  
     2] Cheesy Limited Wish & Wish. (v2.10) [2]  
**SKIPPING:** Cheesy Limited Wish. (v2.10)  
*SoA -only component.*

Install Component	[Improved Difficulty System. (v2)]?	[N]ot Install
	1] Funny dialogue. (v2.10)	
	2] Serious dialogue (recommended). (v2.10)	
<i>This component enables you to set the degree of difficulty at beginning of the game. The component causes a short shiver of the screen, nevertheless, this is harmless.</i>		
Install Component	[Faster Romances (v2)]?	[N]o
	1] Light. (v2.10)	
	2] Medium. (v2.10)	
	3] Heavy. (v2.10)	
Install Component	[No stats requirements for items.]?	[N]o
Successfully installed		Press ENTER to exit
The readme opens.		

## 22.10. Kivan and Deheriana Companions for BG2 v8 NPC (formerly Kivan of Shilmista)

~SETUP-KIVAN.TP2~

This Mod adds Kivan from BG1 and under certain circumstances, his elven wife Deheriana to the cast of BG2 actors. This mod is a first cut at telling one of the most romantic stories of BG1.

*If Refinements is installed, this mod must be installed AFTERWARDS.*

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

22.10.2. Double-click the Setup. The DOS dialogue appears

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

Install Component [Kivan of Shilmista]? [I]nstaLL

Install Component [Select Deheriana's Class]? choose one:

1] Mage/Fighter/Cleric

*You should play this component best together with the component Revised HLAs by Sabre from The MTS Crappack v2*

2] Wild Mage [2]

3] Specialist-Mage, Enchanter

3] Specialist-Mage, Diviner

Install Component [Select Kivam's Portrait]? choose one:

1] Do Not Install Alternative Portrait for Kivan [1]

2] Install Herd's Alternative Portrait for Kivan

Install Component [Install ToB Portion of the Mod]? [I]nstaLL

Successfully installed

Press ENTER to exit

Further files are copied, then the readme opens.

**\*New\***

## 22.11. Iylos\_v1Beta

~IYLOS/IYLOS.TP2~

Iylos has crossmod content with quite a few Mod NPCs, including Auren, Hubelpot, Kelsey, Kivan & Deheriana, Nathaniel, Solaufein and Tashia, also with Ascensiom. Therefore, Iylos must be installed after all these Mods. Unfortunately, the readme is ambiguous with respect to that.

*On account of a mistake in the mod Iylos cannot be installed if the mod Hubelpot is detected.*

*Hence, Hubelpot must be installed nowadays after Iylos.*

22.11.1. Copy the folder **Iylos** and the file **setup-iylos.exe** into your main SoA directory.

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

Install Component [Iylos NPC for BGII:ToB (with Monk HLA Table by Kish)]? [I]nstaLL

Select the interval between Iylos' talks from the list below:

[1] 20 minutes minimum real time (Default) [1]

[2] 45 minutes minimum real time

[3] 30 minutes minimum real time

[4] 15 minutes minimum real time

[5] 60 minutes minimum real time (Extended)

Please choose 1, 2, 3, 4 or 5.

How much content do you want Iylos to have? [1]

[1] Extended content (inc. Player Initiated Dialogue and Friendship)

[2] Basic content (Banter, Interjections, basic PC Dialogue)

Please choose 1 or 2

Install crossmod banter between NPCs?

[1] Yes

Please choose 1 or 2.

Install Component [Alternate Iylos portrait by Ilmatar]?

[N]ot Install

Successfully installed

Press ENTER to exit

The readme opens

**Attention:** Unfortunately, the installed components are not indicated individually in the WeiDU.log! Therefore, an installation with the .bat file is not possible.



With **BiG World setup\_7.bat** all the following mods from Hubelpot the Vegetable Merchant up to BGT Graphical User Interface can be installed. In between you must press several times Enter. Replace the according files with those from the folder **BiG World Patches**. **You must carry out all necessary changes, before you start the .bat file!**



## 22.12. Hubelpot the Vegetable Merchant v1.0

~SETUP-SC#IM6.TP2~

A NPC for BGII SoA and ToB. More than 30 banter with every Bioware NPC except Sarevok. Hubelpot has a quest with an unusual reward. To start the mod, go to the fruit wholesaler in Waukeens Promenade.

*There are different versions of the Mod: V1.0 and V1-1.0, Don't use none of both, but SCIM6 instead of them.*



22.12.1. Copy the folder **SC#Hub** and the files **Setup-SC#IM6.exe**, **Setup-SC#IM6.tp2** and **Setup-HubAudioUninstall.bat** into your main SoA directory.

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

Install Component [SConrad's IM6-entry: Hubelpot Thisledown, the Vegetable Merchant NPC-mod]?

[I]ninstall

Install Component [Hubelpot's Kit]?

choose one

1] Default kit, the Totemic Druid

2] Optional kit, the Village Druid

3] Optional kit, the Vegetable Farmer

Successfully installed

Press ENTER to exit

The readme opens

## 22.13. Crossmod Banter Pack for Baldur's Gate II v5.2

~CROSSMODBG2/SETUP-CROSSMODBG2.TP2~

This mod adds dozens new banter, interjections, romance conflicts between the NPCs from different mods if these are installed.

*This Mod must be installed AFTER Kivan and Deheriana Companions and AFTER all other NPC Mods.*

22.13.1. Copy the folder **CrossmodBG2** and the file **Setup-CrossmodBG2.exe** into your main SoA directory.

22.13.2. Double-click the Setup. The DOS dialogue appears

Install Component [Crossmod Banter Pack for Shadows of Amn]?

[I]ninstall

Install Component [Crossmod Banter Pack for Throne of Bhaal]?

[I]ninstall

Install Component [Crossmod Romance Conflicts]?

[I]ninstall

*This component will add romance conflicts between many mod NPCs in SoA (and ToB if it is installed). 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.

*I could not repair this error:*

Adding SoA banter between Kivan of Shilmista and Wikaede...

Compiling 1 dialogue file ...

Processing 1 dialogues/scripts ...

[BMGWIKA.DLG] loaded

[./override/BP#KIV.DLG] loaded, 46109 bytes

[BP#KIV.DLG] loaded

```
[BMGWIKA.DLG] saved 82 states, 91 trans, 15 strig, 0 ttrig, 20 actions
[BP#KIV.DLG] saved 582 states, 688 trans, 36 strig, 79 ttrig, 50 actions
Extending game scripts ...
[CrossmodBG2/SoA/Banthers/KivanOfShilmista-Wikaede/KivanofShilmista-Wikaede_MGWIKA.baf] loaded, 1484 bytes

[CrossmodBG2/SoA/Banthers/KivanOfShilmista-Wikaede/KivanofShilmista-Wikaede_MGWIKA.baf] ERROR at line 21
column 46-46
Near Text: )
    Not_found
ERROR: parsing [CrossmodBG2/SoA/Banthers/KivanOfShilmista-Wikaede/KivanofShilmista-Wikaede_MGWIKA.baf]:
Not_found
Extended script [bmgwika.bcs] with [CrossmodBG2/SoA/Banthers/KivanOfShilmista-Wikaede/KivanofShilmista-
Wikaede_MGWIKA.baf]
Extending game scripts ...
[CrossmodBG2/SoA/Banthers/KivanOfShilmista-Wikaede/KivanofShilmista-Wikaede_P#KIV01.baf] loaded, 617 bytes

[CrossmodBG2/SoA/Banthers/KivanOfShilmista-Wikaede/KivanofShilmista-Wikaede_P#KIV01.baf] PARSE ERROR at line
16 column 49-49
Near Text: )
    [Global] not found in ACTION.IDS

[CrossmodBG2/SoA/Banthers/KivanOfShilmista-Wikaede/KivanofShilmista-Wikaede_P#KIV01.baf] ERROR at line 16
column 49-49
Near Text: )
    Parsing.Parse_error
ERROR: parsing [CrossmodBG2/SoA/Banthers/KivanOfShilmista-Wikaede/KivanofShilmista-Wikaede_P#KIV01.baf]:
Parsing.Parse_error
[./override/P#KIV01.BCS] loaded, 109112 bytes
Extended script [p#kiv01.bcs] with [CrossmodBG2/SoA/Banthers/KivanOfShilmista-Wikaede/KivanofShilmista-
Wikaede_P#KIV01.baf]
[./override/bp#kiv.dlg] loaded, 47295 bytes
[./override/byasraen.dlg] loaded, 74166 bytes
```

## 23. „AFTER-BP“ TWEAKS

### 23.1. Zyraen's Miscellaneous Mods v2 ~SETUP-Z#MISC.TP2~

- 23.1.1. Copy the folder **Z#Misc** and the files **Setup-Z#Misc.exe** and **Setup-Z#Misc.tp2** from the folder zymisc2 into your main SoA directory.
- 23.1.2. Double-click the Setup. The DOS dialogue appears
- Would you like to display the components from [Convenience]? [Y]es
- Would you like to display the components from [XP Management]? [Y]es
- Would you like to display the components from [Balance]? [Y]es
- Install Component [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 [Improved Statue of Riddles]? [I]ninstall
- Install Component [Transfer Yoshimo's XP to either Imoen or the Party]? [N]ot Install
- Install Component [Solo With a Party AI Script]? [N]ot Install
- Install Component [Primary Nerfs - Balancing Overpowered Items]? [N]ot Install  
*Weakens the weapons; don't install this together with BP*
- Install Component [Secondary Reductions - Instant Kill Reductions]? [N]ot Install  
*Don't install this together with BP*
- Install Component [Periphery Tweaks - Less Noteable Items]? [N]ot Install
- Install Component [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:  
1] Easy  
2] Normal  
3] Hard  
4] Very Hard [N]o
- Install Component [Uberweapon for Testing Purtposes]? [N]ot Install
- Install Component [Expanded Spell Progressions for Rangers]? [I]ninstall
- Install Component [Expanded Spell Progressions for Bards]? [I]ninstall
- Install Component [Expanded Spell Progression for Paladins]? [I]ninstall
- Install Component [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 [Auto-Sell Script]? [N]ot Install
- Install Component [Item STR Stat Bonuses - Set to Inc (Patch)]? [N]ot Install  
*Ist nicht in Verbindung mit BP getestet*
- Install Component [Item Stat Bonuses (less STR) - Set to Inc (Patch)]? [N]ot Install  
*Ist nicht in Verbindung mit BP getestet*
- Install Component [Halves Weapon To-Hit & Damage Bonuses (Patch)]? [N]ot Install  
*Ist nicht in Verbindung mit BP getestet*
- Successfully installed Press ENTER to exit
- The readme opens.

### 23.2. BG2 Tweaks v5

~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~

This is a compilation of fixes, cosmetic changes, and tweaks. It substitutes G3 Tweak Pack, Tutu Tweak Pack and Ease of Use.

*Because many changes effect all installed mods and mostly thousands of files are to be changed, the separate steps may last for a while. Because all the changes are accumulated in the internal memory until you press enter, it may lead in consideration of the amount of the installed mods to problems (computer crash). Therefore, I recommend to install this Mod category for category, that means at the first request "Would you like to display the components from [###]?" to press [Y]es, then to skip following ones with [N]o and to quit the installation after the first category. Afterwards install the next category in the same way as individually. The following instructions are arranged after this principle.*

*If you choose Cams house rules, instead of many single components a collection of Tweaks is installed, preferred by the author CamDawg.*

- 23.2.1. Copy the folder **BG2\_Tweaks** and the file **Setup-BG2\_Tweaks.exe** into your main SoA directory.

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





Choose your language: 0 [English]  
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 [Remove Helmet Animations]? [I]ninstall o [N]ot Install  
*This component removes all helmets of the character's avatar in the game including the helmets introduced by mods.*  
Install Component [Change Imoen's Avatar to Mage]? [N]ot Install  
Install Component [Change Nalia's Avatar to Thief]? [N]ot Install  
Install Component [Change Viconia's Skin Color to Dark Blue]? [I]ninstall  
Install Component [Avatar Morphing Script]? [N]ot Install  
*With this script you can assign another Avatar to your HC or all NPCs from your group.*  
Install Component [Weapon Animation Tweaks]? [I]ninstall  
*This component affects ALL objects, also those from other mods!*  
Install Component [Icewind Dale Casting Graphics (Andyr)]? [I]ninstall  
Install Component [Restore SoA Load Screen Logo (ToB Only)]? [N]ot Install  
*BGT-WeiDU v1.04 has its own load screen*  
Install Component [Disable Portrait Icons Added by Equipped Items]? [N]ot Install  
Install Component [Commoners Use Drab Colors]? [I]ninstall  
*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 [Icon Improvements]? [I]ninstall  
*Armaments are better to differentiate if they are lying on the ground. In addition, the container of the abundance is restored.*  
Install Component [Change Avatar When Wearing Robes or Armor (Galactygon)]? [I]ninstall  
*This component affects ALL objects, also those from other mods!*  
Install Component [Force All Dialogue to Pause Game]? [I]ninstall  
*You are attacked no more during a dialog by enemies. This component concerns all dialogs in the game including those ones introduced by mods*  
Successfully installed Press ENTER to exit

### 23.2.3. Double-click the Setup again. The DOS dialogue appears and the readme opens:

Choose your language: 0 [English]  
Would you like to display the components from [Cosmetic Changes]? [N]o  
Would you like to display the components from [Content Changes]? [Y]es  
Would you like to display the components from [Rule Changes]? [N]o  
Would you like to display the components from [Convenience Tweaks/Cheats]? [N]o  
Would you like to display the components from [Cam's House Rules]? [N]o  
Would you like to display the components from [NPC Tweaks]? [N]o  
Install Component [More Interjections]? [I]ninstall  
*This removes the error in the dialogs that members of the group are not recognized. However, it can happen that characters far away break in on a conversation. If group members are far away, conversations could break off prematurely. This component concerns all dialoge including those introduced by mods.*  
Install Component [Alter HP Triggers for NPC Wounded Dialogues]? [I]ninstall  
*Thereby 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:** [First Area Only]?  
*The functionality of this component is either already enclosed or already been replaced by one of your mods.*  
**SKIPPING:** [All of Cloakwood Except the Mines]?  
*The functionality of this component is either already enclosed or already been replaced by one of your mods.*  
**SKIPPING:** [Improved Athkatlan City Guard]?  
*The functionality of this component is either already enclosed or already been replaced by one of your mods.*  
Install Component [Gradual Drow Item Disintegration]? [I]ninstall  
*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]?  
*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 [Add Bags of Holding]? **[I]ninstall**  
*If you bear with you too many items, this can lead to slowing down the game.*

Install Component [Exotic Item Pack]? **[I]ninstall**  
*This component distributes some weapons from BGII into the area BGI*

**SKIPPING:** [Reveal City Maps When Entering Area]?  
This component is already included in BGT

**SKIPPING:** [Add Map Notes]?  
*This component is already included in BGT*

Install Component [Stores Sell Higher Stacks of Items]? **[I]ninstall**  
*This component affects ALL stores, also those from other mods!*

Install Component [Reputation Resets in BG2 (BGT Only)]? **[I]ninstall**  
*Because the hero and his party are still unknown in Amn when they emerge from the opening dungeon after the transition from BG 1 to BG2 and go to the Adventurer's Mart, they cannot already enjoy advantages because of her good call.*

Install Component [Gems and Potions Require Identification]? **[I]ninstall o. [N]ot Install**

Install Component [Shapeshifter Rebalancing]? **[I]ninstall**  
*Shapeshifter abilities now create "symbolic paws". When you wield one you turn into a Werewolf, when you remove it you're human again.*

Install Component [Multiple Strongholds (Baldurdash)]? **[N]ot Install**  
1) No Restrictions (Baldurdash)  
2) Keep Class Restrictions  
*This component is not compatible with the component "Cleric Kits" from Oversight.*

**SKIPPING:** [Bonus Merchants (Baldurdash)]?  
*The functionality of this component is either already enclosed or already been replaced by one of your mods.*

Install Component [Female Edwina]? **[N]ot Install**  
*This component could possibly lead to a conflict with the female Edwina from the Edwin Romance.*

**SKIPPING:** [Romance Bug Fixes]?  
*The functionality of this component is either already enclosed or already been replaced by one of your mods.*

**SKIPPING:** [Imoen ToB Dialogue Fix]?  
*The functionality of this component is either already enclosed or already been replaced by one of your mods.*

Install Component [Use BG Walking Speeds (BETA)]? **[N]o**  
*This component prevents that you can install UniqueArtifacts.*

Install Component [Allow Cromwell to Upgrade Watcher's Keep Items]? **[I]ninstall**

Successfully installed Press ENTER to exit

#### 23.2.4. Double-click the Setup again. The DOS dialogue appears and the readme opens:

Choose your language: 0 [English]

Would you like to display the 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 [Two-Handed Bastard Swords]? **[I]ninstall**  
*You can switch back to the one-handed version at any time. The ability is found behind the back-pack 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 [Two-Handed Katanas]? **[I]ninstall**  
*You can switch back to the one-handed version at any time. The ability is found behind the back-pack 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 [Universal Clubs]? **[I]ninstall**

*This component affects ALL objects, also those from other mods!*

**SKIPPING:** [Description Updates for Universal Clubs]?  
*Ashes of Embers is installed, which already adjusts club descriptions.*

Install Component [Weapon Styles for All]? [I]ninstall  
*This allows to all classes, not only warriors, to reach the maximum number of points in the different weapon styles.*

Install Component [Delay High Level Abilities]? [I]ninstall  
*High abilities begin with level 21 for all classes.*

Install Component [Change Experience Point Cap]? choose one:  
 1) Change Experience Point Cap  
 2) Level 20 Experience Point Cap  
 3) Level 30 Experience Point Cap [3]

Install Component [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!*

Install Component [Alter Item Descriptions for 'Stealth and Thieving Abilities in Heavy Armor' Component]? [N]ot Install  
*"Stealth and Thieving Abilities in Heavy Armor" must be installed. This will only affect armor available in the original SoA and ToB games and the Song & Silence and Ashes of Embers mods.*

Install Component [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 [Alter Item Descriptions for 'Allow Arcane Spellcasting in Armor' Component]? [N]ot Install  
*"Allow Arcane Spellcasting in Armor" must be installed. This will only affect armor available in the original SoA and ToB games and the Song & Silence and Ashes of Embers mods.*

Install Component [Expanded Dual-Class Options]? [I]ninstall  
*This component permits the combination with other classes to barbarians and wild mages into dual-class characters*

Install Component [Wear Multiple Protection Items]? choose one:  
 1) P&P Restrictions  
 2) No Restrictions [2]

Install Component [Alter Weapon Proficiency System]? [N]ot Install  
*Do not install this together with BP! BP has his own rule system!*  
 1) Rebalanced Weapon Proficiencies  
 2) BG-Style Weapon Proficiencies, With Weapon Styles (the bigg)  
 3) BG-Style Weapon Proficiencies, Without Weapon Styles (the bigg) [N]o

Install Component [Cast Spells from Scrolls (and Other Items) at Character Level]? [N]ot Install  
*Can not be installed because of the following error message:*  
 ERROR: illegal 2-byte read from offset 314 of 314-byte file CITTERN.ITM  
 ERROR: [CITTERN.ITM] -> [override/CITTERN.ITM] Patching Failed (COPY) (Failure("CITTERN.ITM: read out of bounds"))

Install Component [Limit Ability of Storekeepers to Identify Items]?  
 2) Identification Ability is Based on Storekeeper's Lore  
 3) Hybrid of Both Methods [3]

Install Component [Multi-Class Grand Mastery (Weimer)]? [I]ninstall  
*Multi-class characters now can get five stars instead of only two stars in this skills.*

Install Component [True Grand Mastery (Baldurdash)]? [N]ot Install  
*A refined variation is included with the Mixed Mod 5! Not compatible with TDD or the level 50 rule sets of BP!*

**SKIPPING:** [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.*

**SKIPPING:** [Make +x/+y Weapons Consistent]  
*The functionality of this component is either already enclosed or already been replaced by one of your mods.*

**SKIPPING:** [Description Updates for Make +x/+y Weapons Consistent Component]  
*Requires the installation of "uniform weapons +x / + y"*

**SKIPPING:** [Un-Nerfed THAC0 Table]?  
*The functionality of this component is either already enclosed or already been replaced by one of your mods.*

**SKIPPING:** [Un-Nerfed Sorcerer Spell Progression Table]?

*The functionality of this component is either already enclosed or already been replaced by one of your mods.*

**SKIPPING:** [Un-Nerfed Table (Blucher)]?

*The functionality of this component is either already enclosed or already been replaced by one of your mods.*

**SKIPPING:** [No Level Progression Changes, Un-Nerfed Druid Spell Table Only (Blucher)]?

*The functionality of this component is either already enclosed or already been replaced by one of your mods.*

**SKIPPING:** [Triple-Class HLA Tables]?

*Requires the Make +x/+y Weapons Consistent component to be installed.*

Install Component [Add Save Penalties for Spells Cast by High-Level Casters]? **[N]ot Install**

1] Arcane Magic Only

2] Divine Magic Only

3] Arcane & Divine Magic

Install Component [Trap Cap Removal (Ardanis/GeN1e)]? **[N]ot Install**

Install Component [Remove Delay for Magical Traps (Ardanis/GeN1e)]? **[N]ot Install**

Install Component [Remove Summoning Cap for Celestials (Ardanis/GeN1e)]? **[N]ot Install**

Successfully installed Press ENTER to exit

### 23.2.5. Double-click the Setup again. The DOS dialogue appears and the readme opens:

Choose your language: 0 [English]

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

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

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

Would you like to display the components from [Convenience Tweaks/Cheats]? **[Y]es**

Would you like to display the components from [Cam's House Rules]? **[N]o**

Would you like to display the components from [NPC Tweaks]? **[N]o**

Install Component [Higher HP on Level Up]? **[N]o** oder choose one:

1] Maximum

*With this choice the dice rolls always on the highest available value.*

2] NWN Style

*With this choice the range of the possible HP's will always be in the higher half of the range.*

Install Component [Maximum HP for NPCs (the bigg)]? **[N]ot Install**

*With this component beings reach her theoretically maximum hit points.*

1] For All Creatures in Game

2] For Non-Party-Joinable NPCs Only.

