BiG WORLD PROJECT

by Leonardo Watson

Baldur's Gate™

Entire installation instructions for the Baldur's Gate Mega-Mod, Version 15.3

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GREETING OF AUTHOR

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

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

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

Most of the other megamods have always failed up to now because of the fact that the players have thrown together a few mods haphazardly. However, decisively for a functioning Megamod the right combination is the Mods. Also it is as important to solve a problem at the root and not only to remove the symptoms as it was mostly done before. See in addition also this contribution:
http://forums.blackwyrmlair.net/index.php?s=&showtopic=4018&view=findpost&p=33478

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

The **B¿G World Project** is an extensive package with instructions, downloader, installer, bug-fixes and text-patches in various languages, that allows a smoothly and faultless installation.

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

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

I wish you a lot of fun with your **B¿G World Megamod**.

Leonardo Watson

INTRODUCTION

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

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

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

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

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

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

The **B¿G World Project** is constantly going through changes to acquire a more stable and bug free version with every new update. The number of modifications can be overwhelming, some are better, some are worse, some are over-powered and others are not compatible. For a satisfying game you should make a choice before and not throw unhesitatingly all the mods into the BGII folder. The more mods you install, the greater the risk that conflicts, undiscovered up until now, will appear.

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

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

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

This order takes into consideration all interactions known about at this point. The whole installation procedure by using the **B¿G World Install.bat** is faultless. That does not mean however, that the mods themselves are faultless.

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

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

HARD DISK

The hard disk should be formatted as NTSF, not as FAT32. The number of files in the override folder for a full installation of BWP exceeds the limit of the FAT32 system to max. 65 534 files!
If your computer is equipped with a second hard drive then install BWP there. The installation on the second hard disk is much faster (in my case in less than half the time!)

The full installation requires 50 GB of hard drive space and temporary 2.54 GB for Baldur's Gate I.
Note that afterwards still 20% of the disk should be free to allow the operating system to function properly.

RAM

A few mods (Stratagems for example) need up to 4 GB RAM. Windows XP can only address max 2 GB RAM despite with how many RAM your computer is equipped.
So you need at least the Windows 7 operating system (64 bit recommended). Your computer must be equipped with more than 4 GB RAM. Set your virtual memory at least on doubled the size of your installed RAM.
If you have Windows 7 32 bit installed you must remove the 2 GB limit with the patch from here:
http://www.unawave.de/windows-7-tipps/32-bit-ram-barrier.html?lang=EN
Note: As long as the DDR limit is unlocked, the Windows update does not work.

INSTALLATION PATH

(will be executed by the **B¿G World Install.bat**)

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

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

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

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

```
HD0:=C:\Program files\Black Isle\BGII - SoA\
CD1:=C:\Program files\Black Isle\BGII - SoA\CD1\
CD2:=C:\Program files\Black Isle\BGII - SoA\CD2\;C:\Program files\Black Isle\BGII - SoA\CD2\
CD3:=C:\Program files\Black Isle\BGII - SoA\CD3\
CD4:=C:\Program files\Black Isle\BGII - SoA\CD4\
CD5:=C:\Program files\Black Isle\BGII - SoA\CD5\
```

Make sure that the listed pathnames are identical with the real pathnames and rename them if necessary.

CLEAN INSTALL - CD AND DVD VERSION ONLY

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

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

Install Baldur's Gate II - Shadows of Amn with all components (all check boxies activated).
Install the extension Thrones of Bhaal with all components.
Install the patch 26498.
DO NOT install Baldurdash and DO NOT install the Patch 26499!

Check that the movieCD5.bif file is in your Baldur's Gate\movies folder. This file is not copied with some DVD versions. The absence of this file causes a crash to desktop when you enter the city of Baldur's Gate. In addition, some mods cannot be installed. Copy the file movieCD5.bif from the DVD from the folder ...\CD5\movies into the movies folder.

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

CLEAN INSTALL - GOG DIGITAL VERSION ONLY

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

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

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

CONFIGURATION OF BALDURS GATE

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

SHORTLY PLAY THE GAME

(not required when using **B&G World Installpack**)

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

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

DOWNLOAD OF THE MODS

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

http://kerzenburg.baldurs-gate.eu/showthread.php?t=34931

During the Installation some fixes and patches are required. All needed files (patches and fixes) are included in the folders **BiG World Fixpack**, **BiG World Textpack**, **BiG World Trimpack (Borkpack)** and **BiG World Installpack** which can be downloaded at the same site as these instructions:

http://www.shsforums.net/index.php?automodule=downloads&showcat=72
http://kerzenburg.baldurs-gate.eu/downloads.php

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

EDITING THE FILE BALDUR.INI

(will be executed by the **BiG World Install.bat**)

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

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

Activate blood patch
(only in some countries where it is disabled for juridical reasons)
Below [Game Options], add "memory access=100" (without quotation marks) as the last line. You receive an additional button in the settings to switch blood on/off.

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

AVOID PROBLEMS

Although the whole installation is well documented, on account of his complexity and the many patches during the installation it is nearly impossible to install this megamod by hand. Please, use instead of this the installation files!
Using these batch files means mods can be automatically installed as per my guide. You just need to double click the batch files. Besides, you save a lot of time!

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

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

Make absolutely sure that the folder in which you run the current installation is named BGII - SoA. Some mods read the path stated in the baldur.ini which is registered there with the installation of BG2. If the current directory does not agree with the path registered there, the installation will fail.

Installation of mods such as BG2 Tweaks, Mid_BiFF, End_BiFF, Ding0's Experience Fixer, BGT-NPCSound-WeiDU is extremely memory-intensive! To avoid a system crash, adjust your virtual memory to a minimum value of 2 GB.

TAKE YOUR BG CD OR BG DVD OUT OF YOUR DISK DRIVE BEFORE YOU CONTINUE! You should also have no other CD in your disk drive!

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

SPECIAL CASE WINDOWS VISTA

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

INSTALLATION WITH THE B¿G WORLD INSTALLPACK

Once you start the **B¿G World Install.bat** by double-clicking a dialogue begins that leads you through the configuration. The program checks the prerequisites for the installation. If necessary, you will be prompted to add the missing files.
You can choose your game (BGII or BGT), the type of mods (quests, NPCs, items, tweaks and so on, the difficulty and much more. When occurring incompatibilities, the program offers solutions. You can also select under various compilations recommended by players or you can use your previously created own selection.

Then the entire **B¿G World Megamod** will be installed according to the **B¿G World guide** and according to the settings. Missing mods will be simply skipped.
The **B¿G World Fixpack**, the **B¿G World Textpack** and the **B¿G World Trimpack (Borkpack)** will be started by the **B¿G World Install.bat**.

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

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

The automated installation without any backups is intentional! At several steps single files get copied into the override folder. WeiDU cannot handle this. So, if you feel the need to change your installation, please don't try un-installing and re-installing, but install the whole mod from scratch! Trust me - it's safer!

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

EDITING THE BATCH FILES

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

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

Note: All these tools will work with Windows NT/2000/XP/Vista/Windows7, however not with Windows 98.

THE BiG WORLD

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

by Leonardo Watson

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

This guide provides step-by-step instructions on installing the more than 400 seperate mods.

1. CORRECTIONS AND IMPROVEMENTS

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

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

only for German users

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

only for French users

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

only for Spain users

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

only for German users

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

only for French users

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

only for Spain users

1.7 BG2-Soundfix

only for German users

1.8 Sonidos_BG_TotSC_castellano

only for Spain users

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

This tool enables a lot of enhancements to the game engine without hacking the .exe file.

TobEx should be installed and configured before installing dependent mods. However, if you run into issues in the game later, you can still manually edit TobEx.ini and disable hacks.
The components of "Taimons tob_hacks" are fully included in this mod.

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

Would you like to display the readme?		[N]o
Would you like to display the components from [Extras]?		[Y]es
Install Component 100	[TobEx - Core]?	[I]nstall

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

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

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

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

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

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

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

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

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

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

This component is identical to tob_hacks, SCS and SCS.

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

This component is NOT compatible with tob_hacks.

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

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

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

1.10 Ascension v1.4.23

~SETUP-ASCENSION.TP2~

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

Ascension is one the most popular mods at all, but as long as he is not fundamentally revised, it causes troubles in each configuration. Ascension is about the only mod that should be installed before the BG2 fixpack.
The Big Picture mod contains its own, improved version of this mod.
Ascension is fully compatible with SCS, however, the version of Ascension that is included in the Big Picture mod is not compatible with SCS.
The component 'Tougher Illasera' needs to be installed before BGT-WeiDU, since AR4000.BCS is replaced, resulting in all the BG1 dream cutscenes occurring at rest in a Throne of Bhaal game.

Copy the folder **ascension** and the files **Setup-Ascension.exe** and **Setup-Ascension.tp2** into your main SoA directory.
One or more files of this mod must be changed. This will be done by the patch from the folder **B¿G World Fixpack**.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 0	[Ascension v1.41 (requires ToB)]?	[I]nstall

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

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

1.11 The Undying v2.52 (1)

~SETUP-THEUNDYING.TP2~

The mod includes two NPCs and the quest mod "Desecration of Souls".

1. Callisto T' sarran, a neutral evil elven fighter/berserker with a tragic past and a sadistic present. mod also includes new encounters, new items, stores, dialogs between Callisto and the BioWare NSCs
2. An elven fighter-mage with a rancor against Irenicus, but she does not speak a lot about that. She has some banters with the main character and Imoen, but ignores the other NPCs in most cases. .
3. "Desecration of Souls" provides 4 new shops, new articles and encounters.

NOTE: *This mod must be installed in two steps! The components "Smarter Enemies" and "Harder Enemies" are overwriting files instead of patching them and thus must be installed before BG2 Fixpack.*

The Undying must be installed after Spellpack because it changes SPWI231A in a way that otherwise the Spellpack component Hypnotic Pattern cannot be installed anymore.

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

Install Component 0	["The Undying" Mod (Requires Throne of Bhaal)]?	[N]ot Install
Install Component 1	[Harder Enemies]?	[I]nstall
Successfully installed		Press ENTER to exit

The readme opens.

1.12 Oversight v14 (1)

~SETUP-OVERSIGHT.TP2~

Corrects alignments, improves the classification of NPCs.

NOTE: *This mod must be installed in two steps! The component Tougher Sendai overwrites files instead of patching them. If you want to insert it, you must install it before BG2 Fixpack, all the others much later after the installation of Big Picture!*

This mod must be installed before Divine Remix.

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

Choose your language:		0 [English]
What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 0	[Tougher Sendai (ToB Required)]?	[I]nstall

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

Install Component 1	[Alignment Correction]?	[N]ot Install

This component is included in enlarged form already in BG2 Fixpack

Install Component 2	[Class Tweaks/Fixes]?	[N]ot Install

Install Component	3	[Altered Spells]?	[N]ot Install
Install Component	4	[Improved Continuity]?	[N]ot Install

This component is included except for Saemon Havarian part already in BG2 Fixpack

Install Component	5	[Cleric Kits]?	[N]ot Install
Install Component	6	[Monk High Level Abilities]?	[N]ot Install
Install Component	7	[Holy Liberator]?	[N]ot Install
Install Component	8	[Expanded Brynnlaw]?	[[N]ot Install
Install Component	9	[Equalizer Longbow]?	[N]ot Install
Successfully installed			Press ENTER to exit

The readme opens.

1.13 BG2 Fixpack v10

~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~

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

Copy the folder **bg2fixpack** and the file **Setup-bg2fixpack.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [English]
Would you like to Display the components from [Optional, But Cool]?			[Y]es
Install Component	0	[BG2 Fixpack - Core Fixes]?	[I]nstall
Install Component		[BG2 Fixpack - Game Text Update]	
	1000	[1] GTU Light (by Wisp)	[I]nstall
	1001	[2] GTU Classic (from Baldurdash, by Kevin Dorner)	
Install Component	3	[BETA Core Fixes (please check the readme!)]?	[I]nstall
Install Component	100	[Party Gets XP for Sending Keldorn to Reconcile With Maria]?	[I]nstall
Install Component	101	[Improved Spell Animations]?	[I]nstall
Install Component	102	[Cromwell's Forging Actually Takes a Day]?	[I]nstall
Install Component	103	[Mixed-Use Dagger Fixes]?	[I]nstall
Install Component	104	[Ghreyfain's Holy Symbol Fixes]?	[I]nstall
Install Component	106	[Giants Receive Penalties When Attacking Halflings, Dwarves, and Gnomes]?	[I]nstall
Install Component	107	[Remove Dual-Classing Restriction from Archers and Stalkers]?	[I]nstall
Install Component	108	[Remove Second Attribute Bonus for Evil Path in Wrath Hell Trial]?	[I]nstall
Install Component	109	[Corrected Summoned Demon Behavior]?	[I]nstall
Install Component	110	[Additional Script Fixes]?	[I]nstall
Install Component	111	[Bard Song Fixes]?	[I]nstall
Install Component	112	[Wizard Slayers Cause Miscast Magic on Ranged Attacks]?	[I]nstall
Install Component	113	[Additional Alignment Fixes]?	[I]nstall
Install Component	114	[Change Free Action to Protect Against Stun]?	[I]nstall
Install Component	115	[Paws from Shapeshifting Can Not Be Dispelled]?	[I]nstall
Install Component	116	[Remove Thieving Start Bonuses from Bard and Ranger Skills]?	[I]nstall
Successfully installed			Press ENTER to exit

The readme opens.

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

1.14 Baldurdash Weidu v1.68 (1)

~SETUP-BDTOBV168.TP2~

This is an edited version of this mod. Most of these components are already included in the BG2Fixpack. These remain untouched from the edited version!
Nevertheless, several fixes which are not handled by BG2Fixpack are included. Besides, this mod is required for a future installation of NEJ 6.8.
Use by no means the original tp2 file from Baldurdash together with the BG2Fixpack!

NOTE: *This mod must be installed in two steps! The component RESTORED DAK'KON'S BLADE should be installed only after the Item Revisions main component!*

Copy the folder **Bdash** and the files **Setup-BDToBv168.exe, Setup-BDToBv168.tp2, BDToBv16-PostTaskE.bat, BDToBv16-PostTaskG.bat, BG2ToBFixPack112ReadMe.txt, BD-WeiDU 1.68 Readme.txt** and **Liesmich.htm** into

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

Choose your language:			0 [English]
What should be done with all components that are NOT YET installed?			[A]sk about each one?
Install Component	0	[Baldurdash Fix Pack for ToB, v1.68 WeiDU]?	[I]nstall
Install Component	1	[MULTI-STRONGHOLDS]?	[N]ot Install

A similar (improved?) component may be installed later from the BG2TweakPack. Incompatible with CliffHistory and Oversight mods.

Install Component	2	[RESTORED TWISTED RUNE QUEST]?	[I]nstall
Install Component	3	[RESTORED HINDO'S DOOM]?	[I]nstall
Install Component	4	[GRAND MASTERY FIX (by James Schumacher)]?	[N]ot Install

This component is also included in BG2Tweaks; a refined variation is included in the Mixed Mod 5!

Install Component	5	[IMPROVED COPPER CORONET]?	[I]nstall

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

Install Component	6	[RESTORED DAK'KON'S BLADE]?	[N]ot Install

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

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

This component is also included in Never Ending Journey 2 v42b

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

This component is also included in Never Ending Journey 2 v42b
This component is based on a very old version of Rogue Rebalancing (v3.11) and therefore contain some outdated (and potentially problematic) code. Use the "Proper dual-wielding implementation for Thieves and Bards" component of Rogue Rebalancing instead.

Install Component		[Textupdatepack]?	[N]ot Install
	9	[1] Baldurdash English Text Update Pack for ToB, v1.4 WeiDU	
	10	[2] Deutsche Korrektur von Textfehlern v2.1	

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

Successfully installed			Press ENTER to exit

Es öffnet sich die Read Me.

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

1.15 igi's Key Names v2

~IIKEYNAMES/SETUP-IIKEYNAMES.TP2~

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

iikeyNamess can only be installed as long as the 2da files are three-columned, that means only before the big BG2 mods.
NOTE: *Party AI must be enabled for this mod to work correctly.*

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

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

1.16 One Pixel Productions v4 (1)

~1PP/1PP.TP2~

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

The current Item Revisions is mostly compatible with 1PPv4, but avoid installing 1PPv4 shield and helmet components. IR still has to be installed after 1PP core components.

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

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

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

Copy the folder **1PP** and the files **setup-1pp.exe** and **1pp.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o
What should be done with all components that are NOT YET installed? [A]sk about each one?
Install Component 101 [Core paperdolls]? [I]nstall
Required for most of the components that follow.
This component is mostly included in Item Revisions but the One Pixel Productions component is more up-to-date.
Install Component [Extended palette entries]? [N]ot Install
This component raises the count of available colours from 116 to 256.
102 1] Compatibility install only
only for Mac OS X
103 2] Full install (recommended)
Install Component 104 [GUI additions for BGII]? [N]ot Install
This component is neither compatible with LadeJarl Tutu's GUI nor with W_GUI.
Install Component 105 [Avatar fixes]? [N]ot Install
Requires component 101
Fully compatible with Item Revisions
Install Component [Female Dwarves]?
This .exe patch allows separate animations for female and male dwarves AND female gnomes.
106 1] Separate Avatars for Female Dwarves - Baldur's Gate II
107 2] Separate Avatars for Female Dwarves - Icewind Dale II
108 3] Separate Avatars for Female Dwarves - Icewind Dale II EU
109 4] Separate Avatars for Female Dwarves - Icewind Dale I HoW
Install Component [Thieves Galore]?
This .exe patch supports full thief animation avatar sequences. This component will fail to install if Infinity Animations is already installed.
110 1] IWD HoW/ToTL - Unique Thief Avatars
111 2] BGII - Unique Thief Avatars
112 3] IWDII - Unique Thief Avatars
Install Component 113 [Smart Avatar & Armour Switching]? [N]ot Install
This is an improved version of the BG2 Tweaks component [Change Avatar When Wearing Robes or Armor (Galactygon)]. You may not install both together.
Install Component 114 [Softer Spell Effects]? [I]nstall
*Note that 3D support has to be enabled for this component to work properly. In the baldur.ini there should be a line **3D Acceleration=1** under [Program Options]. If you run your game with software rendering mode, it is not recommended to install this.*

WARNING: This component will only work properly with 3D support enabled (alpha blending). Installing this component on BG2 in software rendering mode IS NOT A GOOD IDEA.
1. I understand and want to continue.
2. Cancel installation.
PLEASE ENTER 1 OR 2
Install IWD-style Agannazar's Scorcher or alternate style?
1. IWD style
2. BGII alternate
PLEASE ENTER 1 OR 2
Install less obtrusive dispel magic effect?
1. Yes
2. No (install improved stock effect instead)
PLEASE ENTER 1 OR 2
Install Component 200 [Core content patches]? [I]nstall

Requires component 101
Includes also BW_Herbs_bg2 items

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

Requires component 101

Install Component	204	[Colourable Quarterstaves]?	[N]ot Install

Requires component 101; fully compatible with Item Revisions

Install Component	205	[Legacy Shields]?	[N]ot Install

Requires component 101; not compatible with the current Item Revisions

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

Requires component 101; not compatible with the current Item Revisions

Install Component	207	[Wizards' Staves (core)]?	[N]ot Install

Requires component 101

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

Requires component 101; not compatible with the current Item Revisions

Install Component	209	[Attachable wings (core)]?	[N]ot Install

Requires component 101

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

Requires component 101

Install Component	400	[Core updates and item patches]?	[N]ot Install

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

Install Component	401	[Improved projectile effects]?	[N]ot Install

Requires components 200 and 400

Install Component	300	[Fixed animations for solars and elementals]?	[N]ot Install
Install Component	301	[Miscellaneous content fixes]?	[N]ot Install
Successfully installed			Press ENTER to exit

2. NEVER ENDING JOURNEY (NEJ)

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

2.1 Never Ending Journey 2 v42b

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

This mod is a whole game in itself without any connection to the main BG2 plot. By taking the portal immediately north of the starting area in Irencius' dungeon the party will travel through time and space to the town of Easthaven about 100 years ago and meet the heroes from Icewind Dale. Your task is to influence the conflict between the two different schools of magic and thus to change the future history. Back in BG2 to the present time you will meet Melora and get the quest for searching Leina. The mod adds new kits and changes Imoen and Jaheira to reflect their unique personality.

This "outdated" version is cumbersome to install and lacks much of the current content. However, translations are available for it.

If you want to play NEJ2 v42 within the megamod, you need also the v6.02 patch and the BGT-NEJ v1 patch. There is an incompatibility between NEJ and CtB in the kind of a small number of creatures that uses the same animation what looks a little bit funny. This problem is solved with "Infinity Animations".

Install the file **NEJ2v42.exe** into any dummy folder **but by no means into your main directory!** Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folders **Intro, NeJ, NeJ2** and the files **tisunpack.exe, Setup-NeJ2.tp2, Setup-NeJ2.exe, oggdec.exe, NoCD.exe, NeJUninstaller.bat, NeJ-Readme.txt, NeJAreasSounds.bat** as well as a file **SETUP-NEJ2.DEBUG** in that dummy folder. Move them except the **SETUP-NEJ2.DEBUG** into your main SoA directory.

Don't use the NEJ2Biffer v3 as recommended in earlier versions. We need the files unbiffed in the override otherwise some tweaks like stratagems would fail!

One or more files of this mod must be changed. This will be done by the patch from the folder **B.G World Fixpack**. Start the installation with the setup-NEJ2Biffer.exe. This starts setup-NEJ2.exe automatically. This installation may last 20 minutes! Afterwards the DOS dialog appears:

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

The next three components are replaced by the new mod BGTNeJ2

Install Component 1	[Continuous and Custom Kit Imoen]?	[N]ot Install

This component must be installed, otherwise NEJ2v602 cannot be installed.
The revised version of this component is installed with BGTNeJ2.

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

The revised version of this component is installed with BGTNeJ2.

Install Component 3	[Boo - Minsc's Familiar]?	[N]ot Install

This component should not be installed with the component „The Kidnapping of Boo by Cliffette“ from Unfinished Business für BGII or you could install both and test to see if they both work.
The revised version of this component is installed with BGTNeJ2.

Install Component 4	[Improved Nymph (Woodland Being) Script by Goeran Rimen]?	[N]ot Install

This component is already included in Baldurdash WeiDU.

Install Component 5	[Restored Twisted Rune Quest]?	[N]ot Install

This component is already included in Baldurdash WeiDU.

Install Component 6	[Dual Wielding Fix for Rogues by aVENGER]?	[N]ot Install

OUTDATED

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

Install Component	7	[Never Ending Journey v4.2 - Part 2]?	[I]nstall
Install Component	8	[Melora NPC - Chaotic-Neutral Halfling Swashbuckler]?	[I]nstall
Install Component	9	[Leina NPC - True-Neutral Half-Elf Bard Of Melody]?	[I]nstall
Install Component	10	[Areas & Soands]?	[I]nstall
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

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.
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.

2.2 BGTNeJ2 v1.1 (1)

~SETUP-BGTNEJ.TP2~

This Mod is actually an extract from 9 optional components from NeJ2.
Not to be confused with BGT-NeJ2 Compatibility Modification v1!

NOTE: If you have installed NEJ, this mod must be installed in two steps! The component Continuous and Custom Kit Imoen is to be installed before NEJ2v602, all the others after the installation of BGT! If you have not installed NEJ you can install this mod after BGT.
Copy the folder **BGTNEJ** and the files **Setup-BGTNeJ.exe** and **Setup-BGT-NEJ.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

What should be done with all components that are NOT YET installed?			[A]sk about each one?
Install Component	0	[Continuous and Custom Kit Imoen]?	[I]nstall

This component must be installed, otherwise NEJ2v602 cannot be installed.
Not compatible with the mod Imoen Romance.

Install Component	1	[New Imoen Portrait]?	[N]ot Install
Install Component	2	[Priest of Sylvanus (Druid) Kit and Improved Character Jaheira.]?	[N]ot Install
Install Component	3	[New Jaheira Portrait]?	[N]ot Install
Install Component	4	[Boo - Familiar of Minsc (This component is not available in BG1!]?	[N]ot Install
Install Component	5	[Various Enhancements for BG1 (BGT required!)]?	[N]ot Install
Install Component	6	[Merchant League Bank (BGT required!)]?	[N]ot Install
Install Component	7	[More Items from BG1 (BGT required!)]?	[N]ot Install

Identical to the BGTTweak component "Import more items into Shadows of Amn".

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

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

Successfully installed			Press ENTER to exit

2.3 NEJ2v602

~SETUP-NEJ2V602.TP2~

With this patch errors get remedied in NeJ.

NEJ must be installed if you want to install this mod!
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**.
One or more files of this mod must be changed. This will be done by the patch from the folder **B¿G World Fixpack**.
Double-click the Setup. The DOS dialogue appears:

Install Component	0	[Never Ending Journey v6.02 (cumulative patch)]?	[I]nstall
Install Component	1	[New Imoen Portrait]?	[N]ot Install

OUTDATED

OUTDATED

Later you have again the possibility to install the portrait

```
Install Component  2    [Animation Compatibility Fix for "Tortured Souls"]?          [I]nstall
Install Component  3    [NoCD Missing DLL. Please install it if you previously failed to install NoCD patch.]?
                                                                                     [N]ot Install
Successfully installed                                                               Press ENTER to exit
```

NOTE: Copy after installation the files **MINSC.BCS** and **staf15.itm** from the folder BiG World Fixpack into the override folder. The file MINSC.BCS should solve the “stutter bug”.

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

3. THE BIG BG2 MODS PRE-BGT

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

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

Due to their complexity the mods until today are not yet bug-free. A general problem of the big BG2 mods (NEJ, TDD, SOS, RED, CTB) is that they all use files from IWD, but these were not renamed and if for example a quest item of TDD has the same file name as a quest item of NEJ, of course, this leads to complications. You will most likely run into problems in some places and will have to use the CLUA console in order to be able to further-play. For beginners, these mods are not recommended.

3.1 Shadows Over Soubar v1.13

~SETUP-SOS.TP2~

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

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

Choose your language:		0 [English]
Install Component 0	[Shadows Over Soubar, v1.13]?	[I]nstall
Install Component 1	[Remorhaz walking speed adjustment]	[N]ot Install
Successfully installed	[Shadows Over Soubar, v1.13]	Press ENTER to exit

Further files get copied

Installation complete. Press any key . . .	Press ENTER

The readme opens.

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

3.2 Check the Bodies v1.13a

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

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

There is an incompatibility between NEJ and CtB in the kind that a small number of creatures uses the same animation what looks a little bit funny. This problem will be solved with "Infinity Animations".

Copy the folder **CtB** and **CtB_FF** and the files **Setup-CtB.exe, Setup-CtB_FF.exe, Setup-CtB.tp2, Setup-CtB-Chores.tp2** and **Setup-CtB_FF.tp2** into your main SoA directory.
Double-click the Setup-CtB.exe. The DOS dialog appears:

Choose your language:		0 [English]
Install Component 0	[Check The Bodies]?	[I]nstall
Successfully installed	[Check The Bodies]	Press ENTER to exit

This installation may last 9 minutes!

Installation of the core CtB package is complete. Press any key . . .	Press ENTER
Choose your language:	0 [English]

Install Component 0	[Candlekeep Chores]?	[I]nstall
Successfully installed	[Candlekeep Chores]	Press ENTER to exit
Candlekeep Chores is complete. Press any key . . .		Press ENTER

The readme opens.

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

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

Double-click the Setup. The DOS dialogue appears:

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

The readme opens.

3.4 TethyrForestPatch v3b
~TETHYRFORESTPATCH/SETUP-TETHYRFORESTPATCH.TP2~

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

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

Choose your language:		0 [English]
Install Component 0	[Tethyr Forest Patch]?	[I]nstall
Successfully installed	[Tethyr Forest Patch]	Press ENTER to exit

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

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

The **B¿G World Fixpack** copies the folder **CtBcutImp** and the file **setup-CtBcutImp.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Check the Bodies cutscene improvement]?	[I]nstall
Successfully installed	[Check the Bodies cutscene improvement]	Press ENTER to exit

3.6 Tortured Souls TS-BP v6.10
~SETUP-TS-BP.TP2~

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

This "outdated" version lacks much of the current content. However, translations are available for it.
TS-BP is not only an edition for mod compatibility; it fixes a lot of bugs in TS as well.

Copy the folder **TS** and the files **Setup-TS-BP.exe** and **Setup-TS-BP.tp2** into your main SoA directory.
One or more files of this mod must be changed. This will be done by the patch from the folder **B¿G World Fixpack**.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[TORTURED SOULS v6.10 (BP compatible version)]?	[I]nstall
Successfully installed	[TORTURED SOULS v6.10 (BP compatible version)]	Press ENTER to exit

OUTDATED

Further files get copied
Installation complete. Press any key . . . Press ENTER
Three read me open

3.7 Region of Terror 2.1

~SETUP-ROT.TP2~

The mod puts in Drizzt and his companions as playable NPC´s and you´ll be able to play with him through the old and new quests. The mod includes more than 10 new big and other 20 smaller tasks and adds four new towns / villages as well as an arena in which you can fight for premiums. Hundreds of new items, new spells, 10 new NPCs, more than 20 new kits, more than 160 new areas, a modders house (to reach with code) 30 - 40 hours of additional playing time.

Copy the folder **RoTerror** and the files **Setup-RoT.exe** and **Setup-RoT.tp2** into your main SoA directory.
One or more files of this mod must be changed. This will be done by the patch from the folder **B¿G World Fixpack**.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Region Of Terror, v2.1]?	[I]nstall
Install Component 1	[Region Of Terror Kit Pack]?	[I]nstall
Successfully installed	[Region Of Terror, v2.1]	Press ENTER to exit

Further files get copied
Installation complete. Press any key . . . Press ENTER
The readme opens.

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

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

If you install this mod together with Drizzt Saga, you should also install The One Drizzt!

4. BGT TRILOGY

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

4.1 Baldur's Gate Trilogy v1.18

~SETUP-BGT.TP2~

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

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

Copy the folder **BGT** and the files **Setup-BGT.exe** and **Setup-BGT.tp2** into your main SoA directory.
Make sure that no CD or DVD is in your disk drive!

NOT WITH GOG DIGITAL VERSION:
Check whether the file MovieCD5.bif exists in the folder ...\Baldur's Gate\movies. It can't be installed afterwards because these files get biffed into the file BG1MOVIE.bif in the directory ...\BGII - SoA\data.
Double-click the Setup. The DOS dialogue appears:

Choose your language:	0 [English]
Would you like to display the readme?	[N]o
Install Component 0 [Baldur's Gate Trilogy - Core]?	[Y]es

The Installation stops and you must enter the directory path. Possibly you receive in the DOS window no prompt, but see only the flashing cursor.
Type in the full path to Baldur's Gate. This is usually: „**C:\Program Files\Black Isle\Baldur's Gate**". Press enter.

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

Now the files are copied from BG1 to BG2.

Successfully installed [Baldur's Gate Trilogy - Core]?	Press ENTER to exit

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

Installation complete. Press any key . . .	Press ENTER

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

Fault recovery at the installation of BGT-WeiDU (stored from v1.02, should no longer be needed)
During the installation under Windows XP the known error message of the operating system may appear three times: "tis2bg2.exe or _WeiDU.exe has ascertained a problem and must be finished. This problem appears when a CD is in the disk drive. Unfortunately, in this case you must uninstall again BGT immediately after installation is finished (don't use reinstall).
If the deinstallation is complete, you must restore again manually the Dialog.tlk and DialogF.tlk from the folder BGT\dialog.bak.
Take the CD out of the disk drive.
Start at the scratch again. Now according from experience the renewed installation runs without problems.

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

installation.
Start at the scratch immediately afterwards again.

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

4.2 Baldur's Gate Trilogy - Music

~SETUP-BGTMUSIC.TP2~

This mod must be installed to play the right music with Baldur's Gate and the Legends of the Sword Coast.

This mod is included in BGT and will be created during the installation of BGT.
You can change the settings of this mod at any time because the remaining installation will not be affected!
BGTMusic should be installed right after BGT. Otherwise, any BGT NPC and quest mods which want to reference BGT music have no way of knowing what SONGLIST.2DA entries they should use (as those BG1 song entries don't yet exist in the songlist when they're installed).

The folder **music** and the files **Setup-BGTMusic.exe** and **Setup-BGTMusic.tp2** have been copied into your main SoA directory together with BGT-WeiDU.
Double-click the Setup. The DOS dialogue appears:

```
Choose your language:                                                    0 [English]
Install Component        [Baldur's Gate Trilogy - Music]?                choose one:
                 0       1] Full Baldur's Gate and Tales of the Sword Coast Music
                 1       2] Hybrid Baldur's Gate/Shadows of Amn/Throne of Bhaal Music
                 2       3] Full Baldur's Gate/Shadows of Amn/Throne of Bhaal Music (WARNING: patches BGMain.exe)
                                                                         [3]
```

Some NPCs connect new music not like other mods with the dialogs or other events, but add them to a songlist. Into the unpatched songlist only 99 entries may be carried out all together. Hence, up to now all lines from line 100 had to be deleted after the installation because, otherwise, the game could not start.
This patch removes this limitation. Also it writes all BG1 music into the songlist.

```
Successfully installed                                                   Press ENTER to exit
```

4.3 Baldur's Gate Trilogy Graphics Overhaul v1.8

~BGGRAPHICS/SETUP-BGGRAPHICS.TP2~

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

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

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

```
Would you like to display the readme?                                    [N]o
Install Component  0     [BGT Extended Night and Baldur's Gate Map Fixes]?   [I]nstall
                         There are two optional components:
                         Include the expanded AR7621 Iron Throne rooftop area?
                         1. Yes                                          [1]
                         2. No
                         Remove the purple patches from the ground in Baldur's Gate?
                         1. Yes                                          [1]
                         2. No
Successfully installed   [BGT Extended Night and Baldur's Gate Map Fixes]   Press ENTER to exit
```

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

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

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

Copy the folder **JondalarFix** and the files **Setup-JondalarFix.exe** and **Readme-JondalarFix.txt** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Jondalar Fix for BGT]?	[I]nstall
Successfully installed	[Jondalar Fix for BGT]	Press ENTER to exit

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

only for German users

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

only for German users

4.7 Restored Textscreen Music v9
~TXTMUSIC/TXTMUSIC.TP2~

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

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

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

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

The readme opens.

4.8 BGT-NeJ2 Compatibility Modification v1.2
~SETUP-BGTNEJ2.TP2~

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

Copy the folder **BGTNeJ2** and the files **Setup-BGTNeJ2.exe** and **Setup-BGT-NEJ2.tp2** into your main SoA directory.
One or more files of this mod must be changed. This will be done by the patch from the folder **B¿G World Fixpack**.
Double-click the Setup. The DOS dialogue appears:

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

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

Install Component 3	[Custom Firewalker Kit and continuity for Shar-Teel]?	[I]nstall

This component is neither compatible with TDD nor the Shar-Teel mod nor BG1NPCSoA.

Install Component 4	[Merchant League Store]?	[N]ot Install

OUTDATED

The revised version of this component is installed with BGTNeJ2.

Successfully installed — Press ENTER to exit

The readme opens.

4.9 BGTNeJ2 v1.1 (2)

~SETUP-BGTNEJ.TP2~

This Mod is actually an extraction of 9 optional components from NeJ2 v68.
Not to be confused with BGT-NeJ2 Compatibility Modification v1!

Don't install this mod with NeJ2 v68 or higher.

NOTE: If you have installed NEJ, this mod must be installed in two steps! The component Continuous and Custom Kit Imoen is to be installed before NEJ2v602, all the others after the installation of BGT! If you have not installed NEJ you can install this mod after BGT.
Copy the folder **BGTNEJ** and the files **Setup-BGTNeJ.exe** and **Setup-BGT-NEJ.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

What should be done with all components that are NOT YET installed? — [A]sk about each one?
What should be done with all components that are ALREADY installed? — [S]kip them?
Install Component 0 [Continuous and Custom Kit Imoen]? — [N]ot Install

If you have not installed NEJ before, you should also install this component.
With this component Imoen can backstab, which is in contradiction to her background.
You may consider to give Imoen either the Adventurer kit from Song and Silence, or the Swashbuckler kit from Refinements (especialy good with Rogue Rebalancing)
Not compatible with the mod Imoen Romance.

Install Component 1 [New Imoen Portrait]? — [N]ot Install
Install Component 2 [Priest of Sylvanus (Druid) Kit and Improved Character Jaheira.]? — [I]nstall

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

Install Component 3 [New Jaheira Portrait]? — [N]ot Install
Install Component 4 [Boo - Familiar of Minsc (This component is not available in BG1!]? — [I]nstall
Install Component 5 [Various Enhancements for BG1 (BGT required!)]? — [I]nstall
Install Component 6 [Merchant League Bank (BGT required!)]? — [I]nstall
Install Component 7 [More Items from BG1 (BGT required!)]? — [I]nstall

Identical to the BGTTweak component "Import more items into Shadows of Amn".

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

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

Successfully installed — Press ENTER to exit

5. THE BIG BG2 MODS PAST-BGT

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

Though NeJ 2 6.94 is playable in a Megamod, however, occur on problems, making NeJ unplayable in a megamod, as long as one does not have knowledge of how to fix bugs by oneself.

The reasons for this are:

1. NEJ overwrites original files of BG2. This does not allow other mods that might want to change these files to be installed correctly.

2. NEJ overwrites original files of BGT. For no apparent reason the complete story of Brage is removed, resulting to the fact that BG1NPCProjects and BGQE can not be installed without the patch from the **B.G World Fixpack**.

3. NEJ is not completed and there are lots of errors that were not corrected before the release. Already in the solo game you can get with the Arundel NPC "No valid response" message, although this dialogue was scripted clean in IWD.

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

5. NeJ only accepts only one single procedure of solution. This mainly refers to the second part of the plot, playing in Halruaa. The spell tests that are to do there are so scripted that the spell has to act just, as the author has provided. If a mod like Spell revision for example is installed, this upsets the balance and the tasks in Halruaa cannot be solved.

6. Without the patch from the **B.G World Fixpack** it is impossible to add Dar from NEJ, if the name Adario from TDD is already listed in the files interdia.2da and pdialog.2da. In A**dar**io the word DAR is included and therefore WeiDU does not add this line, resulting in one error after another in the game.

5.1 Never Ending Journey 2 v68

~SETUP-NEJ2V68.TP2~

NEJ integrates the game Icewind Dale in extended and improved form into Baldur's Gate. This mod is a whole game in itself without any connection to the main BG2 plot. By taking the portal immediately north of the starting area in Irencius' dungeon the party will travel through time and space to the town of Easthaven about 100 years ago and meet the heroes from Icewind Dale. Your task is to influence the conflict between the two different schools of magic and thus to change the future history. Back in BG2 to the present time you will meet Melora and get the quest for searching Leina. The mod adds new kits and changes Imoen and Jaheira to reflect their unique personality.

NEJ is regarded by many players as the best game at all. So far the game is unfortunately not yet finished.

When you install NEJ you are forced to play it in a predetermined way that is uniquely different from the usual spirit of BG mods and you are unable to leave until you have completed it.

Compatibility issues with BGT are now resolved during the installation of NEJ2. Hence, NEJ2 is installed after BGT-WeiDU.

NOTE: NEJv6.8 is claimed to be completely compatible with BGT. The author of the mod recommends to refrain from

installing NeJ2 with other big mods such as TDD, SoS and CtB. The incompatibility issues may be minor, but also may be major. Some of them are definitely game breaking for someone who can't use NearInfinity to check or set dialogues and variables.

If you try to play NEJ2 in a megamod and run into any problem, by no means bother neither the author nor someone else at the Black Wyrm's Lair - Forums with them, but only ask for help at Spellhold Studios - Mega Mod Help even when you think it might be caused by NEJ2!

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

If you want to play the Halruaa quest from NEJ you should avoid spell changing mods like:
Spell Revisions
Lost Crossroads Spell Pack for Baldur's Gate 2
Spell-50
Sword Coast Stratagems - Spell tweaks components
and maybe some others not added yet because otherwise the tasks cannot be solved.

Install the file **NeJ2v68.exe** into any dummy folder **but by no means into your main directory!** Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folders **BGTComp, Intro, NeJ, NeJ2, NEJ3, Shar-Teel Bonus Portrait 1, Shar-Teel Bonus Portrait 2** and the files **MSVBVM50.DLL, NeJ-Readme.txt, NeJAreasSounds.bat, NeJBGTAreasSounds.bat, NeJUninstaller.bat, NoCD.exe, oggdec.exe, Setup-NeJ2v68.exe, Setup-NeJ2v68.tp2, tispack.exe, tisunpack.exe** as well as a file **SETUP-NEJ2V68.DEBUG** in that dummy folder. Move them except the **SETUP-NEJ2V68.DEBUG** into your main SoA directory.

One or more files of this mod must be changed. This will be done by the patch from the folder **B~~/~~G World Fixpack**. Double-click the Setup. The DOS dialogue appears:

What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 0	[Never Ending Journey Second Edition v6.8]?	[I]nstall
Install Component 1	[Continuous and Custom Kit Imoen]?	[I]nstall

With this component Imoen can backstab, which is in contradiction to her background.
You may consider to give Imoen either the Adventurer kit from Song and Silence, or the Swashbuckler kit from Refinements (especialy good with Rogue Rebalancing)
Not compatible with the mod Imoen Romance.

Install Component 2	[New Imoen Portrait]?	[N]ot Install
Install Component 3	[Priest of Sylvanus (Druid) Kit and Improved Character Jaheira.]?	[I]nstall

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

Install Component 4	[New Jaheira Portrait]?	[N]ot Install
Install Component 5	[Boo - Familiar of Minsc (This component is not available in BG1!)]?	[I]nstall
Install Component 6	["Firewalker" Shar-Teel (custom kit and continuous character)]?	[I]nstall

This component is neither compatible with TDD nor the Shar-Teel mod nor BG1NPCSoA.
Shar-Teel from NeJ2 and Branwen from the Branwen mod start in the same cage in Irenicus' dungeon.

Install Component 7	[Merchant League Bank (BGT required!)]?	[I]nstall
Install Component 8	[More Items from BG1 (a component from BGT tweaks - BGT required!)]?	[I]nstall

Identical to the BGTTweak component "Import more items into Shadows of Amn".

Install Component 9	[Tougher Black Talone Elites (BGT required!)]?	[N]ot Install

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

Install Component 10	[Areas & Sounds (This component is required to play NeJ2!)]?	[I]nstall
Installation complete.		
The readme opens. as well as a message from Zaks.		Press OK

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.
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.

alternatively:

5.2 Never Ending Journey 2 v6.91
~SETUP-NEJ2V691.TP2~

NEJ integrates the game Icewind Dale in extended and improved form into Baldur's Gate. This mod is a whole game in itself without any connection to the main BG2 plot. By taking the portal immediately north of the starting area in Irencius' dungeon the party will travel through time and space to the town of Easthaven about 100 years ago and meet the heroes from Icewind Dale. Your task is to influence the conflict between the two different schools of magic and thus to change the future history. Back in BG2 to the present time you will meet Melora and get the quest for searching Leina. The mod adds new kits and changes Imoen and Jaheira to reflect their unique personality.

NEJ is regarded by many players as the best game at all. So far the game is unfortunately not yet finished.

When you install NEJ you are forced to play it in a predetermined way that is uniquely different from the usual spirit of BG mods and you are unable to leave until you have completed it.

Compatibility issues with BGT are now resolved during the installation of NEJ2. Hence, NEJ2 is installed after BGT-WeiDU.

Unfortunately the further development of NEJ is abandoned by the author a few years ago. He is "done with computer games in general, and modding, in particular". However, he has all the material written by Larrienne for Part 3. "So if someone wishes to continue" he is "more than willing to share all this material with him/her."

White Agnus started to provide full compatibility with the big mods, however, unfortunately he is no longer active so it is on the community's own to make needed improvements and add them by the Fixpack.

NOTE: The author of the mod recommends to refrain from installing NeJ2 with other big mods such as TDD, SoS and CtB. The incompatibility issues may be minor, but also may be major. Some of them are definitely game breaking for someone who can't use NearInfinity to check or set dialogues and variables.

If you try to play NEJ2 in a megamod and run into any problem, by no means bother neither the author nor someone else at the Black Wyrm's Lair - Forums with them, but only ask for help at Spellhold Studios - Mega Mod Help even when you think it might be caused by NEJ2!

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

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

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

Install the file **NeJ2v691.exe** into any dummy folder **but by no means into your main directory!** Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folders **BGTComp, Intro, NeJ, NeJ2, NEJ3, Shar-Teel Bonus Portraits** and the files **acm2wav.exe, BDWIcon.ico, NeJ-Readme.txt, NeJAreasSounds.bat, NeJBGTAreasSounds.bat, NeJUninstaller.bat, oggdec.exe, Setup-NeJ2v691.exe, Setup-NeJ2v691.tp2, snd2acm.exe, tispack.exe, tisunpack.exe, wavc.exe** as well as a file **SETUP-NEJ2V691.DEBUG** in that dummy folder. Move them except the **SETUP-NEJ2V691.DEBUG** into your main SoA directory.

One or more files of this mod must be changed. This will be done by the patch from the folder **BG World Fixpack**. Double-click the Setup. The DOS dialogue appears:

What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 0	[Never Ending Journey Second Edition v6.91]?	[I]nstall
Install Component 1	[Continuous and Custom Kit Imoen]?	[I]nstall

With this component Imoen can backstab, which is in contradiction to her background.
You may consider to give Imoen either the Adventurer kit from Song and Silence, or the Swashbuckler kit from Refine-

ments (especialy good with Rogue Rebalancing)
Not compatible with the mod Imoen Romance.

Install Component	2	[New Imoen Portrait]?	[N]ot Install
Install Component	3	[Priest of Sylvanus (Druid) Kit and Improved Character Jaheira.]?	[I]nstall

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

Install Component	4	[New Jaheira Portrait]?	[N]ot Install
Install Component	5	[Boo - Familiar of Minsc (This component is not available in BG1!)]?	[I]nstall
Install Component	6	["Firewalker" Shar-Teel (custom kit and continuous character)]?	[I]nstall
Install Component	3	[Custom Firewalker Kit and continuity for Shar-Teel]?	[I]nstall

This component is neither compatible with TDD nor the Shar-Teel mod nor BG1NPCSoA.
Shar-Teel from NeJ2 and Branwen from the Branwen mod start in the same cage in Irenicus' dungeon.

Install Component	7	[Additional content for Part II (beta)]?	[I]nstall
Install Component	8	[Frostbite Animation (Turns a big wyvern into the frost wyvern. You may install and uninstall this component at any moment in the game.)]?	[I]nstall
Install Component	9	[Merchant League Bank (BGT required!)]?	[I]nstall
Install Component	10	[More Items from BG1 (a component from BGT tweaks - BGT required!)]?	[I]nstall

Identical to BGTTweak component "Import more items into Shadows of Amn".

Install Component	11	[Tougher Black Talone Elites (BGT required!)]?	[N]ot Install

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

Install Component	12	[Areas & Sounds (This component is required to play NeJ2!)]?	[I]nstall
Installation complete.			

5.3 Never Ending Journey 2 v6.94 (Patch)

~SETUP-NEJ2V694.TP2~

This is the latest update patch for Neverending Journey Second Edition.

Install the file **NeJ2v694.exe** into any dummy folder **but by no means into your main directory!** Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folder **NeJ2pat** and the files **AreasSounds.bat, oggdec.exe, Setup-NeJ2v694.exe, Setup-NeJ2v694.tp2, Uninstall_AreasSounds.bat** as well as a file **SETUP-NEJ2V694.DEBUG** in that dummy folder. Move them except the **SETUP-NEJ2V694.DEBUG** into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component	0	[Never Ending Journey Second Edition v6.94 (Patch)]?	[I]nstall
Successfully installed		[Never Ending Journey Second Edition v6.94 (Patch)]	Press ENTER to exit

If you want to use some components from NEJ2 like "Continuous and Custom Kit Imoen" or "Priest of Sylvanus (Druid) Kit and Improved Character Jaheira" without the NEJ2 mod itself then install BGTNeJ2 v1.1 instead!

5.4 Tortured Souls v7.04

~SETUP-TS.TP2~

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

This is the latest version of TS. Unlike the previous version of TS the new version is supposed to be compatible with most of the mods around, particularly with Neverending Journey Second Edition and Baldur's Gate Trilogy-WeiDU (BGT-WeiDU). However there may be logical incompatibility issues which the author could not foresee.

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

TS v7.04 would probably need to be reconverted to the TS-BP format for it to work well with the rest of the BWP at all. Maybe it is better to use TS-BP 6.10 in megamods for now until someone fixes original mod.

TS v7.04 is designed to be installed after NEJ!
Bug-fixes from TS-BP are missing in this version.

Install the file **TSv704.exe** into any dummy folder **but by no means into your main directory!** Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folder **Kachiko Bonus Portrait, TS, Yoshimo Bonus Portrait, Yoshimo Bonus Portrait 2** and the files **oggdec.exe, Setup-TS.exe, Setup-TS.tp2, tisunpack.exe, TS-ReadMe.txt, TSAreas-Sounds.bat, TSUninstaller.bat** as well as a file **SETUP-TS.DEBUG** in that dummy folder. Move them except the **SETUP-TS.DEBUG** into your main SoA directory.

One or more files of this mod must be changed. This will be done by the patch from the folder **B¿G World Fixpack**. Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[TORTURED SOULS v7.04]?	[I]nstall
Install Component 1	[ANIMATIONS. Please don't install this component if you have already installed OR are going to install the NEVER ENDING JOURNEY 2.]?	[N]ot Install
Install Component 2	[GRAPHICAL USER INTERFACE (GUI). This component adds new GUI to your original BG2. Please don't install this component if you have already installed OR are going to install the NEVER ENDING JOURNEY 2.]?	[N]ot Install
Install Component 3	[AREAS & SOUNDS. This component is required to play the mod.]?	[I]nstall
Successfully installed		Press ENTER to exit

The readme opens.

5.5 The Darkest Day v1.14

~SETUP-TDD.TP2~

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

TDD completely alters Ellesime's dialogue in a way that makes it incompatible with Ninde.
This mod is neither compatible with the NeJ2 component "Firewalker" Shar-Teel (custom kit and continuous character) nor the the Shar-Teel mod.
This mod is technically not compatible with BG1NPCSoA because you would have some NPCs twice.

Copy the folder **TDD** and the files **Setup-TDD.exe** and **Setup-TDD.tp2** into your main SoA directory.
TDD requires the worldmap file already extracted otherwise installation does not progress at all.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[The Darkest Day, v1.14]?	[I]nstall
Install Component 1	[TDD Charakter Kits]	[I]nstall
Successfully installed	[The Darkest Day, v1.14]	Press ENTER to exit

Further files get copied

Installation complete. Press any key . . .	Press ENTER

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

6. THE BIG BG1 MODS

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

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

6.1 Dark Horizons v2.11

~SETUP-DARKHORIZONS.TP2~

In this extensive quest mod you will be hunted by a dangerous organization. Find out who they are, before they get you. This mod includes one major and multiple minor quests as well as encounters for BG1 and introduces new areas, stores, items and enemies.
This mod includes also the mods "BG1 Adventure Pack" and "BG1 CoM Forge - Item Upgrade".

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

Install Component	0	["Dark Horizons" Mod (Requires Tales of the Sword Coast or BGT)]?	[I]nstall
Successfully installed			Press ENTER to exit

6.2 Dark Side of the Sword Coast v2.17

~DSOTSC/SETUP-DSOTSC.TP2~

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

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

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
What should be done with all components that are NOT YET installed?			[A]sk about each one?
Install Component	5	[DSotSC for BGT-WeiDU]?	[I]nstall
Install Component	100	[Dark Side Interparty Banter]?	[I]nstall
Install Component		[Extended NPC Soundsets]?	
	200	1] Additions only	[1]
	210	2] BG1 soundsets dominate	
	220	3] BG2 soundsets dominate	
Install Component	400	[Alternate Bardo Portrait]?	[I]nstall
Install Component	410	[Alternate Bub Snikt Portrait]?	[I]nstall
Install Component	420	[Alternate Conchobhair Portrait]?	[I]nstall
Install Component	430	[Alternate CuChoinneach Portrait]?	[I]nstall
Install Component	440	[Alternate Ferthgil Portrait]?	[I]nstall
Install Component	450	[Alternate Jet'laya Portrait]?	[I]nstall
Install Component	460	[Alternate Keiria Portrait]?	[I]nstall
Install Component	470	[Alternate Skeezer Portrait]?	[I]nstall
Install Component	480	[Alternate Thorfinn Portrait]?	[I]nstall
Install Component	500	[Biff the override folder (recommended unless you are installing NTotSC as well or performing a mega-mod installation)]?	[N]ot Install
Successfully installed			Press ENTER to exit

Further files get copied

Press any key . . .	Press ENTER

6.3 Northern Tales of the Sword Coast v1.70a
~SETUP-NTOTSC.TP2~

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

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

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

Choose your language:		0 [English]
Install Component 0	[NTotSC for BGT-WeiDU]?	[I]nstall
Successfully installed	[NTotSC for BGT-WeiDU]	Press ENTER to exit

Further files get copied

Press any key . . .	Press ENTER

The readme opens.

6.4 Northern Tales of the Sword Coast Dialog Revamp v1.71
~NTOTSCV171.TP2~

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

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

Copy the folder **NTotSCv171** and the files **Setup-NTotSCv171.exe** and **Setup-NTotSCv171.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Fix NTotSC Issues]?	[I]nstall
Successfully installed	[Fix NTotSC Issues]	Press ENTER to exit

The readme opens.

6.5 Secret of Bonehill v2.75c
~SETUP-BONEHILL.TP2~

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

Copy the folder **Bonehillv275** and the files **Setup-Bonehillv275.exe** and **Setup-Bonehillv275.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Bone Hill Mod v275a (Requires BGT-WeiDU or Tutu)]?	[I]nstall
Successfully installed	[Bone Hill Mod v275a (Requires BGT-WeiDU or Tutu)]	Press ENTER to exit

Further files get copied

Press any key . . .	Press ENTER

The readme opens.

6.6 Drizzt Saga v3.0
~DRIZZTSAGA/DRIZZTSAGA.TP2~

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

The Drizzt saga is intended only for experienced players.
Copy the folder **DRIZZTSAGA** and the file **Setup-drizztsaga.exe** into your main SoA directory.
To be able to install Drizzt Saga, you must copy the file **worldmap.wmp** IMMEDIATELY BEFORE INSTALLATION OF THE MOD from the folder **B¿G World Fixpack** into the override folder.
*Because this patch cannot be installed before, this will not be done by the **B¿G World Fixpack.bat**, but the **B¿G World***

Install.bat.

Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Install Component		The Drizzt Saga for BGEE/Tutu/BGT	
	0	Default version: areas connected by travel triggers	[N]ot Install
	1	BP-BGT Worldmap version: all areas added to worldmap (requires BP-BGT Worldmap)	[I]nstall
SKIPPING	2	[Raise the XP cap]?	

Diese Komponente wird für BGT nicht benötigt.

Install Component	3	[Delayed start: Drizzt joins after Durlag's Tower]?	[I]nstall
Successfully installed			Press ENTER to exit

Further files get copied, then the readme opens.

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

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

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

7. BG1 QUEST MODS

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

7.1 The Vault v7.2a
~SETUP-VAULT.TP2~

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

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

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

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

The readme opens.

7.2 BG1 Mini Quests and Encounters v9.2
~BGQE/SETUP-BGQE.TP2~

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

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

Choose your language:		0 [English]
Would you like to display the readme?		[N]o
What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 0	[Installing the Slime Quest...]?	[I]nstall
Install Component 1	[Installing the Beregost Family Quest...]?	[I]nstall
Install Component 2	[Installing the Babysitting Quest, including the Carnival Encounter...]?	[I]nstall
Install Component 3	[Installing the Nashkel Monster Quest...]?	[I]nstall
Install Component 4	[Installing the Fallen Paladin Quest...]?	[I]nstall
Install Component 5	[Installing the Undying Love Quest...]?	[I]nstall
Install Component 6	[Installing the Orcish Lover Encounter...]?	[I]nstall
Install Component 7	[Installing the Unexpected Help Quest...]?	[I]nstall
Install Component 8	[Installing the Quest "Many little paws"...]?	[I]nstall
Install Component 9	[Drunk near Beregost Temple]?	[I]nstall
Successfully installed		Press ENTER to exit

7.3 The Grey Clan Episode I: In Candlelight v1.8.T1
~SETUP-TGC1E.TP2~

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

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

Copy the folder **TGC1e** and the files **Setup-TGC1E.exe** and **Setup-TGC1E.tp2** from the folder tgc1e_bgt into your

main SoA directory.
Double-click the Setup. The DOS dialogue appears:

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

The readme opens.

7.4 The Lure of the Sirine's Call v13

~SETUP-SIRINESCALL.TP2~

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

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

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

The readme opens.

7.5 The Stone of Askavar v1.8

~SOA/SETUP-SOA.TP2~

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

Copy the folder **soa** and the file **setup-soa.exe** into your main SoA directory.
To be able to install Stone of Askavar, you must copy the file **worldmap.wmp** IMMEDIATELY BEFORE INSTALLATION OF THE MOD from the folder **B/G World Fixpack** into the override folder.
*Because this patch cannot be installed before, this will not be done by the **B/G World Fixpack.bat**, but the **B/G World Install.bat**.*
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Would you like to display the readme?		[N]o
Install Component 0	[The Stone of Askavar]?	[I]nstall
Successfully installed	[The Stone of Askavar]	Press ENTER to exit

The readme opens.

7.6 Ascalons Questpack v2.00b_150205

~SETUP-AC_QUEST.TP2~ GERMAN

This mod includes eight different new questes.

This is a PURE BGT-MODIFIKATION!

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

Choose your language:		1 [English]
Install Component 0	[Ascalon's Questpack: Content for BG 1]?	[I]nstall
Successfully installed	[Ascalon's Questpack: Content for BG 1]	Press ENTER to exit

7.7 Nameless Melody Inn v2.1

~SETUP-NMT.TP2~

You meet in the Jovial Juggler Inn in Beregost a strange traveler who wants you to collect some exotic wine. The

tasks span BG1, SoA and ToB.

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

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

Choose your language:		3 [English]
Install Component 0	[Traveler-Traveller]?	[I]nstall
Successfully installed	[Traveler-Traveller]	Press ENTER to exit

7.8 Wedges BGT Adventure Pack Alpha 0.2

~WBGTAP/SETUP-WBGTAP.TP2~ GERMAN

Humorous small quests.

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

Install Component 0	[Wedges BGT Adventure Pack: BG1 Quests]?	[I]nstall
Successfully installed	[Wedges BGT Adventure Pack: BG1 Quests]	Press ENTER to exit

8. BG1 STORES AND ITEMS

These mods expand and improve your BG1 stores and items.

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

~BW_HERBS/SETUP-BW_HERBS.TP2~

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

Copy the folder **BW_Herbs** and the file **Setup_BW_Herbs.exe** into your main SoA directory.
One or more files of this mod must be changed in order to be able to install it together with BWP. This will be done by the patch from the folder **B¿G World Fixpack**.
Double-click the Setup. The DOS dialogue appears:

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

The readme opens.

8.2 Thalantyr Item UpgradeMod v4

~THALAN/THALAN.TP2~

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

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

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

8.3 Lost Items Version Revised 2

~SETUP-LOSTITEMS.TP2~

This Mod spreads several standard objects from BG2 in BG1

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

Would you like to display the components from [Alternative portraits]?		[Y]es
Install Component 0	[Lost Items]?	[I]nstall
Install Component 1	[Xan has Sorcerer class]?	[I]nstall
Install Component 2	[Monk +3 AC and +1 THACO Bonus]?	[I]nstall
Install Component 3	[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 BGTTweak!

Install Component 4	[Viconia has 18 WIS]?	[N]ot Install

The same function is included in the BG2 Tweaks component #4071 Consistent Stats: Viconia / Use BG2 Values.

Install Component 5	[Alternate portrait for Faldorn]?	[N]ot Install
Install Component 6	[Alternate portrait for Xan]?	[N]ot Install
Install Component 7	[Alternate portrait for Imoen]?	[N]ot Install
Install Component 8	[Baldur's Gate 2 portrait for Viconia]?	[N]ot Install
Successfully installed		Press ENTER to exit

The readme opens.

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

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

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

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

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

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

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

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

8.6 Animus v1.1
~ANIMUS.TP2~

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

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

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

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

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

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

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

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

9. BG1 NPC MODS

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

9.1 BG1NPC Project v21 release 20141017

~BG1NPC/BG1NPC.TP2~

This mod expands on the depth of character and levels of interaction with the NPCs from the BG1 game. Every character has banters with other NPCs and with the main character, some have personal tasks, romances with Ajantis, Branwen, Coran, Dynaheir, Shar-Teel and Xan.
The files get biffed automatically at the end of the installation. Therefore, an easy deinstallation with WeiDU is not possible.

Copy the folder **BG1NPC** and the files **Setup-BG1NPC.exe** and **bg1npc.tp2** into your main SoA directory.
Double-click the Setup. The readme opens. and The DOS dialogue appears:

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Would you like to display the components from [The BG1 NPC Project: Banters, Quests and Interjections]			[Y]es
Would you like to display the components from [The BG1 NPC Project: Portrait Changes and Additions]?			[Y]es
Would you like to display the components from [The BG1 NPC Project: Tweaks]?			[Y]es
Install Component	0	[The BG1 NPC Project: Required Modifications]?	[I]nstall
Install Component	1	[The BG1 NPC Project: Banters, Quests and Interjections]?	[I]nstall
Install Component	2	[The BG1 NPC Project: Give Edwin his BG2 portrait.]?	[I]nstall
Install Component	3	[The BG1 NPC Project: Give Imoen her BG2 portrait.]?	[I]nstall
Install Component	4	[Das BG1-NPC-Projekt: Gebe Jaheira ihr BG2 Portrait.]?	[I]nstall
Install Component	5	[The BG1 NPC Project: Give Minsc his BG2 portrait.]?	[I]nstall
Install Component	6	[The BG1 NPC Project: Give Viconia her BG2 portrait.]?	[I]nstall
Install Component	7	[The BG1 NPC Project: Kivan's "Kivan and Deheriana Companions" portrait]?	[I]nstall
Install Component	8	[The BG1 NPC Project: Add Non-Joinable NPC portraits to quests and dialogues]?	[I]nstall
Install Component	9	[The BG1 NPC Project: Ajantis Romance Core (teen content)]?	[I]nstall
		Please choose one of the following:	
		[1] 1 hour real time (standard) minimum between LoveTalks	[1]
		[2] 45 minutes real time minimum between LoveTalks	
		[3] 30 minutes real time minimum between LoveTalks	
		[4] 15 minutes real time minimum between LoveTalks	
		[5] 1 hour 30 minutes (extended) real time minimum between LoveTalks	
Install Component	10	[The BG1 NPC Project: Branwen's Romance Core (teen content)]?	[I]nstall
		Please choose one of the following:	
		[1] 1 hour real time (standard) minimum between LoveTalks	[1]
		[2] 45 minutes real time minimum between LoveTalks	
		[3] 30 minutes real time minimum between LoveTalks	
		[4] 15 minutes real time minimum between LoveTalks	
		[5] 1 hour 30 minutes (extended) real time minimum between LoveTalks	
Install Component	11	[The BG1 NPC Project: Coran's Romance Core (adult content)]?	[I]nstall
		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	12	[The BG1 NPC Project: Dynaheir's Romance Core (teen content)]?	[I]nstall
		Please choose one of the following:	
		[1] 1 hour real time (standard) minimum between LoveTalks	[1]
		[2] 45 minutes real time minimum between LoveTalks	
		[3] 30 minutes real time minimum between LoveTalks	
		[4] 15 minutes real time minimum between LoveTalks	
		[5] 1 hour 30 minutes (extended) real time minimum between LoveTalks	
Install Component	13	[The BG1 NPC Project: Shar-Teel Relationship Core (adult content)]?	[I]nstall

```
                                Please choose one of the following:
                                [1] 1 hour real time (standard) minimum between LoveTalks          [1]
                                [2] 45 minutes real time minimum between LoveTalks
                                [3] 30 minutes real time minimum between LoveTalks
                                [4] 15 minutes real time minimum between LoveTalks
                                [5] 1 hour 30 minutes (extended) real time minimum between LoveTalks
  Install Component   14        [The BG1 NPC Project: Xan's Romance Core (teen content)]?          [I]nstall
                                Please choose one of the following:
                                [1] 1 hour real time (standard) minimum between LoveTalks          [1]
                                [2] 45 minutes real time minimum between LoveTalks
                                [3] 30 minutes real time minimum between LoveTalks
                                [4] 15 minutes real time minimum between LoveTalks
                                [5] 1 hour 30 minutes (extended) real time minimum between LoveTalks
  Install Component   15        [The BG1 NPC Project: Female Romance Challenges, Ajantis vs Xan vs Coran]? [I]nstall
  SKIPPING            16        [The BG1 NPC Project: NPCs can be sent to wait in an inn.]
Incompatible with BGT: please use the equivalent component „Better NPC management“ in SwordCoastStragems for
BGT
  Install Component             [The BG1 NPC Project: Alora's Starting Location]?                  choose one:
Not compatible with the BG1 NPCs at Beginning component Move Alora.
                      17        1] Alora Starts in the Hall of Wonders.                            [1]
                      18        2] Alora Starts in Gullykin.
                                The BG1 NPC Project: Eldoth's Starting Location
  SKIPPING            19        [Eldoth Starts in the Cloakwood Forest.]
Incompatible with BGT: please use the equivalent component in SwordCoastStragems for BGT
  SKIPPING            20        [Eldoth Starts in the Coast Way.]
Incompatible with BGT: please use the equivalent component in SwordCoastStragems for BGT
                                The BG1 NPC Project: Quayle's Starting Location
  SKIPPING            21        [Quayle Starts at the Wyrm's Crossing.]
Incompatible with BGT: please use the equivalent component in SwordCoastStragems for BGT
  SKIPPING            22        [Quayle Starts at the Nashkel Carnival.]
Incompatible with BGT: please use the equivalent component in SwordCoastStragems for BGT
                                The BG1 NPC Project: Tiax's Starting Location
  SKIPPING            23        [Tiax Starts in Baldur's Gate.]
Incompatible with BGT: please use the equivalent component in SwordCoastStragems for BGT
  SKIPPING            24        [Tiax Starts in Beregost.]
Incompatible with BGT: please use the equivalent component in SwordCoastStragems for BGT
  Install Component   25        [Jason Compton's Accelerated Banter Script.]?                      [I]nstall
This component raises the frequency of the banters. It is the same one as included with the Banter Packs for BG2.
  Install Component   26        [BGEE Banter Timing Tweak]?                                        [N]ot Install
  SKIPPING            27        [The BG1 NPC Project: Make Shar-Teel Unkillable until In Party]?
This component is only useful for Tutu installs.
  Install Component   28        [The BG1 NPC Project: Bardic Reputation Adjustment]?               [I]nstall
  Install Component             [The BG1 NPC Project: Cloakwood areas availability in Chapter One]? [N]ot Install
                                choose one:
                      29        1] Open Cloakwood Lodge (first Cloakwood area only)                 [1]
                      30        2] Open four Cloakwood areas (everything but the Mines)
  Install Component             [The BG1 NPC Project: Sarevok's Diary Adjustments]?                choose one:
                      31        1] SixofSpades Extended Sarevok's Diary                            [1]
UB and BG1 NPC Project both change the diary. The UB diary has corrected dates and limited expansion, and The
BG1 NPC Project v14 Extended Sarevok's Diary component expands the diary enormously. Whatever you install last
will be what you see in-game. But none of this has any effect on the game, it's just background story.
                      32        2] Sarevok's Diary Date Changes only
  SKIPPING            33        [The BG1 NPC Project: Check for TutuFix Walking Speeds]
                                This component is only useful for Tutu installs.
  Install Component   200       [The BG1 NPC Project: Player-Initiated Dialogues]?                 [I]nstall
This component also includes a string fixer. If once wrong dialogs should be played, herewith this can be corrected again.
  Successfully installed                                                                           Press ENTER to exit
```

9.2 BG1NPC Music Pack v6

~BG1NPCMUSIC/BG1NPCMUSIC.TP2~

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

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

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

Further files get copied, then the readme opens.

9.3 Indira v12.0 BETA 2

~SETUP-INDINPC.TP2~

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

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

Choose your language:			0 [English]
Install Component	0	[Indira NPC for BGT-WeiDU]?	[I]nstall
Successfully installed		[Indira NPC for BGT-WeiDU]	Press ENTER to exit

Further files get copied, then the readme opens.

9.4 Mur'Neth v11

~MUR'NETH/MUR'NETH.TP2~

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

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

Copy the folder **Mur'Neth** and the files **Setup-Mur'Neth.exe** and **Mur'Neth.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

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

The readme opens.

9.5 Mulgore & Xavia NPC v5.0

~MULGOREXAVIANPC/SETUP-MULGOREXAVIANPC.TP2~

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

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

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

9.6 Xan's friendship path for BG1 v9
~XANBG1FRIEND/SETUP-XANBG1FRIEND.TP2~

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

Copy the folder **XanBG1Friend** and the file **Setup-XanBG1Friend.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

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

The readme opens.

9.7 Coran's BG Extended Friendship Talks v4
~CORANBGFRIEND/CORANBGFRIEND.TP2~

This mod expands Coran's Friendship talk sequence.

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

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

9.8 Ajantis BG1 v10
~AJANTISBG1/SETUP-AJANTISBG1.TP2~

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

Copy the folder **AjantisBG1** and the file **Setup-AjantisBG1.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

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

9.9 Ascalons Breagar v7.00b (1)
~SETUP-ACBre.TP2~ GERMAN

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

Breagar is a PURE BGT CHARACTER and works not with TUTU or a simple SoA installation.
NOTE: *This mod must be installed in two steps!*

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

Choose your language:		1 [English]
Install Component 0	[Breagar: Content]?	[I]nstall
	Setup of Breagar's relationship speed	
	Please select:	
	[1] 30 minutes real time between the individual talks (recommended)	[1]
	[2] 45 minutes real time time between talks	
	[3] 1 hour real time between talks	
	[4] 15 minutes real time between talks	
	[5] 1 hour 30 minutes real time between talks	
	A portrait for Breagar:	

	[1] Original Art by Nix	[1]
	[2] Alternative Portraits from v4.x	
Install Component 2	[Breagar: Crossmods and PID]?	[N]ot Install
Successfully installed		Press ENTER to exit

9.10 Finch v4.0 BETA 7

~SETUP-FINCHNPC.TP2~

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

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

Choose your language:		0 [English]
Would you like to display the readme?		[N]o
Install Component 0	[Finch NPC]?	[I]nstall
Successfully installed	[Finch NPC]	Press ENTER to exit

The readme opens.

9.11 Gavin BG1 v9

~GAVIN/GAVIN.TP2~

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

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

Would you like to display the readme?		[N]o
Would you like to display the components from [Gavin: Romance]?		[Y]es
Install Component 0	[Gavin NPC for Tutu and BGT, 14April2008]?	[I]nstall
Install Component 1	[Gavin: Romance (mature content)]?	[I]nstall
	Select Gavin's Relationship Speed:	
	Please choose one of the following:	[1]
	[1] 1 hour real time (standard) minimum between LoveTalks	
	[2] 45 minutes real time minimum between LoveTalks	
	[3] 30 minutes real time minimum between LoveTalks	
	[4] 15 minutes real time minimum between LoveTalks	
	[5] 1 hour 30 minutes (extended) real time minimum between LoveTalks	
Install Component 2	[Gavin: Flirts (adult content)]?	[I]nstall
SKIPPING 3	[Gavin: Check for Tutu-Fix Walking Speeds]	
Install Component	[Gavin: Alternate Portraits]?	
4	1] Original portrait by berelinde (default)	[1]
5	2] Dawnbringer, by Amaurea	
6	3] Dawn skies, by Kaeloree	
7	4] Grey skies, by Kaeloreee	
8	5] Red tunic, by Miloch	
9	6] Original alternate, by Kaeloree	
10	7] Blue cloak, by kiwidoc	
11	8] Looking up, by kiwidoc	
12	9] Dragon Age style portrait by berelinde	
Install Component 13	[Gavin: Player Initiated Dialogue]?	[I]nstall
Successfully installed		Press ENTER to exit

9.12 Huple v1.4

~HUPLE_NPC/SETUP-HUPLE_NPC.TP2~ SPANISH

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

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

Double-click the Setup. The DOS dialogue appears:

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

9.13 Chaos Knight Kit

~CHAOSKNIGHT/SETUP-CHAOSKNIGHT.TP2~

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

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

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

9.14 Askaria

~ASKARIA/SETUP-ASKARIA.TP2~

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

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

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

9.15 Valerie v1

~VALERIE/VALERIE.TP2~

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

Must be installed because of crossmod content before Isra.

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

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

9.16 Isra v2.1

~ISRA/SETUP-ISRA.TP2~

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

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

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

Install Component 0	[Isra NPC Mod for BG:EE, BGT and TuTu]?	[I]nstall
Install Component 1	[Install Valerie/Isra crossmod banter?]?	[I]nstall
Install Component 2	[Install Gavin/Isra crossmod banter?]?	[I]nstall
Successfully installed		Press ENTER to exit

9.17 White v1.4
~WHITE/WHITE.TP2~

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

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

Install Component 0	[White NPC for BG:EE, BGT and TuTu]?	[I]nstall
Successfully installed	[White NPC for BG:EE, BGT and TuTu]	Press ENTER to exit

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

This mod adds some dialogues for Garrick.

This mod is contentwise not compatible with Garrick - Tales of a Troubadour.

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

Would you like to display the readme?		[N]o
Install Component 0	[Garrick's Infatuation]?	[I]nstall
	Select the interval between Garrick's dialogues:	
	Please choose one of the following:	
	[1] 1 hour real time (standard) minimum between dialogues	
	[2] 45 minutes real time minimum between dialogues	
	[3] 30 minutes real time minimum between dialogues	
	[4] 15 minutes real time minimum between dialogues	
	[5] 1 hour 30 minutes (extended) real time minimum between dialogues	
	Please select 1, 2, 3, 4, or 5 and press enter.	[1]
Successfully installed		Press ENTER to exit

9.19 Garrick - Tales of a Troubadour 1.23
~SETUP-GARRICK-TT.TP2~

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

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

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

Choose your language:		1 [English]
Would you like to display the readme?		[N]o
Install Component 0	[Garrick : tales of a troubadour]?	[I]nstall
Successfully installed	[Garrick : tales of a troubadour]	Press ENTER to exit

9.20 Vynd v1
~SETUP-VYND.TP2~

Vynd, a Drow Assassin, is recruitable at the Burning Wizard inn in Beregost. Though evil in alignment, he will not complain or leave due to reputation.

BGT players may receive warnings about the blackguard kit on installation. This is normal.

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

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

Install Component 0	[Vynd for BGTutu, BGT and BG:EE]?	[I]nstall
Successfully installed	[Vynd for BGTutu, BGT and BG:EE]	Press ENTER to exit

9.21 Baldur's Gate Romantic Encounters v1.3
~BG1RE/SETUP-BG1RE.TP2~

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

Copy the folder **bg1re** and the files **setup-bg1re.exe** and **setup-bg1re.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Would you like to display the readme?		[N]o
What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 0	[Amount of -ahem- details and BG-style vs. description text!]?	[I]nstall
	Please choose one of the following installs:	
	[1] Install "Teen version". (Warning: This will skip whole encounters that are not rated teen and leave out content of others)	
	[2] Install "BG-style" [Adult content]. (Warning: this will leave out descriptive content for some encounters.)	
	[3] Install "Descriptive version" [Adult content] (This installs all encounters and will have description texts for some.)	[3]
	Please select 1, 2, or 3 and press enter.	
	Please choose one of the following installs:	
	[1] Do not show/install components with warnings.	
	[2] Show/install all components.	[2]
Install Component 1	[Bardolan's Briefing, by berelinde]?	[I]nstall
Install Component 2	[Scar's Spare Time, by jastey]?	[I]nstall
Install Component 3	[Kim's Preoccupation, by jastey]?	[I]nstall
Install Component 4	[Extension of Bjornin Encounter (Personal Wound Treatment)]?	[I]nstall
Install Component 5	[No Starch in the Maypole]?	[I]nstall
Install Component 6	[Duke Eltan's Spare Minute, by jastey]?	[I]nstall
Install Component 7	[Husam's Personal Preparation, by jastey]?	[I]nstall
Install Component 8	[Laurel's Post-Hunting, by jastey]?	[I]nstall
Install Component 9	[Bartus' Seduction, by jastey (mature content)]?	[I]nstall
Install Component 10	[Lina's Massage, by jastey]?	[I]nstall
Install Component 11	[First Night with Quentin, by Kulyok]?	[I]nstall
Install Component 12	[Chatting Niklos Up, by Kulyok (mature content)]?	[I]nstall
Install Component 13	[Slythe and Krystin, by Kulyok (mature content)]?	[I]nstall
Install Component 14	[No Regrets]?	[I]nstall
Install Component 15	[Purchased Love, by Thimblerig]?	[I]nstall
Install Component 16	[Hull: Heavy Duty, by Lava]?	[I]nstall
Install Component 17	[Late Night with Jaheira, by Kulyok]?	[I]nstall
Install Component 18	[Sil's Blessing, by Lava]?	[I]nstall
Install Component 19	[Melicamp: The Poultry Boy, by Lava]?	[I]nstall
Install Component 20	[Reading with Rinnie, by Western Paladin]?	[I]nstall
Install Component 21	[Molly the Husband-Grabber, by Kulyok]?	[I]nstall
Install Component 22	[The Mourning of Centeol, the Spider Lady, by Lava]?	[I]nstall
Install Component 23	[The Essential End, by Lava]?	[I]nstall
Install Component 24	[The Harvestmen Lair, by Lava (mature content)]?	[I]nstall
Install Component 25	[The Great Zudini, by Kulyok (mature content)]?	[I]nstall
Install Component 26	[The Messenger, by Thimblerig]?	[I]nstall
Install Component 27	[Ender Sai, the Hero's Reward, by Thimblerig]?	[I]nstall
Install Component 28	[The Novelists, by Thimblerig]?	[I]nstall
Install Component 29	[The Honest Lies of Two Riversides, By Lava]?	[I]nstall
Install Component 30	[Necromancer's Trouble, by jastey]?	[I]nstall
Install Component 31	[Dinner with Thalantyr, by jastey]?	[I]nstall
Install Component 32	[Girdle of Gender Reactions, by Thimblerig, Kulyok, Domi, Lava, Lastknightleft, Twani, Jastey, Daisy Ninja Girl]?	[I]nstall
Install Component 33	[The Surgeon's Dream, by Kulyok]?	[I]nstall
Install Component 34	[All That Left Was, by Lava and Thimblerig]?	[I]nstall
Install Component 35	[A Childhood Friend, by Kulyok]?	[I]nstall
Install Component 36	[Arlene the Working Girl, by Kulyok]?	[I]nstall
Install Component 37	[Della May from Thay, by Kulyok]?	[I]nstall
Install Component 38	[A Dirty Guard in Candlekeep, by Kulyok (mature content)]?	[I]nstall
Install Component 39	[Phoenix Flame, by Kulyok (mature content)]?	[I]nstall

Install Component	40	[Mikala the Monk, by Twani]?	[I]nstall
Successfully installed			Press ENTER to exit

10. BG1 RULES AND TWEAKS

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

10.1 BG1 Unfinished Business v14.0_beta_150228

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

Copy the folder **bg1ub** and the file **setup-bg1ub.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
What should be done with all components that are NOT YET installed?			[A]sk about each one?
Install Component	0	[Ice Island Level Two Restoration]	[I]nstall
Install Component	1	[The Mysterious Vial]	[I]nstall
Install Component	2	[Additional Elminster Encounter]	[I]nstall
SKIPPING	3	[Angelo Notices Shar-teel]	

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

SKIPPING	4	[Finishable Kagain Caravan Quest]	

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

SKIPPING	5	[Coran and the Wyverns]	

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

SKIPPING	6	[Kivan and Tazok]	

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

SKIPPING	7	[Branwen and Tranzig]	

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

Install Component	8	[Safana the Flirt]	[I]nstall
Install Component	9	[Appropriate Albert and Rufie Reward]	[I]nstall
Install Component	10	[Place Entar Silvershield in His Home]	[I]nstall
Install Component	11	[Scar and the Sashenstar's Daughter]	[I]nstall
Install Component	12	[Quoningar, the Cleric]	[I]nstall
Install Component	13	[Shilo Chen and the Ogre-Magi]	[I]nstall
Install Component	14	[Edie, the Merchant League Applicant]	[I]nstall
Install Component	15	[Flaming Fist Mercenary Reinforcements]	[I]nstall
Install Component	16	[Creature Corrections]	[I]nstall
Install Component	17	[Creature Restorations]	[I]nstall
Install Component	18	[Creature Name Restorations]	[I]nstall
Install Component	19	[Minor Dialogue Restorations]	[I]nstall
Install Component	20	[Audio Restorations]	[I]nstall
Install Component	21	[Store, Tavern and Inn Fixes and Restorations]	[I]nstall
Install Component	22	[Item Corrections and Restorations]	[I]nstall
Install Component	23	[Area Corrections and Restorations]	[I]nstall
Install Component	24	[Permanent Corpses]	[I]nstall
Install Component	25	[Elven Charm and Sleep Racial Immunity]	[N]ot Install

This component is already inclueded in the BG2 Fixpack Core Fixes.

Install Component	26	[The Original Saga Music Playlist Corrections]	[N]ot Install

not needed for BGT, already fixed

Install Component 27 [Sarevok's Diary Corrections] [N]ot Install

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

Install Component 28 [Prism and the Emeralds Tweak] [I]nstall
Install Component 29 [Duke Eltan in the Harbor Master's Building] [I]nstall
Install Component 30 [Nim Furlwing Encounter] [I]nstall
Install Component 31 [Restored Elfsong Tavern Movie] [I]nstall
Successfully installed Press ENTER to exit

The readme opens.

10.2 BGSpawn System v1.12

~SETUP-BGSPAWN.TP2~

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

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

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

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

The readme opens.

10.3 ktweaks v1.06

~KTWEAKS/SETUP-KTWEAKS.TP2~

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

This mod requires Baldur's Gate Trilogy.

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

Would you like to display the readme? [N]o
What should be done with all components that are NOT YET installed? [A]sk about each one?
Install Component 1 [Add BG1 missing normal & magical weapons]? [I]nstall
Install Component 2 [Add BG1 missing unique weapons]? [I]nstall

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

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

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

Install Component 101 [Revised throwing daggers]? [N]ot Install
Install Component 102 [Revised warhammers]? [N]ot Install
Install Component 103 [Revised spears]? [N]ot Install

This component will be skipped if Item revision is installed. The component is similar to the P5Tweaks component "In-

creased spear range & damage*".*

Install Component	201	[(BETA) Allow blades (bard kit) 2 points in bladed weapons]?	[N]ot Install
Install Component	301	[RP fixes]?	[I]nstall

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

10.4 Item Revisions v3 Beta 1.16 (1)

~ITEM_REV/ITEM_REV.TP2~

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

NOTE: *This mod must be installed in two steps! Only the main component must be installed really early. All the others considerably later.*

Most content from the One Pixel Productions mod is already included in this mod.
The current Item Revisions is mostly compatible with 1PPv4, but avoid installing 1PPv4 shield and helmet components. IR still has to be installed after 1PP core components.
Many but not all items from One Pixel Productions are also used with this mod. Files already existing will be replaced.

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

Would you like to display the readme?			[N]o
What should be done with all components that are NOT YET installed?			[A]sk about each one?
Install Component	0	[Item Revisions by Demivrgvs]?	[I]nstall

This component includes already the mod "Horns of Valhalla" and the "BG2 Tweak Pack component [sellable items (Icelus)].

Install Component		[Executable Patch]?	[N]ot Install
	1010	1] ToBEx v20 (beta)	
	1011	2] ToB_Hacks - Casting Level Modifier and Repeating EFF Fix (not compatible with ToBEx	
	1012	3] ToB_Hacks - Casting Level Modifier Fix (safe)	
Install Component	1020	[Potion Revisions]?	[N]ot Install
Install Component	1	[Masterwork Weapons]?	[I]nstall

Sword Coast Stratagems has a similar component.

Install Component	1030	[Store Revisions]?	[N]ot Install
Install Component		[Allow Spellcasting in Armor]?	[N]ot Install
	2	1] With a Chance of Arcane Casting Failure	
	3	2] With Casting Speed Penalties for Arcane Casters	
	4	3] With Casting Speed Penalties for All Casters	
	5	4] Without Penalties	
Install Component		[Heavy Armor Encumbrance]?	[N]ot Install

Incompatible with the mod „Full Plate And Packing Steel".

	1040	1] Movement Speed, Dexterity and Speed Factor Penalties	
	6	2] Movement Speed and Dexterity Penalties	
	1041	3] Movement Speed and Speed Factor Penalties	
	1042	4] Dexterity and Speed Factor Penalties	
	7	5] Movement Speed Penalties	
	8	6] Dexterity Penalties	
	1043	7] Speed Factor Penalties	
Install Component	9	[Allow Thieving Skills in Armor]?	[N]ot Install

Incompatible with the mod „Full Plate And Packing Steel".

Install Component	1050	[Revised Armor Bonuses]?	[N]ot Install
Install Component	10	[Revised Shield Bonuses]?	[N]ot Install
Install Component	11	[Dual Wielding Changes for Light and Heavy Weapons]?	[N]ot Install
Install Component	12	[Items of Protection Can Be Worn with Magical Armor]?	[N]ot Install

BG2 Tweak Pack contains with [Wear Multiple Protection Items] a similar component.

Install Component		[Remove Weapon Restrictions from Multi-classed Divine Spellcasters]?	[N]ot Install
	1090	1] Clerics Only	
	1091	2] Clerics and Druids	
	1092	3] Clerics Only, With Halved Specialization	
	1093	4] Clerics and Druids, With Halved Specialization	
Install Component		[PnP Equipment for Druids]?	[N]ot Install

	15	1] Druids only	
	16	2] Druids and Fighter/Druids	
Install Component	1060	[Kensai Can Wear Bracers]?	[N]ot Install
Install Component	1070	[Thieves Can Use Wands]?	[N]ot Install
Install Component	17	[Weapon Changes]?	[N]ot Install
Install Component	1080	[Enchantment Doesn't Affect Speed Factor of Weapons]?	[N]ot Install
Install Component		[Backstabbing Penalties for Inappropriate Weapons]?	[N]ot Install

Not together with the Ding0's Tweak Pack component "Improved Backstabbing"

	18	1] Backstabbing Penalties Only	
	19	2] Backstabbing Penalties with More Weapons Usable for Backstabbing	
Successfully installed			Press ENTER to exit

10.5 Item Revisions Shatterfix

~ITEM_REV_SHATTERFIX.TP2~

The **B¿G World Fixpack** copies the the file **item_rev_shatterfix.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component	0	[iron crises shatttering effect]?	[I]nstall
Successfully installed		[iron crises shatttering effect]	Press ENTER to exit

10.6 Baldurdash Weidu v1.68 (2)

~SETUP-BDTOBV168.TP2~

This is an edited version of this mod. Most of these components are already included in the BG2Fixpack. These remain untouched from the edited version!
Nevertheless, several fixes which are not handled by BG2Fixpack are included. Besides, this mod is required for a future installation of NEJ 6.9.4.
Use by no means the original tp2 file from Baldurdash together with the BG2Fixpack!

NOTE: *This mod must be installed in two steps! The component RESTORED DAK'KON'S BLADE should be installed only after the Item Revisions main component!*

You have already copied the folder **Bdash** and the files **Setup-BDToBv168.exe, Setup-BDToBv168.tp2, BDToBv16-PostTaskE.bat, BDToBv16-PostTaskG.bat, BG2ToBFixPack112ReadMe.txt, BD-WeiDU 1.68 Readme.txt** and **Liesmich.htm** into your main SoA directory.
One or more files of this mod must be changed. This will be done by the patch from the folder **B¿G World Fixpack**.
Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [English]
What should be done with all components that are NOT YET installed?			[A]sk about each one?
Install Component	0	[Baldurdash Fix Pack for ToB, v1.68 WeiDU]?	[N]ot Install
Install Component	1	[MULTI-STRONGHOLDS]?	[N]ot Install

A similar (improved?) component may be installed later from the BG2TweakPack. Incompatible with CliffHistory and Oversight mods.

Install Component	2	[RESTORED TWISTED RUNE QUEST]?	[N]ot Install
Install Component	3	[RESTORED HINDO'S DOOM]?	[N]ot Install
Install Component	4	[GRAND MASTERY FIX (by James Schumacher)]?	[N]ot Install

This component is also included in BG2Tweaks; a refined variation is included in the Mixed Mod 5!

Install Component	5	[IMPROVED COPPER CORONET]?	[N]ot Install

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

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

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

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

This component is also included in Never Ending Journey 2 v42b

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

This component is also included in Never Ending Journey 2 v42b
This component is based on a very old version of Rogue Rebalancing (v3.11) and therefore contain some outdated (and potentially problematic) code. Use the "Proper dual-wielding implementation for Thieves and Bards" component of Rogue Rebalancing instead.

Install Component		[Textupdatepack]?	[N]ot Install

	9	[1] Baldurdash English Text Update Pack for ToB, v1.4 WeiDU	
	10	[2] Deutsche Korrektur von Textfehlern v2.1	

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

Successfully installed			Press ENTER to exit

The readme opens.

10.7 Kit Tomes for BGT, TuTu & BG:EE v2.01

~KITTOMES/SETUP-KITTOMES.TP2~

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

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

Install Component	0	[Kit Tomes for BG:EE, BGT and TuTu]?	[I]nstall
Install Component		[Panver's Merchandise]?	
	1	1] Panver Sells 1 Tome per Kit	
	2	2] Panver Sells 2 Tomes per Kit	
	3	3] Panver Sells 6 Tomes per Kit	
	4	4] Panver Sells No Tomes	[4]

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

Install Component		[Tome Locations]?	
	5	1] Merchandise & Quest Rewards-> Panver is in the Elfsong Tavern	[1]
	6	2] Merchandise Only-> Panver is outside the Friendly Arm Inn	
Successfully installed		[Kit Tomes for BG:EE, BGT and TuTu]	Press ENTER to exit

10.8 BGT Tweak Pack v11 (1)

~SETUP-BGTTWEAK.TP2~

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

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

At least the BGTTweak component „Enemy items shatter“ must be installed before Aurora and before most of the BG2 mods!
The "Import more NPCs into Shadow of Amn" components, however, must be installed after the BG1 NPCs for BG2:SoA because of compatibility checks. However, these components are not compatible with Sandrah RTF.
Because of compatibility checks the modifications ‘Ease-of-Use’, ‘BGSpawn’, ‘BG1 NPC Project’, and ‘BG1 Unfinished Business’ must be installed before.
The BGTTweak component „Restore BG2 XP bonus for traps, locks, and scrolls“ must be installed before the BG2Tweak component "Change Experience Point Cap" because otherwise the level will be reduced from 50 to level 40.

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

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
What should be done with all components that are NOT YET installed?			[A]sk about each one
Install Component	100	[Eldoth reminds of Skie's ransom]?	[Y]es
Install Component	400	[Add Semaj's Cloak and Upgraded Koveras' Ring of Protection]?	[Y]es
Install Component	500	[Major locations explored upon visit]?	[N]o
SKIPPING	600	[Druid/Ranger-responsive bears in BG1]?	[Y]es

Bears react peacefully on presence of a druid or ranger also in BG1.
The BG1 Unfinished Business component "Creature Corrections" conflicts with this component.

Install Component		[Happy patch]?	[N]o
	701	1] NPCs cannot choose to leave the party	

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

702 2] Only good and evil NPCs leave the party

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

Install Component 800 [Import more items into Shadows of Amn]?
[(WARNING: This can be considered a cheat)]? [Y]es
Install Component [Random activated traps in the pirate cave]? choose on:
901 1] Install-time randomisation [1]
902 2] Game-time randomisation
Install Component 1000 [Bags of the Sword Coast]? [Y]es
Install Component [Altered spawns]? [N]o

This component is NOT compatible with the BGSpawn mod.

The BGT-WeiDU method remains unchanged

1101 1] TuTu-style levelled spawns

Random monsters appear depending on the level of the player.

1102 2] Deactivate BGT-WeiDU spawns: spawns never appear

This removes random monsters in main areas altogether

1104 3] Deactivate BGT-WeiDU spawns: spawns appear once

All random monsters in the main areas will only be activated once. The random encounters during the travellings however remain thereby.

Install Component 1200 [Arkion reacts to player's reputation]? [Y]es

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

SKIPPING 1300 [Coran responds to the death of a wyvern]?

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

Install Component 1400 [More bandit scalps]? [N]o

BG1UB also introduces with "Creature Corrections" more bandit scalps; do not use both together.

Install Component [Altered item shattering]?
1501 1] Remove item shattering
1502 2] Make armor and shields shatter [2]
Install Component 1600 [Hooded unarmoured mages and thieves]? [N]o

This component is not suitable for all races. For instance, the orks look like humans.

Install Component 1700 [Salk's Pen-and-Paper ruleset corrections]? [N]o

Correction of the thief's abilities. The Rogue Rebalancing component "Proper racial adjustments for thieving skills" does the same thing in a slightly more comprehensive way as it also affects the Detect Illusion skill.

Install Component 1800 [Import more NPCs into Shadow of Amn: Alora]? [N]o

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

Install Component 1801 [Import more NPCs into Shadow of Amn: Branwen]? [N]o

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

Install Component 1802 [Import more NPCs into Shadow of Amn: Eldoth]? [N]o

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

Install Component 1803 [Import more NPCs into Shadow of Amn: Kagain]? [N]o

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

Install Component 1804 [Import more NPCs into Shadow of Amn: Kivan]? [N]o

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

Install Component 1805 [Import more NPCs into Shadow of Amn: Sharteel]? [N]o

Not together with NeJ2, The Darkest Day oder Shar-Teel NPC because otherwise you would get the NPC twice

Install Component 1806 [Import more NPCs into Shadow of Amn: Skie]? [N]o

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

Install Component 1807 [Import more NPCs into Shadow of Amn: Xan]? [N]o

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

Install Component 1808 [Import more NPCs into Shadow of Amn: Yeslick]? [N]o

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

Install Component 1809 [Import more NPCs into Shadow of Amn: Bub Snikt]? [N]o

Dark Side of the Sword Coast is required

Install Component 1810 [Import more NPCs into Shadow of Amn: Conchobhair Strongblade]? [N]o

Dark Side of the Sword Coast is required

Install Component 1811 [Import more NPCs into Shadow of Amn: Ferthgil Trollslayer]? [N]o

Dark Side of the Sword Coast is required

Install Component 1812 [Import more NPCs into Shadow of Amn: Jet'Laya]? [N]o

Dark Side of the Sword Coast is required

Install Component 1813 [Import more NPCs into Shadow of Amn: Keiria Silverestring]? [N]o

Dark Side of the Sword Coast is required

Install Component 1814 [Import more NPCs into Shadow of Amn: Skeezer Lumpkin VI]? [N]o
Dark Side of the Sword Coast is required
Install Component 1815 [Import more NPCs into Shadow of Amn: Will Scarlet O'Hara]? [N]o
Northern Tales of the Sword Coast is required
Normally only Imoen, Jaheira, Minsk, Edwin and Viconia will be taken from BG1 to BG2. With this choice of components you can choose which NPC after the transition should be imported if they are in BG1 in the party. Some of the NPCs can be found directly in Irenicus dungeon again, but others must first be found in BG2.
If not all of the BG1 NPC Project dialogues are completed, these are still played in BG2.
Install Component 1900 [Restore BG2 XP bonus for traps, locks, and scrolls]? [N]o
This component must be installed before the BG2Tweak component "Change Experience Point Cap" because otherwise it reduces its level from 50 to level 40.
Install Component [Protagonist's biography modifications]?
2001 1] Do not set BG1 biography for imported characters [1]
2002 2] Set BG2 biography upon Shadows of Amn transition
Install Component 2100 [Exotic Weapons For Taerom]? [Y]es
Install Component 2200 [Item BG1-ification: Price changes]? [N]o
Some of the items behave more like the BG I version. Not together with Item Revisions.
Install Component 2201 [Item BG1-ification: Reduced stack size from 40 to 20]? [N]o
Some of the items behave more like the BG I version. Not together with Item Revisions.
Install Component 2202 [Item BG1-ification: Lore changes]? [N]o
Some of the items behave more like the BG I version. Not together with Item Revisions.
Install Component 2203 [Item BG1-ification: Scroll casting level changes]? [N]o
Some of the items behave more like the BG I version. Not together with Item Revisions.
Install Component 2204 [Item BG1-ification: Item behaviour changes]? [N]o
Some of the items behave more like the BG I version. Not together with Item Revisions.
Install Component 2300 [Disable hostile reaction after charm]? [Y]es
Spells and abilities that charm creatures no longer result in the target becoming hostile after the effects wear off. Works best when TobEx is installed.
Install Component 2400 [Enemy items shatter] [Y]es
With this component also enemies are affected of the iron shortage in BG1, so that also their iron weapons can break. If the option "Make armor and shields shatter' has been installed, also shields and armor of their opponents can break.
Install Component 2500 Access Ulgoth's Beard west of Wyrm's Crossing only] [Y]es
Ulgoth's Beard lies to the west of Baldur's Gate according to Forgotten Realms Lore, but in Baldur's Gate: Tales of the Sword Coast, Ulgoth's Beard is placed to the north-east. This component corrects this inconsistency by only allowing access to Ulgoth's Beard on the west side of Wyrm's Crossing. However, this also means that Ulgoth's Beard will not be accessible until Baldur's Gate city is also accessible.
Install Component 2600 [Prevent access to Durlag's Tower from adjacent areas] [Y]es
This component stops the player from discovering Durlag's Tower just by walking to its location. If this component is installed, the only way to discover Durlag's Tower is through informants at Ulgoth's Beard.
Install Component 2700 [Put Sword of Chaos +2 in Sarevok's inventory] [Y]es
Install Component 2800 [Reputation Resets at Beginning of BG2] [Y]es
Because the hero and his party are still unknown in Amn when they emerge from the opening dungeon after the transition from BG 1 to BG2 and go to the Adventurer's Mart, they cannot already enjoy advantages because of her good call.
This component is also included in BG2 Tweaks.
Successfully installed Press ENTER to exit
The readme opens.

10.9 New travel system between Baldur's Gate City areas v1.0d

~BG_TRAVEL/SETUP-BG_TRAVEL.TP2~

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

Copy the folder **BG_Travel** and the file **Setup-BG_Travel.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Choose your language: 0 [English]
Install Component 0 [New travel system between Baldur's Gate City areas]? [I]nstall
Successfully installed [New travel system between Baldur's Gate City areas] Press ENTER to exit

11. BG2 QUEST MODS

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

11.1 Tales of Anegh v2.4

~TOA/SETUP-TOA.TP2~

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

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

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

Further files get copied, then the readme opens.

11.2 Expanded Thief Stronghold v2.20

~GBTHFKP/GBTHFKP.TP2~

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

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

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

The readme opens.
Optional: There is a more difficult version of Mae'Var. To use this, place the contents of the _debug\impmaevar folder in the Override folder.
Optional: You can also enter into the thief's guild as a non-thief. Add the file NotThief.bs from the folder _debug\NotThief into the script/directory. Read the enclosed instructions.

11.3 Ajoc's Minimod v1.6.5

~AJOCMOD/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.

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

Choose your language:		0 [English]
Install Component 0	[AjocMod WeiDU v1.5]	[I]nstall
Successfully installed	[AjocMod WeiDU v1.5]?	Press ENTER to exit

Further files get copied, then the readme opens.

11.4 Tortured Soul Quest v7

~SETUP-TTSQ.TP2~

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

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

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

The readme opens.

11.5 Every Mod and Dog v7

~EMAD/SETUP-EMAD.TP2~

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

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

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

The readme opens.

11.6 Planar Sphere v2.6e

~SETUP-PLANARSPHEREMOD.TP2~

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

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

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

The readme opens.

11.7 The Bigg Quest Pack v2.05

~TB#QUEST/TB#QUEST.TP2~

A number of standalone fights.

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

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

NOTE! Breaking the fourth wall: The characters will start the direct dialogue with the player.
(MProlla is a personal accounting of the mod author in an obscene language unsuitable for BG with MikeProlla who years ago flooded the English IE forums with spam.)

Install Component	1	[The curse of Mprolla the cheater]	[N]ot Install

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

Install Component	2	[A large battle]	[I]nstall

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

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

The readme opens.

11.8 The Black Rose Part I: Market Prices v1

~BWQUEST.TP2~

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

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

Copy the folder **BWQuest** and the files **Setup-BWQuest.exe** and **BWQuest.tp2** from the folder MarketPrices into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

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

Further files get copied, then the readme opens.

11.9 Adalon's Blood (Silberdrachenblut) v13

~C#SB_SILBER/SETUP-C#SB_SILBER.TP2~

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

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

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

The readme opens.

11.10 Spellhold Gauntlet Version 1.16

~SETUP-SPGAUNT.TP2~

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

Copy the folder **SPGaunt** and the files **setup-spgaunt.exe, setup-spgaunt.tp2** and **spgaunt.bat** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component	0	[Spellhold Gauntlet]?	[I]nstall
Install Component	1	[Irenicus Waiting in Spellhold]?	[I]nstall
Install Component	2	[Shortened Spellhold Cutscenes and Dream]?	[N]ot Install
Install Component	3	[Interjections for Spellhold Gauntlet (dialogue by Liam)]?	[I]nstall
Successfully installed			Press ENTER to exit

Further files get copied, then the readme opens.

11.11 Tower Of Deception v3.3.1
~TOD/SETUP-TOD.TP2~

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

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

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

The readme opens.

11.12 Dungeon Crawl v8
~DC/SETUP-DC.TP2~

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

Copy the folder **DC** and the files **Setup-DC.exe** and **Readme-DC.txt** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

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

The readme opens.

11.13 Assassinations v11
~ASSASSINATIONS/SETUP-ASSASSINATIONS.TP2~

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

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

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

The readme opens.

11.14 Back to Brynnlaw v4
~BACKBRYNNLAW/SETUP-BACKBRYNNLAW.TP2~

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

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

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

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

The readme opens.

11.15 The Sellswords v5
~SELLSWORDS/SETUP-SELLSWORDS.TP2~

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

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

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

The readme opens.

11.16 Sylmar Battlefield v1.025
~1SYLM-SETUP.TP2~

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

The mod has at present serious bugs.

Copy the folder **1Sylm** and the files **Setup-1Sylm.exe** and **Setup-1Sylm.tp2** into your main SoA directory.
One or more files of this mod must be changed. This will be done by the patch from the folder **B¿G World Fixpack**.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Sylmar - Elves vs Orcs]?	[I]nstall
Successfully installed	[Sylmar - Elves vs Orcs]	Press ENTER to exit

The readme opens.

11.17 Er'vonyrah: Song Władającej v1.3.2
~SOVEREIGN/SETUP-SOVEREIGN.TP2~ POLISH

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

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

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

Install Component 0	[Er'vonyrah: Pie Władaj cej]?	[I]nstall
Install Component 1	[Historia pewnego Kronikarza]?	[I]nstall
Successfully installed		Press ENTER to exit

The readme opens.

11.18 Tales of the Deep Gardens v10.1
~TOTDG/SETUP-TOTDG.TP2~

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

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

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

Would you like to display the readme?			[N]o
Choose your language:			0 [English]
Install Component	0	[Colours of Infinity: Tales of the Deep Gardens]?	[I]nstall
Install Component	1	[NPC Reactions (Aerie, Viconia, Jaheira, Anomen, Haer'Dalis, Keldorn)]?	[I]nstall
Install Component	2	[Add Deep Gardens to the Worldmap - suggested component. If this component can't be installed due to incompatibilities, skip it.]?	[I]nstall
Successfully installed			Press ENTER to exit

11.19 Innershade v7.2

~INNERSHADE/SETUP-INNERSHADE.TP2~

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

Second release of the Colours of Infinity series. Its mods are linked together.
This mod is not compatible with the mod Severian de Demerya.

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

Choose your language:			0 [English]
Install Component	0	[Colours of Infinity: Innershade]?	[I]nstall
Install Component	1	[New animations. May not be compatibile with other mods that alter animations with the older method. (Overrides wigh1 and wigh2 slots)]?	[N]ot Install
Install Component	2	[Talks for original Bioware NPCs]?	[I]nstall
Install Component		[Add Innershade to Worldmap (You *must* pick one of these components, otherwise the mod won't run as it should.)]?	
		[N]o, [Q]uit or choose one:	
	3	1] Yes	
	4	2] Yes + new map icon. WARNING: This component overrides mapicon.bam. It's incompatibile with mods which does any change to this .bam file.	
	5	3] No	
	6	4] Add Innershade to BP-BGT-Worldmap.	[4]
Successfully installed			Press ENTER to exit

11.20 The White Queen v4.1

~WHITEQUEEN/WHITEQUEEN.TP2~

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

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

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

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

11.21 Rukrakia v0.8

~RUKRAKIA/SETUP-RUKRAKIA.TP2~

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

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

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

Install Component 0	["루크라키아 NPC Romance 모드 (TOB only)"]? *	[I]nstall

* *analogously: ["Rukrakia NPC Romance-Mod (nur TOB)"]?*

Successfully installed	["루크라키아 NPC Romance 모드 (TOB only)"]	Press ENTER to exit

11.22 I Shall Never Forget v4.4

~ISNF/ISNF.TP2~

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

Mod must be installed before TS25 MiniMod.

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

Would you like to display the readme?		[N]o
Install Component 0	[Colours of Infinity: I Shall Never Forget]?	[I]nstall
Successfully installed	[Colours of Infinity: I Shall Never Forget]	Press ENTER to exit

11.23 TS25 MiniMod v2

~TS25MINI/SETUP-TS25MINI.TP2~ JAPANESE

Der Mod fügt fünf zusäzliche kleine Aufgaben hinzu.

Copy the folder **ts25mini** and the files **ts25mini.exe** and **訳者様.txt** into your main SoA directory.
One or more files of this mod must be changed. This will be done by the patch from the folder **B¿G World Fixpack**.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[DetectableSpell（「あるアンデッドの目的地」以外のコンポーネントに必要）]?	[I]nstall

* *analogously: [Detectable Spell (Required for all component, exceptionally "The Destination of a Undead"]?*

Install Component 1	[トロールの巣の秘密]?	[I]nstall

* *analogously: [The Secret of the Troll Cave?*

Install Component 2	[ブラックロータスの香り]?	[I]nstall

* *analogously: [The Smell of the Black Lotus]?*

Install Component 3	[あるアンデッドの目的地]?	[I]nstall

* *analogously: [The destination of a Undead]?*

Install Component 4	[あるソーサラーの悩み]?	[I]nstall

* *analogously: [The Concerns of a Spellcaster]?*

Install Component 5	[ある貴婦人の依頼]?	[I]nstall

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

Successfully installed		Press ENTER to exit

11.24 Les Exiles de Lunargent v01

~DEVIN/SETUP-DEVIN.TP2~

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

Incompatible with the Sword Coast Stratagems component "Improved Vampires".

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

Install Component 0	[Devin : version Beta 0.00]?	[I]nstall
Successfully installed	[Devin : version Beta 0.00]	Press ENTER to exit

Further files get copied

Press any key . . .	Press ENTER

11.25 Eilistraee's Song v4.0
~EILISTRAEE/SETUP-EILISTRAEE.TP2~

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

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

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Install Component	0	[Eilistraee's Song]?	[I]nstall
Install Component		[Worldmap addition]?	
	1	1] Add Eilistraee's Clearing to the Worldmap	
	2	2] Add Eilistraee's Clearing to BP-BGT-Worldmap	[2]
	3	3] Do not add Eilistraee's Clearing to the Worldmap	
Successfully installed			Press ENTER to exit

11.26 Fishing for Trouble v3.0
~DQ/SETUP-DQ.TP2~

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

Copy the folder **dq** and the file **setup-dq.exe** into your main SoA directory.
One or more files of this mod must be changed in order to be able to install it together with BWP. This will be done by the patch from the folder **B¿G World Fixpack**.
Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Install Component	0	[Core Files: Fishing for Trouble by Yovaneth]?	[I]nstall
Install Component	1	[Optional: Major character portraits]?	[I]nstall
Install Component	2	[Optional: Add Fishing for Trouble to BP-BGT-Worldmap]?	[I]nstall

This component will only be added by the **B¿G World Fixpack**

Successfully installed	Press ENTER to exit

12. BG2 TACTICAL ENCOUNTERS

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

12.1 Azengaard Tactical Encounter v5.0

~SETUP-AZENMOD.TP2~

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

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

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

Choose your language:		0 [English]
Install Component 0	[Azengaard Tactical Encounter (erebusant's revamp)]	[I]nstall
Install Component 1	[Enhanced Trademeet Crypt]	[I]nstall
Install Component 2	[Enhanced Chateau Irenicus]	[I]nstall
Successfully installed		Press ENTER to exit

The readme opens.

12.2 CoM Encounters v1.08

~SETUP-COM_ENCOUNTERS.TP2~

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

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

Choose your language:		0 [English]
Install Component 0	[Chosen of Mystra's Encounters (Requires Throne of Bhaal)]?	[I]nstall
Install Component 1	[Would you like to install improved druid encounters?]?	[I]nstall
Install Component 2	[Would you like to install improved Shagbag encounters?]?	[I]nstall
Successfully installed		Press ENTER to exit

The readme opens.

12.3 Deeper Shadows of Amn v2.2.4

~SETUP-DSOA.TP2~

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

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

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

Choose your language:		0 [English]
What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 0	[Kensai Ryu's Deeper Shadows of Amn v2.2]?	[N]ot Install

This component causes everyone goes hostile.
Install Component 1 [Difficult Brown Dragon]? [I]nstall
A improved version is also included in Big Picture.
This component is compatible with the Big Pictures component "Improved Small Teeth Pass"!
Install Component 2 [Improved Copper Coronet]? [N]ot Install
Do not use this component together with IMPROVED COPPER CORONET from Baldurdash Weidu v166, since both components cause the same. It is also included in Big Picture and Tactics.
Install Component 3 [Improved Crypt King]? [N]ot Install
This is the slightly improved version of the Tactic mod component.
Don't install it together with BP, because BP contains its own version of this component.
Install Component 4 [Ghost Shadow Dragon]? [I]nstall
Install Component 5 [Gnome Fighter/Illusionist Encounter]? [N]ot Install
This is the slightly improved version of the Tactic mod component.
Don't install it together with BP, because BP contains its own version of this component.
Install Component 6 [Grothgar the Red Dragon]? [I]nstall
Install Component 7 [Improved Kangaxx]? [N]ot Install
This is the slightly improved version of the Tactic mod component.
Don't install it together with BP, because BP contains its own version of this component.
This component overlaps with the SCS component "Spellcasting Demiliches".
Install Component 8 [The Curse of the Underground Shade Lord]? [I]nstall
Successfully installed Press ENTER to exit
It appears an error message that the file DSoA\ReadMe could not be found. Nevertheless, this is only differently named.

12.4 Domains of Dread v3

~SETUP-DOFD.TP2~

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

Copy the folder **DofD** and the files **Setup-DofD.tp2** and **Setup-DSoA.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Choose your language: 0 [English]
Install Component 0 [DofD]? [I]nstall
Successfully installed [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.

12.5 Improved Asylum v1.01

~IMPASYLUM/SETUP-IMPASYLUM.TP2~

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

Copy the folder **impasylum** and the files **Setup-impasylum.exe, Setup-impasylum.tp2, asyinstall** and **impAsylumReadme.htm** from the folder ImprovedAsylumV92 into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Choose your language: 0 [English]
Install Component 0 [Detectable Spells (Required for the Other Components]? [I]nstall
Install Component 1 [Improved Asylum Mod for BG2:ToB]? [I]nstall
This component can also be installed together with the Improved Spellhold component of Big Picture!
Install Component 2 [Spellhold Lich]? [I]nstall
The first component already placed a lich into the library. This component adds a second one and together with the SCS components "Almost-maximum difficulty (maximum for everything except liches)" or "Maximum difficulty" potentially a third one.
Install Component 3 [Improved Player Scripts]? [I]nstall
Successfully installed Press ENTER to exit
The readme opens.

12.6 Super Firkraag Mod v1.5

~SETUP-FIRKRAAG.TP2~

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

You can instead of this mod also combine the Firkraag from Revised Battles with the SCS component "Smarter Dragons".
Inkompatible with the component Improved Firkraag from RevisedBattles.
Inkompatible with the mod BuTcHeRy.

Copy the folder **CScripts** and the files **Setup-Firkraag.exe, Setup-Firkraag.tp2** and **frikreadme.txt** from the folder SuperFirk14 into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

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

The readme opens.

12.7 D's Odd Quest Mod v1

~SETUP-IMNESVALE.TP2~

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

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

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

12.8 Tomoyo and the Underground City v0.9

~SETUP-DNT.TP2~

A tribute to the manga "Tomoyo After: It's a Wonderful Life"
The mod adds an underground city (entrance in the room with the lich in the gate area) and a dozen of new items. Those who do not bother because the mod is unconnected with BG, will find some extremely challenging battles and finally the manga character Tomoyo.

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

Choose your language:			1 [English]
Install Component	0	[Tomoyo and the Underground City MOD v0.9 by Viracocha]?	[I]nstall
Successfully installed		[Tomoyo and the Underground City MOD v0.9 by Viracocha]	Press ENTER to exit

12.9 Arena v1

~ARENA/SETUP-ARENA.TP2~

After you have completed your challenge at pocket plane you may continue at the new arena. Once you have finished it a reward will be available.

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

Install Component	0	[The Arena Project]?	[I]nstall
Successfully installed		[The Arena Project]	Press ENTER to exit

12.10 Umbra of TROW - Arena v1.0

~SETUP-UOT.TP2~

This is a simple battle mod. You will meet in an arena on powerful outer planar creatures - beat them or die.
This is an independent part of the planned TROW mod (The Ring Of Wonder - chinese Website).

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

Choose your language:		1 [English]
Install Component 0	[Umbra of T.R.O.W.]?	[I]nstall
Successfully installed	[Umbra of T.R.O.W.]	Press ENTER to exit

13. BG2 STORES AND ITEMS

These mods expand and improve your BG2 stores and items.

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

13.1 Alex Macintosh v5

~AM/AM.TP2~

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

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

Choose your language:		0 [English]
Install Component 0	[Alex Macintosh PC Conversion by MTS]?	[I]nstall
Successfully installed	[Alex Macintosh PC Conversion by MTS]	Press ENTER to exit

The readme opens.

13.2 Bag Bonus v1.0.4

~BAGBONUS/BAGBONUS.TP2~

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

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

Choose your language:		0 [American]
Install Component 0	[Bonus Potioncase and Ammobelt to Deidre's store]	[I]nstall
Successfully installed	[Bonus Potioncase and Ammobelt to Deidre's store]?	Press ENTER to exit

The readme opens.

13.3 Ribald's Genie v2.7

~SETUP RGENIE.TP2~

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

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

Copy the folder **RGenie** and the files **setup RGenie.exe** and **setup RGenie.tp2** into your main SoA directory.
Rename the files only if they should be installed with setup.bat from setup RGenie.exe and setup RGenie.tp2 to setup-RGenie.exe and setup-RGenie.tp2 (without space).
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Ribald's Genie]?	[I]nstall
Successfully installed	[Ribald's Genie]	Press ENTER to exit

The readme opens.

13.4 Boards of Magick item pack v2.0

~SETUP-BOM.TP2~

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

Install the file **BoM_Item_pack.exe** into any dummy folder but by no means into your main directory! Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folder **Setup-BoM** and the files **Setup-BoM.exe** and **Setup-BoM.tp2** as well as a file **SETUP-BOM.DEBUG** in that dummy folder. Move them except the **SETUP-BOM.DEBUG** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Boards of Magick Itempack!]?	[I]nstall
Successfully installed	[Boards of Magick Itempack!]	Press ENTER to exit

The readme opens.

13.5 Baldurs Gate 2 Shadows of Amn Item Import v3

~SETUP-BG2SOA.TP2~

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

Copy the folder **BG2SoA** and the files **Setup-BG2SoA.exe** and **Setup-BG2SoA.tp2** from the folder BG2SoA_v3 into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

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

13.6 Exnem's Addon = Exnem Vault v5

~SETUP-EXNEM.TP2~

This mod includes 21 new spells and 88 new items plus edited monsters and areas.

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

Copy the folder **Exnem** and the files **Setup-Exnem.exe** and **Setup-Exnem.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
One or more files of this mod must be changed. This will be done by the patch from the folder **B~~/~~G World Fixpack**.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Exnem Vault v5, Install Items]?	[I]nstall
Install Component 1	[Add items to creatures]?	[I]nstall
Install Component 2	[Add items to areas]?	[I]nstall
Successfully installed		Press ENTER to exit

13.7 Freedom's Reign / Reign of Virtue v8

~FR_ROV/SETUP-FR_ROV.TP2~

Freedom's Reign: 2 new stores, more than 80 items everywhere in SoA.
Reign of Virtue: 3 new stores, 5 new encounters.
As of v8 RoV is no longer a separate component.

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

Choose your language:	0 [English]

Install Component 0	[Freedom's Reign (SoA or ToB)]?	[I]nstall
Successfully installed		Press ENTER to exit

13.8 Heart Of The Wood v6
~SETUP-HEARTWOOD.TP2~

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

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

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

The readme opens.

13.9 Herbs and Potions Add-in for Baldur's Gate 2 v1.0.5
~BW_HERBS_BG2/SETUP-BW_HERBS_BG2.TP2~

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

Copy the folder **BW_Herbs_BG2** and the file **Setup-BW_Herbs_BG2.exe** into your main SoA directory.
The **B¿G World Fixpack** *provides compatibility to be able to install this mod together with "Herbs and Potions add-in for BG1".*
Double-click the Setup. The DOS dialogue appears:

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

The readme opens.

13.10 Improved Horns of Valhalla v1.3
~SETUP-VALHORN.TP2~

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

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

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

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

13.11 Killing Wolf NPC v1.1
~SETUP-KWOLF.TP2~

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

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

Choose your language:		0 [English]
Install Component 0	[KWolf - New NPC]	[I]nstall
Successfully installed	[KWolf - New NPC]	Press ENTER to exit

The readme opens.

13.12 Munchmod v3.3

~SETUP-MUNCHMOD.TP2~

Adds the walking hawker Arkvisti, changes stores and creatures.

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

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

Choose your language:		0 [English]
Install Component 0	[Munchmod v2.7]?	[I]nstall
Successfully installed	[Munchmod v2.7]	Press ENTER to exit

It appears an error message that the file Munchmod\Munchmod could not be found. Nevertheless, this does not exist.

13.13 RItemPack v2 = RPG Dungeon Item Pack

~SETUP-RITEMPACK.TP2~

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

Copy the folder **RItemPack** and the files **setup-RItemPack.exe, setup-RItemPack.tp2** and **item_readme.txt** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

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

13.14 Rolles v3a

~SETUP-ROLLES.TP2~

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

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

Choose your language:		1 [English]
Install Component 0	[Rolles Sayer]?	[I]nstall
Install Component 1	[Bag of Holding in Irenicus Dungeon]?	[I]nstall

The bag of holding is also included in the component "Extra Items" from Daulmakan's Item Pack for Baldur's Gate II.

Successfully installed	Press ENTER to exit

13.15 RTT Item Pack v1.2

~RTTITEMPACK/RTTITEMPACK.TP2~

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

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

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

13.16 Ruad Ro'fessa Item Upgrade v27
~RUAD/SETUP-RUAD.TP2~

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

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

Choose your language:		0 [English]
Install Component 0	[Ruad Ro'fhessa SoA]?	[I]nstall
Install Component 1	[Ruad Ro'fhessa ToB]?	[I]nstall
Successfully installed	[Ruad Ro'fhessa]	Press ENTER to exit

The readme opens.

13.17 The Magnificient Magic Shop v6
~TZSHOP01/SETUP-TZSHOP01.TP2~

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

Copy the folder **tzshop01** and the file **Setup-Tzshop01.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[The Magnificent Magic Shop]?	[I]nstall
Successfully installed	[The Magnificent Magic Shop]	Press ENTER to exit

13.18 The Unusual Oddities Shop - AbyStore v3
~ABYSTORE/ABYSTORE.TP2~

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

Copy the folder **AbyStore** and the files **Setup-AbyStore.exe** and **abystore-readme.txt** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Unusual Oddities Shop]?	[I]nstall
Successfully installed	[Unusual Oddities Shop]	Press ENTER to exit

13.19 Underrepresented Items (From Icewind Dale 2) v6
~SETUP-UNDERREP.TP2~

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

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

Choose your language:		0 [American English]
Install Component 0	[Underrepresented Items from Icewind Dale 2]?	[I]nstall
Successfully installed	[Underrepresented Items from Icewind Dale 2]	Press ENTER to exit

The readme opens.

13.20 Weimer's Item Upgrade v40

~SETUP-ITEMUPGRADE.TP2~

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

Copy the folder **c2** and the files **Setup-ItemUpgrade.exe** and **Setup-ItemUpgrade.tp2** into your main SoA directory.
The **BG World Fixpack** *adds the Revised consistency plus version subcomponents to the mod.*
Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [American English]
Install Component		[Shadows Of Amn Item Upgrades]?	
	0	1] Original list version	
	10	2] Revised consistency plus version	[I]nstall
Install Component		[Throne Of Bhaal Item Upgrades]?	
	1	1] Original list version	
	11	2] Revised consistency plus version	[I]nstall
Successfully installed			Press ENTER to exit

13.21 Item Upgrade Audio - Cespenar Audio v1

Install the file **CespyAudioV1.exe** into any dummy folder. Now you will find the folders **c2audio** and **override** and the files **c2audio.bat** and **c2audiouninstall.bat** in that dummy folder. Move them into your main SoA directory. Press "Yes" when you are asked whether you want to copy the folder and replace existing files.

13.22 Sorcerer’s Place Item Collection v1.1

~SPITEMS/SETUP-SPITEMS.TP2~

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

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

Install Component	0	[Daniel Goodrich's Custom Item Collection]?	[N]ot Install

This component causes problems in a way that items that are replaced by it, have false and mixed up descriptions.

Install Component	1	[Creslyn's BG2 Item Pack]?	[N]ot Install

Install the revised version of this component from the Sorcerer's Place Collection instead.

Install Component	2	[Davoran's Spell Pack]?	[I]nstall
Install Component	3	[Shadow Daemon's Spells Pack]?	[I]nstall
Successfully installed			Press ENTER to exit

unsolved error:

WARNING: ADD_STORE_ITEM: Unknown flag IDENTIFED. Defaulting to 0 for flags.

13.23 A Mod for the Orderly – CliffKey v5

~CLIFFKEY/SETUP-CLIFFKEY.TP2~

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

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

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

The readme opens.

13.24 Blood Of The Martyr v6
~SETUP-BLOODMORT.TP2~

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

Copy the folder **BloodMort** and the file **Setup-BloodMort.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

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

The readme opens.

13.25 Enhanced BG2 v1.1
~SETUP-EBG2.TP2~

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

Copy the folder **ebg2** and the files **Setup-Ebg2.exe** and **Setup-Ebg2.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 0	[Additional merchant with new items]?	[I]nstall
Install Component 1	[Interjections]?	[I]nstall
Install Component 2	[Tomes aand manuals]?	[I]nstall
Install Component 3	[Cloak of Balduran]?	[N]ot Install

This component is included in the component "Miscellaneous Enhancements" from Ding0's QuestPack.

Install Component 4	[Additional portraits]?	[I]nstall
Install Component 5	[Lost item descriptions]?	[I]nstall
Install Component 6	[Dragonsuit & Glory of Balduran (ToB)]?	[I]nstall
Install Component 7	[New racial enemies]?	[I]nstall
Install Component 8	[New kit (Gladiator)]?	[I]nstall
Install Component 9	[New kit (Knight)]?	[I]nstall
Install Component 10	[New kit (Duelist)]?	[I]nstall
Install Component 11	[New kit (Legionnaire)]?	[I]nstall
Install Component 12	[New kit (Globe-trotter)]?	[I]nstall
Install Component 13	[New kit (Dragon Slayer)]?	[I]nstall
Install Component 14	[New kit (Crusader)]?	[I]nstall
Install Component 15	[New kit (Fright of Liches)]?	[I]nstall
Install Component 16	[New kit (Silent Killer)]?	[I]nstall
Install Component 17	[New kit (Priest of Auril)]?	[I]nstall
Install Component 18	[Miscellaneous tweaks]?	[I]nstall
Successfully installed		Press ENTER to exit

With this mod you can add 10 kits to the game: 4 fighters, 1 ranger, 3 paladins, 1 cleric and 1 tief. Don't use them together with the TDD kits except for the components 9, 14 and 15 or the kits will be mixed up because they share the same .2da file. The **B¿G World Installpack** *will handle this correctly for you.*

13.26 Food and Herbal Mod v 1.03 (Foodmod)
~SETUP-FOODMOD.TP2~

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

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

Choose your language:		0 [English]
Install Component 0	[Chosen of Mystra's Food and Herbal Mod (Requires Throne of Bhaal)]?	[I]nstall
Successfully installed	[Chosen of Mystra's Food and Herbal Mod (Requires Throne of Bhaal)]	Press ENTER to exit

The readme opens.

13.27 Rupert the Dye Merchant v2.1
~RUPERT/SETUP-RUPERT.TP2~

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

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

Choose your language:		0 [English]
Install Component 0	[Rupert the Dye Merchant (for BG2 or TuTu/BGT)]?	[I]nstall
Successfully installed	[Rupert the Dye Merchant (for BG2 or TuTu/BGT)]	Press ENTER to exit

The readme opens.

13.28 Volcanic Armoury v1.5
~SETUP-VOLCANICARMOURY.TP2~

This mod adds several items to various stores throughout Baldur's Gate II.

This is an upgrade from the former "Selune Armoury" mod.

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

Choose your language:		0 [English]
Install Component 0	[Volcanic Armoury [Version 1.0]]?	[I]nstall
Successfully installed	[Volcanic Armoury [Version 1.0]]	Press ENTER to exit

13.29 Realm of the Bhaalspawn Armor Set v1.0
~SETUP-ROTBARMORSET.TP2~

An armor set along with a new shopkeeper.

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

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

13.30 Stuff of the Magi v4
~STUFFOFTHEMAGI/SETUP-STUFFOFTHEMAGI.TP2~

This mod adds stuff of Magi to some creatures.

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

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

13.31 Konalan's Tweaks v2.2

~KONTWK/SETUP-KONTWK.TP2~

Collection of tweaks and items.

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

Would you like to display the readme?			[N]o
Would you like to display the components from [Kit Tweaks]?			[N]o
Would you like to display the components from [Item Tweaks]?			[Y]es
Would you like to display the components from [Portraits]?			[N]o
Install Component	0	[Wizard Slayer Enhancements]?	[N]ot Install

Don't install any of the Wizard Slayer components from Ashes of Embers, Grey Acumen's Kit Improvements, RPG Dungeon Kitpack or Kitanya NPC with this component because they also alter the wizard slayer kit.

Install Component		[Immunity HLA]?	[N]ot Install

Requires Wizard Slayer Enhancements

	1	1] Abjuration
	2	2] Conjuration
	3	3] Divination
	4	4] Enchantment
	5	5] Illusion
	6	6] Evocation
	7	7] Necromancy
	8	8] Alteration
Install Component	9	[Restored Paladin Abilities]? [I]nstall

aTweak includes with "Restore innate disease immunity to of paladin" a similar component. This component however enables an additional casting every three levels.

Install Component	10	[Alignment Tweaks]?	[N]ot Install
Install Component	11	[Rod of Refuge]?	[I]nstall
Install Component	12	[Stormunition]?	[N]ot Install
Install Component	13	[Butter Knife of Balduran]?	[I]nstall
Install Component	14	[Hackmaster +12]?	[N]ot Install
Install Component	15	[Scipio's Barrel]?	[I]nstall

This component adds a barrel as an armor, which makes the wearer undying. Can be obtained only by the CLUAConsole.

Install Component	16	[Monty Python Portrait]?	[N]ot Install
Install Component	17	[Fighters Limited To Mastery In Ranged Weapons]?	[N]ot Install
Install Component	18	[Remove Dual Class Stat Restrictions]?	[N]ot Install
Install Component		[PnP Cure/Cause Spells]?	[N]ot Install
	19	1] Cure Spells Only	
	20	2] Cause Spells Only	
	21	3] Cure And Cause Spells	
Successfully installed			Press ENTER to exit

13.32 Bolsa v4.1

~BOLSA/BOLSA.TP2~

This mod adds a further container dealer to the "Five Flagons".
Copy the folder **bolsa** and the file **Setup-bolsa.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

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

13.33 Charli v2.3

~CHARLI/SETUP-CHARLI.TP2~

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

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

Double-click the Setup. The DOS dialogue appears:

Choose your language:		1 [English]
Would you like to display the readme?		[N]o
Install Component 0	[Charli, the Middleman]?	[I]nstall
Successfully installed	[Charli, the Middleman]	Press ENTER to exit

13.34 Darron v1.6

~DARRON.TP2~

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

Copy the folder **DARRON** and the files **Setup-DARRON.exe**, **DARRON.tp2** and **Readme.txt** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		1 [English]
Install Component 0	[Darron]?	[I]nstall
Successfully installed	[Darron]	Press ENTER to exit

13.35 Nanstein v1.3

~NANSTEIN/NANSTEIN.TP2~

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

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

Choose your language:		2 [English]
Install Component 0	[Nanstein, Chief Mage Engineer of Mountain Sansimportance]?	[I]nstall
Successfully installed	[Nanstein, Chief Mage Engineer of Mountain Sansimportance]	Press ENTER to exit

The readme opens.

13.36 Mhoram v2.3

~MHORAM/MHORAM.TP2~

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

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

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

Choose your language:		1 [English]
Install Component 0	[Mhoram NPC v1.2]?	[I]nstall
Successfully installed	[Mhoram NPC v1.2]	Press ENTER to exit

13.37 Vendedor DLAN v6.1

~SETUP-VENDEDOR DLAN.TP2~ SPANISH

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

Install Vendedor DLAN V - 6 into your main SoA directory. Now you find there the folder **Vendedor_DLAN** and the files **Setup-Vendedor DLAN.exe** and **Setup-Vendedor DLAN.tp2**.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Vendedor DLAN para SoA V.6]?	[I]nstall
Install Component 1	[Vendedor DLAN para ToB V.6]?	[I]nstall
Successfully installed		Press ENTER to exit

The readme opens.

13.38 Recargador v2.3
~RECARGA.TP2~

This dealer can recharge magic staffs.

Copy the folder **Recarga** and the files **Setup-Recarga.exe**, **Recarga.tp2** and **Readme_Recargador.txt** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		1 [English]
Install Component 0	[Recarga]?	[I]nstall
Successfully installed	[Recarga]	Press ENTER to exit

13.39 Jan's Alchemy v6
~ALCHEMY/SETUP-ALCHEMY.TP2~

With this mod Jan Jansen can create potions.

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

Install Component 0	[Jan's Alchemy]?	[I]nstall
Successfully installed	[Jan's Alchemy]	Press ENTER to exit

The readme opens.

13.40 The Sorcerer's Place Collection v10 (1)
~SETUP-SPSTUFF.TP2~

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

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

Choose your language:		0 [English]
Would you like to display the readme?		[N]o
What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 0	[Sylvan Mystic Kit, by Polar Bear]?	[N]ot Install
Install Component 1	[Blade Master Kit, by Drizzt1180]?	[N]ot Install
Install Component 2	[Death Knight Kit, by Drizzt1180]?	[N]ot Install
Install Component 3	[Wushi Ninja Kit, by Drizzt1180]?	[N]ot Install
Install Component 4	[Creslyn's BG2 Item Pack]?	[I]nstall

This is the same component as from Sorcerer's Place Item Collection, here however in revised form, so that they do not overwrite no more the original items.

Install Component 5	[Archer of Sylvanus, by Drizzt1180]?	[N]ot Install

The Archer of Sylvanus kit is incompatible with Refinements.

Install Component 6	[Arcane Fist, by Drizzt1180]?	[N]ot Install
Successfully installed		Press ENTER to exit

Only the items will be installed here. You can install the kits later.

13.41 Mersetek v1.2
~MERSKSTORE/SETUP-MERSKSTORE.TP2~

This mod adds a jewelery store to the game.

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

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

13.42 Mystigan v1.5
~MYSTIGAN/SETUP-MYSTIGAN.TP2~

This mod adds a merchant to the government district.

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

Choose your language:		1 [English]
Install Component 0	[Mystigan the Merchant(ToB Required)]?	[I]nstall
Successfully installed	[Mystigan the Merchant(ToB Required)]	Press ENTER to exit

The readme opens.

13.43 Lavalt! v2.2
~SETUP-LAVAIT!.TP2~

This mod adds a some new items to the game.

Copy the folder **Lavalt!** and the files **Setup-Lavalt!.exe, Setup-Lavalt!.tp2** and **ReadMe-Lavalt!.txt** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Lavalt! - BG2]?	[I]nstall
Successfully installed	[Lavalt! - BG2]	Press ENTER to exit

13.44 OldModsPack v2
~SETUP-OLDMODSPACK.TP2~

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

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

Install Component 0	[OldModsPack - items, spells and shops]?	[I]nstall
Successfully installed	[OldModsPack - items, spells and shops]	Press ENTER to exit

The readme opens.

13.45 Revised Forgotten Wars Item Pack v1.0
~SETUP-RFWIP.TP2~

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

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

Install Component 0	[Revised Forgotten Wars Projects: Item Pack V0.1]?	[I]nstall
Install Component 0	[Correct Holy Symbols for Anomen,Aerie & Viconia]?	[N]ot Install

This component is included in BG2 Fixpack.

Successfully installed		Press ENTER to exit

13.46 Houyi v2.0
~SETUP-HOUYI.TP2~

All kinds of arrows and bows.

Copy the folder **houyi** and the files **Setup-houyi.exe, Setup-houyi.tp2 and readme.txt** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		2 [English]
Install Component 0	[Houyi - Luan's high-quality archery store v2.0]?	[I]nstall
Successfully installed	[Houyi - Luan's high-quality archery store v2.0]	Press ENTER to exit

13.47 YLItems Final
~SETUP-YLITEMS.TP2~

Various dealers with partly very unusual items to much expensive prices.

The file contains two of item packages. Choose here the YLITEMS_BG2.rar.

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

Choose your language:		1 [English]
Install Component 0	[YLITEMS]?	[I]nstall
Install Component 1	[YLItems Addon]?	[I]nstall
Install Component 2	[Do not use shape of Japanese knife]?	[N]ot Install
Install Component 3	[Improved Haste replaced by Haste]?	[N]ot Install
Install Component 4	[Imoen To WM/T]?	[N]ot Install
Successfully installed		Press ENTER to exit

The readme opens.

13.48 Dragon Summon v1.0
~DRAGONSUMMON/SETUP-DRAGONSUMMON.TP2~

At Ribald's store you can get a scroll with which you can summon a red dragon.

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

Install Component 0	[Dragon Summoning Spell]?	[I]nstall
	1] Spell is added to Ribald's store in the adventure mart	[1]
	2] Spell is not added to any store (as per original) and must be clua console'd in.	Item Code is sumdrag
Successfully installed		Press ENTER to exit

13.49 Unholy Gate Opening Ritual Book v6
~SETUP-DSR.TP2~

This installs a demon summoning ritual book, which is in possession of the master wizard Tolgerias (Planar sphere/Slums). You can summon several types of demons (nabassu/glabrezu/cornugon/pit fiend/balor) with the manual, the choice is random.
For the challenge Tolgerias will be somewhat harder to kill! This item can't be used by good aligned characters.

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

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

13.50 Brendan Bellina Book Bags (1-9) v1.0
~SETUP-BBBKBG.TP2~

This mod will add a book bag to your game.

If you use the mod Unique Containers it will patch Brendan Bellina's containers into Perter's and Mira's shops in Waukeen's Promenade. (Otherwise, they are only available via CLUA Console; therefore, do not use the console to create these or any other containers, when Unique Containers is installed, as that will lead to buggy duplication of bag stores and inventories.)

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

Install Component 0	[Installation of Item BBBKBG1, BBBKBG2, BBBKBG3, BBBKBG4, BBBKBG5, BBBKBG6, BBBKBG7, BBBKBG8, BBBKBG9 - Book Bag]?	[I]nstall
Sucessfully installed	[Installation of Item BBBKBG1, BBBKBG2, BBBKBG3, BBBKBG4, BBBKBG5, BBBKBG6, BBBKBG7, BBBKBG8, BBBKBG9 - Book Bag]	Press ENTER to exit

13.51 Brendan Bellina Potion Cases (1-9) v1.0

~SETUP-BBPBAG.TP2~

This mod will add a potion bag to your game.

If you use the mod Unique Containers it will patch Brendan Bellina's containers into Perter's and Mira's shops in Waukeen's Promenade. (Otherwise, they are only available via CLUA Console; therefore, do not use the console to create these or any other containers, when Unique Containers is installed, as that will lead to buggy duplication of bag stores and inventories.)

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

Install Component 0	[Installation of Item BBPBAG1, BBPBAG2, BBPBAG3, BBPBAG4, BBPBAG5, BBPBAG6, BBPBAG7, BBPBAG8, BBPBAG9 - Potion Bag]?	[I]nstall
Sucessfully installed	[Installation of Item BBPBAG1, BBPBAG2, BBPBAG3, BBPBAG4, BBPBAG5, BBPBAG6, BBPBAG7, BBPBAG8, BBPBAG9 - Potion Bag]	Press ENTER to exit

13.52 Brendan Bellina Quivers (1-9) v1.0

~SETUP-BBQUIV.TP2~

This mod will add a quiver to your game.

If you use the mod Unique Containers it will patch Brendan Bellina's containers into Perter's and Mira's shops in Waukeen's Promenade. (Otherwise, they are only available via CLUA Console; therefore, do not use the console to create these or any other containers, when Unique Containers is installed, as that will lead to buggy duplication of bag stores and inventories.)

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

Install Component 0	[Installation of Item BBQUIV1, BBQUIV2, BBQUIV3, BBQUIV4, BBQUIV5, BBQUIV6, BBQUIV7, BBQUIV8, BBQUIV9 - Quiver]?	[I]nstall
Sucessfully installed	[Installation of Item BBQUIV1, BBQUIV2, BBQUIV3, BBQUIV4, BBQUIV5, BBQUIV6, BBQUIV7, BBQUIV8, BBQUIV9 - Quiver]	Press ENTER to exit

13.53 Brendan Bellina Crossbow Bolt Quivers (1-9) v1.0

~SETUP-BBQUIVB.TP2~

This mod will add a bolt quiver to your game.

If you use the mod Unique Containers it will patch Brendan Bellina's containers into Perter's and Mira's shops in Waukeen's Promenade. (Otherwise, they are only available via CLUA Console; therefore, do not use the console to create these or any other containers, when Unique Containers is installed, as that will lead to buggy duplication of bag stores and inventories.)

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

Install Component 0	[Installation of Item BBQUIVB1, BBQUIVB2, BBQUIVB3, BBQUIVB4, BBQUIVB5, BBQUIVB6, BBQUIVB7, BBQUIVB8, BBQUIVB9 - Bolt Quiver]?	[I]nstall
Sucessfully installed	[Installation of Item BBQUIVB1, BBQUIVB2, BBQUIVB3, BBQUIVB4, BBQUIVB5, BBQUIVB6, BBQUIVB7, BBQUIVB8, BBQUIVB9 - Bolt Quiver]?	Press ENTER to exit

13.54 Brendan Bellina Ammunition Belts (1-9) v1.0
~SETUP-BBQUIVC.TP2~

This mod will add an ammunition belt (for darts and sling bullets) to your game.

If you use the mod Unique Containers it will patch Brendan Bellina's containers into Perter's and Mira's shops in Waukeen's Promenade. (Otherwise, they are only available via CLUA Console; therefore, do not use the console to create these or any other containers, when Unique Containers is installed, as that will lead to buggy duplication of bag stores and inventories.)

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

Install Component 0	[Installation of Item BBQUIVC1, BBQUIVC2, BBQUIVC3, BBQUIVC4, BBQUIVC5, BBQUIVC6, BBQUIVC7, BBQUIVC8, BBQUIVC9 - Ammunition Belt]?	[I]nstall
Sucessfully installed	[Installation of Item BBQUIVC1, BBQUIVC2, BBQUIVC3, BBQUIVC4, BBQUIVC5, BBQUIVC6, BBQUIVC7, BBQUIVC8, BBQUIVC9 - Ammunition Belt]	Press ENTER to exit

13.55 Brendan Bellina Scroll Cases (1-9) v1.0
~SETUP-BBSCCS.TP2~

This mod will add a scroll case to your game.

If you use the mod Unique Containers it will patch Brendan Bellina's containers into Perter's and Mira's shops in Waukeen's Promenade. (Otherwise, they are only available via CLUA Console; therefore, do not use the console to create these or any other containers, when Unique Containers is installed, as that will lead to buggy duplication of bag stores and inventories.)

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

Install Component 0	[Installation of Item BBSCCS1, BBSCCS2, BBSCCS3, BBSCCS4, BBSCCS5, BBSCCS6, BBSCCS7, BBSCCS8, BBSCCS9 - Scroll Case]?	[I]nstall
Sucessfully installed	[Installation of Item BBSCCS1, BBSCCS2, BBSCCS3, BBSCCS4, BBSCCS5, BBSCCS6, BBSCCS7, BBSCCS8, BBSCCS9 - Scroll Case]	Press ENTER to exit

13.56 Brendan Bellina Scimitar of the Arch-Druid, "Sif's Gift" v1.1
~SETUP-BBSCARDR.TP2~

This mod will add the Scimitar of the Arch-Druid to your game.

If you use the mod Unique Containers it will patch Brendan Bellina's scimitar into into a shop later in the game. In addition, it will balance the weapon to fit in better to your game. (Otherwise, it is only available via CLUA Console; therefore, do not use the console to create it, when Unique Containers is installed, as that will lead to its buggy duplication.)

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

Install Component 0	[Installation of Item BBSCARDR - Scimitar of the Arch-Druid]?	[I]nstall
Sucessfully installed	[Installation of Item BBSCARDR - Scimitar of the Arch-Druid]	Press ENTER to exit

13.57 La musica de los Reinos / The Music of the Realms v2.1
~SETUP-MUSICA.TP2~

This mod includes a new shop selling musical instruments in Waukeen's Promenade. It also includes a new challenge. The Dark Cantor, who you will find wandering at night in Waukeen's Promenade.

Copy the folder **musica** and the files **setup-musica.exe**, **setup-musica.tp2, Leeme.txt** and **Readme_EN.txt** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		1 [English]
Install Component 0	[The Music of the Realms]?	[I]nstall
Sucessfully installed	[The Music of the Realms]	Press ENTER to exit

13.58 Haer'Dalis' Swords v2
~SWORDAP/SETUP-SWORDAP.TP2~

You can upgrade Haer'Dalis' swords in the Underdark.

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

Choose your language:		0 [English]
Install Component 0	[Improved Haer'Dalis' swords (special for Kania)]?	[I]nstall
Sucessfully installed	[Improved Haer'Dalis' swords (special for Kania)]	Press ENTER to exit

13.59 Portable Hole v0.3
~PORTABLEHOLE/SETUP-PORTABLEHOLE.TP2~

This mod adds a portable hole to Ribald's store.

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

Would you like to display the readme?		[N]o
Install Component 0	[The Portable Hole]?	[I]nstall
Sucessfully installed	[The Portable Hole]	Press ENTER to exit

13.60 Sir Renal v2.5
~SETUP-RENAL.TP2~

Sir Renal will sell some new goods inside the order of the Most Radiant Heart.

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

Choose your language:		1 [English]
Install Component 0	[Sir Renal]?	[I]nstall
Sucessfully installed	[Sir Renal]	Press ENTER to exit

13.61 Trovador REO v2.4a
~SETUP-TROVADOR.TP2~ SPANISH

This mod adds to the game a very special troubadour who will tell for a few gold pieces some never belonged stories. Also it adds a shop with curious objects.

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

Install Component 0	[Trovador]?	[I]nstall
Sucessfully installed	[Trovador]	Press ENTER to exit

13.62 Genwas Händlermod v1.1
~HAENDLERMOD.TP2~ GERMAN

The mod adds the dealer's bottle into the game. Using this item, the player can summon a trader three times a day.

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

Choose your language:		1 [English]

Install Component 0	[Haendlermod]?	[I]nstall
Sucessfully installed	[Haendlermod]	Press ENTER to exit

13.63 IWD Items Pack
~SETUP-IWDITEMPACK.TP2~

A pack of 12 more IWD and IWD2 items for use in BG2. They get added to Joluv's inventory.

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

Choose your language:		0 [English]
Would you like to display the readme?		[N]o
What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 0	[Black Wolf Talisman]?	[I]nstall
Install Component 1	[Chain of Drakkas' Fury]?	[I]nstall
Install Component 2	[House of Despana Insignia]?	[I]nstall
Install Component 3	[Kegsplitter of Shaengarne Ford]?	[I]nstall
Install Component 4	[Kresselack's Full Plate Mail]?	[I]nstall
Install Component 5	[Mantle of the Coming Storm]?	[I]nstall
Install Component 6	[SkullFlail]?	[I]nstall
Install Component 7	[Spear of White Ash]?	[I]nstall
Install Component 8	[Twelve Paces]?	[I]nstall
Install Component 9	[Belib's Everlasting Torch]?	[I]nstall
Install Component 10	[Binding Sash of the Black Raven]?	[I]nstall
Install Component 11	[Young Ned's Knucky]?	[I]nstall
Sucessfully installed		Press ENTER to exit

13.64 IWD Items Fix
~SETUP-IWDITEMFIX.TP2~

The **B⁄G World Fixpack** copies the folder **iwditemfix** and the file **setup-iwditemfix.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Fix IWD Item Pack Items turning to Gold on load]?	[I]nstall
Successfully installed	[Fix IWD Item Pack Items turning to Gold on load]	Press ENTER to exit

13.65 Sigil's Birthday Mod
~SETUP-SIGIL-BD-MOD.TP2~

This mod adds a new amulet in BG2 with which you can summon people giving you some bonuses.
Fun-Mod. During the installation of this mod the entourage amulet is automatically added to the inventory.

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

Choose your language:		1 [English]
Install Component 0	[Sigil's birthday mod]?	[I]nstall
Sucessfully installed	[Sigil's birthday mod]	Press ENTER to exit

13.66 Jamella's Diablo2 Item Store for BG2TOB v1.3
~SETUP-D2ITEM.TP2~

Jamella brings 108 items from Diablo2. In order to avoid breaking the balance of original BG2, you can only chose one item (which will cost half of your money) from her store.

Copy the folder **d2item** and the files **SETUP-d2item.exe** and **SETUP-d2item.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Jamella's Diablo2 Item Store for BG2TOB]?	[I]nstall

Sucessfully installed	[Jamella's Diablo2 Item Store for BG2TOB]	Press ENTER to exit

The readme opens.

13.67 TeamBG BG2EE Armor Pack v1.01

~SETUP-BGEEAR.TP2~

The dwarf Kurtz Goldenaxe at Waukeen's Promenade will sell you these armors.

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

Copy the folder **BG2eeAR** and the files **SETUP-BG2eeAR.exe** and **SETUP-BG2eeAR.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[TeamBG's Armors for BG2:EE, BGT and TuTu Version 1.05]?	[I]nstall
Successfully installed	[TeamBG's Armors for BG2:EE, BGT and TuTu Version 1.05]	Press ENTER to exit

13.68 TeamBG BG2EE Weapon Pack v1.01

~SETUP-BGEEW.TP2~

The dwarf Maltz outside at Waukeen's Promenade will sell you these weapons.

Copy the folder **BG2eeW** and the files **SETUP-BG2eeW.exe** and **SETUP-BG2eeW.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[TeamBG's Weapons Pack for BG2:EE Version 1.01]?	[I]nstall
Successfully installed	[TeamBG's Weapons Pack for BG2:EE Version 1.01]	Press ENTER to exit

14. BG2 NPC MODS

For BG2 there is each quantity of NPCs, which you can take up to your party. They banter with the main character as well as with the other NPCs in the party and have their own quests and encounters.

For BG2 there are a lot of NPC Mods. Some you can just take with you and they do not have much content, but there are also a number of NPC mods, that are an real enrichment for a game's because they not only have banters with the main character, but also with other NPCs in different situations and this usually as well in SoA as in ToB. In addition, they have their own quests and encounters.

In such a megamod it is of course important to make a selection of NPCs that meet these requirements, and you can rely on that you will have adventures with every NPC you will meet. The separated out mods are listed in the chapter MORE BG2 NPC MODS.

A description of the most NPC-mods can be found here:
http://www.shsforums.net/index.php?showtopic=41571
http://www.ironworksforum.com/ubb/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=2;t=023604

Not all BG2 NPCs are listed in this chapter. Some more you find in the next chapters, because they can be integrated only at the appropriate places into the megamod.

14.1 Amber v4

~SETUP-AMBER.TP2~

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

Copy the folder **amber** and the files **Setup-Amber.exe** and **Setup-Amber.tp2** into your main SoA directory.
One or more files of this mod must be changed. This will be done by the patch from the folder **B¿G World Fixpack**.
Double-click the Setup. The DOS dialogue appears:

Choose your language:	0 [English]
Would you like to display the readme?	[N]o
Do you want to install Amber the NPC MOD for BGII:SoA? 0	[Y]es
Do you want to install Multiplayer-friendly flirting for Amber? 1	[N]o

It is useful only if you want to play in the multiplayer-mode

Successfully installed [Amber the NPC MOD for BGII:SoA]	Press ENTER to exit

The readme opens. in html-format

14.2 Severian de Demerya v0.2a

~SEVERIAN/SETUP-SEVERIAN.TP2~ FRENCH

The chronicles of Severian are about the halfshadow Severian Strong. The tasks have a different pathway, depending on whether the main character is a male or female. There is a romance, if the main character is an elve, a halfelve or female human.

This mod is not compatible with the mod Innershade.

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

Install Component 0 [SEVERIAN DE DEMERYA V.02 (BETA VERSION)]?	[I]nstall
Install Component 1 [Installer Portrait Alternatif pour Severian]?	[I]nstall
Successfully installed	Press ENTER to exit

Other files are copied.

14.3 Beyond the Law v1.35

~SETUP-BTL.TP2~

This mod lights up the unusual relationship between two people who cannot be more differently: Kova, a magician / thief with an unsavoury background and a good heart and Kiyone, a law-enforcing archer. The mod points out more about the power play between the Shadow Thieves and the Cowled Wizards in Athkatla and why certain things happened to certain NPCs. The NPCs of this mod appear only if the player is either good or neutrally aligned and the reputation of the player is more than 12.

Copy the folder **aD&L** and the files **Setup-BTL.exe, Setup-BTL.tp2, btlaudio.bat** and **btlaudiouninstall.bat** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

```
Install Component  0   [Beyond the Law - Kova & Kiyone]?          [I]nstall
Install Component  1   [Alternate Soundset for Kiyone - Female4]?  [I]nstall
Install Component  2   [Better Balanced BTL Items]?                [I]nstall
Install Component  3   [Portraits for Minor Non-Joinable BTL NPCs]? [I]nstall
Successfully installed                                             Press ENTER to exit
```

Other files are copied, then the Installer ends suddenly.

14.4 Ajantis for BG2 v12

~AJANTISBG2/SETUP-AJANTISBG2.TP2~

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

This mod is technically not compatible with the Ajantis component from BG1NPCSoA because you would have the NPC twice.

Copy the folder **ajantisbg2** and the file **setup-ajantisbg2.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

```
Choose your language:                                              1 [English]
Would you like to display the readme?                              [N]o
Install Component  0   [Sir Ajantis NPC for BGII]?                 [I]nstall
                       Installation of teen or adult romance content:
                       Please choose the romance rating:
                       [1] Install Teen Romance.
                       [2] Install Adult Romance [Adult content].  [2]
                       Select Ajantis' Friendship Dialogues and Romance Speed:
                       Please choose one of the following:
                       [1] 1 hour real time (standard) minimum between Dialogues  [1]
                       [2] 45 minutes real time minimum between Dialogues
                       [3] 30 minutes real time minimum between Dialogues
                       [4] 15 minutes real time minimum between Dialogues
                       [5] 1 hour 30 minutes (extended) real time minimum between Dialogues
                       Ajantis kit choice: plain paladin or cavalier
                       Please choose one of the following:
                       [1] Ajantis as a plain paladin.             [1]
                       [2] Ajantis as cavalier.
Successfully installed [Sir Ajantis NPC for BGII]                  Press ENTER to exit
Installation complete. Press any key . . .
```

Further files get copied, then the readme opens.

14.5 Tashia Remix v1.3

~TASHIA/SETUP-TASHIA.TP2~

With the young elven magician with dark moments in her past you find one more loyally, steadfast traveling companion. She can be located in Vyatri's Pub in Trademeet.

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

Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [American English]
Would you like to display the readme?			[N]o
Install Component		[Tashia NPC Mod]?	
	0	1] Full version (ToB required)	[1]
	1	2] SoA only Version	
Install Component		[Tashia Add-on Pack by Bri and Lord Ernie]?	
	2	1] Action Style dialogues	[1]
	3	2] Baldurized Dialogues	

The sanitized version

Install Component		[Alternate portrait for Tashia]?	[N]ot Install
	4	1] Tashia's Alternate Portrait 1 - Created by Amalthea	
	5	2] Tashia's Alternate Portrait 2.	
Successfully installed			Press ENTER to exit

The readme opens.

14.6 Kivan and Deheriana Companions for BG2 v15

~SETUP-KIVAN.TP2~

formerly: Kivan of Shilmista
This mod adds Kivan from BG1 and under certain curcumstances, his elven wife Deheriana to the cast of BG2 actors. This mod is a first cut at telling one of the most romantic stories of BG1.

This mod is technically not compatible with the Kivan component from BG1NPCSoA because you would have the NPC twice.

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

Would you like to display the readme?			[N]o
What should be done with all components that are NOT YET installed?			[A]sk about each one?
Install Component	100	[Kivan of Shilmista]?	[I]nstall
Install Component		[Change Deheriana's Class from Fighter/Mage/Cleric to:]?	choose one:
	200	1] Wild Mage	[1]
	201	2] Specialist-Mage, Enchanter	
	202	4] Specialist-Mage, Diviner	
Install Component	300	[Install Herd's Alternative Portrait for Kivan]?	[N]ot Install
Successfully installed			Press ENTER to exit

14.7 Fade v4.0

~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!

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

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Install Component	0	[Fade: An NPC for Baldur's Gate II: SoA and ToB]?	[I]nstall
Install Component	0	[Fade NPC: reactions to Romantic Encounters (RE may be installed before or after this component)]?	[I]nstall
Successfully installed		[Fade: An NPC for Baldur's Gate II: SoA and ToB]	Press ENTER to exit

The readme opens.

14.8 Kido v7

~SETUP-KIDO.TP2~

This mod which adds the chaotic evil jester, Kido, who receives visions from Cyric.

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

Install Component	0	[Kido the Jester (Requires Throne of Bhaal)]?	[I]nstall
Install Component		[Which of Kido's Portraits do you wish to install?]?	
	1	1] Plasmmocat's portraits?	[1]
	2	2] Gonchi's portraits?	
	3	3] Kido's old portraits (of Version 1.0 till 2.1)	

This portrait is the same as Coran's portrait in BG1.

Successfully installed	[Kido the Jester]	Press ENTER to exit

Further files get copied, then the readme opens in html-format.

14.9 Ariena v2.2

~SETUP-ARIENA.TP2~

Ariena is a neutral evil pit fighter. She is an Half-orc of an unusual human parentage.

This must be installed after Kido.

Copy the folder **Ariena** and the files **Setup-Ariena.exe, Setup-Ariena.tp2** and **Ariena-readme.txt** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component	0	[Ariena the Half-orc (Requires Throne of Bhaal)]?	[I]nstall
Install Component		[Which of Ariena's portraits do you wish to install?]?	
	1	1] Default portraits??	[1]
	2	2] Bright default portraits?	
	3	3] HERD's portraits?	
Install Component	4	[Do you wish to install the Grand Mastery Fix]?	[N]ot Install

This component is neither compatible with TDD nor with the level 50 control sets from BP!

Successfully installed		Press ENTER to exit

Further files get copied, then the readme opens in html-format.

14.10 Kindrek v2.5

~SETUP-KINDREK.TP2~

A wizard-slaying, magic-hating NPC who will join your group in the City Gates.

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

Install Component	0	[Kindrek v2.4 created by nethrin]?	[I]nstall
Successfully installed		[Kindrek v2.4 created by nethrin]	Press ENTER to exit

Further files get copied, then the readme opens in html-format.

14.11 Kitanya v6.4.1

~KITANYA/SETUP-KITANYA.TP2~

Kitanya is a friendly, chaotic good elvish wizardslayer

Install **KitanyaSoAv6.4** into your ...\BGII - SoA\ directory. Now you find there the folder **Kitanya** and the file **setup-kitanya.exe**.
One or more files of this mod must be changed. This will be done by the patch from the folder **B¿G World Fixpack**.
Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [English]
Do you wish to install	0	[Kitanya Conversation/Romance Mod for BG2]?	[I]nstall
Do you wish to install	1	[Wizard Slayer Revision]?	[I]nstall

This component is not compatible with the Wizard Slayer mod.

Successfully installed		Press ENTER to exit

Further files get copied, then the readme opens.

14.12 Silverstar v1.93
~STAR.TP2~

The evil elven assassin has crude and cruel dialogs. She has banters with NPCs from SoA, but not from ToB

Copy the folder **Star** and the files **Setup-Star.exe** and **Star.tp2** into your main SoA directory.
One or more files of this mod must be changed. This will be done by the patch from the folder **B/G World Fixpack**.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Silverstar Mod]?	[I]nstall
Successfully installed	[Silverstar Mod]	Press ENTER to exit

The readme opens.

14.13 Valen v45
~SETUP-VALEN.TP2~

Converts Bodhi's vampiric assistant into a joinable NPC. Includes content for both SOA and TOB. There are new encounters and items.

The component „No Drow Avatars On Party In Underdark“ from the BG2 Tweak Pack must be installed, because, otherwise, Valen stutters in Underdark

Copy the folder **valen** and the files **Setup-Valen.exe** and **Setup-Valen.tp2** into your main SoA directory.
One or more files of this mod must be changed in order to be able to install it together with BWP. This will be done by the patch from the folder **B/G World Fixpack**.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [American English]
Install Component 0	[Valen]?	[I]nstall
Install Component 10	[Give More Creatures Protection From Level Drain & Undead]?	[N]ot Install

Apparently this component destroys some other Items.

Successfully installed	[Valen]	Press ENTER to exit

The readme opens.

14.14 Tsuki for BG2 v1 beta
~TSUKIBG2/TSUKIBG2.TP2~

Tsuki BG2 NPC is a continuation of BG1: Mysteries of the Sword Coast character. He is a bisexual chaotic neutral mage/thief, and one of the worst type of villains in Faernûn.

Must be installed because of crossmod content after Valen and Tales of the Deep Gardens.
Note: This mod includes a lot of adult content, which some may consider offensive.

Copy the folder **TsukiBG2** and the file **setup-TsukiBG2.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?		[N]o
Install Component 0	[Tsuki BG2 NPC]?	[I]nstall
Install Component 1	[Tsuki BG2 NPC - Tsuki/Valen banters]?	[I]nstall
Successfully installed	[Tsuki BG2 NPC]	Press ENTER to exit

14.15 Xan for BG2 v15
~XAN/SETUP-XAN.TP2~

Xan, a depressed elven enchanter, is a character originally from Baldur's Gate, now added to Baldur's Gate 2 as well. The mod includes an extensive friendship path, two completely different romances for a female elven PC.

Xan includes extra banters for Dungeon Crawl, Assassinations, Romantic Encounters, Tales of the Deep Gardens, The Sellswords, Back to Brynnlaw and The Longer Road. Install them in any order.

This mod is technically not compatible with the Xan component from BG1NPCSoA because you would have the NPC twice.

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

Choose your language:			0 [English]
Install Component	0	[Xan NPC MOD for Baldur's Gate II]?	[I]nstall
Install Component		[Install alternate class for Xan]?	
	1	1] Change Xan's class to Fighter/Mage	
	2	2] Change Xan's class to Mage	
	3	3] Change Xan's class to Sorcerer	[3]
	4	4] Change Xan's class to Wild Mage (ToB only)	

Choose 3, if you had chosen the component [Xan has Sorcerer class]? with the mod Lost Items version Revised 2

Install Component	5	[BG1-like flaming sword animation]?	[I]nstall
Successfully installed		[Xan NPC MOD for Baldur's Gate II]	Press ENTER to exit

The readme opens.

14.16 Xan's BG2 voice for BG1 Version 2
~XANBG2VOICE/SETUP-XANBG2VOICE.TP2~

This mod provides a different soundset for Xan NPC in Baldur's Gate I, the one recorded for Xan BG2 NPC mod. It is available in English only.

Install the file **XanBG2Voice_v2.exe** into any dummy folder but by no means into your main directory! Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folder **XanBG2Voice** and the file **Setup-XanBG2Voice.exe** as well as a file **SETUP-XANBG2VOICE.DEBUG** in that dummy folder. Move them except the **SETUP-XANBG2VOICE.DEBUG** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component	0	[Xan's BG2 voice for BG1, v2]?	[I]nstall
Successfully installed		[Xan's BG2 voice for BG1, v2]?	Press ENTER to exit

The readme opens.

14.17 Yasraena v16
~YASRAENA/SETUP-YASRAENA.TP2~

The Yasraena Mod is full of banters, and it adds two quests to SoA and an encounter to ToB. Yasraena is a good drow, with a background to explain her good tendencies.

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

Choose your language:			0 [English]
Install Component	0	[Yasraena v7 (BG2:SoA & TOB NPC) created by nethrin & Sillara of the Tamari]?	[I]nstall
Successfully installed		[Yasraena v7 (BG2:SoA & TOB NPC) created by nethrin & Sillara of the Tamari]?	Press ENTER to exit

Further files get copied, then the readme opens in html-format.

14.18 Alora v1.5
~SETUP-ALORA.TP2~

The halfling thief from Baldur's Gate can be found in Ribald's store.

This mod is technically not compatible with the Alora component from BG1NPCSoA because you would have the NPC twice.

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

Choose your language:			0 [English]
Install Component	0	[Chosen of Mystra's Alora NPC Mod (Requires Throne of Bhaal)]?	[I]nstall
Successfully installed		[Chosen of Mystra's Alora NPC Mod (Requires Throne of Bhaal)]	Press ENTER to exit

The readme opens.

14.19 Auren Aseph v9

~AURENASEPH/SETUP-AURENASEPH.TP2~

She is a twenty year old talkative human fighter from Beregost. You will meet her in the Copper Coronet. She is involved with Nalia and can also be played in ToB. It is recommended to let her together with Nalia in the party to fully enjoy this mod.

Copy the folder **AurenAseph** and the files **Setup-AurenAseph.exe** and **Readme-Auren.html** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears: and the readme opens.

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Install Component	0	[Auren Aseph for BG2:ToB]?	[I]nstall
Install Component		[Alternatives Auren Portrait]?	[N]o
	1	1] Portrait 1 (From Neverwinter Nights Vault)	
	2	2] Portrait 2 (From Neverwinter Nights)	
Successfully installed		[Auren Aseph for BG2:ToB]	Press ENTER to exit

14.20 Thael v2.32

~THAEL/THAEL.TP2~ SPANISH

The elfish magicians-thief promenade is to be found near the tent in Waukeen's promenade.

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

Choose your language:			0 [Castellano]
Install Component	0	[THAEL, Elfo Mago-Ladron y VELVEVLOS, Hoja Sangrienta v2.3]?	[I]nstall
Install Component	1	[Opcional: Instalar primera version de las voces para Thael]?	
Successfully installed		[THAEL, Elfo Mago-Ladron y VELVEVLOS, Hoja Sangrienta v2.3]	Press ENTER to exit

14.21 Hanna v2.4

~HANNA/HANNA.TP2~

The chaotic-good human thief with her own quest is to be found near the druid's grove. New creatures, items, more than 100 interjections with other NPCs.

Copy the folder **Hanna** and the files **setup-hanna.exe, Hanna.tp2** and **Readme Hanna.doc** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:			3 [English]
What should be done with all components that are NOT YET installed?			[A]sk about each one
Install Component	0	[Hanna NPC (ToB required)]?	[I]nstall
Install Component	1	[Expanded De´Arnise Keep]?	[I]nstall
Install Component	2	[Improved Irenicus]?	[N]ot Install

It is unknown whether this component causes troubles or not with "Improved Spellhold". That needs to be tested first.