*The difficulty increasing version of this component.*

3] For Party-Joinable NPCs Only

*The cheating version of this component.*

Install Component [Identify All Items]? **[N]ot Install**

*This component affects ALL objects, also those from other mods! This component is not compatible with SOS!*

Install Component [Easy Spell Learning]? **[2]**

This component makes it easier for arcane spellcasters to scribe scrolls to their spellbook.

1] 100% Learn Spells

*Memorize to scrolls is always successful.*

2] 100% Learn Spells and No Maximum Cap

*In addition to the above, this implementation removes the limits on the maximum number of spells learned per level.*

Install Component [Make Bags of Holding Bottomless]? **[I]ninstall**

*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 [Remove fatigue from restoration spells]? **[I]ninstall**

Install Component [Remove "You Must Gather Your Party..." Sound (Weimer)]? **[I]ninstall**

Install Component [Change Effect of Reputation on Store Prices]? **[N]ot Install**

1] Low Reputation Store Discount (Sabre

2] Reputation Has No Effect, Stores Price Fixed at 100% (Luiz)

3] Reputation Has No Effect, Stores Price Fixed at 80% (Luiz)

4] Reputation Has No Effect, Stores Price Fixed at 60% (Luiz)

*Could be incompatible with BP (Horred)*

Install Component [Unlimited Ammo Stacking]? **[N]ot Install**

*This component affects ALL objects, also those from other mods! A refined variation is included with the Mixed Mod 5! This allows gradual setting instead of Unlimited Stacks*

Install Component [Unlimited Gem and Jewelry Stacking]? **[N]ot Install**



*This component affects ALL objects, also those from other mods! A refined variation is included with the Mixed Mod 5! This allows gradual setting instead of Unlimited Stacks*

Install Component [Unlimited Potion Stacking]? [N]ot Install

*This component affects ALL objects, also those from other mods! A refined variation is included with the Mixed Mod 5! This allows gradual setting instead of Unlimited Stacks*

Install Component [Unlimited Scroll Stacking]? [N]ot Install

*This component affects ALL objects, also those from other mods! A refined variation is included with the Mixed Mod 5! This allows gradual setting instead of Unlimited Stacks*

Install Component [Happy Patch (Party NPCs do not fight or complain about reputation)]?

*Is also included in BGTTweak\_v6!*

1] NPCs are never angry about reputation

2] NPCs can be angry about reputation but never leave (Salk) [2]

3] NPCs are always neutral about reputation (Anomaly)

Install Component [Neutral Characters Make Happy Comments at Mid-Range Reputation]? [I]ninstall

Install Component [No Traps or Locks (Weimer)]? [N]ot Install

Install Component [Faster Chapter 1&2 Cut-Scenes and Dreams]? [N]ot Install

*This component is not compatible with Nalia romances or Tashia romances, because it overwrites two important files.*

Install Component [Turn Off The Hideous Cloak-of-Mirroring and Spell-Trap Animation]? [I]ninstall

Install Component [Keep Drizzt's Loot, Disable Malchor Harpell]? [N]ot Install

Install Component [No Drow Avatars On Party In Underdark]? [I]ninstall

*This component must be installed if the Valen-Mod is installed, otherwise Valen jerks in the Underdark.*

Install Component [Romance Cheats]? choose one:

*Unfortunately, these settings can not be done with the .bat file. Indeed, the corresponding number from the WeiDU.log states that the component was installed, nevertheless, does not show which settings were carried out.*

Remove racial requirements for romances? (Select a or b)

a) Remove [a]

b) No changes

Remove gender requirements for romances? (Select a or b)

a) Remove [a]

b) No changes

Allow multiple romances? (Select a or b)

a) Allow multiple

b) No changes [b]

*Several romances can cause stutter if they are used together with other romances mods. Don't use it together with Saerileth.*

Start romances for new games in ToB?

a) Start for new ToB games

b) No change [b]

*Use the Flirt Packs instead, as they provide a much more expansive treatment.*

Are these choices correct?

a) Yes, proceed with install [a]

b) No, let me re-select them

Install Component [Rest Anywhere (Japheth)]? [I]ninstall

Install Component [Sellable Staffs, Clubs, and Slings (Icelus)]? [N]ot Install

*Instead of this component you have installed with, "Item Value Tweaks" a substantially more cultivated solution.*

Install Component [Minimum Stats Cheat]? [N]ot Install

Successfully installed Press ENTER to exit



#### 23.2.6. Double-click the Setup again. The DOS dialogue appears and the readme opens:

Choose your language: 0 [English]

Would you like to display the 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 [Adjust Evil joinable NPC reaction rolls]? [I]ninstall

*This component makes it likelier that evil-aligned joinable NPC prefers a low-reputation party.*



Install Component	[Improved Fate Spirit Summoning]?	[I]nsta <b>ll</b>
	<i>You can only summon NPCs which you have met during the game.</i>	
Install Component	[ToB-Style NPCs]?	[N]ot Insta <b>ll</b>
	<i>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 proficiencies and skills" regardless of the order of the installation.</i>	
Install Component	[Consistent Stats: Edwin]?	choose one:
	<i>Edwin has different stats in BG 1 and BG2. This component allows to use either BG1 or BG2 stats for Edwin.</i>	
	1] Use BG Values	[1]
	2] Use BG2 Values	
Install Component	[Consistent Stats: Jaheira]?	choose one:
	<i>Jaheira has different stats in BG 1 and BG2. This component allows to use either BG1 or BG2 stats for Jaheira.</i>	
	1] Use BG Values	[1]
	2] Use BG2 Values	
Install Component	[Change Jaheira to Neutral Good]?	[I]nsta <b>ll</b>
	<i>The "Druid Remix" component must be installed! There is an error in connection with Jaheira. To repair it, you must install either a happy patch of another mods or change, however, Jaheira to "neutrally good".</i>	
Install Component	[Consistent Stats: Minsc]?	choose one:
	<i>Minsc has different stats in BG 1 and BG2. This component allows to use either BG1 or BG2 stats for Minsc.</i>	
	1] Use BG Values	[1]
	2] Use BG2 Values	
Install Component	[Consistent Stats: Viconia]?	choose one:
	<i>Viconia has different stats in BG 1 and BG2. This component allows to use either BG1 or BG2 stats for Viconia.</i>	
	1] Use BG Values	[1]
	2] Use BG2 Values	
Install Component	[Make Khalid a Fighter-Mage (Domi)]?	[I]nsta <b>ll</b>
Install Component	[Make Montaron an Assassin (Andyr)]?	[I]nsta <b>ll</b>
Install Component	[Change Korgan to Neutral Evil]?	[I]nsta <b>ll</b>
Install Component	[Give Kagain A Legal Constitution Score of 19]?	[I]nsta <b>ll</b>
Successfully installed		Press ENTER to exit

### 23.3. BGT-WeiDU Tweakpack BGTTweak\_v6

~SETUP-BGTTWEAK.TP2~

This compilation repairs problems with the original Baldur's Gate and Legends of the Sword Coast.

*This mod must be installed after the BG2Tweak Pack.*

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

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

Choose your language:	0 [English]
What should be done with all components that are NOT YET installed?	[A]sk about each one
Install Component	[Eldoth reminds of Skie's ransom]?
	[Y]es
<b>SKIPPING:</b>	[Angelo notices Shar-teel]?
	<i>The BG1 NPC Project component "The BG1 NPC Project for BGT-Weidu: Phase II (Quests and Interjections)" conflicts with this component. This component is also included in BG1 Unfinished Business.</i>
<b>SKIPPING:</b>	[Finishable Kagain caravan quest]?
	<i>The BG1 NPC Project component "The BG1 NPC Project for BGT-Weidu: Phase II (Quests and Interjections)" conflicts with this component. This component is also included in BG1 Unfinished Business.</i>
Install Component	[Tougher Sarevok and Semaj]?
	[Y]es
Install Component	[Major locations explored upon visit]?
	[N]o
Install Component	[Druid/Ranger-responsive bears in BG1]?
	[N]o
	<i>Bears react peacefully on presence of a druid or ranger also in BG1. Not compatible with the component Faster bears from Sword Coast Stratagems.</i>
Install Component	[Happy patch: NPCs cannot choose to leave the party]?
	[N]o
	<i>The NPCs maintain the group harmony and do not react to the reputation of the party. Is also included in BG2 Tweak Pack</i>

Install Component	[Import more items into Shadows of Amn]? [(WARNING: This can be considered a cheat)]?	[Y]es
Install Component	[Random activated traps in the pirate cave]? 1) Install-time randomisation 2) Game-time randomisation	choose on: [1]
Install Component	[Bags of the Sword Coast]?	[Y]es
Install Component	[Altered spawns]? <i>The BGT-WeiDU method remains unchanged</i> 1) TuTu-style levelled spawns 2) Deactivate BGT-WeiDU spawns	[N]o
Install Component	[Arkion reacts to player's reputation]? <i>This component prevents Arkion from asking a group with very good reputation for removing a corpse from the canalization.</i>	[Y]es
<b>SKIPPING:</b> [Coran responds to the death of a wyvern]? <i>The BG1 NPC Project component "The BG1 NPC Project for BGT-Weidu: Phase I (Banters)" conflicts with this component. This component is also included in BG1 Unfinished Business.</i>		
Install Component	[More bandit scalps]?	[Y]es
Install Component	[Remove item shattering]?	[N]o
Install Component	[Hooded unarmoured mages and thieves]?	[Y]es
Install Component	[Salk's Pen-and-Paper ruleset corrections]? <i>Correction of the thief's abilities</i>	[Y]es
Install Component	[Import all NPCs into Shadow of Amn]?	[Y]es
Successfully installed		Press ENTER to exit
The readme opens.		

## 23.4. Ding0's Tweak Pack v19

~SETUP-D0TWEAK.TP2~

This is a collection of different improvements like corrected behavior of demons, dimension door, enchanted weapons. Not everything is suitable for BGT.

*This Mod should be installed after the BG2 Tweak Pack!*

23.4.1. Install D0Tweak\_19 into your main SoA directory. Now you find here the folder **d0tweak** and the files **Setup-d0tweak.exe** and **Setup-d0tweak.tp2** into your main SoA directory.

23.4.2. Double-click the Setup. The DOS dialogue appears

Choose your language:	0 [English]
What should be done with all components that are NOT YET installed?	[A]sk about each one?
Install Component	[Enhanced Goodberries]? [I]nstaLL
Install Component	[Corrected Summoned Demon Behaviour]? [N]ot Install
<i>Is now included in the BG2 Fixpack!</i>	
Install Component	[Corrected Demon Animations]? [N]ot Install
<i>Is now included in the BG2 Fixpack!</i>	
Install Component	[Reintroduce Dimension Door]? [N]ot Install
<i>This component might crash the game!</i>	
Install Component	[Tweaked Weapon Enchantments]? [I]nstaLL
Install Component	[Additional Racial Enemies]? [I]nstaLL
Install Component	[Summoning Cap Removal]? [N]ot Install
<i>Vast amounts of error messages! The raised number of the enemies requires more capacity of your computer as the pre-settings!</i>	
Install Component	[PnP Celestial Fury]? [I]nstaLL
Install Component	[Kill Cespenar]? [N]ot Install
Install Component	[Visual Ioun Stones]? [I]nstaLL
Install Component	[Kensai Ryu's Restored Drow Innate Abilities]? [N]ot Install
<i>Don't install! (Salk)</i>	
Install Component	[Remove Quayle Portrait]? [N]ot Install
Install Component	[Dream Flag]? [N]ot Install
Install Component	[Sensible Lore Table]? [N]ot Install
Install Component	[Improved Backstabbing]? [I]nstaLL
<i>This has a bigger effect if Ashes of Embers was installed before.</i>	
Install Component	[Summons/NPCs Set Off Traps]? [N]ot Install
<i>This component can cause problems with the "Improved Ilyich" component from the Tactics Mod, because Ilych possibly runs over the traps without any action.</i>	
Install Component	[Slower Walking Speeds]? [N]ot Install
<i>This component causes problems with shape shifter characters.</i>	

Install Component	[BG1-Style Summoning Spells]?	[N]ot Install
Successfully installed		Press ENTER to exit
The readme opens.		

## 23.5. The MTS Crappack v2

~SETUP-MTS\_CRAPPAKV2.TP2~

This is a collection of tweaks for BGII. Most are older components converted in WeiDU. The NPC-Mods Azrael and Mike are included in this Mod.

**ATTENTION:** This Mod must be installed in two steps! Except the component Tweak Compatability patch everything is installed before Rogue ReBalancing, the component Tweak Compatability patch is installed later after Ding0's Tweak Pack.



You have already copied the folder **MTS** and the files **Setup-MTS\_Crappackv2.exe** and **Setup-MTS\_Crappackv2.tp2** into your ... \BGII - SoA\ directory before Rogue ReBalancing.

### 23.5.1. Double-click the Setup. The DOS dialogue appears:

What should be done with all components that are NOT YET installed?	[A]sk about each one?
What should be done with all components that are ALREADY installed?	[S]kip them?
Install Component	[Install Keep All BG1 Items On Imported Characters by Kevin Dorner]?
	[N]ot Install

*This function is already included in BG2 Fixpack. Causes issues with a cutscene hang in Irenicus' Dungeon.*

Install Component	[Install Shorter Dream Sequences by Gebhard Blucher]?	[N]ot Install
-------------------	---	---------------

*This function is already included in BG2 Tweakpack v5.*

Install Component	[Revised HLAs by Sabre]?	[N]ot Install
-------------------	--------------------------	---------------

*With this component Refinements can be installed no more. Is only interesting, if you want to play fighter/mage/cleric (e.g., with Kivan and Deheriana Companions for BG2) or fighter/mage/thief multiclass kit.*

*This function is already included in BG2 Tweakpack v5*

Install Component	[Install Ariena without Kido (Must be installed before Ariena)]?	[N]ot Install
-------------------	--	---------------

*On no account install this if Kido is already installed.*

Install Component	[Universal Ioun Stones by Wormy Hellcar]?	[N]ot Install
-------------------	---	---------------

*This function is already installed with Ding0's Tweak Pack.*

Install Component	[Green-Black Robe of Vecna by Inoshiro]?	[N]ot Install
-------------------	--	---------------

Install Component	[Green Robe of Vecna by Inoshiro]	[N]ot Install
-------------------	-----------------------------------	---------------

Install Component	[Red Robe of Vecna by Inoshiro]?	[N]ot Install
-------------------	----------------------------------	---------------

Install Component	[Black-Red Robe of Vecna by Inoshiro]?	[N]ot Install
-------------------	--	---------------

Install Component	[Install Alternate Jaheria portrait by MTS]?	[N]ot Install
-------------------	--	---------------

Install Component	[Install RED wizard Edwin by MTS]?	[N]ot Install
-------------------	------------------------------------	---------------

Install Component	[Install RED wizard Edwina for Ease of Use by MTS]?	[N]ot Install
-------------------	---	---------------

Install Component	[Install BG2 Xan Portrait by Lord-Jyssev]?	[N]ot Install
-------------------	--	---------------

Install Component	[Install Punk Goth Kelsey for Shadows of Amn (Kelsey must be installed first!)]?	[N]ot Install
-------------------	--	---------------

Install Component	[Install Punk Goth Kelsey for The Throne of Bhaal]?	[N]ot Install
-------------------	---	---------------

Install Component	[Install Alternate Shar-Teel portrait by Cliffette]?	[N]ot Install
-------------------	--	---------------

Install Component	[Install BG2 Monatron Portrait by Plasmocat]?	[N]ot Install
-------------------	---	---------------

**CONDITION: TDD is required!**

Install Component	[Install Alternate Vesine Portrait]?	[N]ot Install
-------------------	--------------------------------------	---------------

**CONDITION: TDD is required!**

Install Component	[Install Alternate Dynaheir Portrait]?	[N]ot Install
-------------------	--	---------------

**CONDITION: TS is required!**

Install Component	[Install Ding0 Tweak Compatability Patch by Moongaze]?	[I]ninstall
-------------------	--	-------------

**CONDITION: D0QuestPack is required!**

Install Component	[Alternate Kachiko portrait by Plasmocat]?	[N]ot Install
-------------------	--	---------------

Install Component	[Install Melissa Disney as Imoen Portrait]?	[N]ot Install
-------------------	---	---------------

Install Component	[New Inventory PLT's for Female Human Thieves by Michael Helling]?	[N]ot Install
-------------------	--	---------------

Install Component	[New Inventory PLT's for Male Elven Bard by Michael Helling]?	[N]ot Install
-------------------	---	---------------

Successfully installed  
The readme opens..



**\*New\***

## 23.6. UniqueArtifacts\_v1.12

~SETUP-UNIQUEARTIFACTS.TP2~

Many items in Baldur's Gate, have their own history, and therefore should exist in a single copy. But, there are many cases when player gets the same item several times. With this mod excessive copies of supposedly unique items (like boot of the speed, ring of the magic etc.) are removed. UA also removes duplicates from mods.

*This process lasts several minutes!*



23.6.1. Copy the folder **UniqueArtifacts** and the files **Setup-UniqueArtifacts.exe** and **Setup-UniqueArtifacts.tp2** into your ... \BGII - SoA\ directory.