Install Component	3	[Improved Hell Djinn]?	[I]nstall
Install Component	4	[Improved Dragon of Irenicus]?	[I]nstall
Install Component	5	[Improved Hell Dragon]?	[I]nstall
Install Component	6	[Improved Trademeet Crypt]?	[I]nstall
Successfully installed			Press ENTER to exit

14.22 Kim 1.62d

~SETUP-KIM.TP2~

You meet the beautiful and depraved female pirate Kim with the shadow thieves.

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

Double-click the Setup. The DOS dialogue appears:

Choose your language:		2 [English]
Install Component 0	[Kim for BG2:SOA (ToB: required) version 1.61]?	[I]nstall
Install Component 1	[Installation of the readjusted axe]?	[I]nstall
Successfully installed		Press ENTER to exit

Further files get copied.

14.23 Lester - Wojownik Kufla Piwa v0.8

~SETUP-LESTER.TP2~ POLISH

You will meet the beer loving warrior Bons in the second floor of Irenicus' dungeon. When he is drunken, he has special abilities - and sometimes problems with alcohol.

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

Choose your language:		2 [English]
Install Component 0	[Lester the NPC for BGII]?	[I]nstall
Successfully installed	[Lester the NPC for BGII]	Press ENTER to exit

This mod adds the Wojownik Kufla Piwa kit to the character creation screen. This kit however is not selectable.

14.24 Tiax v3

~TIAX/SETUP-TIAX.TP2~

The gnome thief/cleric priest of Cyric, Tiax from BG1, is a priest of Cyric with a sole intention "Tiax rules all!". He appears in chapter 4 in Spellhold, right after Irenicus leaves it as well as from the Fate Spirit in the Throne of Bhaal.

This mod is technically not compatible with the Gnomes in the City: Quayle & Tiax component from BG1NPCSoA because you would have the NPCs twice.

Install the file **Tiax_v1.exe** into any dummy folder but by no means into your main directory! Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you find there the folder **Tiax** and the file **Setup-Tiax.exe** as well as a file **SETUP-TIAX.DEBUG** in that dummy folder. Move them except the **SETUP-TIAX.DEBUG** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Tiax NPC MOD for Baldur's Gate II, v1]?	[I]nstall
Successfully installed	[Tiax NPC MOD for Baldur's Gate II, v1]	Press ENTER to exit

The readme opens.

14.25 Sarah ToB v4

~SARAHTOB/SETUP-SARAHTOB.TP2~

This mod will add Sarah to SoA, a young human ranger who will romance a female PC.

Install the file **sarahtob-v4.exe** into any dummy folder but by no means into your main directory! Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folder **sarahtob** and the file **setup-sarahtob.exe** as well as a file **SETUP-SARAHTOB.DEBUG** in that dummy folder. Move them except the **SETUP-SARAHTOB.DEBUG** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears: and the readme opens.

Would you like to display the readme?		[N]o
Install Component 0	[Sarah NPC Romance Mod for BG2:ToB]?	[I]nstall
Successfully installed	[Sarah NPC Romance Mod for BG2:ToB]	Press ENTER to exit

14.26 Hubelpot the Vegetable Merchant v1.0

~SETUP-SC#IM6.TP2~

A NPC for BGII SoA and ToB. More than 30 banters with every Bioware NPC except Sarevok. Hubelpot has a quest with an unusual reward. To start the mod, go to the fruit wholesaler in Waukeens Promenade.

The versions V1.0 and V1-1.0 are identical. An unknown author has made corrections to this mod. You must install these, however, by yourself.

Copy the folder **SC#Hub** and the files **Setup-Hubelpot.exe, Setup-Hubelpot.tp2** and **Setup-Hub AudioUninstall.bat** into your main SoA directory.
The **BG World Fixpack** *restores an no longer available update to Hubelpot.*
Double-click the Setup. The DOS dialogue appears:

Install Component	0	[SConrad's IM6-entry: Hubelpot Thisledown, the Vegetable Merchant NPC-mod]?	[I]nstall
Install Component		[Hubelpot's Kit]?	choose one
	1	1] Default kit, the Totemic Druid	[1]
	2	2] Optional kit, the Village Druid	
	3	3] Optional kit, the Vegetable Farmer	
Successfully installed			Press ENTER to exit

The readme opens.

14.27 Angelo v5

~ANGELO/SETUP-ANGELO.TP2~

Angelo Dosan is the fighter-turned-mage who served as your brother's henchman in Baldur's Gate. Most likely he didn't survive your game, but people in this world seem to have a knack for not staying dead. In the Angelo NPC Mod, Angelo tracks you down in the Graveyard District to make you an offer you can't refuse (though perhaps you will).

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

Would you like to display the readme?			[N]o
Install Component	0	[Angelo NPC MOD for Baldur's Gate II, v3]?	[I]nstall
Install Component		[Angelo's alternative portraits]?	[N]o
	1	1] Angelo's portrait, edited by SisterVigilante	
	2	2] Angelo's alternative portrait by Amaurea	
	3	3] Angelo's alternative portrait from http://cassinus.free.fr)	
Successfully installed			Press ENTER to exit

14.28 Vampire Tales v1.03

~SETUP-VAMPIRETALES.TP2~

This mod introduces a vampire thief named Miriam who is bored with immortality and wishes for new excitement and adventure. The mod includes the former mods Miriam and Dark Ritual and includes an seller who can improve some items.

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

Choose your language:			0 [English]
Install Component	0	[Vampire Tales (Requires Throne of Bhaal)]?	[I]nstall
Install Component	1	[Improved Cult of the Unseeing Eye]?	[I]nstall
Install Component	2	[Improved Harper Fight]?	[I]nstall
Install Component	3	[CoM Store 1]?	[I]nstall
Successfully installed			Press ENTER to exit

The readme opens.

14.29 Nikita v2
~SETUP-NIKITA.TP2~

She is a chaotic good female elf fighter/thief who enjoys doing good deeds and helping those in need. She has one quest, banters with the PC and fellow Bioware NPCs and she has her own personal items.

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

Install Component 0	[Nikita NPC Mod (Requires Throne of Bhaal)]?	[I]nstall
Successfully installed	[Nikita NPC Mod (Requires Throne of Bhaal)]	Press ENTER to exit

The readme opens.

14.30 Touchstone v1.1
~TOUCHED/SETUP-TOUCHED.TP2~

Touchstone is an Elven Fighter from the Great Forest.

This mod has at present some critical bugs.

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

Install Component 0	[Touch the Moon NPC (Requires Throne of Bhaal)]?	[I]nstall
Install Component 1	[Install Wild Elf Fighter Kit]?	[I]nstall
Successfully installed	[Touch the Moon NPC (Requires Throne of Bhaal)]	Press ENTER to exit

It appears an error message that the file touched\touchedreadme.txt could not be found. But this does not exist. Click No, when you are prompted to create a new one.

14.31 Ninde v2.1
~NINDE/NINDE.TP2~

Lady Ninde Amblecrown, the evil Necromancer with a tongue like a guillotine, formidable magical skill and a matching ego, can be found in Bodhi's lair only if the PC sides with Aran Linvail.

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

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

Would you like to display the readme?		[N]o
Install Component 0	[Ninde NPC Mod for BGII: SoA]?	[I]nstall
Successfully installed	[Ninde NPC Mod for BGII: SoA]	Press ENTER to exit

14.32 Xulaye v1.2
~XULAYE/XULAYE.TP2~

Xulaye Despana - sister to the insidious Phaere and daughter of the fearsome Matron Mother Ardulace joins your party at the beginning of the Ust Natha section of the Underdark. True evil lies in intent - and the wherewithal to carry it out.

BGII Fixpack must be installed.

Copy the folder xulaye and the file setup-xulaye.exe into your main SoA directory.
If you have installed NEJ2 copy immediately before the installation of the mod the file **cdbehbla.pro** out of the folder BGII - SvA\NeJ2\NEJ-BIFF\override into the override folder.
*Because this patch cannot be installed before, this will not be done by the **B¿G World Fixpack.bat**, but the **B¿G World Install.bat**.*
Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?			[N]o
Install Component	0	[Xulaye NPC Mod for BG2:SoA]?	[I]nstall
Install Component	1	[Xulaye's Player Initiated Dialogues]?	[I]nstall
Install Component	2	[Korgan Fights at the Pits]?	[I]nstall
Successfully installed			Press ENTER to exit

14.33 Haldamir v3

~HALDAMIR/SETUP-HALDAMIR.TP2~

The mod adds an elven fighter to BG2. Haldamir can be found at the Den of the Seven Vales in Waukeen's Promenade. There is crossmod with Kivan, but install Kivan first. There is also a reaction to Talak or Solaufein from Romantic Encounters.

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

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Install Component	0	[Haldamir]?	[I]nstall
Successfully installed		[Haldamir]	Press ENTER to exit

14.34 Avi Maya Project v6

~AVIM/SETUP-AVIM.TP2~ POLISH

She is a cleric-barde with own tasks and items and banters with a male human, eleven, half eleven or tiefling MC. Conversations are short, but concrete. A lot of black humor. (SoA & ToB)

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

Install Component	0	[Avi Maya NPC SoA/ToB]?	[I]nstall
Install Component		[Alternatywna Avi Maya]?	[N]ot Install
	1	1] Avi Maya - Złodziej/mag	
	2	2] Avi Maya - Złodziej(zawadiaka)	
Install Component		[Alternatywny Portret]?	[N]ot Install
	3	1] Avi Maya - subtelniejszy portret	
	4	2] Avi Maya - portret bazuj cy na Sharwyn z NWN	
Successfully installed			Press ENTER to exit

14.35 Saerileth v18

~SAERILETH/SETUP-SAERILETH.TP2~

Saerileth is a 15-year-old paladin woman of deep religious conviction from the Outer Planes. She is romanceable for good-aligned humans, elves, and half-elves. She brings with her three new areas for SoA, two SoA quests, and a ToB quest. She has extensive voicing, banters, and interjections.

This mod is not compatible with multi-romance mods.

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

Choose your language:			0 [English]
Install Component	0	[Saerileth Romance Mod v12 (BG2:SoA & TOB NPC) created by nethrin and Sillara]?	[I]nstall
Successfully installed			Press ENTER to exit

Further files get copied, then the readme opens in html-format.

14.36 Skie ReDone v3.0

~SKIE/SETUP-SKIE.TP2~

This mod introduces the neutral, human thief from BG1 into BG2. (in BG2 without subclass) She has a romance with a male elf, human, half-elf or tiefling MC, beginning in SoA and and ending in ToB.

This mod is technically not compatible with BG1NPCSoA because you would have the NPC twice.

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

Choose your language:			1 [English]
Install Component	0	[Skie NPC - BG2]?	[I]nstall
Install Component	1	[Alternative Skie - weaker, but with more logical statistics (different than those in BG1)]?	[N]ot Install
Successfully installed		[Skie NPC - BG2]	Press ENTER to exit

14.37 Worgas v1.1

~WORGAS/WORGAS.TP2~

Worgas is an elven chaotic emotionally shattered wildmage with high intelligence which is hidden behind his neurotic behaviour. He often speaks in riddles impossible to understand. He restlessly wanders with a levitating eyeball with many eyes on it. He has two unique abilities called Wail of Insanity and Biting Eye.

Worgas only works in single player mode. It doesn't work in multiplayer due to the cutscene script in the beginning.

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

Install Component	0	[Worgas]?	[I]nstall
Install Component	1	[Boo as Familar]?	[I]nstall

Nicht zusammen mit NeJ

Install Component	2	[Drizzt]?	[I]nstall

Not together with RoT, Drizztsaga, DKDrizzt, because these likewise bring Drizzt into the play.

Successfully installed			Press ENTER to exit

14.38 Tyris Flare v6

~TYRISFLARE/SETUP-TYRISFLARE.TP2~

Tyris Flare is a red-haired amazon who can kick ass and hurl fire! Originally she is a character from the Golden Axe computer games that were released on the Sega Mega Drive (or Genesis in America) and arcade machines in the 90s who ends up in Baldur's Gate II Once in your party, Tyris will banter with all BioWare NPCs and can be romanced by any human/elf/half-elf male PC. She can be found in the Umar Hills, vaguely near the cave.

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

Would you like to display the readme?			[N]o
Install Component	0	[Tyris Flare NPC]?	[I]nstall
Install Component		[Alternate Tyris Portraits]?	[N]ot Install
	101	1] Alternate Portrait 1	
	102	2] Alternate Portrait 2	
	103	3] Alternate Portrait 3	
	104	4] Alternate Portrait 4	
	105	3] Alternate Portrait 5	
	106	4] Alternate Portrait 6	
Successfully installed			Press ENTER to exit

14.39 Varshoon v4.2

~VARSHOON/SETUP-VARSHOON.TP2~

This mod adds to the game a new and unique NPC - Varshoon the Illithid. He has his own kit of Psionic Forcer. Those illithids are trained for melee fighting. They use their psionic and mental abilities to stun, confuse and weaken their enemies. He joins with his own special equipment and it cannot be replaced with any other items. Varshoon will converse with you many times during the game. There are also banters with all Bioware NPC's.

You should also install Tales of the Deep Gardens mod to get extra influence.

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

Would you like to display the readme?			[N]o
Install Component	0	[Varshoon - an illithid NPC for BG2]?	[I]nstall
Install Component	1	[New paperdoll for illithids (inventory illustration)]?	[I]nstall
Successfully installed			Press ENTER to exit

14.40 Gavin for BG2 v20
~GAVIN_BG2/SETUP-GAVIN_BG2.TP2~

Gavin cleric of Lathander, who can be found in the Temple of Ilmater, on the roof of the Copper Coronet in the slums.

Copy the folder **gavin_bg2** and the file **setup-gavin_bg2.exe** into your main SoA directory.
Double-click the Setup. The readme opens and the DOS dialogue appears:

Would you like to display the readme?			[N]o
Would you like to display the components from [Gavin: Romance]?			[Y]es
Install Component	0	[Gavin for BG2]?	[I]nstall
		Select Gavin's dialogue timer (please note that only timered talks are affected by this)	
		[1] 1 hour real time minimum between dialogues	[1]
		[2] 45 minutes real time minimum between dialogues	
		[3] 30 minutes real time minimum between dialogues	
		[4] 15 minutes real time minimum between dialogues	
		[5] 1 hour 30 minutes (extended) real time minimum between dialogues	
		[6] 2 hours real time between dialogues	
Install Component	1	[Gavin heals the PC when below 50% health (Can be disabled or enabled via player-initiated dialogue)]?	[I]nstall
Install Component		[Multi-romance cheat]?	
	2	1] Normal romance kills	[1]
	3	2] No romance kills	
Install Component		[Alternate Portrait Selection (Default portrait is already installed)]?	[N]ot Install
	4	1] Dawnbringer, by Amaurea	
	5	2] Dawn skies, by Kaeloree	
	6	3] Grey skies, by Kaeloree	
	7	4] Red tunic, by Miloch	
	8	5] Original alternate, by Kaeloree	
	9	6] Blue cloak, by kiwidoc	
	10	7] Looking up, by kiwidoc	
	11	8] Dragon Age style portrait by berelinde	
Successfully installed			Press ENTER to exit

14.41 Gavin for BG2 - BGT Hotfix
~SETUP-GAVIN_BG2_BGT.TP2~

The **B¿G World Fixpack** copies the folder **gavin_bg2_bgt** and the file **setup-gavin_bg2_bgt.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component	0	[BGT Hot-Fix for BG2 Gavin]?	[I]nstall
Successfully installed		[BGT Hot-Fix for BG2 Gavin]	Press ENTER to exit

14.42 Darian v2.4
~DARIAN/DARIAN.TP2~

Darian is one of the Avariel, the enigmatic winged elves. You can meet him outside the Copper Coronet in the Athkatla Slums.

Mod includes crossmod with Sarah.

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

Would you like to display the readme?			[N]o
Install Component	0	[Darian NPC Mod for BGII: SoA & ToB]?	[I]nstall
Install Component		[Install alternate class for Darian]?	[N]ot Install
	1	1] Change Darian's class to Trueclass Ranger:	
	2	2] Change Darian's class to Ranger/Cleric	
	3	3] Change Darian's class to Stalker	
Install Component	4	[Sarah NPC Crossmod]?	[I]nstall
Successfully installed			Press ENTER to exit

14.43 Aeon v1

~AEON/SETUP-AEON.TP2~

Aeon is a young, impulsive, but trustworthy companion, who joins your team for gold. But why would a human use a moonblade? That's something you have to find on your own. You can find him deep beneath the graveyard.

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

What should be done with all components that are NOT YET installed?			[A]sk about each one?
Install Component	0	[Aeon - BG2]?	[I]nstall
Install Component	1	[Talk between Aeon and Xan. This component require installed Xan BG2 NPC by Kulyok.]?	[I]nstall
Install Component	2	[Pool of Radiance: Ruins of Myth Drannor - item pack for BG2 (Caution! Items still need some fixing, but you may install the component - it won't damage the game)]?	[I]nstall
Install Component	3	[Alternative portrait for Aeon]?	[N]ot Install
Install Component	4	[One Pixel Productions: Flaming Swords v1 - with permission of Erephine, optional install on Aeon Project.]?	[N]ot Install

This component is entirely included in Item Revisions.

Successfully installed			Press ENTER to exit

14.44 Yvette Romance v3.0

~YVETTE/SETUP-YVETTE.TP2~

Yvette Romance is a Colours of Infinity mod for SoA and ToB that allows male main character to join a brand new NPC and romance her.

Mod includes crossmod with Tales of the Deep Gardens.

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

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Install Component	0	[Yvette Romance - BG2 Romance Character]?	[I]nstall
		Dialogues options:	
		Dash 1 to install original dialogues	
		Dash 2 to install dialogues without action text/descriptions	
		Choose 1 or 2 and confirm by "enter"	[1]
Install Component	1	[Yvette Romance - alternative class (Pure Heartwarder)]?	[I]nstall
Install Component	2	[alternative portrait based on MichelO's art.]?	[N]ot Install
Successfully installed			Press ENTER to exit

14.45 Adrian v3.1

~ADRIAN/SETUP-ADRIAN.TP2~

He is Lawful Evil half-elven sorcerer NPC, whose worldview is influenced by some very dark philosophy, but he isn't a monster.

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

Would you like to display the readme?			[N]o
Install Component	0	[Adrian for BGII]?	[I]nstall

Install Component	[Install alternate class for Darian]?	[N]ot Install
1	1] Change Adrian's class to Cleric/Mage	
2	2] Change Adrian's class to Mage/Thief	
Successfully installed	[Adrian for BGII]	Press ENTER to exit

14.46 Arath v2.1
~ARATH/ARATH.TP2~

A self-assured, humorous and somewhat hedonistic druid who, on the surface, cares for little else beyond himself and his love for nature.

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

Would you like to display the readme?		[N]o
Install Component 0	[Arath NPC for BGII: SoA & ToB]?	[I]nstall
Successfully installed	[Arath NPC for BGII: SoA & ToB]	Press ENTER to exit

14.47 Dace v1.1
~DACE/DACE.TP2~

She is a Caotic Neutral female bounty hunter, who will befriend and romance a PC of any race, alignment or gender. ToB content included.

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

Would you like to display the readme?		[N]o
Install Component 0	[Dace Linton NPC Mod for BG2:SoA & ToB]?	[I]nstall
Install Component 1	[Install alternate portrait by Ilmatar?]?	[N]ot Install
Successfully installed	[Dace Linton NPC Mod for BG2:SoA & ToB]	Press ENTER to exit

14.48 Gahesh v1 beta
~GAHESH/GAHESH.TP2~

Gahesh is a lawful good half-orc sorcerer with a small quest area, friendship talks and a short romance for non-evil females in ToB.

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

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

14.49 Lena v0.4.1
~SETUP-LENA.TP2~

She is a despot, sadist, cruel and bloodthirsty tiefling warrior.

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

Would you like to display the readme?		[N]o
Install Component 1	[Lena Romance, BG2 NPC Mod]?	[I]nstall
Install Component 2	[Standalone Tempest Kit]?	[N]ot Install
Successfully installed	[Lena Romance, BG2 NPC Mod]	Press ENTER to exit

14.50 Aran Whitehand Beta 4 30.6.2015
~ARANW/SETUP-ARANW.TP2~

Aran Whitehand is a more 'self aware' human fighter and scribe for BG2, dual classable, so that he can be Tinker,

Tailor, Soldier, Spy... whatever your party needs. He has minor optional quests with a new area, but comes with no special weapons or upgradeable items - his specialty is in interacting with the members of the party and adapting to situations. This mod includes Faerunian swearing and occasional adult themes in the Romance portion.

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

```
Would you like to display the readme?                                   [N]o
Install Component  0   [Install Aran Whitehand for SoA and ToB]?        [I]nstall
                       Set Talk and Flirt Timers
                       [1] Install Default Timers
                       [2] Customize Timers                             [2]
                       Select Aran's Talk timers:
                       Please choose one of the following:
                       [1] approximately 1 hour real time minimum between friendship dialogues (recommended, default)
                                                                        [1]
                       [2] approximately 15 minutes real time minimum between friendship dialogues
                       [3] approximately 30 minutes real time minimum between friendship dialogues
                       [4] approximately 45 minutes real time minimum between friendship dialogues
                       [5] approximately 1 hour 30 minutes real time minimum friendship between dialogues
                       [6] approximately 2 hours real time minimum between friendship dialogues
Install Component      [Install Component [Install Audio Files]?
                   1   1] Install Soundset, Voiced lines, and Music     [1]
                       NOTE: no voiced lines yet. I suggest using 2, 3, or 4. This forced subcomponent is included to keep the
                       component numbers stable when voicing is added.
                   2   2] Install Only Soundset and Music               [2]
                   3   3] Install Only Soundset
                   4   4] Do not install any audio
                       Music choices:
                       [1] JSayles unaccompanied guitar, Early Music    [1]
                       [2] Renaissance brass
                       [3] Vox Vulgaris (midaevil wih a twist)
Install Component      [Choose Which Aran Configuration to install]?
                   5   1] Aran Whitehand, default configuration (Soldier)
                   6   2] Aran Whitehand, Mage Dual-Class stats, choose configuration (Tinker)
                       [1] Aran is down-and-out poor and has sold off most of his equipment.
                       [2] Aran has kept most of his good gear.
                       [3] Aran has kept the best gear available to a successful mercenary.
                       You are probably going to Dual-Class Aran to Mage. He currently has proficiencies as follows:
                       ** Long Sword
                       ** Quarterstaff
                       ** Dagger
                       Please choose from the following starting weapon choices:
                       [1] Long Sword, Shield, Dagger
                       [2] Long Sword, Shield, Quarterstaff
                       [3] Long Sword, Shield, Potions of healing
                       Please choose from the following starting armor choices for Aran:
                       [1] Leather
                       [2] Studded Leather
                       [3] Chain
                       [4] Splint
                       [5] Plate
                   7   3] Aran Whitehand, Cleric Dual-Class stats, choose configuration (Tailor)
                       [1] Aran is down-and-out poor and has sold off most of his equipment.
                       [2] Aran has kept most of his good gear.
                       [3] Aran has kept the best gear available to a successful mercenary.
                       You are probably going to Dual-Class Aran to Cleric. He currently has proficiencies as follows:
                       * Long Sword
                       * Hammer
                       * Mace
                       * Flail
                       ** Sword and Shield Style
                       Please choose from the following starting weapon choices:
                       [1] Long Sword, Shield, Mace
                       [2] Long Sword, Shield, Quarterstaff
                       [3] Long Sword, Shield, Hammer
                       4] Long Sword, Shield, Flail
```

		Please choose from the following starting armor choices for Aran:	
		[1] Leather	
		[2] Studded Leather	
		[3] Chain	
		[4] Splint	
	8	4] Aran Whitehand, Fighter stats, choose configuration (Soldier)	[4]
		[1] Aran is down-and-out poor and has sold off most of his equipment.	
		[2] Aran has kept most of his good gear.	[2]
		[3] Aran has kept the best gear available to a successful mercenary.	
		You are probably going to leave Aran as a fighter. He currently has proficiencies as follows:	
		** Long Sword	
		** Bastard Sword	
		* Long Bow	
		* Sword and Shield	
		Please choose from the following starting weapon choices:	
		[1] Long Sword, Shield, Dagger	
		[2] Long Sword, Shield, Long Bow	[2]
		[3] Long Sword, Shield, Potions of healing	
		[4] Bastard Sword, Shield, Dagger	
		[5] Bastard Sword, Shield, Long Bow	
		[6] Long Sword, Shield, Hammer	
		Please choose from the following starting armor choices for Aran:	
		[1] Leather	
		[2] Studded Leather	
		[3] Chain	
		[4] Splint	[4]
	9	5] Aran Whitehand, Thief Dual-Class stats, choose configuration (Spy)	
		Please choose from the following choices to modify starting armor and weapons available to him:	
		[1] Aran is down-and-out poor and has sold off most of his equipment.	
		[2] Aran has kept most of his good gear.	
		[3] Aran has kept the best gear available to a successful mercenary.	
		You are probably going to Dual-Class Aran as a Thief. He currently has proficiencies as follows:	
		** Long Sword	
		** Short Sword	
		* Dagger	
		* Crossbow	
		Please choose from the following starting weapon choices:	
		[1] Long Sword, Shield, Dagger	
		[2] Long Sword, Shield, Crossbow	
		[3] Long Sword, Shield, Potions of healing	
		[4] Short Sword, Shield, Dagger	
		[5] Short Sword, Shield, Crossbow	
		Please choose from the following starting armor choices for Aran:	
		[1] Leather	
		[2] Studded Leather	
		[3] Chain	
		[4] Splint	
Install Component	10	[Choose Aran's Portrait]?	[I]nstall
		[1] Keep Nix's "Default" portrait (fair hair, fair complexion)	[1]
		[2] Peachplum's "Latest" (dark brown hair, fair complexion)	
		[3] berelinde's "Boromir" (dark brown hair, fair complexion)	
		[4] berelinde's "Dragon Age" (dark hairr, dark complexion)	
		[5] berelinde's "Scruffy" (light brown hair, fair complexion)	
		[6] McMazey's "Don Pedro" (dark hair, dark complexion)	
		[7] McMazey's "Fantasy Photo" (long brown hair, light complexion)	
		[8] McMazey's "Bearded" (dark hair, light complexion)	
		[9] McMazey's "No Beard" (dark hair, light complexion)	
		[10] McMazey's "Horatio Photo" (dark hair, light complexion)	
		[11] Peachplums' "Young Fighter" (red hair, fair complexion)	
		[12] piperb's "Stalwort Bearded Young" (light brown hair, fair complexion)	
		[13] piperb's "Mature Bearded" (dark brown hair, medium complexion)	
		[14] piperb's "Stalwort Young" (light brown hair, fair complexion)	
Successfully installed		[Install Aran Whitehand for SoA and ToB]	Press ENTER to exit

14.51 Jastey's Solaufein Alpha 150122 (1)
~C#SOLAUFEIN/SETUP-C#SOLAUFEIN.TP2~

This modification makes Solaufein, the drow warrior from Usth Natha, a joinable NPC. Before the entrance to Adalon's cave he is captured by the drow. Now it's up to the HC to preserve Solaufein to be transformed into a drider!

NOTE: *This mod must be installed in two steps! The component "Drinnen-Animationen fuer diese Mod verwenden" must be installed after the core component of Infinity Animations (IA) including the drider animation.*
The component „Solaufein in Ust Natha das Mod-Portrait geben" may be installed only after Solaufein NPC.
If Weimer's Solaufein romance is installed , the quest "Solaufeins rescue" only starts when Weimer's Solaufein was sent away.

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

Choose your language:		1 [English]
Would you like to display the readme?		[N]o
Install Component 0	[Jastey's Solaufein NPC for BGII]?	[I]nstall
Install Component 1	[Give Solaufein in Ust Natha the Mod's Portrait]?	[N]ot Install
Install Component 2	[Enable Drider Animations in this Mod]?	[N]ot Install
Successfully installed	[Jastey's Solaufein NPC for BGII]	Press ENTER to exit

14.52 Isra BG2 v1.2
~ISRA_BG2/ISRA_BG2.TP2~

This mod adds Isra, a cavalier paladin of Sune, to Baldur's Gate 2. A follower of the goddess of love, beauty, and passion, Isra is amiable, optimistic, and courteous almost to a fault. If you met her in Nashkel, you may either continue from where you left off or start anew as strangers. She is playable through to the end of Throne of Bhaal.

Copy the folder **Isra_bg2** and the files **setup-Isra_bg2.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

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

14.53 The Undying v2.52 (2)
~SETUP-THEUNDYING.TP2~

The mod includes two NPCs and the quest mod "Desecration of Souls".
1. Callisto T' sarran, a neutral evil elven fighter/berserker with a tragic past and a sadistic present. mod also includes new encounters, new items, stores, dialogs between Callisto and the BioWare NSCs
2. An elven fighter-mage with a rancor against Irenicus, but she does not speak a lot about that. She has some banters with the main character and Imoen, but ignores the other NPCs in most cases. .
3. "Desecration of Souls" provides 4 new shops, new articles and encounters.

NOTE: *This mod must be installed in two steps! The components "Smarter Enemies" and "Harder Enemies" are overwriting files instead of patching them and thus must be installed before BG2 Fixpack.*

The Undying must be installed after Spellpack because it changes SPWI231A in a way that otherwise the Spellpack component Hypnotic Pattern cannot be installed anymore.

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

Install Component 0	["The Undying" Mod (Requires Throne of Bhaal)]?	[I]nstall
Install Component 1	[Harder Enemies]?	[N]ot Install
Successfully installed		Press ENTER to exit

The readme opens.

14.54 Neh'taniel v5.5

~SETUP-NEH'TANIEL.TP2~

Neh'taniel is a long dead follower of Amaunator with amusing background history who is restless since centuries.

This mod must be installed after The Undying and after Beyond the Law.

Copy the folder **Neh‘taniel** and the files **Setup-Neh‘taniel.exe, Setup-Neh‘taniel.tp2** and **SK#Uninstall.bat** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?			[N]o
Install Component	0	[Neh'taniel NPC Mod]?	[I]nstall
Install Component		[Neh'taniel's alternative portraits]?	[N]ot Install
	1	1] Neh'taniel's portrait, Default edited by Amazor'dra and Sidhe?	
	2	2] Neh'taniel's portrait, by Rabain?	
	3	3] Neh'taniel's portrait, by Amazor'dra?	
	4	4] Neh'taniel's portrait, old default?	
	5	5] Neh'taniel's portrait, by Lava Del'Vortel?	
Successfully installed		[Neh'taniel NPC Mod]	Press ENTER to exit

Further files get copied, then the readme opens.

14.55 Foundling: Between the Shades BETA 1

~FOUNDLING/FOUNDLING.TP2~

Foundling is a Shadow Adept who can use Shadow Weave Magic as well as some Shadow Magic.
The mod introduces a new kind of magic with its own advantages and disadvantages.

The mod must be installed after Innershade.

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

Would you like to display the readme?			[N]o
Install Component	0	[Foundling: Between the Shades]?	[I]nstall
		Foundling's class option:	
		Dash 1 to keep Foundling's original class (single-class mage: Shadow Adept)	[1]
		Dash 2 to install Foundling's optional class (dual-class Shadow Adept/thief - he won't level up as a thief)	
Successfully installed		[Foundling: Between the Shades]	Press ENTER to exit

15. BG2 ONE-DAY NPCS

These mods had been created during only one single day. Thus don't expect too much of them.

15.1 Alassa NPC v2
~SETUP-ALASSA.TP2~

An evil female thief.

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

Install Component 0	[Alassa NPC]?	[I]nstall
Successfully installed	[Alassa NPC]	Press ENTER to exit

Further files get copied.

15.2 Allison NPC v1.8
~SETUP-ALLISON.TP2~

Allison is a true neutral druid who is extremely friendly and somewhat playful. She'll probably remind you of an overly affectionate Imoen.

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

Choose your language:		0 [American English]
Would you like to display the readme?		[N]o
Install Component 0	[Allison (One-Day NPC) v1.6]?	[I]nstall
Successfully installed	[Allison (One-Day NPC) v1.6]	Press ENTER to exit

15.3 Anishai v1.5
~SETUP-ANISHAI.TP2~

The monk from Mae' Vars guild house can join to the group.

Copy the folder **Anishai** and the file **setup-anishai.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Alnishai one-day NPC]?	[I]nstall
Successfully installed	[Alnishai one-day NPC]	Press ENTER to exit

The readme opens.

15.4 Bons Bruce The Cockney Barfighter v2
~SETUP-BONSBRUCEV2.TP2~

A chaotic neutral, human barbarian with a new soundset of dubious entertainment value and comprehension. This mod should not be played by anyone with taste or sanity, ever. The rest of you, do have fun.

Copy the folder **BonsBruce** and the files **Setup-BonsBrucev2.exe** and **Setup-BonsBrucev2.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Bons's Bruce The Cockney Barfighter - A One-Day NPC - Version 2]?	[I]nstall
Successfully installed	[Bons's Bruce The Cockney Barfighter - A One-Day NPC - Version 2]	Press ENTER to exit

The readme opens.

15.5 Cassius v1.05
~SETUP-CASSIUS.TP2~

Neutral-good male human skalde, not very talkatively, and if, then only very much broken.

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

Install Component 0	[Cassius NPC Mod (Requires Throne of Bhaal)]?	[I]nstall
Successfully installed	[Cassius NPC Mod (Requires Throne of Bhaal)]	Press ENTER to exit

The readme opens.

15.6 Ghareth v0.91
~SETUP-GHARETH.TP2~

A male human fighter / magician who can join to the party.

Install the file **GharethNPC.exe** into any dummy folder but by no means into your main directory! Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folder **Ghareth** and the files **Setup-Ghareth.exe, Setup-Ghareth.tp2** and **gharethaudiouninstall.bat** as well as a file **SETUP-GHARETH.DEBUG** in that dummy folder. Move them except the **SETUP-GHARETH.DEBUG** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Ghareth NPC (Requires Throne of Bhaal)]?	[I]nstall
Successfully installed	[Ghareth NPC (Requires Throne of Bhaal)]	Press ENTER to exit

The readme opens.

15.7 Hessa v1.1
~SETUP-HESSANPC.TP2~

A neutral-evil half elf-thief with a quest, a new area and different banters.

Copy the folder **hessa** and the files **Setup-Hessa.exe, Setup-Hessa.tp2, HessaTisAudioUninstall.bat** and **HessaReadMe.txt** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Hessa NPC Mod (Requires Throne of Bhaal)]?	[I]nstall
Successfully installed	[Hessa NPC Mod (Requires Throne of Bhaal)]	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.

Copy the folder **jcbruce** and the files **Setup-JCBruce.exe, Setup-JCBruce.tp2** and **jcbruceaudiouninstall.bat** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Compton's Bruce The Cockney Barfighter]?	[I]nstall
Successfully installed	[Compton's Bruce The Cockney Barfighter]	Press ENTER to exit

The readme opens.

15.9 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.

Copy the folder **Wikaede** and the files **Setup-Wikaede.exe**, **Setup-Wikaede.tp2** and **Setup-WikaedeAudioUninstall.bat** into your main SoA directory.

The **B¿G World Fixpack** makes an update to v4.1.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Wikaede Revisited v4.1 by Moongaze]?	[I]nstall
Successfully installed	[Wikaede Revisited v4.1 by Moongaze]	Press ENTER to exit

The readme opens.

15.10 Willie Bruce v3.1

~SETUP-WILLYB.TP2~

He is rude, drunk, sexist, and racist.

Copy the folder **WillyB** and the files **Setup-WilliB.exe, Setup-WilliB.tp2** and **Setup-WilliBAudioUninstall.bat** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Willie Bruce (BG2:SoA & TOB NPC) created by nethrin]?	[I]nstall
Successfully installed	[Willie Bruce (BG2:SoA & TOB NPC) created by nethrin]	Press ENTER to exit

Further files get copied, then the readme opens in html-format.

15.11 Moddie v1.2

~SETUP-FOXMONSTER.TP2~

Moddie is a female fox that banters with 12 BioWare's NPCs. She is found behind the jailkeep golem in the first level of Irenicus's dungeon.

Copy the folder **FoxMonster** and the files **Setup-FoxMonster.exe**, **Setup-FoxMonster.tp2** and **Moddie-ReadMe.txt** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Moddie, "the fox monster in your backpack"]?	[I]nstall
Successfully installed	[Moddie, "the fox monster in your backpack"]	Press ENTER to exit

Further files get copied, then the readme opens.

15.12 Vildra v1.1

~SETUP-VILDRA.TP2~

A One-Day NPC with a few banters.

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

Install Component 0	[Vildra for BG2:SoA]?	[I]nstall
Successfully installed	[Vildra for BG2:SoA]	Press ENTER to exit

The readme opens.

15.13 Jandor v2

~SETUP-JANDOR.TP2~

Jandor will be waiting for you in the Shadow Thief Guild. He has nearly no dialogue.

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

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

The readme opens.

15.14 Eldoth v1.10

~SETUP-ELDOTH.TP2~

Eldoth for BG2 is a very simple mod with no witty dialogs.

This mod is technically not compatible with BG1NPCSoA because you would have the NPC twice.

Copy the folder **eldoth** and the files **Setup-Eldoth.exe** and **Setup-Eldoth.tp2** into your main SoA directory, but not the Setup-Eldoth.exe.
Double-click the Setup. The DOS dialogue appears:

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

15.15 Roar v1.11

~ROAR/SETUP-ROAR.TP2~

Roar is a monk who does not speak. He is to be found in the Umar Hills.

Copy the folder **roar** and the files **Setup-Roar.exe** and **Setup-Roar.tp2** into your main SoA directory, but not the Setup-Roar.exe.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Roar - a taciturn monk]?	[I]nstall
Successfully installed	[Roar - a taciturn monk]	Press ENTER to exit

15.16 Teddy 1.12

~TEDDY/SETUP-TEDDY.TP2~

Teddy is a half-orc barbarian. One can meet him nearby the d'Arnise keep and travel with him. No more is not realized.

Copy the folder **teddy** and the files **Setup-Teddy.exe** and **Setup-Teddy.tp2** into your main SoA directory, but not the Setup-Teddy.exe.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Teddy - a half orkisch barbarianr]?	[I]nstall
Successfully installed	[Teddy - a half orkisch barbarian]	Press ENTER to exit

16. BG2 NPC RELATED MODS

These mods do not insert new NPCs, but enlarge the existing BioWare NPCs with new interesting dialogues, romances and tasks.

16.1 Cloakwood Squares v4
~SETUP-CWS.TP2~

A performance of the street theater in Athkatla in which nine BG2 NPCs present a spiritual competition.

This is a fun-mod, that some players find not suitable. You can, however, include this mod without worries into the **B¿G World Version**.

Install the file **Cloakwood_V4.exe** into any dummy folder but by no means into your main directory! Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folder **CWS** and the files **Setup-Cws.exe** and **Setup-Cws.tp2** as well as a file **SETUP-CWS.DEBUG** in that dummy folder. Move them except the **SETUP-CWS.DEBUG** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Cloakwood Squares -- The Mod v4]?	[I]nstall
Successfully installed	[Cloakwood Squares -- The Mod v4]	Press ENTER to exit

16.2 The Jerry Zinger Show v4
~JZ/SETUP-JZ.TP2~

The show of Jerry Zinger offers depending on the combination of your party nine different performances.

The mod only starts if your party is gathered.
This is a fun-Mod, that some players find not suitable. You can, however, insert this mod without worries into the **B¿G World Version**.

Double-click the Setup JZ-v1 in your main SoA directory.
The window „The Jerry Zinger Show Setup“ opens. Press Yes and then in the next window Install as well as afterwards Close. This installs the folder **JZ** and the file **Setup-JZ.exe**. It opens to itself a window with the text "Press any key to install The Jerry Zinger Show..."
The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[The Jerry Zinger Show]?	[I]nstall
Install Component 1	[Remove Delay Between Episode]?	[N]ot Install

If you press here on [I]nstall, you need not always wait one day between the single performances.

Successfully installed	[The Jerry Zinger Show]	Press ENTER to exit

Further files get copied, then the readme opens.

16.3 Arnel's Nalia Romance v1.06
~SETUP-LUVNALIA.TP2~

Contains a complete romance with Nalia, including the tree of life dialogs, beloved one in danger, Nalia's abduction by bodhi, and other love related quests. It also adds some new quests and character interactions. I strongly recommend having Minsc in the party.

The mod hangs after the wedding because of faulty programming. However, this also happens if one only plays the mod without BGT. See here for further info:
http://forums.spellholdstudios.net/index.php?s=f49e5866d489ef8927f9f1de89fba87f&showtopic=24467

We don't know what happens if also de'Arnise is installed, but common sense suggests that at the very least, installing two dedicated PC/Nalia romances would be a poor idea. However, the mod can be installed together with Auren Aseph.

Copy the folder **LuvNalia** and the files **Setup-LuvNalia.exe** and **Setup-LuvNalia.tp2** into your main SoA directory.
One or more files of this mod must be changed. This will be done by the patch from the folder **B¿G World Fixpack**.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Install WeiDU Version of Arnel's Nalia Romance 1.06]?	[I]nstall
Successfully installed	[Install WeiDU Version of Arnel's Nalia Romance 1.06]	Press ENTER to exit

Further files get copied, then the readme opens.

16.4 de'Arnise Romance v4

~DEARNISE/SETUP-DEARNISE.TP2~

The mod adds a romantic relationship between Nalia and a male player character who is human, elven, half-elven, or dwarven, of any character class and alignment.

We don't know what happens if also LuvNalia is installed, but common sense suggests that at the very least, installing two dedicated PC/Nalia romances would be a poor idea. However, the mod can be installed together with Auren Aseph.

Install the file **dearniseV3.exe** into any dummy folder but by no means into your main directory! Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup **deArnise** and the file **setup-deArnise.exe** as well as a file **SETUP-DEARNISE.DEBUG** in that dummy folder. Move them except the **SETUP-DEARNISE.DEBUG** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[de'Arnise Romance for Baldur's Gate II, v2]?	[I]nstall
Successfully installed	[de'Arnise Romance for Baldur's Gate II, v2]	Press ENTER to exit

The readme opens.

16.5 Chloe v1.5

~CHLOE/CHLOE.TP2~

A female kensai demigoddess NPC with an optional romance for a female PC or Imoen if she is in the party. Yes, Chloe is a lesbian romances mod.

Because of interjections this mod must be installed after Arnel's Nalia Romance and after Tashia.

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

Choose your language:		0 [English]
Install Component 0	[Chloe NPC mod v1.3]?	[I]nstall
Successfully installed	[Chloe NPC mod v1.3]	Press ENTER to exit

Further files get copied, then the Installer ends suddenly.

16.6 Banter Packs v14

~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).

Copy the folder **banterpack** and the files **Setup-banterpack.exe, setup-banterpack.tp2** and **BANTER-README** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Pocket Plane Banter Pack for BG2: Shadows of Amn]	[I]nstall
Install Component 1	[Install SOA Banter Accelerator script? (Increases the frequency of interparty banter)]	[N]ot Install

The Banter accelerator for SoA can be already installed with BG1NPC.

Install Component	2	[Pocket Plane Banter Pack for BG2: Throne of Bhaal]	[I]nstall
Install Component	3	[Install TOB Banter Accelerator script? (Increases the frequency of interparty banter)]	[I]nstall

This component is needed because as well the SoA Banter Accelerator from this mod as from BG1NPC only work for BG1 and SoA.

Successfully installed — Press ENTER to exit

The readme opens.

16.7 IEP Extended Banter v4.2 - bg2ee

~IEPBANTERS/SETUP-IEPBANTERS.TP2~

Adds numerous banters between the Bioware NPCs, humorous, serious or otherwise.

Install this mod after Banter Pack. It is fully compatible with BGT. It was created to complement Banter Pack, so you should install both of them for the maximum banter experience.

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

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Install Component	0	[Extended NPC-NPC Interaction SoA]	[I]nstall
Install Component	1	[Extended Minsc/Aerie Interaction ToB]	[I]nstall
Install Component	2	[Imoen "Retrospection" dialogue for BGII: ToB]	[I]nstall
Install Component	3	[Wake-Up dialogue for Anomen Romance (By David Gaider with additions from Kulyok)]	[I]nstall
Install Component	4	[NPC Conflict Revisions]	[I]nstall
Install Component	5	[Restored Aerie/Jaheira/Anomen interjection in Underdark]	[I]nstall
Install Component		[Install Banter Accelerator? How much time would you like in between NPC banters in-game?]	[N]o
	6	1] 10 Minutes	
	7	2] 15 Minutes	
	8	3] 20 Minutes	
	9	4] 30 Minutes	
	10	5] 45 Minutes	
	11	6] 60 Minutes	

If you have already installed a banter accelerator, you may install by no means this component additionally.You would ruin the whole installation!

Successfully installed — Press ENTER to exit

16.8 Viconia Friendship v3.3 - bg2ee

~VICONIA/SETUP-VICONIA.TP2~

This mod adds a series of dialogues with Viconia and and attempts to give someone who isn't interested in a romantic relationship something to bite into. This mod is meant as extension to the IEP Extended Banters.

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

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

The readme opens.

16.9 Mazzy Friendship v2.2 - bg2ee

~MAZZY/SETUP-MAZZY.TP2~

This mod adds a series of dialogues with Mazzy, in which you can discover more about the valiant halfling. Mazzy is not the most talkative woman in the world, but she definitely has her opinions, and will voice them if she feels it appropriate - similarly if she has questions she will not be afraid to ask. This mod is meant as extension to the IEP Extended Banters.

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

Install Component	0	[Mazzy Friendship]?	[I]nstall
Successfully installed		[Mazzy Friendship]	Press ENTER to exit

16.10 Yoshimo Friendship v3.1 - bg2ee

~YOSHIMO/YOSHIMO.TP2~

This mod adds a series of dialogues with Yoshimo and expands on the humorous rogue, adding to his story a new perspective on the character. This mod is meant as extension to the IEP Extended Banters.

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

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

16.11 Keeping Yoshimo v0.96

~7C-YOSHI/7C-YOSHI.TP2~

This mod makes it possible to keep Yoshimo in the party after spellhold and he can be imported into ToB. He has a couple of fairly lengthy dialogues with the PC.

This mod is conceptual not compatible with the mods Yoshimo Friendship, Keto and Tortured Souls. Also it is not compatible with Banter Packs and with the "Sarevok's Remorse" component of Unfinished Business for BGII. The Quest Pack component "Saving Sanik In Brynnlaw" is incompatible if the party chooses to save Sanik.

Copy the folder **#!Yoshi** into your main SoA directory.
Copy the WeiDU-setup and rename it to **Setup-#!Yoshi.exe.**
Double-click the Setup. The DOS dialogue appears:

Install Component	0	[Keep Yoshimo After Spellhold]?	[I]nstall
Install Component	1	[Make Yoshimo Chaotic Good]?	[N]ot Install
Successfully installed		[Keep Yoshimo After Spellhold]	Press ENTER to exit

16.12 Yoshimo Romance v3

~YOSHIMOROMANCE/YOSHIMOROMANCE.TP2~

This mod makes Yoshimo, an infamous bounty hunter from original BG2 game, romanceable. The mod includes additional talks dependend on TotDG, Innershade, ToD, Assassinations. Romance requirements: human/elven/half-elven/tiefling female with charisma 13 or higher.

Mod is incompatible with Keeping Yoshimo, however it is compatible with Yoshimo Friendship and Tortured Souls. Mod includes additional content for Tales of the Deep Gardens, Innershade, Tower Of Deception, Assassinations.

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

Would you like to display the readme?			[N]o
Install Component	0	[Yoshimo Romance - additional romance for original BG2 non-player character]?	[I]nstall
Install Component	1	[Yoshimo additional talks for SoA. May be installed without or with romance (OPTIONAL)]?	[I]nstall
Install Component		[Adjusted portrait for Yoshimo]?	[N]ot Install
	2	1] Adjusted portrait for Yoshimo	
	3	2] New portrait by MiLeah	
Install Component	4	[Yoshimo Romance - ToB part (OPTIONAL)]?	[I]nstall
Successfully installed			Press ENTER to exit

16.13 Edwin Romance v2b2

~SETUP-EDWINROMANCE.TP2~

Allows the player to carry out a romantic relationship with Edwin Odesseiron, that insulting Thayvian wizard wearing red. This version includes the previously separate parts ToB and Flirts.

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

Choose your language:		0 [American English]
Install Component 0	[Edwin Romance]?	[I]nstall
Install Component 1	[Restore Edwin's BG1 portrait]?	[N]ot Install
Install Component 2	[Edwin Flirts]?	[I]nstall
Install Component 3	[New ending for Viconia Romance by Laufey]?	[I]nstall
Successfully installed		Press ENTER to exit

The readme opens.

16.14 Tsujatha v15

~TSUJATHA/SETUP-TSUJATHA.TP2~
A joinable male elven necromancer NPC with optional romance for female PCs.

Tsujatha contains the patch to keep Edwin in the party at high reputation if you are romancing him. Edwin, however, does NOT contain this file for Tsujatha. If you wish to install both mods, please install Edwin BEFORE Tsujatha.

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

Choose your language:		0 [English]
Install Component 0	[Tsujatha (BG2:SoA NPC) created by Sillara of the Tamari]	[I]nstall
Successfully installed	[Tsujatha (BG2:SoA NPC) created by Sillara of the Tamari]	Press ENTER to exit

Further files get copied, then the readme opens in html-format.

16.15 Imoen Friendship v2.2 - bg2ee

~IMOENFRIENDSHIP/IMOENFRIENDSHIP.TP2~

This mod adds a series of dialogues with Imoen, the PC's sister, expanding on her experiences and struggles.

This mod is conceptual not compatible with Imoen Romance v1, however with v2 it is.

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

Choose your language:		0 [English]
Would you like to display the readme?		[N]o
Install Component 0	[Imoen Friendship for SoA]?	[I]nstall
Successfully installed	[Imoen Friendship for SoA]	Press ENTER to exit

16.16 Imoen Romance v1.202

~IMOEN.TP2~

This mod adds a huge number of new dialogs for Imoen in Shadows of Amn.

This mod is conceptual not compatible with Imoen Friendship.
The NeJ2 component "Continuous and Custom Kit Imoen" will break the Imoen Romance.

Copy the folder **ImoenRom** and the files **Setup-Imoen.exe**, **Imoen.tp2** and **README - Imoen Romance** into your main SoA directory.
One or more files of this mod must be changed in order to be able to install it together with BWP. This will be done by the patch from the folder **B¿G World Fixpack**.
Double-click the Setup. The DOS dialogue appears:

Choose your language:	0 [English]

Install Component	0	[,Imoen Romance Add-on Mod BG2:SoA v1.201']?	[I]nstall
Successfully installed		[,Imoen Romance Add-on Mod BG2:SoA v1.201']	Press ENTER to exit

Other files are copied.

16.17 Imoen Romance v2.4
~IMOENROMANCE.TP2~

This mod adds a huge number of new dialogs for Imoen in Shadows of Amn.

As of v2 this mod is compatible with Imoen Friendship if installed after.
The NeJ2 component "Continuous and Custom Kit Imoen" will break the Imoen Romance.
This version is not compatible with BGT and sometimes overwrites files from other mods.

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

Would you like to display the readme?			[N]o
Install Component	0	[Imoen NPC Romance Mod for BG2:SoA (2.2 Version!)]?	[I]nstall
Install Component		[Romance Option]?	
	1	1] Allow Multiple Romance's	[1]
	2	2] Don't Allow multiple Romance (Only valid for Vanilla romances)	
Successfully installed		[Imoen NPC Romance Mod for BG2:SoA (2.2 Version!)]	Press ENTER to exit

Other files are copied.

16.18 Alcool v0.11
~ALCOOL/ALCOOL.TP2~

This mod adds interactions between the BioWare NPCs at the end of chapter 3 such as comments to the choice of the tavern.

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

Choose your language:			1 [English]
Install Component	0	[A Night out in the Taverns]?	[I]nstall
Successfully installed		[A Night out in the Taverns]	Press ENTER to exit

The readme opens.

16.19 Jan's Extended Quest v1.44
~JANQUEST/SETUP-JANQUEST.TP2~

You want to know how the story between thief illusionist, his former girlfriend and Vaelag, her violent husband, ends? This extension offers a continuation of this original quest in the form of two very short missions filled with typical dialogues and unexpected meetings with new supporting characters. Additionally, the mod aims to cast a new light on some of the most influential organizations of the city.

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

Choose your language:			1 [English]
Install Component	0	[Jan's Extended Quest]?	[I]nstall
Successfully installed		[Jan's Extended Quest]	Press ENTER to exit

16.20 Korgan's Redemption v8
~KORGAN/SETUP-KORGAN.TP2~

The mod provides the possibility of redeeming Korgan if you have Mazzy in your party.

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

Choose your language:			1 [English]

Install Component	0	[Korgan's Redemption]?	[I]nstall
Successfully installed		[Korgan's Redemption]	Press ENTER to exit

16.21 Coran for Baldur's Gate II v4

~CORAN/SETUP-CORAN.TP2~

This mod adds Coran, a great archer and an infamous womanizer in BG1, as a fully developed NPC to BG2. He can be found in the Gate district of Athkatla, near the entrance. In ToB, Coran can also be summoned from the Pocket Plane Fate Spirit. Coran has a full friendship path with the PC, player-initiated dialogue and a number of banters with all Bioware NPCs.

This mod is technically neither compatible with the Bioware BG2 Coran nor with the Coran of Tortured Souls nor with Khalid for BGII.
This mod is technically not compatible with the Coran and Safana Romance component from BG1NPCSoA because you would have the NPC twice.

Install the file **Coran_v2.exe** into any dummy folder but by no means into your main directory! Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folder **Coran** and the file **setup-Coran.exe** as well as a file **SETUP-CORAN.DEBUG** in that dummy folder. Move them except the **SETUP-CORAN.DEBUG** into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Install Component	0	[Coran NPC MOD for Baldur's Gate II]?	[I]nstall
Install Component	1	[Delete old Coran from the Forest of Tethyr (RECOMMENDED)]?	[I]nstall

This will also make the Romantic Encounter with Coran (from the Romantic Encounters mod) unavailable. But this is better than having two Corans in the game at once.

Successfully installed		[Coran NPC MOD for Baldur's Gate II]	Press ENTER to exit

16.22 Khalid for BG II v2.2

~KHALID/KHALID.TP2~

The mod restores Khalid, Jaheira's husband, whom we know from Baldur's Gate I

The following mods feature allusions to Khalid's death, thus they are contentswise not compatible with Khalid:
Kivan of Shilmista (Kivan & Deheriana Companions)
Xan by Kulyok
Coran by Kulyok
IEP Banter Pack (Jaheira's banters with Viconia & Minsc)
Kitanya
Imoen Romance

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

Choose your language:			0 [English]
What should be done with all components that are NOT YET installed?			[A]sk about each one?
Install Component	0	[Khalid]?	[I]nstall
		Choose Khalid's class:	
		[1] Fighter	
		[2] Fighter/Mage	
		Choose 1 or 2 and press ENTER.	
Install Component		[Classes for Khalid and Jaheira]?	
	1	1] Khalid i Jaheira have their original classes	[1]
	2	2] Khalid has the Harper Fighter kit, Jaheira is unchanged	
	3	3] Khalid has the Harper Fighter kit, Jaheira the Harper Druid kit	
	4	4] Khalid is unchanged, Jaheira has the Harper Druid kit	
Install Component	5	[Install PID for Khalid and Jaheira]?	[I]nstall
Install Component		[Alternative portraits for Khalid]?	[N]ot Install
	6	1] Kirara's portrait for Khalid - with the helmets	
	7	2] Kirara's portrait for Khalid - without the helmet, red hair	
	8	3] Trista's edit of Jaheira's portrait from BG2	

```
                    9    4] Lava's edit of Jaheira's portrait from BG1 (NPC SPA mod)
Successfully installed   [Khalid]                                          Press ENTER to exit
```

16.23 The One Drizzt v1.41

~THEONEDRIZZT/SETUP-THEONEDRIZZT.TP2~

This mods adjusts Drizzt from Drizztsaga and Region of Terror. Now, you can travel with Drizzt from BG1 to BG2 and keep Drizzt's level and inventory.

Both Drizztsaga and ROT must be installed before.
This mod messes with The BG1 NPC Project Dynaheir quest.

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

```
Choose your language:                                                          1 [English]
Install Component  0     [THEONEDRIZZT: Drizzt in Drizztsaga and in Region of Terror combined into one]?[I]nstall
Successfully installed   [THEONEDRIZZT: Drizzt in Drizztsaga and in Region of Terror combined into one] Press ENTER to exit
```

16.24 LaValygar v4.0

~LAVALYGAR/LAVALYGAR.TP2~

This rather small mod adds some dialogues for Valygar Corthala.

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

```
Would you like to display the readme?                                          [N]o
Install Component  0     [LaValygar - new talks with Valygar Corthala]?        [I]nstall
Install Component  1     [LaValygar - recoloured portrait]?                    [N]ot Install
Successfully installed                                                         Press ENTER to exit
```

16.25 Yeslick v1.1

~YESLICKNPC/YESLICKNPC.TP2~

This mod brings the dwarf Yeslick from Baldur's Gate to BGII with an extensive variety of banters throughout the game. You will meet Yeslick in Vyatri's Pub in Trademeet.

This mod is technically not compatible with BG1NPCSoA because you would have the NPC twice.

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

```
Would you like to display the readme?                                          [N]o
Install Component  0     [Yeslick NPC for BGII: SoA]?                          [I]nstall
Successfully installed   [Yeslick NPC for BGII: SoA]                           Press ENTER to exit
```

16.26 Sarevok Friendship v1.2 - bg2ee

~SAREVOKFRIENDSHIP/SAREVOKFRIENDSHIP.TP2~

This mod adds a series of dialogues with Sarevok

Sarevok friendship is compatible with Sarevok Romance.

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

```
Would you like to display the readme?                                          [N]o
Install Component  0     [Sarevok Friendship for BGII: ToB]?                   [I]nstall
Successfully installed   [Sarevok Friendship for BGII: ToB]                    Press ENTER to exit
```

16.27 Branwen for BG2 v3

~BRANWEN/SETUP-BRANWEN.TP2~

This is a playable tutorial for modders for SoA and ToB; voiced.

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

Install Component 0	[Branwen BG2 NPC mod for players and modders]?	[I]nstall
Successfully installed	[Branwen BG2 NPC mod for players and modders]	Press ENTER to exit

17. MORE BG2 NPC MODS

Some of these mods have little content. You can, however, insert each of these mods without worries into your **B.G World**, if you want to expand the game with other NPCs.

17.1 Fonick CliffHistory v2

~CLIFFHISTORY/SETUP-CLIFFHISTORY.TP2~

Talk to the receptionist in Five Flagons Playhouse; you meat the bard Fonick which makes notes about his trips with the HC.

This mod does not work together with the "Multiple Strongholds" component from "BG2TweakPack", "Make the bard stronghold available to all classes" from Multistronghold or if the MC is a bard.

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

Install Component 0	[Cliffette's 'History' BWI contest entry]?	[I]nstall
Successfully installed	[Cliffette's 'History' BWI contest entry]	Press ENTER to exit

17.2 Chiara v1.02mB 163

~SETUP-CHIARA.TP2~ GERMAN

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

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

Install Component 0	[Chiara - Ein Charakter aus dem Rosenranken.Forum]?	[I]nstall
Successfully installed	[Chiara - Ein Charakter aus dem Rosenranken.Forum]	Press ENTER to exit

Further files get copied, then the readme opens in html-format.

17.3 Octavians Drizzt v2Beta3

~SETUP-DKDRIZZT.TP2~

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

Not together with with RoT because this mod adds likewise Drizzt and both are contentwise not compatible. The component with the Artemis Entreri-encounter of Unfinished business is compatible with this Drizzt-Mod. If Valen is in the party, it is actually not possible to take in Drizzt, because he becomes hostile immediately.

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

Choose your language:		0 [English]
Install Component 0	[Drizzt Do'Urden]?	[I]nstall
Successfully installed	[Drizzt Do'Urden]	Press ENTER to exit

The readme opens.

17.4 Elvanshalee v1.1

~SETUP-ELVAN-ALL.TP2~ GERMAN

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

Elvanshalee has the bad habit to remain sometime every few seconds and to repeat the same dialogue. Besides the Mod contains still some bugs.

Copy the folder **S#ElvanA** and the files **Setup-Elvan-all.exe** and **Setup-Elvan-all.tp2** into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Elvanshalee für SoA oder ToB Pic von Kay Allen]?	[I]nstall
Install Component 1	[Elvanshalee für Knight Kits Pic von Kay Allen]?	[I]nstall
Successfully installed		Press ENTER to exit

17.5 Goo the Disembodied Floating Eyeball v6.0

~SETUP-GOO.TP2~

Gozaloth (Goo to his friends) is a disembodied floating eyeball with breath which can daze a yak. He can be found in the planar sphere.

Install the file **Goo_V6.exe** into any dummy folder but by no means into your main directory! Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folder **Goo** and the files **Setup-Goo.exe** and **Setup-Goo.tp2** as well as a file **SETUP-GOO.DEBUG** in that dummy folder. Move them except the **SETUP-GOO.DEBUG** into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Goo the Disembodied Floating Eyeball]?	[I]nstall
Successfully installed	[Goo the Disembodied Floating Eyeball]	Press ENTER to exit

It appears an error message that the file Goo\ReadMe.txt could not be found. This one exists, but is only named differently.

17.6 Horace v1.72

~SETUP-HORACE.TP2~

Skeleton NPC with its own kit.

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

Choose your language:		0 [English]
Install Component 0	[Horace - BGII]?	[I]nstall
Install Component 1	[Bone Collector]?	[I]nstall
Successfully installed		Press ENTER to exit

The readme opens.

17.7 Kari v1.3b

~SETUP-KARI.TP2~

Kari is an anthropomorphic wolf NPC, a mix between human and wolf, that can be found in the Druid Grove.

This is a rebuild of a very old NPC that never advanced past v1.3beta.

Copy the folder **Kari** and the files **Setup-Kari.exe** and **Setup-Kari.tp2** into your main SoA directory.
The **B¿G World Fixpack** carries out an update to v1.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Moongaze's Kari v1]?	[I]nstall
Successfully installed	[Moongaze's Kari v1]	Press ENTER to exit

17.8 Malthis v2

~SETUP-MALTHIS.TP2~ GERMAN

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.

Copy the folder **Malthis** and the files **Setup-Malthis.exe, Setup-Malthis.tp2, maltdel.bat** and **malt-extr.bat** from the folder Malt_ServiceVersion_1 into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Malthis, der Säbelrassler!]?	[I]nstall
Successfully installed	[Malthis, der Säbelrassler!]	Press ENTER to exit
Press any key . . .		

Further files get copied, then the readme opens in html-format.

17.9 Shar-Teel v1.0b

~SETUP-SHARTEEL.TP2~ GERMAN

Brings the chaotic-evil fighter Shar-Teel from BG1 to BG2-SoA.

Don't install it together with TDD or the NEJ2 component "Firewalker" Shar-Teel (custom kit and continuous character), because these mods also add Shar-Teel and these are contentwise or technically not compatible.
This mod is technically not compatible with BG1NPCSoA because you would have the NPC twice.

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

Install Component 0	[Shar-Teel für Baldur's Gate II]?	[I]nstall
Install Component 1	[Shar-Teels neue Portraits mit den alten ersetzen]?	[I]nstall
Successfully installed		Press ENTER to exit

The readme opens.

17.10 Summon Bhaalspawn v3

~SBS.TP2~

The Mod adds an additional NPC named Sandra in a very interesting way with some very interesting dialogs which could come by certain circumstances to a surprise for Imoen. To start this game, talk to the thief in the docks district.
In the folder ...\SBS\store must be the file .DS_Store, otherwise the mod cannot be installed!

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

What should be done with all components that are NOT YET installed?		[A]sk about each one
Install Component 0	[Summon Bhaalspawn]?	[I]nstall
Install Component 1	[Install Skie Portrait (Original Mod Portrait)]?	[I]nstall
Install Component 2	[Install Edited Skie Portrait by Plasmocat]?	[N]ot Install
Install Component 3	[Install Redheaded Paladin Portrait (Author Unknown)]?	[N]ot Install
Install Component 4	[Install Salma Hayek Portrait from the Portrait Portal]?	[N]ot Install
Install Component 5	[Install BGEP Sandra Portrait by Xenobia]?	[N]ot Install
Successfully installed		Press ENTER to exit

The readme opens.

17.11 Vanim v1.4

~SETUP-VANIM.TP2~

An evil assassin NPC.

Copy the folder **vanim** and the files **Setup-Vanim.exe** and **Setup-Vanim.tp2** into your main SoA directory, but not the Setup-Vanim.exe.
Double-click the Setup. The DOS dialogue appears:

Choose your language:	1 [English]

Install Component 0	[A new NPC: Vanim, a notorious assassin]?	[I]nstall
Successfully installed	[A new NPC: Vanim, a notorious assassin]?	Press ENTER to exit

17.12 Biddekelorak v1

~SETUP-BIDDE.TP2~

You find the old dwarven cleric of Lathander in the temple district.

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

Install Component 0	[Biddekelorak v1 (BG2:SoA & TOB NPC) created by nethrin]?	[I]nstall
Successfully installed	[Biddekelorak v1 (BG2:SoA & TOB NPC) created by nethrin]	Press ENTER to exit

Further files get copied.

17.13 Azure NPC BETA v3

~AZURE/AZURE.TP2~

The druid Azure and and her guardian wolf, Sharo, is to be found in the druid shrine.

The mod stutters now and then. The wolf does not appear in mod areas at all, or the game may crash.

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

Install Component 0	[Nature's Ally Druid kit (Required for NPC Azure)]?	[I]nstall
Install Component 1	[Azure NPC]?	[I]nstall
Successfully installed	[Azure NPC]	Press ENTER to exit

This mod adds the Nature's Ally kit to the character creation screen. This kit is not selectable for all races. There could be an incompatibility with the Divine Remix kits.

17.14 Frennedan v1.0.3

~SETUP-FRENNEDAN.TP2~ GERMAN

The doppelganger Frennedan from Irenicus' dungeon becomes a recruitable NPC.

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

Install Component 0	[Frennedan-Mod für Baldur's Gate II]?	[I]nstall
Successfully installed	[Frennedan-Mod für Baldur's Gate II]	Press ENTER to exit

The readme opens.

17.15 Perils of Branwen v0.9

~SETUP-POB.TP2~

Branwen returns to Athkatla. She's followed you from Baldur's Gate. The neutral good cleric of Tempus can be found in the Bridge District.

This mod is technically not compatible with BG1NPCSoA because you would have the NPC twice.

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

Install Component 0	[The Perils of Branwen the Cleric]?	[I]nstall
Successfully installed	[The Perils of Branwen the Cleric]	Press ENTER to exit

17.16 Branwen NPC 1.3

~SETUP-BRANWENNPC.TP2~

This mod adds Branwen (a NPC from the original Baldur's Gate) to the starting dungeon of Baldur's Gate 2 (as if she were traveling with you when Irenicus and his minions ambushed your party). At this point in time, Branwen has a small number of interjections, no quests, and no romance.

Branwen was altered to be a multi-class Fighter-Cleric (in the original BG1, Branwen is a single-class Cleric)
Maybe conceptional incompatible with Perils of Branwen.
Not together with NeJ2 component "Firewalker" Shar-Teel (custom kit and continuous character), because Shar-Teel from NeJ2 and Branwen from this mod start in the same cage in Irenicus' dungeon.
This mod is technically not compatible with BG1NPCSoA because you would have the NPC twice.

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

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

17.17 Mawgul v2.2

~MAWGULNPC/SETUP-MAWGULNPC.TP2~

He is an True Neutral Elf Wizard / Fighter.

Copy the folder **MawgulNPC** and the files **Setup-MawgulNPC.exe** and **Setup-MawgulNPC.tp2** into your main SoA directory.
One or more files of this mod must be changed in order to be able to install it together with BWP. This will be done by the patch from the folder **B¿G World Fixpack**.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		1 [English]
Install Component 0	[MawgulNPC]?	[I]nstall
Successfully installed	[MawgulNPC]	Press ENTER to exit

17.18 Uldar v0.77

~ULDAR/SETUP-ULDAR.TP2~ SPANISH

The halforc-barbarian Uldari can be found in the Copper Coronet

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

Install Component 0	[ULDAR, el Barbaro Semiorco v0.75]?	[I]nstall
Successfully installed	[ULDAR, el Barbaro Semiorco v0.75]	Press ENTER to exit

17.19 Rose v003 OpenBeta

~ROSE/SETUP-ROSE.TP2~

Rose is a young female half-elf bard, that lives both of little thefts and gathering some money singing in the inns. You could meet her at the Burning Wizard Inn in Beregost, "saving" her from a man who accuses her of theft.

The mod is playable through all parts of Baldur's Gate Trilogy and requires BGT.

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

Install Component 0	[Rose NPC for BG:T]?	[I]nstall
Successfully installed	[Rose NPC for BG:T]	Press ENTER to exit

17.20 Larsha v0.3

~SETUP-LARSHA.TP2~ POLISH

The Dryad Larsha is to be found at the Windspear Hills. She has several interactions with other characters. This module adds new spells and changes some existing versions as adding their innate capacities. It also adds new items, which may be used only by Larsha.

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

Install Component 0	[Larsha]?	[I]nstall
Successfully installed	[Larsha]	Press ENTER to exit

17.21 Raziel

~SETUP-RAZIEL.TP2~

Raziel is a neutral swashbuckler who was imprisoned by Irenicus like the protagonist.

Copy the folder **raziel** and the files **setup-raziel.exe** and **setup-raziel.tp2** into your main SoA directory.
One or more files of this mod must be changed in order to be able to install it together with BWP. This will be done by the patch from the folder **B¿G World Fixpack**.
The mod contains no English translation. It will be inserted with the language patch from the **B¿G World Textpack**.

Double-click the Setup. The DOS dialogue appears:

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

17.22 Quayle ReDone v2.0

~QUAYLE/SETUP-QUAYLE.TP2~

The mod introduces Quayle known from BG1 into SoA and ToB. But the condition is... Aerie's death. Quayle has his own quests, banters with every character from the game, interactions, items.

This mod is technically not compatible with the Gnomes in the City: Quayle & Tiax component from BG1NPCSoA because you would have the NPCs twice.

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

Choose your language:		0 [English]
Would you like to display the readme?		[N]o
Install Component 0	[Quayle ReDone for Baldur's Gate 2]?	[I]nstall
Successfully installed	[Quayle ReDone for Baldur's Gate 2]	Press ENTER to exit

17.23 Gloran NPC v3 (1)

~SETUP-GLORAN.TP2~

This mod adds the chaotic good dwarf warrior to the game. Gloran can be found right at the gate of the city. Unfortunately the mod was not developed further against its announcement.

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

Choose your language:		1 [English]
Install Component 0	[Przyłaczalny NPC Gloran]?	[I]nstall
Install Component 1	[Gloran & Virtue]?	[N]ot Install
Successfully installed		Press ENTER to exit

17.24 Auden NPC v1.3c
~SETUP-AUDEN.TP2~

This mod includes the monk Auden in the Copper Coronet, tucked away in the opium den.

Copy the folder **Auden** and the files **Setup-Auden.exe, Setup-Auden.tp2** and **Auden Readme! v1.3b** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component	0	[Auden for BG2:SOA]?	[I]nstall
Successfully installed		[Auden for BG2:SOA]	Press ENTER to exit

17.25 BG1 NPCs for BG2:SoA v9
~BG1NPCSOA.TP2~

This mod adds the majority of the NPCs from Baldur's Gate 1 into part 2 along with new items, banters, quests and areas.

Copy the folder **BG1NPCSoA** and the files **setup-BG1NPCSoA.exe** and **setup-BG1NPCSoA.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [English
Would you like to display the components from [SoA NPCs]?			[Y]es
Would you like to display the components from [ToB NPCs]?			[Y]es
Would you like to display the components from [Alternate Portrait Options & Sounds]?			[Y]es
Install Component	0	[BG1 NPCs, Shar-Teel, Yeslick, Garrick, Branwen & Skie]?	[I]nstall

This component is technically not compatible with the mods: TDD, Eldoth, Shar-Teel, the Shar-Teel components from all versions of NEJ2, Yeslick, Garrick's Infatuation, Garrick - Tales of a Troubadour, Perils of Branwen, Branwen NPC and Skie ReDone because you would have the regarding NPC twice.

Install Component	10	[Coran and Safana Romance]?	[I]nstall

This component is technically not compatible with Coran NPC for Baldur's Gate II because you would have the NPC twice.

Install Component	20	[Alora]?	[I]nstall

This component is technically not compatible with Alora NPC because you would have the NPC twice.

Install Component	30	[Ajantis]?	[I]nstall

This component is technically not compatible with Ajantis for BG2 because you would have the NPC twice.

Install Component		[Kagain's Korner]?	[N]ot Install

This component is not compatible with TDD.

	40	1] Store w/crazy amount of magical items
	41	2] Store w/Vanilla Items Only
Install Component	50	[Faldorn Makeover]? [I]nstall
Install Component	60	[Kivan]? [I]nstall

This component is technically not compatible with Kivan and Deheriana Companions for BG2 because you would have the NPC twice.

Install Component	70	[Xzar and Monty Murder Mysteries]?	[N]ot Install

This component is not compatible with TDD.

Install Component	80	[Xan]?	[I]nstall

This component is technically not compatible with Xan NPC for Baldur's Gate II because you would have the NPC twice.

Install Component	90	[Gnomes in the City: Quayle & Tiax]?	[I]nstall

This component is technically not compatible with Quayle Project or Tiax NPC because you would have the NPC twice.

Install Component	95	[Dynaheir]?	[I]nstall
Install Component	100	[Shar-Teel, Yeslick, Garrick, Eldoth, Branwen & Skie: ToB]?	[I]nstall

For this component to work properly, you must have the SoA version of these NPCs installed.

Install Component	110	[Kagain: ToB]?	[I]nstall

For this component to work properly, you must have the SoA version of this NPC installed.

Install Component	120	[Tiax & Quayle: ToB]?	[I]nstall

For this component to work properly, you must have the SoA version of these NPCs installed.

Install Component	130	[Coran & Safana: ToB]?	[I]nstall

For this component to work properly, you must have the SoA version of these NPCs installed.

Install Component	140	[Xzar & Montaron: ToB]?	[I]nstall

For this component to work properly, you must have the SoA version of these NPCs installed.
Install Component 150 [Alora: ToB]? [I]nstall
For this component to work properly, you must have the SoA version of this NPC installed.
Install Component 160 [Ajantis: ToB]? [I]nstall
For this component to work properly, you must have the SoA version of this NPC installed.
Install Component 170 [Kivan: ToB]? [I]nstall
For this component to work properly, you must have the SoA version of this NPC installed.
Install Component 180 [Xan: ToB]? [I]nstall
For this component to work properly, you must have the SoA version of this NPC installed.
Install Component 190 [Deekin Scalesinger: ToB]? [I]nstall
For this component to work properly, you must have the SoA version of Shar-Teel, Yeslick, Garrick, Eldoth, Branwen and Skie installed.
Install Component 200 [Faldorn: ToB]? [I]nstall
For this component to work properly, you must have the SoA version of this NPC installed.
Install Component 201 [NPC Sounds]? [I]nstall
Install Component 202 [Inter Component Banter Pack]? [I]nstall
This component adds banter between characters from different components of this mod. All of the above components that add a NPC must be added for it to work correctly.
Successfully installed Press ENTER to exit

17.26 Coondred v1.3

~SETUP-COONDRED.TP2~

Coondred is a furry that was raised by a half-elven druid clan, and is accepted in both human and Furry societies. He will speak of his race and home.

Copy the folder **Coondred** and the files **setup-Coondred.exe and setup-Coondred.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Install Component 0 [Coondred NPC Mod for Baldur's Gate II (ToB required)]? [I]nstall
Successfully installed [Coondred NPC Mod for Baldur's Gate II (ToB required)] Press ENTER to exit

18. MINI-MODS

The following mods mostly add only one single quest to the game.

18.1 Adventures in Papperland v5

~SETUP-AIP.TP2~

This Mod has a few amusing dialogs with 4 musicians named "The Beatles".

Copy the folder **AIP** and the file **Setup-aip.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Adventures In Papperland]?	[I]nstall
Successfully installed	[Adventures In Papperland]	Press ENTER to exit

The readme opens.

18.2 Shed's Mods v1.03

~SDMODS/SDMODS.TP2~

A collection of different micro-mods. Most are serious, although one or two are playful and are overwound.

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

Install Component 0	[Shed‘s Mods]?	[I]nstall
Successfully installed	[Shed‘s Mods]	Press ENTER to exit

The readme opens.

18.3 Turnip Golem v4

~SETUP-TURNIPGOLEM.TP2~

This mod adds a turnip golem to a building in the slums.

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

Install Component 0	[Turnip Golem Encounter]?	[I]nstall
Successfully installed	[Turnip Golem Encounter]	Press ENTER to exit

18.4 Mordan's Christmas Minimod v1.0.3

~SETUP-MDX.TP2~

A simple however entertaining mod which begins in Mithrest inn in the promenade after chapter 2.

Copy the folder **MDX** and the file **Setup-MDX.tp2** from the folder Mordan‘s Xmas Mod v1.0.1 into your main SoA directory.
Copy the WeiDU-setup and rename it to **Setup-MDX.exe**
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Xmas Mod v1.0]?	[I]nstall
Successfully installed	[Xmas Mod v1.0]	Press ENTER to exit

18.5 The Holy Hand Grenade v1.3

~HF_HHG/SETUP-HF_HHG.TP2~ ESPAÑOL

If you're outside the Underdark and still have the Light Gem, then you'll receive the Holy Hand Grenade of Antioch.

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

Choose your language:		0 [English]
Install Component 0	[The Quest for the Holy Hand Grenade]?	[I]nstall
Successfully installed	[The Quest for the Holy Hand Grenade]	Press ENTER to exit

Further files get copied, then the readme opens.

18.6 Quallo v1.14

~QUALLOFIX/SETUP-QUALLOFIX.TP2~

A small minimod that allows to attain the blood of a true friend in another way.

Copy the folder **quallofix** and the file **Setup-quallofix.exe** into your main SoA directory, but not the Setup-FixQuallo.exe.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Let the cadaver crawler live]?	[I]nstall
Successfully installed	[Let the cadaver crawler live]	Press ENTER to exit

The readme opens.

18.7 Cal-Culator v1.0.4

~CAL.TP2~

This is a silly little mod that keeps track of what type of creatures you've slain throughout the game. Basically, you summon an Imp named Cal, and through dialogue choices, you can figure out how many elves you've killed, or how many illithids, etc.

The mod is buggy, since it does not indicate the defeated opponents at all.

Copy the folder **cal** and the files **cal.tp2** and **readme-cal.txt** into your main SoA directory, but not the Setup-cal.exe.
Copy the WeiDU-setup and rename it to **Setup-cal.exe**.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [American English]
Install Component 0	[Install the Cal(culator) mod?]?	[I]nstall
Successfully installed	[Install the Cal(culator) mod?]	Press ENTER to exit

The readme opens.

18.8 Questor Revised v1

~SETUP-QUESTOR.TP2~

This mod adds a NPC and a monster with a new item.

Copy the folder **Questor** and the files **Setup-Questor.tp2** and **Readme.txt** (rename it first to **Questor_Readme.txt**) into your main SoA directory.
Copy the WeiDU-setup and rename it to **Setup-Questor.exe**.
Double-click the Setup. The DOS dialogue appears:

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

18.9 The Slithering Menace (Snakes) v3.4
~SETUP-SNAKES.TP2~

This mod adds a little quest and a new item to ToB.

Copy the folder **SNAKES** and the files **Setup-SNAKES.exe, Setup-SNAKES.tp2** and **Readme-SNAKES.txt** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[The Slithering Menace (for BGII:ToB only)]?	[I]nstall
Successfully installed	[The Slithering Menace (for BGII:ToB only)]	Press ENTER to exit

18.10 igi's Facing the Shade Lord again v1
~CONTEST/SETUP-CONTEST.TP2~

This mod adds a quest to the Umar hills. A a village must be saved from the attacks of the shades.

Copy the folder **Contest** and the files **Setup-Contest.exe** and **Readme.htm** (rename it first to **Contest_readme.htm**) from the compressed archiv submission-igi.zip into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Facing the Shade Lord Again]?	[I]nstall
Successfully installed	[Facing the Shade Lord Again]	Press ENTER to exit

18.11 K'aeloree's Facing the Shade Lord again v1
~SETUP-BWL CONTEST.TP2~

This mod adds a quest to the Umar hills. A new cult has appeared and must be infiltrated.

Copy the folder **BWL Contest** and the files **Setup-BWL Contest.exe, Setup-BWL Contest.tp2** and **Story.doc** from the compressed archiv submission-k'aeloree.zip into your main SoA directory.
Rename the files only if they should be installed with setup.bat from Setup-BWL Contest.exe and Setup-BWL Contest.tp2 into Setup-BWL_Contest.exe and Setup-BWL_Contest.tp2 (without space).
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[K'aeloree's BWL Contest Items]?	[I]nstall
Successfully installed	[K'aeloree's BWL Contest Items]	Press ENTER to exit

18.12 Au service d'Oghma v1.6
~THOGHMA/SETUP-THOGHMA.TP2~

The Mod begins in the temple of Oghma where a new monk suggests to you a small quest in which you can get additional power.

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

Choose your language:		2 [English]
Install Component 0	[A Quest in the service of Oghma]?	[I]nstall
Successfully installed	[A Quest in the service of Oghma]	Press ENTER to exit

The readme opens.

18.13 Shards of Ice v5
~SHARDSOFICE/SETUP-SHARDSOFICE.TP2~

This mod contains both mods made by icelus foer the Iron Modder competition.

Copy the folder **shardsofice** and the file **Setup-ShardsOfIce.exe** from the folder **ShardsOfIce-v3** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Would you like to display the readme?		[N]o
Install Component 0	[The Price Of Friendship]?	[I]nstall
Install Component 1	[Some of My Best Friends Are Slimes]?	[I]nstall
Install Component 2	[You Could Restore the Summon Cow Spell, But Why?]?	[I]nstall
Successfully installed		Press ENTER to exit

The readme opens.

18.14 Skooter the NPC v1

~SKOOTERTHENPC/SETUP-SKOOTERTHENPC.TP2~

Skooter is a lovely Australian Silky Terrier who would love nothing more than to have a quick, annoying banter with your PC. WARNING: This mod is not for those lacking an odd sense of humor.

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

Would you like to display the readme?		[N]o
Install Component 0	[Skooter The NPC Mod for BG2:SoA (retarded content: not intended for serious people)]?	[I]nstall
Successfully installed	[Skooter The NPC Mod for BG2:SoA (retarded content: not intended for serious people)]	Press ENTER to exit

18.15 Lucy the Wyvern v4a

~LUCY/SETUP-LUCY.TP2~

Provides a resolution to the saga of the enigmatic winged creature in Ribald's.

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

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

18.16 Cerberus v1.06

~CERBERUS/SETUP-CERBERUS.TP2~

This mod gives you help from the dog servants of the underworld. The dogs can see traps and detect invisible/hidden doors.

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

Install Component 0	[The Cerberus mod for BG2:SoA, version 0.99]?	[I]nstall
Successfully installed	[The Cerberus mod for BG2:SoA, version 0.99]	Press ENTER to exit

18.17 Slandor - The Minotaur and Lilacor v1.6

~SETUP-SLANDOR.TP2~

This mod adds a small backstory to the minotaur who reveals just what he and the three dead bodies are doing in Athkatla's sewers.

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

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

Choose your language:		1 [English]
Install Component 0	[The Minotaur and Lilacor]?	[I]nstall
Successfully installed	[The Minotaur and Lilacor]	Press ENTER to exit

18.18 Zalnoya and the Shadow Thieves v1.7
~ZALNOYA/SETUP-ZALNOYA.TP2~

This mod will simply add a small encounter between the warring shadow thief and vampire guilds in the slums district at night near the entrance to the copper coronet.

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

Install Component 0	[Zalnoya and the Shadow Thieves]?	[I]nstall
Install Component 1	[Standard vampire encounters fix]?	[I]nstall
Successfully installed	[Zalnoya and the Shadow Thieves]	Press ENTER to exit

18.19 Swylif Thicc v1
~SWYLIF/SWYLIF.TP2~ ENGLISCH

Swylif Thicc is a svirfneblin sorcerer, who resides in Saradush. He is a mercenary, so you have to pay him to make him join you! This mod is not serious!

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

Install Component 0	[Swylif NPC - an evil gnome who hates lettuce]?	[I]nstall
Successfully installed	[Swylif NPC - an evil gnome who hates lettuce]	Press ENTER to exit

18.20 Ulrien of Cormyr: SagaMaster v1.0
~SAGAMAN/SETUP-SAGAMAN.TP2~

Ulrien is a self-professed Saga-Master who brings his own collection of poetry and prose to anyone who likes to listen. Initiate conversation with Ulrien and select one from his current repetoire.

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

Would you like to display the readme?		[N]o
Install Component 0	[Ulrien of Cormyr - SagaMaster]?	[I]nstall
Successfully installed	[Ulrien of Cormyr - SagaMaster]	Press ENTER to exit

18.21 L'ogre et le gnome, une histoire de bleu v2
~ALMAQUEST2/SETUP-ALMAQUEST2.TP2~

This small mod will send you out to look for objects scattered around SOA. Another protagonist of the mod is a merchant gnome.

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

Choose your language:		0 [Francais]
Install Component 0	[L'ogre et le gnome, une histoire de bleu]?	[I]nstall
Successfully installed	[L'ogre et le gnome, une histoire de bleu]	Press ENTER to exit

18.22 Almateria's Quest 2 v3
~ALMAQUEST2/SETUP-ALMAQUEST2.TP2~

A small encounter that takes place only in Chapter 3 in the government district. The mod is more of a jest and has little content.

Copy the folder **almaquest2** and the file **Setup-almaquest2.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:	1 [English]

Install Component 0	[Almaquest2]?	[I]nstall
Successfully installed	[Almaquest2]	Press ENTER to exit

18.23 Almateria's Restoration Project 8.2.1
~ARESTORATIONP/SETUP-ARESTORATIONP.TP2~

This is a mod for Baldur's Gate 2 aiming to restore literally all unused sounds, as well as some minor cut characters or locations.

The component Restored random encounters must be installed before D0QuestPack component Various improvements.

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

Choose your language:		1 [English]
What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 0	[Restored Locations]?	[I]nstall

This component includes the mod Almateria's Enhanced Small Places.

Install Component 1	[Restored Characters and Dialogs]?	[I]nstall
Install Component 2	[Restored Sounds]?	[I]nstall
Install Component 3	[Restored Items]?	[I]nstall
Install Component 4	[Restored Wish Options]?	[I]nstall
Install Component 5	[Restored XP for Minor Things]?	[I]nstall
Install Component 6	[Lich Deril]?	[I]nstall
Install Component 7	[Restored Random Encounters]?	[I]nstall
Install Component 8	[Minor Restorations]?	[I]nstall
Install Component 10	[Better Item Import]?	[I]nstall
Install Component 11	[Restored Final Slayer Dream]?	[I]nstall
Install Component 12	[Alternate Slayer Change]?	[I]nstall
Install Component 13	[Restored Waukeen's Promenade Cutscene]?	[I]nstall
Successfully installed		Press ENTER to exit

19. BP AND FOLLOWING MODS

These mods are either contentwise or technically depending on the mod Big Picture.

Big Picture was in some measure a prelude to the Mega-Mods. Initially, Big Picture made it possible to combine the major mods. With progressive development could be added further Mods and BP is no longer a prerequisite for the Megamod.
Weimer's Ascension is one of the most popular mods and some mods refer to it. Because BP includes also its own Ascension component, all these mods in this chapter are associated together. You may change the order of the installation by no means, omit something however.

If you want more informations about AI modifications read the related chapter in the appendix.

19.1 Resource Fixer v1
~SETUP-RES_FIXER.TP2~

Some macros designed to fix various structural errors in creatures, items and spells. It's necessary to get BP to install.

The **B¿G World Fixpack** copies the folder **res_fixer** and the files **setup-res_fixer.exe** and **setup-res_fixer.tp2** into your main SoA directory
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Resource Fixer]?	[I]nstall
Successfully installed	[Resource Fixer]	Press ENTER to exit

19.2 Big Picture v1.81 4611 (1)
~BP/SETUP-BP.TP2~

BP balances all mods installed before, contains several smaller mods and includes other improvements also as a unique hostile KI system. If several mods have changed the same objects, these are overpowered. BP compensates this again.

***NOTE**: This mod must be installed in two steps! All the tactical challenges and also the Ascension components must be installed here because of their dependencies with other mods. However, all the AI components should be installed nearly at the end and particularly after SCS.*

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

Choose your language:		0 [English]
Would you like to display the components from [Core Component (Required)]?		[Y]es
Would you like to display the components from [Miscellaneous Tweaks]?		[Y]es
Would you like to display the components from [Creature Enhancements]?		[Y]es
Would you like to display the components from [Encounter Enhancements]?		[Y]es
Would you like to display the components from [ToB Enhancements]?		[Y]es
Install Component 0	[Big Picture, core component (required for most subcomponents)]?	[I]nstall

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

Install Component 10	[Patching all the existing innate spells, setting level to one.....]?	[I]nstall
Install Component 25	[BP GUI (for GUI Switcher Mod)]?	[N]ot Install
Install Component 35	[Add Bags and Magic Throwing Daggers to Stores]?	[I]nstall
Install Component 50	[Level-50 Ruleset (Code By King Diamond)]?	[I]nstall

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

Install Component 60	[Custom Grandmastery (w/ extra attacks)]?	[I]nstall

Similar to the same-named Difficulty and Tweaks Mod component

Install Component 75 [Halberds and Spears Extended Ranges]? [N]ot Install
The weapon reach is configured badly. Even if the soldiers with Helbards stand very far away from your character when attacking they are still hitting you.
Install Component 325 [Animals]? [N]ot Install
Install Component 350 [Beholders]? [N]ot Install
This function is also included in the Sword Coast Stratagems mod. Don't install both of them.
Install Component 375 [Demons and Devils]? [N]ot Install
This function is with Improved Fiends also included in the Sword Coast Stratagems mod. Don't install both of them.
Install Component 390 [Djinni, Efreet, & Dao]? [N]ot Install
This function is with Smarter Genies also included in the Sword Coast Stratagems mod. Don't install both of them.
Install Component 400 [Dragons]? [N]ot Install
This function is with Smarter Dragons also included in the Sword Coast Stratagems mod. Don't install both of them.
Install Component 425 [Drow]? [N]ot Install
This function is with Slightly Improved Drow also included in the Sword Coast Stratagems mod. Don't install both of them.
Install Component [Duergars]? [N]ot Install
440 1] Duergar: The Works
450 2] Duergar Irenicus Dungeon Enhancements Only
460 3] Duergar: Leave Irenicus Dungeon Alone
Install Component 475 [Elementals]? [N]ot Install
Install Component 500 [Generic Mages]? [N]ot Install
This function is also included in the Sword Coast Stratagems mod. Don't install both of them.
Install Component 525 [Generic Priests]? [N]ot Install
This function is also included in the Sword Coast Stratagems mod. Don't install both of them.
Install Component 550 [Generic Thieves]? [N]ot Install
Install Component 575 [Githyanki]? [N]ot Install
This function is also included in the Sword Coast Stratagems mod. Don't install both of them.
Install Component 600 [Golems]? [N]ot Install
This function is also included in the Sword Coast Stratagems mod. Don't install both of them.
Install Component 625 [Hellhounds]? [N]ot Install
Install Component 650 [Humanoids]? [N]ot Install
Install Component 675 [Knights and Paladins]? [N]ot Install
Install Component 700 [Mind Flayers]? [N]ot Install
This is the improved version of the original Tactics component. This function is also included in the Sword Coast Stratagems mod. Don't install both of them.
Install Component 725 [Mists]? [N]ot Install
Install Component 750 [Sea Devils: Sahuagin and Kuo-Toan Enhancements]? [N]ot Install
Install Component [Shadow and Wraith Enhancements]? [N]ot Install
760 1] Shadows - The Works
770 2] Shadows - Just the Shade Lord
780 3] Shadows - Leave the Shade Lord Alone
Install Component 800 [Shadow Thieves]? [N]ot Install
Install Component 875 [Trolls]? [N]ot Install
Install Component 900 [Undead (Except Shadows/Wraiths/Vampires)]? [N]ot Install
Install Component 925 [Were-Animals]? [N]ot Install
Install Component 150 [Generic Creature & Script Processing]? [N]ot Install
This are the "leftovers" of prior BP versions. Don't install it together with the SCS AI.
Install Component 175 [Fewer On-Screen Shouts]? [N]ot Install
You must install the generic creature & script processing for this
Install Component 1000 [Generic Encounter Enhancements]? [N]ot Install
This component adds a few creatures based on difficulty slider.
You must install the generic creature & script processing for this
Install Component 1020 [Beholder Cult]? [I]nstall
Install Component [Vampire Encounters]?
Only components 2, 4, 6 and 7 without Bodhi are compatible with the Tactics or SCS component Improved Bodhi
1030 1] Chapter 3 (w/ bodhi)]?
1040 2] Chapter 3 (no bodhi)]?
1050 3] Chapter 6 (w/ bodhi)]?
1060 4] Chapter 6 (no bodhi)]?
1070 5] Chapter 3 and 6 (w/ bodhi)]?
1080 6] Chapter 3 and 6 (no bodhi)]? [6]
1090 7] Generic Vampires Only]?
Install Component 1100 [Copper Coronet and Slavers]? [I]nstall
This is the improved version of the original Tactics component.

Install Component 1110 [Kensai Ryu's Brown Dragon]? [I]nstall
This is the improved version of the original Tactics component. It is also included in Deeper Shadows of Amn. Only one can be installed.
Install Component 1120 [Kensai Ryu's Improved Crypt King]? [I]nstall
This is the improved version of the original Tactics component. No overlap with SCS.
Install Component 1130 [Drizzt Encounter (Chapter 6)]? [I]nstall
Install Component [Druidic Improvements]?
1140 1] Druid Grove (with Druid Encounter)]? [1]
1150 2] Druid Encounter (w/ Treant Spell)]?
1160 3] Treant Summoning Spell Only]?
Install Component 1170 [Treant Encounter]? [I]nstall
Install Component 1175 [Kensai Ryu's Gnome Fighter/Illusionist in the Docks]? [I]nstall
This is the improved version of the original Tactics component. No overlap with SCS.
Install Component 1190 [Hell Trial Additions]? [I]nstall
Install Component 1200 [Horreds Lair]? [I]nstall
Requires the BP core component.
Install Component 1210 [Irenicus Dungeon Enhancements (except Duergar)]? [I]nstall
Install Component 1225 [Improved Kangaxx Encounter, by Kensai Ryu]? [I]nstall
This is the improved version of the original Tactics component. This component is also included in Deeper Shadows of Amn. Only one can be installed.
This component overlaps with the SCS component "Spellcasting Demiliches"
Install Component 1250 [Kuroisan the Acid Kensai, by Westley Weimer]? [I]nstall
This is the improved version of the original Tactics component. No overlap with SCS.
Install Component 1275 [Gebhard Blucher's Lich in the Docks]? [I]nstall
This is the improved version of the original Tactics component. No overlap with SCS.
Install Component 1300 [Mae Var]? [I]nstall
This is the improved version of the original Tactics component.
Install Component 1315 [Nalia Quests]? [I]nstall
Install Component 1330 [Tavern Brawl (In the Seven Veils)]? [I]nstall
Install Component 1350 [Planar Prison]? [I]nstall
Install Component 1375 [Planar Sphere Enhancements (including Tolgerias)]? [I]nstall
This component should be fully compatible with the Planar Sphere mod
Install Component 1400 [Improved Random Encounters, by Gebhard Blucher and Kensai Ryu]? [I]nstall
This are the combined and improved components “Gebhard Blucher's Random City Encounters” and “Kensai Ryu's Random Wilderness Encounters” from the original Tactics mod.
Don’t install it together with the Stratagems component "Increase difficulty of level-dependent monster groupings".
Install Component 1425 [Red Badge, Poison-Based Encounter, by Westley Weimer]? [I]nstall
This is the improved version of the original Tactics component. No overlap with SCS.
Install Component 1450 [The Ritual, by Westley Weimer]? [I]nstall
Install Component 1525 [Improved Small Teeth Pass, by Kensai Ryu]? [I]nstall
This is the improved version of the original Tactics component. No overlap with SCS.
Install Component [Improved Spellhold]?
The components with item taking might cause you issues, if you have item mods installed. If you’re using item mods, use SCS’s version instead, it’s more universal. It is compatible with the Big Picture version if you install the SCS version after the BP version. BP’s version is safe with TDD, SoS, and TS (as part of the original BP).
1550 1] Spellhold Enhancments - Only]?
1560 2] Chapter Four Enhancements - Only]?
1570 3] Spellhold Enhancments - Full Package]? [3]
1580 4] Spellhold Only w/ Item Taking]?
1590 5] Full Package w/ Item Taking]?
Install Component 1600 [Improved Suldanessallar]? [I]nstall
Requires the BP core component.
Install Component 1625 [Tanners Quest]? [I]nstall
Install Component 1650 [Trademeet Enhancements]? [I]nstall
Install Component 1675 [Wand of Orcus Add-In]? [I]nstall
Requires the BP core component.
Install Component 1700 [Windspear Hills Enhancements]? [I]nstall
Install Component 1725 [Improved Xvart Village, for BGT-weidu]? [I]nstall
This component requires BGT to be installed. This component gets already installed with DSotSC.
Install Component 1750 [Watchers Keep Improvements]? [I]nstall
This function is also included in the Sword Coast Stratagems mod.
Install Component 1800 [ToB Improvements]? [I]nstall
Install Component 2000 [Ascension for BP]? [I]nstall
This is the improved version of the original Ascension mod. As of BP v179 this component is bug-free. Only requires

the BP core component.
Install Component 2100 [Improved Abazigal]? [I]nstall
This is the improved version of the original Ascension mod.
You must install Ascension Core for this component to work.
Install Component 2200 [Improved Demogorgon]? [I]nstall
This is the improved version of the original Ascension mod.
Install Component 2300 [Improved Gromnir]? [I]nstall
This is the improved version of the original Ascension mod.
You must install Ascension Core for this component to work.
Install Component 2400 [Improved Illasera]? [I]nstall
This is the improved version of the original Ascension mod.
You must install Ascension Core for this component to work.
Install Component 2500 [Improved Sendai]? [I]nstall
Not together with "Tougher Sendai" from the Oversight mod.
You must install Ascension Core for this component to work.
Install Component 2600 [Improved Yaga-Shura]? [I]nstall
This is the improved version of the original Ascension mod.
You must install Ascension Core for this component to work.
Successfully installed Press ENTER to exit

19.3 Solaufein NPC v1.04

~SETUP-SOLAUFEIN.TP2~

Change Solaufein into a joinable NPC. For SoA as well as for ToB. Optional romances with every main character. Solaufein adapts to the group when joining, this means, is your main character good, Solaufein will be chaotic-good, is your main character bad, then Solaufeins will be chaotic neutral.

Copy the folder **solarom** and the files **Setup-Solaufein.exe** and **Setup-Solaufein.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Choose your language: 0 [English]
Install Component 0 [Solaufein Romance for Baldurs Gate II]? [I]nstall
Successfully installed [Solaufein Romanze for Baldurs Gate II] Press ENTER to exit
The readme opens.

19.4 Solaufein Flirt Pack v1.1

~RPGSOLAFLIRTPACK/SETUP-RPGSOLAFLIRTPACK.TP2~

This mod does nothing more than add a bit of extra content to Weimer's excellent Solaufein Romance mod.

Copy the folder **rpgsolaflirtpack** and the file **setup-rpgsolaflirtpack.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Install Component 0 [The RPG Solaufein Flirt Pack for BG2 (Rated NC17)]? [I]nstall
Successfully installed [The RPG Solaufein Flirt Pack for BG2 (Rated NC17)] Press ENTER to exit
The readme opens.

19.5 Sheena v1.7

~SETUP-SHEENA.TP2~

Sheena is a neutral good half red dragon multiclass fighter/wizard, the spawn of a copulation between a female human and Lord Jierdan Firkraag.

Should be installed after Solaufein. The romance triggers only if one has Mazzy in the party.

Copy the folder **Sheena** and the files **Setup-Sheena.exe, setup-Sheena.TP2, Setup-SheenaAudioInstall.bat, Setup-SheenaAudioUninstall.bat** and **Setup-Sheenatisunpack.ba**t from the folder HRD_V6 into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Choose your language: 0 [English]

Install Component	0	[Install A Half Dragon Tale]?	[I]nstall
Successfully installed		[Install A Half Dragon Tale]	Press ENTER to exit

The readme opens.

19.6 Kelsey v4

~KELSEY.TP2~

A male human sorcerer NPC with optional romances for a female PC or Imoen.

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

Choose your language:			0 [English]
Install Component	0	[Kelsey]?	[I]nstall
Install Component	1	[Kelsey/Solaufein Content: Banter and Romance Conflict OPTIONAL, RECOMMENDED ONLY for use with Solaufein V60 AND ABOVE]?	[I]nstall
Install Component		Alternate portraits	
	2	1] Install Alternate Kelsey portrait set #1, by Karse Soze (hooded Kelsey)]?	[N]ot Install
	20	2] Install Alternate Kelsey portrait set #2, by Frida]?	[N]ot Install
	21	3] Install Alternate Kelsey portrait set #3, by Indi]?	[N]ot Install
	22	4] Install Alternate Kelsey portrait set #4, by Wynne Lurty]?	[N]ot Install
	23	5] Install Alternate Kelsey portrait set #5, by Cliffette	[N]ot Install
SKIPPING	3	[Install Banter Accelerator script? (Increases the frequency of interparty banter both from Kelsey and other NPCs)]?	[N]ot Install

Will be skipped if the banter accelerator is already installed

Install Component	4	[Ascension-specific dialogue (Requires WeiDU Ascension, v1.4.12 or greater recommended)]?	[I]nstall
Successfully installed			Press ENTER to exit

Further files get copied, then the readme open.

19.7 Getting Rid of Anomen v2

~SETUP-GROA.TP2~

Adds a new dream sequence to the Kelsey romance involving an imperfect future where one knight of Helm just won't go away. Only for a female char. You need to be in romance with Kelsey and you need to have Anomen in your party.

Kelsey is required to play this mod

Install Getting Rid of Anomen into your main SoA directory. Now you find here the folder **GRoAand the files Setup-GRoA.exe, Setup-GRoA.tp2, GRoAtisuninst** and **GRoAtisunpack**.
Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [English]
Install Component	0	[Getting Rid of Anomen - A cutscene for the Kelsey romance v1.1]?	[I]nstall
Successfully installed		[Getting Rid of Anomen - A cutscene for the Kelsey romance v1.1]	Press ENTER to exit

Further files get copied, then the readme opens.

19.8 Keto v4

~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.

Install the file **Keto-SOAv3.exe** into any dummy folder but by no means into your main directory! Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folder **keto** and the files **Setup-Keto.exe, Setup-Keto.tp2, KetoReadme.txt** and **ketoaudiouninstall** as well as a file **SETUP-KETO.DEBUG** in that dummy folder. Move them except the **SETUP-KETO.DEBUG** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [English]
Install Component	0	[Keto-SOA NPC V2]?	[I]nstall

Install Component	1	[Keto/Kelsey Interaction(Requires Kelsey-SOA)]?	[I]nstall
SKIPPING	2	[Banter Accelerator?]	

Will be skipped if the banter accelerator is already installed

Successfully installed	Press ENTER to exit

Further files get copied, then the readme opens.

19.9 Nathaniel v4.3

~NATHANIEL/SETUP-NATHANIEL.TP2~

Nathaniel Aplin-Fletcher is a former officer of the Flaming Fist. Although he is an experienced fighter, Nathaniel suffers from selfdoubts, possibly because of his lack of ruggedness. For some players he can become a loyal companion. For the right male character a friendship can develop to more.

Revised HLA table component of Refinements makes Nathaniel's items unusable.

Copy the folders **Nathaniel** and **Mod backups** and the file **Setup-Nathaniel.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?			[N]o
Install Component	0	[Nathaniel NPC Mod for BGII]?	[I]nstall
Install Component		[Choose a portrait for Nathaniel]?	
	1	1] Default portrait by Feuille	[1]
	2	2] Alternate portrait by K'aeloree (NWN remake)	
	3	3] Alternate portrait by Amaurea (Milo Ventimiglia)	
Install Component	4	[Solaufein Conflict]?	[I]nstall
Install Component	5	[Kelsey Content]?	[I]nstall
Successfully installed			Press ENTER to exit

Further files get copied, then the readme opens.

19.10 The Luxley Family v1.2

~LUXLEYSOA/SETUP-LUXLEYSOA.TP2~

The Luxley Family introduces two joinable NPCs, Sebastian and Andrei Luxley, to your game. Both have detailed talk tracks with the PC; they also banter with each other and also with all Bioware NPCs extensively throughout the game.

This mod must be installed because of interactions with Nathaniel after that mod.

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

Would you like to display the readme?			[N]o
Install Component	0	[Luxley Family Mod for BGII:SoA]?	[I]nstall
Install Component	1	[Portraits for non-joinable NPCs]?	[I]nstall
Install Component	2	[Nathaniel Content]?	[I]nstall
Successfully installed			Press ENTER to exit

19.11 Kiara-Zaiya v1.6.2

~SETUP-KIARA-ZAIYA.TP2~

Zaiya is chaotic-good half elves magician who is searching for her friend Kiara, a neutral-evil monk.

This mod must be installed because of interactions with Solaufein after that mod. If this Mod is installed together with the Valen NPC, not all Valen dialogues appear.

Copy the folder **Kiara-Zaiya** and the files **Setup-Kiara-Zaiya.exe**, **Setup-Kiara-Zaiya.tp2, unins000.exe** and **unins000.dat** into your main SoA directory.
You must download the sounds for this mod separately. Copy the sound files from the additional folder Kiara-Zaiya 2 and paste them into the directory Kiara-Zaiya\Sounds in addition to the already available file MxKiara.mus.
One or more files of this mod must be changed. This will be done by the patch from the folder **B~~2~~G World Fixpack**.
Also it provides compatibility with the Solaufein mod.
Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [English]
Install Component	0	[Kiara-Zaiya Version 1.6 for BGII:SOA]?	[I]nstall
Install Component	1	[Custom Kiara-Zaiya soundset (available separately)]?	[I]nstall
Install Component	2	[Alternate High level abilities by TG Maestro]?	[I]nstall

This component changes the monk HLA tables

Install Component	3	[Original Amaralis battles]?	[I]nstall
Install Component	4	[Tougher Kiara Vampire]?	[I]nstall
Install Component	5	[Revised Suldalanessar]?	[I]nstall
Install Component	6	[Jao and party for SOA: another tough fight]?	[I]nstall
Install Component	7	[Tougher Irenicus at the tree of life]?	[I]nstall

Only if Tactics Kuroisan is installed, not with the BP component.

Successfully installed	Press ENTER to exit

Further files get copied, then the readme opens.

19.12 Iylos v2.3

~IYLOS/IYLOS.TP2~

Iylos Mirdan is an arrogant, sarcastic monk created for BGII: Throne of Bhaal. He is sent by Balthazar to ascertain the main character's intentions and motivations. He has a fairly extensive relationship path, and can be befriended by players of any race.

Because of its crossmod content Iylos must be installed after Ascension.

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

Would you like to display the readme?			[N]o
Install Component	0	[Iylos NPC for BGII:ToB]?	[I]nstall
Install Component	1	[Install extended content (PID, more interjections, friendship, scenery & plot dialogues)?]?	[I]nstall

PID = Player Initiated Dialogue

Install Component		[How much time would you like in between Iylos' PC dialogues?]?	choose one:
		Select the interval between Iylos' talks from the list below:	
	2	1] 15 Minutes	
	3	2] 20 Minutes	
	4	3] 30 Minutes	
	5	4] 45 Minutes	
	6	5] 60 Minutes	[6]
Install Component	7	[Alternate Iylos portrait by Ilmatar]?	[N]ot Install
Successfully installed			Press ENTER to exit

The readme opens.

19.13 NPC Flirt Pack v1.03

~SETUP-NPCFLIRT.TP2~

Adds new love affairs to the following Bioware NPCs: Aerie, Anomen, Jaheira, and Viconia. Includes adult content for Baldur's Gate 2 SoA and ToB.

Install the file **NPCFlirtV102.exe** into any dummy folder but by no means into your main directory! Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folder **npcflirt** and the files **Setup-NPCFlirt.exe**, **setup-npcflirt.tp2** and **NPCFLIRT-README** as well as a file **SETUP-NPCFLIRT.DEBUG** in that dummy folder. Move them except the **SETUP-NPCFLIRT.DEBUG** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [English]
What should be done with all components that are NOT YET installed?			[A]sk about each one?
Install Component	0	[Aerie Flirt Pack For SOA]?	[I]nstall
Install Component	1	[Aerie/Solaufein Romance Conflict For SOA (Solaufein V60 or greater recommended)]	[I]nstall
Install Component	2	[Aerie Flirt Pack For TOB]?	[I]nstall
Install Component	3	[Aerie/Solaufein Romance Conflict For TOB (Solaufein V60 or greater recommended)]	[I]nstall

```
Install Component 4    [Jaheira Flirt Pack For SOA]?                                   [I]nstall
Install Component 5    [Jaheira/Solaufein Romance Conflict For SOA (Solaufein V60 or greater recommended)]
                                                                                       [I]nstall
Install Component 6    [Jaheira Flirt Pack For TOB]?                                   [I]nstall
Install Component 7    [Jaheira/Solaufein Romance Conflict For TOB (Solaufein V60 or greater recommended)]
                                                                                       [I]nstall
Install Component 8    [Viconia Flirt Pack For SOA]?                                   [I]nstall
Install Component 9    [Viconia/Solaufein Romance Conflict For SOA (Solaufein V60 or greater recommended)]
                                                                                       [I]nstall
Install Component 10   [Viconia Flirt Pack For TOB]?                                   [I]nstall
Install Component 11   [Viconia/Solaufein Romance Conflict For TOB (Solaufein V60 or greater recommended)]
                                                                                       [I]nstall
Install Component 12   [Anomen Flirt Pack For SOA]?                                    [I]nstall
Install Component 13   [Anomen/Solaufein Romance Conflict For SOA (Solaufein V60 or greater recommended)]
                                                                                       [I]nstall
Install Component 14   [Anomen Flirt Pack For TOB]?                                    [I]nstall
Install Component 15   [Anomen/Solaufein Romance Conflict For TOB (Solaufein V60 or greater recommended)]
                                                                                       [I]nstall
Successfully installed                                                                 Press ENTER to exit
```

The readme opens.

19.14 Romantic Encounters v9

~RE/SETUP-RE.TP2~

Romantic interludes with joinable and non-joinable characters. Adult content.
NeJ will break the Romantic Encounters.

Copy the folder **RE** and the file **Setup-RE.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

```
What should be done with all components that are NOT YET installed?                    [A]sk about each one
Install Component 0    [Aerie, Anomen, Jaheira and Viconia React to Romantic Encounters]?  [I]nstall
Install Component 1    [Storms and Lightning, by berelinde (Weathermistress Ada, adult content)]?  [I]nstall
Install Component 2    [Aimi's Magic, by berelinde (adult content)]?                   [I]nstall
Install Component 3    [Anishai's Deft Hands, by cmorgan]?                             [I]nstall
Install Component 4    [An Evening with Aran, by Kulyok]?                              [I]nstall
Install Component 5    [Bjornin's Desire, by jastey (adult content)]?                  [I]nstall
Install Component 6    [Bodhi's Allure, by Kulyok (adult content)]?                    [I]nstall
Install Component 7    [Trademeet with Guildmistress Busya, by magrat]?                [I]nstall
Install Component 8    [The Gambling Cambion, by Kulyok]?                              [I]nstall
Install Component 9    [Chanelle's Gifts, by cmorgan (adult content)]?                 [I]nstall
Install Component 10   [A Night with Coran, by magrat]?                                [I]nstall
Install Component 11   [Cyric's Test, by Kulyok]?                                      [I]nstall
Install Component 12   [A Tryst with a Pirate Lord, by Kulyok (Desharik, adult content)]?  [I]nstall
Install Component 13   [A Lonely Dryad, by Kulyok (adult content)]?                    [I]nstall
Install Component 14   [Edwin's Softer Side, by Kulyok]?                               [I]nstall
Install Component 15   [Eldoth' Exploits, by Kulyok]?                                  [I]nstall
Install Component 16   [Elhan's Expansion, by Kulyok]?                                 [I]nstall
Install Component 17   [Firkraag's Unsheathed Sword]?                                  [I]nstall
Install Component 18   [Gaelan's Contract, by Evaine Dian]?                            [I]nstall
Install Component 19   [A Walk with Garren Windspear, by Kulyok]?                      [I]nstall
Install Component 20   [Enter Haer'Dalis, by Kulyok]?                                  [I]nstall
Install Component 21   [Hendak's Heart, by jastey]?                                    [I]nstall
Install Component 22   [Ilona, a Merchant's Daughter, by Kulyok]?                      [I]nstall
Install Component 23   [Jarlaxle's Fascinations, by Catseye]?                          [I]nstall
Install Component 24   [A Night with Lais in Imnesvale, by Kulyok]?                    [I]nstall
Install Component 25   [Laran's Promise, by berelinde (adult content)]?                [I]nstall
Install Component 26   [The Love Song of Logan, Lord Coprith, by Ajnos]?               [I]nstall
Install Component 27   [Mekrath and Nymphology, by Kulyok]?                            [I]nstall
Install Component 28   [Mira's Special Stock, by berelinde]?                           [I]nstall
Install Component 29   [Noober Returns, by cmorgan]?                                   [I]nstall
Install Component 30   [Rebecca the Gypsy, by Kulyok]?                                 [I]nstall
Install Component 31   [Renal Bloodscalp: A Dangerous Affair, by cmorgan (adult content)]?  [I]nstall
Install Component 32   [Old Ribald's Speciality, by Evaine Dian]?                      [I]nstall
Install Component 33   [Sir Ryan Trawl, by Kulyok]?                                    [I]nstall
Install Component 34   [Saemon, a Pirate, by Kulyok (adult content)]?                  [I]nstall
```

Install Component	35	[Dreaming of Sendai, by Kulyok]?	[I]nstall
Install Component	36	[Sheri the Bardess, by cmorgan (adult content)]?	[I]nstall
Install Component	37	[Solaufein in the Lust Chambers, by jastey]?	[I]nstall
Install Component	38	[Phaere's Reward, by berelinde (Talak, pleasure slave, adult content)]?	[I]nstall
Install Component	39	[Spell Research with Teos, by Kulyok]?	[I]nstall
Install Component	40	[A fling with Yoshimo, by Kulyok]?	[I]nstall
Install Component	41	[Isabelle's Fears, by gertjanvh (adult content)]?	[I]nstall
Install Component	42	[Anne's Rescue, by gertjanvh (adult content)]?	[I]nstall
Install Component	43	[The Queen, by Domi]?	[I]nstall
Install Component	44	[Valygar Romance, by Kulyok]?	[I]nstall
Install Component	45	[Rehearsal with Chandra, by Western Paladin]?	[I]nstall
Install Component	46	[Goldander Blackenrock: After a Party, by magrat]?	[I]nstall
Install Component	47	[A Chat with Viekang, by magrat]?	[I]nstall
Install Component	48	[Bravery or Folly? by Aeryn (Sarevok, adult content)]?	[I]nstall
Install Component	49	[Blame the Moon, by Aeryn (Cernd)]?	[I]nstall
Install Component	50	[Cernick's Confession, by Cal Jones]?	[I]nstall
Install Component	51	[Valygar Romance ToB, by Kulyok]?	[I]nstall

This component does not depend or rely on Valygar Romance (component 44), and can be installed separately.

Install Component	52	[Minsc. Takes. A Bath, by Thimblerig]?	[I]nstall
Install Component	53	[Nizidramanii'yt's Vanity, by Thimblerig]?	[I]nstall
Install Component	54	[Date Night, by SisterVigilante]?	[I]nstall
Successfully installed			Press ENTER to exit

The readme opens.

19.15 Haer'Dalis Romance v2.1

~HAERDALISROMANCE/HAERDALISROMANCE.TP2~

This mod allows female PCs to explore a deeper relationship with the tielfing bard.

Haer'Dalis reacts to several components in the Romantic Encounters mod.

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

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Install Component	0	[Haer'Dalis Romance (SoA & ToB)]?	[I]nstall
Successfully installed			Press ENTER to exit

19.16 Nephele v2.3

~NEPHELE/NEPHELE.TP2~

Nephele is a halfling cleric of Yondalla, mother of seven and a compulsive adventurer. She joins you in Trademeet.

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

Would you like to display the readme?			[N]o
Install Component	0	[Nephele NPC Mod for BGII: SoA & ToB]?	[I]nstall
Install Component	1	[Install Haer'Dalis Romance crossmod content]?	[I]nstall
Successfully installed			Press ENTER to exit

19.17 Petsy Chattertone v3.0

~PETSY/PETSY.TP2~

Petsy Chattertone is a halfling bard for SoA and ToB. Male gnomes, dwarves and halflings can romance Petsy.

Petsy Chattertone must be installed because of crossmod banters after Nephele.

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

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

Install Component	0	[Petsy Chattertone]?	[I]nstall
Successfully installed		[Petsy Chattertone]	Press ENTER to exit

19.18 Faren v2.3

~FAREN/SETUP-FAREN.TP2~

Faren is a True Neutral dual-classed Fighter/Thief that can be found in the Trademeet jail. He has a friendly, laid-back disposition and is willing to share a joke or a drink with a protagonist who treats him with respect.He is playable all the way through to the end of the Throne of Bhaal expansion pack.

Because of its crossmod content with many other mods Faren must be installed after Iylos.

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

Would you like to display the components from [Crossmod Content]?			[Y]es
Install Component	0	[Faren NPC for Baldur's Gate II]?	[I]nstall
Install Component		[Choose Faren's weapon proficiency skillset]?	
	1	1] Martial configuration	
	2	2] Rogue configuration	[2]

It is possible to install different proficiency configurations for Faren. The "Martial" configuration reflects Faren's fighter background, and focuses on Sword and Shield Style, Long Sword and Flail. The "Rogue" configuration reflects Faren's thieving background, focusing on Single Weapon Style, Short Sword and Club.

Install Component	3	[Ajantis Content]?	[I]nstall
Install Component	4	[Amber Content]?	[I]nstall
Install Component	5	[Angelo Content]?	[I]nstall
Install Component	6	[Auren Aseph Content]?	[I]nstall
Install Component	7	[Chloe Content]?	[I]nstall
Install Component	8	[de'Arnise Romance Content]?	[I]nstall
Install Component	9	[Edwin Romance Content]?	[I]nstall
Install Component	10	[Fade Content]?	[I]nstall
Install Component	11	[Iylos Content]?	[I]nstall
Install Component	12	[Kelsey Content]?	[I]nstall
Install Component	13	[Keto Content]?	[I]nstall
Install Component	14	[Luxley Family Content]?	[I]nstall
Install Component	15	[Nathaniel Content]?	[I]nstall
Install Component	16	[Ninde Content]?	[I]nstall
Install Component	17	[Romantic Encounters Content]?	[I]nstall
Install Component	18	[Saerileth Content]?	[I]nstall
Install Component	19	[Sarah Content]?	[I]nstall
Install Component	20	[Solaufein Content]?	[I]nstall
Install Component	21	[Tsujatha Content]?	[I]nstall
Install Component	22	[Xan Content]?	[I]nstall
Install Component	23	[Xulaye Content]?	[I]nstall
Install Component	24	[Yasraena Content]?	[I]nstall
Successfully installed			Press ENTER to exit

19.19 Revised Battles v6.3

~SETUP-REVISEDBATTLES.TP2~

This mod improves the standard fights, so that they are no more so monotonous.

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

Choose your language:			0 [English]
What should be done with all components that are NOT YET installed?			[A]sk about each one?
Install Component	0	[Improved Battles - "erebusant's Patching Version" v6]?	[I]nstall

Required for the components of this mod

Install Component	1	[Improved Drizz]?	[I]nstall
Install Component	2	[Improved Mencar Pebblecrusher]?	[I]nstall
Install Component	3	[Improved Mad Cleric]?	[I]nstall
Install Component	4	[Improved House Jae'llat]?	[I]nstall

According to tests this component can be installed alongside with the SCS component "Slightly Improved Drow".

Install Component	5	[Improved Lord Roenall]?	[I]nstall
Install Component	6	[Improved Master Brain]?	[I]nstall
Install Component	7	[Improved Wraith Sarevok]?	[I]nstall
Install Component	8	[Improved Cohrvale, Bregg & Alamas]?	[I]nstall
Install Component	9	[Improved Firkraag]?	[I]nstall

Incompatible with Super Firkraag.
For a particularly hard Firkraag you can combine this component with the SCS component "Smarter dragons". You will receive the Firkraag from Revised Battles with the intelligence from SCS, which could be hardly harder.

Install Component	10	[Improved Firkraag NEJ2v691 Compatibility Patch]?	[I]nstall

For this component the component "Firewalker" Shar-Teel (custom kit and continuous character) from "Never Ending Journey" v6.91 must be installed.

Install Component	11	[Improved Firkraag FR_ROV Compatibility Patch]?	
		1] Improved Firkraag	[1]

For this component "Freedom's Reign/Reign of Virtue" latest version must be installed

Install Component	12	[Improved Firkraag Romantic Encounters Compatibility Patch]?	
		1] Improved Firkraag	[1]

For this component "Romantic Encounters" latest version must be installed

Install Component	13	[Improved Fire Giants (requires ToB)]?	[I]nstall
Install Component	14	[Improved Shade Lord]?	[I]nstall
Install Component	15	[Improved Trademeet Crypt]?	[I]nstall
Install Component	16	[Improved Dungeon]?	[I]nstall

Incompatible with "Improved Ilych" from Tactics or "Improved Irenicus Dungeon" from Victor's Improvements Pack.

Install Component	17	[Improved Temple Sewers Party]?	[I]nstall
Install Component	18	[Improved Kiser Jhaeri (requires ToB)]	[I]nstall
Install Component	19	[Improved Falahar]?	[I]nstall
Install Component	20	[Improved Drow Pit Fights]?	[I]nstall
Install Component	21	[Improved Chromatic Demon]?	[I]nstall
Install Component	22	[Knights of Dark Renown]?	[I]nstall
Install Component	23	[Arcane Avenger Kit]?	[I]nstall
Install Component	24	[Blademaster Kit]?	[I]nstall
Install Component	25	[Demon Knight Kit]?	[I]nstall
Install Component	26	[Bastard Kit]?	[I]nstall
Install Component	27	[Modify .CRE Proficiencies, Abilities & Effects. This component MUST be installed.]?	[I]nstall
Successfully installed			Press ENTER to exit

The readme opens.

With this mod you can add 4 fighter kits to the game. The **B⁄G World Installpack** *will handle this correctly for you.*

19.20 Unfinished Business for BGII v26 beta

~SETUP-UB.TP2~

This mod restores many of the cut items, quests, and encounters from the game's final release and ties up some of the "loose ends."

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

Choose your language:			0 [English]
Install Component	0	[The Kidnapping of Boo by Cliffette]?	[I]nstall

This component should not be installed with the component „Boo - Minsc's Familiar" from Never Ending Journey v2v42b or you could install both and test to see if they both work.

Install Component	1	[The Suna Seni/Valygar Relationship]?	[N]ot Install

This component is not compatible with TS

Install Component	2	[Kalah and What He Was Promised]?	[I]nstall
Install Component	3	["Cat and Mouse" (Bodhi hunts you in Spellhold) by Ghreyfain]?	[I]nstall

This component is intended only for experienced players

Install Component	4	[Gorje Hilldark and the Extended Illithium Quest]?	[I]nstall
Install Component	5	[The Pai'Na/Spider's Bane Quest]?	[I]nstall
Install Component	6	[Restored Crooked Crane Inn]?	[I]nstall
Install Component	7	[Restored Encounters]?	[I]nstall
Install Component	8	[Artemis Entreri in Bodhi's Lair]?	[I]nstall
Install Component	9	[Corrected "Xzar's Creations"]?	[I]nstall

Install Component 10 [Restored Hell Minions, by SimDing0]? [I]nstall
Install Component 11 [Gorf the Squisher Fix, by Gebhard Blucher]? [I]nstall
UB skips this component if Fixpack is installed
Install Component 12 [Item Restorations]? [I]nstall
Install Component 13 [Yoshimo's Original Portrait]? [N]ot Install
Install Component 14 [Anomen's Original Portrait]? [N]ot Install
Install Component 15 [NPC Portrait Restorations]? [I]nstall
Install Component 16 [Corrected BAMs and Scripts]? [I]nstall
Install Component 17 [Corrected Character Names and Biographies]? [I]nstall
Install Component 18 [Restored Minor Dialogs]? [I]nstall
Install Component 19 [Restored Bhaalspawn Powers, by David Gaider]? [I]nstall
Install Component 20 [Extended ToB Item Descriptions]? [N]ot Install
Not together with Item Revisions; most or all of these expansions are already included there.
Install Component 21 [Throne of Bhaal Minor Restorations]? [I]nstall
Install Component 22 [Justifier Kit]? [N]ot Install
This component is identical with the component „Justifier Ranger Kit“ from Divine Remix
Install Component 23 [Feralan Kit]? [N]ot Install
This component is identical with the component „Feralan Kit“ from Divine Remix
Install Component 24 [Sarevok‘s Remorse]? [I]nstall
This component is neither compatible with Ascension nor with Turnabout nor with Keeping Yoshimo.
Install Component 25 [The Murder of Acton Balthis, by Kulyok]? [I]nstall
Successfully installed Press ENTER to exit
The readme opens.

The kits from this mod are also included in the Divine Remix mod and will be installed there.

19.21 Ding0's Quest Pack v3.1

~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.
Quest Pack should be installed AFTER Unfinished Business.
Many of the battles in QP respond to the difficulty slider. If you find one too difficult, try reducing the setting.

Copy the folder **questpack** and the files **setup-d0questpack.exe** and **setup-d0questpack.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Choose your language: 0 [English]
Would you like to display the readme? [N]o
What should be done with all components that are NOT YET installed? [A]sk about each one?
Install Component 0 [General AI Improvements]? [I]nstall
This component need to be installed before the Durlag's Tower component of SCS.
Install Component [Creature & Area Improvements]?
1 1] All Creature & Area Improvements [1]
2 2] All Creature Improvements
3 3] Boss Improvements Only
This component need to be installed before the Durlag's Tower component of SCS.
Install Component [Miscellaneous Enhancements]?
Some of the encounters are from Iron Modder competitions; however, all have been fixed and improved in some way.
This component may safely be installed over the top of Iron Modder entries, but not vice versa.
This will work alongside the similar component in the Tactics mod.
4 1] With Additional Random Encounters [1]
Either install this component or the similar components 17 and 18 from the Tactics mod.
401 2] Without Additonal Random Encounters
This will work alongside the components 17 and 18 from the Tactics mod.
Install Component 5 [Additional Shadow Thieves Content]? [I]nstall
This component causes everyone in the thieve's guild goes hostile.
Install Component 6 [Alternative Harper/Xzar Plot]? [I]nstall
Install Component 7 [Extended Reynald Sequence]? [I]nstall
Install Component 8 [Intrigue In The Copper Coronet]? [I]nstall

Install Component	9	[Rahul Kanakia's Potion Quest]?	[I]nstall
Install Component	10	[Revised Hell Trials]?	[I]nstall
Install Component		[Improved Oasis II]?	choose one:

Improved Oasis must be installed before Longer Road.

	11	1] Dialogue & Combat Enhancement]	[1]
	12	2] Dialogue Enhancement Only]?	

You have installed this component already before Longer Road

Install Component	13	[Saving Sanik In Brynnlaw]?	[I]nstall

This component is incompatible with the mod Keeping Yoshimo if the party chooses to save Sanik.

Install Component	14	[Burglary Of The Bookkeeper]?	[I]nstall
Install Component	15	[New Fate For The Dryads' Acorns]?	[I]nstall
Install Component	16	[The Tragedy Of Besamen]?	[I]nstall
Install Component	17	[Further Slaver Involvement]?	[I]nstall
Install Component	18	[Sending The Solamnic Knights Home]?	[I]nstall
Install Component	19	[Nazariel The Lich]?	[I]nstall
Install Component	20	[Reward Negotiation]?	[I]nstall
Install Component	21	[Infernal Thievery]?	[I]nstall
Successfully installed			Press ENTER to exit

Further files get copied, then the readme opens.

19.22 Turnabout v1

~SETUP-TURNABOUT.TP2~

This mod enables the player to recall dead allies to aid in the final fight in Throne of Bhaal.

Ascension must be installed before to be able to install this Mod.

Install the file **TurnaboutV1.exe** into any dummy folder but by no means into your main directory! Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folder **turnabout** and the files **setup-turnabout.exe** and **setup-turnabout.tp2** as well as a file **SETUP-TURNABOUT.DEBUG** in that dummy folder. Move them except the **SETUP-TURNABOUT.DEBUG** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component	0	[Ascension: Turnabout]?	[I]nstall
Install Component	1	[Balthazar Epilogue Portrait, by Cliffette]?	[I]nstall
Successfully installed			Press ENTER to exit

Further files get copied, then the readme opens.

19.23 The Longer Road v1.5.1

~SETUP-LONGERROAD.TP2~

The Longer Road is in some measure the enlarged version of Redemption and introduces Irenicus to ToB as a joinable NPC.

Either the original Ascension mod or the BP components 2000 [Ascension for BP] and 2100 [Improved Abazigal] must be installed before Longer Road.
Improved Oasis must be installed before Longer Road.

Copy the folder **LR**, and the files **Setup-LongerRoad.exe, SETUP-LongerRoad.tp2** and **tisunpack.bat** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [American English]
Install Component	0	[Longer Road v1.5]?	[I]nstall
Install Component	1	[SPEED BANTERS]?	[N]ot Install

The banter accelerator raises the frequency of the banters. This is sensible if many NPCs are installed because, otherwise, up to the playing not all banter are called. The component "Jason Compton Accelerated Banter Script." from BG1 NPC Project fulfils the same function.

Install Component	2	[Restore Irenicus's original portrait from SoA.]?	[I]nstall
Successfully installed			Press ENTER to exit

The readme opens.

Further files get copied, then the readme opens.

19.24 Tactics v25

~SETUP-TACTICS.TP2~

This mod adds numerous components to BGII. They all aim to make the game more challenging and rewarding by increasing the difficulty of encounters and, therefore, is thought for experienced players.

Most components are skipped if you install Tactics together with Big Picture.
Tactics should be installed after Longer Road to avoid a problem with the drake01.CRE file.

Copy the folder **tactics2** and the files **Setup-Tactics.exe** and **Setup-Tactics.tp2** into your main SoA directory.
Replace the file **Setup-Tactics.tp2** in your directory ...\BGII - SoA with this one of the same name from the folder **B/G World Fixpack**.
Double-click the Setup. The DOS dialogue appears:

```
Choose your language:                                                    0 [American English]
What should be done with all components that are NOT YET installed?      [A]sk about each one?
SKIPPING        0       [Improved Ilyich (requires ToB)]?                [N]ot Install
Don't install this component together with Improved Dungeon from Revised Battles
This component conflicts with BG Trilogy (BGT).
Skipping Component installation - already included with Big Picture mod.
SKIPPING        1       [The Ritual (requires ToB)]?                     [I]nstall
Skipping Component installation - already included with Big Picture mod.
SKIPPING        2       [Improved TorGal and De'Arnisse Keep]?           [N]ot Install
Skipping Component installation - already included with Big Picture mod.
There is a remixed version "Improved d'Arnise Keep ("Tactics Remix")" in SCS.
Install Component 3     [Improved Sahuagin City]?                        [I]nstall
There is a similar, but weaker component in the Mod SCS.
SKIPPING        4       [Improved Bodhi]?                                [N]ot Install
Skipping Component installation - already included with Big Picture mod.
There is a remixed version "Improved Bodhi (Tactics Remix)" in SCS.
SKIPPING        5       [Improved Irenicus]?                             [N]ot Install
Skipping Component installation - already included with Big Picture mod.
This component overwrites the improvements to Irenicus made by the "Smarter Mages"  component of SCS. If you
want Tactics Irenicus, install that component (before SCS) - the rest of "Smarter Mages" will still work.
There is a remixed version "Improved battle with Irenicus in Spellhold" in SCS.
SKIPPING        6       [Improved Guarded Compound in the Temple District]?  [I]nstall
Skipping Component installation - already included with Big Picture mod.
SKIPPING        7       [Improved Twisted Rune]?                         [I]nstall
Skipping Component installation - already included with Big Picture mod.
SKIPPING        8       ["Kuroisan", the Acid Kensai]?                   [I]nstall
Skipping Component installation - already included with Big Picture mod.
SKIPPING        9       ["Red Badge" Poison-Based Encounter]?            [I]nstall
Skipping Component installation - already included with Big Picture mod.
SKIPPING        10      [Gebhard Blucher's Improved Mae'Var]?            [N]ot Install
Skipping Component installation - already included with Big Picture mod.
This component is incompatible with SCS's "Smarter Mages". Only install one of them.
SKIPPING        11      [Gebhard Blucher's Lich in the Docks]?           [I]nstall
Skipping Component installation - already included with Big Picture mod.
SKIPPING        12      [Gebhard Blucher's Improved Demon Knights]?      [N]ot Install
Skipping Component installation - already included with Big Picture mod.
This component overlaps with SCS's Improved Fiends component
SKIPPING        13      [Kensai Ryu's Tougher Kangaxx and Guardians]?    [I]nstall
Skipping Component installation - already included with Big Picture mod.
This component overlaps with SCS's "Spellcasting Demiliches" component
SKIPPING        14      [Kensai Ryu's Gnome Fighter/Illusionist in the Docks]?  [I]nstall
Skipping Component installation - already included with Big Picture mod.
SKIPPING        15      [Kensai Ryu's Improved Crypt King]?              [I]nstall
Skipping Component installation - already included with Big Picture mod.
SKIPPING        16      [Ishan's "Always Toughest Random Spawns in Dungeons"]?  [N]ot Install
```

Skipping Component installation - already included with Big Picture mod.
This component is included in the component SCS "Increase difficulty of level-dependent monster groupings". Only one can be installed.
SKIPPING 17 [Gebhard Blucher's Random City Encounters]? [I]nstall
Either install this component or the similar subcomponents 401 from the Ding0's Quest Pack mod.
SKIPPING 18 [Kensai Ryu's Random Wilderness Encounters]? [I]nstall
Skipping Component installation - already included with Big Picture mod.
Either install this component or the similar subcomponents 401 from the Ding0's Quest Pack mod.
SKIPPING 19 [Improved Undead]? [N]ot Install
Skipping Component installation - already included with Big Picture mod.
This component is probably not 100% compatible with SCS. If you want to try it anyway, it will need to be installed individually after SCS.
SKIPPING 20 [Improved Golems]? [I]nstall
Skipping Component installation - already included with Big Picture mod.
This component is incompatible with SCS's "Improved Golems". Only install one of them.
SKIPPING 21 [Gebhard Blucher's Improved Mind Flayers]? [N]ot Install
Skipping Component installation - already included with Big Picture mod.
This component corresponds to the SCS component “Smarter mind flayers”. Only one can be installed.
Install Component 22 [Smarter Dragons in SoA]? [N]ot Install
This component corresponds to the SCS component “Smarter Dragons”. Only one can be installed.
SKIPPING 23 [Smarter Beholders]? [N]ot Install
Skipping Component installation - already included with Big Picture mod.
This component corresponds to the SCS component “Smarter Beholders”. Only one can be installed.
SKIPPING 24 [Kensai Ryu's Smarter Vampires]? [I]nstall
Skipping Component installation - already included with Big Picture mod.
SKIPPING 25 [Slightly Smarter Mages and Liches]? [N]ot Install
This component corresponds to the SCS component “Increase difficulty of level-dependent monster groupings”. Only one can be installed.
Install Component 26 [Fighter-Class Archer Kit]? [N]ot Install
This kit must be individually installed AFTER "Ashes of Embers - Unique weapons (bolas and katars)“ and AFTER "Rogue Rebalancing - Proper dual-wielding implementation for Thieves and Bards".
Install Component 27 [Anti-Paladin Kit]? [N]ot Install
This kit must be individually installed AFTER "Ashes of Embers - Unique weapons (bolas and katars)“ and AFTER "Rogue Rebalancing - Proper dual-wielding implementation for Thieves and Bards".
SKIPPING 28 [Göran Rimén's Improved Nymphs]? [I]nstall
Skipping Component installation - already included with Big Picture mod.
SKIPPING 29 [Kensai Ryu's Improved Copper Coronet]? [I]nstall
Skipping Component installation - already included with Big Picture mod.
Install Component 30 [SimDing0's Improved Oasis]? [N]ot Install
This component is replaced with the Improved Oasis II from Ding0's QuestPack.
SKIPPING 31 [Mike Barnes' Improved Small Teeth Pass]? [I]nstall
Skipping Component installation - already included with Big Picture mod.
Install Component 32 [Mike Barnes' Improved North Forest]? [I]nstall
Install Component 33 [Mike Barnes' Marching Mountainse]? [I]nstall
Install Component 34 [Slightly Tougher Demons]? [N]ot Install
This component is included in the component SCS "Increase difficulty of level-dependent monster groupings". Only one can be installed.
SKIPPING 35 [Tougher Druid Grove)]? [N]ot Install
Skipping Component installation - already included with Big Picture mod.
This component may or may not be compatible with SCS's "Smarter Priests". Try at own risk.
The Faldorn part ovelaps with SCS's Improved Faldorn
SKIPPING 36 [Tougher Fire Giants]? [I]nstall
Skipping Component installation - already included with Big Picture mod.
This component appears to be compatible with SCS's "Improved Fire Giant Temple"
Install Component 37 [Streamlined Trolls]? [I]nstall
This component ist compatible with the SCS component "More resilient trolls"!
Successfully installed Press ENTER to exit
The readme opens.

With this mod you can add 2 fighter kits to the game. Note: These kits should be installed AFTER the "Ashes of Embers - Sensible weapon restrictions" components and AFTER the "Rogue Rebalancing - Proper dual-wielding implementation for Thieves and Bards" component. The **B¿G World Installpack** *will handle this correctly for you.*

19.25 Yikari v1.7
~YIKARI/YIKARI.TP2~

Yikari is a monk from Kara-Tur, complete with his own quest. He can be found in the Temple District in Athkatla. He has banters with all Bioware-NPCs except Mazzy and Valygar.

Because of interjections this mod must be installed after Tactics or BP and after Item Upgrade.

Copy the folder **Yikari** and the file **Setup-Yikari.exe** into your main SoA directory.
The **B¿G World Fixpack** *adds the Revised subcomponents to the mod.*
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Yikari, a monk NPC]?	[I]nstall
Install Component 1	[Compatibility with Item Upgrade SoA]?	[N]ot Install
Install Component 2	[Compatibility with Item Upgrade ToB]?	[N]ot Install
Install Component 3	[Compatibility with Kuroisan (from Tactics or Big Picture)]?	[I]nstall
Install Component 4	[Compatibility with Item Upgrade SoA - Revised]?	[I]nstall
Install Component 5	[Compatibility with Item Upgrade ToB - Revised]?	[I]nstall
Successfully installed		Press ENTER to exit

The readme opens.

19.26 The Wheels of Prophecy v3
~WHEELS/SETUP-WHEELS.TP2~

This mod adds a lot of content to 9th chapter of Throne of Bhaal. It also includes the mod Restored ToB Heads, an attempt to piece together the original scene.

Ascension should already be installed before.
Longer Road must be installed before Wheels of Prophecy.
SCS must be installed after Wheels of Prophecy.

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

Would you like to display the readme?		[N]o
Install Component 0	[The Wheels of Prophecy]?	[I]nstall
Successfully installed	[The Wheels of Prophecy]	Press ENTER to exit

The readme opens.

19.27 P&P Celestials v6
~CELESTIALS/SETUP-CELESTIALS.TP2~

This mod alters Devas and Planetars that are summoned by the player to fit better to the PnP rules. Now depending on area three different Devas are summoned, namely Astral Deva, Monadic Deva and Movanic Deva.

This mod must be installed after The Longer Road because of full compatibility. The Monadic Deva can be summoned only within the Elysium from The Longer Road.

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

Choose your language:		0 [English]
Would you like to display the readme?		[N]o
Install Component 0	[P&P Celestials]?	[I]nstall
Successfully installed	[P&P Celestials]	Press ENTER to exit

The readme opens.

19.28 Grimuars v4.1
~SETUP-GRIMUARS.TP2~

Bookseller Anamuns is to be found at Deidre in the Adventurer Mart.

Copy the folder **grimuar** and the file **Grimuars.tp2** into your main SoA directory.
Note: *The* **B¿G World Fixpack** *changes the components of this mod!*
Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [English]
What should be done with all components that are NOT YET installed?			[A]sk about each one?
Install Component	0	[Grimuars for BG2]?	[I]nstall
Install Component	1	[Additional Grimuars Store]?	[I]nstall
Install Component	2	[Tougher Evil Party in Temple District - NOT COMPATIBLE WITH IMPROVED BATTLES]?	[N]ot Install
Install Component	3	[Tougher Gaal]?	[I]nstall
Install Component	4	[Tougher Ardhata]?	[I]nstall
Successfully installed			Press ENTER to exit

19.29 Homeward Bound v7
~HOMEWARDBOUND/SETUP-HOMEWARDBOUND.TP2~

This mod allows the player to return his or her BioWare companions from the Pocket Plane to their homes in Amn. It also allows them to be re-summoned.

The mod must be installed after Ascension, because otherwise a Ascension file is changed in such a manner that Longer Road cannot be installed any more.

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

Would you like to display the readme?			[N]o
Install Component	0	[Homeward Bound]?	[I]nstall
Install Component		[Romances end due to separation]?	[N]ot Install
	1	1] Homeward Bound does *not* kill BioWare romances	
	2	2] Original game behavior is unchanged	
Successfully installed		[Homeward Bound]	Press ENTER to exit

19.30 Throne of Bhaal Revisited beta 4
~TOBR/SETUP-TOBR.TP2~

Unsatisfied with Throne of Bhaal? Tired of being forced down a linear story with empty characters? This mod aims to fix that.

The mod must be installed after Longer Road, The Wheels of Prophecy, the Ding0's QuestPack component Improved Oasis and Ascension's Yaga Shura component.

Copy the folder **tobr** and the file **setup-tobr.exe** into your main SoA directory.
One or more files of this mod must be changed in order to be able to install it together with BWP. This will be done by the patch from the folder **B¿G World Fixpack**.
Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?			[N]o
Would you like to display the components from [Characters]?			[Y]es
Would you like to display the components from [Linearity]?			[Y]es
Would you like to display the components from [Places]?			[Y]es
Would you like to display the components from [Quests]?			[Y]es
Install Component	0	[Gromnir]?	[I]nstall

Compatible with Ascension's "Tougher Gromnir".

Install Component	1	[Melissan]?	[I]nstall
Install Component	2	[Solar]?	[I]nstall
Install Component	3	[Yaga Shura]?	[I]nstall

Compatible with Ascension's "Tougher Yaga Shura".

Install Component	4	[Grove of the Ancients]?	[I]nstall

Compatible with the Longer Road, Wheels of Prophecy, and Ascension's "Tougher Illasera".

Install Component	5	[Pocket Plane]?	[I]nstall

Not compatible with Longer Road yet.

Install Component	6	[Fight Five in Any Order]?	[I]nstall
Install Component	7	[Amkethran]?	[I]nstall
Install Component	8	[Fire Temple]?	[I]nstall
Install Component	9	[Oasis]?	[I]nstall

Compatible with Tatics and SimDing0's Questpack

Install Component	10	[Saradush]?	[I]nstall
SKIPPING	11	[Saradush Sewers]	

You have already installed this component with Pocket Plane.

Install Component	12	[Cleansing the Temple]?	[I]nstall
Install Component	13	[The Witch of the Wealdath]?	[I]nstall
Successfully installed			Press ENTER to exit

19.31 Stivan the Hunter v1

~STIVAN/SETUP-STIVAN.TP2~

Stivan is a chaotic neutral male Halfling fighter/thief whom you can find in the Bridge District and will join any party.

Keeping Yoshimo is conceptually incompatible with Stivan the Hunter.
Edwin Romance, Kitanya, Solaufein, Unfinished Business and Ding0's Quest Pack should be installed BEFORE Stivan because of interjections with them.
If you upgrade Yoshimo's blade using Ruad, then Stivan won't be able to use it or upgrade it.

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

Install Component		[Stivan the Hunter]	
	0	1] Default portrait (Nix): Stivan the Hunter, version 0.90 beta	[I]nstall
	1	2] Bloodied portrait(Nix): Stivan the Hunter, version 0.90 beta	
Successfully installed		[Stivan the Hunter]	Press ENTER to exit

19.32 Alternatives v11

~ALTERNATIVES/SETUP-ALTERNATIVES.TP2~

Normally at the beginning of BG2 you can you decide only for the shadow thieves or Bodhi. This mod extends this part with two other possibilities.

Quest Pack should be installed before.
Please note: For installed Saerileth mod, it is not possible to accept alternative routes to Brynnlaw for both Saerileth and Alternatives mods. This will break the chapter numbering of your game!

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

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

19.33 Gibberlings Three Anniversary v9

~G3ANNIVERSARY/SETUP-G3ANNIVERSARY.TP2~

A half-serious quest. Goto the copper coronet and keep your eyes open.

This Mod should be installed after all the other mods that change the worldmap.
NOTE! Breaking the fourth wall: The characters will start the direct dialogue with the player.

Copy the folder **G3Anniversary** and the file **Setup-G3Anniversary.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component	0	[The Gibberlings Three Anniversary Mod]?	[I]nstall
Successfully installed		[The Gibberlings Three Anniversary Mod]	Press ENTER to exit

The readme opens.

19.34 Sarevok Romance v1.1
~SAREVOKROMANCE/SAREVOKROMANCE.TP2~

A female eleven, half eleven or human can have a romance with Sarevok.

Sarevok does not undergo a change of alignment within this romance.
The mod should be installed after Unfinished Business and after Romantic Encounters.

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

Choose your language:		1 [English]
Install Component 0	[Aeryn's Sarevok Romance for BGII: Throne of Bhaal]?	[I]nstall
Successfully installed	[Aeryn's Sarevok Romance for BGII: Throne of Bhaal]	Press ENTER to exit

19.35 Crossmod Banter Pack for Baldur's Gate II v14
~CROSSMODBG2/SETUP-CROSSMODBG2.TP2~

This mod adds dozens new banters, interjections, romance conflicts between the NPCs from different mods if these are installed.

This mod must be installed AFTER Kivan and Deheriana Companions and AFTER all other NPC Mods.

Copy the folder **CrossmodBG2** and the file **Setup-CrossmodBG2.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Crossmod Banter Pack for Shadows of Amn - version 6 (03Nov2007)]?	[I]nstall
Install Component 1	[Crossmod Banter Pack for Throne of Bhaal]?	[I]nstall
Install Component 2	[Crossmod Romance Conflicts]?	[I]nstall

This component will add romance conflicts between many NPC mods in SoA and ToB. If you prefer multi-romances, don't install this. It should be installed at least when Saerileth is installed. Otherwise, problems can occur with several concurrent romances because Saerileth does not support this.

Successfully installed	Press ENTER to exit

The readme opens.

19.36 Smiling Imp Cross Banter Mod
~CROSSMODBG2/SETUP-CROSSMODBG2.TP2~ ENGLISCH

Cross Banter between the BG1 NPCs and many NPC mods.

The mod can be installed only if previously BG1 NPC for BG2 : SoA has been installed. The respective NPC mods must of course also have been installed before.

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

Would you like to display the components from [Shar-Teel Banters]?		[Y]es
Would you like to display the components from [Garrick Banters]?		[Y]es
Would you like to display the components from [Branwen Banters]?		[Y]es
Would you like to display the components from [Yeslick Banters]?		[Y]es
Would you like to display the components from [Eldoth Banters]?		[Y]es
Would you like to display the components from [Alora Banters]?		[Y]es
Would you like to display the components from [Xzar Banters]?		[Y]es
Would you like to display the components from [Montaron Banters]?		[Y]es
Would you like to display the components from [Tiax Banters]?		[Y]es
Would you like to display the components from [Alternate Portrait Options & Sounds]?		[Y]es
Install Component 0	[Shar-Teel w/Varshoon]?	[I]nstall
Install Component 1	[Shar-Teel w/Aeon]?	[I]nstall
Install Component 2	[Shar-Teel w/Petsy]?	[I]nstall

Install Component	3	[Shar-Teel w/Angelo (WARNING: Conflicts with Angelo Romance)]?	[I]nstall
Install Component	4	[Shar-Teel w/SilverStar]?	[I]nstall
Install Component	5	[Shar-Teel w/Kindrek]?	[I]nstall
Install Component	6	[Shar-Teel w/Saerileth]?	[I]nstall
Install Component	7	[Shar-Teel w/Yasraena]?	[I]nstall
Install Component	8	[Shar-Teel w/Tsujatha]?	[I]nstall
Install Component	9	[Shar-Teel w/Solaufein]?	[I]nstall
Install Component	10	[Shar-Teel w/Valen]?	[I]nstall
Install Component	11	[Shar-Teel w/Swylif]?	[I]nstall
Install Component	12	[Shar-Teel w/Nehtaniel]?	[I]nstall
Install Component	13	[Shar-Teel w/Kitanya]?	[I]nstall
Install Component	14	[Shar-Teel w/Kiara Zaiya]?	[I]nstall
Install Component	15	[Shar-Teel w/Horace]?	[I]nstall
Install Component	16	[Shar-Teel w/Allison]?	[I]nstall
Install Component	17	[Shar-Teel w/Tsuki]?	[I]nstall
Install Component	18	[Shar-Teel w/Questor]?	[I]nstall
Install Component	19	[Shar-Teel w/Keto]?	[I]nstall
Install Component	20	[Shar-Teel w/Biddekelorak]?	[I]nstall
Install Component	21	[Shar-Teel w/Hubblepot]?	[I]nstall
Install Component	22	[Shar-Teel w/Azrael]?	[I]nstall
Install Component	30	[Garrick w/Varshoon]?	[I]nstall
Install Component	31	[Garrick w/Aeon]?	[I]nstall
Install Component	32	[Garrick w/Petsy]?	[I]nstall
Install Component	33	[Garrick w/SilverStar]?	[I]nstall
Install Component	34	[Garrick w/Kindrek]?	[I]nstall
Install Component	35	[Garrick w/Saerileth]?	[I]nstall
Install Component	36	[Garrick w/Yasraena]?	[I]nstall
Install Component	37	[Garrick w/Tsujatha]?	[I]nstall
Install Component	38	[Garrick w/Kiara & Zaiya]?	[I]nstall
Install Component	39	[Garrick w/Horace]?	[I]nstall
Install Component	40	[Garrick w/Allison]?	[I]nstall
Install Component	41	[Garrick w/Stivan]?	[I]nstall
Install Component	42	[Garrick w/Tsuki]?	[I]nstall
Install Component	43	[Garrick w/Questor]?	[I]nstall
Install Component	44	[Garrick w/Hubblepot]?	[I]nstall
Install Component	45	[Garrick w/Kido]?	[I]nstall
Install Component	50	[Branwen w/Varshoon]?	[I]nstall
Install Component	51	[Branwen w/Aeon]?	[I]nstall
Install Component	52	[Branwen w/SilverStar]?	[I]nstall
Install Component	53	[Branwen w/Saerileth]?	[I]nstall
Install Component	54	[Branwen w/Tsujatha]?	[I]nstall
Install Component	55	[Branwen w/Valen]?	[I]nstall
Install Component	56	[Branwen w/Kiara Zaiya]?	[I]nstall
Install Component	57	[Branwen w/Horace]?	[I]nstall
Install Component	58	[Branwen w/Stivan]?	[I]nstall
Install Component	59	[Branwen w/Questor]?	[I]nstall
Install Component	60	[Branwen w/Yasraena]?	[I]nstall
Install Component	70	[Yeslick w/Varshoon]?	[I]nstall
Install Component	71	[Yeslick w/Aeon]?	[I]nstall
Install Component	72	[Yeslick w/Biddekelorak]?	[I]nstall
Install Component	73	[Yeslick w/Kiara & Zaiya]?	[I]nstall
Install Component	74	[Yeslick w/Horace]?	[I]nstall
Install Component	75	[Yeslick w/Questor]?	[I]nstall
Install Component	90	[Eldoth w/Varshoon]?	[I]nstall
Install Component	91	[Eldoth w/Valen]?	[I]nstall
Install Component	92	[Eldoth w/Tsuki]?	[I]nstall
Install Component	110	[Alora w/Stivan]?	[I]nstall
Install Component	120	[Xzar w/SilverStar]?	[I]nstall
Install Component	121	[Xzar w/Nehtaniel]?	[I]nstall
Install Component	122	[Xzar w/Kiara & Zaiya]?	[I]nstall
Install Component	123	[Xzar w/Horace]?	[I]nstall
Install Component	124	[Xzar w/Kitanya]?	[I]nstall
Install Component	125	[Xzar w/Stivan]?	[I]nstall
Install Component	126	[Xzar w/Tsuki]?	[I]nstall
Install Component	127	[Xzar w/Questor]?	[I]nstall
Install Component	140	[Montaron w/Kiara & Zaiya]?	[I]nstall
Install Component	141	[Montaron w/Stivan]?	[I]nstall

```
Install Component  142   [Montaron w/Questor]?                                  [I]nstall
Install Component  143   [Montaron w/Yasraena]?                                 [I]nstall
Install Component  160   [Tiax w/Biddekelorak]?                                 [I]nstall
Install Component  161   [Tiax w/Yasraena]?                                     [I]nstall
Install Component  162   [Tiax w/Questor]?                                      [I]nstall
Install Component  163   [Tiax w/Kido]?                                         [I]nstall
Install Component  210   [Alternate Shar-Teel Portrait by Princess Sweets]?    [N]ot Install
Install Component        [Alternate Branwen Portrait]?                          [N]ot Install
                   211   1] Portrait by Syntia13
                   212   2] Portrait by Miloch
                   213   3] Portrait by Miloch (Branwen Purple)
                   214   4] Portrait by Katrina
Install Component  215   [Alternate Garrick Portrait by Lady Mystique]?         [N]ot Install
Install Component  216   [Alternate Yeslick portrait by Lady Nightshade]?       [N]ot Install
Install Component  217   [Alternate Safana Portrait by "Trinit from BG:EE forums"]?  [N]ot Install
Install Component        [Alternate Coran Portrait                              [N]ot Install
                   218   1] Portrait by "Trinit from BG:EE forums"]?
                   219   2] Portrait by Princess Sweets]?
                   220   1] Portrait by Sanctifer]?
Install Component  221   [Alternate Alora Portrait by Syntia13]?                [N]ot Install
Install Component  222   [Alternate portrait for Ajantis by Syntia13]?          [N]ot Install
Install Component  223   [Alternate portrait for Kagain by Syntia13]?           [N]ot Install
Install Component  224   [Alternate Faldorn portrait by Miloch]?                [N]ot Install
Install Component  225   [Alternate Kivan Portrait by Archmage Silver]?         [N]ot Install
Install Component  226   [Montaron Romance portrait by Lady Nightshade]?        [N]ot Install
Install Component  227   [Alternate Xzar portrait by Sanctifer]?                [N]ot Install
Install Component  228   [Alternate portrait for Xan by Syntia13]?              [N]ot Install
Install Component  229   [Alternate portrait for Quayle by Syntia13]?           [N]ot Install
Install Component  230   [Alternate Tiax Portrait by Princess Sweets]?          [N]ot Install
Successfully installed                                                          Press ENTER to exit
```

19.37 Ascalons Breagar v7.00b (2)

~SETUP-ACBre.TP2~ GERMAN

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

Breagar is a PURE BGT CHARACTER and works not with TUTU or a simple SoA installation.
***NOTE**: This mod must be installed in two steps!*

You have already copied the folder **ACBre** and the files **Setup-ACBre.exe** and **Setup-ACBre.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

```
Choose your language:                                                           1 [English]
Install Component  0     [Breagar: Content]?                                    [N]ot Install
                         Setup of Breagar's relationship speed
                         Please select:
                         [1] 30 minutes real time between the individual talks (recommended)
                         [2] 45 minutes real time time between talks
                         [3] 1 hour real time between talks
                         [4] 15 minutes real time between talks
                         [5] 1 hour 30 minutes real time between talks
                         A portrait for Breagar:
                         [1] Original Art by Nix
                         [2] Alternative Portraits from v4.x
Install Component  2     [Breagar: Crossmods and PID]?                          [I]nstall
Successfully installed                                                          Press ENTER to exit
```

20. BG2 RULES, TWEAKS AND SPELLS

The next few mods take some improvements to BG2 and should be installed before the Big Picture mod (BP).

20.1 NPC Tweak v5

~NPC_TWEAK.TP2~

Alters starting classes and portraits for some Bioware NPCs.

Compatibility code for Anomen's items if NPC Kit Pack is installed.

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

Choose your language:		0 [English]
Install Component 0	[Anomen]?	[I]nstall
Install Component 1	[Cernd]?	[I]nstall

This component has the same effect as the component 14 Cernd: Totemic Druid-Kit from Jarl's BGT Tweak Pack. The Druid Kit Enhancements mod also changes Cernd into a totemic druid and its shapeshiftig ability is much more sophisticated.

Install Component 2	[Nalia]?	[I]nstall
Successfully installed		Press ENTER to exit

20.2 Hidden Adventures alpha 8

~HIDDENADVENTURE/SETUP-HIDDENADVENTURE.TP2~

This mod adds a few quests and tweaks to BGT and Baldur's Gate 2.

The components "Ein besorgter Bauer", "Leichen für einen guten Zweck", and "Silberdolch in Irenicus Dungeon" require BGT to be installed. The components "Erweiterte Anomenhandlung" should be installed After "Jasteys Ajantis für BG2", "NPC Tweak" and "Weimers Item Upgrade Mod", because this component includes crossmod content for these mods.

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

Would you like to display the readme?		[N]o
What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 0	[Erweiterte Handlung um Lady Elgea]?	[I]nstall
Install Component 1	[Ein besorgter Bauer]?	[I]nstall
Install Component 2	[Erweiterte Anomenhandlung]?	[I]nstall
Install Component 3	[Jerlias Erzladen]?	[I]nstall
Install Component 4	[Elfisches heiliges Wasser im Lathander Tempel]?	[I]nstall
Install Component 5	[Wellenklinge in Schatzkammer]?	[I]nstall
Install Component 6	[Silberdolch in Irenicus Dungeon]?	[I]nstall
Install Component 7	[Barden können in ihrer Feste (5 Kruegen) uebernachten]?	[I]nstall
Install Component 8	[Leichen fuer einen guten Zweck]?	[I]nstall
Install Component 9	[Ein Barde für die Bardenfestung]?	[I]nstall
Install Component 10	[Silberschwert gegen Gedankenschinder und Lykanthropen]?	[I]nstall
Successfully installed		Press ENTER to exit

20.3 Ghost v2.1

~GHOST/SETUP-GHOST.TP2~

You have gained the ability to focus the energies within you to protect yourself from such magics as Time Stop, Disintegrate and Flesh to Stone for a short period.

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

Choose your language:		0 [English]
Install Component 0	[Ghost - WeiDU-version]?	[I]nstall
Successfully installed	[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.

20.4 cbisson‘s FamiliarPack WeiDU v6

~SETUP-FAMILIARPACK.TP2~

New familiars are added with this mod.

This mod it is useful only if want to play with familiars. Unfortunately there are some inconsistencies with the familiars in the game. You can, however, install this mod without worries.

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

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

The readme opens.

20.5 Victor's Improvements Pack v2.0

~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

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

Choose your language:		0 [American English]
What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 0	[Victor's Improved Races]?	[I]nstall
Install Component 1	[Victor's Wizards Know Better (have more Lore)]?	[I]nstall
Install Component 2	[Faithful Rogue Kit for BGII]?	[I]nstall
Install Component 3	[Lich Slayer Scimitar]?	[I]nstall

the former „Victor‘s Item Pack“

Install Component 4	[The Djin Merchant]?	[I]nstall
Install Component 5	[The Burning Man kit for BG2 (byVictor)]?	[I]nstall
Install Component 6	[Romance Friendly Imprisonment (by Galactygon)]?	[I]nstall
Install Component 7	[Lydia's Scroll]?	[I]nstall

This component must be installed before Fading Promises.

Install Component 8	[Weapons for all]?	[N]ot Install

If you want to install this component, you should install it after all other item-mods, because it alters also objects from all other mods installed before. Ashes of Embers has a similar, however more elaborated component.

Install Component 9	[Special Encounters]?	[I]nstall
Install Component 10	[Improved Bard Song]?	[N]ot Install

Don't install this component together with other Bard Song Tweaks like the BG2 Fixpack component Bard Song Fixes.

Install Component 11	[Improved Irenicus Dungeon]?	[N]ot Install

This component is for those, which the original dungeon is too boringly, but the "Improved Ilych" from Tactics is to suicidal. The concurrent installation together with "Improved IIIych" is not recommendable because it could be that you lack some pieces of equipment which you need to defeat the big boss from "Improved Ilych".
By concurrently installation with ROT this component may cause a crash. The crash can be avoided if the group after the Djinn does not go at the bottom edge of the corridor, but the group members individually go along the upper edge of the corridor to the sewage golem.
Do not install it together with the component Improved Dungeon from Revised Battles.

Install Component 12 [Grandpa's Shield quest]? [N]ot Install
This component overwrites PALIN.CRE, a Tales of the Sword Coast file
Successfully installed Press ENTER to exit

With this mod you can add 2 kits to the game: 1 fighter and 1 thief. The **BiG World Installpack** *will handle this correctly for you.*

20.6 Fading Promises v7

~FADINGPROMISES/SETUP-FADINGPROMISES.TP2~

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

This mod must be installed after the Victor's Improvements Pack component "Lydia's Scroll".

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

Choose your language: 0 [English]
Would you like to display the readme? [N]o
Install Component 0 [Fading Promises]? [I]nstall
Successfully installed [Fading Promises] Press ENTER to exit

The readme opens.

20.7 Spell Revisions v3.1 (1)

~SPELL_REV/SETUP-SPELL_REV.TP2~

This mod improves the arcane and divine spells, removes different bugs, some weaker spells are improved and a few spells are completely remade. This mod replaces entirely the Arcane-Divine Spell Pack.

NOTE: *This mod must be installed in two steps! The component "Update Spellbooks of Joinable NPCs" must be installed after all the NPC mods.*
Spell Revisions doesn't consciously try to handle compatibility with either Spell Pack or the megamods at this time (SR v3.1).
Spell Pack Beta 6 is completely technically compatible with SR when it is installed after SR. Spell Pack adds some new spells and it revises some old ones. It has separate components for each spell, so if you prefer the SP version of a particular spell, you can install that component to replace the SR version. I can't comment on how well SR and SP match up conceptually.
When SR starts using ADD_SPELL, it should become technically compatible with the spells added by megamods. It's generally agreed that a number of megamod spells stray far from the balance desired by SR, so SR will probably remain conceptually incompatible with them unless those spells get rebalanced.
It is not recommend to use Spell-50 with Spell Revisions as conceptually they are on opposite extremes. Spell Revisions is trying to "rebalance" spells, while that mod purposely makes them extremely overpowered.
SCS should be installed after SR.
In general, it should be installed after BG2 Fixpack and before AI enhancing mods.
Spell Revisions may have some compatibility issues with Divine Remix, so it is not recommended to use them together at this time. Currently, installing SR after Divine Remix will result in divine spells no longer following the sphere system while installing Divine Remix after SR will result in the replacement of some of SR's spell descriptions and the disappearance of some of SR's new and moved spells.

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

Would you like to display the readme? [N]o
What should be done with all components that are NOT YET installed? [A]sk about each one?
Install Component 0 [Spell Revisions]? [I]nstall
Install Component 10 [Deva and Planetar Animations]? [I]nstall
This component updates the avatars of the celestials, takes advantage of 1PP Attachable Wings and adjusts their weapons.
Not together with the mod Celestiales, because both change the same objects.
Install Component 20 [Mirror Image Fix]? [I]nstall
This component corresponds to the SCS component „Bugfix: Fix the Mirror Image spell so it doesn't block area-effect

magic". The SCS version is less comprehensive than the one from Spell Revisions.

Install Component 30 [Dispel Magic Fix]? [I]nstall

This component corresponds to the SCS component „Fix the Dispel Magic spell so it correctly allows for caster's level". The SCS version is less comprehensive than the one from Spell Revisions.

Install Component 40 [Cure Sleep Fix]? [I]nstall

Requires the main component be installed

Install Component 50 [Remove Disabled Spells from Spell Selection Screens]? [I]nstall

Requires the main component be installed

Install Component 60 [Update Spellbooks of Joinable NPCs]? [N]ot Install

Requires the main component be installed

This component will not work properly with Divine Remix installed.