23.6.2. With some files occurs a syntax error because Polymorph(FIRE\_RING) is interpreted erroneously as a Polymorph(XE0C0 IC\_SNOW\_TROLL). Therefore copy the file MALAR10.BCS from the folder [BiG World Patches](#) into the override folder, but only if Region of Terro 2.1 is installed.



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

Install Component [Unique Artifacts]?

1) Strict

*Removes only copies of items that are stated clearly to be unique*

2) Expanded

[2]

*Removes copies of unique and rare items. Rare items are the items that are not stated to be really unique, but according to their descriptions, it is unlikely that one band of adventurers would possess several of such items at the same time..*

Successfully installed

*I could not repair this error:*

```
[ANDRIS.DLG.DLG] loaded
```

```
[ANDRIS.DLG] created from [ANDRIS.DLG.DLG]
```

```
[action list near line 107, column 2 of ANDRIS.DLG] PARSE WARNING at line 108 column 8-8  
Near Text: )
```

```
syntax error
```

```
WARNING: cannot verify action
```

```
~ActionOverride("Beyn",SetGlobal("DMWWAndrisHostile","GLOBAL",1)
```

```
Enemy())
```

```
ActionOverride("Marcel",SetGlobal("DMWWAndrisHostile","GLOBAL",1)
```

```
Enemy())
```

```
SetGlobal("DMWWAndrisHostile","GLOBAL",1)
```

```
Enemy()
```

```
~: Parsing.Parse_error
```

```
[action list near line 118, column 2 of ANDRIS.DLG] PARSE WARNING at line 119 column 8-8  
Near Text: )
```

```
syntax error
```

```
WARNING: cannot verify action
```

```
~ActionOverride("Beyn",SetGlobal("DMWWAndrisHostile","GLOBAL",1)
```

```
Enemy())
```

```
ActionOverride("Marcel",SetGlobal("DMWWAndrisHostile","GLOBAL",1)
```

```
Enemy())
```

```
SetGlobal("DMWWAndrisHostile","GLOBAL",1)
```

```
Enemy()
```

```
~: Parsing.Parse_error
```

```
[action list near line 129, column 2 of ANDRIS.DLG] PARSE WARNING at line 130 column 8-8  
Near Text: )
```

```
syntax error
```

```
WARNING: cannot verify action
```

```
~ActionOverride("Beyn",SetGlobal("DMWWAndrisHostile","GLOBAL",1)
```

```
Enemy())
```

```
ActionOverride("Marcel",SetGlobal("DMWWAndrisHostile","GLOBAL",1)
```

```
Enemy())
```

```
SetGlobal("DMWWAndrisHostile","GLOBAL",1)
```

```
Enemy()
```

```
~: Parsing.Parse_error
```

```
[action list near line 140, column 2 of ANDRIS.DLG] PARSE WARNING at line 141 column 8-8
```

```

Near Text: )
            syntax error
WARNING: cannot verify action
~ActionOverride("Beyn",SetGlobal("DMWWAndrisHostile","GLOBAL",1)
Enemy())
ActionOverride("Marcel",SetGlobal("DMWWAndrisHostile","GLOBAL",1)
Enemy())
SetGlobal("DMWWAndrisHostile","GLOBAL",1)
Enemy()
~: Parsing.Parse_error
Adding ANDRIS.DLG to internal list of available DLGs

```

## 23.7. Mix Mod v5

~MIXMOD/MIXMOD.TP2~

This is a small collection of different tweaks which some were already done before, but here these give more setting possibilities to the user. Many components determine similar already available components from other mods. These are not installed immediately, but you are requested to check them on the screen.

*This mod must be installed after all other tweaks, because of this mod checks the already installed tweaks.*

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

23.7.2. Double-click the Setup. The DOS dialogue appears

Install Component [Increased Ammo Stacks]? choose one:  
*This is equivalent to „Unlimited Ammo Stacking“ from stack BG2 Tweak, however, here with more accurate adjustments.*

- 1] Decrease Ammo by 50%
- 2] Increase Ammo by 50%
- 3] Increase Ammo by 100%
- 4] Increase Ammo by 200%
- 5] Increase Ammo by 300% [5]
- 6] Increase Ammo by 400%
- 7] Increase Ammo by 500%
- 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.*

- 1] Increase Gem and Jewelry by 50%
- 2] Increase Gem and Jewelry by 100%
- 3] Increase Gem and Jewelry by 200%
- 4] Increase Gem and Jewelry by 300% [4]
- 5] Increase Gem and Jewelry by 400%
- 6] Increase Gem and Jewelry by 500%
- 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.*

- 1] Increase Potion by 50%
- 2] Increase Potion by 100%
- 3] Increase Potion by 200%
- 4] Increase Potion by 300% [4]
- 5] Increase Potion by 400%
- 6] Increase Potion by 500%
- 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.*

- 1] Increase Scroll by 50%
- 2] Increase Scroll by 100%
- 3] Increase Scroll by 200%
- 4] Increase Scroll by 300% [4]
- 5] Increase Scroll by 400%
- 6] Increase Scroll by 500%
- 7] Increase Scroll by 750%

Install Component [Tougher Enemies (+ HP/Thac0/AC/Save)]? [N]o or choose one:  
*This component has several subitems to carry out accurate adjustments. Alternative to the Tactics Mod. Not in connection with "Increased Enemies'HP", both components exclude themselves mutually.*

- 1] Add 25%/1/1/1
- 2] Add 50%/2/2/2
- 3] Add 75%/3/3/3
- 4] Add 100%/4/4/4
- 5] Add 125%/5/5/5
- 6] Add 150%/6/6/6

Install Component [Increased Enemies'HP]? [N]o or choose one:  
*More temperate version of the above component. Not in connection with Tougher Enemies, both components exclude themselves mutually. This step can last for a while.*

- 1] Add 25% to Enemies'HP
- 2] Add 50% to Enemies'HP
- 3] Add 75% to Enemies'HP
- 4] Add 100% to Enemies'HP
- 5] Add 125% to Enemies'HP
- 6] Add 150% to Enemies'HP

Install Component [True Grand Mastery]? [N]ot Install  
*"True Grand Mastery" from BG2 Tweak Pack is similar to the component. Not compatible with TDD or the level 50 rule set from BP*

- 1] True Grand Mastery (with the Extra Attack)
- 2] True Grand Mastery (without the Extra Attack)

Install Component [Modified Shapeshifting Fix for Refinements Mod]? [I]ninstall  
*For this component Refinemets must be installed.*

Install Component [Turn off Startup Movies]? [N]ot Install

Install Component [Helmets for Shapeshifters Bug Fix]? [I]ninstall

Install Component [P&P Style Protection Items]? [N]ot Install  
*This component is already included as the component "[Wear Multiple Protection Items]?" in the BG2 Tweak Pack*

Successfully installed Press ENTER to exit  
 The readme opens.

## 23.8. BGT-NPCSound-WeiDU

With this program made by Lokadamus the different volumes of the sound files of BG1 and BGII can be adapted..

*To my personal feeling the spoken text in comparison to the surrounding noises becomes too quiet. If you still want to install the mod, you should do it now.  
 This process lasts several minutes!*



23.8.1. Copy the folder **BGT-NPCSound** and the files **Setup-BGT-NPCSound.exe** and **Setup-BGT-NPCSound.tp2** from the folder **BiG World Tools** into your main SoA directory.

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

Install Component [Baldurs Gate Trilogie NPC Sound]? [I]ninstall  
 Successfully installed [Baldurs Gate Trilogie NPC Sound] Press ENTER to exit

## 23.9. BP Series v3

~SETUP-BPSERIES.TP2~

The BP Series is a collection of group KI scripts for Baldurs gate II: Shades of Amn and the extension, Throne of Bhaal.

*The Mod can no more be installed after Ding0 Experience Fixer. The installation breaks off with several error messages.  
 If BP Series is installed, Ding0 Experience fixer generates in large amounts error messages, nevertheless, without BP Series Ding0 Experience fixer installs perfectly.*



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

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

Install Component [BPSeries v3]? [I]ninstall  
 Successfully installed [BPSeries v3] Press ENTER to exit  
 The readme opens

These errors occur:

```
[./override/SPELL.IDS] loaded, 34210 bytes
[./override/STATS.IDS] loaded, 5038 bytes
[./override/RACE.IDS] loaded, 1056 bytes
[./override/GENDER.IDS] loaded, 228 bytes

[bpseries\baf\gMinionS.baf] PARSE ERROR at line 2434 column 21-21
Near Text: )
                [Heard] argument [HELP] not found in [SHOUTIDS.IDS]
[./override/ALIGN.IDS] loaded, 295 bytes
[./override/AREATYPE.IDS] loaded, 194 bytes
[./override/GENERAL.IDS] loaded, 632 bytes

[bpseries\baf\gMinionS.baf] PARSE ERROR at line 3529 column 21-21
Near Text: )
                [Heard] argument [HELP] not found in [SHOUTIDS.IDS]
Processing 1 dialogues/scripts ...
Compiling 1 script ...
[./override/SPECIFIC.IDS] loaded, 528 bytes

[bpseries\baf\gMinionC.baf] PARSE ERROR at line 4440 column 21-21
Near Text: )
                [Heard] argument [HELP] not found in [SHOUTIDS.IDS]

[bpseries\baf\gMinionC.baf] PARSE ERROR at line 6719 column 21-21
Near Text: )
                [Heard] argument [HELP] not found in [SHOUTIDS.IDS]
```

## 23.10. Ding0 Experience Fixer = DEFJAM XP v5

~SETUP-XPMOD.TP2~

This Mod enables to reduce the points of experience for rewards because you get thousands of experience points for every "open locks" or "learning spells" agrees and you would have too fast too high values of experience. You can change the new experience rate for every component separately of the others of 10% to 75% of the original experience rate. The installation is urgently recommended. The mod affects ALL mods installed before.

*This process lasts several minutes!*



23.10.1. Copy the folder xpmod and the files setup-xpmod.exe and setup-xpmod.tp2 from the folder DEFJAM\_v3 into your main SoA directory.

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

```
Choose your language:                                0 [English]
Install Component  [Creature XP Reduction]?          [N]ot Install
    This component is not compatible with BP, because BP has his own rule system!
    1) Reduce to 75%
    2) Reduce to 50%
    3) Reduce to 25%
    4) Reduce to 1/6th for solo play
    5) Reduce to 10%
Install Component  [Locks, Traps and Spells XP Reduction]?  choose one:
    1) Reduce to 75%
    2) Reduce to 50%
    3) Reduce to 25%
    4) Reduce to 1/6th for solo play
    5) Reduce to 10%
Install Component  [No XP for learning spells]?          [5]
Install Component  [Quest XP Reduction]?                [I]nstall
```

According to the instructions you get vast amounts of error messages during the installation, however, you can ignore this. As long as you receive the message „successfully installed“, everything would be fine. As long as you do not install BP Series, you get only two certain, later explained error messages. Nevertheless, these concern two faulty files, not the mod itself.

1) Reduce to 75%

	2] Reduce to 50%	
	3] Reduce to 25%	[2]
	4] Reduce to 1/6th for solo play	
	5] Reduce to 10%	
Install Component	[SoA Starting XP Reduction] ?	[N]ot Install
	1] Reduce to 66750 XP (75%)	
	2] Reduce to 44500 XP (50%)	
	3] Reduce to 22250 XP (25%)	
	4] Reduce to 8900 XP (10%)	
Install Component	[ToB Starting XP Reduction] ?	[N]ot Install
	1] Reduce to 1875000 XP (75%)	
	2] Reduce to 1250000 XP (50%)	
	3] Reduce to 625000 XP (25%)	
	4] Reduce to 250000 XP (10%)	
Successfully installed		Press ENTER to exit
The readme opens.		

Thiese are the both error messages mentioned above. Precisely the same reports occur with UniqueArtifacts, but with no other mod.

```
[./override/MALAR10.BCS] loaded, 296 bytes

[MALAR10.BCS.BCS] LEXER ERROR at line 1 column 0-1
Near Text: IF
        invalid keyword [IF]

[MALAR10.BCS.BCS] ERROR at line 1 column 0-1
Near Text: IF
        Parsing.Parse_error
ERROR: parsing [MALAR10.BCS.BCS]: Parsing.Parse_error

[MALAR10.BCS.BAF] PARSE ERROR at line 6 column 21-33
Near Text: IC_SNOW_TROLL
        syntax error

[MALAR10.BCS.BAF] ERROR at line 6 column 21-33
Near Text: IC_SNOW_TROLL
        Parsing.Parse_error
ERROR: parsing [MALAR10.BCS.BAF]: Parsing.Parse_error

[./override/PSCHAOS.BCS] loaded, 2683 bytes

[PSCHAOS.BCS.BCS] LEXER ERROR at line 1 column 0-1
Near Text: IF
        invalid keyword [IF]

[PSCHAOS.BCS.BCS] ERROR at line 1 column 0-1
Near Text: IF
        Parsing.Parse_error
ERROR: parsing [PSCHAOS.BCS.BCS]: Parsing.Parse_error

[PSCHAOS.BCS.BAF] PARSE ERROR at line 47 column 21-33
Near Text: IC_SNOW_TROLL
        syntax error

[PSCHAOS.BCS.BAF] ERROR at line 47 column 21-33
Near Text: IC_SNOW_TROLL
        Parsing.Parse_error
ERROR: parsing [PSCHAOS.BCS.BAF]: Parsing.Parse_error
```

Meanwhile the override folder has become too big again, as that the avatars can be still moved freely of jerk. Therefore, you must biff the data in the meantime from the override folder. Besides, the size decreases from 1.02 GB to 178 MB.



### 23.11. End\_BiFF

~SETUP-MID\_BIFF.TP2~

With this program made by Weigo the content of the override folder can be biffed, 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 avatars move again without jerking.

*This process lasts several minutes!*



23.11.1. Copy the folder **End\_biff** and the files **Setup-end\_biff.exe** and **Setup-end\_biff.tp2** from the folder **BiG World Tools** into your main SoA directory.

23.11.2. Cut the file songlist.2da from the directory ...BGII - SvA\override and paste it to a save place.

*The songlist.2da would also be biffed and shifted into the data folder. Nevertheless, you must still be able to work on with the songlist at some of the following mods.*



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

Choose your language: 0 [English]  
Install Component [Override Biffing?]  
1) This method biffs all files in the override folder and it's possible to  
uninstall this mod. You need another 2GB of disk space  
2) This method biffs all files in the override folder and it's not possible  
to uninstall it. [2]  
Successfully installed [Override Biffing] Press ENTER to exit  
Press any key . . . Press ENTER

23.11.4. Paste the file songlist.2da, that you have cut before out of the directory ...BGII - SvA\override, back again into the directory ...BGII - SvA\override.



### 23.12. BP\_BGT\_Worldmap\_v6.6.1

~SETUP-BP-BGT-WORLDMAP.TP2~

This modification is for the use of The Big Picture - Baldurs Gate Trilogy (BP-BGT) absolutely necessary, because it also shows the additional areas of the big mods.

23.12.1. Copy the folder **BP-BGT\_Worldmap** and the files **Setup-BP-BGT-Worldmap.exe** and **Setup-BP-BGT-Worldmap.tp2** into your main SoA directory.

23.12.2. Double-click the Setup. The DOS dialogue appears

Choose your language: 0 [English]  
What should be done with all components that are NOT YET installed? [A]sk about each one?  
Install Component [Revised worldmap for the Baldur's Gate v6.6.1 - including coloured Baldur's Gate  
map icons]? choose one:  
1) Installing new Worldmap for use with Mega Modification... [1]  
2) Installing new Worldmap for use with TuTu now...  
Install Component [Travel Times and Area Visibility] choose one:  
1) Original Area Visibility and Travel Times for BG1 & SoA/TOB+BP Family Mods  
2) Revised Area Visibility and Travel Times for BG1 & SoA/TOB+BP Family Mods  
*Doubled the travel times so it takes a little longer to get from area to area.*  
Install Component [Worldmap size: Choose the size of the worldmap]? choose one:  
1) Large Worldmap 4900x3500. [1]  
2) Huge Worldmap 8000x4600  
Install Component [Worldmap for Throne of Bhaal]? choose one:  
1) Use new worldmap for Throne of Bhaal as well [1]  
2) Clothmap style map for Throne of Bhaal  
Install Component [Convert old Savegames (No "New Game" needed)  
>>If you want to uninstall this component,  
you have to make a backup of your savegame folder manually!<<]?  
[N]ot Install  
Successfully installed Press ENTER to exit  
The readme opens.

### 23.13. BGT Graphical User Interface (Setup-GUI.exe)

~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.



23.13.1. The folder **GUI\_Mods** and the files **Setup-GUI.exe** and **Setup-GUI.tp2** were into your main SoA directory together with BGT-WeiDU.

23.13.2. Double-click the Setup. The DOS dialogue appears

Install Component	[Game Graphical User Interface (GUI)]?	choose one:
	1] „Original SoA/ToB“	
	2] „Neverending Journey“	
	3] „Shadows Over Soubar“	
	4] „The Darkest Day“	
	5] „Check The Bodies“	
	6] „Tortured Souls“	
	7] „Region of Terror“	
	8] „Baldur’s Gate Trilogy“ (Elminster wielding sword)	

*With this setting you can restore the BG1 music. After ending of the BG1 part you must choose another setting than BGT to hear the BG2 music.*

9] „Baldur’s Gate Trilogy“ (Elminster wielding staff) [9]

*With this setting you can restore the BG1 music. After ending of the BG1 part you must choose another setting than BGT to hear the BG2 music.*

	10] „Neverending Journey“	
	11] „The Darkest Day“	
	12] „Shadows Over Soubar“	
	13] „Check The Bodies“	
	14] „Tortured Souls“	
	15] „Region of Terror“	
	16] „Baldur’s Gate Trilogy“ (Elminster wielding sword)	
	17] „Baldur’s Gate Trilogy“ (Elminster wielding staff)	
Install Component	[„Tortured Souls“ - just nice in-game Fonts]?	[N]ot Install

*If you want to use other fonts because of the better legibility, read below.*

Successfully installed	[„Baldur’s Gate Trilogy“ (Elminster wielding staff)]	Press ENTER to exit
------------------------	--	---------------------

## 24. LAST SETTINGS

### 24.1. OPTIONAL: activate cheats:

- 24.1.1. Backup the existing baldur.ini file in the main SoA directory - ensure that the extension of your backup file is no longer .ini; for example, rename baldur.ini to baldur.bak.
- 24.1.2. Open the file baldur.ini in the BGII-SVA-Ordner with an text editor
- 24.1.3. Add below [Program Options] as the last line: "Cheats=1" (without quotation marks). Then you can open in the game with STRG+Space or CTRL+Space (according to keyboard) a dialog window and feed in Cheats.  
You find an entire list of all BGT area codes here: <http://www.kerzenburg.nightisforum.de/show-thread.php?s=758ab96b7d8b2811dd021209c876e74b&t=35175>
- 24.1.4. Add below [Program Options] as the last line: "Debug Mode=1" (without quotation marks). Then you can perform following actions during the play:

- STRG+J --> teleport party to the cursor
- STRG+R --> heal selected character
- STRG + Y --> kill selected character
- STRG+4 --> show traps
- STRG + T --> heal party

During the character creation you can set all attributes to 18 or the strength to the maximum of 18/00 with STRG+shift+8.

### 24.2. Activate blood patch:

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

### 24.3. OPTIONAL: installing other fonts

Copy the files normal.BAM and stoneml.BAM from the directory ...\\BGII SoA\\TS\\gui\\Fonts and paste them in the override folder. Alternatively you also can take the files of the same name from the directory ...\\BGII - SoA\\NEJ2\\GUI and paste them in the override folder.

### 24.4. Remove superfluous folders

If you are sure that you don't want to install or uninstall anything anymore, you could delete all folders and set-up files, DEBUG files installed by mods.

## 25. CHANGES AFTER THE TRANSITION FROM BG1 TO BG2

Install these mods immediately after the transition from BG1 to BG2. A short movie in Irenicus' dungeon appears in which Imoen rescues you out from a cage. If RoT is installed, afterwards another movie follows. Save your game immediately after that and install the following mods.

With **BiG World setup\_8.bat** all the following mods from BGT Graphical User Interface up to Azengard Tactical Encounter can be installed. In between you must press several times Enter. !



### 25.1. BGT Graphical User Interface (Setup-GUI.exe)

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.

*After ending of BG1 you must choose another setting than „Baldur's Gate Trilogy“ to hear the BG2 music.*

25.1.1. Copy the folder GUI\_Mods and the files Setup-GUI.exe and Setup-GUI.tp2 into your main SoA directory.

25.1.2. Double-click the Setup. The DOS dialogue appears

Install Component [Game Graphical User Interface (GUI)]? choose one:

- 1] „Original SoA/ToB“
- 2] „Neverending Journey“
- 3] „Shadows Over Soubar“
- 4] „The Darkest Day“
- 5] „Check The Bodies“
- 6] „Tortured Souls“
- 7] „Region ofd Terror“
- 8] „Baldur's Gate Trilogy“ (Elminster wielding sword)

*With this setting you can restore the BG1 music. After ending of the BG1 part you must choose another setting than BGT to hear the BG2 music.*

- 9] „Baldur's Gate Trilogy“ (Elminster wielding staff)

*With this setting you can restore the BG1 music. After ending of the BG1 part you must choose another setting than BGT to hear the BG2 music.*

- 10] „Neverending Journey“
- 11] „The Darkest Day“
- 12] „Shadows Over Soubar“
- 13] „Check The Bodies“
- 14] „Tortured Souls“
- 15] „Region ofd Terror“
- 16] „Baldur's Gate Trilogy“ (Elminster wielding sword)
- 17] „Baldur's Gate Trilogy“ (Elminster wielding staff)

Install Component [„Tortured Souls“ - just nice in-game Fonts]? [N]ot Install

*If you want to use other fonts because of the better legibility, read below.*

Successfully installed [„Baldur's Gate Trilogy“ (Elminster wielding staff)] Press ENTER to exit

The following mods should be installed only after the transition to BG2 because usually inappropriate conversations from SoA appear during BG1 and TotSC.

After it concerns pure dialogs which carry out no changes in the worldmap, there is nothing to be said against an installation after the worldmap.

### 25.2. Chloe v1.2

~CHLOE.TP2~

A female kensai demigoddess NPC with an optional romance for a female PC or Imoen if she is in the party. Yes, Chloe is a lesbian romances mod.

*This Mod must be installed AFTER Divine Remix. The dialog file CHLOE.DLG of the small girl Chloe in the Beregost chapter 4 is overwritten by the mod. As long as nobody changes the .CRE files within the Chloe mod, the mod can be installed only just before the transition to BG2.*

25.2.1. Copy the folder **Chloe** and the files **Setup-Chloe.exe**, **Setup-Chloe.tp2**, **WavDeICR** and **Chloe-Faq**

into your main SoA directory.

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

Choose your language:

0 [English]

Install Component [Chloe NPC mod v1.2]?

[I]ninstall

Successfully installed [Chloe NPC mod v1.2]

Press ENTER to exit

Further files are copied, then the Installer ends suddenly..

25.2.3. Open the file songlist.2da in the directory ...\\BGII - SvA\\ override with a text editor and delete the lines „100 ChGTKUCR CRblank1.mus“, „101 ChLoveCR CRblank2.mus“ and „102 ChImCR CRblank3.mus“ ATTENTION: the cursor must be directly behind the last letter of MX5411.MUS without any space or return!



25.3. Imoen v12Full

~IMOEN.TP2~

*Install ONLY just before reaching Irenicus' Dungeon - destroys Imoen's joining/leaving dialogue (goes to Copper Coronet) and causes problems when forcing dialogue with Imoen during Baldur's Gate and Tales of the Sword Coast; Irenicus' dungeon-specific banters do not work*

25.3.1. Copy the folder **ImoenRom** and the files **Setup-Imoen.exe**, **Imoen.tp2** and **README - Imoen Romance** into your main SoA directory.

25.3.2. Copy the folder **ImoenRom** and the files **Imoen.tp2** and **README - Imoen Patch** from the folder **ImoenPatch-v1201** into your main SoA directory. Confirm in the opening menu the replacing all files

25.3.3. Double-click the Setup. The DOS dialogue appears

Choose your language:

0 [English]

Install Component [,Imoen Romance Add-on Mod BG2:SoA v1.201']?

[I]ninstall

Successfully installed [,Imoen Romance Add-on Mod BG2:SoA v1.201']

Press ENTER to exit

Other files are copied.

25.4. NPCFlirt Pack v1.01

~SETUP-NPCFLIRT.TP2~

25.4.1. Install NPC Flirt Packs V1.01 into your main SoA directory. Now you find here the folder **npcflirt** and the files **Setup-NPCFlirt.exe**, **setup-npcflirt.tp2** and **NPCFLIRT-README**

25.4.2. Double-click the Setup. The DOS dialogue appears

Choose your language:

0 [English]

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

[A]sk about each one?

Install Component [Aerie Flirt Pack For SOA]?

[I]ninstall

Install Component [Aerie/Solaufein Romance Conflict For SOA (Solaufein V60 or greater recommended)]

[I]ninstall

Install Component [Aerie Flirt Pack For TOB]?

[I]ninstall

Install Component [Aerie/Solaufein Romance Conflict For TOB (Solaufein V60 or greater recommended)]

[I]ninstall

Install Component [Jaheira Flirt Pack For SOA]?

[I]ninstall

Install Component [Jaheira/Solaufein Romance Conflict For SOA (Solaufein V60 or greater recommended)]

[I]ninstall

Install Component [Jaheira Flirt Pack For TOB]?

[I]ninstall

Install Component [Jaheira/Solaufein Romance Conflict For TOB (Solaufein V60 or greater recommended)]

[I]ninstall

Install Component [Viconia Flirt Pack For SOA]?

[I]ninstall

Install Component [Viconia/Solaufein Romance Conflict For SOA (Solaufein V60 or greater recommended)]

[I]ninstall

Install Component [Viconia Flirt Pack For TOB]?

[I]ninstall

Install Component [Viconia/Solaufein Romance Conflict For TOB (Solaufein V60 or greater recommended)]

[I]ninstall

Install Component [Anomen Flirt Pack For SOA]?

[I]ninstall

Install Component [Anomen/Solaufein Romance Conflict For SOA (Solaufein V60 or greater recommended)]

[I]ninstall

Install Component [Anomen Flirt Pack For TOB]?

[I]ninstall

Install Component [Anomen/Solaufein Romance Conflict For TOB (Solaufein V60 or greater recommended)]

[I]ninstall

Successfully installed

Press ENTER to exit

The readme opens.

## 25.5. Banter Pack v7 für BG2

~SETUP-BANTERPACK.TP2~

Adds dozens of new dialogs to all BioWare NPCs. Encloses, in addition, new inventions from January Jansen and dialogs with Lilarcor the speaking sword. (for SoA + ToB)

Only install after the transition, *otherwise inappropriate Shadows of Amn banter occur during Baldur's Gate and Tales of the Sword Coast*

25.5.1. Install Banter Pack v6 into your main SoA directory. Now you find here the folder **banterpack** and the files **Setup-banterpack.exe**, **setup-banterpack.tp2** and **BANTER-README**

25.5.2. Double-click the Setup. The DOS dialogue appears

Choose your language:

0 [English]

Install Component [Pocket Plane Banter Pack for BG2: Shadows of Amn]

[I]nstaLL

SKIPPING:

[Install SOA Banter Accelerator script? (Increases the frequency of interparty banter)]

*The Banter accelerator for SvA is already installed.*

Install Component [Pocket Plane Banter Pack for BG2: Throne of Bhaal]

[I]nstaLL

Install Component

[Install TOB Banter Accelerator script? (Increases the frequency of interparty banter)]

[I]nstaLL

Successfully installed

Press ENTER to exit

The readme opens.

## 25.6. Azengard Tactical Encounter MOD v2.0

~SETUP-AZENMOD.TP2~

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

1. Azengard Tactical Encounter - 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

*If this mod is installed, you can start no more new BG2 game, but only start ToB or continue playing from a saved score.*

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

25.6.2. Startet den Installer. Es erscheint der DOS-Dialog:

Install Component [Azengard Tactical Encounter MOD v2.0]

[I]nstaLL

Successfully installed [Azengard Tactical Encounter MOD v2.0]?