This component affects all installed NPCs who are divine casters and therefore must be installed after all NPC mods.

Successfully installed Press ENTER to exit

20.8 Authentic mischiefous Fairy Dragon v6

~SETUP-FAIRYDRAGON.TP2~

Now your familiar fairy dragon is more useful and more authentic - your 7th member in the party. It can be summoned only by a chaotic-good magic user.

This mod it is useful only if want to play with familiars. You can install this mod without worries, however the dragon is too powerful for BG1 and rather useless in BG2.
Authentic Fairy Dragon must be installed after Spell Revisions.

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

Choose your language: 0 [English]
Install Component 0 [Authentic mischiefous Fairy Dragon]? [I]nstall
Successfully installed [Authentic mischiefous Fairy Dragon] Press ENTER to exit

The readme opens.

20.9 Semi-Multi-Clerics 0.2.3

~SETUP-SEMI_MULTI_CLERICS.TP2~

This mod will add various clerical spells to wizard magic users via a new item, effectively turning them into previously unavailable Cleric kits / multiclass combinations. The semi-multi learns and uses spells as per a normal Arcane caster, and also has access to 35 clerical spells.

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

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

The readme opens.

20.10 Infinity Sounds v1.3 (the former Restored BG1 Sounds)

~!BINFINITYSOUNDS\SETUP-!BINFINITYSOUNDS.TP2~

This is a small mod for Baldur's Gate II which restores some of the sounds used in the original Baldur's Gate.

Install this mod after any other mod which makes changes to spells. There may be minor issues, such as incorrect or missing spell sound effects, between component "Restored BG1 Spell Sound Effects" and the following mods:

Spell Revisions
Divine Remix
Lost Crossroads Spell Pack

Copy the folder **!BG1Sounds** and the file **Setup-!BG1Sounds.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component	0	[Restored BG1 Spell Casting Voices]?	[I]nstall
Install Component	1	[Restored BG1 Spell Sound Effects]?	[I]nstall
		Would you like to include [Restored BG1 Mage Armor Sound Effect]?	
		[Y]es or [N]o?	[Y]
		Would you like to include [Restored BG1 Melf's Acid Arrow Impact Sound Effect]?	
		[Y]es or [N]o?	[Y]
		Would you like to include [Restored BG1 Dispel Magic Sound Effect]?	
		[Y]es or [N]o?	[Y]
		Would you like to include [Restored BG1 Monster Summoning Sound Effect]?	
		[Y]es or [N]o?	[Y]
		Would you like to include [Restored BG1 Dimension Door Sound Effect]?	
		[N]o or choose one:	
		1] Original BG1 Sound Effect (Shorter)	
		2] Tweaked BG1 Sound Effect (Longer)	[2]
		Would you like to include [Restored BG1 Animate Dead Sound Effect]?	
		[N]o or choose one:	
		1] Original BG1 Sound Effect (Shrill)	[1]
		2] Tweaked BG2 Sound Effect (Gloomy)	
		Would you like to include [Restored BG1 Flame Strike Sound Effect]?	
		[Y]es or [N]o?	[Y]
Install Component	2	[Restored BG1 Weapon Attack Sound Effects]?	[I]nstall
Install Component	3	[Restored BG1 Armor Hit Sound Effects]?	[I]nstall
Install Component	4	[Restored BG1 Armor Movement Sound Effects]?	[I]nstall
Install Component	5	[Restored BG1 Interface Sound Effects]?	[I]nstall
Install Component		[Restored Chunked Death Sound Effect]?	
	6	1] Original BG1 Sound Effect (Lite)	
	7	2] Alternate BG1 Sound Effect (Gore)	[2]
Install Component	8	[Restored Gulp! Sound Effect]?	[I]nstall
Install Component	9	[Restored BG1 Character Soundsets (English)]?	[I]nstall
Install Component	10	[Mute Reputation Loss Sound Effect]?	[N]ot Install
Install Component	11	[Mute Tooltip "Paper" Sound Effect]?	[N]ot Install
Successfully installed			Press ENTER to exit

20.11 Lost Crossroads Spell Pack for Baldur's Gate 2 v6b

~SETUP-SPELLPACKB6.TP2~

This mod renews the graphics of the spells, so that they are more similar to IWD.

It is strongly recommended to install trap adding mods (usually quest mods) before SpellPack, so then SpellPack can patch their trap scripts.
It is also advised (for maximum effect) to install Cleric Remix after Spell Pack.
Because Sword Coast Stratagems makes duplicates of existing spells for the AI, it is recommended you install it after SpellPack.
Spell Pack Beta 6 is completely technically compatible with SR when it is installed after SR. Spell Pack adds some new spells and it revises some old ones. It has separate components for each spell, so if you prefer the SP version of a particular spell, you can install that component to replace the SR version. I can't comment on how well SR and SP match up conceptually.
This mod is not compatible with Wild Mage Additions.
This mod requires a powerful computer!

Copy the folder **SpellPackB6** and the files **Setup-SpellPackB6.exe** and **Setup-SpellPackB6.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?			[N]o
Would you like to display the components from [Levels 1-3 priest spells]?			[Y]es
Would you like to display the components from [Levels 4-5 priest spells]?			[Y]es
Would you like to display the components from [Levels 6-7 priest spells (including quest spells)]?			[Y]es
Would you like to display the components from [Levels 1-3 wizard spells]?			[Y]es
Would you like to display the components from [Levels 4-6 wizard spells]?			[Y]es
Would you like to display the components from [Levels 7-9 wizard spells]?			[Y]es
Install Component	1116	[Battlefate]?	[I]nstall

Install Component	1119	[Call Upon Faith]?	[I]nstall
Install Component	1113	[Doom]?	[I]nstall
Install Component	1105	[Entangle]?	[I]nstall
Install Component	1131	[Faerie Fire]?	[I]nstall
Install Component	1106	[Magical Stone]?	[I]nstall
Install Component	1109	[Sanctuary]?	[I]nstall
Install Component	1110	[Shillelagh]?	[I]nstall
Install Component	1151	[Sunscorch]?	[I]nstall
Install Component	1217	[Alicorn Lance]?	[I]nstall
Install Component	1223	[Beast Claw]?	[I]nstall
Install Component	1203	[Chant]?	[I]nstall
Install Component	1206	[Flame Blade]?	[I]nstall
Install Component	1242	[Moment]?	[I]nstall
Install Component	1243	[Moon Motes]?	[I]nstall
Install Component	1246	[Produce Flame]?	[I]nstall
Install Component	1250	[Seeking]?	[I]nstall
Install Component	1211	[Silence 15' Radius]?	[I]nstall
Install Component	1213	[Spiritual Hammer]?	[I]nstall
Install Component	1302	[Call Lightning]?	[I]nstall
Install Component	1328	[Cloudburst]?	[I]nstall
Install Component	1336	[Elysium's Tears]?	[I]nstall
Install Component	1313	[Holy Smite, Unholy Blight]?	[I]nstall
Install Component	1309	[Invisibility Purge]?	[I]nstall
Install Component	1310	[Miscast Magic]?	[I]nstall
Install Component	1347	[Mold Touch]?	[I]nstall
Install Component	1348	[Moonblade]?	[I]nstall
Install Component	1350	[Prayer]?	[I]nstall
Install Component	1351	[Random Casualty]?	[I]nstall
Install Component	1353	[Spike Growth]?	[I]nstall
Install Component	1354	[Storm Shell]?	[I]nstall
Install Component	1361	[Wheel of Bones]?	[I]nstall
Install Component	1419	[Adamantite Mace]?	[I]nstall
Install Component	1422	[Blood Rage]?	[I]nstall
Install Component	1427	[Cloud of Pestilence]?	[I]nstall
Install Component	1431	[Dimensional Folding]?	[I]nstall
Install Component	1405	[Mental Domination]?	[I]nstall
Install Component	1449	[Produce Fire]?	[I]nstall
Install Component	1453	[Recitation]?	[I]nstall
Install Component	1458	[Static Charge]?	[I]nstall
Install Component	1459	[Thorn Spray]?	[I]nstall
Install Component	1518	[Animal Rage]?	[I]nstall
Install Component	1503	[Flame Strike]?	[I]nstall
Install Component	1517	[Insect Plague]?	[I]nstall
Install Component	1506	[Ironskin]?	[I]nstall
Install Component	1535	[Produce Ice]?	[I]nstall
Install Component	1539	[Shield of Lathander]?	[I]nstall
Install Component	1540	[Smashing Wave]?	[I]nstall
Install Component	1541	[Spike Stones]?	[I]nstall
Install Component	1515	[Undead Ward]?	[I]nstall
Install Component	1544	[Wall of Fire]?	[I]nstall
Install Component	1603	[Blade Barrier]?	[I]nstall
Install Component	1621	[Entropy Shield]?	[I]nstall
Install Component	1628	[Hammer of Retribution]?	[I]nstall
Install Component	1637	[Seclusion]?	[I]nstall
Install Component	1614	[Sol's Searing Orb]?	[I]nstall
Install Component	1645	[Whirlwind]?	[I]nstall
Install Component	1720	[Earthquake]?	[I]nstall
Install Component	1705	[Fire Storm]?	[I]nstall
Install Component	1740	[Greater Shield of Lathander]?	[I]nstall
Install Component	1743	[Mist of Eldath]?	[I]nstall
Install Component	1716	[Spacewarp]?	[I]nstall
Install Component	1728	[Implosion]?	[I]nstall
Install Component	2102	[Armor]?	[I]nstall
Install Component	2103	[Burning Hands]?	[I]nstall
Install Component	2104	[Charm Person and Charm Person or Mammal]?	[I]nstall
Install Component	2117	[Chill Touch]?	[I]nstall
Install Component	2105	[Color Spray]?	[I]nstall

Install Component	2107	[Friends]?	[I]nstall
Install Component	2119	[Larloch's Minor Drain]?	[I]nstall
Install Component	2116	[Sleep]?	[I]nstall
Install Component	2125	[Spook]?	[I]nstall
Install Component	2217	[Agannazar's Scorcher]?	[I]nstall
Install Component	2203	[Detect Invisibility]?	[I]nstall
Install Component	2204	[Fog Cloud]?	[I]nstall
Install Component	2238	[Gedlee's Electric Loop]?	[I]nstall
Install Component	2224	[Glitterdust]?	[I]nstall
Install Component	2240	[Hypnotic Pattern]?	[I]nstall
Install Component	2207	[Knock]?	[I]nstall
Install Component	2211	[Melf's Acid Arrow]?	[I]nstall
Install Component	2253	[Pyrotechnics (Wizard and Priest)]?	[I]nstall
Install Component	2213	[Stinking Cloud]?	[I]nstall
Install Component	2219	[Vocalize]?	[I]nstall
Install Component	2215	[Web]?	[I]nstall
Install Component	2331	[Blink]?	[I]nstall
Install Component	2304	[Fireball]?	[I]nstall
Install Component	2303	[Flame Arrow]?	[I]nstall
Install Component	2317	[Ghost Armor]?	[I]nstall
Install Component	2305	[Haste and Slow (required for component "Improved Haste")]?	[I]nstall
Install Component	2307	[Invisibility 10-foot radius]?	[I]nstall
Install Component	2308	[Lightning Bolt]?	[I]nstall
Install Component	2314	[Vampiric Touch]?	[I]nstall
Install Component	2315	[Wraithform]?	[I]nstall
Install Component	2401	[Confusion (Wizard and Priest)]?	[I]nstall
Install Component	2402	[Dimension Door]?	[I]nstall
Install Component	2412	[Minor Malison and Greater Malison]?	[I]nstall
Install Component	2404	[Ice Storm]?	[I]nstall
Install Component	2405	[Improved Invisibility]?	[I]nstall
Install Component	2450	[Mordenkainen's Force Missiles]?	[I]nstall
Install Component	2413	[Otiluke's Resilient Sphere]?	[I]nstall
Install Component	2459	[Shout]?	[I]nstall
Install Component	2425	[Wizard Eye]?	[I]nstall
Install Component	2501	[Animate Dead (Wizard and Priest)]?	[I]nstall
Install Component	2508	[Chaos]?	[I]nstall
Install Component	2502	[Cloudkill]?	[I]nstall
Install Component	2503	[Cone of Cold]?	[I]nstall
Install Component	2506	[Domination]?	[I]nstall
Install Component	2511	[Invulnerability to Normal Weapons and Invulnerability to Magical Weapons (fomerly called Protection from Normal/Magical Weapons)]?	[I]nstall
Install Component	2514	[Lower Resistance]?	[I]nstall
Install Component	2505	[Shadow Door]?	[I]nstall
Install Component	2549	[Shroud of Flame]?	[I]nstall
Install Component	2615	[Chain Lightning]?	[I]nstall
Install Component	2614	[Death Fog]?	[I]nstall
Install Component	2605	[Death Spell]?	[I]nstall
Install Component	2616	[Disintegrate]?	[I]nstall
Install Component	2619	[Improved Slow]?	[I]nstall
Install Component	2607	[Mislead]?	[I]nstall
Install Component	2648	[Reincarnation (Wizard and Priest)]?	[I]nstall
Install Component	2731	[Charm Plants]?	[I]nstall
Install Component	2713	[Finger of Death (Wizard and Priest)]?	[I]nstall
Install Component	2736	[Guardian Mantle]?	[I]nstall
Install Component	2721	[Mass Invisibility]?	[I]nstall
Install Component	2716	[Mordenkainen's Sword]?	[I]nstall
Install Component	2743	[Persistence]?	[I]nstall
Install Component	2714	[Prismatic Spray]?	[I]nstall
Install Component	2812	[Abi-Dalzim's Horrid Wilting]?	[I]nstall
Install Component	2821	[Deathbolt]?	[I]nstall
Install Component	2827	[Great Shout]?	[I]nstall
Install Component	2810	[Incendiary Cloud]?	[I]nstall
Install Component	2814	[Otto's Irresistible Dance]?	[I]nstall
Install Component	2915	[Black Blade of Disaster]?	[I]nstall
Install Component	2911	[Meteor Swarm]?	[I]nstall
Install Component	2912	[Power Word, Kill]?	[I]nstall
Install Component	2909	[Time Stop]?	[I]nstall

Install Component	2913	[Wail of the Banshee]?	[I]nstall
Successfully installed			Press ENTER to exit

20.12 Spell-50 v12

~SETUP-SPELL50.TP2~

The Spell-50 mod extends a number of priest, druid and mage spell effects to level fifty. This mod has to do nothing with the level 50 ruleset of BP. Both can be installed at the same time.

It is not recommend to use Spell-50 with Spell Revisions as conceptually they are on opposite extremes. Spell Revisions is trying to "rebalance" spells, while that mod purposely makes them extremely overpowered.

Copy the folder **spell50** and the files **Setup-Spell50.exe** and **Setup-Spell50.tp2** into your main SoA directory
Double-click the Setup. The DOS dialogue appears:

Install Component	0	[The Spell-50 Mod: (Extended spell power up to level 50)]?	[I]nstall
Install Component	1	[The Spell-50 Mod: Few constant level spells advance over 20th level]?	[I]nstall
Install Component	2	[The Spell-50 Mod: Few High level abilities duration is dependent on level]?	[I]nstall
Successfully installed			Press ENTER to exit

20.13 Wild Mage Additions v1.7

~WILDMAGE/SETUP-WILDMAGE.TP2~

This mod features 27 new wild magic spells, as well as the Spellshaper Kit - a practitioner of wild magic who casts his spells by virtue of raw magical talent or gift, a wizard capable of casting spells spontaneously.

The Wild Mage Rhialto is unbeatable at the first encounter in BG1. That's no bug - it's intended by the author and there is a chance to escape unscathed.
This mod is useful only if want to play a Hasardeur. You can, however, install this mod without worries.
This mod is not compatible with Lost Crossroads Spell Pack.

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

Choose your language:			0 [English]
Install Component	0	[Wild Mage Additions: New Wild Magic Spells]?	[I]nstall
Install Component	1	[Wild Mage Additions: Spellshaper Kit]?	[N]ot Install
SKIPPING	2	[Wild Mage Additions: Spellshaper - Avatar Change]?	

only possible with Wild Mage Additions: Spellshaper Kit

Install Component	3	[Misc spell modifications]?	[I]nstall
Install Component	4	[Stationary BG1-Rhialto (haughty pansy mode)]	[I]nstall
Successfully installed			Press ENTER to exit

20.14 Teleport Spell v14

~TELEPORT/TELEPORT.TP2~

This mod adds a 7th level spell to the game, that allows the entire party teleport to the areas you´ve already visited.

This mod is not compatible with the mods and SandrahNPC SandrahRTF.

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

Choose your language:			1 [English]
Install Component	0	[Teleport spell for BG2:SoA]?	[I]nstall
Install Component	1	[Teleport spell for BG2:ToB]?	[I]nstall
Install Component	2	[Modification of NPCs and strongholds quests.]?	[N]ot Install

Not within the megamod

Successfully installed			Press ENTER to exit

The readme opens.

20.15 Drizzt Is Not Stupid (BGT) v1.1
~DRIZZTISNOTSTUPID/SETUP-DRIZZTISNOTSTUPID.TP2~

With this mod Drizzt in BG1 cannot be deprived of his weapons.

At present it's not compatible with the BGT version of Drizzt-Saga, that means, if Drizzt Saga is installed, it simply won't show any effects, as the original Drizzt at the gnoll encounter will already be swapped out by Drizzt-Saga and the second encounter with Drizzt in Baldur's Gate (from Drizzt is not stupid) can't happen.

Copy the folder **DrizztIsNotStupid** and the files **readme-DrizztIsNotStupid.html** and **Setup-DrizztIsNotStupid.exe** in Euer ...\BGII - SvA\ Verzeichnis.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Drizzt Is Not Stupid]?	[I]nstall
Successfully installed	[Drizzt Is Not Stupid]	Press ENTER to exit

The readme opens.

20.16 Game Over Only on Party Dead v1.31
~NOGAMEOVER/SETUP-NOGAMEOVER.TP2~

This mod changes drastically the game over condition. Not the protagonist's death ends the game any more, but the annihilation of the entire party.

In der BGConfig.exe 3D acceleration must be enabled, otherwise the game may end with a crash to desktop if all party members are dead.
This mod is not compatible with the mod SandrahRTF.

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

Choose your language:		0 [English]
Would you like to display the readme?		[N]o
Install Component 10	[Game Over Only On Party Death]?	[I]nstall
Successfully installed	[Game Over Only On Party Death]	Press ENTER to exit

20.17 Dungeon-Be-Gone For Baldur's Gate 2 v1.7
~SETUP-DUNGEONBEGONE.TP2~

This mod enables you to skip optionally Irenicus' Dungeon while still giving you loot and experience.

If you have installed a mod that adds new content to the Irenicus dungeon (such as Improved Ilyich or the Imoen Romance), you will skip it using this option.

Install the file **DungeonBeGone-v16.exe** into any dummy folder but by no means into your main directory! Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folder **jassy** and the files **Setup-DungeonBeGone.exe, Setup-DungeonBeGone.tp2** and **dbgaudio.bat** as well as a file **SETUP-DUNGEONBEGONE.DEBUG** in that dummy folder. Move them except the **SETUP-DUNGEONBEGONE.DEBUG** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears::

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

20.18 Parting Ways v1
~PARTING/SETUP-PARTING.TP2~

This mod allows you to re-recruit Baldur's Gate NPCs once you kicked them out.

Both SCS and BG1NPC have much more advanced versions of this. This should not be installed.

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

Install Component	0	[Parting Copmany]?	[I]nstall
Install Component		[NPCs will leave forever when they are...]?	
	1	1] Seriously unhappy.	
	2	2] At their Breaking Point.	
Successfully installed		[Parting Copmany]	Press ENTER to exit

20.19 Mal des Vampirismus v1.1

~PCVAMP/SETUP-PCVAMP.TP2~

If you join Bodhis guild, you have the choice to be transformed permanently into a vampire.

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

Choose your language:			1 [English]
Would you like to display the readme?			[N]o
Install Component	0	[Mal des Vampirismus]?	[I]nstall
Successfully installed		[Mal des Vampirismus]	Press ENTER to exit

20.20 Drows v1.1

~SETUP-DROWS.TP2~

This mod changes the party's vanilla NPCs' portraits to "drow variants" after Adalon casts her Polymorph spell over the party.

It should be compatible with BG2 Tweaks' "No Drow Avatars On Party In Underdark" component if installed BEFORE it.

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

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

20.21 Mortis Mini Mod v2.31 = The Forgottoen Children

~SETUP-MORTIS_V23.TP2~

This mod adds two new stores to the game which sell items that transform the main char into different other creatures like liches or vamires.
ATTENTION: you must use the version Weidu_Mortis_ V23! CONDITION: TDD must be installed!.

The mod is neither compatible with Raziel or Worgas.

Copy the folders **BG2 - Mortis_V2** and **Mortis** and the files **Setup-Mortis_V23.exe** and **Setup-Mortis_V23.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?			[N]o
Install Component	0	[Mortis_V2.3]?	[I]nstall
Successfully installed		[Mortis_V2.3]	Press ENTER to exit

The readme opens.

21. KITS

From many kits you can select one at start of game for creating of your character.

If you want more informations about Kit modifications read the related chapter in the appendix.

For more information about the kits see also Lollorian's excellent **DA Kit List**.

21.1 NPC Kitpack v4

~NPCKIT/NPCKIT.TP2~

This mod will add four new kits and provide the opportunity to give a kit to eight of the BioWare NPCs.

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

Choose your language:			0 [English]
Would like to display the readme?			[N]o
Install Component	30	[Improved Specialist Mage Descriptions]?	[I]nstall
Install Component	31	[Replace Berserker Kit with Battlerager for Dwarves]?	[I]nstall
Install Component	400	[Anomen Gains Helm Kit on Passing Knighthood Test]?	[I]nstall
Install Component	410	[Anomen Gains Berserker Kit on Failing Knighthood Tests]?	[N]ot Install
Install Component	420	[Prevent CN Anomen Gaining a Holy Symbol]?	[N]ot Install
Install Component	900	[Add Red Wizard to Edwin's Kit Description]?	[I]nstall
Install Component	1400	[Give Imoen Adventurer Kit]?	[I]nstall
Install Component		[Give Imoen a Mage Kit]?	[N]ot Install
	1410	1] Abjurer	
	1411	2] Conjurer	
	1412	3] Diviner	
	1413	4] Enchanter	
	1414	5] Illusionist	
	1415	6] Invoker	
	1416	7] Necromancer	
	1417	8] Transmuter	
Install Component	2100	[Change Korgan's Kit to Battlerager]?	[I]nstall
Install Component	2200	[Give Mazzy a Proper Truesword of Arvoreen Kit]?	[I]nstall
Install Component	2300	[Change Minsc's Title to Rashemaar Ranger]?	[I]nstall
Install Component	2500	[Give Nalia Adventurer Kit]?	[I]nstall
Install Component		[Give Nalia a Mage Kit]?	
	2510	1] Abjurer	[1]
	2511	2] Conjurer	
	2512	3] Diviner	
	2513	4] Enchanter	
	2514	5] Illusionist	
	2515	6] Invoker	
	2516	7] Necromancer	
	2517	8] Transmuter	
Install Component	2800	[Give Sarevok a Proper Deathbringer Kit]?	[I]nstall
Successfully installed			Press ENTER to exit

21.2 Return to Trademeet Kitpack v1.3

~SETUP-KITRTT.TP2~

This mod is a collection of 33 new kits.

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

Choose your language:			0 [English]
Install Component	00	[Amazon]?	[I]nstall
Install Component	01	[Gladiator]?	[I]nstall
Install Component	02	[Investigator]?	[I]nstall
Install Component	03	[Halfling Thrower]?	[I]nstall
Install Component	04	[Samurai]?	[I]nstall
Install Component	05	[Giant Slayer]?	[I]nstall
Install Component	06	[Anti-Paladin]?	[I]nstall
Install Component	07	[Dark Knight]?	[I]nstall
Install Component	08	[Elf Paladin]?	[I]nstall
Install Component	09	[Messiah]?	[I]nstall
Install Component	10	[Arcane]?	[I]nstall
Install Component	11	[Elementalist]?	[I]nstall
Install Component	12	[Time Keeper]?	[I]nstall
Install Component	13	[Dark Ranger]?	[I]nstall
Install Component	14	[Enticer]?	[I]nstall
Install Component	15	[Priest of Cyric]?	[I]nstall
Install Component	16	[Priest of Mask]?	[I]nstall
Install Component	17	[Priest of Mystra]?	[I]nstall
Install Component	18	[Priest of Tempus]?	[I]nstall
Install Component	19	[Dark Druid]?	[I]nstall
Install Component	20	[Warden of the Water]?	[I]nstall
Install Component	21	[Warden of the Fire]?	[I]nstall
Install Component	22	[Warden of the Wind]?	[I]nstall
Install Component	23	[Treasure Hunter]?	[I]nstall
Install Component	24	[Scoundrel]?	[I]nstall
Install Component	25	[Gentleman]?	[I]nstall
Install Component	26	[Ninja]?	[I]nstall
Install Component	27	[Golem Trainer]?	[I]nstall
Install Component	28	[Juggler]?	[I]nstall
Install Component	29	[Minstrel]?	[I]nstall
Install Component	30	[Items and Spells (you can't skip this component)?	[I]nstall
Successfully installed			Press ENTER to exit

With this mod you can add 33 kits to the game: 7 fighters, 4 rangers, 4 paladins, 6 clerics, 4 druids, 5 tieves and 3 bardes. Not all of them are available for every race. The **B¿G World Installpack** *will handle this correctly for you.*

21.3 Prestige Kit Pack v2

~SETUP-PPK.TP2~

This mod is a collection of 17 new kits, each of them can be installed separately.

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

Double-click the Setup. The DOS dialogue appears:

Choose your language:			1 [English]
What should be done with all components that are NOT YET installed?			[A]sk about each one?
Install Component	0	[Prestige Kit Pack Basic]?	[I]nstall
Install Component	1	[Dreadnought]?	[I]nstall
Install Component	2	[Blackguard]?	[I]nstall
Install Component	3	[Ssaulabi]?	[I]nstall
Install Component	4	[Priest of Tempus]?	[I]nstall
Install Component	5	[Priest of Ohgma]?	[I]nstall
Install Component	6	[Champion]?	[I]nstall
Install Component	7	[Mystic Fire]?	[I]nstall
Install Component	8	[Duelist]?	[I]nstall
Install Component	9	[Tempest]?	[I]nstall
Install Component	10	[Trickster]?	[I]nstall
Install Component	11	[Shadowdancer]?	[I]nstall
Install Component	12	[Red Dragon Disciple]?	[I]nstall
Install Component	13	[Blue Dragon Disciple]?	[I]nstall
Install Component	14	[Green Dragon Disciple]?	[I]nstall

Install Component	15	[White Dragon Disciple]?	[I]nstall
Install Component	16	[Elementalist]?	[I]nstall
Install Component	17	[Shadowdruid]?	[I]nstall
Successfully installed			Press ENTER to exit

With this mod you can add 17 kits to the game: 3 fighters, 2 rangers, 2 paladins, 2 clerics, 2 druids, 2 tieves and 4 bardes. The **B¿G World Installpack** *will handle this correctly for you.*

21.4 Crusader Pack v4.3

~SETUP-CRUSADE.TP2~

A collection of three kits for use in BG2.

Copy the folder **Crusade** and the files **Setup-Crusade.exe** and **Setup-Crusade.tp2** into your main SoA directory.
One or more files of this mod must be changed. This will be done by the patch from the folder **B¿G World Fixpack**.
Double-click the Setup. The DOS dialogue appears:

Install Component	0	[Champion of Torm]?	[I]nstall
Install Component	1	[Energist]?	[I]nstall
Install Component	2	[Adventurer]?	[I]nstall
Install Component	3	[Crusader Items]?	[I]nstall
Successfully installed			Press ENTER to exit

21.5 Legion of Hell v1.0

~SETUP-LOHMOD.TP2~

This mod includes five new kits, they are from the 3rd edition of the "Book Of Vile Darkness" ("evil book"), an optional supplemental sourcebook for the 3rd edition Dungeons & Dragons role-playing game.
Note: Part 1 (New Creature Animation) and Part 2 (New Creatures) must be installed, Part 3-7 can be installed optional.

Maybe the mod is not compatible with the Spell-50 mod.
If you want to install both of "Disciple Of Dispater The Fighter Kit" and "Disciple Of Baalzebul The Thief Kit" , then do not choose these two sectarist together in the party.

Copy the folder **LOHMod** and the files **Setup-LOHMod.exe** and **Setup-LOHMod.tp2** into your main SoA directory.
One or more files of this mod must be changed. This will be done by the patch from the folder **B¿G World Fixpack**.
Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [English]
What should be done with all components that are NOT YET installed?			[A]sk about each one?
Install Component	0	[New Creature Animation]?	[I]nstall
Install Component	1	[New Creatures]?	[I]nstall
Install Component	2	[Disciple Of Dispater The Fighter Kit]?	[I]nstall
Install Component	3	[Disciple Of Mammon The Thief Kit]?	[I]nstall
Install Component	4	[Disciple Of Mephistopheles The Fighter Kit]?	[I]nstall
Install Component	5	[Disciple Of Baalzebul The Thief Kit]?	[I]nstall
Install Component	6	[Disciple Of Asmodeus The Cleric Kit]?	[I]nstall
Successfully installed			Press ENTER to exit

The readme opens.

21.6 InfinityKits

~IK/SETUP-IK.TP2~

Various kits for Baldur's Gate II: Throne of Bhaal.

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

Choose your language:	0 [English]

What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 0	[Mystic Pyromaniac]?	[I]nstall
Install Component 1	[Silver Mirror]?	[I]nstall
Install Component 2	[White Raven]?	[I]nstall
Install Component 3	[Aquarius]?	[I]nstall
Install Component 4	[Stray Dog Kit]?	[I]nstall
Install Component 5	[Witch's Bastard Kit]?	[I]nstall
Install Component 6	[Wind Apprentice]?	[I]nstall
Install Component 7	[Priest of Eight Million Gods]?	[I]nstall
Successfully installed		Press ENTER to exit

21.7 Hidden Kits

~SETUP-HIDEKT.TP2~

This mod introduces a variety of Hidden Kits that are made available under certain conditions. Typically all of them are obtainable by Dual-Classing at level 12, from either a Fighter, Mage, or Cleric. The amount of XP required to achieve the Hidden Kit is considerable, but so are the advantages gained. Note that certain Basic Stats are still required to successfully Dual-Class.

Apart from a few standard advantages and disadvantages within the Kit itself, most notably present in ALL the Hidden Kits is the ability to increase your INACTIVE Class by one level every time you level up. This advantage enables to effectively gain a multi-class character on the rate of a single-class character.

The Hidden Kits mod is probably extremely incompatible with the Scales of Balance mod.

Copy the folder **Z#HideKt** and the files **Setup-HideKt.exe, Setup-HideKt.tp2** and **readmeHideK.txt** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Would you like to display the components from [Bioware NPC Hidden Kits]?		[Y]es
Install Component 0	[Hidden Kits]?	[I]nstall
Install Component 1	[Druid XP Req set to Mage XP Req for levels 14-20]?	[I]nstall
Install Component 2	[Aerie the Archmage]?	[I]nstall
Install Component 3	[Anomen the Prelate]?	[I]nstall
Install Component 4	[Imoen the Eldritch Phantom]?	[I]nstall
Install Component 5	[Jaheira the Sylvan Warden]?	[I]nstall
Install Component 6	[Jan the Eldritch Phantom]?	[I]nstall
Install Component 7	[Korgan the Shadow Blade]?	[I]nstall
Install Component 8	[Mazzy the Prelate, w/ Modified Items]?	[I]nstall
Install Component 9	[Minsc the Sylvan Justicar]?	[I]nstall
Install Component 10	[Sarevok the Spell Steel]?	[I]nstall
Install Component 11	[Valygar the Sylvan Justicar, w/ Modified Item]?	[I]nstall
Install Component 12	[Viconia the Prelate]?	[I]nstall
Install Component 13	[Yoshimo the Shadow Blade]?	[I]nstall
Successfully installed		Press ENTER to exit

21.8 Six's Kitpack

~KITPACK6/SETUP-KITPACK6.TP2~

Six's Kitpack introduces several new character kits to Baldur's Gate II. In addition, a general class rebalancing component is provided which alters proficiencies and proficiency ceilings. Each kit, and the rebalancing component, may be installed individually and independently.

Copy the folder **Kitpack6** and the file **Setup-Kitpack6.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 0	[General Class, Kit, & Class-Combination Rebalancing]?	[N]ot Install

ATTENTION: *This component must be individually installed AFTER the Refinements mod and AFTER any mod that adds kits!*

Most of Scales of Balance's class tweaks are incompatible with this first component.

Install Component 1	[Shieldbearer kit]?	[I]nstall
Install Component 2	[Sniper kit]?	[I]nstall

Install Component	3	[Bowman kit]?	[I]nstall
Install Component	4	[Archer kit changes]?	[I]nstall
Install Component	5	[Mystic Marksman kit]?	[I]nstall
Install Component	6	[Huntsman of Silvanus kit]?	[I]nstall

[General Class, Kit, & Class-Combination Rebalancing]? should be installed for this component

Install Component	7	[Spellshafter kit]?	[I]nstall
Install Component	8	[Martyr kit]?	[I]nstall
Successfully installed			Press ENTER to exit

21.9 Improved Anvil Lite v5.0

~SETUP-VAGRANT.TP2~

This is a sample taken from the Mod Improved Anvil.

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

Install Component	0	[Improved Anvil Lite for TOB - Vagrant Kit]?	[I]nstall
Install Component	1	[Improved Anvil Lite for TOB - Auramaster Kit]?	[I]nstall
Install Component	2	[Improved Anvil Lite for TOB - Riskbreaker Kit]?	[I]nstall
Install Component	3	[Improved Anvil Lite for TOB - Items]?	[I]nstall

Diese neuen Komponenten sind selten und schwer zu erreichen. Ihr könnt sie nicht so bald während des Spiels wieder finden.

Successfully installed	Press ENTER to exit

21.10 Conductor Kit v1.0

~SETUP-CONDUCTOR.TP2~

This mod introduces a new Kit for Bards to the BG2 ToB. Conductors can channel electricity and possibly even set alight all those who incur their wrath, and their mastery of Electrical and Lightning spells is unparalleled even when compared against Mages.

Copy the folder **Z#Conduc** and the files **Setup-Conductor.exe, Setup-Conductor.tp2** and **readmeConductor.txt** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component	0	[Conductor Kit (Bard)]?	[I]nstall
Install Component	1	[Haer'Dalis the Conductor]?	[I]nstall
Successfully installed			Press ENTER to exit

21.11 Harper Scout Kit v1.0

~SETUP-HARPSCOUT.TP2~

Harper scouts are members of the Harpers, a secret society dedicated to holding back evil, preserving knowledge, and maintaining the balance between civilization and the wild. Harper scouts learn many skills to help them in their duties of espionage, stealth and reporting information.

Copy the folder **HarpScout** and the files **Setup-HarpScout.exe, Setup-HarpScout.tp2, Harper Scout.jpg** and **Readme.txt** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component	0	[Harper scout kit for thief]?	[I]nstall
Install Component	1	[Harper scout kit for bard]?	[I]nstall
Install Component	2	[Additional Harpers items]?	[I]nstall
Successfully installed			Press ENTER to exit

21.12 Pirate Kit v1.1

~PIRATE/SETUP-PIRATE.TP2~

WIth this kit you can convert your character into a pirate. As any decent pirate, this one has a greedy and talkative parrot, a personal treasure chest and a few other surprises.

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

Would you like to display the readme?			[N]o
Install Component	0	[Pirate Kit v1.1]?	[I]nstall
Install Component		[Race du perroquet Coco]?	
	1	1] Ara macao (rouge)	
	2	2] Ara ararauna (vert-bleu-jaune)	[2]
Install Component		[Dons innés régionaux]?	
	3	1] Pirate des îles Nélanthères : Attaque massive : Lorsqu'il appelle des mercenaires pirates, ceux-ci arrivent avec une recrue supplémentaire.	
	4	2] Pirate de la mer intérieure (mer des étoiles déchues) : Volonté farouche : +10% de résistance magique.	
	5	3] Pirate des royaumes insulaires de Kara-Tur : Intrépide et résistant : +12PV de façon permanente.	
	6	4] Pirate de Zakhara : Maîtrise supérieure du cimeterre (6ème étoile de compétence) : Pour les pirates des sables brûlants de Zakhara, les cimeterres ordinaires (non enchantés) sont maniés avec une telle maîtrise qu'ils sont considérés comme des armes à deux mains +1, bénéficiant ainsi des mêmes avantages en terme de dégats, sans l'inconvénient de la lenteur due au poids de ces dernières.	[4]
Successfully installed			Press ENTER to exit

21.13 Lyric Bard v1.0

~SETUP-LYRIC.TP2~

The Lyric kit is a poetic bard, adept at persuasive tasks. Although less suited to casting spells than other bards, the Lyric can use his command over words to affect nearby enemies.

Copy the folder **LyricKit** and the files **lyric-readme.txt, lyricsetup.exe** and **lyricsetup.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component	0	[Lyric Bard Kit for BGII]?	[I]nstall
Successfully installed			Press ENTER to exit

21.14 Chanter KitMod

~CHANTERKIT/SETUP-CHANTERKIT.TP2~

Chanters are monk-priests who specialize in the keeping and telling of ancient lore. Imbued by divine power and primordial secrets, their chants bear powerful magical properties that can aid allies or smite enemies.

Copy the folder **ChanterKit** and the files **Setup-ChanterKit.exe** and **Readme-ChanterKit.txt** into your main SoA directory.rectory.
Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?			[N]o
Install Component	0	[Chanter Kit]?	[I]nstall
Install Component	1	[Chanter gains cleric stronghold instead of bard one]?	[N]ot Install
Successfully installed			Press ENTER to exit

21.15 Rogue Switch v1.3

~SETUP-ROGUE-SWITCH.TP2~

This mod contains two interconvertible kits: the "Bardic Switch" and the "Thief Switch". When you choose one of these Switch kits from the character generation screen, you gain innate abilities that let you switch into another kit and perform its respective abilities in that form. If you want to switch back, you will have to activate the innate ability again of that particular class.

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

Would you like to display the readme?			[N]o
Install Component	0	[Lux Bardkit, v1, August to October 2009, v1.1 Jan 2010, v1.2 Apr 2010, v1.3 Jun 2010]?	[I]nstall
Successfully installed			Press ENTER to exit

21.16 Auror Kit v4.1

~SETUP-AURORKIT.TP2~

A unique archer with an exceptional ability to control the forces of Ice and Winter. She is a stalwart protector of the weak and a vicious, cold foe of evil.

It is strongly suggested using this kit with a female character unless you have an editor (for example Shadowkeeper) or it will ruin the experience.
Gamers' comment: „It is unbalanced and too powered, for sure."

Copy the folder **A4Auror** and the file **Setup-A4Auror.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component	0	[Auror Ranger Class Kit for BGII - ToB]?	[I]nstall
Successfully installed		[Auror Ranger Class Kit for BGII - ToB]	Press ENTER to exit

21.17 The Bear Walker - a Werebear / Ranger Kit v2

~BEARWALKER/SETUP-BEARWALKER.TP2~

This kit will be available to every race with access to the ranger class. At level 1 he will gain the ability to shapeshift into werebear form.

The Kit is compatible with Divine Remix, and can therefore be installed before or after.
The mod version requires for the true werebear animation the Infinity Animation core mod to be (or get) installed.

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

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Install Component		[BEAR WALKER KIT]?	
	0	1] Standard version <RECOMMENDED> This version uses the real werebear animation but REQUIRES the [Infinity Animation core mod] to be installed.	[1]
		|||WARNING|||WARNING|||WARNING|||WARNING|||WARNING|||	
		Could not detect [Infinity Animations core mod]!	
		You may still proceed with the installation, but should ONLY do so if you are REALLY going to install [Infinity Animations core mod] later on.	
		|||WARNING|||WARNING|||WARNING|||WARNING|||WARNING|||	
		CHOOSE ONE OPTION:	
		0] Proceed with the installation and install [Infinity Animations core mod] later on.	[1]
		1] Go back to the main menue and choose another installation option.	
	1	2] Light version <NOT RECOMMENDED> This version only uses the vanilla brown bear animation but DOESN'T REQUIRE the [Infinity Animation core mod] to be installed	
Successfully installed		[BEAR WALKER KIT]	Press ENTER to exit

21.18 Holy Avengers v1.02

~SETUP-RODEUR.TP2~

Holy Avengers are the most feared and rare warriors within the paladin order. The mod also has some extra items.

Copy the folder **AvengerKit** and the files **Setup-AvengerKit.exe** and **Setup-AvengerKit.tp2** into your main SoA directory.
One or more files of this mod must be changed. This will be done by the patch from the folder **B~~/~~G World Fixpack**.
Double-click the Setup. The DOS dialogue appears:

Install Component		[Holy Avenger Paladin Kit]?	
	0	1] AvengerKit - TrashMan's Mod	[I]nstall
Install Component		[Extra Items]?	
	1	1] Extra Items	[I]nstall
Install Component		[Sundelessanar NPC changes (boost elven fighters with better stats and some of the new items)REQUIRES EXTRA ITEMS]?	
	2	1] Elven Supremacy	[I]nstall

Install Component	[Black Dragon help (a mighty paladin will help you fight the black dragon in the elven city + better paladins at Bodhi fight) REQUIRES EXTRA ITEMS]?	
3	1] Black Dragon Help	[I]nstall
Successfully installed	[Holy Avenger Paladin Kit]	Press ENTER to exit

21.19 Rôdeur de l'ombre v1.0

~SETUP-RODEUR.TP2~

Shadow Stalkers are a secret sect within the Shadow Druids. They stoop to anything to get her way. They worship in general, the dark goddess Shar and dangerous fighter.

Copy the folder **Rôdeur de l'ombre** and the files **Setup-Rôdeur.exe** and **Setup-Rôdeur.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Installation du Kit : RÙdeur de l'ombre]?	[I]nstall
Successfully installed	[Installation du Kit : RÙdeur de l'ombre]	Press ENTER to exit

21.20 Keenmarker v1

~SETUP-STORM.TP2~

Keenmarkers are unique rangers, who are specialized on bows and arrows. They use their skills to aid goodness, so behaves kind to good people, and may become even more terrible than a deadly nightmare for evil.

Copy the folders **Storm** and **portraits** and the files **Setup-Storm.exe, Setup-Storm.tp2, installation_help.txt, readme-keenmarker.doc** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Storm]?	[I]nstall
Successfully installed		Press ENTER to exit

21.21 Lion Warrior Kit

~SETUP-ZULU.TP2~

This ranger combines deadly fighting ability with unmatched wilderness survival skills and a particularly strong connection with Nature. He disdains missile weapons, but few can match his strength in melee.

Copy the folder **JL#ZULU** and the files **setup-zulu.exe** and **setup-zulu.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	["Lion Warrior" ranger kit]?	[I]nstall
Successfully installed		Press ENTER to exit

21.22 The Silver Fur of Selûne - a Werewolf / Priest Kit v1.2

~SILVERFUR/SETUP-SILVERFUR.TP2~

This kit will be available to every race with access to the priest class. At level 1 he will gain the ability to shapeshift into werebear form

The Kit is compatible with Divine Remix, and can therefore be installed before or after.

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

Choose your language:		1 [Deutsch]
Would you like to display the readme?		[N]o
Install Component 0	[SILVER FUR OF SELUNE]?	[I]nstall
Successfully installed	[SILVER FUR OF SELUNE]	Press ENTER to exit

21.23 Prêtre de Bhaal v1.1

~SETUP-P!BHAAL.TP2~

Some of the most powerful children of Bhaal managed to use their innate divine essence as chaotic evil cleric

Copy the folder **Prêtre de Bhaal** and the files **SetupP!Bhaal.exe** and **SetupP!Bhaal.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Installation du Kit : PrÍtre de Bhaal - cree par Esprit.]?	[I]nstall
Successfully installed	[Installation du Kit : PrÍtre de Bhaal - cree par Esprit.]	Press ENTER to exit

21.24 Heartwarder of Sune KitMod

~HEARTWARDERKIT/SETUP-HEARTWARDERKIT.TP2~

This is a cleric kit based on the 3E prestige class of the same name in Faiths and Pantheons. The mod includes some unique icons for the new spells and abilities.

Sune Firehair encourages beauty, passion, and love wherever they may be found. Heartwarders are aesthetes and hedonists who actively seek out pleasure and beauty in all things and who nurture the creation of beautiful objects.

Copy the folder **HeartwarderKit** and the files **Setup-HeartwarderKit.exe** and **Readme-HeartwarderKit.txt** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Heartwarder Kit]?	[I]nstall
Successfully installed		Press ENTER to exit

21.25 Druidic Sorcerer v1.9

~SETUP-DRUIDSORCERERKIT.TP2~

This kit offers a uniquely powerful magic-user player class. It combines certain abilities of the druid and the sorcerer. The Druidic Sorcerer is undeniably the most powerful class that you can play, but you will have to work for that power. This kit gives an interesting play experience while preventing it from becoming ridiculously powerful.

This kit is selectable under the Druid tab on character creation, and you must be a human or a half-elf to select it.
It is possible that the spells “Torrential Cacophony” or “Fiery Cataclysm” may crash your game.
Read carefully the readme!
Note: You can only install one sorcerer. The last installed one will overwrite the previous one.

Copy the folder **DruidicSorcererKit** and the files **Setup-DruidicSorcererKit.exe, Setup-DruidicSorcererKit.tp2** and **Druidic_Sorcerer_Kit_Description.pdf** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[DruidicSorcererKit v1.9]?	[I]nstall
Install Component 1	[Allow Sorcerer's to use Druid Items. All sorcerer's will be affected, but life's never easy is it?]?	[I]nstall
Successfully installed		Press ENTER to exit

21.26 Geomantic Sorcerer v4

~DRUIDSOR/SETUP-DRUIDSOR.TP2~

Geomancy is the art of channeling magical energy from many sources of the earth. This kit is strongly based on the Druidic Sorcerer Kit. The kit combines the sorcerer's spellcasting methods and spells with additional druidic spells and abilities and features its own unique tiered HLA progression and custom spells.
If the requirements are fulfilled the abilities are attainable through a very special item given by a genie at the start of Chateau Irenicus.

Note: You can only install one sorcerer. The last installed one will overwrite the previous one.

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

Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Install Component	0	[Geomantic Sorcerer Kit]?	[I]nstall
Install Component	1	[Portraits for Druidic Shapeshifting DO NOT INSTALL THIS IF YOU ARE GOING TO GIVE THE KIT TO A NPC]?	[N]ot Install
Successfully installed			Press ENTER to exit

21.27 The Elven Package v0.95

~SETUP-ELVEN_PACK.TP2~

This mod adds two new kit for Elves: The Bladesinger and The Elven Knight.

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

Choose your language:			0 [English]
Install Component	0	[The Elven Racial Package]?	[I]nstall
Successfully installed			Press ENTER to exit

The readme opens.

21.28 Morituri Kit v3

~MORITURI.TP2~

The Morituri is the incarnation of the warrior whose strenght based not on powerfull armour or magic potions but on unfolding his/her inner qualities through combat experience. He combines the specific skills and feats of the lethal Kensai, the enduring Barbarian, the battlerager Berserker and the lighting fast Monk.

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

Choose your language:			0 [English]
Install Component	0	[Morituri Kit version 3]?	[I]nstall
Successfully installed		[Morituri Kit version 3]	Press ENTER to exit

21.29 Retaliator Kit v1.3

~RETALIATORKIT/SETUP-RETALIATORKIT.TP2~

The retaliator is a fighter kit, and he does not get on well with others. Judge and executioner in one being, the retaliator has committed himself to the cause of those who are no longer in the position to carry out justice for themselves. The core tenet of retaliation is that the end always justifies the means.

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

Install Component	0	[Retaliator Kit]?	[I]nstall
Successfully installed		[Retaliator Kit]	Press ENTER to exit

21.30 Werewarrior v0.31

~WEREWARRIOR/SETUP-WEREWARRIOR.TP2~

A fighter who has devoted all his efforts to learning and controlling the inner beast which dwells in everyone; he can become a werewolf that gains in strength and power over time.

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

Would you like to display the readme?			[N]o
Install Component	0	["Werewarrior" fighter kit]?	[I]nstall
Install Component		[Claw proficiency type]?	
	1	1] Claws are considered fist weapons (default)	[1]

2	2] Claws are considered daggers	
Successfully installed	["Werewarrior" fighter kit]	Press ENTER to exit

21.31 Chantelame v6
~PX_CHANTELAME/PX_CHANTELAME.TP2~

The bladesinger is a warrior / mage elf with special fighting techniques.

Copy the folder **Px_Chantelame** and the files **Setup-Px_Chantelame.exe, Chantelame V5.pdf** and **Chantelame V5 english.pdf** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		1 [English]
Install Component 0	[Bladesinger version 5, by Misdrha'al Hymmet, Deratiseur and Isaya]?	[I]nstall
Successfully installed	[Bladesinger version 5, by Misdrha'al Hymmet, Deratiseur and Isaya]	Press ENTER to exit

21.32 Blackguard Fighter Kit v1.01
~X0BLACK/X0BLACK.TP2~

The Blackguard epitomizes evil and is a villain of the foulest sort. Some people call these villains "antipaladins" due to their completely evil nature.

Copy the folder **x0black** and the file **setup-x0black.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		1 [English]
Would you like to display the readme?		[N]o
Install Component 0	[Install Blackguard fighter kit]?	[I]nstall
Install Component 1	[Copy portraits]?	[I]nstall
Successfully installed	[Install Blackguard fighter kit]	Press ENTER to exit

21.33 Warsling Sniper v1.0
~WARSLINGSNIPERKIT/SETUP-WARSLINGSNIPERKIT.TP2~

The sling is a difficult weapon to master, but in the hands of a warsling sniper it becomes a precise tool of war. Experts of the weapon may come from any race.

Copy the folder **WarslingSniperKit** and the files **Setup-WarslingSniperKit.exe** and **Readme-WarslingSniperKit.txt** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Warsling Sniper Kit]?	[I]nstall
Successfully installed		Press ENTER to exit

21.34 JKits v2
~JKITS/SETUP-JKITS.TP2~

This mod adds two fighters kits to the game

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

Install Component 0	[Kenshei kit v3]?	[I]nstall
Install Component 1	[Undead Eliminator kit v2]?	[I]nstall
Successfully installed		Press ENTER to exit

21.35 Runiczny Pieśniarz Klingi (Rune Singer Blades) v. 2.0
~SETUP-RUN.TP2~

Rune Singer Blades are mystical defenders of elven race and the eternal order of Faerûn. Their ancient powers are able to prevent death and destruction, wars and natural disasters .

Copy the folder **Run** and the files **Run**, **Setup-JKits.exe, Setup-JKits.tp2** and **readme.txt** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component	0	[Runiczny Pie niarz]?	[I]nstall
Successfully installed		[Runiczny Pie niarz]	Press ENTER to exit

21.36 Arcane Archer

~ARCANEARCHER/SETUP-ARCANEARCHER.TP2~

These elven warriors use innate magic talent to supplement their deadly marksmanship. Arcane archers can create special arrows and with them achieve what ordinary fighter cannot.

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

Install Component	0	[Arcane Archer]?	[I]nstall
Successfully installed			Press ENTER to exit

21.37 Custom Kits: The Spellsword v1.4.1

~CUSTOMKITS/SETUP-CUSTOMKITS.TP2~

The spellsword is a fighter kit which features monk-like abilities together with many advantages of the fighter class. Because of the spiritual part of the kit your character now has two prime stats (Strength and Wisdom) to cope with.

The kit comes in two flavors. You can choose between the nerfed and the original version.

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

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Install Component		[Spellsword Kit]?	
	0	1] Nerfed version	
	1	2] Original version	[2]
Successfully installed			Press ENTER to exit

21.38 Armiger Kit v1.0

~SETUP-ARMIGER.TP2~

The Armiger is a specialist of defensive fighting style with improved Armour Class and abilities, which relies on counterattacks. Also he has unique HLA ability.

While other warriors rely on speed or canny parries to defend themselves, the armiger trusts in his armor. Armigers create their own protective gear and improve it over time. They can stand before dozens of opponents, confident that their armor will shield them from harm.

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

Install Component	0	[Shieldbearer kit]?	[I]nstall
Successfully installed			Press ENTER to exit

21.39 Samurai Kit v1.0

~SAMURAIKIT/SETUP-SAMURAIKIT.TP2~

Known for their matchless bravery and strict code, they are cultured warriors who strive to be courteous, brave, and unswervingly loyal to their overlord.

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

Install Component 0 [Samurai Kit]? [I]nstall
Successfully installed Press ENTER to exit

21.40 Tempest KitMod v1.0
~TEMPEST/SETUP-TEMPEST.TP2~

The Tempests are group of warriors that have an innate ability to control lightning. Through their training, they specialize in fighting with two swords, strike hard and fast, learn devastating lightning based attacks, and are deadly foes. However, their fighting style only lets them wear studded leather armour, and the containment of their powers is taxing on their bodies.

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

Install Component 0 [Tempest]? [I]nstall
Successfully installed Press ENTER to exit

21.41 Elementalist Kits vBeta1
~ACIDELEM_BETA1.TP2~

Acid Elementalist is specialized in spells and weapons inflicting acid damage.

Copy the folder **acidelem_beta1** and the files **Setup-acidelem_beta1.exe** and **acidelem_beta1.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Acid Elementalist Kit]? [I]nstall
Successfully installed Press ENTER to exit

21.42 Diablo2 Kit Pack - The Barbaian Ver 0.5
~SETUP-D2BAR.TP2~

Ceaseless warfare and the constant struggle to survive in the hostile wilderness are evident in the Barbarian's sturdy and powerful frame. Though perhaps lacking the sophistication of his civilized contemporaries, the Barbarian has an acute awareness of his surroundings. He believes that he can improve his superb battle tactics by calling upon the totemic animal spirits to infuse him with supernormal strengths and abilities.

Copy the folder **d2bar** and the files **d2bar.exe** and **d2bar.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [American English]
Install Component 0 [Diablo2 Barbarian Kit]? [I]nstall
Successfully installed Press ENTER to exit

The Read Me opens.

21.43 Diablo2 Kit Pack for BG2 - The Paladin Ver 0.5
~SETUP-D2PAL.TP2~

A battle-ready warrior for whom faith is a shield, the Paladin fights for what he believes to be right. His steadfastness gives him powers to bestow blessings to his friends and wreak cruel justice on foes. There are those who call the Paladin an overwrought zealot, but others recognize in him the strength and goodness of the Light.

Copy the folder **d2pal** and the files **SETUP-d2pal.exe** and **SETUP-d2pal.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [American English]
Install Component 0 [Diablo2 Paladin Kit]? [I]nstall
Successfully installed Press ENTER to exit

21.44 Jedi & Sith Kits v1.1

~SETUP-JEDI_SITH.TP2~

This mod will introduce two fighter kits Jedi and Sith, who are from Star Wars, into your game.
The Jedi are well known for their talent in manipulating The Force. Their Force powers can penetrate magic resistance. The Jedi are good at fighting with lightsabers, but can not fight in armors.
The Sith are much like the Jedi, except for they believe in the dark side of The Force while the Jedi believe in the light side of The Force.

Copy the folder **Jedi&Sith** and the files **Setup-Jedi&Sith.exe** and **Setup-Jedi&Sith.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Jedi & Sith Kits (ToB Required)]?	[I]nstall
Successfully installed		Press ENTER to exit

21.45 FinnJO's Subrace mini-mod for Baldur's Gate 2 v1.0

~SETUP-BGII-SUBRACE.TP2~

This mod adds subraces to Baldur's Gate II basing partially on 3rd edition AD&D rules as in Icewind Dale II and partially on 2nd edition AD&D rules. After you have created your character and started a new game or loaded an old game, after a small delay you get a dialogue window with the choices for your subrace.

You can add the subrace only to a class, not to a kit.

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

Install Component 0	[Subrace mini-mod for BGII v1.0]?	[I]nstall
Install Component 1	[GUI changes for subrace mod]?	[I]nstall
Install Component 2	[Alternate NPC subraces]?	[N]ot Install
Install Component 3	[BG1 stat bonuses]?	[N]ot Install
Successfully installed		Press ENTER to exit

Don't use the WelverinSubrace mod because of problems:
Overwrites .ids files with its own versions if it doesn't find them in the override folder. Can cause all sorts of havoc/major game breakage if installed on top of a finished BWP.
Modifies Newgame.bcs which means you'll only get your subrace in the BG2 part.

22. TWEAKS AND HLA-TABLES CHANGING MODS

The following mods are closely related to each other. Some change the HLA tables while others rely on the mods which do that. You must not alter the designated installation order under any circumstances, though you may leave out any mods which you don't intend to use.

If you want more informations about HLA modifications read the related chapter in the appendix.

22.1 One Pixel Productions v4 (2)

~1PP/1PP.TP2~

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

The current Item Revisions is mostly compatible with 1PPv4, but avoid installing 1PPv4 shield and helmet components. IR still has to be installed after 1PP core components.

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

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

Copy the folder **1PP** and the files **setup-1pp.exe** and **1pp.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?			[N]o
What should be done with all components that are NOT YET installed?			[A]sk about each one?
Install Component	101	[Core paperdolls]?	[N]ot Install

Required for most of the components that follow.
This component is mostly included in Item Revisions but the One Pixel Productions component is more up-to-date.

Install Component		[Extended palette entries]?	[I]nstall

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

	102	1] Compatibility install only	

only for Mac OS X

	103	2] Full install (recommended)	[2]
Install Component	104	[GUI additions for BGII]?	[I]nstall

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

		Do you want to include SoA style loading screens for ToB?	
		1. Yes please.	
		2. Keep loading screens unchanged.	
		PLEASE ENTER 1 OR 2	[1]
		Install updated fonts? (may cause issues with languages using different font .BAMs)	
		1. Yes please.	
		2. Keep fonts unchanged.	
		PLEASE ENTER 1 OR 2	[2]
		Use mixed case labels?	
		1. Yes please.	
		2. No thank you.	
		PLEASE ENTER 1 OR 2	[2]
Install Component	105	[Avatar fixes]?	[I]nstall

Requires component 101
Fully compatible with Item Revisions

Install Component		[Female Dwarves]?	

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

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

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

110 1] IWD HoW/TotL - Unique Thief Avatars
111 2] BGII - Unique Thief Avatars [2]
112 3] IWDII - Unique Thief Avatars
Install Component 113 [Smart Avatar & Armour Switching]? [I]nstall

This is an improved version of the BG2 Tweaks component [Change Avatar When Wearing Robes or Armor (Galactygon)]. You may not install both together.

Install Component 114 [Softer Spell Effects]? [N]ot Install

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

WARNING: This component will only work properly with 3D support enabled (alpha blending). Installing this component on BG2 in software rendering mode IS NOT A GOOD IDEA.
1. I understand and want to continue.
2. Cancel installation.
PLEASE ENTER 1 OR 2
Install IWD-style Agannazar's Scorcher or alternate style?
1. IWD style
2. BGII alternate
PLEASE ENTER 1 OR 2
Install less obtrusive dispel magic effect?
1. Yes
2. No (install improved stock effect instead)
PLEASE ENTER 1 OR 2
Install Component 200 [Core content patches]? [N]ot Install

Requires component 101
Includes also BW_Herbs_bg2 items

Do you want to include updated potion graphics?
1. Yes please.
2. Heavens no -- *Everything* but Potions!
PLEASE ENTER 1 OR 2 [2]
Install Component 201 [Consistent spell and scroll icons]? [I]nstall
Install Component 202 [Spell tweaks]? [I]nstall

***ATTENTION:** The 1PP component Spell tweaks must be individually installed AFTER the mod IWDification and after the Rogue ReBalancing component 7!*

Do you want existing 'cause wound' spells to use IWD-style icons? (healing icon in red)
1. Yes please.
2. No, keep BG2 icons for existing spells.
PLEASE ENTER 1 OR 2 [2]
WARNING: SPPR142/342 seem to be already taken by a previously installed mod. Proceeding to install may cause issues.

Move these two files temporary out of the override folder if SpellPack or Divine Remix is installed.

1. I understand and want to continue.
2. Cancel installation.
PLEASE ENTER 1 OR 2 [1]
Install Component 203 [Restored flame sword animations]? [I]nstall

Requires component 101

Install Component 204 [Colourable Quarterstaves]? [I]nstall

Requires component 101; fully compatible with Item Revisions

Install Component 205 [Legacy Shields]? [N]ot Install

Requires component 101; not compatible with the current Item Revisions

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

Requires component 101; not compatible with the current Item Revisions

Install Component 207 [Wizards' Staves (core)]? [I]nstall

Requires component 101

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

Requires component 101; not compatible with the current Item Revisions

Install Component 209 [Attachable wings (core)]? [N]ot Install

Requires component 101

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

Requires component 101

Install Component 400 [Core updates and item patches]? [I]nstall

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

WARNING: What this component installs/offers to install depends on what other components are installed (e.g. it can only make use of additional object animations if they are available). If you have not yet installed a previous component of this mod that you would like to, now is the time.
1. I understand and want to continue.
2. Cancel installation for now.
PLEASE ENTER 1 OR 2 [1]
NOTE: As 1ppv4 is rather huge, it makes sense to include some options to pick from the material. This is going to happen in a number of plain text questions (such as this one), but if you like you can skip the whole process and just go with a 'standard install' if you'd like to call it that.
1. Yes, I want to carefully decide how I want things to look and work.
2. Just install already!
PLEASE ENTER 1 OR 2 [1]

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

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

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

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

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

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

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

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

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

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

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

Install Component 401 [Improved projectile effects]? [I]nstall
Requires components 200 and 400
Install Component 300 [Fixed animations for solars and elementals]? [I]nstall
There are two choices for the appearance of weapons wielded by solars. Please pick your preference:
1. New appearance (solid object with glow)
2. As in BGII vanilla (blurry bright glow all over)
PLEASE ENTER 1 OR 2 [1]
Install Component 301 [Miscellaneous content fixes]? [I]nstall
Successfully installed Press ENTER to exit

22.2 Infinity Animations Core WeiDU beta 5 (1)

~INFINITYANIMATIONS/SETUP-INFINITYANIMATIONS.TP2~

Infinity Animations restores standard animations that mods have overwritten and solves slot and naming conflicts.

This mod consists of the core package for the actual installation and the content packages, which contain the appropriate graphics. (For most megamods all archives are needed.) For a complete installation all necessary packages must be downloaded and unpacked into the appropriate infinityanimations subfolder.

Install this mod after most other mods, particularly those that add creatures or animations, but before any final "biffing" routines.

NOTE: *This mod must be installed in two steps! The components "BG1 Character Animations for NPCs" und "BG1 Character Animations for PCs" should be installed only after Level 1 NPCs!*

Copy the folder **infinityanimations** and the file **Setup-infinityanimations.exe** into your main SoA directory.
Unpack only the following archive into the …\BGII - SoA\infinityanimations\restore folder by choosing the option "No pathnames" with 7-Zip and delete afterwards the empty subfolders:

IA Content: BG2 Restores v2
Unpack the following archives into the …\BGII - SoA\infinityanimations\content folder by choosing the option "No pathnames" with 7-Zip and delete afterwards the empty subfolders:
IA Content 001: Base content v5
IA Content 002: IWDII and unused BGII animations v4
IA Content: Fiends and Genies v6
IA Content: IWD Belhifet and Marilith v2
IA Content: IWD Svirfneblin
IA Content: Miscellaneous NWN Animations I v2
IA Content: Moinesse's Avatar Edits (IA compatible version)
IA Content: PST Abishai v2
IA Content: PST Paletted Animations v2
IA Content: Remaining IWD Animations v3
IA Content: Shadows, Harpy, and Frost Giant v2
IA Content: White Wyvern & Dragon, Lady of Pain v2
IA Content: WoRm's NWN ports & Alternate Modron v3
Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?			[N]o
What should be done with all components that are NOT YET installed?			[A]sk about each one?
Install Component	0	[Infinity Animations]?	[I]nstall

Required for all components

Install Component	25	[Humanoid Animation Fixes]?	[I]nstall
Install Component	50	[Distinctive Genies]?	[I]nstall
Install Component	100	[Distinctive Fiends]?	[I]nstall
Install Component		[Pit Fiends]?	
	150	1] All get the NWN animation	[1]
	175	2] Some get the NWN animation	
Install Component		[Cambion/Isair Animation]?	
	200	1] All cambions and male tieflings	
	210	2] All cambions	[2]
	220	3] Some cambions and male tieflings	
	230	4] Some cambions	
Install Component		[Alu-Fiend/Madae Animation]?	
	250	1] All alu-fiends and female tieflings	
	260	2] All alu-fiends	[2]
	270	3] Some alu-fiends and female tieflings	
	280	4] Some alu-fiends	
Install Component	400	[Distinctive Undead]?	[I]nstall
Install Component		[Skeleton Warriors]?	
	410	1] Barrow Wight animation	[1]
	415	2] Skeleton animation	
	420	3] SkeletonA animation	
Install Component		[Seer Animation]?	
	450	1] Some beggars and slaves	[1]
	455	2] Some beggars	
	460	3] Some slaves	
Install Component		[Svirfneblin Animations]?	
	480	1] Animations only	
	490	2] Animations and sounds	[2]
Install Component	500	[More Base Animations]?	[I]nstall
Install Component	550	[More Icewind Dale Animations]?	[I]nstall
Install Component	600	[More Icewind II Dale Animations]?	[I]nstall
Install Component	650	[More Neverwinter Nights Animations]?	[I]nstall
Install Component		[More Planescape: Torment Animations]?	
	710	1] 25% of relevant non-joinables	[1]
	720	2] 50% of relevant non-joinables	
	730	3] 75% of relevant non-joinables	
	740	4] Most relevant non-joinables	
Install Component		[Moinesse's Avatars for IA]?	
	7000	1] 25% of relevant non-joinables	[1]
	7010	2] 50% of relevant non-joinables	
	7020	3] 75% of relevant non-joinables	
	7030	4] Most relevant non-joinables	
Install Component		[BG1 Character Animations for NPCs]?	[N]ot Install

This component should be installed after Level 1 NPCs so it can pick up modded weapons and proficiencies.

Do not install this with the 1PP components 203 "Restored flame sword animations" or 204 "Colourable quarter-staves"!

	8000	1] 25% of relevant creatures	
	8010	2] 50% of relevant creatures	
	8020	3] 75% of relevant creatures	
	8030	4] Most relevant creatures	
Install Component	9000	[Fix area creature references]?	[I]nstall

The same component is also included in Aurora's Shoes and only need be installed once (in whichever of those mods you installed last)

Install Component	[BG1 Character Animations for PCs]?	[N]ot Install

This component should be installed after Level 1 NPCs so it can pick up modded weapons and proficiencies.
Do not install this with the 1PP components 203 "Restored flame sword animations" or 204 "Colourable quarter-staves"!

	9500	1] Prompt for each exported PC	
	9510	2] Prompt for problematic PCs	
	9520	3] Patch all PCs without prompting	
Install Component		[BG1 Animations for Saved Games]?	[N]ot Install

Do not install this with the 1PP components 203 "Restored flame sword animations" or 204 "Colourable quarter-staves"!

	9600	1] Prompt for each character	
	9610	2] Prompt for problematic characters	
	9620	3] Patch all characters without prompting	
Install Component		[Saved Game Animation Fixer]?	[N]ot Install
	9900	1] Correct only LOW animations	
	9910	2] Correct all animations IA has changed	
Successfully installed			Press ENTER to exit

PS: One of your packages contains a The Lady's Shadow.rar. You can delete that - it's currently unused due to size limitations.

22.3 IA Content: D2 Bear & Werebear v3.3

~BEAR_ANIMATIONS_D2/SETUP-BEAR_ANIMATIONS_D2.TP2~

A new animation for Infinity Animations

Copy the folder **Bear_Animations_D2** and the file **SETUP-Bear_Animations_D2.exe** into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

Install Component	0	[Bear & Werebear animations from D2(requires IAcore mod to be installed)]?	[I]nstall
Successfully installed		[Bear & Werebear animations from D2(requires IAcore mod to be installed)]?	Press ENTER to exit

22.4 Jastey's Solaufein Alpha 150122 (2)

~C#SOLAUFEIN/SETUP-C#SOLAUFEIN.TP2~

This modification makes Solaufein, the drow warrior from Usth Natha, a joinable NPC. Before the entrance to Adalon's cave he is captured by the drow. Now it's up to the HC to preserve Solaufein to be transformed into a drider!

NOTE: *This mod must be installed in two steps! The component "Drinnen-Animationen fuer diese Mod verwenden" must be installed after the core component of Infinity Animations (IA) including the drider animation.*
The component „Solaufein in Ust Natha das Mod-Portrait geben" may be installed only after Solaufein NPC.
If Weimer's Solaufein romance is installed , the quest "Solaufeins rescue" only starts when Weimer's Solaufein was sent away.

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

Choose your language:			0 [Deutsch]
Would you like to display the readme?			[N]o
Install Component	0	[Solaufeins Rettung: Jasteys Solaufein NPC fuer BGII]?	[N]ot Install
Install Component	1	[Solaufein in Ust Natha das Mod-Portrait geben]?	[I]nstall
Install Component	2	[Drinnen-Animationen fuer diese Mod verwenden]?	[I]nstall
Successfully installed		[Solaufeins Rettung: Jasteys Solaufein NPC fuer BGII]	Press ENTER to exit

22.5 IWDification vBeta3

~IWDIFICATION/SETUP-IWDIFICATION.TP2~

This is a mod that brings some of the elements of Icewind Dale into the Baldur's Gate series of games.

TobEx is highly recommended for players using the spell packs. Without TobEx, spell selection screens during character creation are limited to 24 spells.
The fourth-level divine spell relies on Infinity Animations, as the beetles summoned by the spell do not have animations in BG2, and will be skipped without the mod being installed. One of the summons (yeti) for the sixth-level arcane spell Monster Summoning IV will not be available without Infinity Animations, though the spell will otherwise work with the other two summon options.
Must be installed after Spellpack and Spell Revisions.

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

Would you like to display the readme?		[N]o
Install Component 10	[Icewind Dale Casting Graphics (Andyr)]?	[N]ot Install
Also available in the BG2 Tweaks mod		
Install Component 20	[Commoners Use Drab Colors]?	[N]ot Install
Also available in the BG2 Tweaks mod		
Install Component 30	[IWD Arcane Spell Pack]?	[I]nstall
This component adds about 30 arcane spells from Icewind Dale.		
Install Component 40	[IWD Divine Spell Pack]?	[I]nstall
This component adds about 35 divine spells from Icewind Dale		
Install Component 50	[IWD Bard Song]?	[N]ot Install
They also included in Bard Song Switching (Icewind Mode) for BG2 V1.5		
Install Component 60	[Two Handed Axe Item Pack]?	[I]nstall
Successfully installed		Press ENTER to exit

22.6 Jarl's BGT Adventure Pack v0.61

~JA#BGT_ADVPACK/SETUP-JA#BGT_ADVPACK.TP2~ GERMAN

This mod expands various content for the BG1-part (BG2-part, planned) of BGT. The mod follows on unfinished, incomplete positions of the original and enhances them.

This mod requires Baldur's Gate Trilogy.
This mod requires Infinity Animations components "Distinctive Undead" und "More Icewind Dale II Animations".
The BG1 Unfinished Business components #19 "Minor Dialogue Restorations" and #21 "Store, Tavern and Inn Fixes and Restorations" are required.
The TobEx function "CharmPatch" is recommended.
The "Jondalar Fix for BGT" is not needed, because an equivalent fix is included.

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

Install Component 0	[Sinvolle Fixes & Wiederherstellungen]?	[I]nstall
Install Component 1	[Jarl's BGT Adventure Pack]?	[I]nstall
This component is not compatible with the mod Northern Tales of the Sword Coast because you would have Svlast and Pilar twice.		
Install Component 2	[NSC-Portraets fuer Hauptkomponente]?	[I]nstall
Install Component 3	[Die Grotte des Schwarzen Alaric]?	[I]nstall
This component is not compatible with the BG1 NPC Project because it adds a second peaceful solution to Seniya dialog, with this you loose the whole Jaheira quest from BG1 NPC Project.		
Successfully installed		Press ENTER to exit

22.7 Aurora's Shoes and Boots v5 (1)

~AURORA/SETUP-AURORA.TP2~

Aurora not only sells all sorts of shoes, but will also chat with you about nobles and commoners alike, providing exciting information about their daily lives.

You will also meet the surly gnome Tomthal, doomed to the surface by a mysterious curse, and his cheerful sister Karaea.
This mod also includes the former mod Store Prices. With this one you can increase the selling prices and decrease the buying prices. Without these components you would get very soon much to much money in a megamod.

NOTE: *This mod must be installed in two steps! The main component should be installed before Stratagems. The former Store Prices components „Change store buying prices“ , „Change store selling prices“, „Change gem and jewelry prices“ and „Change creature gold carried“ must be installed after all item changing mods.*
This mod should be installed fairly late after patches and fixpacks and mods that add creatures or mods that overwrite rather than patch game resources.
Aurora's main component also patches BGMain.exe, therefore 1PP component Unique Thief Avatars can not be installed after Aurora and Infinitiyanimations.
Install Aurora before Level 1 NPCs.
Install Aurora because of its crossmod material after MTS Crappack or Tales of the Deep Gardens. Eventually, there will be additional material available through Crossmod, including banters with Solaufein, Kelsey, Hubelpot and others.
TobEx must be installed for the component "Change creature gold carried" because it enables the use of 99 rows for all RND.2DA files.*

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

Would you like to display the readme?			[N]o
Install Component	0	[Aurora's Shoes and Boots]?	[I]nstall
Install Component		[Small portraits for NPCs]?	
This component requires the main component			
	10	1] Merchants and minor NPCs	[1]
	20	2] Merchants only	
Install Component	40	[Shorten Gorion battle cutscene]?	[N]ot Install
This component requires BGT			
Install Component		[Shorten BG2 intros]?	[N]ot Install
	50	1] Shorten Dungeon cutscene	
	60	2] Shorten Dungeon and Waukeen's cutscenes	
	70	3] Shorten Dungeon, Waukeen's and Spellhold cutscenes	
This component requires BGT			
Installation of the following components is urgently recommended. These components will affect ALL previous installed mods.			
Install Component		[Change store buying prices]?	[N]ot Install
	100	1] Reduce to 25%	
	105	2] Reduce to 50%	
	110	3] Reduce to 67% (recommended)	
	115	4] Reduce to 75%	
	120	5] Reduce to 90%	
	125	6] Increase by 125%	
	130	7] Increase by 150%	
	135	8] Increase by 200%	
	140	9] Increase by 300%	
Install Component		[Change store selling prices]?	[N]ot Install
	150	1] Reduce to 50%	
	155	2] Reduce to 75%	
	160	3] Reduce to 90%	
	165	4] Increase by 110%	
	170	5] Increase by 125%	
	175	6] Increase by 150% (recommended)	
	180	7] Increase by 200%	
	185	8] Increase by 300%	
	190	9] Increase by 500%	
Install Component		[Change gem and jewelry prices]?	[N]ot Install
	200	1] Reduce to 10%	
	205	2] Reduce to 25%	
	210	3] Reduce to 50%	
	215	4] Reduce to 67% (recommended)	
	220	5] Reduce to 75%	
	225	6] Reduce to 90%	
	230	7] Increase by 125%	
	235	8] Increase by 150%	

	240	9] Increase by 200%	
Install Component		[Change quest gold rewards]?	[N]ot Install
	241	1] Reduce to 10%	
	243	2] Reduce to 17%	
	245	3] Reduce to 25	
	247	4] Reduce to 50%	
	249	5] Reduce to 75%	
	253	6] Reduce to 95%	
	257	7] Fixes only	
Install Component		[Realistic random treasures]?	[N]ot Install
	400	1] Remove duplicate random treasures	
	410	2] Only intelligent creatures get random scrolls	
	420	3] Both 1 and 2 (no treasures lost)	
	430	4] Both 1 and 2 (25% of treasures lost)	
	440	5] Both 1 and 2 (50% of treasures lost)	
	450	6] Both 1 and 2 (75% of treasures lost)	
	460	7] All random treasures removed	
Install Component		[Change creature gold carried]?	[N]ot Install
	465	1] Reduce to 10%	
	467	2] Reduce to 25%	
	470	3] Reduce to 50% (recommended)	
	473	4] Reduce to 67%	
	475	5] Reduce to 75%	
	477	6] Reduce to 90%	
	480	7] Increase by 125%	
	485	8] Increase by 150%	
	490	9] Increase by 125%	
Install Component	500	[PnP Helmed and Battle Horrors]?	[N]ot Install
Install Component	520	[Realistic Kobold Commandos]?	[N]ot Install

This component requires that BGT is installed

Install Component	9000	[Fix area creature references]?	[N]ot Install

The same component is also included in Infinity Animations and only need be installed once (in whichever of those mods you installed last)

Successfully installed			Press ENTER to exit

22.8 Haiass el lobo v2.3

~HAIASS/SETUP-HAIASS.TP2~

This mod includes Haiass, your loyal companion wolf.

Tactics must be installed before Haiass. SandrahNPC and RTF should be installed after Haiass.

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

Choose your language:			0 [English]
Install Component	0	[Haiass, the wolf]?	[I]nstall
Install Component		[Haiass can be resurrected]?	
	10	1] Moderate penalty (Constitution -4 temporarily)	[1]
	15	2] Tougher penalty (Constitution -4 and level drain temporarily)	
Successfully installed		[Haiass, the wolf]	Press ENTER to exit

The readme opens.

22.9 Sandrah NPC v106b

~SETUP-SANDRAHNPC.TP2~

Sandrah is a young priestess of Mystra (fighter/cleric) from Waterdeep, who wants to make herself an own name and also to discover the hidden part of her family history. This plot runs paralell to the discovery of the origin of the main character. Sandrah is a specialized healer, on the battlefield but also for those companions that suffer in heart and soul.
Her main quest runs throughout the complete trilogy and finds its end at the Throne of Bhaal. Beside that there are nearly 50 other quests, adventures and areas you may discover with her, some of them are dependent on other NPCs as well.

Sandrah is a PURE BGT CHARACTER and works not with TUTU or any other installation.
Sandrah ist ein REINER BGT-CHARAKTER und funktioniert nicht mit TUTU oder einer einfachen SvA-Installation.

Sandrah NPC requires a full installation of BGT with all the "big mods" installed:

BG1:	***BG2:***
Dark Side of the Sword Coast	*The Darkest Day*
Northern Tales of the Sword Coast	*Check the Bodies*
The Drizzt Saga	*The Region of Terror*
Grey Clan Episode 1	
BG1NPC (mit allen Quests und Romanzen)	

Any version of Ascension is required if you want to finish the Sandrah's mod and continue into the sequel RtF.

The following mods are not required, but without them you will miss significant contents of Sandrah NPC:

BG1:	***BG2:***
Dark Horizons	*Planar Sphere*
Secret of Bone Hill	*Fishing for Trouble*
The Vault	*Kivan and Deheriana Companions*
BG1 Mini Quests and Encounters	*Yasraena*
The Lure of the Sirine's Call	*Saerileth*
The Stone of Askavar	*Chloe*
Ascalons Breagar	
Ascalons Questpack	
Finch	

There is also more or less interesting crossmod content with the following mods:

BG1:	*Auren*	*Kido*	*Sir Ajantis*
Gavin BG1	*Beyond the Law*	*Kim*	*Skie*
Indira	*Coran BG2*	*Kindrek*	*Solaufein*
Isra BG1	*Dace Linton*	*Kitanya*	*Summon Bhaalspawn*
Mur'Neth	*Ellistraee*	*Longer Road*	*Tales of Anegh*
Valerie	*Fade*	*Luxley Family*	*Tashia*
White	*Faren*	*Nathaniel*	*The Undying*
	Gavin BG2	*Nephele*	*Thief Stronghold*
	Haldamir	*Nikita*	*Tiax SoA Friendship*
BG2:	*Hanna*	*Ninde*	*Tortured Souls*
Aeon	*Isra BG2*	*Romantic Encounters*	*Tsujatha*
Alora	*Iylos*	*Sarah*	*Tyris Flare*
Amber	*Kari*	*Sarevok*	*Vampire Tales*
Angelo	*Kelsey*	*Shadows Over Soubar*	*Varshoon*
Arath	*Keto*	*Sheena*	*Xulaye*
Ariena	*Kiara-Zaiya*	*Silverstar*	*Yikari*

The more mods you have installed before Sandrah, the more content you will get out of the new mod. If you plan to play an evil character, do not install the mod because the idea of an evil Bhaalspawn with growing powers will make Sandrah (and her goddess) your enemy sooner or later but the largest part of the mod will never evolve.

Install Sandrah quite at the end after Aurora. The BP mod v180 or later is recommended.
SandrahNPC and RTF should be installed after Haiass the Wolf because the mod adds improvements and additional contents to Haiass.
Sandrah both parts are not compatible with the "Teleport" mod. Sandrah contains a own similar capability for SoA, ToB and RtF.
Do not use any AI script for Sandrah or other joinable NPCs from the mod.
All setup options must be installed, the different components are just for faster recovery in an error case.

Copy the folder **SandrahNPC** and the files **SandrahNPC-setup.exe** and **SandrahNPC-setup.tp2** into your main SoA directory.
To be able to install Sandrah, you must copy the file **worldmap.wmp** IMMEDIATELY BEFORE INSTALLATION OF THE MOD from the folder **BG World Fixpack** into the override folder.

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

Double-click the Setup. The DOS dialogue appears:

What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 0	[SandrahNPC Check for required Installation]?	[I]nstall
	You can play CtB Chores or have a smooth transition from BG1 to SoA.	Choose one
	[1] Play Candlekeep Chores	[1]
	[2] Smooth Transition	
	Install Consistent Imoen	
	Choose one:	
	[1] Imoen appears as a mage throughout the game, she will have additional contents and three major quests with Sandrah in BG1. She will appear again in Return to Faerun. Original content and Imoen related mods are not affected by this change.	[1]
	[2] No change for Imoen, she will be incompatible with this mod.	
	Install Minsc and the Orc Queen	
	Choose one	
	[1] Install, Minsc will find his destiny during SoA and will not be available for ToB. He will appear again in Return to Faerun. Original content and Minsc related mods are not affected by this change.	[1]
	[2] Not install, Minsc will be incompatible with the Sandrah mod and Return to Faerun.	
Install Component 1	[Sandrah Worldmap Entries]?	[I]nstall
Install Component 2	[SandrahNPC for BGT Core]?	[I]nstall
Install Component 3	[Mods Compatibility]?	[I]nstall
Install Component 4	[Sandrah Kit]?	[I]nstall
Install Component 5	[SandrahNPC Creatures and Items]?	[I]nstall
Install Component 6	[Sandrah Shops]?	[I]nstall
Install Component 7	[Sandrah Movies and Sounds]?	[I]nstall
Install Component 8	[SandrahNPC for BGT Compiles]?	[I]nstall
Install Component 9	[Pelligram, Sandrah's Animal Companion]?	[I]nstall
Install Component 10	[Worldmap Update for SandrahNPC for BGT]?	[I]nstall
Install Component 11	[SandrahNPC Extensions]?	[I]nstall
Install Component 12	[Mod Interactions]?	[I]nstall
Install Component 13	[Shauhana for Shadow of Amn BGT]?	[I]nstall
Install Component 14	[Sandrah ToB (BGT)]?	[I]nstall
Install Component 15	[Sandrah Return To Faerun Transition]?	[I]nstall

22.10 Sandrah - Return to Faerûn v106b

~SETUP-SANDRAHRTF.TP2~

Sandrah RTF (Return to Faerûn) is an epic sequel to the trilogy which starts after ToB and takes place in areas from all three parts of the original game. In addition to the original playground, it adds about 100 new areas to the original game. You can recruit old friends but also a new generation of characters to your party. RtF starts seamlessly after your final decision at the Throne of Bhaal (provided you choose right).

This mod requires Sandrah NPC, of course. Due to its size because of the large number of new areas this mod consists of 2 packages. All setup options must be installed, the different components are just for faster recovery in an error case.
Sandrah RTF is not compatible with the BGT Tweak Pack - "Import more NPCs into Shadow of Amn" components.
Sandrah RTF is not compatible with the "Game over only on Party Dead" mod. The common survival of Sandrah and the main character is crucial for their mission. If one dies the other dies, too. The party dead mod would probably prevent this from happening for the PC, so if Sandrah dies you will be stuck in the game with no way to finish it.

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

Install Component 0	[SandrahRTF Check for required Installation]?	[I]nstall
Install Component 1	[RTF Movies and Sounds]?	[I]nstall
Install Component 2	[Sandrah Return To Faerun Areas]?	[I]nstall
Install Component 3	[Sandrah Return To Faerun Area Modifications]?	[I]nstall
Install Component 4	[Sandrah Return To Faerun Creatures]?	[I]nstall
Install Component 5	[Sandrah Return To Faerun Items and Stores]?	[I]nstall
Install Component 6	[Sandrah Return To Faerun Compiles]?	[I]nstall
Install Component 7	[Sandrah RtF Cross Mod Contents]?	[I]nstall

22.11 Vecna v23

~VECNA/SETUP-VECNA.TP2~

This mod is the first HIGH LEVEL adventure, propelling the party into a deadly war between gods and creatures that gods fear. With over 50 new areas to explore, many new monsters, spells and new animations to experience there should be many hours of playtime. Some parts of the mod are still under development but the primary storyline is finished, fixed and will remain unchanged. The difficulty level of this mod is quite extreme, a real challenge, but the rewards are suitably generous. Recommend is a party of 14th+ Lv players commanded by a suitably experienced player. To start the mod: There is a cowled figure in the council of six building that requires you attention.

Vecna should be installed AFTER other weiDU mods. Vecna uses Infinity Animations code.

Copy the folder **vecna** and the file **Setup-vecna.exe** into your main SoA directory.
There is an revised English text - ***Text Overhaul v23.1.0***. Copy the folder **Language** and the file **Text Overhaul v1.0 - ReadMe** into the Vecna folder.

Double-click the Setup. The DOS dialogue appears:

Install Component	0	[Vecna Artifacts]?	[I]nstall
Install Component	1	[Modification of NPCs and strongholds quests]?	[N]ot Install

The functions of this component are already included in the Teleport Spell mod.

Install Component	2	[G3 Lv50 and Grand Mastery Patch]?	[N]ot Install

Not suggested for a big world setup since not fully tested.

Successfully installed		Press ENTER to exit

22.12 Pack Mule v1.4a

~W_PACKMULE/SETUP-W_PACKMULE.TP2~

This mod adds a pack mule to the game. It will follow your party around and carry your equipment for you. You can buy the mule from a guy named Stedd, who can be found near the northeast exit of Waukeen's Promenade or in the courtyard of the Friendly Arm Inn.

This mod requires Infinity Animations (core) to function. Install this mod after any mods that add outdoor or dungeon areas to the game.

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

Choose your language:			1 [English]
Install Component	0	[Pack Mule]?	
		1] Standard saddlebags]	[1]
		2] Bottomless saddlebags]	
Successfully installed		[Pack Mule]	Press ENTER to exit

22.13 Afaaq, the Djinni Companion

~DJINNICOMPANION/SETUP-DJINNICOMPANION.TP2~

This mod adds Afaaq, the djinni who will be your faithful companion in the course of your adventures throughout SoA and ToB.

The mod changes a number of original game resources. To ensure the highest compatibility with existing mods, it should be installed as late as possible. The following mods have to be installed BEFORE this mod, if you want to use them:

Westley Weimer's "Ascension"
DavidW's "Wheels of Prophecy"
SimDing0's Quest Pack and its subcomponent "Revised Hell Trials"
Infinity Animations and its subcomponent "Distinctive Genies"

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

Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?			[N]o
Would you like to display the components from [Tweaks]?			[Y]es
Install Component		[Afaaq, the Djinni Companion]?	
	0	1] Full Version (includes quests, banters and more)	[1]
	1	2] Light Version (the djinni only)	
Install Component		[Install Banter Accelerator for the djinni? (Default: 60 Minutes)]?	[N]ot Install
	101	1] 15 Minutes	
	102	2] 30 Minutes	
	103	3] 45 Minutes	
	104	4] 90 Minutes	
	105	5] 120 Minutes	
Install Component	200	[Remove Afaaq's banter soundtrack?]?	[N]ot Install
Install Component	300	[Alternate djinni portrait by Ulb]?	[N]ot Install
Install Component	900	[Add Infinity Animation creatures?]?	[I]nstall
Successfully installed		[Afaaq, the Djinni Companionf]	Press ENTER to exit

22.14 Ashes of Embers v27 (1)

~SETUP-ASHESOFEMBERS.TP2~

This mod enhances the abilities of clerics and mages. New spells, new kits (6 clerics, 1 fighters), new weapons and abilities.

NOTE: *Together with DR this mod must be installed in two steps! At least one "Sensitive weapon restrictions"-component must be installed before DR. The component "Sensitive weapon restrictions for MODS" must be installed after RR.*

Copy the folder **AshesofEmbers** and the files **setup-ashesofembers.exe, setup-ashesofembers.tp2** and **setup-ashesofembers.bat** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [English]
Install Component	0	[Sensible weapon restrictions for mods]?	[N]ot Install

This component is similar to the component " Weapons for all" from Victor's Improvements Pack v1.9, however, this component here is more elaborated.
The improved version of this component is included in the B!Tweaks mod.

Install Component	1	[Nerfed Spells (Iron/Stoneskin)]?	[N]ot Install
Install Component	2	[Unique weapons (bolas and katars]?	[N]ot Install
Install Component	3	[Throwing Spears]?	[N]ot Install

Not together with the Item Revisions main component, because it completely overwrites existing IR item descriptions.

Install Component	4	[Wizard Slayer kit MR bonus (8% + 4%/level)]?	[N]ot Install

Don't use this component together with the Wizard Slayer Rebalancing mod.

Install Component	5	[Priest of Oron Kit]?	[I]nstall
Install Component	6	[Priest of Lahan-Riyashal Kit]?	[I]nstall
Install Component	7	[Priest of Thieron Kit]?	[I]nstall
Install Component	8	[Priest of Cathoun Kit]?	[I]nstall
Install Component	9	[Priest of Yathar Kit]?	[I]nstall
Install Component	10	[Priest of Uulix Kit]?	[I]nstall
Install Component	11	[Pit Fighter Kit]?	[I]nstall
Install Component	12	[New Armour (Scale, Banded, and Field Plate)]?	[N]ot Install
SKIPPING	13	[Sensible weapon restrictions for BG1Tutu]?	

This component is possible only with Tutu

Install Component	14	[Sensible weapon restrictions for SoA (non-mod weapons)]?	[I]nstall

Not together with the Item Revisions main component, because it completely overwrites existing IR item descriptions.

Install Component	15	[Sensible weapon restrictions for ToB (non-mod weapons)]?	[I]nstall

Not together with the Item Revisions main component, because it completely overwrites existing IR item descriptions.

Install Component	16	[SoA Anomen's new proficiencies (Long Sword, Spear, Xbow)]?	[N]ot Install

Requires the component Sensible weapon restrictions for SoA (non-mod weapons)
Not together with the B!Tweaks component Anomen gets sensible proficiencies in SoA (Ghreyfain - CTDproof), because so the game will still crash. Better use b!tweaks to select Anomen's weapon profs and not install that component of AoE.

Install Component	17	[ToB Anomen's new proficiencies (Long Sword, Spear, Xbow)]?	[N]ot Install

Requires the component Sensible weapon restrictions for ToB (non-mod weapons)
Not together with the B!Tweaks component Anomen gets sensible proficiencies in ToB (Ghreyfain - CTDproof), be-

cause so the game will still crash. Better use b!tweaks to select Anomen's weapon profs and not install that component of AoE.

Install Component 18 [SoA Viconia's new proficiencies (Crossbow, Flail, Single-weapon Style, Scimitar, and Short Sword)]? [N]ot Install

Requires the component Sensible weapon restrictions for SoA (non-mod weapons)

Install Component 19 [ToB Viconia's new proficiencies (Crossbow, Flail, Single-weapon Style, Scimitar, and Short Sword)]? [N]ot Install

Requires the component Sensible weapon restrictions for ToB (non-mod weapons)

Install Component 20 [SoA Keldorn's new proficiencies (Crossbow becomes Spear)]? [N]ot Install

Requires the component Sensible weapon restrictions for SoA (non-mod weapons)

Install Component 21 [ToB Keldorn's new proficiencies (Crossbow becomes Spear)] [N]ot Install

Requires the component Sensible weapon restrictions for ToB (non-mod weapons)

Successfully installed Press ENTER to exit

The readme opens.

Press close in the “Ashes of Embers Setup” window.

22.15 Oversight v14 (2)

~SETUP-OVERSIGHT.TP2~

This mod enhances the Monk High Level Abilities, improves the classification of NPCs, adds a tougher Sendai and more.

NOTE: *This mod must be installed in two steps! The component Tougher Sendai overwrites files instead of patching them. If you want to insert it, you must install it before BG2 Fixpack, all the others much later after the installation of Big Picture!*

This mod must be installed before Divine Remix.

You have already copied the folder **Oversight** and the files **Setup-Oversight.exe** and **Setup-Oversight.tp2** into your ... \BGII - SoA\ directory quite at the beginning.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]

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

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

Install Component 0 [Tougher Sendai (ToB Required)]? [N]ot Install

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

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

Install Component 1 [Alignment Correction]? [N]ot Install

This component is included in enlarged form already in BG2 Fixpack

Install Component 2 [Class Tweaks/Fixes]? [I]nstall

Install Component 3 [Altered Spells]? [I]nstall

Install Component 4 [Improved Continuity]? [N]ot Install

This component is included except for Saemon Havarian part already in BG2 Fixpack

Install Component 5 [Cleric Kits]? [N]ot Install

This component may not work correctly with Multiple Strongholds (either variant).

Install Component 6 [Monk High Level Abilities]? [I]nstall

Install Component 7 [Holy Liberator]? [I]nstall

Install Component 8 [Expanded Brynnlaw]? [I]nstall

Install Component 9 [Equalizer Longbow]? [N]ot Install

Successfully installed Press ENTER to exit

The readme opens.

With this mod you can add 1 paladin kit to the game. The **B&G World Installpack** *will handle this correctly for you.*

22.16 La'Viconia v5.0

~LAVICONIA/SETUP-LAVICONIA.TP2~

This mod changes Viconia's class from a cleric to a cleric/assassin. Viconia will also receive a Symbol of Shar after reaching a specific level as a cleric and she also gains a new special ability, "Embrace of Shar."

This mod should be installed after other mods that add new priest spells. Divine Remix's main component, however,

should be installed after this mod.
Divine Remix's "Add Nightcloak of Shar Kit to Viconia" component in conjunction with this mod will conflict.

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

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Install Component		[La'Viconia Tweak]?	
	0	1] Dual-class (Lava's original option enhanced by Miloch)	[1]
	10	2] Multi-class (Miloch's option)	
Install Component	50	[Portrait that matches Viconia's thief animation (recolored hood)]?	[N]ot Install
Successfully installed		[La'Viconia Tweak]	Press ENTER to exit

22.17 Divine Remix v8 beta

~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~

(former: Cleric Remix)
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.
Divine Remix also changes the default Cleric kits from vanilla BGII (Priests of Lathander, Helm and Talos) to the much more complex Morninglord of Lathander, Watcher of Helm and Stormlord of Talos. These are not additional kits but replacements for the originals.

At the moment DR v8 is very buggy. You may want to use DR v7 instead.

This mod must be installed after Oversight, because it corrects some errors from Oversight. The tables of this mod contradict with the cleric and druid HLA tables of Refinements. Hence, both cannot be used together!
Drivine Remix should be installed after SpellPack because otherwise some of the new divine spells will either be exempt from spell sphere restrictions or will not be available for clerics or paladins (depending on install order). Changes to existing spells should work fine.
Divine Remix has to be installed after any mods that add Cleric/Paladin/Druid/Ranger Kits (or else they'll have empty spell books).

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

Would you like to display the readme?			[N]o
Would you like to display the components from [Kit Removers]?			[N]o
Would you like to display the components from [Ranger Remix Components]?			[Y]es
Would you like to display the components from [Druid Remix Components]?			[Y]es
Would you like to display the components from [Cleric Remix Components]?			[Y]es
Install Component		[Install new spells)]?	
	10	1] Overwrite spells from other mods	
	11	2] Only add spells if not present from other mods	[2]
Install Component		[Remove Cleric Kits]?	[N]ot Install
	50	1] Remove Only Mod Kits	
	51	2] Remove All Kits	
Install Component		[Remove Druid Kits]?	[N]ot Install
	52	1] Remove Only Mod Kits	
	53	2] Remove All Kits	
Install Component		[Remove Paladin Kits]?	[N]ot Install
	54	1] Remove Only Mod Kits	
	55	2] Remove All Kits	
Install Component		[Remove Ranger Kits]?	[N]ot Install
	56	1] Remove Only Mod Kits	
	57	2] Remove All Kits	
Install Component	100	[Cleric Remix]?	[I]nstall
Install Component	103	[Install Silverstar of Selune Cleric Kit]?	[I]nstall
Install Component	106	[Install Nightcloak of Shar Cleric Kit]?	[I]nstall
Install Component	107	[Install Holy Strategist of the Red Knight Cleric Kit]?	[I]nstall

Install Component	109	[Install Battleguard of Tempus Cleric Kit]?	[I]nstall
Install Component	112	[Install Painbearer of Ilmater Cleric Kit]?	[I]nstall
Install Component	115	[Install Firewalker of Kossuth Cleric Kit]?	[I]nstall
Install Component	118	[Install Authlim of Iyachtu Xvim Cleric Kit]?	[I]nstall
Install Component	121	[Install Lorekeeper of Oghma Cleric Kit]?	[I]nstall
Install Component	124	[Install Heartwarder of Sune Cleric Kit]?	[I]nstall
Install Component	127	[Install Feywarden of Corellon Cleric Kit]?	[I]nstall
Install Component	130	[Install Strifeleander of Cyric Cleric Kit]?	[I]nstall
Install Component	200	[Druid Remix]?	[I]nstall
Install Component	203	[Install Oozemaster Druid Kit]?	[I]nstall
Install Component	403	[Install Bowslinger Ranger Kit]?	[I]nstall
Install Component	406	[Install Feralan Ranger Kit]?	[I]nstall

This component is identical with the component of the same name from Unfinished Business

Install Component	409	[Install Forest Runner Ranger Kit]?	[I]nstall
Install Component	412	[Install Justifier Ranger Kit]?	[I]nstall

This component is identical with the component of the same name from Unfinished Business

Install Component	415	[Install Wilderness Runner Ranger Kit]?	[I]nstall
SKIPPING	600	[Install Battleguard of Tempus Kit for Branwen]	

This component can be chosen only, if "Battleguard of Tempus kit" was installed before!

Install Component	605	[Change Jaheira to Neutral Good]?	[N]ot Install

This component is also included in the BG2 Tweak Pack

SKIPPING	610	[Install Nightcloak of Shar Kit to Viconia]	

This component can be chosen only if "Nightcloak of Shar" was installed before!
This component will conflict with the La'Viconia mod.

Install Component	1000	[Implement sphere system]?	[N]ot Install

Do not install the „Implement sphere system" component at time or you will ruin your whole installation!

Successfully installed	Press ENTER to exit

The readme opens.

This mod will replace the 3 Bioware cleric kits with its own kits. Additionally you can add another 16 kits to the game: 10 clerics, 1 druid and 5 rangers. Not all of them are available for every race.

22.18 The Sorcerer's Place Collection v10 (2)

~SETUP-SPSTUFF.TP2~

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

You have already copied the folder **spstuff** and the files **setup-spstuff.exe** and **setup-spstuff.tp2** into your ... \BGII - SoA\ directory with the BG2 item mods.
Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
What should be done with all components that are NOT YET installed?			[A]sk about each one?
Install Component	0	[Sylvan Mystic Kit, by Polar Bear]?	[I]nstall
Install Component	1	[Blade Master Kit, by Drizzt1180]?	[I]nstall
Install Component	2	[Death Knight Kit, by Drizzt1180]?	[I]nstall
Install Component	3	[Wushi Ninja Kit, by Drizzt1180]?	[I]nstall
Install Component	4	[Creslyn's BG2 Item Pack]?	[N]ot Install

This is the same component as from Sorcerer's Place Item Collection, here however in revised form, so that they do not overwrite no more the original items.

Install Component	5	[Archer of Sylvanus, by Drizzt1180]?	[N]ot Install

The Archer of Sylvanus kit is incompatible with Refinements.

Install Component	6	[Arcane Fist, by Drizzt1180]?	[I]nstall
Successfully installed			Press ENTER to exit

With this mod you can add 6 kits to the game: 1 fighter, 1 ranger, 1paladin, 1 druid, 1 tief and 1 bard. It is recommended that the kits be installed after other item and kit mods. The **B¿G World Installpack** *will handle this correctly for you.*
The kits should be installed after the Divine Remix mod.
It is unlikely but possible that the Sylvan Mystic kit, Archer of Sylvanus kit and Arcane Fist kit may cause some compatibility problems with mods that alter the „Specialty Priest Of Talos" cleric kit, „Undead Hunter" paladin kit and „Spe-

cialty Priest Of Lathander“ cleric kit due to some usability hacks that were implemented for the item restrictions. It is recommended that the kits be installed after other item and kit mods but before tweak mods.

22.19 Paladins of Faerûn Kitpack v5

~POFKITS/SETUP-POFKITS.TP2~

This mod is a collection of 18 new kits, each of them can be installed separately.

This mod requires the Divine Remix mod because it supports the sphere assignment system.

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

Choose your language:		0 [English]
What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 0	[Remove vanilla kits (from G3 Kit Remover)]?	[N]ot Install
Install Component 1	[Install Mercenary kit (fighter)]?	[I]nstall
Install Component 2	[Install Streetfighter kit (fighter)]?	[I]nstall
Install Component 3	[Install Knight kit (fighter)]?	[I]nstall
Install Component 4	[Install Militarist kit (paladin)]?	[I]nstall
Install Component 5	[Install Votary kit (paladin)]?	[I]nstall
Install Component 6	[Install Medician kit (paladin)]?	[I]nstall
Install Component 7	[Install Scout kit (ranger)]?	[I]nstall
Install Component 8	[Install Seeker kit (ranger)]?	[I]nstall
Install Component 9	[Install Tempest kit (ranger)]?	[I]nstall
Install Component 10	[Install Expert kit (thief)]?	[I]nstall
Install Component 11	[Install Arcane trickster kit (thief)]?	[I]nstall
Install Component 12	[Install Thug kit (thief)]?	[I]nstall
Install Component 13	[Install Spellsinger kit (bard)]?	[I]nstall
Install Component 14	[Install Beguiler kit (bard)]?	[I]nstall
Install Component 15	[Install Dervish kit (bard)]?	[I]nstall
Install Component 16	[Install Weather enchanter kit (druid)]?	[I]nstall
Install Component 17	[Install Hivemaster kit (druid)]?	[I]nstall
Install Component 18	[Install Blighter kit (druid)]?	[I]nstall
Install Component 19	[Assign to Cernd Weather Enchanter kit (works)]?	[N]ot Install
Install Component	[Assign to Keldorn different kit:]?	[N]ot Install
20	1] Votary kit (works)	
21	2] Militarist Kit	
Install Component 22	[Assign to Anomen Knight kit]?	[N]ot Install
Install Component 23	[Assign to Mazzy Knight kit]?	[N]ot Install
Install Component 24	[Assign to Haer'dalis Dervish kit]?	[N]ot Install
Install Component	[Assign to Valygar different kit:]?	[N]ot Install
25	1] Scout Kit	
26	2] Tempest Kit	
Successfully installed		Press ENTER to exit

With this mod you can add 18 kits to the game: 3 fighters, 3 rangers, 3 paladins, 3 druids, 3 tieves and 3 bardes. It is recommended that the kits be installed after other item and kit mods. The **BG World Installpack** *will handle this correctly for you.*

22.20 Druid Kit Enhancements v1.0

~PHORD_DRUIDKITS/SETUP-PHORD_DRUIDKITS.TP2~

This mod enhances and improves the druids' abilities

Requires Dispel Magic fix, whether ToBEx's or Taimon's

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

Would you like to display the readme?		[N]o
Install Component 0	[Druid Kit Revisions]?	[I]nstall
Install Component 1	[Make Cernd Totemic]?	[I]nstall

The components 14 Cernd: Totemic Druid-Kit from Jarl's BGT Tweak Pack and Cernd from NPC Tweak also change Cernd.

Successfully installed	[Druid Kit Revisions]	Press ENTER to exit

22.21 Animal Companions v0.5

~ANIMALCOMPANIONS/SETUP-ANIMALCOMPANIONS.TP2~

With this mod, all ranger and druid main characters can choose one of nine animal companion that will follow you around on your adventures and even increase in power as you do.

The optional component to allow animal companions to be resurrected by the Rod of Resurrection, will override any changes other mods might previously have made to the Rod of Resurrection.

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

Choose your language:			1 [Deutsch]
Would you like to display the readme?			[N]o
Install Component	0	[Animal Companions For All Rangers (Optional: Druids)]?	[I]nstall
		ALLOW DRUIDS TO GET ANIMAL COMPANIONS TOO?	
		PLEASE CHOOSE ONE OPTION:	
		[0] NO, don't allow druids to get animal companions.	[0]
		[1] YES, allow druids to get animal companions too.	
		PLEASE ENTER A NAME FOR YOUR ANIMAL COMPANION:	Your Name
		YOU ENTERED: <<< "Your Name" >>>	
		IS "Your Name" CORRECT?	
		PRESS [1] to proceed the installation with Your Name.	[1]
		PRESS any other button to enter a new name.	
Successfully installed		[Animal Companions For All Rangers (Optional: Druids)]	Press ENTER to exit

22.22 Song and Silence v6

~SONG_AND_SILENCE/SETUP-SONG_AND_SILENCE.TP2~

This mod enhances the thieves and bards, adds some new kits and items for both classes and some general fixes.

This mod should be installed before Rogue ReBalancing, because it copies a few 2DA's instead of patching them. This could potentially cause compatibility issues if Song and Silence is installed after a mod which also alters these files (such as Rogue ReBalancing). These issues should not create any significant problems if Song and Silence is installed before any other mods which also make changes to the thief and bard kits.
Rogue ReBalancing and Refinements likewise change the rogues (bard and thieves). You get the support of that mod of the both which was installed as last.
The use together with Rogue Rebalancing is expressly recommended!
The mod is fully compatible with the changes made in the Ashes of Embers "Universal Weapons" component, provided Song and Silence is installed after it.

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

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
What should be done with all components that are NOT YET installed?			[A]sk about each one?
Install Component	0	[Changes to trueclass bards and thieves, and unmodded game kits (required for other components)]?	[I]nstall
Install Component	1	[Add new bardic store and thief items]?	[I]nstall
Install Component	2	[Install Acrobat bard kit]?	[I]nstall
Install Component	3	[Install Chorister bard kit]?	[I]nstall
Install Component	4	[Install Dirgesinger bard kit]?	[I]nstall
Install Component	5	[Install Gypsy bard kit]?	[I]nstall
Install Component	6	[Install Adventurer thief kit]?	[I]nstall
Install Component	7	[Install Burglar thief kit]?	[I]nstall
Install Component	8	[Install Soulknife thief kit]?	[I]nstall
Install Component	9	[Install Sharpshooter thief kit]?	[I]nstall

Install Component	10	[Install Shadowdancer thief kit]?	[I]nstall
Successfully installed			Press ENTER to exit

The readme opens.

With this mod you can add 9 kits to the game: 4 bards and 5 thieves. The **BiG World Installpack** *will handle this correctly for you.*

22.23 Sword and Fist v7

~SWORD_AND_FIST/SETUP-SWORD_AND_FIST.TP2~

This mod extends the options of the fighters and monks.

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

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Install Component	1	[Monk Remix]?	[I]nstall
Install Component	30	[Hexblade Fighter Kit]?	[I]nstall
Install Component	31	[Duelist Fighter Kit]?	[I]nstall
Install Component	32	[Fist of Order Fighter Kit]?	[I]nstall
Install Component	33	[Blackguard Fighter Kit]?	[I]nstall
Install Component	34	[Install Duskblade fighter kit (by ronin69hof, ronin60hof@gmail.com]?	[I]nstall
Successfully installed		[Monk Remix]	Press ENTER to exit

The readme opens.

With this mod you can add 5 fighter kits to the game.

22.24 Rogue ReBalancing v4.80 (1)

~RR/SETUP-RR.TP2~

This mod re-balances the bards and thieves and gives them new abilities.

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

In any case, Quest Pack should be installed before Rogue ReBalancing.
The "Summons/NPCs Set Off Traps" component of Ding0's Tweak Pack is conceptually incompatible with the "Shadow Thief Improvements" component of Rogue ReBalancing as it will inadvertently cause the Shadow Thief opponents to trigger their own traps. If you wish to use both of these components at the same time then you must install "Summons/NPCs Set Off Traps" before "Shadow Thief Improvements" so that the changes it introduces do not apply to the "Shadow Thief Improvement"-areas.
In order to achieve full compatibility with the Refinements mod, the "Thief High Level Ability revisions" and "Bard High Level Ability revisions" components must be installed after Refinements.
The components "Revised Thievery" and "Shadow Thief Improvements" add their own scripts to lot of creatures. As a result, some creatures have all 5 script slots filled and SCS would skip those creatures. To avoid this both components must be installed after SCS.

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

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Install Component	0	[Proper dual-wielding implementation for Thieves and Bards]?	[I]nstall
Install Component	1	[Thief kit revisions]?	[I]nstall
Install Component	2	[Thief High Level Ability revisions]?	[N]ot Install
Install Component	3	[Proper racial adjustments for thieving skills]?	[I]nstall
Install Component	4	[Bard kit revisions]?	[I]nstall
Install Component	5	[Bard High Level Ability revisions]?	[N]ot Install
Install Component	6	[Proper spell progression for Bards]?	[I]nstall
Install Component	7	[Additional equipment for Thieves and Bards]?	[I]nstall
Install Component	8	[Upgradeable Equipment]?	[I]nstall
Install Component		[Revised Thievery]?	[N]ot Install

	9	1] Use PnP thievery potions and prevent their effects from stacking	
	10	2] Retain default thievery potions and prevent their effects from stacking	
Install Component	11	[Chosen of Cyric Encounter]?	[N]ot Install
Install Component	12	[Shadow Thief Improvements]?	[N]ot Install
Install Component	999	[BG2-style icons for RR content]?	[N]ot Install
Successfully installed			Press ENTER to exit

ATTENTION: *The 1PP component Spell tweaks must be individually installed AFTER the mod IWDification and after the Rogue ReBalancing component 7!*

22.25 Ashes of Embers v27 (2)

~SETUP-ASHESOFEMBERS.TP2~

This mod enhances the abilities of clerics and mages. New spells, new kits (6 clerics, 1 fighters), new weapons and abilities.

NOTE: *Together with DR this mod must be installed in two steps! At least one "Sensitive weapon restrictions"-component must be installed before DR. The component "Sensitive weapon restrictions for MODS" must be installed after RR.*

If not already done, copy the folder **AshesofEmbers** and the files **setup-ashesofembers.exe, setup-ashesofembers.tp2** and **setup-ashesofembers.bat** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [English]
Install Component	0	[Sensible weapon restrictions for mods]?	[I]nstall

This component is similar to the component "Weapons for all" from Victor's Improvements Pack v1.9, however, this component here is more elaborated.
The improved version of this component is included in the B!Tweaks mod.

Install Component	1	[Nerfed Spells (Iron/Stoneskin)]?	[N]ot Install
Install Component	2	[Unique weapons (bolas and katars]?	[I]nstall
Install Component	3	[Throwing Spears]?	[N]ot Install

Not together with the Item Revisions main component, because it completely overwrites existing IR item descriptions.

Install Component	4	[Wizard Slayer kit MR bonus (8% + 4%/level)]?	[N]ot Install

Don't use this component together with the Wizard Slayer Rebalancing mod.

Install Component	5	[Priest of Oron Kit]?	[N]ot Install
Install Component	6	[Priest of Lahan-Riyashal Kit]?	[N]ot Install
Install Component	7	[Priest of Thieron Kit]?	[N]ot Install
Install Component	8	[Priest of Cathoun Kit]?	[N]ot Install
Install Component	9	[Priest of Yathar Kit]?	[N]ot Install
Install Component	10	[Priest of Uulix Kit]?	[N]ot Install
Install Component	11	[Pit Fighter Kit]?	[N]ot Install
Install Component	12	[New Armour (Scale, Banded, and Field Plate)]?	[I]nstall
SKIPPING	13	[Sensible weapon restrictions for BG1Tutu]?	

This component is possible only with Tutu

Install Component	14	[Sensible weapon restrictions for SoA (non-mod weapons)]?	[N]ot Install

Not together with the Item Revisions main component, because it completely overwrites existing IR item descriptions.

Install Component	15	[Sensible weapon restrictions for ToB (non-mod weapons)]?	[N]ot Install

Not together with the Item Revisions main component, because it completely overwrites existing IR item descriptions.

Install Component	16	[SoA Anomen's new proficiencies (Long Sword, Spear, Xbow)]?	[N]ot Install

Requires the component Sensible weapon restrictions for SoA (non-mod weapons)
Not together with the B!Tweaks component Anomen gets sensible proficiencies in SoA (Ghreyfain - CTDproof), because so the game will still crash. Better use b!tweaks to select Anomen's weapon profs and not install that component of AoE.

Install Component	17	[ToB Anomen's new proficiencies (Long Sword, Spear, Xbow)]?	[N]ot Install

Requires the component Sensible weapon restrictions for ToB (non-mod weapons)
Not together with the B!Tweaks component Anomen gets sensible proficiencies in ToB (Ghreyfain - CTDproof), because so the game will still crash. Better use b!tweaks to select Anomen's weapon profs and not install that component of AoE.

Install Component	18	[SoA Viconia's new proficiencies (Crossbow, Flail, Single-weapon Style, Scimitar, and Short Sword)]?	[I]nstall

Requires the component Sensible weapon restrictions for SoA (non-mod weapons)

Install Component	19	[ToB Viconia's new proficiencies (Crossbow, Flail, Single-weapon Style, Scimitar, and Short Sword)]?	

[I]nstall
Requires the component Sensible weapon restrictions for ToB (non-mod weapons)
Install Component 20 [SoA Keldorn's new proficiencies (Crossbow becomes Spear)]? [I]nstall
Requires the component Sensible weapon restrictions for SoA (non-mod weapons)
Install Component 21 [ToB Keldorn's new proficiencies (Crossbow becomes Spear)]? [I]nstall
Requires the component Sensible weapon restrictions for ToB (non-mod weapons)
Successfully installed Press ENTER to exit
The readme opens.
Press close in the “Ashes of Embers Setup” window.

With this mod you can add 6 kits to the game: 5 clerics and 1 fighter. You may have incompatibilities with kits and items (TDD kits for example) because it changes UNUSABLE for some kits in the KITLIST.2DA or it removes almost all unusable flags for items. The **B!G World Installpack** *will handle this correctly for you.*
Not compatible with the Worgas mod.

ATTENTION: *The Fighter-Class Archer Kit and the Anti-Paladin Kit from Tactics must be individually installed AFTER "Ashes of Embers - Unique weapons (bolas and katars)“ and AFTER "Rogue Rebalancing - Proper dual-wielding implementation for Thieves and Bards".*

22.26 B!Tweaks v4 "Lite"

~SETUP-B!TWEAK_LITE.TP2~

This mod is a small collection of tweaks. It includes an adjusted CTD-proof "Ashes of Embers"-based weapon proficiency system.

For BWP we use the "Lite" version. The full version includes a lot of specially adjustments that are not supportet by BWP. Many of them are already included in other mods.
The mod should be installed before Item Revision's Weapon Changes component.

Copy the folder **b!tweak_lite** and the file **setup-b!tweak_lite.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
What should be done with all components that are NOT YET installed? [A]sk about each one?
Install Component 0 [Moody Anomen]? [I]nstall
Install Component 1 [Bardic Reputation Adjustment for BG2 SoA]? [I]nstall
Install Component 2 [Traveler's Stone]? [I]nstall
Install Component 3 [Sensible weapon restrictions (based on Ghreyfain's Ashes of Embers)]? [I]nstall
This component is based on Ghreyfain's "Ashes of Embers", but there have been a few changes. The most notable change is that NPCs can now use their own starting weapons. Or you can just use "Level 1 NPC", which does the same thing more elegantly.
This component must be installed before Item Revision's Weapon Changes component.
Install Component 4 [Anomen gets sensible proficiencies in SoA (Ghreyfain - CTDproof]? [I]nstall
Not together with the Ashes of Embers component "SoA Anomen's new proficiencies (Long Sword, Spear, Xbow)" because so the game will still crash. Better use b!tweaks to select Anomen's weapon profs and not install that component of AoE.
Install Component 5 [Anomen gets sensible proficiencies in ToB (Ghreyfain - CTDproof]? [I]nstall
Not together with the Ashes of Embers component "ToB Anomen's new proficiencies (Long Sword, Spear, Xbow)" because so the game will still crash. Better use b!tweaks to select Anomen's weapon profs and not install that component of AoE.
Install Component 6 [Flexible alignment restrictions for paladins and druids]? [I]nstall
Successfully installed Press ENTER to exit
Es öffnet sich die Read Me.

22.27 Thrown Hammers v3

~HAMMERS/SETUP-HAMMERS.TP2~

This modification adds animations to the thrown hammers so they no longer appear as axes flying through the air instead of hammers. Also a few new items will be spread in the game

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

Choose your language:		0 [English]
Install Component 0	[Thrown Hammers]?	[I]nstall
Install Component 15	[Thrown Spiritual Hammers]?	[I]nstall
Install Component 25	[Normal throwing hammers]?	[I]nstall
Install Component 35	[+1 throwing weapons]?	[I]nstall
Install Component 50	[Additional magic items]?	[I]nstall
Successfully installed		Press ENTER to exit

The readme opens.

22.28 Daulmakan's Item Pack for Baldur's Gate II v1.8

~SETUP-ITEM_PACK~

This mod will add 30 brand new items to Baldur's Gate II, taken from the Icewind Dale series and Planescape: Torment, as well as a few item related tweaks.

For optimal performance, Item Pack should be installed AFTER spell-modifying mods, since the spell-like abilities of some items clone the current spells when installing.
In order to see all the items, you should install Item Pack AFTER:

Tactics' Gebhard Blucher's Improved Mae'Var
Item Upgrade
Anishai One Day NPC
Questpack's Additional Shadow Thieves' Content

If you have other item-affecting mods, be warned that components 3 and 4 from this mod overwrite items, so you'll only get to see their version or these ones, depending on your install order.

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

Choose your language:		0 [English]
Would you like to display the readme?		[N]o
What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 0	[Item Pack]?	[I]nstall
Install Component 1	[Extra Items]?	[I]nstall
This component also installs a bag of holding, so you don't need the equivalent component from Rolles.		
Install Component 2	[Tweaked Items]?	[N]ot Install
This component overwrites items		
Install Component 3	[Convenient Free Action Items]?	[N]ot Install
This component overwrites items		
Install Component 4	[More Distinguishable Items]?	[I]nstall
Install Component 5	[Familiar Faces]?	[I]nstall
This will make Joluv and Deirdre appear in Amkethran's Inn.		
Install Component 6	[More Work for Cromwell]?	[I]nstall
Install Component 7	[Pocket Store]?	[I]nstall
Install Component 8	[Item Pack for Tutu/BGT]?	[I]nstall
Adds a small amount of the main component's items to the BG1 part of the game.		
Install Component 9	[+X% Elemental Damage Items]?	[I]nstall
This component requires ToBEx Beta0021 or greater.		
Sucessfully installed		Press ENTER to exit

22.29 igi's Item Mod 5b

~IIITEMMOD/SETUP-IIITEMMOD.TP2~

The iiItem Mod adds several dozen new items to the game, concentrating on lesser known item types (such as potions, bracers, arrows etc). Items are scattered randomly throughout the game world.

iiItem should be installed after mods that add new creatures or stores to be so that the new items are scattered equally through the game world. However, it has to be installed before mods that universally edit item behavior.

Copy the folder **iiItemMod** and the file **Setup-iiItemMod.exe** into your main SoA directory.
The **BG World Fixpack** *adds a subcomponent to the mod.*
Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [English]
Install Component		[View Readme]?	[N]ot Install
	900	1] View readme file now	
	1000	2] View readme file after installation	
	2000	3] Do not view readme file	
Install Component	1	[Items [version 5]]?	[I]nstall
		Items in the iiItem mod are split into two categories; normal and 'flavour'. Flavour items are items that may have no relevance to the game, though they may add to the atmosphere (e.g. Spear +5 vs Dragons in BG1, where there are no dragons).	
		Normal items are always installed, you can choose whether to install flavour items.	
		Do you wish to install flavour items	
		0 Flavour items should be installed	[0]
		1 Flavour items should NOT be installed	
Successfully installed		[Items [version 5]]	Press ENTER to exit

22.30 Item Revisions v3 Beta 1.16 (2)

~ITEM_REV/ITEM_REV.TP2~

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

NOTE: *This mod must be installed in two steps! Only the main component must be installed really early. All the others considerably later.*

Most content from the One Pixel Productions mod is already included in this mod.
The current Item Revisions is mostly compatible with 1PPv4, but avoid installing 1PPv4 shield and helmet components. IR still has to be installed after 1PP core components.
Many but not all items from One Pixel Productions are also used with this mod. Files already existing will be replaced.

You have already copied the folder **item_rev** and the file **setup-item_rev.exe** into your ... \BGII - SoA\ directory quite at the beginning.
Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?			[N]o
What should be done with all components that are NOT YET installed?			[A]sk about each one?
Install Component	0	[Item Revisions by Demivrgvs]?	[N]ot Install

This component includes already the mod "Horns of Valhalla" and the "BG2 Tweak Pack component [sellable items (Icelus)].

Install Component		[Executable Patch]?	[N]ot Install
	1010	1] ToBEx v20 (beta)	
	1011	2] ToB_Hacks - Casting Level Modifier and Repeating EFF Fix (not compatible with ToBEx)	
	1012	3] ToB_Hacks - Casting Level Modifier Fix (safe)	
Install Component	1020	[Potion Revisions]?	[I]nstall
Install Component	1	[Masterwork Weapons]?	[N]ot Install

Sword Coast Stratagems has a similar component.

Install Component	1030	[Store Revisions]?	[I]nstall
Install Component		[Allow Spellcasting in Armor]?	
	2	1] With a Chance of Arcane Casting Failure	
	3	2] With Casting Speed Penalties for Arcane Casters	[2]
	4	3] With Casting Speed Penalties for All Casters	
	5	4] Without Penalties	
Install Component		[Heavy Armor Encumbrance]?	[N]ot Install

Incompatible with the mod „Full Plate And Packing Steel“.

	1040	1] Movement Speed, Dexterity and Speed Factor Penalties	
	6	2] Movement Speed and Dexterity Penalties	
	1041	3] Movement Speed and Speed Factor Penalties	
	1042	4] Dexterity and Speed Factor Penalties	
	7	5] Movement Speed Penalties	
	8	6] Dexterity Penalties	
	1043	7] Speed Factor Penalties	
Install Component	9	[Allow Thieving Skills in Armor]?	[N]ot Install

Incompatible with the mod „Full Plate And Packing Steel“.

Install Component	1050	[Revised Armor Bonuses]?	[I]nstall
Install Component	10	[Revised Shield Bonuses]?	[I]nstall
Install Component	11	[Dual Wielding Changes for Light and Heavy Weapons]?	[I]nstall
Install Component	12	[Items of Protection Can Be Worn with Magical Armor]?	[I]nstall

BG2 Tweak Pack contains with [Wear Multiple Protection Items] a similar component.

Install Component	13	[Halberds Can Slash, Too]?	[I]nstall
Install Component		[Remove Weapon Restrictions from Multi-classed Divine Spellcasters]?	
	1090	1] Clerics Only	
	1091	2] Clerics and Druids	
	1092	3] Clerics Only, With Halved Specialization	
	1093	4] Clerics and Druids, With Halved Specialization	[4]
Install Component		[PnP Equipment for Druids]?	
	15	1] Druids only	[1]
	16	2] Druids and Fighter/Druids	
Install Component	1060	[Kensai Can Wear Bracers]?	[N]ot Install
Install Component	1070	[Thieves Can Use Wands]?	[N]ot Install
Install Component	17	[Weapon Changes]?	[I]nstall
Install Component	1080	[Enchantment Doesn't Affect Speed Factor of Weapons]?	[N]ot Install
Install Component		[Backstabbing Penalties for Inappropriate Weapons]?	[N]ot Install

Not together with the Ding0's Tweak Pack component "Improved Backstabbing"

	18	1] Backstabbing Penalties Only	[1]
	19	2] Backstabbing Penalties with More Weapons Usable for Backstabbing	
Successfully installed			Press ENTER to exit

22.31 Ninja and Waki Fix

~SETUP-NINJAWAKIFIX.TP2~

This is a fix for the Weapon Changes component.

The **B¿G World Fixpack** copies the file **setup-ninjawakifix.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component	0	[Quickfix for wakizashis and ninja-tos]?	[I]nstall
Successfully installed		[Quickfix for wakizashis and ninja-tos]	Press ENTER to exit

22.32 UniqueArtifacts v1.12

~UNIQUEARTIFACTS/SETUP-UNIQUEARTIFACTS.TP2~

Many items in Baldur's Gate, have their own history, and therefore should exist in a single copy. But, there are many cases when player gets the same item several times. With this mod excessive copies of supposedly unique items (like boot of the speed, ring of the magic etc.) are removed. This mod also removes duplicates from mods.

This process lasts several minutes!

Copy the folder **UniqueArtifacts** and the files **Setup-UniqueArtifacts.exe** and **Setup-UniqueArtifacts.tp2** into your ... \BGII - SoA\ directory.

One or more files of this mod must be changed. This will be done by the patch from the folder **B¿G World Fixpack**.
Double-click the Setup. The DOS dialogue appears:

Install Component		[Unique Artifacts]?	
	1	1] Strict	

Removes only copies of items that are stated clearly to be unique

	2	2] Expanded	[2]

Removes copies of unique and rare items. Rare items are the items that are not stated to be really unique, but according to their descriptions, it is unlikely that one band of adventurers would possess several of such items at the same time.

Successfully installed

22.33 Cursed Items Revision v3.5

~CURSED_ITEMS/CURSED_ITEMS.TP2~

This minimod aims to give a little more depth to cursed items.

Unique Artifacts must be installed BEFORE Cursed Items Revision.

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

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Install Component	0	[Salk's cursed items revisions]?	[I]nstall

This component overwrites Item Revisions!

Install Component	10	[Stone of Recall]?	[I]nstall

Only available for BGT or (Easy)TuTu

Successfully installed	Press ENTER to exit

22.34 PnP Free Action v2

~FREEACT/SETUP-FREEACT.TP2~

This component ensures Free Action does not cancel or prevent movement bonuses.

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

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Install Component	10	[PnP Free Action]?	[I]nstall
Install Component	50	[Update spell and item descriptions]?	[N]ot Install

This component should be skipped if the main component of either Spell Revisions or Item Revisions is installed.

Successfully installed	Press ENTER to exit

22.35 Zyraen's Miscellaneous Mods v2

~SETUP-Z#MISC.TP2~

This mod improves some aspects in the gameplay of Baldurs Gate 2.

Copy the folder **Z#Misc** and the files **Setup-Z#Misc.exe** and **Setup-Z#Misc.tp2** from the folder zymisc2 into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Would you like to display the components from [Convenience]?			[Y]es
Would you like to display the components from [XP Management]?			[Y]es
Would you like to display the components from [Balance]?			[Y]es
Install Component	0	[Alternate, Accelerated Ust Natha Route]?	[N]ot Install

Install it only if you want to shorten the task in Ust Natha. Solaufein must be installed.

Install Component	1	[Improved Statue of Riddles]?	[I]nstall
Install Component	2	[Transfer Yoshimo's XP to either Imoen or the Party]?	[N]ot Install
Install Component	3	[Solo With a Party AI Script]?	[N]ot Install
Install Component	4	[Primary Nerfs - Balancing Overpowered Items]?	[N]ot Install

Weakens the weapons; don't install this together with BP

Install Component	5	[Secondary Reductions - Instant Kill Reductions]?	[N]ot Install

Don't install this together with BP

Install Component	6	[Periphery Tweaks - Less Noteable Items]?	[N]ot Install
Install Component	7	[Remove Alignment Restrictions for all Items]?	[N]ot Install

This component removes the restriction that some objects can be used only for characters with good or bad alignment. This component affects ALL items installed before.

Install Component		[Stage Based XP Cap]?	choose one:
	8	1] Easy	
	9	2] Normal	
	10	3] Hard	
	11	4] Very Hard	[N]o
SKIPPING	12	[XP Restorer - Easy]	

Only used for Easy Stage-Based XP Cap

SKIPPING	13	[XP Restorer - Normal]

Only used for Normal Stage-Based XP Cap
SKIPPING 14 [XP Restorer - Hard]
Only used for Hard Stage-Based XP Cap
SKIPPING 15 [XP Restorer - Very Hard]
Only used for Very Hard Stage-Based XP Cap
Install Component 16 [Uberweapon for Testing Purtposes]? [N]ot Install
Install Component 17 [Expanded Spell Progressions for Rangers]? [I]nstall
Install Component 18 [Expanded Spell Progressions for Bards]? [I]nstall
Install Component 19 [Expanded Spell Progression for Paladins]? [I]nstall
Install Component 20 [Hidden Uber Kit - Reaver]? [N]ot Install
A hidden kit, that can do all the functions of a Fighter, Thief and Mage, and to some extent, of a Cleric and Druid. Above all useful if one plays with the Solo With a party AI Script
Install Component 21 [Auto-Sell Script]? [N]ot Install
Install Component 21 [XP Evener Script]? [N]ot Install
Install Component 23 [Item STR Stat Bonuses - Set to Inc (Patch)]? [N]ot Install
Not tested together with BP
Install Component 24 [Item Stat Bonuses (less STR) - Set to Inc (Patch)]? [N]ot Install
Not tested together with BP
Install Component 25 [Halves Weapon To-Hit & Damage Bonuses (Patch]? [N]ot Install
Not tested together with BP
Successfully installed Press ENTER to exit
The readme opens.

23. MAJOR TWEAKS

The following mods give the finishing to Baldur's Gate. With individual settings the huge game world will be customized. If you play through BG1, BG2 and ToB with all mods, you will get the feeling to experience really one single big game.

23.1 Wizard Slayer Rebalancing v1.12 (1)

~WSR/SETUP-WSR.TP2~

This mod re-balances the Wizard Slayers and gives them new abilities.

NOTE: *This mod must be installed in two steps! The component Wizard Slayer kit revision is to be installed before Refinements, all the others after Refinements!*

The mod is not comptible with Grey Acumen's Kit Improvements, Konalan's Tweaks' component „Wizard Slayer Enhancements", Kitanya's component „Wizard Slayer Revision" and the Ashes of Embers component „Wizard Slayer kit MR bonus (8% + 4%/level)"

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

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Install Component	100	[Wizard Slayer kit revision]?	[I]nstall
Install Component	200	[Wizard Slayer High Level Ability revision]?	[N]ot Install
Install Component		[Revised Wizard Slayer item restrictions]?	[N]ot Install
	301	1] Minimal changes	
	302	2] Moderate changes	
Install Component	999	[BG2-style icons for WSR content]?	[N]ot Install
Successfully installed			Press ENTER to exit

23.2 BGT Tweak Pack v11 (2)

~SETUP-BGTTWEAK.TP2~

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

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

At least the BGTTweak component „Enemy items shatter" must be installed before Aurora and before most of the BG2 mods!
The "Import more NPCs into Shadow of Amn" components, however, must be installed after the BG1 NPCs for BG2:SoA because of compatibility checks. However, these components are not compatible with Sandrah RTF.
Because of compatibility checks the modifications 'Ease-of-Use', 'BGSpawn', 'BG1 NPC Project', and 'BG1 Unfinished Business' must be installed before.
The BGTTweak component „Restore BG2 XP bonus for traps, locks, and scrolls" must be installed before the BG2Tweak component "Change Experience Point Cap" because otherwise the level will be reduced from 50 to level 40.

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

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
What should be done with all components that are NOT YET installed?			[A]sk about each one
Install Component	100	[Eldoth reminds of Skie's ransom]?	[N]o
Install Component	400	[Add Semaj's Cloak and Upgraded Koveras' Ring of Protection]?	[N]o
Install Component	500	[Major locations explored upon visit]?	[N]o
SKIPPING	600	[Druid/Ranger-responsive bears in BG1]?	[N]o

Bears react peacefully on presence of a druid or ranger also in BG1.
The BG1 Unfinished Business component "Creature Corrections" conflicts with this component.
Install Component [Happy patch]? [N]o
701 1] NPCs cannot choose to leave the party
The NPCs maintain the group harmony and do not react to the reputation of the party. A more elaborate alternative is included in BG2 Tweak Pack.
702 2] Only good and evil NPCs leave the party
Only good and evil NPCs leave the party: good and evil NPCs will leave the party, but not other alignments.
Install Component 800 [Import more items into Shadows of Amn]?
[(WARNING: This can be considered a cheat)]? [N]o
Install Component [Random activated traps in the pirate cave]? N]o
901 1] Install-time randomisation
902 2] Game-time randomisation
Install Component 1000 [Bags of the Sword Coast]? [N]o
Install Component [Altered spawns]? [N]o
This component is NOT compatible with the BGSpawn mod.
The BGT-WeiDU method remains unchanged
1101 1] TuTu-style levelled spawns
Random monsters appear depending on the level of the player.
1102 2] Deactivate BGT-WeiDU spawns: spawns never appear
This removes random monsters in main areas altogether
1104 3] Deactivate BGT-WeiDU spawns: spawns appear once
All random monsters in the main areas will only be activated once. The random encounters during the travellings however remain thereby.
Install Component 1200 [Arkion reacts to player's reputation]? [N]o
This component prevents Arkion from asking a group with very good reputation for removing a corpse from the canalization.
SKIPPING 1300 [Coran responds to the death of a wyvern]?
The BG1 NPC Project component "The BG1 NPC Project for BGT-Weidu: Phase I (Banters)" conflicts with this component.
Install Component 1400 [More bandit scalps]? [N]o
BG1UB also introduces with "Creature Corrections" more bandit scalps; do not use both together.
Install Component [Altered item shattering]? [N]o
1501 1] Remove item shattering
1502 2] Make armor and shields shatter
Install Component 1600 [Hooded unarmoured mages and thieves]? [N]o
This component is not suitable for all races. For instance, the orks look like humans.
Install Component 1700 [Salk's Pen-and-Paper ruleset corrections]? [N]o
Correction of the thief's abilities. The Rogue Rebalancing component "Proper racial adjustments for thieving skills" does the same thing in a slightly more comprehensive way as it also affects the Detect Illusion skill.
Install Component 1800 [Import more NPCs into Shadow of Amn: Alora]? [N]o
Not together with Alora NPC because otherwise you would get the NPC twice
Install Component 1801 [Import more NPCs into Shadow of Amn: Branwen]? [N]o
Not together with Perils of Branwen or with Branwen NPC, because otherwise you would get the NPC twice.
Install Component 1802 [Import more NPCs into Shadow of Amn: Eldoth]? [N]o
Not together with Eldoth NPC, because otherwise you would get the NPC twice.
Install Component 1803 [Import more NPCs into Shadow of Amn: Kagain]? [N]o
Not together with The Darkest Day oder Breagar NPC because otherwise you would get the NPC twice
Install Component 1804 [Import more NPCs into Shadow of Amn: Kivan]? [N]o
Not together with The Darkest Day oder Kivan and Deheriana Companions because otherwise you would get the NPC twice
Install Component 1805 [Import more NPCs into Shadow of Amn: Sharteel]? [N]o
Not together with NeJ2, The Darkest Day oder Shar-Teel NPC because otherwise you would get the NPC twice
Install Component 1806 [Import more NPCs into Shadow of Amn: Skie]? [N]o
Not together with Skie NPC because otherwise you would get the NPC twice
Install Component 1807 [Import more NPCs into Shadow of Amn: Xan]? [N]o
Not together with Xan NPC because otherwise you would get the NPC twice
Install Component 1808 [Import more NPCs into Shadow of Amn: Yeslick]? [N]o
Not together with The Darkest Day because otherwise you would get the NPC twice
Install Component 1809 [Import more NPCs into Shadow of Amn: Bub Snikt]? [Y]es
Dark Side of the Sword Coast is required
Install Component 1810 [Import more NPCs into Shadow of Amn: Conchobhair Strongblade]? [Y]es
Dark Side of the Sword Coast is required

Install Component 1811 [Import more NPCs into Shadow of Amn: Ferthgil Trollslayer]? [Y]es
Dark Side of the Sword Coast is required
Install Component 1812 [Import more NPCs into Shadow of Amn: Jet'Laya]? [Y]es
Dark Side of the Sword Coast is required
Install Component 1813 [Import more NPCs into Shadow of Amn: Keiria Silverestring]? [Y]es
Dark Side of the Sword Coast is required
Install Component 1814 [Import more NPCs into Shadow of Amn: Skeezer Lumpkin VI]? [Y]es
Dark Side of the Sword Coast is required
Install Component 1815 [Import more NPCs into Shadow of Amn: Will Scarlet O'Hara]? [Y]es
Northern Tales of the Sword Coast is required
Normally only Imoen, Jaheira, Minsk, Edwin and Viconia will be taken from BG1 to BG2. With this choice of components you can choose which NPC after the transition should be imported if they are in BG1 in the party. Some of the NPCs can be found directly in Irenicus dungeon again, but others must first be found in BG2.
If not all of the BG1 NPC Project dialogues are completed, these are still played in BG2.
Install Component 1900 [Restore BG2 XP bonus for traps, locks, and scrolls]? [Y]es
This component must be installed before the BG2Tweak component "Change Experience Point Cap" because otherwise it reduces its level from 50 to level 40.
Install Component [Protagonist's biography modifications]? [N]o
2001 1] Do not set BG1 biography for imported characters
2002 2] Set BG2 biography upon Shadows of Amn transition
Install Component 2100 [Exotic Weapons For Taerom]? N]o
Install Component 2200 [Item BG1-ification: Price changes]? [N]o
Some of the items behave more like the BG I version. Not together with Item Revisions.
Install Component 2201 [Item BG1-ification: Reduced stack size from 40 to 20]? [N]o
Some of the items behave more like the BG I version. Not together with Item Revisions.
Install Component 2202 [Item BG1-ification: Lore changes]? [N]o
Some of the items behave more like the BG I version. Not together with Item Revisions.
Install Component 2203 [Item BG1-ification: Scroll casting level changes]? [N]o
Some of the items behave more like the BG I version. Not together with Item Revisions.
Install Component 2204 [Item BG1-ification: Item behaviour changes]? [N]o
Some of the items behave more like the BG I version. Not together with Item Revisions.
Install Component 2300 [Disable hostile reaction after charm]? [N]o
Spells and abilities that charm creatures no longer result in the target becoming hostile after the effects wear off. Works best when TobEx is installed.
Install Component 2400 [Enemy items shatter] [N]o
With this component also enemies are affected of the iron shortage in BG1, so that also their iron weapons can break. If the option "Make armor and shields shatter' has been installed, also shields and armor of their opponents can break.
Install Component 2500 Access Ulgoth's Beard west of Wyrm's Crossing only] [N]o
Ulgoth's Beard lies to the west of Baldur's Gate according to Forgotten Realms Lore, but in Baldur's Gate: Tales of the Sword Coast, Ulgoth's Beard is placed to the north-east. This component corrects this inconsistency by only allowing access to Ulgoth's Beard on the west side of Wyrm's Crossing. However, this also means that Ulgoth's Beard will not be accessible until Baldur's Gate city is also accessible.
Install Component 2600 [Prevent access to Durlag's Tower from adjacent areas] [N]o
This component stops the player from discovering Durlag's Tower just by walking to its location. If this component is installed, the only way to discover Durlag's Tower is through informants at Ulgoth's Beard.
Install Component 2700 [Put Sword of Chaos +2 in Sarevok's inventory] [N]o
Install Component 2800 [Reputation Resets at Beginning of BG2] [N]o
Because the hero and his party are still unknown in Amn when they emerge from the opening dungeon after the transition from BG 1 to BG2 and go to the Adventurer's Mart, they cannot already enjoy advantages because of her good call.
This component is also included in BG2 Tweaks.
Successfully installed Press ENTER to exit
The readme opens.

23.3 BG2 Tweak Pack v16

~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 single steps may last for a while. Because all the changes are accumulated in the internal memory until you press enter, it may lead in consideration of the amount of the installed mods to problems with computers of low efficiency (computer crash). In this case, I recommend to install this mod category for category, that means at the first request "Would you like to display the components from [###]?" to press [Y]es, then to skip following ones with [N]o and to quit the installation after the first category. Afterwards install the next category in the same way as individually. The following instructions are arranged after this principle.

I*f you choose Cams house rules, instead of many single components a collection of Tweaks is installed, preferred by the author CamDawg.*
The following "Rule changes" should go before SCS:
Alter Weapon Proficiency System - Rebalanced Weapon Proficiencies
Make +x/+y Weapons Consistent
Un-Nerfed THAC0 Table
Alter Mage Spell Progression Table
Alter Bard Spell Progression Table
Alter Cleric Spell Progression Table
Alter Druid Spell and Level Progression Tables
Add Save Penalties for Spells Cast by High-Level Casters
Remove Delay for Magical Traps (Ardanis/GeN1e)
Every other BG2 Tweaks component can be installed in any order; it doesn't matter.

Copy the folder **BG2_Tweaks** and the file **Setup-BG2_Tweaks.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears and the readme opens:

Choose your language:	0 [English]
Would you like to display the readme?	[N]o
Would you like to display the components from [Cosmetic Changes]?	[Y]es
Would you like to display the components from [Content Changes]?	[N]o
Would you like to display the components from [Rule Changes]?	[N]o
Would you like to display the components from [Convenience Tweaks/Cheats]?	[N]o
Would you like to display the components from [Cam's House Rules]?	[N]o
Would you like to display the components from [NPC Tweaks]?	[N]o
Install Component 10 [Remove Helmet Animations]?	[N]ot Install

This component removes all helmets of the character's avatar in the game including the helmets introduced by mods.

Install Component 20 [Change Imoen's Avatar to Mage]?	[N]ot Install
Install Component 30 [Change Nalia's Avatar to Thief]?	[N]ot Install
Install Component 40 [Change Viconia's Skin Color to Dark Blue]?	[N]ot Install

This component is included in the Jarls BGT Tweak Pack-component „BGT NPC“ Tweak .

Install Component 50 [Avatar Morphing Script]?	[N]ot Install

With this script you can assign another Avatar to your HC or all NPCs from your group.
Use intead the 1pp: Thieves Galores component „Improved Improved Galactygon's Avatar Switching“

Install Component 60 [Weapon Animation Tweaks]?	[I]nstall

This component affects ALL objects, also those from other mods!

Install Component 70 [Icewind Dale Casting Graphics (Andyr)]?	[I]nstall

Lost Crossroads and Icewind Dale Casting Graphics can be used together because the former changes the spell itself and the latter only the graphics from the caster. (That means when the mage is just casting).

Install Component 80 [Restore SoA Load Screen Logo (ToB Only)]?	[N]ot Install

BGT-WeiDU has its own load screen.

Install Component 90 [Disable Portrait Icons Added by Equipped Items]?	[N]ot Install
Install Component 100 [Commoners Use Drab Colors]?	[N]ot Install

The haphazardly choice of colors for common people is changed in a gray palette. The clothes of aristocratic men and aristocratic women are not concerned.

Install Component 110 [Icon Improvements]?	[I]nstall

Armaments are better to differentiate if they are lying on the ground. In addition, the container of the abundance is restored.

Install Component 120 [Change Avatar When Wearing Robes or Armor (Galactygon)]?	[N]ot Install

This component affects ALL objects, also those from other mods!
If you want to use that one component with Refinements, install it before Refinements.
Don't install this component together with the mod "1ppv3: Thieves Galore" because that mod includes with "Improved Galactygon' s Avatar Switching" an improved version of this component, which will be installed after Refinements.

Install Component 130 [Force All Dialogue to Pause Game]? [I]nstall

You are attacked no more during a dialog by enemies. This component concerns all dialogs in the game including those ones introduced by mods.

Install Component 140 [Fix Boo's Squeak]? [I]nstall
Successfully installed Press ENTER to exit

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

Choose your language: 0 [English]
Would you like to display the readme? [N]o
Would you like to display the components from [Cosmetic Changes]? [N]o
Would you like to display the components from [Content Changes]? [Y]es
Would you like to display the components from [Rule Changes]? [N]o
Would you like to display the components from [Convenience Tweaks/Cheats]? [N]o
Would you like to display the components from [Cam's House Rules]? [N]o
Would you like to display the components from [NPC Tweaks]? [N]o
Install Component 1010 [More Interjections]? [I]nstall

This removes the error in the dialogs that members of the group are not recognized. However, it can happen that characters far away break in on a conversation. If group members are far away, conversations could break off prematurely. This component concerns all dialoge including those introduced by mods.

Install Component 1020 [Alter HP Triggers for NPC Wounded Dialogues]? [I]nstall

Thereby the banters of the NPCs at slight hits are played

Install Component 1030 [Reveal Wilderness Areas Before Chapter Six]? [N]ot Install

Makes the areas of the Small Teeth Pass, North Forest, and Forest of Tethyr accessible before chapter 6. However, this could cause conflicts with other mods.

SKIPPING: [Make Cloakwood Areas Available Before Completing the Bandit Camp]?
1035 1] First Area Only
1036 2] All of Cloakwood Except the Mines]

This component will be skipped if the similar BG1 NPC Project component is already installed.

SKIPPING: 1040 [Improved Athkatlan City Guard]?

The functionality of this component is either already enclosed or already been replaced by one of your mods. (BP)

Install Component 1050 [Gradual Drow Item Disintegration]? [N]ot Install

Instead your Drow objects crumble into dust immediately when you leave the Underdark, they will gradually degrade over time. This can cause slowdowns if you have many objects in your inventory and bags of holding.

SKIPPING 1060 [Breakable Iron Nonmagical Shields, Helms, and Armor]?

This component is already included in BGT.

Install Component 1070 [Improved Kick-out Dialogues]? [N]ot Install

Only install if you want to play in the multi-player mode

Install Component 1080 [Add Bags of Holding]? [N]ot Install

If you carry too many items, this can lead to slowing down the game. You get bags enough even without this.
Use aTweaks' „Slightly expanded storage capacity for containers" component instead.

Install Component 1090 [Exotic Item Pack]? [I]nstall

This component distributes some weapons from BGII into the area BGI.
This component is only for Tutu or BGT.

SKIPPING 1100 [Reveal City Maps When Entering Area]?
This component is already included in BGT.
SKIPPING 1110 [Add Map Notes]?

This component is already included in BGT.

Install Component 1101 [Do Not Reveal City Maps When Entering Area]? [N]ot Install
Install Component 1120 [Stores Sell Higher Stacks of Items]? [I]nstall

This component affects ALL stores, also those from other mods!

Install Component 1130 [Reputation Resets in BG2 (BGT Only)]? [N]ot Install

Because the hero and his party are still unknown in Amn when they emerge from the opening dungeon after the transition from BG 1 to BG2 and go to the Adventurer's Mart, they cannot already enjoy advantages because of her good call.
This component is only for BGT.
This component is also included in BGTTweaks.

Install Component 1140 [Gems and Potions Require Identification]? [N]ot Install
Install Component 1150 [Shapeshifter Rebalancing]? [N]ot Install

Shapeshifter abilities now create "symbolic paws". When you wield one you turn into a Werewolf, when you remove it you're human again.
A similar solution is as well included with the SCS-component "Improved shapeshifting" as with the Refinements-component "Shapeshifting Fix".
Instead of this component Refinement's ‚Shapeshifting Fix' component will be installed.

Install Component [Multiple Strongholds (Baldurdash)]?
1160 1] No Restrictions (Baldurdash)
1161 2] Keep Class Restrictions [2]
This component is not compatible with the component "Cleric Kits" from Oversight and the mod CliffHistory.
The mod Multistronghold allows more fine-tuned adjustments.
Install Component 1170 [Bonus Merchants (Baldurdash)]? [I]nstall
This adds Joluv and Diedre to the Copper Coronet and Ribald's Mart, respectively.
Not together with Freedom' s Reign/Reign of Virtue, because this mod likewise inserts the merchants. Because of different coding they occur otherwise twice.
The component is skipped automatically, if the Big Picture mod is installed.
Install Component 1180 [Female Edwina]? [I]nstall
SKIPPING 1190 [Romance Bug Fixes]?
The functionality of this component is either already enclosed or already been replaced by one of your mods. BG2 Fixpack has already corrected the bugs.
SKIPPING 1200 [Imoen ToB Dialogue Fix]?
The functionality of this component is either already enclosed or already been replaced by one of your mods. BG2 Fixpack has already corrected the bugs.
Install Component 1210 [Use BG Walking Speeds (BETA)]? [N]o
This component prevents that you can install UniqueArtifacts.
Install Component 1220 [Allow Cromwell to Upgrade Watcher's Keep Items]? [N]ot Install
Install Component 1230 [Allow Cespenar to Use Cromwell Recipes]? [N]ot Install
Successfully installed Press ENTER to exit

Double-click the Setup again. The DOS dialogue appears and the readme opens:
Choose your language: 0 [English]
Would you like to display the readme? [N]o
Would you like to display the components from [Cosmetic Changes]? [N]o
Would you like to display the components from [Content Changes]? [N]o
Would you like to display the components from [Rule Changes]? [Y]es
Would you like to display the components from [Convenience Tweaks/Cheats]? [N]o
Would you like to display the components from [Cam's House Rules]? [N]o
Would you like to display the components from [NPC Tweaks]? [N]o
Install Component 2020 [Two-Handed Bastard Swords]? [N]ot Install
You can switch back to the one-handed version at any time. The ability is found behind the backpack icon, once the sword is equipped. This component will not affect items introduced by mods! It may happen that a bastard sword seems to have a selling price of 1 golden coin. Resting will fix this.
Install Component 2030 [Two-Handed Katanas]? [N]ot Install
You can switch back to the one-handed version at any time. The ability is found behind the backpack icon, once the sword is equipped. This component will not affect items introduced by mods! It may happen that a katana seems to have a selling price of 1 golden coin. Resting will fix this.
Install Component 2035 [Two-Handed Axes]? [N]ot Install
Install Component 2040 [Universal Clubs]? [I]nstall
This component affects ALL objects, also those from other mods!
Install Component 2050 [Description Updates for Universal Clubs]? [I]nstall
Install Component 2060 [Weapon Styles for All]? [N]ot Install
This allows to all classes, not only warriors, to reach the maximum number of points in the different weapon styles. A sophisticated variation is included with the Level 1 NPCs.
Install Component 2080 [Delay High Level Abilities]? [N]ot Install
High abilities begin with level 21 for all classes.
Install Component [Change Experience Point Cap]? choose one:
2090 1] Remove Experience Cap [1]
Characters can advance without restriction up to level 50
This component must be installed after the BGTTweaks component "Restore BG2 XP bonus for traps, locks, and scrolls" because otherwise you get only level 40.
2091 2] Level 20 Experience Point Cap
2092 3] Level 30 Experience Point Cap
Install Component 2100 [Allow Thieving and Stealth in Heavy Armor]? [N]ot Install
There is a deduction for the character if you use these abilities. This component also affects SOME objects from other mods!
Avoid this at all costs! You get penalties even if you wear a robe as a mage or thiefing penalties when wearing leather armor as a thief!
Incompatible with the mod „Full Plate And Packing Steel“.
Install Component 2120 [Allow Arcane Spellcasting in Heavy Armor]? [N]ot Install

There is a deduction for the character if you use these abilities. This component also affects SOME objects from other mods!

Install Component 2140 [Expanded Dual-Class Options]? [N]ot Install

This component permits the combination with other classes to barbarians and wild mages into dual-class characters. This component is causing the fatal error that all wild mages in the game become to mages or barbarians.

Install Component [Wear Multiple Protection Items]? [N]ot Install
2150 1] P&P Restrictions
2151 2] No Restrictions

This was solved in a better way with the "Item Revisions" component [Items of Protection Can Be Worn with Magical Armor].

Install Component [Alter Weapon Proficiency System]?
2160 1] Rebalanced Weapon Proficiencies [1]

This component needs to be installed before the SCS fighter component, otherwise enemies may lose proficiency in the weapons they wield.

2161 2] BG-Style Weapon Proficiencies, With Weapon Styles (the bigg)
2162 3] BG-Style Weapon Proficiencies, Without Weapon Styles (the bigg)

***ATTENTION:** The BG2 Tweak Pack components 2161 and 2162 which change weapon profiencies to the BG1 system should go after any mod components that change distribution of proficiencies stars or/and add new weapons, therefore they should be installed individually after Jarls BGT Tweak Pack.*

Install Component 2170 [Cast Spells from Scrolls (and Other Items) at Character Level]? [N]ot Install
Install Component [Limit Ability of Storekeepers to Identify Items]?
2190 1] Only Mage and Bard Storekeepers Can Identify Items
2191 2] Identification Ability is Based on Storekeeper's Lore
2192 3] Hybrid of Both Methods [3]
Install Component 2200 [Multi-Class Grand Mastery (Weimer)]? [N]ot Install

Multi-class characters now can get five stars instead of only two stars in this skills.
It seems to be a clash with Refinements.

Install Component 2210 [True Grand Mastery (Baldurdash)]? [N]ot Install

A sophisticated variation is included with the Difficulty and Tweaks Mod! Not compatible with TDD or the level 50 rule sets of BP!

SKIPPING 2220 [Change Magically Created Weapons to Zero Weight]

The functionality of this component is either already enclosed or already been replaced by one of your mods. (fixed by BG2 Fixpack)

SKIPPING 2230 [Make +x/+y Weapons Consistent]

The functionality of this component is either already enclosed or already been replaced by one of your mods. (fixed by BG2 Fixpack)

SKIPPING 2231 [Description Updates for Make +x/+y Weapons Consistent Component]

Requires the installation of "uniform weapons +x / + y"

SKIPPING 2240 [Un-Nerfed THAC0 Table]?

The functionality of this component is either already enclosed or already been replaced by one of your mods. (skipped by TDD)

SKIPPING 2250 [Un-Nerfed Sorcerer Spell Progression Table]?

The functionality of this component is either already enclosed or already been replaced by one of your mods. (skipped by TDD)

SKIPPING [Alter Mage Spell Progression Table]?

The functionality of this component is either already enclosed or already been replaced by one of your mods. (skipped by TDD)

2260 1] Un-Nerfed Table (Blucher)
2261 2] PnP Table

SKIPPING [Alter Bard Spell Progression Table]?

The functionality of this component is either already enclosed or already been replaced by one of your mods. (skipped by TDD, RR, SaS)

2270 1] Un-Nerfed Table (Blucher)
2271 2] PnP Table

SKIPPING [Alter Cleric Spell Progression Table]?

The functionality of this component is either already enclosed or already been replaced by one of your mods. (skipped by TDD, DR)

2280 1] Un-Nerfed Table (Blucher)
2281 2] PnP Table

SKIPPING [Alter Druid Spell and Level Progression Tables]?

The functionality of this component is either already enclosed or already been replaced by one of your mods. (skipped by TDD, DR)

	2290	1] No Level Progression Changes, Un-Nerfed Druid Spell Table Only (Blucher)	
	2291	2] No Level Progression Changes, PnP Druid/Cleric Spell Table Only	
	2292	3] Use Cleric Level Progression Changes With Normal Druid Spell Table	
	2293	4] Use Cleric Level Progression Changes With Un-Nerfed Druid Spell Table (Blucher)	
	2294	5] Use Cleric Level Progression Changes With PnP Druid/Cleric Spell Table	
	2295	6] Use Cleric Level Progression Changes With Normal Cleric Spell Table	
	2296	7] Use Cleric Level Progression Changes With Un-Nerfed Cleric Spell Table (Blucher)	
Install Component	2300	[Triple-Class HLA Tables]?	[I]nstall

Requires the 'Change Experience Point Cap: Remove Experience Cap' component.

Install Component		[Add Save Penalties for Spells Cast by High-Level Casters]?	[N]ot Install
	2310	1] Arcane Magic Only	
	2311	2] Divine Magic Only	
	2312	3] Arcane & Divine Magic	
Install Component	2320	[Trap Cap Removal (Ardanis/GeN1e)]?	[I]nstall
Install Component	2330	[Remove Delay for Magical Traps (Ardanis/GeN1e)]?	[I]nstall
Install Component	2340	[Remove Summoning Cap for Celestials (Ardanis/GeN1e)]?	[I]nstall
SKIPPING		[Alter Multiclass Restrictions]?	

Requires an Enhanced Edition game

	2350	1] Allow humans to multiclass	
	2351	2] Allow non-humans acces to all multiclass combinations	
	2352	3] Install both of the above options	
SKIPPING	2360	[Remove Racial Restrictions for Single Classes]?	

Requires an Enhanced Edition game

SKIPPING		[Alter Dual-class Restrictions]?	

Requires an Enhanced Edition game

	2370	1] Humans can no longer dual-class	
	2371	2] Allow non-humans to dual-class	
	2372	3] Install both of the above options	

Requires an Enhanced Edition game

Successfully installed			Press ENTER to exit

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

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Would you like to display the components from [Cosmetic Changes]?			[N]o
Would you like to display the components from [Content Changes]?			[N]o
Would you like to display the components from [Rule Changes]?			[N]o
Would you like to display the components from [Convenience Tweaks/Cheats]?			[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 or choose one:
	3000	1] Maximum	

With this choice the dice rolls always on the highest available value.

	3001	2] NWN Style	

With this choice the range of the possible HP's will always be in the higher half of the range.

Install Component		[Maximum HP for NPCs (the bigg)]?	[N]ot Install

With this component beings reach her theoretically maximum hit points.

	3010	1] For All Creatures in Game	
	3011	2] For Non-Party-Joinable NPCs Only.	

The difficulty increasing version of this component.

	3012	3] For Party-Joinable NPCs Only	

The cheating version of this component.

Install Component	3020	[Identify All Items]?	[N]ot Install
Install Component		[Easy Spell Learning]?	[N]ot Install

This component makes it easier for arcane spellcasters to scribe scrolls to their spellbook.
This component can be considerd as a cheat an thus is skipped by the install.bat.

	3030	1] 100% Learn Spells	

Memorize to scrolls is always successful.

	3031	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	3040	[Make Bags of Holding Bottomless]?	[N]ot Install

This component affects ALL objects, also those from other mods!
If you bear with you too many items, this can lead to slowing down the game.
If you use the mod Unique Containers it will fix a bug where items may disappear sometimes.

Install Component	3050	[Remove fatigue from restoration spells]?	[I]nstall

Install Component 3060 [Remove "You Must Gather Your Party..." Sound (Weimer)]? [I]nstall
Install Component [Change Effect of Reputation on Store Prices]? [N]ot Install
3070 1] Low Reputation Store Discount (Sabre
3071 2] Reputation Has No Effect, Stores Price Fixed at 100% (Luiz)
3072 3] Reputation Has No Effect, Stores Price Fixed at 80% (Luiz)
3073 4] Reputation Has No Effect, Stores Price Fixed at 60% (Luiz)

Could be incompatible with BP (Horred)

Install Component 3080 [Unlimited Ammo Stacking]? [N]ot Install

This component affects ALL objects, also those from other mods! A sophisticated variation is included with the Difficulty and Tweaks Mod! This allows gradual setting instead of Unlimited Stacks.

Install Component 3090 [Unlimited Gem and Jewelry Stacking]? [N]ot Install

This component affects ALL objects, also those from other mods! A sophisticated variation is included with the Difficulty and Tweaks Mod! This allows gradual setting instead of Unlimited Stacks.

Install Component 3100 [Unlimited Potion Stacking]? [N]ot Install

This component affects ALL objects, also those from other mods! A sophisticated variation is included with the Difficulty and Tweaks Mod! This allows gradual setting instead of Unlimited Stacks.

Install Component 3110 [Unlimited Scroll Stacking]? [N]ot Install

This component affects ALL objects, also those from other mods! A sophisticated variation is included with the Difficulty and Tweaks Mod! This allows gradual setting instead of Unlimited Stacks.

Install Component [Happy Patch (Party NPCs do not fight or complain about reputation)]?

Is also included in BGTTweak!

3120 1] NPCs are never angry about reputation
3121 2] NPCs can be angry about reputation but never leave (Salk) [2]
3122 3] NPCs are always neutral about reputation (Anomaly)
Install Component 3123 [NPCs don't fight]? [N]ot Install
Install Component 3124 [Stop Haer'Dalis-Aerie romance from starting]? [N]ot Install
Install Component 3125 [Neutral Characters Make Happy Comments at Mid-Range Reputation]? [I]nstall
Install Component 3130 [No Traps or Locks (Weimer)]? [N]ot Install
Install Component [Faster Chapter 1&2 Cut-Scenes and Dreams]? [N]ot Install

This component is not compatible with Er'vonyrah: Song Władającej, Nalia romances or Tashia romances.

3140 1] Originals from EoU (Karzak, Blucher)
3141 2] Non-Silly Version
Install Component 3150 [Turn Off The Hideous Cloak-of-Mirroring and Spell-Trap Animation]? [N]ot Install

This component eliminates that animation entirely from the game; the similar SCS component however just removes the animation from the Cloak, leaving it in place for other spells and items.

Install Component 3160 [Keep Drizzt's Loot, Disable Malchor Harpell]? [N]ot Install
Install Component 3170 [No Drow Avatars On Party In Underdark]? [N]ot Install

This component must be installed if the Valen-Mod is installed, otherwise Valen jerks in the Underdark.
This component is not needed anymore when TobEx is installed.

Install Component 3183 [Romance Cheats]? choose one:
Remove racial requirements for romances? (Select a or b)
a) Remove [a]
b) No changes
Remove gender requirements for romances? (Select a or b)
a) Remove
b) No changes [b]
Allow multiple romances? (Select a or b)
a) Allow multiple
b) No changes [b]

Several romances can cause stutter if they are used togeher with other romances mods. Don't use it together with Saerileth.

Nothing kills romances? (Select a or b)
a) Nothing kills romances
b) No changes [b]

This component is only available if „Allow multiple romances“ was installed before.

Start romances for new games in ToB?
a) Start for new ToB games
b) No change [b]

Use the Flirt Packs instead, as they provide a much more expansive treatment.

Are these choices correct?
a) Yes, proceed with install [a]
b) No, let me re-select them
Install Component 3190 [Rest Anywhere (Japheth)]? [N]ot Install

This component can be considerd as a cheat an thus is skipped by the install.bat.

Install Component 3200 [Sellable Staffs, Clubs, and Slings (Icelus)]? [N]ot Install

This component could cause some issue with BG1 stores and BG1 stores from mods. You may get some items with no icons and values, so you cannot buy them.
This funktion is already included with Item Revisions.
Install Component 3210 [Minimum Stats Cheat]? [N]ot Install
Install Component 3220 [Sensible Entrance Points]? [N]ot Install
This component can only be installed after the worldmap mod.
Successfully installed Press ENTER to exit

Double-click the Setup again. The DOS dialogue appears and the readme opens:
Choose your language: 0 [English]
Would you like to display the readme? [N]o
Would you like to display the components from [Cosmetic Changes]? [N]o
Would you like to display the components from [Content Changes]? [N]o
Would you like to display the components from [Rule Changes]? [N]o
Would you like to display the components from [Convenience Tweaks/Cheats]? [N]o
Would you like to display the components from [Cam's House Rules]? [N]o
Would you like to display the components from [NPC Tweaks]? [Y]es
Install Component 4000 [Adjust Evil joinable NPC reaction rolls]? [I]nstall
This component makes it likelier that evil-aligned joinable NPC prefers a low-reputation party.
Install Component 4010 [Improved Fate Spirit Summoning]? [I]nstall
You can only summon NPCs which you have met during the game.
Install Component 4020 [ToB-Style NPCs]? [N]ot Install
This component will alter all joinable NPCs to join in the same fashion as Throne of Bhaal, where NPCs immediately level-up upon joining. This component will be overwritten by the Sword Coast Stratagems' component "Allow player to choose NPC proficiencies and skills" regardless of the order of the installation.
This component is not compatible with the Level1 NPCs mod as it won't run it's script to the finish, and you'll end up with + 20 hit points but without any proficiency points from the level 1, with most of the NPCs. Level1 NPCs however has a similar and better component "Joinable NPCs more closely match the player character's experience?" which will be installed instead.
Install Component [Consistent Stats: Edwin]? choose one:
Edwin has different stats in BG 1 and BG2. This component allows to use either BG1 or BG2 stats for Edwin.
4030 1] Use BG Values
4031 2] Use BG2 Values [2]
Install Component [Consistent Stats: Jaheira]? choose one:
Jaheira has different stats in BG 1 and BG2. This component allows to use either BG1 or BG2 stats for Jaheira.
4040 1] Use BG Values
4041 2] Use BG2 Values [2]
Install Component 4050 [Change Jaheira to Neutral Good]? [I]nstall
Install Component [Consistent Stats: Minsc]? choose one:
Minsc has different stats in BG 1 and BG2. This component allows to use either BG1 or BG2 stats for Minsc.
4060 1] Use BG Values
4061 2] Use BG2 Values [2]
An equivalent component is also included in Jarl's BGT Tweak Pack.
Install Component [Consistent Stats: Viconia]? choose one:
Viconia has different stats in BG 1 and BG2. This component allows to use either BG1 or BG2 stats for Viconia.
4070 1] Use BG Values
4071 2] Use BG2 Values [2]
Install Component 4080 [Make Khalid a Fighter-Mage (Domi)]? [N]ot Install
Note that the Level 1 NPCs mod can also do this in a much slicker fashion.
Install Component 4090 [Make Montaron an Assassin (Andyr)]? [N]ot Install
Note that the Level 1 NPCs mod can also do this in a much slicker fashion.
Install Component 4100 [Change Korgan to Neutral Evil]? [I]nstall
An equivalent component is also included in Jarl's BGT Tweak Pack.
Note that the Level 1 NPCs mod can also do this.
Install Component 4110 [Give Kagain A Legal Constitution Score of 19]? [I]nstall
An equivalent component is also included in Jarl's BGT Tweak Pack.
Note that the Level 1 NPCs mod can also do this.
Successfully installed Press ENTER to exit

23.4 Scales of Balance v3.1.2

~SCALES_OF_BALANCE/SCALES_OF_BALANCE.TP2~

This mod is designed to be installed on top of all the other great mods out there and alters many different aspects of the BGT game.