Press ENTER to exit

Es öffnet sich die Read Me

## D. 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
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #0 // BG2 Fixpack - Core Fixes
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #2 // Super Happy Fun Lucky Modder Pack
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #3 // BETA Core Fixes (please check the readme!)
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #100 // Party Gets XP for Sending Keldorn to Reconcile With Maria
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #101 // Improved Spell Animations
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #102 // Cromwell's Forging Actually Takes a Day
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #103 // Mixed-Use Dagger Fixes
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #104 // Ghreyfain's Holy Symbol Fixes
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #106 // Giants Receive Penalties When Attacking Halflings, Dwarves, and Gnomes
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #107 // Remove Dual-Classing Restriction from Archers and Stalkers
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #108 // Remove Second Attribute Bonus for Evil Path in Wrath Hell Trial
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #109 // Corrected Summoned Demon Behavior
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #110 // Additional Script Fixes
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #111 // Bard Song Fixes
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #112 // Wizard Slayers Cause Miscast Magic on Ranged Attacks
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #113 // Additional Alignment Fixes
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #114 // Change Free Action to Protect Against Stun
~SETUP-SCRIPTABLE_SPELLS.TP2~ #0 #0 // Scriptable Spells v1.4
~SETUP-WTUE.TP2~ #0 #0 // Worship the Unseeing Eye-mod
~SETUP-TTSQ.TP2~ #0 #0 // Die Suche nach der gefolterten Seele - WeiDU
~SETUP-DARKRITUAL.TP2~ #0 #3 // CoM Store 1
~SETUP-OVERSIGHT.TP2~ #0 #0 // Tougher Sendai (ToB Required)
~SETUP-NEJ2BIFFER.TP2~ #0 #0 // Biffing NeJv4.2 files. Run this INSTEAD OF Setup-NeJ2.exe! Run Setup-NeJ2.exe
FIRST to uninstall!
~SETUP-NEJ2.TP2~ #0 #0 // Never Ending Journey v4.2 - Part 1
~SETUP-NEJ2.TP2~ #0 #4 // Improved Nymph (Woodland Being) Script by Goeran Rimen
~SETUP-NEJ2.TP2~ #0 #5 // Restored Twisted Rune Quest
~SETUP-NEJ2.TP2~ #0 #6 // Dual Wielding Fix for Rogues by aVANGER
~SETUP-NEJ2.TP2~ #0 #7 // Never Ending Journey v4.2 - Part 2
~SETUP-NEJ2.TP2~ #0 #8 // Melora NPC - Chaotic-Neutral Halfling Swashbuckler
~SETUP-NEJ2.TP2~ #0 #9 // Leina NPC - True-Neutral Half-Elf Bard Of Melody
~SETUP-NEJ2.TP2~ #0 #10 // Areas & Sounds
~SETUP-NEJGUI.TP2~ #0 #0 // GUI registrar for Never Ending Journey
~SETUP-BGTNEJ.TP2~ #0 #0 // Continuous and Custom Kit Imoen
~SETUP-NEJ2V602.TP2~ #0 #0 // Never Ending Journey v6.02 (cumulative patch)
~SETUP-NEJ2V602.TP2~ #0 #2 // Animations Compatibility Fix for "Tortured Souls"
~SETUP-TDD.TP2~ #0 #0 // The Darkest Day, v1.12
~SETUP-SOS.TP2~ #0 #0 // Shadows Over Soubar, v1.12
~SETUP-CTB.TP2~ #0 #0 // Check The Bodies, v1.9
~SETUP-CTB-CHORES.TP2~ #0 #0 // Candlekeep Chores, v2.1
~SETUP-CTB_FF.TP2~ #0 #0 // Check the Bodies Fast Forward, v1.1 (for CtB v1.8 or later)
~SETUP-TS-BP.TP2~ #0 #0 // TORTURED SOULS v6.10 (BP Compatible Version)
~SETUP-ROT.TP2~ #0 #0 // Region Of Terror, v2.1
~SETUP-ASCENSION.TP2~ #0 #4 // Tougher Illasera (optional, requires ToB)
~SETUP-BGT.TP2~ #0 #0 // Baldur's Gate Trilogy - Core 1.04
~TXTMUSIC/TXTMUSIC.TP2~ #0 #0 // Restored Textscreen Music for BG1TuTu, EasyTutu, and BGT-WeiDU
~SETUP-BGTNEJ2.TP2~ #0 #0 // BGT-NeJ2 Compatibility Patch
~SETUP-BGTNEJ2.TP2~ #0 #3 // Custom Firewalker Kit and continuity for Shar-Teel
~SETUP-BGTNEJ.TP2~ #0 #2 // Priest of Sylvanus (Druid) Kit and Improved Character Jaheira.
~SETUP-BGTNEJ.TP2~ #0 #4 // Boo - Familiar of Minsc (This component is not available in BG1!)
~SETUP-BGTNEJ.TP2~ #0 #5 // Various Enhancements for BG1 (BGT required!)
~SETUP-BGTNEJ.TP2~ #0 #6 // Merchant League Bank (BGT required!)
~SETUP-BGTNEJ.TP2~ #0 #7 // More Items from BG1 (BGT required!)
~SETUP-BGTNEJ.TP2~ #0 #8 // Tougher Black Talone Elites (BGT required!)
~SETUP-DSOTSC.TP2~ #0 #0 // DSotSC for BGT-WeiDU v1.95 Mod
~SETUP-NTOTSC.TP2~ #0 #0 // NTotSC for BGT-WeiDU v1.55 Mod
~SETUP-BONEHILL.TP2~ #0 #0 // Bone Hill Mod v2.10 (Requires BGT-WeiDU or Tutu)
~DRIZZTSAGA/DRIZZTSAGA.TP2~ #0 #0 // The Drizzt Saga for Tutu/BGT v1.0
~DRIZZTSAGA/DRIZZTSAGA.TP2~ #0 #1 // Install Worldmap v6 Support
~SETUP-SLIMEQUEST_JASTEY.TP2~ #0 #0 // Installation of jastey's mini-quest mod "fun with slime"
~SETUP-TGC1E.TP2~ #0 #0 // The Grey Clan Episode One: In Candlelight, BGT-WeiDU edition v1.8 -> Normal edition
~SETUP-SIRINESCALL.TP2~ #0 #0 // The Lure of the Sirine's Call
~BW_HERBS/SETUP-BW_HERBS.TP2~ #0 #0 // Herbs and Potions Add-in (BG1 / BG1Tutu / BGT) v1.0.1 by Baronius
~SETUP-THALAN.TP2~ #0 #0 // Thalantyr - ItemUpgrade
~SETUP-LOSTITEMS.TP2~ #0 #0 // Lost Items
```



~SETUP-LOSTITEMS.TP2~ #0 #1 // Xan has Sorcerer class  
 ~SETUP-LOSTITEMS.TP2~ #0 #2 // Monk +3 AC and +1 THAC0 Bonus  
 ~SETUP-LOSTITEMS.TP2~ #0 #4 // Viconia has 18 WIS  
 ~BG1NPC.TP2~ #0 #0 // The BG1 NPC Project: Required Modifications for Version 14, September 18, 2007  
 ~BG1NPC.TP2~ #0 #1 // The BG1 NPC Project: Banters, Quests, and Interjections  
 ~BG1NPC.TP2~ #0 #2 // The BG1 NPC Project: Give Edwin his BG2 portrait.  
 ~BG1NPC.TP2~ #0 #3 // The BG1 NPC Project: Give Imoen her BG2 portrait.  
 ~BG1NPC.TP2~ #0 #4 // The BG1 NPC Project: Give Jaheira her BG2 portrait.  
 ~BG1NPC.TP2~ #0 #5 // The BG1 NPC Project: Give Minsc his BG2 portrait.  
 ~BG1NPC.TP2~ #0 #6 // The BG1 NPC Project: Give Viconia her BG2 portrait.  
 ~BG1NPC.TP2~ #0 #7 // The BG1 NPC Project: Kivan's "Kivan and Deheriana Companions" portrait  
 ~BG1NPC.TP2~ #0 #8 // The BG1 NPC Project: Add Non-Joinable NPC portraits to quests and dialogues  
 ~BG1NPC.TP2~ #0 #9 // The BG1 NPC Project: Ajantis Romance Core (teen content)  
 ~BG1NPC.TP2~ #0 #10 // The BG1 NPC Project: Branwen's Romance Core (teen content)  
 ~BG1NPC.TP2~ #0 #11 // The BG1 NPC Project: Coran's Romance Core (adult content)  
 ~BG1NPC.TP2~ #0 #12 // The BG1 NPC Project: Dynaheir's Romance Core (teen content)  
 ~BG1NPC.TP2~ #0 #13 // The BG1 NPC Project: Shar-Teel Relationship Core (adult content)  
 ~BG1NPC.TP2~ #0 #14 // The BG1 NPC Project: Xan's Romance Core (teen content)  
 ~BG1NPC.TP2~ #0 #15 // The BG1 NPC Project: Female Romance Challenges, Ajantis vs Xan vs Coran  
 ~BG1NPC.TP2~ #0 #17 // The BG1 NPC Project: Alora's Starting Location. -> Alora Starts in the Hall of Wonders.  
 ~BG1NPC.TP2~ #0 #25 // Jason Compton's Accelerated Banter Script.  
 ~BG1NPC.TP2~ #0 #26 // The BG1 NPC Project: Make Shar-Teel Unkillable until In Party  
 ~BG1NPC.TP2~ #0 #27 // The BG1 NPC Project: Bardic Reputation Adjustment  
 ~BG1NPC.TP2~ #0 #28 // The BG1 NPC Project: Cloakwood areas availability in Chapter One -> Open Cloakwood Lodge (first Cloakwood area only)  
 ~BG1NPC.TP2~ #0 #30 // The BG1 NPC Project: Sarevok's Diary Adjustments -> SixofSpades Extended Sarevok's Diary  
 ~BG1NPC.TP2~ #0 #200 // The BG1 NPC Project: Player-Initiated Dialogues  
 ~BG1NPCMUSIC/BG1NPCMUSIC.TP2~ #0 #0 // The BG1 NPC Project Music Pack  
 ~SETUP-INDINPC.TP2~ #0 #0 // Indira NPC for BGT-WeiDU  
 ~MUR'NETH.TP2~ #0 #0 // The Mur'Neth NPC mod for Baldur's Gate Tutu or Baldur's Gate Trilogy-WeiDU  
 ~SETUP-MULGOREXAVIANPC.TP2~ #0 #0 // Mulgore and Xavia NPCs for BGT-WeiDU  
 ~SETUP-WXJON.TP2~ #0 #0 // Jonathan Schattke for BGT  
 ~SETUP-WXJON.TP2~ #0 #1 // Core NPC  
 ~SETUP-WXJON.TP2~ #0 #2 // Banter Pack For Jonathan Schattke  
 ~XANBG1FRIEND/SETUP-XANBG1FRIEND.TP2~ #0 #0 // Xan's friendship path for BG1, v3  
 ~BG1UB/SETUP-BG1UB.TP2~ #0 #0 // Ice Island Level Two Restoration  
 ~BG1UB/SETUP-BG1UB.TP2~ #0 #1 // The Mysterious Vial  
 ~BG1UB/SETUP-BG1UB.TP2~ #0 #2 // Additional Elminster Encounter  
 ~BG1UB/SETUP-BG1UB.TP2~ #0 #8 // Safana the Flirt  
 ~BG1UB/SETUP-BG1UB.TP2~ #0 #9 // Appropriate Albert and Rufie Reward  
 ~BG1UB/SETUP-BG1UB.TP2~ #0 #10 // Place Entar Silvershield in His Home  
 ~BG1UB/SETUP-BG1UB.TP2~ #0 #11 // Scar and the Sashenstar's Daughter  
 ~BG1UB/SETUP-BG1UB.TP2~ #0 #12 // Quoningar, the Cleric  
 ~BG1UB/SETUP-BG1UB.TP2~ #0 #13 // Shilo Chen and the Ogre-Magi  
 ~BG1UB/SETUP-BG1UB.TP2~ #0 #14 // Edie, the Merchant League Applicant  
 ~BG1UB/SETUP-BG1UB.TP2~ #0 #15 // Flaming Fist Mercenary Reinforcements  
 ~BG1UB/SETUP-BG1UB.TP2~ #0 #16 // Creature Corrections  
 ~BG1UB/SETUP-BG1UB.TP2~ #0 #17 // Creature Restorations  
 ~BG1UB/SETUP-BG1UB.TP2~ #0 #18 // Creature Name Restorations  
 ~BG1UB/SETUP-BG1UB.TP2~ #0 #19 // Minor Dialogue Restorations  
 ~BG1UB/SETUP-BG1UB.TP2~ #0 #20 // Audio Restorations  
 ~BG1UB/SETUP-BG1UB.TP2~ #0 #21 // Store, Tavern and Inn Fixes and Restorations  
 ~BG1UB/SETUP-BG1UB.TP2~ #0 #22 // Item Corrections and Restorations  
 ~BG1UB/SETUP-BG1UB.TP2~ #0 #23 // Area Corrections and Restorations  
 ~BG1UB/SETUP-BG1UB.TP2~ #0 #24 // Permanent Corpses  
 ~BG1UB/SETUP-BG1UB.TP2~ #0 #25 // Elven Charm and Sleep Racial Immunity  
 ~BG1UB/SETUP-BG1UB.TP2~ #0 #27 // Sarevok's Diary Corrections  
 ~SETUP-AIP.TP2~ #0 #0 // Adventures In Papperland  
 ~SETUP-GHOST.TP2~ #0 #0 // Ghost - WeiDU-version  
 ~SETUP-MUNCHMOD.TP2~ #0 #0 // Munchmod v2.6  
 ~SETUP-BATTLES.TP2~ #0 #0 // Modified STATS.IDS (see NOTE and WARNING)  
 ~SETUP-BATTLES.TP2~ #0 #1 // Improved Drizzt  
 ~SETUP-BATTLES.TP2~ #0 #2 // Improved Mencar Pebblecrusher  
 ~SETUP-BATTLES.TP2~ #0 #3 // Improved Mad Cleric  
 ~SETUP-BATTLES.TP2~ #0 #4 // Improved House Jae'llat  
 ~SETUP-BATTLES.TP2~ #0 #5 // Improved Lord Roenall  
 ~SETUP-BATTLES.TP2~ #0 #6 // Improved Master Brain  
 ~SETUP-BATTLES.TP2~ #0 #7 // Improved Wraith Sarevok  
 ~SETUP-BATTLES.TP2~ #0 #8 // Improved Cohrvale, Bregg & Alamas  
 ~SETUP-BATTLES.TP2~ #0 #10 // Improved Fire Giants (requires ToB)  
 ~SETUP-BATTLES.TP2~ #0 #11 // Improved Shade Lord

~SETUP-BATTLES.TP2~ #0 #12 // Improved Trademeet Crypt  
 ~SETUP-BATTLES.TP2~ #0 #14 // Improved Temple Sewers Party  
 ~SETUP-BATTLES.TP2~ #0 #15 // Improved Kiser Jhaeri (requires ToB) (\*\* Under construction \*\*\*)  
 ~SETUP-BATTLES.TP2~ #0 #16 // Improved Falahar  
 ~SETUP-BATTLES.TP2~ #0 #17 // Improved Drow Pit Fights  
 ~SETUP-BATTLES.TP2~ #0 #18 // Improved Chromatic Demon  
 ~SETUP-BATTLES.TP2~ #0 #19 // Knights of Dark Renown  
 ~SETUP-D0QUESTPACK.TP2~ #0 #0 // General AI Improvements  
 ~SETUP-SCS.TP2~ #0 #10 // Correct various errors on race, class etc  
 ~SETUP-SCS.TP2~ #0 #20 // Make elemental arrows more like their BG2 counterparts  
 ~SETUP-SCS.TP2~ #0 #30 // Make Protection from Normal Missiles block magical missiles  
 ~SETUP-SCS.TP2~ #0 #50 // Re-introduce potions of extra-healing  
 ~SETUP-SCS.TP2~ #0 #60 // Faster Bears  
 ~SETUP-SCS.TP2~ #0 #70 // Allow player to choose NPC proficiencies and skills  
 ~SETUP-SCS.TP2~ #0 #95 // Better NPC management  
 ~SETUP-SCS.TP2~ #0 #100 // Allow Yeslick to use axes  
 ~SETUP-SCS.TP2~ #0 #110 // Move NPCs to more convenient locations  
 ~SETUP-SCS.TP2~ #0 #120 // Smarter general AI  
 ~SETUP-SCS.TP2~ #0 #130 // Better calls for help  
 ~SETUP-SCS.TP2~ #0 #140 // Potions for NPCs  
 ~SETUP-SCS.TP2~ #0 #150 // Improved deployment for parties of assassins  
 ~SETUP-SCS.TP2~ #0 #160 // Smarter mages  
 ~SETUP-SCS.TP2~ #0 #170 // Mages pre-cast defensive spells  
 ~SETUP-SCS.TP2~ #0 #180 // Smarter priests  
 ~SETUP-SCS.TP2~ #0 #190 // Priests pre-cast defensive spells  
 ~SETUP-SCS.TP2~ #0 #200 // Smarter deployment  
 ~SETUP-SCS.TP2~ #0 #210 // Harder giant and phase spiders  
 ~SETUP-SCS.TP2~ #0 #220 // Dark Side-based kobold upgrade  
 ~SETUP-SCS.TP2~ #0 #230 // Smarter sirines and dryads  
 ~SETUP-SCS.TP2~ #0 #240 // Slightly harder carrion crawlers  
 ~SETUP-SCS.TP2~ #0 #250 // Smarter basilisks  
 ~SETUP-SCS.TP2~ #0 #260 // Improved doppelgangers  
 ~SETUP-SCS.TP2~ #0 #280 // Relocated bounty hunters  
 ~SETUP-SCS.TP2~ #0 #290 // Improved Ulcaster  
 ~SETUP-SCS.TP2~ #0 #300 // Improved Balduran's Isle  
 ~SETUP-SCS.TP2~ #0 #310 // Improved Durlag's Tower  
 ~SETUP-SCS.TP2~ #0 #320 // Improved Demon Cultists  
 ~SETUP-SCS.TP2~ #0 #330 // Improved miscellaneous encounters  
 ~SETUP-SCS.TP2~ #0 #340 // Tougher chapter-two end battle  
 ~SETUP-SCS.TP2~ #0 #350 // Tougher chapter-three end battle  
 ~SETUP-SCS.TP2~ #0 #360 // Tougher chapter-four end battle  
 ~SETUP-SCS.TP2~ #0 #370 // Tougher chapter-five end battle  
 ~SETUP-SCS.TP2~ #0 #380 // Tougher chapter-six end battle  
 ~SETUP-SCS.TP2~ #0 #390 // Improved final battle  
 ~SETUP-SCS.TP2~ #0 #400 // Skip Candlekeep  
 ~SETUP-SCS.TP2~ #0 #410 // Remove blur effect from displacer cloak  
 ~SETUP-SCS.TP2~ #0 #420 // Stackable ankheg shells and winterwolf pelts  
 ~SETUP-SCS.TP2~ #0 #430 // Move Boo out of quick access and into Minsc's pack  
 ~SETUP-SCS.TP2~ #0 #440 // Ease-of-use player AI  
 ~GBTHFKP/GBTHFKP.TP2~ #0 #0 // Expanded Thief Stronghold  
 ~SETUP-AJOCMOD.TP2~ #0 #0 // AjocMod Weidu v1.5  
 ~SETUP-DOS.TP2~ #0 #0 // Desecration of Souls 2.6  
 ~EMAD/SETUP-EMAD.TP2~ #0 #0 // A Z-rated Adventure - an IM4 Non-Entry  
 ~EMAD/SETUP-EMAD.TP2~ #0 #1 // The Promise of a Troll  
 ~EMAD/SETUP-EMAD.TP2~ #0 #2 // A Bhaalspawn's Best Friend  
 ~EMAD/SETUP-EMAD.TP2~ #0 #3 // Under Her Spell  
 ~EMAD/SETUP-EMAD.TP2~ #0 #4 // Forgery  
 ~EMAD/SETUP-EMAD.TP2~ #0 #5 // Character Medley  
 ~SETUP-PLANARSPHEREMOD.TP2~ #0 #0 // PSM -> PlanarSphereMod v2.6a  
 ~SETUP-PLANARSPHEREMOD.TP2~ #0 #2 // Planar Sphere Return v2  
 ~TOD/SETUP-TOD.TP2~ #0 #0 // Der Turm der Täuschung (Benötigt Thron des Bhaal)  
 ~TOD/SETUP-TOD.TP2~ #0 #1 // Verbesserte Wächter des Astralsplitters  
 ~TB#QUEST/TB#QUEST.TP2~ #0 #0 // The curse of Mprolla the spammer  
 ~TB#QUEST/TB#QUEST.TP2~ #0 #1 // The curse of Mprolla the cheater  
 ~TB#QUEST/TB#QUEST.TP2~ #0 #2 // A large battle  
 ~TB#QUEST/TB#QUEST.TP2~ #0 #3 // Underdark Mage Duel  
 ~BWQUEST.TP2~ #2 #0 // Schwarze Rose Teil I: Marktpreise  
 ~SETUP-C#SILBERDRACHENBLUT.TP2~ #0 #0 // Silberdrachenblut - Questmod von Gandalf the white  
 ~SETUP-SPGAUNT.TP2~ #0 #0 // Spellhold Gauntlet  
 ~SETUP-SPGAUNT.TP2~ #0 #1 // Irenicus Waiting in Spellhold  
 ~SETUP-SPGAUNT.TP2~ #0 #3 // Interjections for Spellhold Gauntlet (dialogue by Liam)

~CLIFFHISTORY/SETUP-CLIFFHISTORY.TP2~ #0 #0 // Cliffette's 'History' BWI contest entry  
 ~DC/SETUP-DC.TP2~ #0 #0 // Dungeon Crawl, v1  
 ~SETUP-COM\_ENCOUNTERS.TP2~ #0 #0 // Chosen of Mystra's Encounters (Requires Throne of Bhaal)  
 ~SETUP-DSOA.TP2~ #0 #0 // Kensai Ryu's Deeper Shadows of Amn v2.2  
 ~SETUP-DSOA.TP2~ #0 #1 // Difficult Brown Dragon  
 ~SETUP-DSOA.TP2~ #0 #2 // Improved Copper Coronet  
 ~SETUP-DSOA.TP2~ #0 #3 // Improved Crypt King  
 ~SETUP-DSOA.TP2~ #0 #4 // Ghost Shadow Dragon  
 ~SETUP-DSOA.TP2~ #0 #5 // Grothgar the Red Dragon  
 ~SETUP-DSOA.TP2~ #0 #7 // Curse of the Underground Shade Lord  
 ~SETUP-DOFD.TP2~ #0 #0 // DofD  
 ~SETUP-IMPASYLUM.TP2~ #0 #1 // Leichnam der Zauberfeste  
 ~SETUP-IMPASYLUM.TP2~ #0 #2 // Verbesserte Spieler-Skripte  
 ~SETUP-FIRKRAAG.TP2~ #0 #0 // Super Firkraag Mod für BG2  
 ~AM.TP2~ #0 #0 // Alex Macintosh PC Conversion by MTS  
 ~SETUP-BAGBONUS.TP2~ #0 #0 // Bonus Tränkebehälter und Munitionsgürtel für Deidres Laden  
 ~SETUP-RGENIE.TP2~ #0 #0 // Ribald's Genie  
 ~SETUP-BOM.TP2~ #1 #0 // Boards of Magick Itempack!  
 ~SETUP-BG2SOA.TP2~ #0 #1 // Adds Items from Baldurs Gate to SoA -> Improved Mencar Pebblecrusher (Not so cheesy method)  
 ~SETUP-DARKRITUAL.TP2~ #0 #0 // Dark Ritual  
 ~SETUP-DARKRITUAL.TP2~ #0 #1 // Improved Cult of the Unseeing Eye  
 ~SETUP-DARKRITUAL.TP2~ #0 #2 // Improved Harper Fight  
 ~SETUP-EXNEM.TP2~ #0 #0 // Exnem Vault v5, Install Items  
 ~SETUP-EXNEM.TP2~ #0 #1 // Add items to creatures  
 ~SETUP-EXNEM.TP2~ #0 #2 // Add items to areas (affects SOA areas only - not BGT, TDD, CtB, etc. areas)  
 ~SETUP-FR\_ROV.TP2~ #0 #0 // Freedom's Reign (SoA or ToB)  
 ~SETUP-FR\_ROV.TP2~ #0 #1 // Reign of Virtue (ToB)  
 ~SETUP-HEARTWOOD.TP2~ #0 #0 // Herz des Waldes (WeiDU-version)  
 ~BW\_HERBS\_BG2/SETUP-BW\_HERBS\_BG2.TP2~ #0 #0 // Herbs and Potions Add-in for BG2 by Baronius, v1.0.3  
 ~SETUP-VALHORN.TP2~ #0 #0 // Improved Horns of Valhalla v1.1  
 ~SETUP-VOLCANO.TP2~ #0 #0 // Improved Volcano! Pack Version 1.8  
 ~ITMVALUETWEAKS.TP2~ #0 #0 // Item Value Tweaks  
 ~SETUP-KWOLF.TP2~ #0 #0 // KWolf - new NPC (WeiDU)  
 ~SETUP-RITEMPACK.TP2~ #0 #0 // Enhanced Girdle of Fortitude  
 ~SETUP-RITEMPACK.TP2~ #0 #1 // Patrick's Chainmail  
 ~SETUP-RITEMPACK.TP2~ #0 #2 // Weakened Cloak of Mirroring  
 ~SETUP-RITEMPACK.TP2~ #0 #3 // Replaced Crom Faeyr  
 ~SETUP-RITEMPACK.TP2~ #0 #4 // Fixed Dragon Plate Armor  
 ~SETUP-RITEMPACK.TP2~ #0 #5 // Ring of Power  
 ~SETUP-RITEMPACK.TP2~ #0 #6 // Improved Anomen's Ring  
 ~SETUP-RITEMPACK.TP2~ #0 #7 // Weakened Celestial Fury  
 ~SETUP-RITEMPACK.TP2~ #0 #8 // BG1 Ring of Wizardry  
 ~SETUP-ROLLES.TP2~ #1 #0 // Rolles Safyer  
 ~SETUP-ROLLES.TP2~ #1 #1 // Bag of Holding in Irenicus Dungeon  
 ~RTTITEMPACK.TP2~ #0 #0 // Install RTT Item Pack? \*\*The items are added to the "special" store of Ribald (Adventure's Mart, Wau-  
 keen's Promenade) available after SpellHold.\*\*  
 ~SETUP-RUAD.TP2~ #0 #0 // Ruad Ro'fhessa (SoA)  
 ~SETUP-RUAD.TP2~ #0 #1 // Ruad Ro'fhessa (ToB)  
 ~SETUP-TZSHOP01.TP2~ #0 #0 // The Magnificent Magic Shop  
 ~ABYSTORE/ABYSTORE.TP2~ #0 #0 // Unusual Oddities Shop  
 ~SETUP-UNDERREP.TP2~ #0 #0 // Underepresented Items from Icewind Dale 2  
 ~SETUP-ITEMUPGRADE.TP2~ #0 #0 // Shadows Of Amn Item Upgrades  
 ~SETUP-ITEMUPGRADE.TP2~ #0 #1 // Throne Of Bhaal Item Upgrades  
 ~SETUP-SPITEMPACK.TP2~ #0 #0 // Daniel Goodrich's Custom Item Collection  
 ~SETUP-SPITEMPACK.TP2~ #0 #1 // Creslyn's BG2 Item Pack  
 ~SETUP-SPITEMPACK.TP2~ #0 #2 // Davoran's Spell Pack  
 ~SETUP-SPITEMPACK.TP2~ #0 #3 // Shadow Daemon's Spells Pack  
 ~CLIFFKEY/SETUP-CLIFFKEY.TP2~ #0 #1 // A Mod for the Orderly - Add a Keyring to Faerun! See readme for more details about the  
 choices below. -> Consistency Plus version  
 ~SETUP-BLOODMORT.TP2~ #0 #0 // New Spell - Blood Of The Martyr  
 ~SETUP-EBG2.TP2~ #0 #0 // Additional merchant with new items  
 ~SETUP-EBG2.TP2~ #0 #1 // Interjections  
 ~SETUP-EBG2.TP2~ #0 #2 // Tomes and manuals  
 ~SETUP-EBG2.TP2~ #0 #4 // Additional portraits  
 ~SETUP-EBG2.TP2~ #0 #5 // Lost item descriptions  
 ~SETUP-EBG2.TP2~ #0 #6 // Dragonsuit & Glory of Balduran (ToB)  
 ~SETUP-EBG2.TP2~ #0 #7 // New racial enemies  
 ~SETUP-EBG2.TP2~ #0 #18 // Miscellaneous tweaks  
 ~SETUP-FOODMOD.TP2~ #0 #0 // Chosen of Mystra's Food and Herbal Mod (Requires Throne of Bhaal)  
 ~SETUP-LOTRITEMS.TP2~ #0 #0 // Replace Items in the Game with LotR items?  
 ~SETUP-RUPERT.TP2~ #0 #0 // Rupert the Dye Merchant (for BG2 or TuTu/BGT)

~SETUP-SELUNEARMOURY.TP2~ #0 #0 // Selune's Armoury v1  
 ~SETUP-ROTBARMORSET.TP2~ #0 #0 // Realm of the Bhaalspawn Armor Set  
 ~SETUP-AMBER.TP2~ #0 #0 // Amber the NPC MOD for BGII:SoA  
 ~SETUP-EDWINROMANCE.TP2~ #0 #0 // Edwin Romanze  
 ~SETUP-EDWINROMANCE.TP2~ #0 #1 // Edwins BG1 Portrait wieder herstellen.  
 ~SETUP-EDWINTOB.TP2~ #0 #0 // Edwin Romanze ToB  
 ~SETUP-EDWINTOB.TP2~ #0 #1 // Neues Ende der Viconia Romanze von Laufey  
 ~SETUP-EDWINFLIRTS.TP2~ #0 #0 // Edwin Flirts 0.1b  
 ~SETUP-TSUJATHA.TP2~ #0 #0 // Tsujatha v9 (BG2:SoA NPC) created by Sillara of the Tamari  
 ~SETUP-SAERILETH.TP2~ #0 #0 // Saerileth Romance Mod v12 (BG2:SoA & TOB NPC) created by nethrin and Sillara  
 ~SETUP-BTL.TP2~ #0 #0 // Beyond the Law - Kova & Kiyone  
 ~SETUP-BTL.TP2~ #0 #1 // Alternate Soundset for Kiyone - Female4  
 ~SETUP-BTL.TP2~ #0 #2 // Better Balanced BTL Items  
 ~SETUP-BTL.TP2~ #0 #3 // Portraits for Minor Non-Joinable BTL NPCs  
 ~SETUP-C#AJANTIS\_SVA.TP2~ #0 #0 // Sir Ajantis als NPC für BGII-SvA  
 ~SETUP-CHIARA.TP2~ #0 #0 // Chiara - Ein Charakter aus dem Rosenranken-Forum  
 ~SETUP-DRIZZT.TP2~ #0 #0 // Drizzt  
 ~SETUP-ELVAN-ALL.TP2~ #0 #0 // Elvanshalee fuer SoA oder ToB Pic von Kay Allen  
 ~SETUP-ELVAN-ALL.TP2~ #0 #1 // Elvanshalee fuer Knight Kits Pic von Kay Allen  
 ~SETUP-FADE.TP2~ #0 #0 // Fade: An NPC for Baldur's Gate II  
 ~SETUP-GOO.TP2~ #0 #0 // Goo the Disembodied Floating Eyeball  
 ~SETUP-HORACE.TP2~ #0 #0 // Horace - BGII  
 ~SETUP-HORACE.TP2~ #0 #1 // Bone Collector  
 ~SETUP-KARI.TP2~ #0 #0 // Kari The Koboldgirl version 1.3b (Created by Moongaze)  
 ~SETUP-KIDO.TP2~ #0 #0 // Kido the Jester (Requires Throne of Bhaal)  
 ~SETUP-KIDO.TP2~ #0 #3 // Which of Kido's portraits do you wish to install? -> Kido's old portraits (of version 1.0 till 2.1)?  
 ~SETUP-ARIENA.TP2~ #0 #0 // Ariena the Half-orc (Requires Throne of Bhaal)  
 ~SETUP-ARIENA.TP2~ #0 #1 // Do you wish to install Ariena's default portrait by Immortality/Khayman?  
 ~SETUP-KINDREK.TP2~ #0 #0 // Kindrek v2.4 (BG2:SoA & TOB NPC) created by nethrin  
 ~SETUP-MALTHIS.TP2~ #0 #0 // Malthis, der Säbelrassler!  
 ~KITANYA/SETUP-KITANYA.TP2~ #0 #0 // Kitanya Conversation/Romance Mod for BG2  
 ~KITANYA/SETUP-KITANYA.TP2~ #0 #1 // Wizardslayer Bugs Fix  
 ~SETUP-LUVNALIA.TP2~ #0 #0 // Install Weidu version of Arnel's Nalia Romance 1.06  
 ~SETUP-NEH'TANIEL.TP2~ #0 #0 // Neh'taniel NPC Mod  
 ~SETUP-SHARTEEL.TP2~ #0 #0 // Shar-Teel Mod für Baldur's Gate II  
 ~SETUP-SHARTEEL.TP2~ #0 #1 // Shar-Teels neue Portraits mit den alten (BG1) ersetzen?  
 ~STAR.TP2~ #0 #0 // SilverStar Mod  
 ~SBS.TP2~ #0 #0 // Summon Bhaalspawn  
 ~SBS.TP2~ #0 #1 // Install Skie Portrait (Original Mod Portrait)  
 ~SETUP-VALEN.TP2~ #0 #0 // Valen  
 ~SETUP-VANIM.TP2~ #0 #0 // Ein neuer NPC: Vanim, ein beruechtigter Meuchelmoerder  
 ~XAN/SETUP-XAN.TP2~ #0 #0 // Xan NPC MOD for Baldur's Gate II, v6  
 ~XAN/SETUP-XAN.TP2~ #0 #3 // Install alternate class for Xan? -> Change Xan's class to Sorcerer  
 ~XAN/SETUP-XAN.TP2~ #0 #5 // BG1-like flaming sword animation  
 ~XANBG2VOICE/SETUP-XANBG2VOICE.TP2~ #0 #0 // Xan's BG2 voice for BG1, v2  
 ~SETUP-YASRAENA.TP2~ #0 #0 // Yasraena v7 (BG2:SoA & TOB NPC) created by nethrin & Sillara of the Tamari  
 ~SETUP-BIDDE.TP2~ #0 #0 // Biddekelorak v1 (BG2:SoA & TOB NPC) created by nethrin  
 ~AZURE/AZURE.TP2~ #0 #0 // Nature's Ally Druid kit(Required for NPC Azure)  
 ~AZURE/AZURE.TP2~ #0 #1 // Azure NPC  
 ~SETUP-FRENNEDAN.TP2~ #0 #0 // Frennedan-Mod für Baldur's Gate II  
 ~SETUP-ALORA.TP2~ #0 #0 // Chosen of Mystra's Alora NPC Mod (Requires Throne of Bhaal)  
 ~AURENASEPH/SETUP-AURENASEPH.TP2~ #0 #0 // Auren Aseph V6 for BG2:ToB  
 ~SETUP-POB.TP2~ #0 #0 // The Perils of Branwen the Cleric  
 ~MTSTAIM.TP2~ #0 #0 // Taim, the sans dialogue, sans quest, and Non-Kitted Chaotic Good Thief NPC  
 ~MTSTAIM.TP2~ #0 #1 // Original English Dialogue  
 ~MTSTAIM.TP2~ #0 #4 // Original Raistlin Portrait  
 ~MTSTAIM.TP2~ #0 #5 // sistersinister's pick for the strong silent type  
 ~SETUP-THAEL.TP2~ #0 #0 // THAEL, Elfo Mago-Ladron y VELVEVLOS, Hoja Sangrienta v1.60  
 ~HANNA.TP2~ #0 #0 // Hanna NPC (Requiere ToB)  
 ~HANNA.TP2~ #0 #1 // Castillo De ´Armise Mejorado  
 ~HANNA.TP2~ #0 #3 // Genio del Infierno mejorado  
 ~HANNA.TP2~ #0 #4 // Dragon de Irenicus mejorado  
 ~HANNA.TP2~ #0 #5 // Dragon del infierno mejorado  
 ~HANNA.TP2~ #0 #6 // Cripta de Caravasar mejorada  
 ~SETUP-KIM.TP2~ #0 #0 // Kim pour BG2:SOA (ToB:requis) version 1.5c  
 ~SETUP-KIM.TP2~ #0 #1 // Intallation de la hache reajustee  
 ~SETUP-LESTER.TP2~ #0 #0 // Lester the NPC for BGII  
 ~TIAX/SETUP-TIAX.TP2~ #0 #0 // Tiax NPC MOD for Baldur's Gate II, v1  
 ~SETUP-THOGHMA.TP2~ #0 #0 // Quete au service d'Oghma  
 ~SETUP-THERINNNPC.TP2~ #0 #0 // Therrin the NPC for BG2:ToB  
 ~SETUP-ELDOTH.TP2~ #0 #0 // Eldoth - Das Wiedersehen



~SETUP-ROAR.TP2~ #0 #0 // Roar - ein schweigsamer Moench  
 ~SETUP-TEDDY.TP2~ #0 #0 // Teddy - ein halborkischer Barbar  
 ~GAVIN/GAVIN.TP2~ #0 #0 // Gavin NPC for Tutu and BGT, v 1.3 Beta  
 ~GAVIN/GAVIN.TP2~ #0 #1 // Gavin: Romance (mature content)  
 ~GAVIN/GAVIN.TP2~ #0 #2 // Gavin: Flirts (adult content)  
 ~GAVIN/GAVIN.TP2~ #0 #4 // Gavin: Alternate Portraits -> Alternate Portrait 1 by berelinde (default)  
 ~GAVIN/GAVIN.TP2~ #0 #7 // Gavin: Player Initiated Dialogue  
 ~SARASOA/SETUP-SARASOA.TP2~ #0 #0 // Sarah NPC Romance Mod for BG2:SoA V1  
 ~SETUP-ALASSA.TP2~ #0 #0 // Alassa NPC  
 ~ALLISON/SETUP-ALLISON.TP2~ #0 #0 // Allison (One-Day NPC) v1.6  
 ~SETUP-ANISHAI.TP2~ #0 #0 // Anishai one-day NPC  
 ~SETUP-BONSBRUCEV2.TP2~ #0 #0 // Bons's Bruce The Cockney Barfighter - A One-Day NPC - Version 2  
 ~SETUP-CASSIUS.TP2~ #0 #0 // Cassius NPC Mod (Requires Throne of Bhaal)  
 ~SETUP-GHARETH.TP2~ #0 #0 // Ghareth NPC (Requires Throne of Bhaal)  
 ~SETUP-HESSANPC.TP2~ #0 #0 // Hessa NPC Mod (Requires Throne of Bhaal)  
 ~SETUP-JCBRUCE.TP2~ #0 #0 // Compton's Bruce the Cockney Barfighter (Requires TOB)  
 ~SETUP-NINA.TP2~ #0 #0 // Ninafer NPC Mod (Requires Throne of Bhaal)  
 ~SETUP-WIKAEDE.TP2~ #0 #0 // Wikaede One-Day NPC v3.4  
 ~SETUP-WILLYB.TP2~ #0 #0 // Willie Bruce v2 (BG2:SoA & TOB NPC) created by nethrin  
 ~SETUP-FOXMONSTER.TP2~ #0 #0 // Moddie, "the fox monster in your backpack"  
 ~SETUP-CWS.TP2~ #0 #0 // Cloakwood Squares -- The Mod v2  
 ~JZ/SETUP-JZ.TP2~ #0 #0 // Die Jerry Zinger Show  
 ~SETUP-FAMILIARPACK.TP2~ #0 #0 // Vertrautentiere - WeiDU  
 ~SETUP-FAIRYDRAGON.TP2~ #0 #0 // Authentic mischievous Fairy Dragon  
 ~RE/SETUP-RE.TP2~ #0 #0 // Aerie, Anomen, Jaheira and Viconia React to Romantic Encounters  
 ~RE/SETUP-RE.TP2~ #0 #1 // Storms and Lightning, by berelinde (Weathermistress Ada, adult content)  
 ~RE/SETUP-RE.TP2~ #0 #2 // Aimi's Magic, by berelinde (adult content)  
 ~RE/SETUP-RE.TP2~ #0 #3 // Anishai's Deft Hands, by cmorgan  
 ~RE/SETUP-RE.TP2~ #0 #4 // An Evening with Aran, by Kulyok  
 ~RE/SETUP-RE.TP2~ #0 #5 // Bjornin's Desire, by jastey (adult content)  
 ~RE/SETUP-RE.TP2~ #0 #6 // Bodhi's Allure, by Kulyok (adult content)  
 ~RE/SETUP-RE.TP2~ #0 #7 // Trademeet with Guildmistress Busya, by magrat  
 ~RE/SETUP-RE.TP2~ #0 #8 // The Gambling Gambion, by Kulyok  
 ~RE/SETUP-RE.TP2~ #0 #9 // Chanelle's Gifts, by cmorgan (adult content)  
 ~RE/SETUP-RE.TP2~ #0 #10 // A Night with Coran, by magrat  
 ~RE/SETUP-RE.TP2~ #0 #11 // Cyric's Test, by Kulyok  
 ~RE/SETUP-RE.TP2~ #0 #12 // A Tryst with a Pirate Lord, by Kulyok (Desharik, adult content)  
 ~RE/SETUP-RE.TP2~ #0 #13 // A Lonely Dryad, by Kulyok (adult content)  
 ~RE/SETUP-RE.TP2~ #0 #14 // Edwin's Softer Side, by Kulyok  
 ~RE/SETUP-RE.TP2~ #0 #15 // Eldoth's Exploits, by Kulyok  
 ~RE/SETUP-RE.TP2~ #0 #16 // Elhan's Expansion, by Kulyok  
 ~RE/SETUP-RE.TP2~ #0 #17 // Firkraag's Unsheathed Sword  
 ~RE/SETUP-RE.TP2~ #0 #18 // Gaelan's Contract, by Evaine Dian  
 ~RE/SETUP-RE.TP2~ #0 #19 // A Walk with Garren Windspear, by Kulyok  
 ~RE/SETUP-RE.TP2~ #0 #20 // Enter Haer'Dalis, by Kulyok  
 ~RE/SETUP-RE.TP2~ #0 #21 // Hendak's Heart, by jastey  
 ~RE/SETUP-RE.TP2~ #0 #22 // Ilona, a Merchant's Daughter, by Kulyok  
 ~RE/SETUP-RE.TP2~ #0 #23 // Jarlaxle's Fascinations, by Catseye  
 ~RE/SETUP-RE.TP2~ #0 #24 // A Night with Lais in Imnesvale, by Kulyok  
 ~RE/SETUP-RE.TP2~ #0 #25 // Laran's Promise, by berelinde (adult content)  
 ~RE/SETUP-RE.TP2~ #0 #26 // The Love Song of Logan, Lord Coprith, by Ajnos  
 ~RE/SETUP-RE.TP2~ #0 #27 // Mekrath and Nymphology, by Kulyok  
 ~RE/SETUP-RE.TP2~ #0 #28 // Mira's Special Stock, by berelinde  
 ~RE/SETUP-RE.TP2~ #0 #29 // Noober Returns, by cmorgan  
 ~RE/SETUP-RE.TP2~ #0 #30 // Rebecca the Gypsy, by Kulyok  
 ~RE/SETUP-RE.TP2~ #0 #31 // Renal Bloodscalp: A Dangerous Affair, by cmorgan (adult content)  
 ~RE/SETUP-RE.TP2~ #0 #32 // Old Ribald's Speciality, by Evaine Dian  
 ~RE/SETUP-RE.TP2~ #0 #33 // Sir Ryan Trawl, by Kulyok  
 ~RE/SETUP-RE.TP2~ #0 #34 // Saemon, a Pirate, by Kulyok (adult content)  
 ~RE/SETUP-RE.TP2~ #0 #35 // Dreaming of Sendai, by Kulyok  
 ~RE/SETUP-RE.TP2~ #0 #36 // Sheri the Bardess, by cmorgan (adult content)  
 ~RE/SETUP-RE.TP2~ #0 #37 // Solaufein in the Lust Chambers, by jastey  
 ~RE/SETUP-RE.TP2~ #0 #38 // Phaere's Reward, by berelinde (Talak, pleasure slave, adult content)  
 ~RE/SETUP-RE.TP2~ #0 #39 // Spell Research with Teos, by Kulyok  
 ~RE/SETUP-RE.TP2~ #0 #40 // A fling with Yoshimo, by Kulyok  
 ~SETUP-MID\_BIFF.TP2~ #0 #1 // Override Biffing -> Override Biffing without uninstall.  
 ~SDMODS/SDMODS.TP2~ #0 #0 // Shed's Mods  
 ~SETUP-TURNIPGOLEM.TP2~ #0 #0 // Rübengolem Begegnung  
 ~SETUP-MDX.TP2~ #0 #0 // Xmas Mod v1.0  
 ~SETUP-HF\_HHG.TP2~ #0 #0 // The Quest for the Holy Hand Grenade  
 ~SETUP-FIXQUALLO.TP2~ #0 #0 // Lasst den Aaskriecher leben

~CAL.TP2~ #0 #0 // Install the Cal(culator) mod?  
 ~SETUP-QUESTOR.TP2~ #0 #0 // Questor  
 ~SETUP-SNAKES.TP2~ #0 #0 // The Slithering Menace (for BGII:ToB only)  
 ~CONTEST/SETUP-CONTEST.TP2~ #0 #0 // Facing the Shade Lord Again  
 ~SETUP-BWL\_CONTEST.TP2~ #0 #0 // K'aeloree's BWL Contest Items  
 ~SETUP-IRONGHREY.TP2~ #0 #0 // Iron Ghrey: The Last Mug of Ale in Amn  
 ~SETUP-IRONCUV.TP2~ #0 #0 // IronCuv  
 ~KIZIM.TP2~ #0 #0 // Iron Modder -- Gimme the Ale -- for BG2:TOB  
 ~FEMODBONS.TP2~ #0 #0 // Bons's Iron Modder II Entry  
 ~SETUP-GHREYSLIME.TP2~ #0 #0 // Ghreyfain's entry - Iron Modder #2: Some of my best friends are slimes!  
 ~SETUP-ICESLIME.TP2~ #0 #0 // Some of My Best Friends Are Slimes, by Icelus  
 ~SETUP-DING0.TP2~ #0 #0 // Ding0's Iron Modder Entry  
 ~SETUP-KIZIM2.TP2~ #0 #0 // Kismet's Entry for Iron Modder 2  
 ~SETUP-IRONCUV2.TP2~ #0 #0 // IronCuv2  
 ~SETUP-IRONDD.TP2~ #0 #0 // Iron Modder - Ghrey's Entry  
 ~IKAKISSBEFOREDYING/IKAKISSBEFOREDYING.TP2~ #0 #0 // A Kiss Before Dying  
 ~IKAKISSBEFOREDYING/IKAKISSBEFOREDYING.TP2~ #0 #1 // A Kiss Before Dying Testing Script  
 ~SETUP-KIZIM3.TP2~ #0 #0 // Kismet's Entry for Iron Modder 3  
 ~E#KISS.TP2~ #0 #0 // Kiss for BG2:ToB  
 ~SETUP-PIRENGLE.TP2~ #0 #0 // Pirengle's IM3 Submission  
 ~SETUP-KISS.TP2~ #0 #0 // The Magic of the Last Kiss  
 ~E#PROMI.TP2~ #0 #0 // E#Promi for BG2:ToB  
 ~SETUP-PIRIRON.TP2~ #0 #0 // Pirengle's IM4 Submission  
 ~SETUP-BONSPRICE.TP2~ #0 #0 // The Price of Friendship - Bons's Iron Modder V Entry  
 ~SETUP-GHREYIM5.TP2~ #0 #0 // Ghreyfain's Iron Modder 5 entry: The Price of Friendship  
 ~ICEFRIEND/SETUP-ICEFRIEND.TP2~ #0 #0 // The Price Of Friendship, by Icelus  
 ~SETUP-IRONFDING0RETURNS.TP2~ #0 #0 // Iron Fucking Ding0 Returns  
 ~E#MOBA.TP2~ #0 #0 // IM5: The Price of Friendship for BG2:TOB  