Scales of Balance should be installed after other mods that add or change items, and after other mods that add kits. It should be installed after Rogue Rebalancing and before SCS.
SoB should be installed before Refinements. But, the druid shapechange revisions should be installed after Refinements. It should be installed before the Bigg Tweak Pack component "wspatck for all".
There are a few compatibility issues with some tweaks from other mods because they make similar modifications but in a different way.
Kit Revisions and Divine Remix's spell spheres component are conceptually incompatible with Divine Class Tweaks.
Most of Scales of Balance's class tweaks are incompatible with the first component "General Class, Kit, & Class-Combination Rebalancing" from Six's Kitpack.

Essentially, the load order should look like this:
item mods
quest mods
NPC mods
spell mods
kit mods
tweak mods
BG2Tweaks
Scales of Balance (everything except druids)
Refinements
Scales of Balance (druid tweaks)
SCS
aTweaks

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

What should be done with all components that are NOT YET installed? [A]sk about each one?
Install Component 100 [1: Item Tweaks]? [I]nstall
Install Component 200 [2: Stat & Saving Throw Tweaks]? [I]nstall
This component is not compatible with the „Alter Spell Progression Tables“ from BG2 Tweaks (components 2240 - 2296), the „Expanded saving throw bonus tables for Dwarves, Gnomes and Halflings“ from aTweaks (component 213), the „Item Stat Bonuses“ from Zyraen's Miscellaneous Mod (components 23 - 24) and various other mods that make changes to stat bonuses.
Install Component 210 [3: Modified Hit Point Tables]? [I]nstall
This component is not compatible with the components "Higher HP on Level Up“ from BG2 Tweaks and "Maximum HP for NPCs" (components 3000 - 3012).
Install Component 220 [4: Standardized XP Tables]? [I]nstall
This component is not compatible with the components "Restore BG2 XP bonus for traps, locks, and scrolls" from BGT Tweak Pack (component 1900), "Delay High Level Abilities" and "Change Experience Point Cap" from BG2 Tweaks (components 2080 - 2092), "Altered XP rewards from locks, traps and scrolls" and "Unbiased quest rewards" from aTweaks (component 261 - 270)
Install Component 230 [5: Modified Spellcasting Tables]? [I]nstall
This component is not compatible with the „Alter Spell Progression Tables“ from BG2 Tweaks (components 2240 - 2296).
Install Component 250 [7: Weapon Proficiency Overhaul]? [I]nstall
This component is not compatible with the „Alter Weapon Proficiency System“ from BG2 Tweaks (components 2160 - 2162) and „Proper dual-wielding implementation for Thieves and Bards“ (component 0) from Rogue ReBalancing.
SKIPPING: 270 [6: APR on Spec]?
not for BG2
Install Component 300 [8: Warrior Class Tweaks]? [I]nstall
Install Component 320 [10: Add the Corsair fighter kit]? [I]nstall
Install Component 350 [11: Add the Harrier ranger kit]? [I]nstall
Install Component 360 [12: Add the Barbarian Ranger kit]? [I]nstall
Install Component 400 [13: Rogue Class Tweaks]? [I]nstall
Install Component 410 [14: Add the Sniper thief kit]? [I]nstall

Install Component	450	[15: Add the Gallant bard kit]?	[I]nstall
Install Component	455	[16: Add the Loresinger of Milil bard kit]?	[I]nstall
Install Component	460	[17: Add the Meistersinger bard kit]?	[I]nstall
Install Component	465	[18: Add the Loresinger of Milil divine bard kit]?	[I]nstall
Install Component	490	[Monk Fist Tweaks]?	[N]ot Install
Install Component	500	[19: Divine Class Tweaks]?	[N]ot Install

This component is not compatible with the Kit Revisions mod and the Divine Remix sphere system (component 1000).

The following cleric kits are not compatible with the Divine Remix Sphere System. You can use all of them only with DR v8 or later, and do not install the sphere system component.

Install Component	510	[20: Add the Moon Knight of Selune cleric kit]?	[I]nstall
Install Component	512	[21: Add the Silkwhisper of Sune cleric kit]?	[I]nstall
Install Component	520	[22: Add the Luckrider of Tymora cleric kit]?	[I]nstall
Install Component	526	[23: Add the Mistwalker of Leira cleric kit]?	[I]nstall
Install Component	530	[24: Add the Darkcloak of Shar cleric kit]?	[I]nstall
Install Component	532	[25: Add the Beastheart of Malar cleric kit]?	[I]nstall
Install Component	540	[26: Add the Fastpaws of Baervan Wildwanderer cleric kit]?	[I]nstall
Install Component	580	[27: Druid Class Tweaks]?	[N]ot Install

Warning, this component is not compatible with "symbolic paws" mods like the SCS-component “Improved shapeshifting”, BG2 Tweaks component “Shapeshifter Rebalancing” and the the Refinements-component “Shapeshifting Fix”.
ATTENTION: *This component should be individually installed AFTER the Refinements mod!*

Install Component	586	[28: Add the Purifier druid kit]?	[I]nstall
Install Component	588	[Add the Elementalist druid kit]?	[I]nstall
Install Component	600	[29: Wizard Class Changes]?	N]ot Install
Install Component	680	[Magic Resistance Overhaul (BETA. EXPERIMENTAL.)]?	N]ot Install
Install Component	690	[Spell Saving Throw Standardization]?	N]ot Install
Install Component	700	[31: Multiclass Changes]?	[I]nstall

Conflict with the BG2 Tweak Pack components 2350, 2351, 2352 Alter Multiclass Restrictions.

Install Component	800	[NPCs: Make Imoen a Spellfilcher]?	[N]ot Install
Install Component	805	[NPCs: Make Minsc a Barbarian Ranger]?	[N]ot Install
Install Component		[Choose a kit for Khalid:]?	
	810	1] Make Khalid a Harrier	[N]ot Install
	811	2] Make Khalid a Woodscout of Mielikki	[N]ot Install
Install Component		[NPCs: Choose a kit for Kivan]?	
	815	1] Make Kivan a Stalker]	[N]ot Install
	816	2] Make Kivan an Archer	[N]ot Install
Install Component		[NPCs: Choose a kit for Coran]?	
	820	1] Make Coran a Sniper]	[N]ot Install
	821	2] Make Coran a Scout]	[N]ot Install
Install Component		[NPCs: Choose a kit for Branwen]?	
	825	1] NPCs: Make Branwen a Battleguard of Tempus (DR)	[N]ot Install
	826	2] NPCs: Make Branwen a Gloryblood of Tempus (SoB)	[N]ot Install
Install Component	830	[NPCs: Make Safana a Swashbuckler]?	[N]ot Install
Install Component	835	[NPCs: Make Ajantis an Inquisitor]?	[N]ot Install
Install Component	840	[NPCs: Make Montaron an Assassin]?	[N]ot Install
Install Component		[NPCs: Choose a kit for Faldorn]?	
	845	1] NPCs: Make Faldorn an Avenger	[N]ot Install
	846	2] NPCs: Make Faldorn a Purifier	[N]ot Install
Install Component	850	[NPCs: Make Eldoth a Jongleur]?	[N]ot Install
Install Component	855	[NPCs: Make Garrick a Gallant]?	[N]ot Install
Install Component	860	[NPCs: Make Alora a Misadvanturer of Brandobaris]?	[N]ot Install
Install Component	865	[NPCs: Make Xan a Bladesinger]?	[N]ot Install
Install Component		[NPCs: Choose a kit for Viconia:	
	870	1] Make Viconia a Darkcloak of Shar (SoB)	[N]ot Install
	871	2] NPCs: Make Viconia a Nightcloak of Shar (DR)	[N]ot Install
Install Component	872	3] Make Viconia a Cleric/Thief	[N]ot Install
Install Component	875	[NPCs: Make Yoshimo a Swashbuckler]?	[N]ot Install
Install Component	880	[NPCs: Make Valygar a Mage Hunter]?	[N]ot Install
Install Component		[NPCs: Choose a kit for Nalia]?	
	885	1] NPCs: Make Nalia a Loresinger of Milil	[N]ot Install
	886	2] Make Nalia a Spellbender	[N]ot Install
Install Component	890	[NPCs: Make Haer'Dalis a Skald]?	[N]ot Install
Install Component	895	[NPCs: Make Mazzy a Hearthguard of Arvoreen]?	[N]ot Install
Install Component	900	[NPCs: Make Aerie a Fastpaws of Baervan Wildwanderer]?	[N]ot Install

23.5 Refinements v3.31

~SETUP-REFINEMENTS.TP2~

Refinements has multiple components which add a revised HLA system, improves Balthazar, adds a new kit, revises shapeshifting for druids, and more.

This mod must be installed AFTER The Bigg Quest Pack. The use together with Rogue ReBalancing is expressly recommended!
The Refinements component "Shapeshifting Fix" must be installed after Thieves Galores, because otherwise the shapeshifting is faulty.
Any kits must be installed before Refinements, cause it changes the HLA tables for all classes and makes duplicates of kits. Any kits installed after that may run into bugs and/or may not benefit from the revised HLA tables.

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

Choose your language: 0 [English]
10 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.
Revised HLA table component of Refinements makes Nathaniel's items unusable.
If you install this component, you may not assign multi-class abilities to any character with the Level 1 NPCs mod.

What would you like to do with component ‚SwashImoen'? [N]o

Only if you want to change Imoen into a swashbuckler.

20 1] „SwashImoen", full revision (suggested)
21 2] „SwashImoen", simple kit change (undocumented)
22 3] „SwashImoen", points in Detect Illusions rather than Set Traps
What would you like to do with component ‚Shapeshifting Fix'?
30 1] Heal on shifting back to human (Default) [1]
31 2] Heal on shifting to animal (by Borsook)

A similar solution is as well included with the BG2 Tweak Pack-component „Shapeshifter Re-Balancing" as with the SCS-component "Improved shapeshifting".

40 What would you like to do with component ‚Universal lesser mage robes'? [Y]es
50 What would you like to do with component ‚Sword Angel Kit'? [Y]es

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.

SKIPPING 70 Update the descriptions only in YOUR_LANGUAGE

This component is thought for non-English languages only.

SKIPPING 71 Update the descriptions in YOUR_LANGUAGE or, if missing, in English

This component is thought for non-English languages only.

SKIPPING 72 No description update at all

This component is thought for non-English languages only.

What would you like to do with component ‚Revised Armor and Shields.]? [N]o

This component changes the armors and shields in such a way that according to quality / weight of the armor corresponding skill penalties are applied. Then, in addition, there is still damage resistance.
Incompatible with the mod „Full Plate And Packing Steel".

SKIPPING 73 1] Update the descriptions
SKIPPING 74 2] No description update at all
SKIPPING 75 3] Update the descriptions, no penalties to movement rate.

Successfully installed Press ENTER to exit

Two or three read me's opens

***ATTENTION:** The SoB component Druid Class Tweaks must be individually installed AFTER the Refinements.*

23.6 RPG Dungeon Kit Pack

~SETUP-RPG-KP.TP2~

A mod that alters a few kits, adds more for various classes and adds a few new spells.

This mod should be installed AFTER the Throne of Bhaal Refinements mod.

Copy the folder **RPG-KP** and the files **Setup-RPG-KP.exe**, **Setup-RPG-KP.tp2** and **rpg_uninstall.bat** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

What should be done with all components that are NOT YET installed? [A]sk about each one?
Install Component 0 [Kitpack Component - Soldier Kit ? [I]nstall
Install Component 1 [Kitpack Component - Wizardslayer Enhancements]? [N]ot Install

After installing, all wizard slayers in the game (including Kitanya and the player character if applicable) will be changed. Don't install any of the Wizard Slayer components from Ashes of Embers, Grey Acumen's Kit Improvements, Konalan's Tweaks or Kitanya NPC with this component because they also alter the wizard slayer kit.

Install Component 2 [Kitpack Component - Ice Knight]? [I]nstall
Install Component 3 [Kitpack Component - Spellweaver: Wild Sorcerer kit]? [I]nstall

The Spellweaver component is incompatible with the Druidic Sorcerer mod respectively Geomantic Sorcerer Kit to some extent. It seems the game only allows 24 high level abilities, so both new sets of HLAs don't fit in the sorcerer's HLA table. You can play a spellweaver with the Druidic Sorcerer installed, but s/he will only get the standard Sorcerer HLAs.
This component is incompatible with Cal-Culator.
This component should be installed AFTER the Throne of Bhaal Refinements Mod.

Install Component 4 [Kitpack Component - Wild Jester: bard kit]? [I]nstall

This component is incompatible with Cal-Culator.

Install Component 5 [Kitpack Component - Wild Jester: Equal Opportunity Edition]? [N]ot Install

Practically identical to the original Wild Jester, only this kit appears under the Thief class, so it's available to all races; the character's class is changed to Bard in-game.
This component is incompatible with Cal-Culator.

Install Component 6 [Kitpack Component - Spellsword: fighter/sorcerer kit? [I]nstall

It's recommended to combine this kit with your selection of components from Ashes of Embers. The dualthrown component of this mod might also come in handy.
This component is incompatible with Cal-Culator.

Install Component 7 [Kitpack Component - Buffoon: bard kit]? [I]nstall
Install Component 8 [Kitpack Component - Buffoon: Equal Opportunity Edition]? [N]ot Install

Same as above

Install Component 9 [Kitpack Component - Arcane Archer]? [I]nstall
Install Component 10 [Kitpack Component - Hellion]? [I]nstall
Install Component 11 [Kitpack Component - Dual-wielding for thrown weapons tweak]? [N]ot Install

*To make these weapons adhere to the new rules of Ashes of Embers, install AoE *after* this component.*
This component can only be installed before Weimer's Item Upgrade.

Install Component 12 [Kitpack Component - Original Sorcerer description]? [N]ot Install

Reverts the spellweaver's or a spellsword's kit description to the original sorcerer description.

Install Component 13 [Kitpack Component - Spell Additions]? [I]nstall

This section could be accused of breaking the 4th wall due to the nature of one of the avatars but it has been included as a bit of light-hearted fun.

Successfully installed Press ENTER to exit

23.7 Derat's Unused Kits Pack v11

~DERATS_KITS/SETUP-DERATS_KITS.TP2~

This mod offers interesting kits of the rarely performed" pure" classes (without multiclassing). Hence the term "unused".

If you wish to use katanas, you need to install this mod after Item Upgrade Ruad, Rolles and all mods that add new katanas.
Refinements must be installed before DUKP (specifically the components 2 Trompe-la-mort, 5 Precheur des flammes, 6 Maitre de l'essaim und 9 Seigneur de guerre).
Never Ending Journey and Shadows Over Soubar cause a conflict with the animations slots of DUKP (especially Maitre de l'essaim, Chasseur de vermine, Belluaire), because the fire beetle, rhinoceros beetle and bread beetle from DUKP use the same slots as the guardian, frost giant and lizard king from Never Ending Journey. The properties of the installed creatures are not affected, only the animation may seem strange.

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

Double-click the Setup. The DOS dialogue appears:

What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 0	[Specialisation de guerrier (demi-orque) : Porteur de haine]?	[I]nstall
Install Component 1	[Specialisation de rodeur : Chasseur de vermine]?	[I]nstall

conflict with the animations of NeJ and SoS

Install Component 2	[Specialisation de clerc : Precheur des flammes]?	[I]nstall
Install Component 3	[Specialisation de druide : Maitre de l'essaim]?	[I]nstall

conflict with the animations of NeJ and SoS

Install Component 4	[Specialisation de voleur : Marcheur des ombres]?	[I]nstall
Install Component 5	[Specialisation de mage (invocateur): Savant Artilleur]?	[I]nstall
Install Component 6	[Specialisation de sorcier : Sorcelier]?	[I]nstall
Install Component 7	[Specialisation de jumelage Guerrier -> Mage : Seigneur de guerre]?	[I]nstall

This kit must be installerd after Spell Revisions.

Successfully installed	Press ENTER to exit

ATTENTION: *The Six's Kitpack component „General Class, Kit, & Class-Combination Rebalancing“ must be individually installed AFTER the Refinements mod and AFTER any mod that adds kits!*

23.8 Spell Revisions v3.1 (2)

~SETUP-SPELL_REV.TP2~

This mod improves the arcane and divine spells, removes different bugs, some weaker sspells are improved and a few spells are completely remade. This mod replaces entirely the Arcane-Divine Spell Pack.

NOTE*: This mod must be installed in two steps! The component “Update Spellbooks of Joinable NPCs“ must be installed after all the NPC mods.*
Spell Revisions doesn't consciously try to handle compatibility with either Spell Pack or the megamods at this time (SR v3.1).
Spell Pack Beta 6 is completely technically compatible with SR when it is installed after SR. Spell Pack adds some new spells and it revises some old ones. It has separate components for each spell, so if you prefer the SP version of a particular spell, you can install that component to replace the SR version. I can't comment on how well SR and SP match up conceptually.
When SR starts using ADD_SPELL, it should become technically compatible with the spells added by megamods. It's generally agreed that a number of megamod spells stray far from the balance desired by SR, so SR will probably remain conceptually incompatible with them unless those spells get rebalanced.
It is not recommend to use Spell-50 with Spell Revisions as conceptually they are on opposite extremes. Spell Revisions is trying to "rebalance" spells, while that mod purposely makes them extremely overpowered.
Install Ascension before Spell Revisions, because Ascension overwrites a whole lot of spells. SCS should be installed after SR.
In general, it should be installed after BG2 Fixpack and before AI enhancing mods.
Spell Revisions may have some compatibility issues with Divine Remix, so it is not recommended to use them together at this time. Currently, installing SR after Divine Remix will result in divine spells no longer following the sphere system while installing Divine Remix after SR will result in the replacement of some of SR's spell descriptions and the disappearance of some of SR's new and moved spells.

You have already copied the folder **spell_rev** and the file **setup-spell_rev.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?		[N]o
What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 0	[Spell Revisions]?	[N]ot Install
Install Component 10	[Deva and Planetar Animations]?	[N]ot Install

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

Install Component 20	[Mirror Image Fix]?	[N]ot Install

This component corresponds to the SCS component „Bugfix: Fix the Mirror Image spell so it doesn't block area-effect magic“. The SCS version is less comprehensive than the one from Spell Revisions.

Install Component 30	[Dispel Magic Fix]?	[N]ot Install

This component corresponds to the SCS component „Fix the Dispel Magic spell so it correctly allows for caster's level“. The SCS version is less comprehensive than the one from Spell Revisions.

Install Component 40	[Cure Sleep Fix]?	[N]ot Install

Requires the main component be installed

Install Component 50 [Remove Disabled Spells from Spell Selection Screens]? [N]ot Install
Requires the main component be installed
Install Component 60 [Update Spellbooks of Joinable NPCs]? [I]nstall
Requires the main component be installed
This component will not work properly with Divine Remix installed.
This component affects all installed NPCs who are divine casters and therefore must be installed after all NPC mods.
Successfully installed Press ENTER to exit

23.9 Sword Coast Stratagems v30

~STRATAGEMS/SETUP-STRATAGEMS.TP2~

SCS adds more than 130 optional components (substantially upgraded general AI, upgraded enemy challenges, NSC management and general improved gameplay). This mod however is not to compare with other tactics mods, as it makes combats more interesting and tactically challenging, rather than just making it harder by brute-force methods like tripling all the damage rolls. SCS also includes a few ease-of-use features and tweaks.

As of version 22, SCS and SCS have been combined into a single mod named "Sword Coast Stratagems".

Ideally, SCS prefers to be installed last, but several other recent mods (aTweaks, Rogue Rebalancing, BiggTweaks, BG2 Tweakpack) also say "install last" in their readmes. You can generally install any of these listed mods after SCS fairly safely. (In particular, Rogue Rebalancing and aTweaks are designed with SCS specifically in mind, and should definitely be installed after SCS). Other mods, and in particular any mods that add new items, really need to be installed before SCS.

SCS is designed to work with the BG2 Fixpack when used on BGT installs.
SCS should be installed towards the end of your installation.
Rogue Rebalancing and aTweaks are designed to be installed after SCS.
SCS is fully compatible with Wheels of Prophecy. Install SCS after Wheels of Prophecy.
BiggTweaks and Virtue can also fairly safely installed after SCS.
BG2 Tweaks can be installed before or after SCS; both should work.
Other mods, and in particular any mods that add new items, really need to be installed before SCS.
The latest version of Big Picture is at some level compatible with Stratagems. For a stable install you should choose the AI components of one or the other , as both try to do broadly similar things in rather different ways.

SCS is fully compatible with the "Refinements" mod, and in particular, will make use of the modified High-Level Abilities introduced by Refinements. Refinements must be installed before SCS for this to work properly.

SCS is compatible with the "Item Revisions" and "Spell Revisions" mods. Both should be installed before SCS. Some IR and SR components that overlap with SCS will be silently skipped on an install of SCS.

SCS has slight compatibility issues with Divine Remix. Divine Remix rearranges the spellbooks of some potentially-hostile mages and SCS, not knowing this, will fail to use their spells effectively. This is unlikely to have any significant effect on play, though.

If you install "Tougher Sendai" from Oversight then the SCS improvements to Sendai (in the Smarter Mages / Smarter Priests component) will be skipped in favour of the Oversight ones.

Quest Pack's AI and creature enhancements are compatible with SCS. Install Quest Pack first, then install whichever components of SCS you want: they will override the Quest Pack for the affected creatures. Quest Pack still has some content not influenced by SCS: notably, it improves Mummies and Umber Hulks.

Compatibility between Tactics and SCS depends on the components.

Some Stratagems components are extremely memory-intensive! You need at least 4 GB RAM installed or the installation will fail! Please note that Windows XP and Windows 7 32 bit only support 2 GB. If you have Windows 7 32 bit installed you must remove the 2 GB limit with the patch from here:
http://www.unawave.de/windows-7-tipps/32-bit-ram-barrier.html?lang=EN

Because many changes effect all installed mods and mostly thousands of files are to be changed, the single steps may last for a while. Because all the changes are accumulated in the internal memory until you press enter, it may

lead in consideration of the amount of the installed mods to problems with computers of low efficiency (computer crash). In this case, I recommend to install this mod category for category, that means at the first request "Would you like to display the components from [###]?" to press [Y]es, then to skip following ones with [N]o and to quit the installation after the first category. Afterwards install the next category in the same way as individually. The following instructions are arranged after this principle.

The settings of the subcomponents are more or less chosen randomly to test whether this component installs at all. Players' experience will show the commended settings in future.

Note: Some Stratagems components require several hours to be installed!

Copy the folders **stratagems** and the files **stratagems.bat** and **weidu.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Would you like to display the components from [Spell tweaks]?			[Y]es
Would you like to display the components from [Item tweaks]?			[N]o
Would you like to display the components from [Gameplay tweaks]?			[N]o
Would you like to display the components from [Cosmetic and ease-of-use tweaks]?			[N]o
Would you like to display the components from [AI enhancements]?			[N]o
Would you like to display the components from [Tactical challenges - BG1]?			[N]o
Would you like to display the components from [Tactical challenges - BG2]?			[N]o
Install Component	1000	[Initialise mod (all other components require this)]?	[I]nstall

This component alone does not do anything in the game, but is required for almost all other tactical or AI components.

Install Component		[Standardise spells: BG1 vs BG2]?	

Many of the tactical choices made by wizards and priests in SCS assume that this component ist installed.

SKIPPING	1900	1] Remove spells not in BG1	

only for BG1Tutu

	1901	2] Introduce BG2 spell scrolls into BG1	[2]
Install Component	1910	[Protection from Normal Missiles also blocks Arrows of Fire/Cold/Acid and similar projectiles without pluses]?	[I]nstall

Combined with the components that replace +1 weapons with nonmagical weapons, this significantly increases the usefulness of Protection from Normal Missiles

Install Component	2000	[Allow Spellstrike to take down a Protection from Magic scroll]?	[I]nstall

This component will be skipped, if you have v3 (or later) of "Spell Revisions" installed.

Install Component	2010	[More consistent Breach spell (always affects liches and rakshasas; doesn't penetrate Spell Turning)]?	[I]nstall
Install Component	2020	[Antimagic attacks penetrate improved invisibility]?	[I]nstall
Install Component	2030	[Iron Skins behaves like Stoneskin (can be brought down by Breach)]?	[I]nstall

This component will be skipped, if you have v3 (or later) of "Spell Revisions" installed.

Install Component		[Modify the Harm spell so it does damage rather than reducing target to 1 hp]?	

This component will be skipped, if you have v3 (or later) of "Spell Revisions" installed.

	2040	1] Enemy Harm spells reduce target to 1 hit point; player Harm spells do 150 hp of damage	
	2041	2] Enemy and player Harm spells both do 150 hp of damage	[2]
Install Component	2050	[Allow individual versions of Spell Immunity to be placed into Contingencies and Spell Triggers]?	[N]ot Install

This component is obsolete when you are using ToBEx

Install Component	2060	[Revert Greater Restoration back to only affecting one creature]?	[I]nstall

This component will be skipped, if you have v3 (or later) of "Spell Revisions" installed.

Install Component	2070	[Blade Barrier and Globe of Blades only affect hostile creatures]?	[I]nstall

This component will be skipped, if you have v3 (or later) of "Spell Revisions" installed.

Install Component	2080	[Cap damage done by Skull Trap at 12d6]?	[I]nstall

This component will be skipped, if you have v3 (or later) of "Spell Revisions" installed.

Install Component	2090	[Make Power-Word: Blind single-target]?	[I]nstall

This component will be skipped, if you have v3 (or later) of "Spell Revisions" installed.

Install Component	2100	[Make Minute Meteors into +2 weapons]?	[I]nstall

This component will be skipped, if you have v3 (or later) of "Spell Revisions" installed.

Install Component		[Reduce the power of Inquisitors' Dispel Magic]?	
	2110	1] Inquisitors dispel at 1.5 x their level (not twice their level)	[1]
	2111	2] Inquisitors dispel at their level (not twice their level)	
Install Component	2120	[Slightly weaken insect plague spells, and let fire shields block them]?	[I]nstall
Install Component	2130	[Cosmetic change: stop Stoneskins from changing the caster's colour]?	[I]nstall
Install Component	2140	[Slightly increase the power of Mantle, Improved Mantle, and Absolute Immunity]?	

[I]nstall

This component will be skipped, if you have v3 (or later) of "Spell Revisions" installed.

Install Component 2150 [Make spell sequencers, spell triggers, and contingencies learnable by all mages]?
[I]nstall

This component will be skipped, if you have v3 (or later) of "Spell Revisions" installed.

Install Component 2160 [Add an extra copy of some hard-to-find spell scrolls]? [I]nstall
Install Component 2170 [True Sight/True Seeing spells protect from magical blindness]? [I]nstall
Install Component 2180 [Prevent Simulacra and Projected Images from using magical items]? [I]nstall
Install Component 2190 [Allow invisibility spells to hide the visual effects of protective spells (like Spell Turning and Fire Shield)]?
[I]nstall

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

Choose your language: 0 [English]
Would you like to display the readme? [N]o
Would you like to display the components from [Spell tweaks]? [N]o
Would you like to display the components from [Item tweaks]? [Y]es
Would you like to display the components from [Gameplay tweaks]? [N]o
Would you like to display the components from [Cosmetic and ease-of-use tweaks]? [N]o
Would you like to display the components from [AI enhancements]? [N]o
Would you like to display the components from [Tactical challenges - BG1]? [N]o
Would you like to display the components from [Tactical challenges - BG2]? [N]o

The following components will be installed only with the tactics version.

Install Component 3000 [Replace BG1-style elemental arrows with BG2 versions]?

only for BG1Tutu

Install Component 3010 [Replace +1 arrows with nonmagical "fine" ones]? [I]nstall

This component only applies to BG2

Install Component 3020 [Replace +1 magical weapons with Fine ones]? [I]nstall
Install Component [Replace many +1 magical weapons with Fine ones]?
3021 1] Fine weapons are immune to the iron crisis]?
3022 2] Fine weapons are affected by the iron crisis]? [2]
Install Component 3030 [Re-introduce potions of extra-healing]? [I]nstall
Install Component [Reduce the number of Arrows of Dispelling in stores]?
3040 1] Remove Arrows of Dispelling from stores]?
3041 2] Stores sell a maximum of 5 Arrows of Dispelling]? [2]
Install Component 3050 [Remove the Shield of Balduran from the game]? [N]ot Install

Skipping this component, as Item Revisions renders it obsolete

Install Component 3060 [Remove the invisibility power of the Staff of the Magi]? [I]nstall

Skipping this component, as Item Revisions renders it obsolete

Install Component 3070 [Move Vhailor's Helm into Throne of Bhaal]? [I]nstall

Skipping this component, as Item Revisions renders it obsolete

Install Component 3080 [Move the Cloak of Mirroring]? [I]nstall

Skipping this component, as Item Revisions renders it obsolete

Install Component 3090 [Move the Robe of Vecna into Throne of Bhaal]? [I]nstall

Skipping this component, as Item Revisions renders it obsolete

Install Component 3100 [Make the healing and resurrection powers of the Rod of Resurrection into separate abilities]?
[N]ot Install

Skipping this component, as it is already installed via Item Revisions

Install Component 3110 [Change Carsomyr so that its Dispel on contact power grants a saving throw]? [I]nstall

Skipping this component, as it is already installed via Item Revisions

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

Choose your language: 0 [English]
Would you like to display the readme? [N]o
Would you like to display the components from [Spell tweaks]? [N]o
Would you like to display the components from [Item tweaks]? [N]o
Would you like to display the components from [Gameplay tweaks]? [Y]es
Would you like to display the components from [Cosmetic and ease-of-use tweaks]? [N]o
Would you like to display the components from [AI enhancements]? [N]o
Would you like to display the components from [Tactical challenges - BG1]? [N]o
Would you like to display the components from [Tactical challenges - BG2]? [N]o
Install Component 4000 [Faster Bears]? [I]nstall
Install Component 4010 [Grant large, flying, non-solid or similar creatures protection from Web and Entangle]?
[I]nstall
Install Component 4020 [More realistic wolves and wild dogs]? [I]nstall
Install Component 4030 [Improved shapeshifting]? [N]ot Install

If you have both this component and the "improved priests" component installed, enemy druids will use improved shapeshifting.
A similar solution is as well included with the BG2 Tweak Pack-component „Shapeshifter Re-Balancing“ as with the Refinements-component “Shapeshifting Fix”.

Install Component 4040 [Make party members less likely to die irreversibly]? [I]nstall
Install Component [Decrease the rate at which reputation improves]?
4050 1] Reputation increases at about 2/3 the normal rate
4051 2] Reputation increases at about 1/2 the normal rate [2]
4052 3] Reputation increases at about 1/3 the normal rate
4053 4] Reputation increases at about 1/4 the normal rate
Install Component 4100 [Allow player to choose NPC proficiencies and skills]? [N]ot Install

If you choose this component, you can choose the component "ToB-style of the NPCs" from BG2 Tweak Pack no more.
Note: the patch takes a few seconds to come into effect. If there's a 3-4 second pause when your character's statistics (hit points, say) aren't right, don't worry about it.
The Level 1 NPCs component “Joinable NPCs more closely match the player character's experience?” is recommended instead.

Install Component 4110 [Allow NPC pairs to separate]? [I]nstall
Install Component 4120 [NPCs go to inns]? [I]nstall

This component isn't compatible with the similarly-named BG1 NPC component "NPCs can be sent to wait in an inn." This version lets you send people to more inns.

Install Component 4130 [Move NPCs to more convenient locations]? [I]nstall

Not compatible with the BG1 NPCs at Beginning components Move Eldoth, Move Quayle, Move Shar-Teel, Move Tiax and Move Viconia.

Install Component 4140 [Allow Yeslick to use axes]? [N]ot Install
Install Component [Skip the Candlekeep tutorial sections]?

Those who have already often played BG can skip this perfectly good tutorial.

4145 1] Remove the tutorial NPCs from Candlekeep
4146 2] Skip Candlekeep altogether (warning: breaks the 4th wall!) [2]
Install Component 4150 [Allow the Cowled Wizards to detect spellcasting in most indoor, above-ground areas in Athkatla]? [N]ot Install
Install Component [Increase the price of a license to practise magic in Athkatla]?

The default price for a magic licence from the Cowled Wizards is 5,000 gp.

4160 1] License costs 10,000 gp [1]
4161 2] License costs 15,000 gp
4162 3] License costs 20,000 gp
4163 4] License costs 30,000 gp
4164 5] License costs 50,000 gp
Install Component [Increase the price asked by Gaelan Bayle]?

In the unmodded game Gaylan asks the player to provide 20,000gp

4170 1] Gaelan wants 40,000 gold pieces [1]
4171 2] Gaelan wants 60,000 gold pieces
4172 3] Gaelan wants 80,000 gold pieces
4173 4] Gaelan wants 100,000 gold pieces
4174 5] Gaelan wants 120,000 gold pieces
Install Component 4180 [Make Freedom scrolls available earlier [I]nstall
Install Component 4190 [Make Watchers' Keep accessible between SoA and ToB (warning: this will make it inaccessible until the end of SoA)]? [N]ot Install

This component is only available on Windows versions of SCS.
If you want to install this component, then it may be installed only after BP-BGT-Worldmap, because otherwise the Worldmap component "Use new worldmap for Throne of Bhaal as well" will overwrite this SCS component will overwrite again.
If you install this component you will not be able to access Watcher's Keep during the Shadows of Amn part of the game.

Install Component 4200 [Retrieve Dropped Items from Hell]? [N]ot Install

This component may be installed together with the previous component only after the BP-BGT-Worldmap.

Install Component 4210 [Randomise the maze in Watcher's Keep]? [I]nstall
Install Component 4215 [Remove unrealistically helpful items from certain areas]? [N]ot Install
Install Component [Remove unrealistically convenient ammunition from certain areas]?
4216 1] Only remove nonmagical ammo from random containers
4217 2] Remove ammo up to the +2 level from random containers [2]
4218 3] Remove all ammo from random containers
Install Component 4230 [Delay the arrival of the "bonus merchants" in the Adventurers' Mart and the Copper Coronet]? [I]nstall
Install Component 4240 [Treat mages' and priests' High-Level Abilities as innate abilities rather than memorisable spells (each

may be taken only once)]? [I]nstall

This component makes use of the HLAs changed by Refinements if that mod is installed before.
*This component does the same job as the "**High Level ABILITIES - a ToB mod for casters**"*

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

Choose your language: 0 [English]
Would you like to display the readme? [N]o
Would you like to display the components from [Spell tweaks]? [N]o
Would you like to display the components from [Item tweaks]? [N]o
Would you like to display the components from [Gameplay tweaks]? [N]o
Would you like to display the components from [Cosmetic and ease-of-use tweaks]? [Y]es
Would you like to display the components from [AI enhancements]? [N]o
Would you like to display the components from [Tactical challenges - BG1]? [N]o
Would you like to display the components from [Tactical challenges - BG2]? [N]o
Install Component 5000 [Ease-of-use party AI]? [I]nstall

This AI script, suitable for all characters, has 5 functions that simplify precombat spellcasting of long-duration spells.

Install Component 5010 [Move Boo into Minsc's pack]? [I]nstall
Install Component 5020 [Remove the blur graphic effect from the Displacer Cloak]? [I]nstall
Install Component 5030 [Remove animation from the Cloak of Mirroring (leave it for other spells and effects that use the same graphic)]? [I]nstall

The similar BG2 Tweak Pack component eliminates that animation entirely from the game; this component however just removes the animation from the Cloak, leaving it in place for other spells and items.

Install Component 5050 [Stackable ankheg shells, winterwolf pelts and wyvern heads]? [I]nstall
Install Component 5060 [Ensure Shar-Teel doesn't die in the original challenge]? [I]nstall

This component like the similar component "The BG1 NPC Project: Make Shar-Teel Unkillable until in party"

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

Choose your language: 0 [English]
Would you like to display the readme? [N]o
Would you like to display the components from [Spell tweaks]? [N]o
Would you like to display the components from [Item tweaks]? [N]o
Would you like to display the components from [Gameplay tweaks]? [N]o
Would you like to display the components from [Cosmetic and ease-of-use tweaks]? [N]o
Would you like to display the components from [AI enhancements]? [Y]es
Would you like to display the components from [Tactical challenges - BG1]? [N]o
Would you like to display the components from [Tactical challenges - BG2]? [N]o
Install Component 5900 [Initialise AI components (required for all tactical and AI components)]? [I]nstall

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

Install Component 6000 [Smarter general AI]? [I]nstall
Install Component 6010 [Better calls for help]? [I]nstall
Install Component [Add high-level abilities (HLAs) to spellcasters]?

The component has no effect unless the Smarter Mages and/or Smarter Priests component is installed.

6020 1] Only selected spellcasters in Throne of Bhaal get HLAs
6021 2] Only selected spellcasters in Throne of Bhaal and Shadows of Amn get HLAs [2]
6022 3] All eligible spellcasters in Throne of Bhaal get HLAs; none in Shadows of Amn do
6023 4] All eligible spellcasters in Throne of Bhaal get HLAs; only selected casters in Shadows of Amn do
6024 5] All eligible spellcasters in Throne of Bhaal and Shadows of Amn get HLAs (very challenging and not really recommended!)

Install Component [Smarter Mages]? [I]nstall

This component drastically improves the intelligence of pretty much all the arcane spellcasters (liches, mages, fighter/mages, thief/mages, bards)
If you install "Tougher Sendai" from Oversight then the improvements to Sendai in this component will be skipped in favour of the Oversight ones.
This function is also included with Big Picture mod. Don't install both of them.
The "Improved Mae'Var" component from Tactics is incompatible with this component. Only install one of them.

6030 1] Mages cast some short-duration spells instantly at start of combat, to simulate pre-battle casting
6031 2] Mages only cast short-duration spells instantly at start of combat if they are created in sight of the PC
6032 3] Mages never cast short-duration spells instantly at start of combat [3]
6033 4] Mages in BG1 cast short-duration spells instantly at start of combat; mages in BG2 only do so if they are created in sight of the PC
6034 5] Mages cast short-duration spells instantly at start of combat on difficulty settings of Hard or higher

Install Component [Smarter Priests]?

This component upgrades the intelligence of the clerics and fighter-clerics in the game
This function is also included with Big Picture mod. Don't install both of them.

The "Improved Mae'Var" component from Tactics is incompatible with this component. Only install one of them.
6040 1] Priests cast some short-duration spells instantly at start of combat, to simulate pre-battle casting
6041 2] Priests only cast short-duration spells instantly at start of combat if they are created in sight of the PC
6042 3] Priests never cast short-duration spells instantly at start of combat [3]
6043 4] Priests in BG1 cast short-duration spells instantly at start of combat; priests in BG2 only do so if they are created in sight of the PC
6044 5] Priests cast short-duration spells instantly at start of combat on difficulty settings of Hard or higher
Install Component [Potions for NPCs]?
This component requires "smarter general AI" to be installed
6100 1] All of the potions dropped by slain enemies are recoverable
6101 2] One third of the potions dropped by slain enemies break and are lost [2]
6102 3] Half the potions dropped by slain enemies break and are lost
6103 4] Two thirds of the potions dropped by slain enemies break and are lost
6104 5] All of the potions dropped by slain enemies break and are lost
Install Component 6200 [Improved Spiders]? [I]nstall
Install Component 6300 [Smarter sirines and dryads]? [I]nstall
This component requires "smarter general AI" to be installed
Install Component 6310 [Slightly harder carrion crawlers]? [I]nstall
This component requires "smarter general AI" to be installed
Install Component 6320 [Smarter basilisks]? [I]nstall
This component requires "smarter general AI" to be installed
Install Component 6500 [Improved golems]? [I]nstall
Not compatible with the Tactics component Improved Golems
Install Component [Improved fiends]?
This component requires "Initialise mod" to be installed
This component will only have an effect on the game if you also install SCS 's "Smarter Mages" and/or "Smarter Priests" components.
This component overlaps with Tactics's Improved Demon Knights component
This component overwrites Ascension's "Tougher Demogorgon" respectively BP's "Improved Demogorgon"
6510 1] Fiends have about 50 percent more hit points than normal
6511 2] Fiends have normal hit points [2]
Install Component [Smarter genies]?
This component requires "Initialise mod" to be installed
6520 1] Genies have about 50 percent more hit points than normal
6521 2] Genies have normal hit points [2]
Install Component [Smarter celestials]?
This component requires "Initialise mod" to be installed
6530 1] Celestials have about 50 percent more hit points than normal
6531 2] Celestials have normal hit points [2]
Install Component [Smarter dragons]?
This component requires "Initialise mod" to be installed.
This component corresponds to the Tactics component "Smarter Dragons in SoA".
If you have installed the Super Firkraag mod before, you must copy afterwards the file dragred.bcs from the directory SCS/backup/6100 into the override folder.
6540 1] Dragons have a substantial hit point increase
6541 2] Dragons have normal hit points [2]
Install Component [Smarter beholders]?
This component requires "Initialise mod" to be installed.
This component corresponds to the Tactics component "Smarter Beholders".
This function is also included with Big Picture mod. Don't install both of them.
6550 1] Give beholder rays some chance to "burn through" spell protections; beholder antimagic blocks all spells, including harmful ones, for a round (simulates D&D rules)
6551 2] Don't give beholder rays any chance of burning through spell protections; beholder antimagic blocks all spells, including harmful ones, for a round (simulates D&D rules) [2]
6552 3] Give beholder rays some chance to "burn through" spell protections; beholder antimagic removes defences and prevents casting but does not block harmful spells (original game behaviour)
6553 4] Don't give beholder rays any chance of burning through spell protections; beholder antimagic removes defences and prevents casting but does not block harmful spells (original game behaviour)
Install Component [Smarter mind flayers]?
This component corresponds to the Tactics component "Improved Mind Flayers".
This function is also included with Big Picture mod. Don't install both of them.
6560 1] Illithids have only original-game resistances; Illithids can see through invisibility [1]
6561 2] Illithids have enhanced damage resistance; Illithids can see through invisibility (matches Tactics mod)

6562 3] Illithids have only original-game resistances; Illithids cannot see invisible enemies (matches original game)
6563 4] Illithids have enhanced damage resistance; Illithids cannot see invisible enemies
Install Component 6570 [Smarter githyanki]? [I]nstall
This function is also included with Big Picture mod. Don't install both of them.
Install Component 6580 [Improved Vampires]? [I]nstall
This component does affect Bodhi, but only if you don't install the "Improved Bodhi" component
Install Component 6590 [Smarter Throne of Bhaal final villain]? [I]nstall
Install Component 6800 [Smarter Illasera]? [I]nstall
Requires the Ascension mod. Big Picture has its own improved version of that mod.
Install Component 6810 [Smarter Gromnir]? [I]nstall
Requires the Ascension mod. Big Picture has its own improved version of that mod.
Install Component 6820 [Smarter Yaga-Shura]? [I]nstall
Requires the Ascension mod. Big Picture has its own improved version of that mod.
Install Component 6830 [Smarter Abazigal]? [I]nstall
Requires the Ascension mod. Big Picture has its own improved version of that mod.
Install Component 6840 [Give Ascension versions of Irenicus and Sendai SCS scripts and abilities]? [I]nstall
Requires the Ascension mod.
Install Component 6850 [Give Ascension demons SCS scripts and abilities]? [I]nstall
Requires the Ascension mod.

Double-click the Setup again. The DOS dialogue appears:
Choose your language: 0 [English]
Would you like to display the readme? [N]o
Would you like to display the components from [Spell tweaks]? [N]o
Would you like to display the components from [Item tweaks]? [N]o
Would you like to display the components from [Gameplay tweaks]? [N]o
Would you like to display the components from [Cosmetic and ease-of-use tweaks]? [N]o
Would you like to display the components from [AI enhancements]? [N]o
Would you like to display the components from [Tactical challenges - BG1]? [Y]es
Would you like to display the components from [Tactical challenges - BG2]? [N]o
These components will make the encounters more difficulty of and, therefore, are thought for experienced players only.
Install Component 7000 [Improved doppelgangers]? [I]nstall
Install Component 7010 [Tougher Black Talons and Iron Throne guards]? [I]nstall
The BGTNeJ2 v1.0b component "Tougher Black Talone Elites" has the same function.
Install Component 7020 [Improved deployment for parties of assassins]? [I]nstall
Install Component 7030 [Dark Side-based kobold upgrade]? [I]nstall
Install Component 7040 [Relocated bounty hunters]? [I]nstall
Install Component 7050 [Improved Ulcaster]? [I]nstall
Install Component 7060 [Improved Balduran's Isle]? [I]nstall
Install Component 7070 [Improved Durlag's Tower]? [I]nstall
The components „Smarter Mages" and „Smarter priests" should be installed to be able to use this component.
Install Component 7080 [Improved Demon Cultists]? [I]nstall
The components „Smarter Mages" and „Smarter priests" should be installed to be able to use this component.
Install Component 7090 [Improved Cloakwood Druids]? [I]nstall
This component requires "Smarter Priests" to be installed
Install Component 7100 [Improved Bassilus]? [I]nstall
This component requires components „Smarter Mages" and „Smarter priests".
Install Component 7110 [Improved Drasus party]? [I]nstall
Install Component 7130 [Improved Red Wizards]? [I]nstall
This component requires "Smarter Mages" to be installed
Install Component 7140 [Improved Undercity party]? [I]nstall
Install Component 7200 [Tougher chapter-two end battle]? [I]nstall
Install Component 7210 [Tougher chapter-three end battle]? [I]nstall
Install Component 7220 [Tougher chapter-four end battle]? [I]nstall
Install Component 7230 [Tougher chapter-five end battle]? [I]nstall
Install Component 7250 [Improved final battle]? [I]nstall
Install Component 7900 [Improved minor encounters]? [I]nstall

Double-click the Setup again. The DOS dialogue appears:
Choose your language: 0 [English]
Would you like to display the readme? [N]o
Would you like to display the components from [Spell tweaks]? [N]o

Would you like to display the components from [Item tweaks]? [N]o
Would you like to display the components from [Gameplay tweaks]? [N]o
Would you like to display the components from [Cosmetic and ease-of-use tweaks]? [N]o
Would you like to display the components from [AI enhancements]? [N]o
Would you like to display the components from [Tactical challenges - BG1]? [N]o
Would you like to display the components from [Tactical challenges - BG2]? [Y]es

These components will make the encounters more difficulty of and, therefore, are thought for experienced players only.

Install Component 8000 [Make the starting dungeon slightly harder]? [I]nstall
Install Component 8010 [Improved Shade Lord]? [I]nstall
Install Component 8020 [Spellcasting Demiliches]? [I]nstall

This component requires "Smarter Mages"
This component overlaps with the Tactics component „Tougher Kangaxx and Guardians“.
This component overlaps with the Big Picture component "Improved Kangaxx Encounter"

Install Component 8030 [More resilient trolls]? [I]nstall

This component ist compatible with the Tactics component "Streamlined Trolls"!

Install Component [Increase difficulty of level-dependent monster groupings]?

This component corresponds to the Tactics components “Always Toughest Random Spawns in Dungeons”, “Slightly Smarter Mages and Liches” and “Slightly Tougher Demons”. "Always Toughest Random Spawns in Dungeons" is also included with Big Picture mod.

8040 1] Mildly increased difficulty
8041 2] Significantly increased difficulty
8042 3] Almost-maximum difficulty (maximum for everything except liches) [3]
8043 4] Maximum difficulty

Install Component 8050 [Improved Random Encounters]? [I]nstall
Install Component [Improved de'Arnise Keep ("Tactics Remix")]?

This function is also included with Big Picture mod. Don’t install both of them.
Not compatible with the Tactics component Improved TorGal and De'Arnise Keep

8060 1] Spirit trolls have the same powers as in the original game
8061 2] Enhanced spirit trolls (as in Tactics) [2]

Install Component 8070 [Improved Unseeing Eye]? [I]nstall

This component requires "Smarter Beholders" to be installed

Install Component [Improved Bodhi (Tactics Remix)]?

This function is also included with Big Picture mod. Don’t install both of them.
Not compatible with the Tactics component Improved Bodhi

8080 1] "Toned-down" version of the original Tactics Improved Bodhi, with SCS scripting
8081 2] Original Tactics Improved Bodhi with SCS scripting [2]

Install Component 8090 [Party's items are taken from them in Spellhold]? [I]nstall

This component is rather similar to the component "Improved Spellhold" of the "Big Picture" mod, but it prevents the "missing-item" bugs that caused some problems with the Big Picture component. It is compatible with the Big Picture version if you install the SCS version after the BP version. Don't install the BP version after the SCS version, though.

Install Component 8100 [Improved battle with Irenicus in Spellhold]? [I]nstall

This function is also included with Big Picture mod. Don’t install both of them.
Not compatible with the Tactics component Improved Irenicus

Install Component 8110 [Improved Sahuagin]? [I]nstall

There is a similar, but stronger component in the mod Tactics. Don’t install both of them.

Install Component 8120 [Improved Beholder hive (adapted from Quest Pack)]? [I]nstall
Install Component 8130 [Prevent resting in the Illithid city]? [I]nstall
Install Component [Slightly Improved Drow]?

According to tests this component can be installed together with the Revised Battles component "Improved House Jae'llat".

8140 1] Upgrade Ust Natha's defences

This component dramatically beefs up the defences of Ust Natha and makes it nearly impossible to conquer.

8141 2] Leave Ust Natha's defences alone [2]

Install Component 8150 [Slightly Improved Watcher's Keep]? [I]nstall

This function is also included with Big Picture mod.

Install Component 8160 [Improved Fire Giant temple]? [I]nstall

This component appears to be compatible with Tactics's "Tougher Fire Giants"

Install Component 8170 [Enhanced Sendai's Enclave]? [I]nstall
Install Component 8180 [Improved Abazigal's Lair]? [I]nstall
Install Component 8190 [Improved Minor Encounters]? [I]nstall
Successfully installed Press ENTER to exit

23.10 Multistronghold

~MULTISTRONGHOLD/SETUP-MULTISTRONGHOLD.TP2~

The mod makes the strongholds available to all classes (it also drops the rule that says you can only have one stronghold).

The former SCS component is now a own mod. This is a rather more fine-tuned version of the BG Tweaks component Multiple Strongholds (Baldurdash).

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

Install Component	10	[Make the bard stronghold available to all classes]?	[I]nstall

This component does not work together with the Fonick CliffHistory mod.

Install Component	20	[Make the cleric stronghold available to all classes]?	[I]nstall
Install Component	30	[Make the druid stronghold available to all classes]?	[I]nstall
Install Component	40	[Make the fighter stronghold available to all classes]?	[I]nstall
Install Component	50	[Make the paladin stronghold available to all classes]?	[I]nstall
Install Component	60	[Make the ranger stronghold available to all classes]?	[I]nstall
Install Component	70	[Make the thief stronghold available to all classes]?	[I]nstall
Install Component	80	[Make the wizard stronghold available to all classes]?	[I]nstall
Successfully installed			Press ENTER to exit

23.11 Improved Volcano! Pack v2.0

~VOLCANO-SETUP.TP2~

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

If this mod is already installed, the main component "Initialise mod" of SwordCoastStragems can no more be installed.

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

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

23.12 BuTcHeRy v3.2

~SETUP-BUTCHERY.TP2~

The main reason of this little mod is to add a challenging fight in Firkraag lair.

BuTcHeRy component 2 should be installed after SCS.

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

Choose your language:			0 [English]
Install Component	0	[DrAzTiK revisited fight against Tazok & Dig_Dag]?	[I]nstall
Install Component	1	[Rebalancing some generic creatures.(ORCS and OGRE).]?	[I]nstall
Install Component	2	[Rebalancing Tazok and Dig-Dag.(Install after SCS, look readme)]?	[I]nstall
Successfully installed			Press ENTER to exit

The Tactics component Improved Undead is probably not 100% compatible with SCS. If you want to try it anyway, it will need to be installed individually after SCS.

23.13 Relationship v2.82

~SETUP-NMR.TP2~

This is one of three of Macholy's mods which aim to make the game more realistic.
This mod adds a new system that determines the behavior between the main character and party members.

For example: According to the the value of relationship your teammate's behavior will be affected when he isn't in your team. He may fight for you when he saw you are in a battle, give you a treatment or other help when needed, does nothing or attack you.
Many original enemies in BG would ask their ally for help. Now, if the value of relationship between an enemy's ally and you is high enough, then he wouldn't help his ally to attack you.
There is also included an upgrade for the behavior of dragons, animal teammates, beholders and much more.
The value of relationship will quantified by several parameters: experience during beeing in the team, protagonist's charm and alignment, the teammate's personal mission, core skills and special items.

The component 4 "Expansion of original game scripts" cannot be installed after the new Big Picture v181 AI components.
The former BP patch is included now.

Copy the folder **NMR** and the file **SETUP-NMR.TP2** into your main SoA directory.
Copy the WeiDU-setup and rename it to **Setup-NMR.exe.**
Double-click the Setup. The DOS dialogue appears:

```
Choose your language:                                                          2 [English]
Install Component  0   [NM-Relationship: Relationship System V2.8 Core Plug-In]?   [I]nstall
Install Component  1   [NM-Relationship: Relationship System Other Core Contents]?  [I]nstall
Install Component  2   [NM-Relationship: Relationship System New Contents (Animal Classes)]?  [I]nstall
Install Component  3   [NM-Relationship: Relationship System Generic Dialogues of Companions]?  [I]nstall
Install Component  4   [NM-Relationship: Expansion of original game scripts]?  [I]nstall
Install Component  5   [NM-Relationship: Fix the "GENERAL" of some ghost like NPCs]?  [I]nstall
Install Component  6   [NM-Relationship: Modify the original items and spells of shape shifing]?  [I]nstall
Install Component  7   [NM-Relationship: Hotkey mode of relationship system core skills]?  [I]nstall
Install Component      [NM-Relationship: Relationship System Scripts of Former Companions
                   8   1] NM-Relationship: Relationship System Scripts of Former Companions (Compatible with SCSI&II)]?
                                                                                   [1]
                   9   2] NM-Relationship: Relationship System Scripts of Former Companions (Compatible with Ascension)
Successfully installed                                                         Press ENTER to exit
```

23.14 NMR-HAPPY Patch

~SETUP-NMR-HAPPY.TP2~

With this patch, the value of the NPCs for the interpersonal relationships is set to reduce the difficulty.

The mod Relationship must be installed.

Copy the folder **NMR-HAPPY** and the file **SETUP-NMR-HAPPY.TP2** into your main SoA directory.
Copy the WeiDU-setup and rename it to **Setup-NMR-HAPPY.exe.**
Double-click the Setup. The DOS dialogue appears:

```
Choose your language:                                                          2 [English]
Install Component      [NMR-Happy patch]?
                   0   1] Increase 5 Relation Points
                   1   2] Increase 10 Relation Points
                   2   3] Increase 15 Relation Points(recommend)               [2]
                   3   4] Increase 20 Relation Points
                   4   5]Increase 40 Relation Points (cheat)
Successfully installed                                                         Press ENTER to exit
```

23.15 Big Picture v1.81 4611 (2)

~BP/SETUP-BP.TP2~

BP balances all mods installed before, contains several smaller mods and includes other improvements also as a unique hostile KI system. If several mods have changed the same objects, these are overpowered. BP compensates this again.

***NOTE**: This mod must be installed in two steps! All the tactical challenges and also the Ascension components must be installed here because of their dependencies with other mods. However, all the AI components should be installed nearly at the end and particularly after SCS.*

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

Choose your language:			0 [English]
Would you like to display the components from [Core Component (Required)]?			[Y]es
Would you like to display the components from [Miscellaneous Tweaks]?			[Y]es
Would you like to display the components from [Creature Enhancements]?			[Y]es
Would you like to display the components from [Encounter Enhancements]?			[Y]es
Would you like to display the components from [ToB Enhancements]?			[Y]es
Install Component	0	[Big Picture, core component (required for most subcomponents)]?	[N]ot Install

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

Install Component	10	[Patching all the existing innate spells, setting level to one.....]?	[N]ot Install
Install Component	25	[BP GUI (for GUI Switcher Mod)]?	[N]ot Install
Install Component	35	[Add Bags and Magic Throwing Daggers to Stores]?	[N]ot Install
Install Component	50	[Level-50 Ruleset (Code By King Diamond)]?	[N]ot Install

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

Install Component	60	[Custom Grandmastery (w/ extra attacks)]?	[N]ot Install

Similar to the same-named Difficulty and Tweaks Mod component

Install Component	75	[Halberds and Spears Extended Ranges]?	[N]ot Install

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

Install Component	325	[Animals]?	[I]nstall
Install Component	350	[Beholders]?	[I]nstall

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

Install Component	375	[Demons and Devils]?	[I]nstall

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

Install Component	390	[Djinni, Efreet, & Dao]?	[I]nstall

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

Install Component	400	[Dragons]?	[I]nstall

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

Install Component	425	[Drow]?	[I]nstall

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

Install Component		[Duergars]?	
	440	1] Duergar: The Works	[1]
	450	2] Duergar Irenicus Dungeon Enhancements Only	
	460	3] Duergar: Leave Irenicus Dungeon Alone	
Install Component	475	[Elementals]?	[I]nstall
Install Component	500	[Generic Mages]?	[I]nstall

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

Install Component	525	[Generic Priests]?	[I]nstall

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

Install Component	550	[Generic Thieves]?	[I]nstall
Install Component	575	[Githyanki]?	[I]nstall

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

Install Component	600	[Golems]?	[I]nstall

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

Install Component	625	[Hellhounds]?	[I]nstall
Install Component	650	[Humanoids]?	[I]nstall
Install Component	675	[Knights and Paladins]?	[I]nstall
Install Component	700	[Mind Flayers]?	[I]nstall

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

Install Component	725	[Mists]?	[I]nstall
Install Component	750	[Sea Devils: Sahuagin and Kuo-Toan Enhancements]?	[I]nstall
Install Component		[Shadow and Wraith Enhancements]?	
	760	1] Shadows - The Works	[1]
	770	2] Shadows - Just the Shade Lord	
	780	3] Shadows - Leave the Shade Lord Alone	
Install Component	800	[Shadow Thieves]?	[I]nstall
Install Component	875	[Trolls]?	[I]nstall
Install Component	900	[Undead (Except Shadows/Wraiths/Vampires)]?	[I]nstall
Install Component	925	[Were-Animals]?	[I]nstall
Install Component	150	[Generic Creature & Script Processing]?	[I]nstall

This are the "leftovers" of prior BP versions. Don't install it together with the SCS AI.
Install Component 175 [Fewer On-Screen Shouts]? [N]ot Install
You must install the generic creature & script processing for this
Install Component 1000 [Generic Encounter Enhancements]? [I]nstall
This component adds a few creatures based on difficulty slider.
You must install the generic creature & script processing for this
Install Component 1020 [Beholder Cult]? [N]ot Install
Install Component [Vampire Encounters]? [N]ot Install
Only components 2, 4, 6 and 7 without Bodhi are compatible with the Tactics or SCS component Improved Bodhi
1030 1] Chapter 3 (w/ bodhi)]?
1040 2] Chapter 3 (no bodhi)]?
1050 3] Chapter 6 (w/ bodhi)]?
1060 4] Chapter 6 (no bodhi)]?
1070 5] Chapter 3 and 6 (w/ bodhi)]?
1080 6] Chapter 3 and 6 (no bodhi)]?
1090 7] Generic Vampires Only]?
Install Component 1100 [Copper Coronet and Slavers]? [N]ot Install
This is the improved version of the original Tactics component.
Install Component 1110 [Kensai Ryu's Brown Dragon]? [N]ot Install
This is the improved version of the original Tactics component. It is also included in Deeper Shadows of Amn. Only one can be installed.
Install Component 1120 [Kensai Ryu's Improved Crypt King]? [N]ot Install
This is the improved version of the original Tactics component. No overlap with SCS.
Install Component 1130 [Drizzt Encounter (Chapter 6)]? [N]ot Install
Install Component [Druidic Improvements]? [N]ot Install
1140 1] Druid Grove (with Druid Encounter)]?
1150 2] Druid Encounter (w/ Treant Spell)]?
1160 3] Treant Summoning Spell Only]?
Install Component 1170 [Treant Encounter]? [N]ot Install
Install Component 1175 [Kensai Ryu's Gnome Fighter/Illusionist in the Docks]? [N]ot Install
This is the improved version of the original Tactics component. No overlap with SCS.
Install Component 1190 [Hell Trial Additions]? [N]ot Install
Install Component 1200 [Horreds Lair]? [N]ot Install
Requires the BP core component.
Install Component 1210 [Irenicus Dungeon Enhancements (except Duergar)]? [N]ot Install
Install Component 1225 [Improved Kangaxx Encounter, by Kensai Ryu]? [N]ot Install
This is the improved version of the original Tactics component. This component is also included in Deeper Shadows of Amn. Only one can be installed.
This component overlaps with the SCS component "Spellcasting Demiliches"
Install Component 1250 [Kuroisan the Acid Kensai, by Westley Weimer]? [N]ot Install
This is the improved version of the original Tactics component. No overlap with SCS.
Install Component 1275 [Gebhard Blucher's Lich in the Docks]? [N]ot Install
This is the improved version of the original Tactics component. No overlap with SCS.
Install Component 1300 [Mae Var]? [N]ot Install
This is the improved version of the original Tactics component.
Install Component 1315 [Nalia Quests]? [N]ot Install
Install Component 1330 [Tavern Brawl (In the Seven Veils)]? [N]ot Install
Install Component 1350 [Planar Prison]? [N]ot Install
Install Component 1375 [Planar Sphere Enhancements (including Tolgerias)]? [N]ot Install
This component should be fully compatible with the Planar Sphere mod
Install Component 1400 [Improved Random Encounters, by Gebhard Blucher and Kensai Ryu]? [N]ot Install
This are the combined and improved components "Gebhard Blucher's Random City Encounters" and "Kensai Ryu's Random Wilderness Encounters" from the original Tactics mod.
Don't install it together with the Stratagems component "Increase difficulty of level-dependent monster groupings".
Install Component 1425 [Red Badge, Poison-Based Encounter, by Westley Weimer]? [N]ot Install
This is the improved version of the original Tactics component. No overlap with SCS.
Install Component 1450 [The Ritual, by Westley Weimer]? [N]ot Install
Install Component 1525 [Improved Small Teeth Pass, by Kensai Ryu]? [N]ot Install
This is the improved version of the original Tactics component. No overlap with SCS.
Install Component [Improved Spellhold]? [N]ot Install
The components with item taking might cause you issues, if you have item mods installed. If you're using item mods, use SCS's version instead, it's more universal. It is compatible with the Big Picture version if you install the SCS version after the BP version. BP's version is safe with TDD, SoS, and TS (as part of the original BP).
1550 1] Spellhold Enhancments - Only]?

1560 2] Chapter Four Enhancements - Only]?
1570 3] Spellhold Enhancments - Full Package]?
1580 4] Spellhold Only w/ Item Taking]?
1590 5] Full Package w/ Item Taking]?
Install Component 1600 [Improved Suldanessallar]? [N]ot Install
Requires the BP core component.
Install Component 1625 [Tanners Quest]? [N]ot Install
Install Component 1650 [Trademeet Enhancements]? [N]ot Install
Install Component 1675 [Wand of Orcus Add-In]? [N]ot Install
Requires the BP core component.
Install Component 1700 [Windspear Hills Enhancements]? [N]ot Install
Install Component 1725 [Improved Xvart Village, for BGT-weidu]? [N]ot Install
This component requires BGT to be installed. This component gets already installed with DSotSC.
Install Component 1750 [Watchers Keep Improvements]? [N]ot Install
This function is also included in the Sword Coast Stratagems mod.
Install Component 1800 [ToB Improvements]? [N]ot Install
Install Component 2000 [Ascension for BP]? [N]ot Install
This is the improved version of the original Ascension mod. As of BP v179 this component is bug-free. Only requires the BP core component.
Install Component 2100 [Improved Abazigal]? [N]ot Install
This is the improved version of the original Ascension mod.
You must install Ascension Core for this component to work.
Install Component 2200 [Improved Demogorgon]? [N]ot Install
This is the improved version of the original Ascension mod.
Install Component 2300 [Improved Gromnir]? [N]ot Install
This is the improved version of the original Ascension mod.
You must install Ascension Core for this component to work.
Install Component 2400 [Improved Illasera]? [N]ot Install
This is the improved version of the original Ascension mod.
You must install Ascension Core for this component to work.
Install Component 2500 [Improved Sendai]? [N]ot Install
Not together with "Tougher Sendai" from the Oversight mod.
You must install Ascension Core for this component to work.
Install Component 2600 [Improved Yaga-Shura]? [N]ot Install
This is the improved version of the original Ascension mod.
You must install Ascension Core for this component to work.

23.16 Turambar fixes and tweaks 1.8.1

~SETUP-TURAMBAR_FIXES_TWEAKS.TP2~

This mod corrects some errors as well from BG as from other mods.

This mod has to be installed quite at the end, after BGT, DSotSC, NTotSC, BG1NPC, BP and BG2 Tweaks.
The components which have to do with NPCs are not compatible with the Level1npc components which deal with the same NPC.
The cleric kits are NOT compatible with Divine Remix.

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

Choose your language: 0 [English]
Would you like to display the readme? [N]o
Would you like to display the components from [BGII - BGT - DSotSC - NTotSC fixpack (recommended!)]? [Y]es
Would you like to display the components from [Tweaks for BGII and BGT]? [Y]es
Would you like to display the components from [The BG1 kit project: new kits]? [Y]es
Would you like to display the components from [The BG1 kit project: NPC kits]? [Y]es
Install Component 10 [Italian only - Nalia's ring name correction]? [N]ot Install
Install Component 11 [Northern Tales fixes for items, dialogues, and graphic glitches]? [I]nstall
Install Component 12 [Inactive creatures fix]? [I]nstall
Install Component 13 [Gerde's quest and other related fixes]? [I]nstall
Install Component 14 [Fix for some errors in the Worldmap for BG1 areas]? [I]nstall
Install Component 15 [Fix some wrong creature races]? [I]nstall

```
Install Component 16   [Xvart village rebalancing]?                                   [I]nstall
Install Component 17   [Fix Anomen's proficiencies]?                                  [I]nstall
Install Component 18   [Fixes for SoBH]?                                              [I]nstall
Install Component 1055 [Fixes for DS items and resources]?                            [I]nstall
Install Component 1060 [Other compatibility fixes]?                                   [I]nstall
```

The compatibility fixes should be installed after the following mods: Baldurdash, SoS, CtB, Tactics, Grimuars, Every Mod and Dog.

```
Install Component      [Give all skeleton warriors the same immunities]?
                 2000  1] BG2 immunities (suggested!)                                  [1]
                 2001  2] BG1 Immunities
Install Component      [Fenten buys more ankheg shells (Baldur's Gate)]?
                 2002  1] Fix only
                 2003  2] Infinite shells                                              [2]
Install Component 2004 [Keiria and Skeezer only available from chapter 4]?            [I]nstall
Install Component 2005 [Helmet of alignment change]?                                  [I]nstall
Install Component      [Reflection cloak tweaks]?
                 2006  1] Cloak does not protect against area spells
                 2007  2] Original Cloak of Spell Reflection (SoA)]?                   [2]
Install Component 2010 [Enhanced Nalia's ring]?                                       [I]nstall
Install Component 2020 [Daystar protects from level drain]?                           [I]nstall
Install Component 2023 [Cespenar can improve the Daystar with the Tyr's Eye]?         [I]nstall
Install Component 2040 [Shar Teel uses one handed weapons (not recommended with amazon kit)]? [N]ot Install
Install Component 2045 [Enable bard class for elves]?                                 [I]nstall
```

Requires ToBEx race-class externalize component!!
Don't install this component after the bladesinger, otherwise, the other kits won't be enabled.

```
Install Component 2047 [Allow blades to use Defensive Spin under Free Action]?        [N]ot Install
Install Component 2048 [Turambar's revised thieving skills and spell learning XP reward table]? [N]ot Install
Install Component 2050 [Turambar's slow drow weapon disintegration (a revision of BG2Tweaks code)]?
                                                                                      [I]nstall
```

This component should fix and complete the similar component from BG2Tweaks (#1050 Gradual Drow Item Disintegration), which had many bugs and compatibility issues.

```
Install Component 2051 [Fix areas stored in saved games]?                             [N]ot Install
```

This component is only available if you installed the previous one.

```
Install Component 2052 [Dragons are not immune to backstabbing]?                      [I]nstall
```

Should be installed after SCS, because otherwise the corresponding SCS Dragon II component cancels out the effect of this component.

```
Install Component 2055 [Pink Panther]?                                                [N]ot Install
Install Component 4000 [Amazon kit (needed for Shar Teel)]?                           [N]ot Install
Install Component 4010 [Priest of Shar (needed for Viconia)]?                         [I]nstall
```

NOT compatible with Divine Remix.

```
Install Component 4020 [Priest of Tempus (needed for Branwen)]?                       [I]nstall
```

NOT compatible with Divine Remix.

```
Install Component 4030 [Bladesinger (needed for Keiria)]?                             [N]ot Install
```

ToBEx recommended, install the "Enable bard class for elves" component before this mod.

```
Install Component      [Kit for Shar Teel]?                                           [N]ot Install
```

Requires Amazon kit component

```
                 5000  1] Kensai
                 5001  2] Amazon
Install Component 5005 [Priest of Shar kit for Viconia]?                              [I]nstall
```

NOT compatible with Divine Remix, requires Priest of Shar.

```
Install Component 5006 [Priest of Tempus kit for Branwen]?                            [I]nstall
```

NOT compatible with Divine Remix, requires Priest of Tempus.

```
Install Component 5007 [Avenger kit for Faldorn]?                                     [N]ot Install
Install Component 5010 [Blade kit for Keiria]?                                        [N]ot Install
```

Requires Bladesinger component.

```
Install Component 5012 [Skald kit for Will Scarlet O'Hara]?                           [N]ot Install
Install Component 5013 [Jester kit for Eldoth Kron]?                                  [N]ot Install
Successfully installed                                                                Press ENTER to exit
```

23.17 Lol's RezMod v2.6d

~REZMOD/SETUP-REZMOD.TP2~

These are just some old non-WeiDU mods.

This mod should be installed after Big Picture and the Ding0's QuestPack component "Creature & Area Improvements" to avoid them overwriting the creatures and effectively nulling the Masamune questline.
Also it should be installed after the Ding0's QuestPack component "Additional Shadow Thieves Content" to avoid it overwriting loot for Mae'Var.
The Extended Visual Ioun Stones component should be installed after BG2 Tweaks Exotic Items Pack component because otherwise the Deep Purple Ioun Stone and Flickering White Ioun Stone added by the latter do not benefit from the Extended Visual Ioun Stones.

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

Install Component	0	[Masamune Sword Mini-Mini-Quest - SoA by ShadowDaemon (WeiDU)]?	[I]nstall
Install Component	1	[Masamune Sword Mini-Mini-Quest - ToB by ShadowDaemon (WeiDU)]?	[I]nstall
Install Component	2	[Improved Anarg by knightlight (WeiDU)]?	[I]nstall
Install Component	3	[Extended Visual Ioun Stones by WoRm]?	[I]nstall

This component is compatible with the Item Revisions main component.

Install Component	4	[Extended Recargador]?	[I]nstall

This component needs the Recargador mod installed!

Install Component	100	[Consistent Edwin Portrait]?	[I]nstall
Install Component	101	[Consistent Imoen Portrait]?	[I]nstall
Install Component	102	[Consistent Jaheira Portrait]?	[I]nstall
Install Component	103	[Consistent Minsc Portrait]?	[I]nstall
Install Component	104	[Consistent Viconia Portrait]?	[I]nstall
Install Component	105	[Consistent Kivan Portrait]?	[I]nstall
Install Component	106	[Consistent Ajantis Portrait]?	[I]nstall
Install Component	107	[Consistent Anomen Portrait]?	[I]nstall
Install Component	108	[Consistent Yoshimo Portrait]?	[I]nstall
Install Component	109	[Subtitled Soundsets for BGT (requires ToBEx)]?	[I]nstall
Successfully installed			Press ENTER to exit

23.18 Jarl's BGT Tweak Pack v1.74

~JA#BGT_TWEAK/SETUP-JA#BGT_TWEAK.TP2~

Various adjustments of BG1 and BG2 kits, portraits, stats and soundsets in a BGT megamod.

Should be installed after BG2Tweaks and BGT Tweak Pack.
This mod requires Baldur's Gate Trilogy.

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

Choose your language:			1 [English]
Would you like to display the components from [Kits fuer Bioware NPCs]?			[Y]es
Would you like to display the components from [Neue Portraits für Coran, Faldorn, Shar-Teel und Xan]?			[Y]es
Install Component	0	[NPC SOUNDSETS & AVATARS (only german!)]?	[N]ot Install

This component includes German sounds.

Install Component	1	[Change Kagain's Constitution to 19]?	[N]ot Install

A similar component is also included in the BG2 Tweak Pack.

Install Component	2	[Change Coran's Dexterity to 19]?	[I]nstall
Install Component	3	[Balance thief abilities]?	[I]nstall
Install Component	4	[Change Korgan's Alignement to Neutral-Evil]?	[N]ot Install

A similar component is also included in the BG2 Tweak Pack.

Install Component	5	[Change Jaheira's Alignement to Neutral-Good]?	[N]ot Install

A similar component is also included in the BG2 Tweak Pack.

Install Component		[Match Minsc's Alignement]?	choose one:
	6	1] Change Minsc's Alignement to Chaotic-Good (BG2 - recommended)	[1]
	7	2] Change Minsc's Alignement to Neutral-Good (BG1)	
Install Component		[Match NPC Stats]?	[N]ot Install
	8	1] Use BG1 Stats	
	9	2] Use BG2 Stats	

These adjustments can also be done separately with the BG2 Tweak Pack.

Install Component	10	[Faldorn: Avenger-Kit]?	[I]nstall

These adjustments can also be done with the Level 1 NPCs mod. Because this requires quite a lot of effort, this component

has been made for comfort.

Install Component 11 [Safana: Swashbuckler-Kit]? [I]nstall

These adjustments can also be done with the Level 1 NPCs mod. Because this requires quite a lot of effort, this component has been made for comfort.

Install Component 12 [Kivan: Archer-Kit]? [I]nstall

These adjustments can also be done with the Level 1 NPCs mod. Because this requires quite a lot of effort, this component has been made for comfort.

Install Component 13 [Ajantis: Cavalier-Kit]? [N]ot Install

These adjustments can also be done with the Level 1 NPCs mod. Because this requires quite a lot of effort, this component has been made for comfort.

Because of the mod "Ajantis NPC" installs Ajantis as a paladin, in the BG1 part Ajantis must remain a paladin.

Install Component 14 [Cernd: Totemic Druid-Kit]? [I]nstall

This component has the same effect as the component 1 Cernd from NPC Tweak.

These adjustments can also be done with the Level 1 NPCs mod. Because this requires quite a lot of effort, this component has been made for comfort.

The Druid Kit Enhancements mod also changes Cernd into a totemic druid and its shapeshiftig ability is much more sophisticated.

Install Component 15 [Alternative Portrait: Coran]? [N]ot Install
Install Component 16 [Alternative portrait: Xa]? [N]ot Install
Install Component [Alternative portrait: Shar-Teel]? [N]ot Install
17 1] blonde Shar-Teel
18 2] brunette Shar-Teel
Install Component 19 [Alternative portrait: Faldorn]? [N]ot Install
Install Component 20 [General fixes]? [I]nstall
Install Component 21 [Set reputation to 9 after leaving Candlekeep]? [I]nstall
Install Component 22 [Soundpatch Part I - Gamesounds]? [I]nstall
Install Component 23 [Soundpatch Part II - Persons (only german!)]? [N]ot Install

This component is only made for a German installation.

Install Component 24 [Item Addon]? [I]nstall
Install Component 25 [Special NPC Items]? [I]nstall
Install Component 26 [Improved exotic weapons allocation]? [I]nstall
Install Component 27 [Change Montarons Proficiencies]? [I]nstall

These adjustments can also be done with the Level 1 NPCs mod. Because this requires quite a lot of effort, this component has been made for comfort.

Install Component 28 [Xan's improved spellbook]? [I]nstall

This componente will only be installed, if Xan got no spell by other mods, like Spell Revisions for example.

Install Component 29 [Change Kagains proficiencies]? [I]nstall
Install Component 30 [Dynaheir Sorcereress]? [N]ot Install
Install Component 31 [restore unique BG1-Items]? [I]nstall

BGT replaces some unique BG1-Items with no-name-versions. This component restores them.

Install Component 32 [Minsc's bald head]? [I]nstall

replaces Minsc's hair colour with his skin colour, to imitate his bald head.

Successfully installed Press ENTER to exit

ATTENTION: *The BG2 Tweak Pack components 2161 and 2162 which change weapon profiencies to the BG1 system should go after any mod components that change distribution of proficiencies stars or/and add new weapons, therefore they should be installed individually after Jarls BGT Tweak Pack.*

23.19 Ding0's Tweak Pack v22

~D0TWEAK/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!

Install D0Tweak_20 into your main SoA directory. Now you find here the folder **d0tweak** and the files **Setup-d0tweak.exe** and **Setup-d0tweak.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Would you like to display the readme? [N]o

What should be done with all components that are NOT YET installed? [A]sk about each one?
Install Component 0 [Enhanced Goodberries]? [N]ot Install
Is not needed when Spell revisions is installed.
Install Component 1 [Corrected Summoned Demon Behaviour]? [N]ot Install
Is now included in the BG2 Fixpack!
Install Component 2 [Corrected Demon Animations]? [N]ot Install
Is now included in the BG2 Fixpack!
Install Component 3 [Reintroduce Dimension Door]? [N]ot Install
This component might crash the game!
Install Component 4 [Tweaked Weapon Enchantments]? [I]nstall
Install Component 5 [Additional Racial Enemies]? [I]nstall
Install Component 6 [Summonning Cap Removal]? [I]nstall
The raised number of the enemies requires more capacity of your computer as the pre-settings!
Install Component 7 [PnP Celestial Fury]? [N]ot Install
Install Component 9 [Kill Cespenar]? [N]ot Install
Install Component 11 [Visual Ioun Stones]? [N]ot Install
Not together with the Item Revisions component "Item Revisions by Demivrgvs", because the main component already contains WoRm's more advanced version of the visual Ioun Stones.
Install Component 12 [Kensai Ryu's Restored Drow Innate Abilities]? [N]ot Install
This component is likely to interact in odd ways with most of the core SCS combat scripts.
Install Component 15 [Remove Quayle Portrait]? [N]ot Install
Install Component 16 [Dream Flag]? [N]ot Install
Install Component 17 [Sensible Lore Table]? [N]ot Install
Install Component 18 [Improved Backstabbing]? [N]ot Install
This has a bigger effect if Ashes of Embers was installed before. Not together with the Item Revisions component "Backstabbing Penalties for Inappropriate Weapons"
Install Component [Summons/NPCs Set Off Traps]? [N]ot Install
19 1] Everyone can set off traps (excluding illusions, etc.)
20 2] Green and blue circles, and enemy summons can set off traps
21 2] Only green-circles and enemy summons can set off traps
This component can cause problems with the "Improved Ilyich" component from the Tactics mod, because Ilych possibly runs over the traps without any action.
This component is conceptually incompatible with the "Shadow Thief Improvements" component of Rogue Rebalancing as it will inadvertently cause the Shadow Thief opponents to trigger their own traps. If you wish to use both of these components at the same time then you must install "Summons/NPCs Set Off Traps" before "Shadow Thief Improvements" so that the changes it introduces do not apply to the Shadow Thief Improvements areas.
Install Component 23 [BG1-Style Summoning Spells]? [N]ot Install
Install Component 24 [Slower Walking Speeds]? [N]ot Install
Successfully installed Press ENTER to exit
The readme opens.

23.20 Macholy's Tweak Pack v1.2

~SETUP-NMTP.TP2~ CHINESE

This is one of three of Macholy's mods which aim to make the game more realistic.
This Tweak Pack, relates to Relationship V2.6, adds some of DnD's nonweapon proficiencies, like cooking, bluff, perform, sense, motive and so on, to make the game looks more real.

Install it after BG2 Tweaks, but before Improved Summons.

Copy the folder **NMTP** and the file **SETUP-NMTP.TP2** into your main SoA directory.
Copy the WeiDU-setup and rename it to **Setup-NMTP.exe.**
Double-click the Setup. The DOS dialogue appears:
Install Component 0 [Münzeinheiten]? [I]nstall
According to D&D set, every 50 gold coins are weighing about a pound.
Install Component 1 [Hauptteil für NM-Relationship v2.8]? [N]ot Install
This component is only required if Relationship v2.6 is not installed.
Install Component 2 [Hauptteil Lebenskompetenzen V2.1]? [I]nstall
With this component the intelligence will increase depending of the life experience. 18 different parameters depending on experiences and behaviors will affect the life experiences.
This component is a prerequisite for the next three components.
Install Component 3 [Schwertküste Gerichtsbarkeit]? [I]nstall

This component extends the jurisdiction of the guards of Amn. When captured by the guards of the flaming fist you can try to negotiate with the soldiers, to bribe them, to intimidate and so on ...
This component requires the nonweapon proficiencies core plug-in system v2.1.
This component requires that BGT is installed

Install Component	4	[Schauspielkunst]?	[I]nstall

Bards can perform something up to three times daily and thus acquire experience.
This component requires the nonweapon proficiencies core plug-in system v2.1.
This component requires that BGT is installed

Install Component	5	[KochenI]?	[I]nstall

This component adds a total of 33 types of food that can be prepared according to recipes. The finished dishes satisfy hunger and influence in different ways immunity, resistance, morale, happiness and fatigue.
This component requires the nonweapon proficiencies core plug-in system v2.1.
This component requires that BGT is installed

Successfully installed	Press ENTER to exit

23.21 Macholy's Living-Mod v0.6

~SETUP-NML.TP2~

This is one of three of Macholy's mods which aim to make the game more realistic.
This mod provides a system of rules allowing the player characters need to eat and drink. Without food and drink the constitution gets weaker by time.