 ~SETUP-SDIM5.TP2~ #0 #0 // Shed's Iron Modder 5 Entry  
 ~SETUP-BONSHERO.TP2~ #0 #0 // A Hero For All The Wrong Reasons - Bons's Iron Modder 6 Entry  
 ~SETUP-D0IM6.TP2~ #0 #0 // Ding0's Iron Modder 6  
 ~SETUP-E#HERO.TP2~ #0 #0 // Hero for all the Wrong Reasons for BG2:ToB  
 ~SETUP-GHREYIM6.TP2~ #0 #0 // Ghreyfain's Iron Modder 6 entry: A Hero For All The Wrong Reasons  
 ~SETUP-P#HERO.TP2~ #0 #0 // A Hero For All the Wrong Reasons (Domi's)  
 ~SETUP-SDIM6.TP2~ #0 #0 // Shed's Iron Modder 6 entry  
 ~SETUP-WWHERO.TP2~ #0 #0 // Hero For All The Wrong Reasons (Weimer)  
 ~SETUP-BONSGLORY.TP2~ #0 #0 // Blaze of Glory - Bons's Iron Modder VII Entry  
 ~IIGI/SETUP-IIGI.TP2~ #0 #0 // iigi  
 ~SETUP-IM7-JC.TP2~ #0 #0 // Compton's Iron Modder 7: Blaze of Glory  
 ~SETUP-IRONGHREY7.TP2~ #0 #0 // Iron Modder 7: Blaze of Glory, by Ghreyfain  
 ~SETUP-BONSCARELESS.TP2~ #0 #0 // Careless Words Cost Lives - Bons's Iron Modder 8 Entry  
 ~SETUP-WORDS.TP2~ #0 #0 // Careless Words Cost Lives  
 ~SETUP-BONSSORRY.TP2~ #0 #0 // Being the Bhaalspawn Means Never Saying You're Sorry - Bons's Iron Modder IX Entry  
 ~CLIFFIM9/SETUP-CLIFFIM9.TP2~ #0 #0 // Clifette's IM9 Entry  
 ~SETUP-KAT\_IRON.TP2~ #0 #0 // Katalyn's Iron Mod  
 ~SETUP-CLIFFETTEIM4.TP2~ #0 #0 // Clifette's Z-rated Adventure - an IM4 Non-Entry  
 ~SHARDSOFICE/SETUP-SHARDSOFICE.TP2~ #0 #0 // The Price Of Friendship  
 ~SHARDSOFICE/SETUP-SHARDSOFICE.TP2~ #0 #1 // Some of My Best Friends Are Slimes  
 ~SHARDSOFICE/SETUP-SHARDSOFICE.TP2~ #0 #2 // You Could Restore the Summon Cow Spell, But Why?  
 ~NPC\_TWEAK.TP2~ #0 #0 // Anomen  
 ~NPC\_TWEAK.TP2~ #0 #1 // Cernd  
 ~NPC\_TWEAK.TP2~ #0 #2 // Nalia  
 ~SETUP-UB.TP2~ #0 #0 // The Kidnapping of Boo by Clifette  
 ~SETUP-UB.TP2~ #0 #2 // Kalah and What He Was Promised  
 ~SETUP-UB.TP2~ #0 #3 // "Cat and Mouse" (Bodhi hunts you in Spellhold) by Ghreyfain  
 ~SETUP-UB.TP2~ #0 #4 // Gorje Hildark and the Extended Illithium Quest  
 ~SETUP-UB.TP2~ #0 #5 // The Pai'Na/Spider's Bane Quest  
 ~SETUP-UB.TP2~ #0 #6 // Restored Crooked Crane Inn  
 ~SETUP-UB.TP2~ #0 #7 // Restored Encounters  
 ~SETUP-UB.TP2~ #0 #8 // Artemis Entreri in Bodhi's Lair  
 ~SETUP-UB.TP2~ #0 #9 // Corrected "Xzar's Creations"  
 ~SETUP-UB.TP2~ #0 #11 // Gorf the Squisher Fix, by Gebhard Blucher  
 ~SETUP-UB.TP2~ #0 #12 // Item Restorations  
 ~SETUP-UB.TP2~ #0 #15 // NPC Portrait Restorations  
 ~SETUP-UB.TP2~ #0 #16 // Corrected BAMs and Scripts  
 ~SETUP-UB.TP2~ #0 #17 // Corrected Character Names and Biographies  
 ~SETUP-UB.TP2~ #0 #18 // Restored Minor Dialogs  
 ~SETUP-UB.TP2~ #0 #19 // Restored Bhaalspawn Powers, by David Gaider  
 ~SETUP-UB.TP2~ #0 #20 // Extended ToB Item Descriptions  
 ~SETUP-UB.TP2~ #0 #21 // Throne of Bhaal Minor Restorations  
 ~SETUP-UB.TP2~ #0 #24 // Sarevok's Remorse



~VIC.TP2~ #0 #0 // Victor's Improved Races  
 ~VIC.TP2~ #0 #1 // Victor's Wizards Know Better(have more Lore)  
 ~VIC.TP2~ #0 #2 // Faithful Rogue Kit for BGII  
 ~VIC.TP2~ #0 #3 // Lich Slayer Scimitar  
 ~VIC.TP2~ #0 #4 // The Djinn Merchant  
 ~VIC.TP2~ #0 #6 // Romance Friendly Imprisonment(by Galaxygon)  
 ~VIC.TP2~ #0 #7 // Lydia's scroll  
 ~VIC.TP2~ #0 #9 // Victor's Special Encounters  
 ~VIC.TP2~ #0 #12 // Grandpa's Shield quest  
 ~SETUP-SEMI\_MULTI\_CLERICS.TP2~ #0 #0 // Semi-multi-clerics  
 ~ADPACK/SETUP-ADPACK.TP2~ #0 #0 // Shared files (required)  
 ~ADPACK/SETUP-ADPACK.TP2~ #0 #1 // Divine spells lvl 1-8  
 ~ADPACK/SETUP-ADPACK.TP2~ #0 #2 // Arcane spells lvl 1-10  
 ~ADPACK/SETUP-ADPACK.TP2~ #0 #3 // New dimension door animation  
 ~SETUP-SPELLPACK.TP2~ #0 #0 // Required Files (modified spell graphics)  
 ~SETUP-SPELLPACK.TP2~ #0 #1 // Entropy Shield  
 ~SETUP-SPELLPACK.TP2~ #0 #2 // Entangle  
 ~SETUP-SPELLPACK.TP2~ #0 #3 // Alicorn Lance  
 ~SETUP-SPELLPACK.TP2~ #0 #4 // Chant  
 ~SETUP-SPELLPACK.TP2~ #0 #5 // Call Lightning  
 ~SETUP-SPELLPACK.TP2~ #0 #6 // Static Charge  
 ~SETUP-SPELLPACK.TP2~ #0 #7 // Storm Shell  
 ~SETUP-SPELLPACK.TP2~ #0 #8 // Thorn Spray  
 ~SETUP-SPELLPACK.TP2~ #0 #9 // Prayer  
 ~SETUP-SPELLPACK.TP2~ #0 #10 // Flamestrike  
 ~SETUP-SPELLPACK.TP2~ #0 #11 // Elysium's Tears  
 ~SETUP-SPELLPACK.TP2~ #0 #12 // Sunscorch  
 ~SETUP-SPELLPACK.TP2~ #0 #13 // Beast Claw  
 ~SETUP-SPELLPACK.TP2~ #0 #14 // Magical Stone  
 ~SETUP-SPELLPACK.TP2~ #0 #15 // Sanctuary  
 ~SETUP-SPELLPACK.TP2~ #0 #16 // Guardian Angel  
 ~SETUP-SPELLPACK.TP2~ #0 #17 // Recitation  
 ~SETUP-SPELLPACK.TP2~ #0 #18 // Invisibility Purge  
 ~SETUP-SPELLPACK.TP2~ #0 #19 // Spiritual Hammer  
 ~SETUP-SPELLPACK.TP2~ #0 #20 // Miscast Magic  
 ~SETUP-SPELLPACK.TP2~ #0 #21 // Whirlwind  
 ~SETUP-SPELLPACK.TP2~ #0 #22 // Undead Ward  
 ~SETUP-SPELLPACK.TP2~ #0 #23 // Power Word: Kill  
 ~SETUP-SPELLPACK.TP2~ #0 #24 // Death Spell  
 ~SETUP-SPELL50.TP2~ #0 #0 // Extend Many Spells to 50th Level  
 ~WILDMAGE/SETUP-WILDMAGE.TP2~ #0 #0 // Wild Mage Additions: New Wild Magic Spells  
 ~WILDMAGE/SETUP-WILDMAGE.TP2~ #0 #3 // Misc spell modifications  
 ~TELEPORT/TELEPORT.TP2~ #1 #0 // Teleport spell for BG2:SoA  
 ~TELEPORT/TELEPORT.TP2~ #1 #1 // Teleport spell for BG2:ToB  
 ~SETUP-TIMESTOP.TP2~ #0 #0 // Timestop tweak v.2 (for SoA)  
 ~SETUP-TIMESTOP.TP2~ #0 #1 // Timestop tweak v.2 for ToB (Throne of Bhaal required)  
 ~SETUP-BPV177.TP2~ #1 #0 // Big Picture AI/Verbesserungs Mod, Version 177 Weidu (beta)  
 ~SETUP-BPV177.TP2~ #1 #1 // Verbesserter Suldanessallar  
 ~SETUP-BPV177.TP2~ #1 #2 // Verbesserter Spellhold  
 ~SETUP-BPV177.TP2~ #1 #3 // Zauberstab des Orcus Zusatzfunktion  
 ~SETUP-BPV177.TP2~ #1 #4 // Verbesserter Pass über die Kleinen Zähne, von Kensai Ryu  
 ~SETUP-BPV177.TP2~ #1 #5 // Verbesserte Kangaxx Begegnung, von Kensai Ryu  
 ~SETUP-BPV177.TP2~ #1 #6 // Verbesserter Gruftkönig, von Kensai Ryu  
 ~SETUP-BPV177.TP2~ #1 #7 // Gnomischer Kämpfer/Illusionist im Hafenviertel, von Kensai Ryu  
 ~SETUP-BPV177.TP2~ #1 #8 // Verbesserte Zufällige Begegnungen, von Gebhard Blucher und Kensai Ryu  
 ~SETUP-BPV177.TP2~ #1 #9 // Gebhard Bluchers Leiche im Hafenviertel  
 ~SETUP-BPV177.TP2~ #1 #10 // Rotes Wappen, feindliche Begegnung mit Gift, von Westley Weimer  
 ~SETUP-BPV177.TP2~ #1 #11 // Kuroisan der Säure Kensai, von Westley Weimer  
 ~SETUP-BPV177.TP2~ #1 #12 // Das Ritual, von Westley Weimer  
 ~SETUP-BPV177.TP2~ #1 #13 // Verbessertes Xvart Dorf, für BGT-weidu  
 ~SETUP-BPV177-TOBFIX.TP2~ #0 #0 // BPv177 TOB Trigger Fix  
 ~SETUP-BP-BALANCER.TP2~ #0 #3 // XP for Spell Learning -> At 4% from your current configuration (recommended)  
 ~SETUP-BP-BALANCER.TP2~ #0 #7 // XP for Disarming Traps -> At 4% from your current configuration (recommended)  
 ~SETUP-BP-BALANCER.TP2~ #0 #10 // XP for Pick Pocket -> At 10% from your current configuration (recommended)  
 ~SETUP-BP-BALANCER.TP2~ #0 #12 // Installing files needed for the components of the group "Balancing XP and items of several mods"  
 ~SETUP-BP-BALANCER.TP2~ #0 #14 // Restore original BG1 creatures' XP and items -> Also remove SOME (partly random) overpowered custom items from other Mods  
 ~SETUP-BP-BALANCER.TP2~ #0 #17 // Item and XP Balancing for 'Dark Side of the Sword Coast (v1.85WM6)' -> Also randomly remove SOME overpowered custom items  
 ~SETUP-BP-BALANCER.TP2~ #0 #20 // Item and XP Balancing for 'Northern Tales of the Sword Coast (v1.85WM6)' -> Also randomly re-

move SOME overpowered custom items

~SETUP-BP-BALANCER.TP2~ #0 #23 // Item and XP Balancing for 'Secret of Bone Hill (v2.05WM6)' -> Also randomly process SOME overpowered custom items

~SETUP-ASCENSION.TP2~ #0 #0 // Ascension v1.41 (requires ToB)

~SETUP-ASCENSION.TP2~ #0 #1 // Tougher Abazigal (optional, requires ToB)

~SETUP-ASCENSION.TP2~ #0 #2 // Original Tougher Demogorgon (optional, requires ToB)

~SETUP-ASCENSION.TP2~ #0 #3 // Tougher Gromnir (optional, requires ToB)

~SETUP-ASCENSION.TP2~ #0 #5 // Tougher Yaga-Shura (optional, requires ToB)

~SETUP-TACTICS.TP2~ #0 #3 // Improved Sahuagin City

~SETUP-TACTICS.TP2~ #0 #22 // Smarter Dragons in SoA

~SETUP-TACTICS.TP2~ #0 #32 // Mike Barnes' Improved North Forest

~SETUP-TACTICS.TP2~ #0 #33 // Mike Barnes' Marching Mountains

~SETUP-TACTICS.TP2~ #0 #34 // Slightly Tougher Demons

~SETUP-TACTICS.TP2~ #0 #37 // Streamlined Trolls

~SETUP-TURNABOUT.TP2~ #0 #0 // Ascension: Turnabout

~SETUP-TURNABOUT.TP2~ #0 #1 // Balthazar Epilogue Portrait, by Cliffette

~SETUP-D0QUESTPACK.TP2~ #0 #9 // Improved Oasis II -> IO2 Dialogue & Combat Enhancement

~SETUP-LONGERROAD.TP2~ #0 #0 // Longer Road v 1.5

~SETUP-LONGERROAD.TP2~ #0 #1 // SPEED BANTERS

~SETUP-LONGERROAD.TP2~ #0 #2 // Restore Irenicus's original portrait from SoA.

~SETUP-CELESTIALS.TP2~ #0 #0 // PnP Celestials

~GRIMUARS.TP2~ #1 #0 // Grimuars for BG2 NO TACTICS

~GRIMUARS.TP2~ #1 #1 // Grimuars for BG2 WITH TACTICS

~GRIMUARS.TP2~ #1 #2 // Additional Grimuars Store

~GRIMUARS.TP2~ #1 #4 // Tougher Gaal

~GRIMUARS.TP2~ #1 #5 // Tougher Ardhata

~SETUP-TASHIA.TP2~ #0 #0 // Tashia NPC Mod -> Full version (ToB required)

~SETUP-TASHIA.TP2~ #0 #2 // Tashia Add-on Pack by Bri and Lord Ernie (English only, Tashia ToB Required) -> Action Style dialogues

~SETUP-SOLAUFEBIN.TP2~ #0 #0 // Solaufein Romance for Baldur's Gate II (SoA & ToB)

~SETUP-SHEENA.TP2~ #0 #0 // Install A Half Dragon Tale - Version 6.0

~KELSEY.TP2~ #0 #0 // Kelsey v2.1: for BG2 - SoA

~KELSEY.TP2~ #0 #1 // Kelsey/Solaufein Content: Banter and Romance Conflict OPTIONAL, RECOMMENDED ONLY for use with Solaufein V60 AND ABOVE

~SETUP-KELSEYTOB.TP2~ #0 #0 // Kelsey: ToB - Version 2

~SETUP-KELSEYTOB.TP2~ #0 #1 // Kelsey/Solaufein Romance Conflict (OPTIONAL, RECOMMENDED ONLY for use with Solaufein V60 AND ABOVE)

~SETUP-KELSEYTOB.TP2~ #0 #2 // Ascension-specific dialogue (Requires WeiDU Ascension, v1.4.12 or greater recommended)

~SETUP-KELSEYTOB.TP2~ #0 #3 // Install Default Kelsey portrait set by Wynne Lurty? (set 1 of 3)

~SETUP-GROA.TP2~ #0 #0 // Getting Rid of Anomen - A cutscene for the Kelsey romance. v1.1

~SETUP-KETO.TP2~ #0 #0 // Keto-SOA NPC V2

~SETUP-KETO.TP2~ #0 #1 // Keto/Kelsey Interaction (Requires Kelsey-SOA)

~SETUP-NATHANIEL-SOA.TP2~ #0 #0 // Nathaniel Mod for BGII:SoA

~SETUP-NATHANIEL-SOA.TP2~ #0 #1 // Solaufein Conflict

~SETUP-NATHANIEL-SOA.TP2~ #0 #2 // Kelsey Content

~SETUP-NATHANIEL-TOB.TP2~ #0 #0 // Nathaniel Mod for BGII:ToB

~SETUP-KIARA-ZAIYA.TP2~ #0 #0 // Kiara-Zaiya Version 1.6 for BG2 SOA

~SETUP-KIARA-ZAIYA.TP2~ #0 #1 // Custom Kiara-Zaiya soundset (available separately).

~SETUP-KIARA-ZAIYA.TP2~ #0 #2 // Alternate High level abilities by TG Maestro

~SETUP-KIARA-ZAIYA.TP2~ #0 #3 // Original Amaralis battles

~SETUP-KIARA-ZAIYA.TP2~ #0 #4 // Tougher Kiara vampire

~SETUP-KIARA-ZAIYA.TP2~ #0 #5 // Revised Suldalanessar

~SETUP-KIARA-ZAIYA.TP2~ #0 #6 // Jao and party for SOA: another tough fight

~SETUP-KIARA-ZAIYA.TP2~ #0 #7 // Tougher Irenicus at the tree of life

~SETUP-D0QUESTPACK.TP2~ #0 #4 // Alternative Harper/Xzar Plot

~SETUP-D0QUESTPACK.TP2~ #0 #5 // Extended Reynald Sequence

~SETUP-D0QUESTPACK.TP2~ #0 #6 // Intrigue In The Copper Coronet

~SETUP-D0QUESTPACK.TP2~ #0 #7 // Rahul Kanakia's Potion Quest

~SETUP-D0QUESTPACK.TP2~ #0 #8 // Revised Hell Trials

~SETUP-D0QUESTPACK.TP2~ #0 #11 // Saving Sanik In Brynnlaw

~SETUP-D0QUESTPACK.TP2~ #0 #12 // Burglary Of The Bookkeeper

~SETUP-D0QUESTPACK.TP2~ #0 #13 // New Fate For The Dryads' Acorns

~SETUP-D0QUESTPACK.TP2~ #0 #14 // The Tragedy Of Besamen

~SETUP-D0QUESTPACK.TP2~ #0 #15 // Further Slaver Involvement

~SETUP-D0QUESTPACK.TP2~ #0 #16 // Sending The Solamnic Knights Home

~SETUP-D0QUESTPACK.TP2~ #0 #17 // Nazariel The Lich

~SETUP-D0QUESTPACK.TP2~ #0 #18 // Reward Negotiation

~SETUP-D0QUESTPACK.TP2~ #0 #19 // Infernal Thievery

~G3ANNIVERSARY/SETUP-G3ANNIVERSARY.TP2~ #0 #0 // The Gibberlings Three Anniversary Mod

~SETUP-MTS\_CRAPPACKV2.TP2~ #0 #4 // Install Kensai-Valygar component (Discontinued NPC Tweak Pack Component)

~SETUP-MTS\_CRAPPACKV2.TP2~ #0 #5 // Universal Carsomyr by Kevin Dorner

~SETUP-MTS\_CRAPPACKV2.TP2~ #0 #6 // Paladin Patch by Falkentyne

~SETUP-MTS\_CRAPPACKV2.TP2~ #0 #8 // Extended Mage/Cleric Spell Tables by Kevin Dorner  
 ~SETUP-MTS\_CRAPPACKV2.TP2~ #0 #9 // All-Blunt Dwarven Thrower by Kevin Dorner  
 ~SETUP-MTS\_CRAPPACKV2.TP2~ #0 #24 // Install Charlotte sans Menagerie by Sir BillyBob  
 ~SETUP-MTS\_CRAPPACKV2.TP2~ #0 #25 // Install All Items Identified in Selence's Shop  
 ~SETUP-MTS\_CRAPPACKV2.TP2~ #0 #30 // Install Quest Pack Compatability patch by Moongaze  
 ~SETUP-MTS\_CRAPPACKV2.TP2~ #0 #32 // Install Kelsey Compatability patch by Moongaze  
 ~RR/SETUP-RR.TP2~ #0 #0 // Proper dual-wielding implementation for Thieves and Bards  
 ~RR/SETUP-RR.TP2~ #0 #1 // Thief kit revisions  
 ~RR/SETUP-RR.TP2~ #0 #2 // Bard kit revisions  
 ~RR/SETUP-RR.TP2~ #0 #3 // Bard High Level Ability revisions  
 ~RR/SETUP-RR.TP2~ #0 #4 // Proper spell progression for Bards  
 ~RR/SETUP-RR.TP2~ #0 #5 // Additional equipment for Thieves and Bards  
 ~RR/SETUP-RR.TP2~ #0 #6 // Revised Thievery  
 ~RR/SETUP-RR.TP2~ #0 #7 // Chosen of Cyric encounter  
 ~SETUP-REFINEMENTS.TP2~ #0 #10 // Revised High Level Abilities  
 ~SETUP-REFINEMENTS.TP2~ #0 #40 // Universal lesser mage robes  
 ~SETUP-REFINEMENTS.TP2~ #0 #73 // Revised Armors & Shields. -> Update the descriptions.  
 ~SETUP-ASHESOFEMBERS.TP2~ #0 #0 // Sensible weapon restrictions for MODS  
 ~SETUP-ASHESOFEMBERS.TP2~ #0 #2 // Unique weapons (bolas and katars)  
 ~SETUP-ASHESOFEMBERS.TP2~ #0 #3 // Throwing Spears  
 ~SETUP-ASHESOFEMBERS.TP2~ #0 #4 // Wizard Slayer kit MR bonus (8% + 4%/level)  
 ~SETUP-ASHESOFEMBERS.TP2~ #0 #12 // New Armour (Scale, Banded, and Field Plate)  
 ~SETUP-ASHESOFEMBERS.TP2~ #0 #14 // Sensible weapon restrictions for SoA (non-mod weapons)  
 ~SETUP-ASHESOFEMBERS.TP2~ #0 #15 // Sensible weapon restrictions for ToB (non-mod weapons)  
 ~SETUP-ASHESOFEMBERS.TP2~ #0 #18 // SoA Viconia's new proficiencies (Crossbow, Flail, Single-weapon Style, Scimitar, and Short Sword)) [Requires Sensible Weapons for SoA  
 ~SETUP-ASHESOFEMBERS.TP2~ #0 #19 // ToB Viconia's new proficiencies (Crossbow, Flail, Single-weapon Style, Scimitar, and Short Sword)) [Requires Sensible Weapons for ToB  
 ~SETUP-ASHESOFEMBERS.TP2~ #0 #20 // SoA Keldorn's new proficiencies (Crossbow becomes Spear)) [Requires Sensible Items for SoA  
 ~SETUP-ASHESOFEMBERS.TP2~ #0 #21 // ToB Keldorn's new proficiencies (Crossbow becomes Spear)) [Requires Sensible Items for ToB  
 ~SETUP-SONG\_AND\_SILENCE.TP2~ #0 #0 // Changes to trueclass bards and thieves, and unmodded game kits (required for other components)  
 ~SETUP-SONG\_AND\_SILENCE.TP2~ #0 #1 // Add new bardic store and thief items  
 ~SETUP-OVERSIGHT.TP2~ #0 #1 // Alignment Correction  
 ~SETUP-OVERSIGHT.TP2~ #0 #2 // Class Tweaks/Fixes  
 ~SETUP-OVERSIGHT.TP2~ #0 #3 // Altered Spells  
 ~SETUP-OVERSIGHT.TP2~ #0 #4 // Improved Continuity  
 ~SETUP-OVERSIGHT.TP2~ #0 #6 // Monk High Level Abilities  
 ~SETUP-OVERSIGHT.TP2~ #0 #7 // Holy Liberator  
 ~DIVINE\_REMIX/SETUP-DIVINE\_REMIX.TP2~ #0 #0 // Divine Remix Core Components (Required for Everything)  
 ~DIVINE\_REMIX/SETUP-DIVINE\_REMIX.TP2~ #0 #100 // Cleric Remix  
 ~DIVINE\_REMIX/SETUP-DIVINE\_REMIX.TP2~ #0 #200 // Druid Remix  
 ~SWORD\_AND\_FIST/SETUP-SWORD\_AND\_FIST.TP2~ #0 #1 // Monk Remix  
 ~SETUP-SDNPC.TP2~ #0 #0 // Yikari, a monk NPC  
 ~TB#TWEAKS/TB#TWEAKS.TP2~ #0 #100 // Nature's Beauty Tweak. (v2.10)  
 ~TB#TWEAKS/TB#TWEAKS.TP2~ #0 #150 // Imprisonment Fix. (v2.10)  
 ~TB#TWEAKS/TB#TWEAKS.TP2~ #0 #200 // Flesh to Stone Fix. (v2.10)  
 ~TB#TWEAKS/TB#TWEAKS.TP2~ #0 #300 // Drop Weapons in Panic Effect Removal. (v2.10)  
 ~TB#TWEAKS/TB#TWEAKS.TP2~ #0 #1250 // More cheating Wishes: -> Cheesy Limited Wish & Wish. (v2.10)  
 ~SETUP-KIVAN.TP2~ #0 #0 // Kivan of Shilmista  
 ~SETUP-KIVAN.TP2~ #0 #2 // Select Deheriana's Class -> Wild Mage  
 ~SETUP-KIVAN.TP2~ #0 #5 // Select Kivan's Portrait -> Do Not Install Alternative Portrait for Kivan.  
 ~SETUP-KIVAN.TP2~ #0 #7 // Install ToB Portion of the Mod  
 ~IYLOS/IYLOS.TP2~ #0 #0 // Iylos NPC for BGII:ToB (with Monk HLA Table by Kish)  
 ~SETUP-SC#IM6.TP2~ #0 #0 // SConrad's IM6-entry: Hubelpot Thistledown, the Vegetable Merchant NPC-mod  
 ~SETUP-SC#IM6.TP2~ #0 #1 // Hubelpot's Kit -> Default kit, the Totemic Druid  
 ~CROSSMODBG2/SETUP-CROSSMODBG2.TP2~ #0 #0 // Crossmod Banter Pack for Shadows of Amn  
 ~CROSSMODBG2/SETUP-CROSSMODBG2.TP2~ #0 #1 // Crossmod Banter Pack for Throne of Bhaal  
 ~CROSSMODBG2/SETUP-CROSSMODBG2.TP2~ #0 #2 // Crossmod Romance Conflicts  
 ~SETUP-Z#MISC.TP2~ #0 #1 // Improved Statue of Riddles  
 ~SETUP-Z#MISC.TP2~ #0 #17 // Expanded Spell Progression for Rangers  
 ~SETUP-Z#MISC.TP2~ #0 #18 // Expanded Spell Progression for Bards  
 ~SETUP-Z#MISC.TP2~ #0 #19 // Expanded Spell Progression for Paladins  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #10 // Remove Helmet Animations  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #40 // Change Viconia's Skin Color to Dark Blue  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #60 // Weapon Animation Tweaks  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #70 // Icewind Dale Casting Graphics (Andyr)  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #100 // Commoners Use Drab Colors  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #110 // Icon Improvements



~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #120 // Change Avatar When Wearing Robes or Armor (Galactygon)  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #130 // Force All Dialogue to Pause Game  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #1010 // More Interjections  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #1020 // Alter HP Triggers for NPC Wounded Dialogues  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #1050 // Gradual Drow Item Disintegration  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #1080 // Add Bags of Holding  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #1090 // Exotic Item Pack  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #1120 // Stores Sell Higher Stacks of Items  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #1130 // Reputation Resets in BG2 (BGT Only)  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #1140 // Gems and Potions Require Identification  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #1150 // Shapeshifter Rebalancing  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #1220 // Allow Cromwell to Upgrade Watcher's Keep Items  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #2020 // Two-Handed Bastard Swords  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #2030 // Two-Handed Katanas  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #2040 // Universal Clubs  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #2060 // Weapon Styles for All  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #2080 // Delay High Level Abilities  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #2092 // Change Experience Point Cap -> Level 30 Experience Point Cap  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #2140 // Expanded Dual-Class Options  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #2151 // Wear Multiple Protection Items -> No Restrictions  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #2192 // Limit Ability of Storekeepers to Identify Items -> Hybrid of Both Methods  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #2200 // Multi-Class Grand Mastery (Weimer)  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #3031 // Easy Spell Learning -> 100% Learn Spells and No Maximum Cap  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #3040 // Make Bags of Holding Bottomless  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #3050 // Remove fatigue from restoration spells  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #3060 // Remove "You Must Gather Your Party..." Sound (Weimer)  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #3121 // Happy Patch (Party NPCs do not fight or complain about reputation) -> NPCs can be angry about reputation but never leave (Salk)  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #3125 // Neutral Characters Make Happy Comments at Mid-Range Reputation  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #3150 // Turn Off The Hideous Cloak-of-Mirroring, Spell-Trap, and Physical Mirror Animations  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #3170 // No Drow Avatars On Party In Underdark  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #3183 // Romance Cheats  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #3190 // Rest Anywhere (Japheth)  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #4000 // Adjust Evil joinable NPC reaction rolls  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #4010 // Improved Fate Spirit Summoning  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #4030 // Consistent Stats: Edwin -> Use BG Values  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #4040 // Consistent Stats: Jaheira -> Use BG Values  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #4050 // Change Jaheira to Neutral Good  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #4060 // Consistent Stats: Minsc -> Use BG Values  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #4070 // Consistent Stats: Viconia -> Use BG Values  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #4080 // Make Khalid a Fighter-Mage (Domi)  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #4090 // Make Montaron an Assassin (Andyr)  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #4100 // Change Korgan to Neutral Evil  
 ~BG2\_TWEAKS/SETUP-BG2\_TWEAKS.TP2~ #0 #4110 // Give Kagain A Legal Constitution Score of 19  
 ~SETUP-BGTTWEAK.TP2~ #0 #0 // Eldoth reminds of Skie's ransom  
 ~SETUP-BGTTWEAK.TP2~ #0 #3 // Tougher Sarevok and Semaj  
 ~SETUP-BGTTWEAK.TP2~ #0 #5 // Druid/Ranger-responsive bears in BG1  
 ~SETUP-BGTTWEAK.TP2~ #0 #7 // Import more items into Shadows of Amn (WARNING: This can be considered a cheat)  
 ~SETUP-BGTTWEAK.TP2~ #0 #8 // Random activated traps in the pirate cave -> Install-time randomisation  
 ~SETUP-BGTTWEAK.TP2~ #0 #10 // Bags of the Sword Coast  
 ~SETUP-BGTTWEAK.TP2~ #0 #13 // Arkion reacts to player's reputation  
 ~SETUP-BGTTWEAK.TP2~ #0 #15 // More bandit scalps  
 ~SETUP-BGTTWEAK.TP2~ #0 #17 // Hooded unarmoured mages and thieves  
 ~SETUP-BGTTWEAK.TP2~ #0 #18 // Salk's Pen-and-Paper ruleset corrections  
 ~SETUP-BGTTWEAK.TP2~ #0 #19 // Import all NPCs into Shadow of Amn  
 ~SETUP-D0TWEAK.TP2~ #0 #0 // Enhanced Goodberries  
 ~SETUP-D0TWEAK.TP2~ #0 #4 // Tweaked Weapon Enchantments  
 ~SETUP-D0TWEAK.TP2~ #0 #5 // Additional Racial Enemies  
 ~SETUP-D0TWEAK.TP2~ #0 #7 // PnP Celestial Fury  
 ~SETUP-D0TWEAK.TP2~ #0 #11 // Visual Ioun Stones  
 ~SETUP-D0TWEAK.TP2~ #0 #18 // Improved Backstabbing  
 ~SETUP-MTS\_CRAPPACKV2.TP2~ #0 #31 // Install Ding0 Tweak Compatability patch by Moongaze  
 ~SETUP-UNIQUEARTIFACTS.TP2~ #0 #2 // Unique Artifacts -> Expanded  
 ~SETUP-UNIQUEARTIFACTS.TP2~ #0 #2 // Unique Artifacts -> Expanded  
 ~MIXMOD/MIXMOD.TP2~ #0 #5 // Increased Ammo Stacks -> Increase Ammo by 300%  
 ~MIXMOD/MIXMOD.TP2~ #0 #12 // Increased Gem and Jewelry Stacking -> Increase Gem and Jewelry by 300%  
 ~MIXMOD/MIXMOD.TP2~ #0 #19 // Increased Potion Stacking -> Increase Potion by 300%  
 ~MIXMOD/MIXMOD.TP2~ #0 #26 // Increased Scroll Stacking -> Increase Scroll by 300%  
 ~MIXMOD/MIXMOD.TP2~ #0 #44 // Modified Shapeshifting Fix for Refinements V2  
 ~MIXMOD/MIXMOD.TP2~ #0 #46 // Helmets for Shapeshifters Bug Fix

~SETUP-BGT-NPCSOUND.TP2~ #0 #0 // Baldurs Gate Trilogie NPC Sound  
 ~SETUP-XPMOD.TP2~ #0 #9 // Locks, Traps and Spells XP Reduction -> Reduce to 10%  
 ~SETUP-XPMOD.TP2~ #0 #10 // No XP for learning spells  
 ~SETUP-XPMOD.TP2~ #0 #12 // Quest XP Reduction -> Reduce to 50%  
 ~SETUP-END\_BIFF.TP2~ #0 #1 // Override Biffing -> This method biffs all files in the override folder and it's not possible to uninstall it.  
 ~SETUP-BP-BGT-WORLDMAP.TP2~ #0 #0 // Revised worldmap for the Baldur's Gate v6.6.1 - including coloured Baldur's Gate map icons -> Installing new Worldmap for use with Mega Modification...  
 ~SETUP-BP-BGT-WORLDMAP.TP2~ #0 #2 // Travel Times and Area Visibility -> Original Area Visibility and Travel Times for BG1 & SoA/TOB+BP Family Mods  
 ~SETUP-BP-BGT-WORLDMAP.TP2~ #0 #4 // Worldmap size: Choose the size of the worldmap -> Large Worldmap 4900x3500  
 ~SETUP-BP-BGT-WORLDMAP.TP2~ #0 #6 // Worldmap for Throne of Bhaal -> Use new worldmap for Throne of Bhaal as well  
 ~SETUP-GUI.TP2~ #0 #2 // Game Graphical User Interface (GUI) -> "Shadows Over Soubar"  
 ~CHLOE.TP2~ #0 #0 // Chloe NPC mod v1.2  
 ~IMOEN.TP2~ #0 #0 // 'Imoen Romance Add-on Mod BG2:SoA(ToB required!)v1.201'  
 ~SETUP-NPCFLIRT.TP2~ #0 #0 // Aerie Flirt Pack For SOA  
 ~SETUP-NPCFLIRT.TP2~ #0 #1 // Aerie/Solaufein Romance Conflict For SOA (Solaufein V60 or greater recommended)  
 ~SETUP-NPCFLIRT.TP2~ #0 #2 // Aerie Flirt Pack For TOB  
 ~SETUP-NPCFLIRT.TP2~ #0 #3 // Aerie/Solaufein Romance Conflict For TOB (Solaufein V60 or greater recommended)  
 ~SETUP-NPCFLIRT.TP2~ #0 #4 // Jaheira Flirt Pack for SOA  
 ~SETUP-NPCFLIRT.TP2~ #0 #5 // Jaheira/Solaufein Romance Conflict For SOA (Solaufein V60 or greater recommended)  
 ~SETUP-NPCFLIRT.TP2~ #0 #6 // Jaheira Flirt Pack for TOB  
 ~SETUP-NPCFLIRT.TP2~ #0 #7 // Jaheira/Solaufein Romance Conflict For TOB (Solaufein V60 or greater recommended)  
 ~SETUP-NPCFLIRT.TP2~ #0 #8 // Viconia Flirt Pack for SOA  
 ~SETUP-NPCFLIRT.TP2~ #0 #9 // Viconia/Solaufein Romance Conflict For SOA (Solaufein V60 or greater recommended)  
 ~SETUP-NPCFLIRT.TP2~ #0 #10 // Viconia Flirt Pack for TOB  
 ~SETUP-NPCFLIRT.TP2~ #0 #11 // Viconia/Solaufein Romance Conflict For TOB (Solaufein V60 or greater recommended)  
 ~SETUP-NPCFLIRT.TP2~ #0 #12 // Anomen Flirt Pack for SOA  
 ~SETUP-NPCFLIRT.TP2~ #0 #13 // Anomen/Solaufein Romance Conflict For SOA (Solaufein V60 or greater recommended)  
 ~SETUP-NPCFLIRT.TP2~ #0 #14 // Anomen Flirt Pack for TOB  
 ~SETUP-NPCFLIRT.TP2~ #0 #15 // Anomen/Solaufein Romance Conflict For TOB (Solaufein V60 or greater recommended)  
 ~SETUP-BANTERPACK.TP2~ #0 #0 // Pocket Plane Banter Pack for BG2: Shadows of Amn  
 ~SETUP-BANTERPACK.TP2~ #0 #2 // Pocket Plane Banter Pack for BG2: Throne of Bhaal  
 ~SETUP-BANTERPACK.TP2~ #0 #3 // Install TOB Banter Accelerator script? (Increases the frequency of interparty banter)  
 ~SETUP-AZENMOD.TP2~ #0 #0 // Azengard Tactical Encounter MOD v2.0 (ToB)

## E. POSSIBLE ERROR MESSAGES AND THEIR REMOVAL:

An Assertion failed in CHSound.cpp at line number 4905

--> The songlist may only have 100 entries (0 - 99). Make sure that the cursor stands 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 - SvA“

FATAL ERROR: Sys\_error("dialog.tlk: Permission denied")

--> No dialogs were added. This happens if during the installation the game still is running.

You get the Message to insert **CD 255**

--> Copy the file MOVIECD5.BIF from the DVD from the folder ...\\CD5\\Movies into the folder ...\\BGII - SoA\\override.

**Errors in connection with . \_** z. B. ERROR: .../scripts/. \_ar6300.baf

This special problem appears only if you had saved your files one day on a computer with an 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 v2.3, Refinements v3.02) come across with them.

Open in such a case the concerning folder, activate the function "show hidden files" and delete all files, that begin with. \_ . Then you can carry out your installation easily.

## F. 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 it a hint to the mod author and ordinarily works with the game. It means only that an additional variable is set up. It is a WeiDU quality, and it leads to no program errors - and all interjections were tested extensively, here thus you are sure.

WARNING: REPLACE specifies no WEIGHT for state 109 and DLG uses non-trivial weights. Using weight from DLG (39). [65]

This is it a hint to the mod author and ordinarily works with the game..

WARNING: Fast SET\_2DA\_ENTRY failed, falling back on old method...



This works only not in such a way as WeiDu tries as the first possibility. 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 change in the script had to be carried out because another mod is not installed.

## 2. Typos

Reports like the following are only typos which probably lead to mistakes, because variables are not set. These can be just being absent quotation marks or tildes. Not all of this failures are injurious: 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 much dramatike, the fact that a mod fails to check charisma correctly won't be noticed - unless you deliberately created CHARNAME with a low charisma to *avoid* the Ariena romance.

WARNING: cannot verify trigger ~!InParty("Zaiya")~: Failure("lexing: empty token")  
should say: ~!InParty("Zaiya")~

WARNING: cannot verify action ~SetGlobal("KiaraChallenge",LOCALS",1)~: Failure("lexing: empty token")  
should say: ~SetGlobal("KiaraChallenge", "LOCALS",1)~

WARNING: cannot verify trigger ~=InParty("Kiyone") InMyArea("Kiyone")~: Failure("lexing: empty token")  
should say: ~=InParty("Kiyone") InMyArea("Kiyone")~

WARNING: cannot verify action ~SetTokenObject("DORCNAME",<PLAYER1>)~: Failure("lexing: empty token")  
should say: ~SetTokenObject("DORCNAME",PLAYER1)~

WARNING: cannot verify trigger ~CheckStatGT(Player,12,CHR)~: Not\_found  
should say: ~CheckStatGT(Player1,12,CHR)~

These and all similar warnings signify typos from the mod author which cause an error in the ACTION.IDS. The suitable script block will fail in the game..

WARNING: cannot verify action ~Global("freebae","GLOBAL",1)~: Parsing.Parse\_error  
should say: ~SetGlobal("freebae","GLOBAL",1)~

These and all similar warnings signify errors which cause an error in the ACTION.IDS. The suitable script block will fail in the game.

It is astonishingly difficult to compare the Debug file and the program code to find a problem which is caused by a single missing type!

## 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 to the fact that the block to which something should be added was changed before by a previous mod, which is why this action fails.

Warning: cannot find block matching [redemption/bcs/ AR6200asc.bcs]

A special case of the previous one: Redemption and Longer Road search not only after specific script blocks, but also after 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.