This mod requires the Macholy's Tweak Pack component Cooking.
This mod requires that BGT is installed

Copy the folder **NML** and the file **SETUP-NML.TP2** into your main SoA directory.
Copy the WeiDU-setup and rename it to **Setup-NML.exe.**
Double-click the Setup. The DOS dialogue appears:

Choose your language:			2 [English
Install Component	0	[Adventurer's Cuisine?	[I]nstall
Successfully installed		[Adventurer's Cuisine]?	Press ENTER to exit

23.22 aTweaks v4.40 beta3

~ATWEAKS/SETUP-ATWEAKS.TP2~

This mod includes different Pen & Papers improvements and different rules, which are designed in order to make the gameplay more consistent.

In order to achieve optimal compatibility with Sword Coast Stratagems, Spell Revisions, Tactics and Big Picture, you should install those mods before aTweaks. Note: aTweaks will not take over the AI of Fiends summoned by SCS spellcasters. This is intentional.

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

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Would you like to display the components from [PnP tweaks]?			[Y]es
Would you like to display the components from [Gameplay tweaks]?			[Y]es
Would you like to display the components from [Cosmetic tweaks]?			[Y]es
Would you like to display the components from [Miscellaneous tweaks]?			[Y]es
Install Component	100	[Restore innate infravision to Half-Orc characters]?	[I]nstall
Install Component	101	[Prevent skeletal undead from being affected by Illithids' Devour Brain attack]?	[I]nstall
Install Component	102	[Change Spiritual Hammer into a ranged force weapon]?	[I]nstall

This component is already present in one of the mods that you are currently using. Preventing unnecessary content duplication.

Install Component	103	[Allow Dispel/Remove Magic to take down Globes of Invulnerability]?	[I]nstall

This component is already present in one of the mods that you are currently using. Preventing unnecessary content duplication.

Install Component	104	[PnP Color Spray]?	[I]nstall

Install Component 105 [PnP Dimension Door]? [N]ot Install

A player who uses this dimension door can unknowingly break the entire game by jumping over triggers in areas.

Install Component 110 [Magical arrows and bolts deal bonus damage equal to their enchantment level]? [I]nstall

This component is already present in one of the mods that you are currently using. Preventing unnecessary content duplication.

Install Component [Allow Mages to scribe memorized spells onto scrolls]?
115 1] Scrolls can be scribed everywhere [1]
117 2] Scrolls can only be scribed at inns and strongholds

Install Component 120 [Restore innate disease immunity to Paladins]? [N]ot Install

Konalan's Tweaks includes with "Restored Paladin Abilities" a similar component that one however enables an additional casting every three levels.

Install Component 125 [Rangers' Animal Empathy improves with experience]? [I]nstall
Install Component 130 [Additional racial traits for Dwarves]? [I]nstall
Install Component 140 [Additional racial traits for Gnomes]? [I]nstall
Install Component [PnP Fiends]?
150 1] Mod-added fiends are not affected
152 2] Mod-added fiends are also affected [2]
153 3] Give aTweaks scripts to all fiends but do not alter statistics

Install Component 155 [Further Revised Fiend Summoning]? [I]nstall

This component is an optional add-on to 'PnP Fiends' and, as such, it requires that 'PnP Fiends' be installed first.

Install Component 156 [Fiendish gating]? [I]nstall

This component is an optional add-on to 'PnP Fiends' and, as such, it requires that 'PnP Fiends' be installed first.

Install Component 160 [PnP Undead]? [I]nstall
Install Component 180 [PnP Mephits]? [I]nstall
Install Component 185 [PnP Fey creatures]? [I]nstall
Install Component 186 Revised Call Woodland Beings spell]? [I]nstall
Install Component 190 [PnP Elementals]? [I]nstall
Install Component 191 [Increase the Hit Dice of Elemental Princes]? [I]nstall
Install Component 200 [Allow Breach to take down Stoneskin effects applied by items]? [I]nstall
Install Component 201 [Instant casting for warrior innates]? [I]nstall
Install Component [Revised Bhaalpowers]?
202 1] Enhance the Bhaalpowers and standardize their casting time [1]
241 2] Only standardize the Bhaalpowers' casting time

Install Component 203 [Make druidic shapeshifting uninterruptable]? [I]nstall
Install Component 204 [Prevent Mislead clones from singing Bard songs]? [I]nstall

This component is already present in one of the mods that you are currently using. Preventing unnecessary content duplication.

Install Component 205 [Prevent Project Image and Simulacrum clones from using quickslot items]? [I]nstall

This component is already present in one of the mods that you are currently using. Preventing unnecessary content duplication.

Install Component 210 [Restore the Dispel Magic vulnerability to Nishruu and Hakeshars]? [I]nstall
Install Component 211 [Make Death Ward protect against Vorpal Hits]? [I]nstall
Install Component 212 [Make alignment detection spells more accurate]? [I]nstall
Install Component 213 [Expanded saving throw bonus tables for Dwarves, Gnomes and Halflings]? [I]nstall
Install Component [Bard songs break invisibility]?
216 1] Only the Jester song breaks invisibility [1]
217 2] All Bard songs break invisibility

Install Component 118 [Regain Bhaalpowers in ToB]? [I]nstall
Install Component 220 [Simple Thief script]? [I]nstall
Install Component 230 [Simple Bard script (sing battlesong when idle)]? [I]nstall
Install Component 239 [Simple Cleric/Paladin script]? [I]nstall
Install Component [Altered XP rewards from locks, traps and scrolls]?
261 1] Improved (lowered) XP rewards from locks, traps and scrolls [1]
262 2] No XP rewards from locks, traps and scrolls

Install Component 270 [Unbiased quest rewards]? [I]nstall
Install Component [Use Icewind Dale's Dimension Door animation]? [I]nstall
300 1] Fast animation speed (matches IWD)
322 2] Slow animation speed (matches BG2)
323 3] Use IWD animation for spells, retain BG2 animation for other visuals
324 4] Fast animation speed, shorter delay between animation start and creature appearance/disappearance

Install Component 301 [Change the appearance of Valygar's armor]? [I]nstall
Install Component 302 [Change the appearance of the Robe of Vecna]? [I]nstall
Install Component 310 [Distinctive creature coloring]? [I]nstall
Install Component 315 [Distinctive creature soundsets]? [I]nstall

Install Component		[Slightly expanded storage capacity for containers]?	
	500	1] Use the recommended storage capacity value (999)	[1]
	502	2] Manually enter the storage capacity value	
		Please enter the storage capacity value (0-65535)	
Install Component	510	[Expanded temple services]?	[I]nstall
Install Component	999	[BG2-style icons for aTweaks content]?	[I]nstall
Successfully installed			Press ENTER to exit

If you want more informations about XP settings in the megamod read the related chapter in the appendix.

23.23 Wizard Slayer Rebalancing v1.12 (2)

~WSR/SETUP-WSR.TP2~

This mod re-balances the Wizard Slayers and gives them new abilities.

NOTE: *This mod must be installed in two steps! The component Wizard Slayer kit revision is to be installed before Refinements, all the others after Refinements!*

The mod is not comptible with Grey Acumen's Kit Improvements, Konalan's Tweaks' component „Wizard Slayer Enhancements", Kitanya's component „Wizard Slayer Revision" and the Ashes of Embers component „Wizard Slayer kit MR bonus (8% + 4%/level)"

You have already copied the folder **wsr** and the file **setup-wsr.exe** into your ... \BGII - SoA\ directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Install Component	100	[Wizard Slayer kit revision]?	[N]ot Install
Install Component	200	[Wizard Slayer High Level Ability revision]?	[I]nstall
Install Component		[Revised Wizard Slayer item restrictions]?	
	301	1] Minimal changes	
	302	2] Moderate changes	[2]
Install Component	999	[BG2-style icons for WSR content]?	[I]nstall
Successfully installed			Press ENTER to exit

23.24 Rogue ReBalancing v4.80 (2)

~RR/SETUP-RR.TP2~

This mod re-balances the bards and thieves and gives them new abilities.

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

In any case, Quest Pack should be installed before Rogue ReBalancing.
The "Summons/NPCs Set Off Traps" component of Ding0's Tweak Pack is conceptually incompatible with the "Shadow Thief Improvements" component of Rogue ReBalancing as it will inadvertently cause the Shadow Thief opponents to trigger their own traps. If you wish to use both of these components at the same time then you must install "Summons/NPCs Set Off Traps" before "Shadow Thief Improvements" so that the changes it introduces do not apply to the "Shadow Thief Improvement"-areas.
The "Thief High Level Ability revisions" and "Bard High Level Ability revisions" components must be installed after Refinements.
The components "Revised Thievery" and "Shadow Thief Improvements" add their own scripts to lot of creatures. As a result, some creatures have all 5 script slots filled and SCS would skip those creatures. To avoid this both components must be installed after SCS.

You have already copied the folder **RR** and the file **Setup-RR.exe** into your ... \BGII - SoA\ directory.
Double-click the Setup. The DOS dialogue appears: and the readme opens.

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Install Component	0	[Proper dual-wielding implementation for Thieves and Bards]?	[N]ot Install
Install Component	1	[Thief kit revisions]?	[N]ot Install

Install Component	2	[Thief High Level Ability revisions]?	[I]nstall
Install Component	3	[Proper racial adjustments for thieving skills]?	[N]ot Install
Install Component	4	[Bard kit revisions]?	[N]ot Install
Install Component	5	[Bard High Level Ability revisions]?	[I]nstall
Install Component	6	[Proper spell progression for Bards]?	[N]ot Install
Install Component	7	[Additional equipment for Thieves and Bards]?	[N]ot Install
Install Component	8	[Upgradeable Equipment]?	[N]ot Install
Install Component		[Revised Thievery]?	
	9	1] Use PnP thievery potions and prevent their effects from stacking	[1]
	10	2] Retain default thievery potions and prevent their effects from stacking	
Install Component	11	[Chosen of Cyric Encounter]?	[I]nstall
Install Component	12	[Shadow Thief Improvements]?	[I]nstall
Install Component	999	[BG2-style icons for RR content]?	[I]nstall
Successfully installed			Press ENTER to exit

23.25 Bard Song Switching (Icewind Mode) v2.2

~SETUP-BARDSONG_BG2_IWD.TP2~

With this mod you can freely switch to the bard song you need by clicking new buttons in Special Abilities. If you've installed any new bard kits, then install this pack, because only the original kits will have the ability of selecting songs.

Not compatible with other mods that modify the original bard kits.
Compatible with new bard kits, but can not give them ability of switching songs.
Must be installed after Rogue ReBalancing.

Copy the folder **BardSong_BG2_IWD** and the files **Setup-BardSong_BG2_IWD.exe** and **Setup-BardSong_BG2_IWD.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [American English]
Install Component	0	[Bard Song Switching Patch]?	[N]ot Install

Do NOT choose this component, if you've installed Bard kit revisions & Bard High Level Ability revisions in Rogue ReBalancing.

Install Component	1	[Bard Song Switching Patch compatible with Rogue ReBalancing Pack]?	[I]nstall

Only if you have installed Rogue ReBalancing before.
This component makes the mod compatible with the HLA-revisions of RR, but not with the changes to the kits.

Successfully installed			Press ENTER to exit

23.26 gMinion v2

~SETUP-GMINION.TP2~

These scripts increase the ingame intelligence of the creatures that are summoned by spells and items, so that they behave more in line with the original intentions of both Bioware and more purist D&D roleplayers.

Spell Revisions is somewhat incompatible with gMinion as that mod is based upon vanilla's creatures, while SR's ones are heavily changed. Installing gMinion before SR should allow to use its scripts for non-SR creatures.
gMinion is going to override summons' AI of earlier installed mods. Thus, in a megamod it must be installed after Big Picture (BP) or Sword Coast Strategems 2 (SCS) to ensure that summons use gMinion scripting EXCLUSIVELY.
gMinion is not compatible with Improved Summons or any other mod that alters the summons.

Note: This mod was only created for vanilla BGII.The **BiG World Fixpack** *makes some changes to this mod to adapt it to mega-mods.*

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

Install Component	0	[gMinion v1.8]?	[I]nstall
Successfully installed		[gMinion v1.8]	Press ENTER to exit

The readme opens.

23.27 Improved Summons v2.03
~SETUP-IMPROVEDSUMMONS.TP2~

Most of your enemies regard your summoned devil/demon as a enemy of you (not a enemy of themselves), so they will not attack your devil/demon actively or cast any spell on it. With this mod your enemies will attack your devil/demon actively and cast their spells on it normally. Besides you can invoke stronger summons.

This mod is conceptual incompatible with gMinions and Spell Revisions.
This mod may not be compatible with Spell-50 mod.
This mod must be installed AFTER Tactics mod.

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

```
Choose your language:                                                    1 [English]
What should be done with all components that are NOT YET installed?      [A]sk about each one?
Install Component  0   [Improved Angelic Summons(ToB Required)]?        [I]nstall
Install Component  1   [Improved Demonic Summons(ToB Required)]?        [I]nstall
Install Component  2   [Improved Elemental Summons(ToB Required)]?      [I]nstall
Install Component  3   [Use IWD Version Mordenkainen Sword after lv21]?  [I]nstall
Install Component  4   [Improved Animate Dead(ToB Required)]?           [I]nstall
Install Component  5   [Improved Call Woodland Being]?                  [I]nstall
Install Component  6   [Improved Animal Summons]?                       [I]nstall
Install Component  7   [Improved Monster Summons]?                      [I]nstall
Install Component  8   [Replace Carrion Summons with Summon Beholder]?  [I]nstall
Install Component  9   [Replace Wyvern Call with Summon Vampire]?       [I]nstall
Install Component  10  [Others(Efreet,Djinni,etc.)]?                    [I]nstall
Successfully installed                                                   Press ENTER to exit
```

23.28 BP Series v0.3121
~SETUP-BPSERIES.TP2~

BPSeries is a collection of group AI scripts for Baldurs Gate.

Install this before Macholy's Teammates Fight Scripts.
Don't be bothered about the version number. Although there exists a BPSeries v4.0, this one is indeed the most recent one!

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

```
Choose your language:                                                    0 [English]
What should be done with all components that are NOT YET installed?      [A]sk about each one?
Install Component  0   [Detectable Stats v3.1 (required for BPSeriesScript Component)]?  [I]nstall
Install Component  10  [Innate Spell Fixer]?                            [I]nstall
Install Component  100 [BP-Series Party AI for BG:EE,BG2:EE and BG2:ToB]?  [I]nstall
Successfully installed                                                   Press ENTER to exit
```

23.29 Macholy's Teammates Fight Scripts v3.1
~SETUP-NMRF-PC.TP2~

It is a small fight scripts mod that makes teammates much more active and intelligent.

The Ascension mod is required

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

```
Choose your language:                                                    2 [English]
Install Component      [Install Macholy's fight scripts V3]?            [I]nstall
                  0    1] Compatible with SCSI&II                       [1]
                  1    2] Compatible with Ascension
```

Install Component	2	[Macholy's mods hotkey tools V1]?	[I]nstall
Install Component	3	[Combat round timer V1]?	[I]nstall
Successfully installed			Press ENTER to exit

The readme opens.

23.30 Difficulty and Tweaks mod v6

~DIFFTWEAK/DIFFTWEAK.TP2~

previously: Mix Mod
This is a small collection of different tweaks which some were already done before, but here these give more setting possibilities to the user. Many components determine similar already available components from other mods. These are not installed immediately, but you are requested to check them on the screen.

This mod must be installed after all other tweaks, because this mod checks the already installed tweaks.

The settings of the subcomponents are more or less chosen randomly to test whether this component installs at all. Players' experience will show the commended settings in future.

Copy the folder **DiffTweak** and the files **setup-DiffTweak.exe, Install_DiffTweak.bat** und **readme-DiffTweak.rtf** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component		[Increased Ammo Stacks]?	choose one:

This is equivalent to „Unlimited Ammo Stacking“ from stack BG2 Tweak, however, here with more accurate adjustments.

	0	1] Decrease Ammo by 50%
	1	2] Inrease Ammo by 50%
	2	3] Inrease Ammo by 100%
	3	4] Inrease Ammo by 200% [4]
	4	5] Inrease Ammo by 300%
	5	6] Inrease Ammo by 400%
	6	7] Inrease Ammo by 500%
	7	8] Inrease Ammo by 750%

Install Component		[Increased Gem and Jewelry Stacking]?	choose one:

This is equivalent to „Unlimited Gem and Jewelry Stacking“ from stack BG2 Tweak, however, here with more accurate adjustments.

	8	1] Inrease Gem and Jewelry by 50%
	9	2] Inrease Gem and Jewelry by 100%
	10	3] Inrease Gem and Jewelry by 200% [3]
	11	4] Inrease Gem and Jewelry by 300%
	12	5] Inrease Gem and Jewelry by 400%
	13	6] Inrease Gem and Jewelry by 500%
	14	7] Inrease Gem and Jewelry by 750%

Install Component		[Increased Potion Stacking]?	choose one:

This is equivalent to „Unlimited Potion Stacking“ from stack BG2 Tweak, however, here with more accurate adjustments.

	15	1] Increase Potion by 50%
	16	2] Increase Potion by 100%
	17	3] Increase Potion by 200% [3]
	18	4] Increase Potion by 300%
	19	5] Increase Potion by 400%
	20	6] Increase Potion by 500%
	21	7] Increase Potion by 750%

Install Component		[Increased Scroll Stacking]?	choose one:

This is equivalent to „Unlimited Scroll Stacking“ from stack BG2 Tweak, however, here with more accurate adjustments.

	22	1] Increase Scroll by 50%
	23	2] Increase Scroll by 100%
	24	3] Increase Scroll by 200% [3]
	25	4] Increase Scroll by 300%
	26	5] Increase Scroll by 400%
	27	6] Increase Scroll by 500%
	28	7] Increase Scroll by 750%

Install Component		[Tougher Enemies]?	[N]o or choose one:

This component has several subitems to carry out accurate adjustments. It will boost the abilities of all your enemies. Alternative to the Tactics Mod. Not together with "Increased Enemies'HP", both components exclude themselves mutually.

29 1] Add +1 Thac0/AC/Save
30 2] Add +2 Thac0/AC/Save
31 3] Add +3 Thac0/AC/Save
32 4] Add +4 Thac0/AC/Save
33 5] Add +5 Thac0/AC/Save
34 6] Add +6 Thac0/AC/Save

Install Component [Increased Enemies'HP]? [N]o or choose one:

More temperate version of the above component. Not together with Tougher Enemies, both components exclude themselves mutually. This step can last for a while.

35 1] Add 25% to Enemies'HP
36 2] Add 50% to Enemies'HP
37 3] Add 75% to Enemies'HP
38 4] Add 100% to Enemies'HP
39 5] Add 125% to Enemies'HP
40 6] Add 150% to Enemies'HP
41 7] Add 200% to Enemies'HP

Install Component [True Grand Mastery]?

"True Grand Mastery" from BG2 Tweak Pack is similar to this component. Big Picture has its own version of this component.

42 1] True Grand Mastery (with the Extra Attack) [1]
43 2] True Grand Mastery (without the Extra Attack)

Install Component 44 [Helmets for Shapeshifters Bug Fix]? [N]ot Install

Druids should not be allowed to wear helmets.

Successfully installed Press ENTER to exit

The readme opens.

23.31 Full Plate and Packing Steel v2

~FULLPLATE/SETUP-FULLPLATE.TP2~

This mod is one big rework of the armour system of BG2. Light, enchanted armours actually help you dodge. Heavy, enchanted armours don't help dodging much, but they absorb perhaps half or more of an blow in exchange for slowing you down and fatiguing you.
Stealth, thieving and casting in heavy armour is possible, but difficult.

This mod must be installed after anything adding armours to the game. Definitely after Spell Revisions, Item Revisions, Galactygon's SpellPack Beta 5.
If casting in heavy armor is already modified by another mod, the main component will avoid modifying your previous choice.
Therefore it checks for: Item Revisions
RPGDungeon Item Pack: Patrick was an elven-king
RPGDungeon Item Pack: Dragonscale
Spell Revisions: Divine
Spell Revisions: Arcane
Galactygon's SpellPack Beta 5: Ghost Armour
Never Ending Journey Second Edition v6.94
Beyond the Law: Better Balanced BTL Items

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

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

Install Component 1 [Full Plate And Packing Steel: Between You And Harm (alternate armour system)]? [I]nstall

Incompatible with: Refinements' Revised Armors & Shields
BG2 Tweaks' Allow Thieving and Stealth in Heavy Armor
Item Revisions' Heavy Armor Encumbrance
Item Revisions' Allow Thieving Skills in Armor

Install Component 102 [Full Plate And Packing Steel: Field Improvisation (convenience tweak, remove restrictions on combining protective items)]? [I]nstall

Install Component 204 [Full Plate And Packing Steel: Little He Knows Where a Foe May Lurk (everyone can backstab at x2,

		thieves/assassins do better)]?	[I]nstall
Successfully installed			Press ENTER to exit

23.32 Item Randomiser v6.8

~RANDOMISER/RANDOMISER.TP2~

Item Randomiser will randomly distribute approximately 100 items in Baldur's Gate (including TotSC) and approximately 130 items in Baldur's Gate II (including ToB).

Item Randomiser should be installed after any mods which move or remove items.

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

Would you like to display the components from [Components for unequipping items from creature groups]? [Y]es

Install Component	500	[Randomly replace the WIS tome normally found in TotSC with one of the 6 available types]?	[N]ot Install
Install Component	510	[Randomly not randomise items]?	[N]ot Install
Install Component	520	[Kangaxx further sealed away]?	[N]ot Install
Install Component	530	[Randomise scrolls]?	[N]ot Install
Install Component	540	[Randomise the heads of the Flail of Ages]?	[N]ot Install
Install Component	560	[More Spell Shield scrolls]?	[N]ot Install
Install Component	570	[Randomise the appearance of cursed items]?	[N]ot Install

This component is conceptually incompatible with "Cursed Item Revisions".

Install Component		[Randomise items]?	
	1100	1] Mode 1: Randomise with in-game scripts. No items are lost	
	1200	2] Mode 1: Randomise with in-game scripts. Some items are lost	
	1300	3] Mode 2: Randomise with WeiDU. No items are lost	[3]
	1400	4] Mode 2: Randomise with WeiDU. Some items are lost	

1] and 2] are incompatible with Dungeon-Be-Gone and with the Sword Coast Stratagems component 'Skip Candlekeep'

One or more mods are installed which uses items that are randomised by this mod. Do you wish to leave these items where they are? Please answer [y]es or [n]o. Please see the readme for additional details. [y]

SKIPPING	5005	[Beholders have no items equipped]	
SKIPPING	5015	[Demi-liches have no items equipped]	
SKIPPING	5025	[Dragons have no items equipped]	
SKIPPING	5035	[Elementals have no items equipped]	
SKIPPING	5045	[Fiends have no items equipped]	
SKIPPING	5055	[Golems have no items equipped]	
SKIPPING	5065	[Master Brains have no items equipped]	
SKIPPING	5075	[Slimes have no items equipped]	
SKIPPING	5085	[Trolls have no items equipped]	
Install Component	9000	[Cespenar can forge SoA items]?	[I]nstall
Install Component	9050	[Make Gromnir a proper Barbarian]?	[N]ot Install
Install Component		[Remove Protection from Undead scrolls from stores]?	
	10100	1] All scrolls from all stores	
	10200	2] All scrolls from 9 out of 10 stores	[2]
Install Component	10210	[Duergar merchants]?	[I]nstall
Install Component	10300	[Prevent Watcker's Keep statues from disappearing]?	[N]ot Install
Successfully installed			Press ENTER to exit

23.33 The Bigg Tweak Pack v2.61

~TB#TWEAKS/TB#TWEAKS.TP2~

Includes a number of fixes or tweaks and an improved difficulty system.

This mod should be installed as late as possible, in particular after any mod that adds new spells (or items) and mods that add smarter fights,
This mod must be installed AFTER Ding0's Quest Pack and Oversight. If Refinements is installed, this mod must be installed AFTERWARDS.

Copy the folder **TB#TWEAKS** and the file **setup-tb#tweaks.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [English]
What should be done with all components that are NOT YET installed?			A]sk about each one?
Install Component	100	[Nature's Beauty Tweak. (v2.10)]?	[I]nstall
Install Component	150	[Imprisonment Fix. (v2.10)]?	[I]nstall

Installation is recommended according to D0QuestPack Readme!

Install Component	200	[Flesh to Stone Fix. (v2.10)]?	[I]nstall
Install Component	300	[Drop Weapons in Panic Effect Removal]?	[I]nstall
Install Component	1000	[Unlimited Limited Wish & Wish. (v2.10)]?	[N]ot Install

This component is included in BG2Fixpack

Install Component		[More cheating Wishes:]?	choose one:
	1200	1] Convenient Wish. (v2.10)	
	1250	2] Cheesy Limited Wish & Wish. (v2.10)	[2]
SKIPPING	1400	Cheesy Limited Wish. (v2.10)	

SoA -only component.

Install Component		[Improved Difficulty System. (v2)]?	
	2000	1] Funny dialogue. (v2.10)	
	2050	2] Serious dialogue (recommended). (v2.10)	[2]

This component enables you to set the degree of difficulty at beginning of the game.

Install Component		[Faster Romances (v2)]?	[N]o
	2500	1] Light. (v2.10)	
	2550	2] Medium. (v2.10)	
	2600	3] Heavy. (v2.10)	
Install Component	3000	[No stats requirements for items.]?	[N]o
Install Component		[WSPATCK for all (Taimon)]?	[N]o
	3500	1] Always	
	3550	2] Only for ** and up	
	3600	3] Everybody gets ApR from proficiency, only Warriors from level	
Install Component	4000	[3rd edition style Strength]?	[I]nstall
Install Component	4500	[3rd edition style Dexterity]?	[I]nstall
Install Component	5000	[3rd edition style Constitution]?	[I]nstall
Install Component	5500	[3rd edition style Intelligence]?	[I]nstall
Install Component	6000	[3rd edition style Wisdom]?	[I]nstall
Install Component	6500	[3rd edition style Charisma]?	[I]nstall
Install Component	7000	[Druids can wear metal items]?	[N]o

This does nothing in the standard game, but will revert changes by Divine Remix and/or Item Revision.

Install Component		[Gain stats as you level up]?	[N]o
	7500	1] Nobody can advance over their racial maximum.	
	7550	2] Only the main character can advance over their racial maximum.	
	7600	3] Everybody can advance over their racial maximum.	
	7650	4] One point every 4 levels and one point every chapter; everybody can advance over their racial maximum (@vgur)	
	7675	5] 5 points for a full BGT game; everybody can advance exactly one point over their racial maximum; not retroactive (Quester).	
Install Component	8000	[Trivial dual-classing.]?	[N]o
Install Component		[Party Members can facestab too!]?	[N]o
	8500	1] Always	
	8550	2] Only when under the effect of Non-Detection	
Install Component		[Mages drop spellbooks.]?	
	9000	1] 100% of mages drop spellbooks, spellbooks contain 100% of memorized spells.	
	9010	2] 100% of mages drop spellbooks, spellbooks contain 75% of memorized spells.	
	9020	3] 100% of mages drop spellbooks, spellbooks contain 50% of memorized spells.	
	9030	4] 100% of mages drop spellbooks, spellbooks contain 25% of memorized spells.	
	9040	5] 75% of mages drop spellbooks, spellbooks contain 100% of memorized spells.	
	9050	6] 75% of mages drop spellbooks, spellbooks contain 75% of memorized spells.	
	9060	7] 75% of mages drop spellbooks, spellbooks contain 50% of memorized spells.	
	9070	8] 75% of mages drop spellbooks, spellbooks contain 25% of memorized spells.	
	9080	9] 50% of mages drop spellbooks, spellbooks contain 100% of memorized spells.	
	9090	10] 50% of mages drop spellbooks, spellbooks contain 75% of memorized spells.	
	9100	11] 50% of mages drop spellbooks, spellbooks contain 50% of memorized spells.	
	9110	12] 50% of mages drop spellbooks, spellbooks contain 25% of memorized spells.	
	9120	13] 25% of mages drop spellbooks, spellbooks contain 100% of memorized spells.	
	9130	14] 25% of mages drop spellbooks, spellbooks contain 75% of memorized spells.	
	9140	15] 25% of mages drop spellbooks, spellbooks contain 50% of memorized spells.	
	9150	16] 25% of mages drop spellbooks, spellbooks contain 25% of memorized spells.	

Successfully installed		Press ENTER to exit

The readme opens.

23.34 P5Tweaks v5.1

~P5TWEAKS/SETUP-P5TWEAKS.TP2~

This mod is just a small collection of various tweaks and changes particularly regarding charms, that destroys items and/or causes them to vanish. With this mod the items remain after these charms.

P5Tweaks should be installed after most other mods, in particular after BG2 Tweaks, Refinements and The Bigg Tweaks.

Copy the folder **P5Tweaks** and the file **Setup-P5Tweaks.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?		[N]o
What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 10	[Drop items on frozen death]?	[N]ot Install
also included in TobEx		
Install Component 20	[Drop Items on Disintegrate]?	[N]ot Install
also included in TobEx		
Install Component 30	[Drop items on Imprisonment]?	[I]nstall
Install Component 40	[Drop Items on Petrification]?	[N]ot Install
also included in TobEx		
Install Component 50	[Restore SoA background music for Promenade cutscene]?	[I]nstall
Install Component 60	[Increased spear range & damage]?	[I]nstall
not together with the Item Revisions component #17 Weapon Changes		
Successfully installed		Press ENTER to exit

23.35 Trap Revisions v1

~TRAP_REV/SETUP-TRAP_REV.TP2~

This mod overhauls the system of laying traps in Baldur's Gate 2. The thief's success to set traps is no longer depending on random chance and power of snares depends on Set Traps skill rather than character level.

Spell Revisions must be installed before Trap Revisions, otherwise various protective spells will not grant immunity to new effects.
The Rogue Rebalancing component 'Chosen of Cyric' component must be installed before Trap Revisions, otherwise one of it's scripts will fail to execute correctly.

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

Install Component 0	[Trap Revisions]?	[I]nstall
Successfully installed		Press ENTER to exit

23.36 Unique Containers v3

~CONTAIN/SETUP-CONTAIN.TP2~

This mod assigns unique icons to all containers in the game and also fixes various issues with stores and containers.

You should install this mod after any mods that add containers, including BG2 Tweaks and BGT Tweaks because it also fixes bugs from other mods.

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

Choose your language:		0 [English]
Install Component	[Unique Containers]?	choose one:
10	1] Unique icons and names	[1]
15	2] Unique icons only	
20	3] Fixes only	

Successfully installed [Unique Containers] Press ENTER to exit

23.37 Celestiales v1.2

~SETUP-CELESTIALES.TP2~

This mod replaces the graphics of the devas, the planetars and the solar of the Planar Sphere with an alternative model designed by Bioware.

Celestiales is compatible with the Spell Revisions component "Deva and Planetar animations".

Copy the folder **celestiales** and the files **setup-celestiales.exe, setup-celestiales.tp2** and **Readme_celestiales.html** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Correcion a la animacion de las armas de devas y planotareos - Corrections of the animation of the weapon of devas and planetars - Korrektur der Animation der Waffen der Devas und Planetars)]? [I]nstall

Install Component 1 [Sustitucion de los graficos de devas y planotareos rojos - Substitution of the creature graphics of the red devas and planetars (Ersatz der Grafiken der roten Devas und Planetars)]? [I]nstall

Install Component 2 [Sustitucion de los graficos de devas y planotareos azules y de Solar - Substitution of the creature graphics of the blue devas and planetars and the solars (Ersatz der Grafiken der roten Devas und Planetars)]? [I]nstall

Successfully installed Press ENTER to exit

The readme opens.

24. CLOSER INSTALLATION

Now the megamod installation will be finished.

24.1 Resurrected igi's Spell System Adjustments Mod v7.1

~IISPELLSYSTEMADJUSTMENTS/SETUP-IISPELLSYSTEMADJUSTMENTS.TP2~

The Spell Refresh components allow the casters to regain cast spells without the need to rest. The Mod allows mage spells, priest spells and innate abilities to be treated differently.

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

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

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Install Component	0	[Arcane Spell Refreshment]?	[I]nstall
		Which type of function would you like the timer to be for the arcane spells ?	
		1) One timer for all levels	
		2) Timers depend linearly from the spell level	
		3) Timers depend exponentially from the spell level	
		4) Timers are randomized	
		So in:	
		1) timer = constant	
		2) timer = constant + spell level * level variable	
		3) timer = constant + spell level ^ (exponent/root)	
		4) timer = ???	3
		Set *constant* for all levels	30
		Set the *exponent* that will be divided by the root you'll decide, next.	11
		Set the exponential *root* or the exponents divider, remember that dividing a number with 1, is the number itself	4
		The timers for the Arcane Spell restorations will be as of following:	
		Level 1 spells: 30 real seconds	
		Level 2 spells: 36 real seconds	
		Level 3 spells: 50 real seconds	
		Level 4 spells: 75 real seconds	
		Level 5 spells: 113 real seconds	
		Level 6 spells: 168 real seconds	
		Level 7 spells: 240 real seconds	
		Level 8 spells: 334 real seconds	
		Level 9 spells: 450 real seconds	
		Are you sure you wish to use those ? [Y/N]	Y
		Now, do you wish that the spells are restored when:	
		1) Only when the casting is completelly successful	
		2) Even if it's not	2
Install Component	1	[Divine Spell Refreshment]?	[I]nstall
		Which type of function would you like the timer to be for the Divine spells ?	
		1) One timer for all levels	
		2) Timers depend linearly from the spell level	
		3) Timers depend exponentially from the spell level	
		4) Timers are randomized	
		So in:	
		1) timer = constant	
		2) timer = constant + spell level * level variable	
		3) timer = constant + spell level ^ (exponent/root)	
		4) timer = ???	3
		Set *constant* for all levels	30

		Set the *exponent* that will be divided by the root you'll decide, next.	326
		Set the exponential *root* or the exponents divider, remember that dividing a number with 1, is the number itself	105
		The timers for the Divine Spell restorations will be as of following:	
		Level 1 spells: 30 real seconds	
		Level 2 spells: 38 real seconds	
		Level 3 spells: 60 real seconds	
		Level 4 spells: 104 real seconds	
		Level 5 spells: 177 real seconds	
		Level 6 spells: 290 real seconds	
		Level 7 spells: 450 real seconds	
		Are you sure you wish to use those ? [Y/N]	Y
		Now, do you wish that the spells are restored when:	
		1) Only when the casting is completelly successful	
		2) Even if it's not	2
Install Component	2	[XP for casting Arcane Spells]?	[I]nstall
		Do you want the XP:	
		1) On successful casting only	
		2) On successful and on unsuccessful casting too.	1
		Enter XP per cast (Level 1 spells)	5
		Enter maximum XP per spell (Level 1 spells)	50
		Enter XP per cast (Level 2 spells)	10
		Enter maximum XP per spell (Level 2 spells)	100
		Enter XP per cast (Level 3 spells)	15
		Enter maximum XP per spell (Level 3 spells)	150
		Enter XP per cast (Level 4 spells)	20
		Enter maximum XP per spell (Level 4 spells)	200
		Enter XP per cast (Level 5 spells)	25
		Enter maximum XP per spell (Level 5 spells)	250
		Enter XP per cast (Level 6 spells)	30
		Enter maximum XP per spell (Level 6 spells)	300
		Enter XP per cast (Level 7 spells)	35
		Enter maximum XP per spell (Level 7 spells)	350
		Enter XP per cast (Level 8 spells)	40
		Enter maximum XP per spell (Level 8 spells)	400
		Enter XP per cast (Level 9 spells)	45
		Enter maximum XP per spell (Level 9 spells)	450
Install Component	3	[XP for casting Divine Spells]?	[I]nstall
		Do you want the XP:	
		1) On successful casting only	
		2) On successful and on unsuccessful casting too.	1
		Enter XP per cast (Level 1 spells)	5
		Enter maximum XP per spell (Level 1 spells)	50
		Enter XP per cast (Level 2 spells)	10
		Enter maximum XP per spell (Level 2 spells)	100
		Enter XP per cast (Level 3 spells)	15
		Enter maximum XP per spell (Level 3 spells)	150
		Enter XP per cast (Level 4 spells)	20
		Enter maximum XP per spell (Level 4 spells)	200
		Enter XP per cast (Level 5 spells)	25
		Enter maximum XP per spell (Level 5 spells)	250
		Enter XP per cast (Level 6 spells)	30
		Enter maximum XP per spell (Level 6 spells)	300
		Enter XP per cast (Level 7 spells)	35
		Enter maximum XP per spell (Level 7 spells)	350
Successfully installed			Press ENTER to exit

24.2 igi's Projectile Retrieval v9

~IIPROJECTILER/SETUP-IIPROJECTILER.TP2~

This mod allows the player to retrieve used projectiles.

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

Choose your language:	0 [English]

Install Component		[View Readme]?	[N]ot Install
	900	1] View readme file now	
	1000	2] View readme file after installation	
	2000	3] Do not view readme file	
Install Component		[Projectile Retrieval Mod]?	[I]nstall
	2001	1] Easy TUTU	
	2002	2] All other Infinity Engine Games	2
		Please tell me how you'd like to modify your files.	
		1. I want to modify ALL thrown/projectiles at once.	
		2. I want to modify each thrown/projectile one at a time.	
		PLEASE ENTER 1 OR 2	2
		Arrows	
		Choose how you want your retreivable arrows to be created upon impact	
		0. Don't install arrows	
		1. Plain arrow only -> Plain arrow only	
		2. All arrows -> Plain arrow only	
		3. Each arrow -> Each arrow	
		4. Magical arrows -> Reduced Magical/Plain arrows	
		PLEASE ENTER 0, 1, 2, 3, OR 4	2
		Item created in target inventory upon impact with target.	
		A 100 percent will cause ALL projectiles making a hit retrievable.	
		Enter percentage chance of arrows being retrieved.	
		(values are clamped at 0 and 100)	60
		Bolts	
		Choose how you want your retreivable bolts to be created upon impact	
		0. Don't install bolts	
		1. Plain bolt only -> Plain bolt only	
		2. All bolts -> Plain bolt only	
		3. Each bolt -> Each bolt	
		4. Magical bolts -> Reduced Magical/Plain bolts	
		PLEASE ENTER 0, 1, 2, 3, OR 4	2
		Item created in target inventory upon impact with target.	
		A 100 percent will cause ALL projectiles making a hit retrievable.	
		Enter percentage chance of bolts being retrieved.	
		(values are clamped at 0 and 100)	70
		Bullet	
		Choose how you want your retreivable bullets to be created upon impact	
		0. Don't install bullets	
		1. Plain bullet only -> Plain bullet only	
		2. All bullets -> Plain bullet only	
		3. Each bullet -> Each bullet	
		4. Magical bullets -> Reduced Magical/Plain bullets	
		PLEASE ENTER 0, 1, 2, 3, OR 4	2
		Item created in target inventory upon impact with target.	
		A 100 percent will cause ALL projectiles making a hit retrievable.	
		Enter percentage chance of bullets being retrieved.	
		(values are clamped at 0 and 100)	50
		Dart	
		Choose how you want your retreivable darts to be created upon impact	
		0. Don't install darts	
		1. Plain dart only -> Plain dart only	
		2. All darts -> Plain dart only	
		3. Each dart -> Each dart	
		4. Magical darts -> Reduced Magical/Plain darts	
		PLEASE ENTER 0, 1, 2, 3, OR 4	2
		Item created in target inventory upon impact with target.	
		A 100 percent will cause ALL projectiles making a hit retrievable.	
		Enter percentage chance of darts being retrieved.	
		(values are clamped at 0 and 100)	70
		throwing dagger	
		Choose how you want your retreivable throwing daggers to be created upon impact	
		0. Don't install throwing daggers	

```
                                1. Plain throwing dagger only -> Plain throwing dagger only
                                2. All throwing daggers       -> Plain throwing dagger only
                                3. Each throwing dagger       -> Each throwing dagger
                                4. Magical throwing daggers   -> Reduced Magical/Plain throwing daggers
                                PLEASE ENTER  0, 1, 2, 3, OR 4                                  2
                                Item created in target inventory upon impact with target.
                                A 100 percent will cause ALL projectiles making a hit retrievable.
                                Enter percentage chance of throwing daggers being retrieved.
                                (values are clamped at 0 and 100)                               80

                                throwing axe
                                Choose how you want your retreivable throwing axes to be created upon impact
                                0. Don't install throwing axes
                                1. Plain throwing axe only -> Plain throwing axe only
                                2. All throwing axes       -> Plain throwing axe only
                                3. Each throwing axe       -> Each throwing axe
                                4. Magical throwing axes   -> Reduced Magical/Plain throwing axes
                                PLEASE ENTER  0, 1, 2, 3, OR 4                                  2
                                Item created in target inventory upon impact with target.
                                A 100 percent will cause ALL projectiles making a hit retrievable.
                                Enter percentage chance of throwing axes being retrieved.
                                (values are clamped at 0 and 100)                               90
    Successfully installed      [Projectile Retrieval Mod]                                      Press ENTER to exit
```

24.3 igi's Learn Through Use v2 BETA1

~IILEARNTHROUGHUSE/SETUP-IILEARNTHROUGHUSE.TP2~

Proficiency points are gained for weapon types that are actually used, and they are gained at set boundaries, independent of the level up process - if you've used a weapon for so long you're going to get better, even if you've not killed a few thousand creatures or solved a few quests.

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

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

```
    Choose your language:                                                       0 [English]
    Install Component           [View Readme]?                                  [N]ot Install
                      1000      1] Show readme after installation
                      2000      2] Do not show readme after installation
    Install Component 2001      [Learn Through Use]?                            [I]nstall
                                Enter number of successful strikes for 1 star   10
                                Enter number of successful strikes for 2 stars  20
                                Enter number of successful strikes for 3 stars  40
                                Enter number of successful strikes for 4 stars  80
                                Enter number of successful strikes for 5 stars  160
                                Are trainers required to gain proficiencies?
                                0 No trainers required
                                1 Trainers required                             0
```

The settings are made as a test and should not be considered as an advice. It's also unsure whether it should best be placed before or after Level1NPC. As soon someone has figured it out I will add the result.

```
    Successfully installed      [Learn Through Use]                             Press ENTER to exit
```

24.4 Aurora's Shoes and Boots v5 (2)

~AURORA/SETUP-AURORA.TP2~

Aurora not only sells all sorts of shoes, but will also chat with you about nobles and commoners alike, providing exciting information about their daily lives.
You will also meet the surly gnome Tomthal, doomed to the surface by a mysterious curse, and his cheerful sister Karaea.
This mod also includes the former mod Store Prices. With this one you can increase the selling prices and decrease the buying prices. Without these components you would get very soon much to much money in a megamod.

NOTE: *This mod must be installed in two steps! The main component should be installed before Stratagems. The former Store Prices components „Change store buying prices“ , „Change store selling prices“, „Change gem and jewelry prices“ and „Change creature gold carried“ must be installed after all item changing mods.*
This mod should be installed fairly late after patches and fixpacks and mods that add creatures or mods that overwrite rather than patch game resources.
Aurora's main component also patches BGMain.exe, therefore 1PP component Unique Thief Avatars can not be installed after Aurora and Infinitiyanimations.
Install Aurora before Level 1 NPCs.
Install Aurora because of its crossmod material after MTS Crappack or Tales of the Deep Gardens. Eventually, there will be additional material available through Crossmod, including banters with Solaufein, Kelsey, Hubelpot and others.
TobEx must be installed for the component "Change creature gold carried" because it enables the use of 99 rows for all RND.2DA files.*

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

Would you like to display the readme?			[N]o
Install Component	0	[Aurora's Shoes and Boots]?	[N]ot Install
Install Component		[Small portraits for NPCs]?	
This component requires the main component			
	10	1] Merchants and minor NPCs	[N]ot Install
	20	2] Merchants only	
Install Component	40	[Shorten Gorion battle cutscene]?	[N]ot Install
This component requires BGT			
Install Component		[Shorten BG2 intros]?	[N]ot Install
	50	1] Shorten Dungeon cutscene	
	60	2] Shorten Dungeon and Waukeen's cutscenes	
	70	3] Shorten Dungeon, Waukeen's and Spellhold cutscenes	
This component requires BGT			

Installation of the following components is urgently recommended. These components will affect ALL previous installed mods.

Install Component		[Change store buying prices]?	
	100	1] Reduce to 25%	
	105	2] Reduce to 50%	
	110	3] Reduce to 67% (recommended)	
	115	4] Reduce to 75%	[4]
	120	5] Reduce to 90%	
	125	6] Increase by 125%	
	130	7] Increase by 150%	
	135	8] Increase by 200%	
	140	9] Increase by 300%	
Install Component		[Change store selling prices]?	
	150	1] Reduce to 50%	
	155	2] Reduce to 75%	
	160	3] Reduce to 90%	
	165	4] Increase by 110%	
	170	5] Increase by 125%	[5]
	175	6] Increase by 150% (recommended)	
	180	7] Increase by 200%	
	185	8] Increase by 300%	
	190	9] Increase by 500%	
Install Component		[Change gem and jewelry prices]?	
	200	1] Reduce to 10%	
	205	2] Reduce to 25%	
	210	3] Reduce to 50%	
	215	4] Reduce to 67% (recommended)	[4]
	220	5] Reduce to 75%	
	225	6] Reduce to 90%	
	230	7] Increase by 125%	
	235	8] Increase by 150%	
	240	9] Increase by 200%	
Install Component		[Change quest gold rewards]?	
	241	1] Reduce to 10%	
	243	2] Reduce to 17%	

	245	3] Reduce to 25	
	247	4] Reduce to 50%	[4]
	249	5] Reduce to 75%	
	253	6] Reduce to 95%	
	257	7] Fixes only	
Install Component		[Realistic random treasures]?	
	400	1] Remove duplicate random treasures	
	410	2] Only intelligent creatures get random scrolls	
	420	3] Both 1 and 2 (no treasures lost)	[3]
	430	4] Both 1 and 2 (25% of treasures lost)	
	440	5] Both 1 and 2 (50% of treasures lost)	
	450	6] Both 1 and 2 (75% of treasures lost)	
	460	7] All random treasures removed	
Install Component		[Change creature gold carried]?	
	465	1] Reduce to 10%	
	467	2] Reduce to 25%	
	470	3] Reduce to 50% (recommended)	[3]
	473	4] Reduce to 67%	
	475	5] Reduce to 75%	
	477	6] Reduce to 90%	
	480	7] Increase by 125%	
	485	8] Increase by 150%	
	490	9] Increase by 125%	
Install Component	500	[PnP Helmed and Battle Horrors]?	[I]nstall
Install Component	520	[Realistic Kobold Commandos]?	[I]nstall

This component requires that BGT is installed

Install Component	9000	[Fix area creature references]?	[N]ot Install

The same component is also included in Infinity Animations and only need be installed once (in whichever of those mods you installed last)

Successfully installed			Press ENTER to exit

24.5 Aurora v5.1 Patch

~SETUP-AURORA.TP2~

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

Install Component	0	[Aurora Patch]?	[I]nstall
Successfully installed		[Aurora Patch]	Press ENTER to exit

24.6 Aurora ToB NPC beta

~TOBAURORA/SETUP-TOBAURORA.TP2~

The fabulous Aurora from Aurora's Shoes & Boots can now join you on your quest in ToB!

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

Install Component	0	[Aurora NPC for BG2:TOB]?	[I]nstall
Install Component	1	[Choose Aurora's Portrait]?	[N]ot Install
Successfully installed			Press ENTER to exit

24.7 Hard Times for BGT v2.4

~SETUP-HARDTIMES.TP2~

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

This is the BGT version only.
Hard Times must be installed after Aurora, otherwise Aurora will multiply what Hard Times has set as prices.

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

Choose your language:			0 [English]
Install Component	0	[Hard Times v2 (BGT)]?	[I]nstall
Install Component	1	[Hard Times: Ulcaster School Encounter]?	[I]nstall

Requires the main component be installed.

Successfully installed		[Hard Times v2 (BGT)]	Press ENTER to exit

The readme opens.

24.8 Polytweak v2

~POLYTWEAK/POLYTWEAK.TP2~

This tweakpack adds some new tweaks that either are not included in other mods or makes some improvements in another way.

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

What should be done with all components that are NOT YET installed?			[A]sk about each one?
Install Component	50	[PnP mind flayer attacks]?	[I]nstall
Install Component	60	[Improved (less buggy) trolls]?	[I]nstall

Add this as late as possible in the installation order.

Install Component	70	[Improved Umberhulks]?	[I]nstall
Install Component	80	[Improved Yuan-Ti]?	[I]nstall
Install Component	83	[Improved Minotaurs]?	[I]nstall
Install Component	85	[Corrected Vampire Stats]?	[I]nstall
Install Component		[Related Weapon Proficiencies]?	

This component should be compatible with "Rebalanced Weapon Proficiencies" from BG2 Tweak Pack.
You will need to turn party AI on for a couple of seconds after joining a new NPC or allocating their proficiencies in order for this component to work, as the changes are applied by script.
Install either this component or the Level 1 NPCs component "Tweak weapon proficiencies for some classes".

	95	1] Related Weapon Proficiencies except clubs (see readme)	
	97	2] Related Weapon Proficiencies including clubs	[2]
Install Component	100	[Anomen]?	[I]nstall
Install Component	150	[Cernd]?	[I]nstall
Install Component		[Jaheira]?	
	201	1] two handed weapons	
	202	2] dual wielding	[2]
Install Component	300	[Keldorn]?	[I]nstall
Install Component		[Minsc]?	[I]nstall
	401	1] Keep Minsc as ranger	[1]
	402	2] Make Minsc a barbarian (with original proficiencies)	
	403	3] Make Minsc a barbarian (dual wielding)	
Install Component	500	[Nalia]?	[I]nstall
Install Component	600	[Valygar]?	[I]nstall
Install Component	700	[Viconia]?	[I]nstall

Regarding components 100 up to 700: Level 1 NPCs also changes NPC proficiencies but in a different manner.

Install Component	800	[Distinctive Icons for Blackrazor and Flametongue]?	[I]nstall
Install Component	900	[PnP mace of disruption]?	[I]nstall
Successfully installed			Press ENTER to exit

24.9 Level 1 NPCs v19

~LEVEL1NPCS/LEVEL1NPCS.TP2~

With this mod joinable NPCs, when they join your party, get the same experience points as the main character. You can level them up from level one and choose their skills and weapon proficiencies. Also you can modify the classes of all joinable BG1 and BG2 NPCs.

Kit mods, Ashes of Embers or any other mod that changes the weapon proficiency rules, must be installed BEFORE Level 1 NPCs.

BG1-style proficiencies component of BG2 Tweaks may be installed AFTER Level 1 NPCs.
If you have installed the Revised High Level Abilities component of Refinements, you may not assign multi-class abilities to any character.
You can install this mod during an existing game, but the modifications will only take effect if the NPC has not yet joined the party.

Copy the folder **level1npcs** and the file **setup-level1npcs.exe** into your main SoA directory.
One or more files of this mod must be changed. This will be done by the patch from the folder **BG World Fixpack**.
Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Would you like to display the components from [Optional Tweaks]?			[Y]es
Would you like to display the components from [Baldur's Gate I NPCs]?			[Y]es
Would you like to display the components from [Baldur's Gate II NPCs]?			[Y]es
Would you like to display the components from [Mod NPCs]?			[Y]es
Would you like to display the components from [Megamod NPCs]			[Y]es
Install Component	0	[Nythrun's Level 1 NPCs: List party-joinable NPCs (required to install any other components)]	[I]nstall

This component is required for all the other components of this mods.

Install Component	1	[Tweak weapon proficiencies for some classes (a la Ashes of Embers and aVENGER's Rogue Rebalancing?]	[I]nstall

Install either this component or the Polytweak component "Related Weapon Proficiencies".

Allow clerics one star in any weapon type a fighter can use?
Hit 0 and enter for no change to single class clerics,
1 and enter for allow one star, or
2 and enter to skip all cleric related tweaks.
Allow druids one star in any weapon type a fighter can use?
Hit 0 and enter for no change,
1 and enter for one star.
Restrict fighter/druids from armors single class druids cannot wear?
Hit 0 and enter for no change,
1 and enter for yes.

This sub-component will be automatically skipped if you have installed Druid Remix from Divine Remix.

Allow grandmastery for fighter multiclasses?
Hit 0 and enter for no change,
1 and enter for yes.
Allow thieves, mages, and bards to place one star in any weapon type?
Hit 0 and enter for no change,
1 and enter for yes.
Allow thieves and thief multi-classes three stars in dual-wielding?
Hit 0 and enter for no change,
1 and enter for yes.
Allow backstab with any weapon a mage/thief, fighter/thief, or cleric/thief can use?
Unfortunately, single-class thieves will be able to equip any weapons thus altered. They won't, however, be able to spend proficiency points in forbidden categories.
Hit 0 and enter for no change,
1 and enter for yes.
Make two-handed weapons unusable for backstabbing?
Hit 0 and enter for no change,
1 to make all two handed weapons do no additional damage on a successful backstab, and
2 to restrict only quarterstaves.

Install Component	2	[Add (possibly illegal and naughty) kits to exported characters]?	[N]ot Install
Install Component		[Joinable NPCs more closely match the player character's experience?]	
	3	1] On initial joining only	[1]
	4	2] On initial joining and rejoining	

After the NPC's experience points are adapted to those of the main character, you can run a script for mentioned NPC which makes the NPC rest. That is, after you up-gradated the NPC and selected the spells, you must activate the AI lantern (if it is switched off), select the character and press " R". The character will rest now, and thus memorize all selected spells. The Script will work only once and vanish if you rest, leave the area, save the game, change party members, or do almost anything else, so if you want to use it, you'd best do so immediately.

Install Component		[Balanced BG1 NPC attributes]	
	50	1] Ergopad's version	
	51	2] mos_anted's revision	[2]
Install Component	55	[Dudleyfix for BG1 NPCs]	[I]nstall
Install Component	60	[Fix BG1 NPC spells and innate abilities]	[I]nstall

Install Component	100	[Update game references to NPC classes/kits]	[I]nstall
Install Component		[Change Anomen's knighthood reward/penalty]	[N]ot Install
	200	1] Wisdom +1 on passing (instead of set to 16)	
	210	2] Wisdom +1 on passing; Constitution +1 on failing	
	220	3] Wisdom +1 on passing; Wis -1 and Con +1 on failing	
	230	4] Wisdom +1 on passing; Wisdom -1 on failing	

The next components allow lengthy settings and are intended only for experienced players.
For each selected NPC first the current class and attributes are displayed.
With each character you can first select the desired class or multiclass from a list:

Select a class from the list below. Enter the class's number and press "Enter".
0 Wait, I've changed my mind - don't install this component!

1 Mage	11 Druid
2 Fighter (includes Barbarian)	12 Ranger
3 Cleric	13 Mage/Thief
4 Thief	14 Cleric/Mage
5 Bard	15 Cleric/Thief
6 Paladin	16 Fighter/Druid
7 Fighter/Mage	17 Fighter/Mage/Cleric
8 Fighter/Cleric	18 Cleric/Ranger
9 Fighter/Thief	19 Sorcerer
10 Fighter/Mage/Thief	20 Monk

Type in the number from the class or multiclass you want to get and press Enter.

Next the current attributes are displayed again. You are prompted to type in new values.

Type new attributes as whole numbers separated by spaces, or 0 for no change.
Press "Enter" when done. Do not include exceptional strength % bonuses (you will be asked about that later if relevant). Valid range is 3 to 25.

After your input the new values are displayed and you can select the desired kit from a list:

Select a kit from the list below, or enter 0 if you prefer No Kit/True Class

You can choose between all available kits from Bioware and mods. The more kits you have installed before, the more kits you can choose now. Type in the number of the kit you want.

If you select the thief class, you can select the thieving abilities from a further list:

Select thief skill points from the list below. You'll be spending them five at a time.

By pressing the numerical keys each time 5 points are allocated to the respective abilities, until every 40 points are assigned. The individual abilities can be selected several times.

If you select the ranger class, you can select a racial enemy from a further list.

Select a racial enemy from the list below.

Type in the number of the racial enemy you want.

If you select the sorcerer, you can select two arcane spells from further lists:

Select an arcane spell to know from the list below. Choose a number in the first column.

Type in a number from the first list, then you will get the list for the second spell:

Select your second arcane spell to know from the list below. Choose the number in the first column.

This way you can change every NPC listed below:

Install Component	1201	Aerie
Install Component	1202	Anomen Delryn
Install Component	1203	Cernd
Install Component	1204	Edwin Odessiron
Install Component	1205	Haer'Dalis
Install Component	1206	Imoen
Install Component	1207	Jaheira
Install Component	1208	Jan Jansen
Install Component	1209	Keldorn Firecam
Install Component	1210	Korgan Bloodaxe
Install Component	1211	Mazzy Fenton
Install Component	1212	Minsc
Install Component	1213	Nalia De'Arnise
Install Component	1214	Valygar Corthala
Install Component	1215	Viconia De'Vir
Install Component	1216	Yoshimo

Install Component	1217	Sarevok
Install Component	1218	Ajantis Ilvastarr
Install Component	1219	Alora
Install Component	1220	Branwen
Install Component	1221	Coran
Install Component	1222	Dynaheir
Install Component	1223	Eldoth Kron
Install Component	1224	Faldorn
Install Component	1225	Garrick
Install Component	1226	Kagain
Install Component	1227	Khalid
Install Component	1228	Kivan
Install Component	1229	Montaron
Install Component	1230	Quayle
Install Component	1231	Safana
Install Component	1232	Shar-Teel Dosan
Install Component	1233	Skie Silvershield
Install Component	1234	Tiax
Install Component	1235	Xan
Install Component	1236	Xzar
Install Component	1237	Yeslick Orothiar
Install Component	2000	Angelo Dosan
Install Component	2025	Aran Whitehand
Install Component	2050	Auren Aseph
Install Component	2100	Bruce
Install Component	2200	Chloe
Install Component	2240	Deekin Scalesinger
Install Component	2250	Deheriana
Install Component	2300	Fabio
Install Component	2320	Fade
Install Component	2350	Finch
Install Component	2400	Gavin Mor
Install Component	2500	Haldamir
Install Component	2600	Indira
Install Component	2650	Iylos Mirdan
Install Component	2700	Jon Irenicus
Install Component	2750	Kelsey
Install Component	2775	Keto
Install Component	2785	Kiara
Install Component	2825	Mulgore
Install Component	2840	Nephele Samios
Install Component	2850	Ninde Amblecrown
Install Component	2950	Rynn
Install Component	2970	Sarah
Install Component	2985	Sheena
Install Component	3000	Solaufein
Install Component	3150	Tashia
Install Component	3185	Tyris Flare
Install Component	3200	Valen
Install Component	3400	Will Scarlet O'Hara
Install Component	3500	Xavia
Install Component	3520	Xulaye
Install Component	3570	Yikari
Install Component	3600	Zaiya
Install Component	4000	Bardo Furfoot
Install Component	4010	Bub Snikt
Install Component	4020	Conchobhair Strongblade
Install Component	4030	CuChoinneach
Install Component	4040	Ferthgil Trollslayer
Install Component	4050	Jet'laya
Install Component	4060	Keiria Silverstring
Install Component	4070	Skeezer Lumpkin VI
Install Component	4080	Thorfinn Hauskluniff
Install Component	4200	Alissa
Install Component	4210	Artemis Entreri
Install Component	4220	Bruenor Battlehammer
Install Component	4230	Catti-Brie

Install Component	4240	Drizzt Do'Urden
Install Component	4250	Jarlaxle Baenre
Install Component	4260	Mordragon
Install Component	4270	Randall
Install Component	4280	Regis
Install Component	4290	Wulfgar
Install Component	4500	Accalia
Install Component	4510	Dar
Install Component	4520	Hrothgar
Install Component	4530	Leina
Install Component	4540	Melora
Install Component	4550	Taffic
Install Component	4700	Bolivar
Install Component	4710	Charlotte
Install Component	4720	Selence Hillstar
Install Component	4730	Tomas Tomalson
Install Component	4800	Adario Kalvaras
Install Component	4810	Avaunis Adelez
Install Component	4820	Robillard
Install Component	4830	Vesine
Install Component	4900	Bodhi
Install Component	4910	Kachiko
Install Component	4920	Sime

24.10 Psionics Unleashed v0.3

~W_PSIONICS_UNLEASHED/SETUP-W_PSIONICS_UNLEASHED.TP2~

This mod aims to add a fully functional psionic system and psionic character classes based on Dungeons & Dragons edition 3.5.
Unlike a priest or wizard, the psion relies on no outside energies to give him power. His power comes from within. As long as his mind and body are rested (that is, as long as he has not depleted his power points) his powers are available to him.

Install the mod as late as possible, after any mods that add or modify spells or items and in particular after any mods that modify mage and sorcerer spell tables.
This mod must be installed before XP Mod.
Read carefully the readme!
With this kit the avatar stutters and shows wrong animations!

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

Install Component	10	[Psion class (selectable under the Warrior creation menu)]?	[I]nstall
Install Component		[Individual AI management for party members]?	
	61	1] Install	[1]
	62	2] Install and hide AI switch button	
Successfully installed			Press ENTER to exit

24.11 Ding0's Experience Fixer = DEFJAM XP v7

~SETUP-XPMOD.TP2~

This mod enables to reduce the points of experience for rewards because you get thousands of experience points for every "open locks" or "learning spells" agrees and you would have too fast too high values of experience. You can change the new experience rate for every component separately of the others of 10% to 75% of the original experience rate. The installation is urgently recommended. The mod affects ALL mods installed before.

This process lasts several minutes!
Other than mentioned in the mod's readme the mod can be installed without any error messages!

Copy the folder **xpmod** and the files **setup-xpmod.exe** and **setup-xpmod.tp2** from the folder DEFJAM_v6 into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Would you like to display the readme? [N]o
Install Component [Creature XP Reduction]?
0 1] Reduce to 75%
1 2] Reduce to 50% [2]
2 3] Reduce to 25%
3 4] Reduce to 1/6th for solo play
4 5] Reduce to 10%
5 6] Increase to 150%
6 7] Increase to 200%
Install Component [Locks, Traps and Spells XP Reduction]? [N]ot Install
7 1] Reduce to 75%
8 2] Reduce to 50%
9 3] Reduce to 25%
10 4] Reduce to 1/6th for solo play
11 5] Reduce to 10%
12 6] Increase to 150%
13 7] Increase to 200%

These adjustments will be made with BP Balancer, however there with more accurate adjustments. Besides BP Balancer affects both BG1 and BG2.

Install Component 14 [No XP for learning spells]? [N]ot Install

These adjustments will be made with BP Balancer, however there with more accurate adjustments. Besides BP Balancer affects both BG1 and BG2.

Install Component [Quest XP Reduction]?
15 1] Reduce to 75%
16 2] Reduce to 50% [2]
17 3] Reduce to 25%
18 4] Reduce to 1/6th for solo play
19 5] Reduce to 10%
20 6] Increase to 150%
21 7] Increase to 200%
Install Component [SoA Starting XP Reduction] ? [N]ot Install
22 1] Reduce to 66750 XP (75%)
23 2] Reduce to 44500 XP (50%)
24 3] Reduce to 22250 XP (25%)
25 4] Reduce to 8900 XP (10%)
Install Component [ToB Starting XP Reduction] ? [N]ot Install
26 1] Reduce to 1875000 XP (75%)
27 2] Reduce to 1250000 XP (50%)
28 3] Reduce to 625000 XP (25%)
29 4] Reduce to 250000 XP (10%)

Doesn't seem so to work with BGT-WeiDU.

Successfully installed Press ENTER to exit

The readme opens.

24.12 BP-Balancer v0.33g

~SETUP-BP-BALANCER.TP2~

This mod works similar as Big Picture, but for BG1: the values of too strong items from DSotSC, NTotSC, SoBH and Drizzt Saga are set back to their BG1 values. Besides BP-Balancerd reduces too high experience points, which you get with these mods, in order not to gain too soon too high experience levels. By all these settings you get a balanced BG1 gameplay.

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

Double-click the Setup. The DOS dialogue appears:

Would you like to display the components from [Balancing game engine XP]? [Y]es
Would you like to display the components from [Balancing XP and items of several mods]? [Y]es
Installing: 0 [Reading your current game configuration]

The following infos about your current configuration are displayed:

Your xp level system is based on 50 levels
You currently gain 1000 xp for spell learning at level 1
You currently gain 1000 xp for traps at level 1

You currently gain 250 xp for picking pockets at level 1

If you also have installed the aTweaks component # 261 „improved (lowered) XP rewards from locks, traps and scrolls“ before, the XP values again are drastically reduced. In this case you will get instead:

Your xp level system is based on 50 levels
You currently gain 50 xp for spell learning at level 1
You currently gain 50 xp for traps at level 1
You currently gain 20 xp for picking pockets at level 1

Install Component		[XP for Spell Learning]?	choose one:
	1	1] At 50% from your current configuration	[1]
	2	2] At 10% from your current configuration	
	3	3] At 4% from your current configuration	
	4	4] None (Original BG1, recommended... hehehe...)	
	5	5] Original BG2	
Install Component		[XP for Disarming Traps]?	choose one:
	6	1] At 50% from your current configuration	[1]
	7	2] At 10% from your current configuration	
	8	3] At 4% from your current configuration	
	9	4] None (Original BG1, recommended... hehehe...)	
	10	5] Original BG2	
Install Component		[XP for Pick Pocket]?	choose one:
	11	1] At 50% from your current configuration	[1]
	12	2] At 10% from your current configuration	
	13	3] At 4% from your current configuration	
	14	4] None (Original BG1, recommended... hehehe...)	
	15	5] Original BG2	
Install Component	16	[Installing files needed for the components of the group „Balancing XP and items of several mods”]?	
Install Component		[Restore original BG1 creatures' XP and items]?	choose one:
	17	1] Keep custom items from other Mods	[1]
	18	2] Also remove SOME (partly random) overpowered custom items from other Mods	
	19	3] Also remove ALL custom items from other Mods (will not affect quest relevanted items)	
Install Component		[Item and XP Balancing for 'Dark Side of the Sword Coast (v2.00)']?	choose one:
	20	1] Keep custom items	
	21	2] Also randomly remove SOME overpowered custom items (will not affect quest relevanted items)	[2]
	22	3] Also remove ALL custom items from other Mods (will not affect quest relevanted items)	
Install Component		[Item and XP Balancing for 'Northern Tales of the Sword Coast (v1.60/1.61)']?	choose one:
	23	1] Keep custom items	
	24	2] Also randomly remove SOME overpowered custom items (will not affect quest relevanted items)	[2]
	25	3] Also remove ALL custom items from other Mods (will not affect quest relevanted items)	
Install Component		[Item and XP Balancing for 'Secret of Bone Hill (v2.10)']?	choose one:
	26	1] Keep custom items	
	27	2] Also randomly remove SOME overpowered custom items (will not affect quest relevanted items)	[2]
	28	3] Also remove ALL custom items from other Mods (will not affect quest relevanted items)	
Install Component		[Item and XP Balancing for 'DrizztSaga (v1.0)']?	choose one:
	29	1] Keep custom items	
	30	2] Also randomly remove SOME overpowered custom items (will not affect quest relevanted items)	[2]
	31	3] Also remove ALL custom items from other Mods (will not affect quest relevanted items)	
Successfully installed			Press ENTER to exit

If you want more informations about XP settings in the megamod read the related chapter in the appendix.

24.13 Virtue v19

~VIRTUE.TP2~

This mod splits reputation into two separate variables: Reputation, which represents how people in the game feel about the party; and Virtue, which represents how morally correct the party's actions are.

*The Virtue mod should be installed *after* other WeiDU mods and after Refinements.*
Due to its special code Virtue must be after Ding0 Experience Fixer installed.

With the patch made by The Biggs (included in the BiG World Fixpack) you might be able to use Virtue with BWP, although it might have full effect only in BG2 part. It seems to work also also in the BG1 part. However, whether it really works like intended is completely untested yet.

Maybe further patches are needed. This mod is no more developed further for several years so it is on the community's own to make possibly needed improvements and add them by the Fixpack.

Copy the folder **virtue** and the files **setup-virtue.tp2** and **setup-virtue.tp2** into your main SoA directory.

Note: The **B¿G World Fixpack** makes some changes to this mod in order to be able to install it together with Gavin, Edwin, Tsujatha, NM-Relationship.

Double-click the Setup. The DOS dialogue appears:

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

The readme opens.

24.14 Gloran NPC v3 (2)

~SETUP-GLORAN.TP2~

This mod adds the chaotic good dwarf warrior to the game. Gloran can be found right at the gate of the city. Unfortunately the mod was not developed further against its announcement.

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

Double-click the Setup. The DOS dialogue appears:

Choose your language:		1 [English]
Install Component 0	[Przyłaczalny NPC Gloran]?	[N]ot Install
Install Component 1	[Gloran & Virtue]?	[I]nstall
Successfully installed		Press ENTER to exit

24.15 Sarevok Wiederherstellung v1.0

~SARERESTORE/SETUP-SARERESTORE.TP2~

The modification gives the NPC Sarevok in ToB his from the first part of the Baldur's Gate series well-known equipment back (helmet, armor, two-handed sword).

Infinity Animations Core WeiDU beta 5 must be installed.
This mod must be installed after Level 1 NPCs.

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

Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?		[N]o
Install Component 0	[Sarevok Wiederherstellung Mod]?	[I]nstall
Install Component	[Alternatives Portrõt f³r Sarevok]?	[N]ot Install
1	1] Sarevok Portrõt 1	
2	2] Sarevok Portrõt 2	
Successfully installed	[Sarevok Wiederherstellung Mod]	Press ENTER to exit

24.16 BG1 NPCs at Beginning

~BG1NPCBEG/BG1NPCBEG.TP2~

This mod for Baldur's Gate Trilogy moves many NPCs that are far away from the main road to Nashkel to allow them to join the party at the early stage of the game, except of course NPCs that are prisonners.

Copy the folder **bg1npcbeg** and the file **setup-bg1npcbeg.exe** into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Would you like to display the readme?		[N]o
What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 110	[Move Ajantis]?	[I]nstall

Install Component 120 [Move Alora]? [I]nstall
not compatible with BG1 NPC Project component Alora's Starting Location.
Install Component 130 [Move Coran]? [I]nstall
Install Component 140 [Move Eldoth]? [I]nstall
not compatible with Stratagems component 4130 Move NPCs to more convenient locations.
Install Component 150 [Move Faldorn]? [I]nstall
Install Component 160 [Move Kivan]? [I]nstall
Install Component 170 [Move Quayle]? [I]nstall
not compatible with Stratagems component 4130 Move NPCs to more convenient locations.
Install Component 180 [Move Safana]? [I]nstall
Install Component 190 [Move Shar-Teel]? [I]nstall
not compatible with Stratagems component 4130 Move NPCs to more convenient locations.
Install Component 200 [Move Tiax:]? [I]nstall
not compatible with Stratagems component 4130 Move NPCs to more convenient locations.
Install Component 210 [Move Viconia]? [I]nstall
not compatible with Stratagems component 4130 Move NPCs to more convenient locations.
Successfully installed Press ENTER to exit

24.17 BGT NSC Portraits v2.9

~SETUP-NSCPORTRAITS.TP2~

This mod inserts missing portraits to all non-player characters (NPC) which have to do something directly with quests, avoids the double portraits for different characters, however, leaves existing portraits of NPC-Mods unchanged. Pictures of celebrities and sign styles which do not fit to the world of Baldur's Gate were avoided.
Particular attention was given to to the character portrayals on the fact that they also fit to the respective characters. Bad characters mostly have also bad expressions, while good characters are to be recognized unambiguously.
No images received normal passers-by or other avatars who are only for decoration, have nothing to do with quests, or have otherwise nothing important to say.

This mod requires the games BG1, BG2 and BGT compelling!
Must be installed after Infinity Animations because otherwise some files will be overwritten.

Copy the folder **NSC Portraits** and the files **Setup-NSCPortraits.exe** and **Setup-NSCPortraits.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Portraits for BG1(BGT)? [I]nstall
Install Component 1 [Portraits for BG2 and ToB]? [I]nstall
Install Component 10 [Portraits for Dark Side of the Sword Coast]? [I]nstall
Install Component 20 [Portraits for Northern Tales of the Sword Coas]? [I]nstall
Install Component 21 [Alternate Portrait for Will Scarlet of NTotSC]? [I]nstall
Install Component 30 [Portraits for Secret of Bone Hil]? [I]nstall
Install Component 50 [Portraits for Stone of Askavar]? [I]nstall
Install Component 300 [Portraits for BG1 Mini-Quests and Encounters]? [I]nstall
Install Component 305 [Portraits for Lure of the Sirines Cal]? [I]nstall
Install Component 310 [Portraits for Grey Clan Episode I]? [I]nstall
Install Component 1000 [Portraits for The Darkest Day]? [I]nstall
Install Component 1001 [Alternate NPC-Portraits for The Darkest Day]? [I]nstall
Install Component 1030 [Portraits for Region of Terror]? [I]nstall
Install Component 1031 [Alternate NPC-Portraits for Region of Terror]? [I]nstall
Install Component 1050 [Portraits for Tortured Souls (TS-BP)]? [I]nstall
Install Component 1051 [Alternate NPC-Portraits for Tortured Souls (TS-BP)]? [I]nstall
Install Component 1300 [Portraits for Tower of Deception]? [I]nstall
Install Component 1310 [Portraits for Assassinations]? [I]nstall
Install Component 1320 [Portraits for Dungeon Crawl]? [I]nstall
Install Component 1330 [Portraits for Romantic Encounters]? [I]nstall
Install Component 1340 [Portraits for Big Picture]? [I]nstall
Install Component 1350 [Portraits for Tales of Anegh]? [I]nstall
Install Component 1360 [Portraits for Tales of the Deep Gardens]? [I]nstall
Install Component 1370 [Portraits for Dark Horizons]? [I]nstall
Install Component 1380 [Portraits for Ascalons Questpack]? [I]nstall
Install Component 1390 [Portraits for Jans Quest]? [I]nstall
Install Component 1400 [Portraits for Planar Sphere]? [I]nstall
Install Component 1410 [Portraits for Innershade]? [I]nstall

Install Component	1420	[Portraits for Fishing for Trouble]?	[I]nstall
Install Component	1430	[Portraits for Eilistraees Song?]?	[I]nstall
Install Component	1440	[Portraits for Expanded Thief Stronghold]?	[I]nstall
Install Component	1450	[Portraits for Gavin BG1]?	[I]nstall
Install Component	1470	[Portraits for Return to Brynnlaw]?	[I]nstall
Install Component	1480	[Portraits for Sellswords]?	[I]nstall
Install Component	1490	[Portraits for Isra]?	[I]nstall
Install Component	1500	[Portraits for Longer Road]?	[I]nstall
Install Component	1510	[Portraits for Zalnoya]?	[I]nstall
Install Component	1520	[Portraits for D0Questpack]?	[I]nstall
Install Component	1530	[Portraits for Slandor]?	[I]nstall
Install Component	1540	[Portraits for Sirines]?	[I]nstall
Install Component	1780	[Portraits for Romantic Encounters BG1]?	[I]nstall
Install Component	2000	[Portraits for Ascalons Breagar]?	[I]nstall
Install Component	2010	[Portraits for Amber NPC]?	[I]nstall
Install Component	3000	[Alternate Portrait for Goo NPC]?	[I]nstall
Install Component	3010	[Alternate Portrait for Kim NPC]?	[I]nstall
Install Component	5000	[Alternate Female Charakter-Creation Portraits]?	[I]nstall
Install Component	5010	[Alternate Male Character-Creation Potraits]?	[I]nstall
Successfully installed			Press ENTER to exit

The readme opens.

24.18 Infinity Animations Core WeiDU beta 5 (2)

~INFINITYANIMATIONS/SETUP-INFINITYANIMATIONS.TP2~

Infinity Animations restores standard animations that mods have overwritten and solves slot and naming conflicts.

This mod consists of the core package for the actual installation and the content packages, which contain the appropriate graphics. (For most megamods all archives are needed.) For a complete installation all necessary packages must be downloaded and unpacked into the appropriate infinityanimations subfolder.

Install this mod after most other mods, particularly those that add creatures or animations, but before any final "biffing" routines.

NOTE: *This mod must be installed in two steps! The components "BG1 Character Animations for NPCs" und "BG1 Character Animations for PCs" should be installed only after Level 1 NPCs!*

This mod you have already installed before.
Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?			[N]o
What should be done with all components that are NOT YET installed?			[A]sk about each one?
Install Component	0	[Infinity Animations]?	[N]ot Install

Required for all components

Install Component	25	[Humanoid Animation Fixes]?	[N]ot Install
Install Component	50	[Distinctive Genies]?	[N]ot Install
Install Component	100	[Distinctive Fiends]?	[N]ot Install
Install Component		[Pit Fiends]?	[N]ot Install
	150	1] All get the NWN animation	
	175	2] Some get the NWN animation	
Install Component		[Cambion/Isair Animation]?	[N]ot Install
	200	1] All cambions and male tieflings	
	210	2] All cambions	
	220	3] Some cambions and male tieflings	
	230	4] Some cambions	
Install Component		[Alu-Fiend/Madae Animation]?	[N]ot Install
	250	1] All alu-fiends and female tieflings	
	260	2] All alu-fiends	
	270	3] Some alu-fiends and female tieflings	
	280	4] Some alu-fiends	
Install Component	400	[Distinctive Undead]?	[N]ot Install
Install Component		[Skeleton Warriors]?	[N]ot Install
	410	1] Barrow Wight animation	
	415	2] Skeleton animation	
	420	3] SkeletonA animation	

Install Component		[Seer Animation]?	[N]ot Install
	450	1] Some beggars and slaves	
	455	2] Some beggars	
	460	3] Some slaves	
Install Component		[Svirfneblin Animations]?	[N]ot Install
	480	1] Animations only	
	490	2] Animations and sounds	
Install Component	500	[More Base Animations]?	[N]ot Install
Install Component	550	[More Icewind Dale Animations]?	[N]ot Install
Install Component	600	[More Icewind II Dale Animations]?	[N]ot Install
Install Component	650	[More Neverwinter Nights Animations]?	[N]ot Install
Install Component		[More Planescape: Torment Animations]?	[N]ot Install
	710	1] 25% of relevant non-joinables	
	720	2] 50% of relevant non-joinables	
	730	3] 75% of relevant non-joinables	
	740	4] Most relevant non-joinables	
Install Component		[Moinesse's Avatars for IA]?	[N]ot Install
	7000	1] 25% of relevant non-joinables	
	7010	2] 50% of relevant non-joinables	
	7020	3] 75% of relevant non-joinables	
	7030	4] Most relevant non-joinables	
Install Component		[BG1 Character Animations for NPCs]?	

This component should be installed after Level 1 NPCs so it can pick up modded weapons and proficiencies. Do not install this with the 1PP components 203 "Restored flame sword animations" or 204 "Colourable quarter-staves"!

	8000	1] 25% of relevant creatures	
	8010	2] 50% of relevant creatures	
	8020	3] 75% of relevant creatures	
	8030	4] Most relevant creatures	[4]
Install Component	9000	[Fix area creature references]?	[N]ot Install

The same component is also included in Aurora's Shoes and only need be installed once (in whichever of those mods you installed last).

Install Component		[BG1 Character Animations for PCs]?	

This component should be installed after Level 1 NPCs so it can pick up modded weapons and proficiencies. Do not install this with the 1PP components 203 "Restored flame sword animations" or 204 "Colourable quarter-staves"!

	9500	1] Prompt for each exported PC	
	9510	2] Prompt for problematic PCs	
	9520	3] Patch all PCs without prompting	[3]
Install Component		[BG1 Animations for Saved Games]?	[N]ot Install

Do not install this with the 1PP components 203 "Restored flame sword animations" or 204 "Colourable quarter-staves"!

	9600	1] Prompt for each character	
	9610	2] Prompt for problematic characters	
	9620	3] Patch all characters without prompting	
Install Component		[Saved Game Animation Fixer]?	[N]ot Install
	9900	1] Correct only LOW animations	
	9910	2] Correct all animations IA has changed	
Successfully installed			Press ENTER to exit

PS: One of your packages contains a The Lady's Shadow.rar. You can delete that - it's currently unused due to size limitations.

24.19 BP-BGT Worldmap v10.1

~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.

Copy the folder **BP-BGT_Worldmap** and the files **Setup-BP-BGT-Worldmap.exe** and **Setup-BP-BGT-Worldmap.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:	0 [English]

What should be done with all components that are NOT YET installed? [A]sk about each one?
Install Component 0 [Worldmap for Baldur's Gate - including colored Baldur's Gate map icons]?
Which travel times do you want?
1] Original Travel Times and Area Visibility [1]
2] Revised Travel Times and Area Visibility
Doubles the travel times so it takes a little longer to get from area to area.
Which size of the worldmap do you want?
Only, if you have selected "Original Travel Times and Area Visibility" before
1] Large Worldmap 4900x3500. [1]
2] Huge Worldmap 8000x4600
Install Component [Worldmap for Throne of Bhaal]? choose one:
1 1] Use new worldmap for Throne of Bhaal as well [1]
2 2] Clothmap style map for Throne of Bhaal
Install Component 3 [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.

24.20 Sword Coast Map Labels v2

~MAPNAMES/SETUP-MAPNAMES.TP2~

This mini-mod assigns revised labels to all areas in the Baldur's Gate I (Sword Coast) portion of the game.

The BP BGT Worldmap is required for this mod.

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

Would you like to display the readme? [N]o
Install Component 0 [Sword Coast Map Labels]? [I]nstall
Install Component 25 [Update Map Markers]? [I]nstall
Install Component 50 [Patch Saved Game Map Labels]? [N]ot Install
Successfully installed Press ENTER to exit

24.21 High quality music for SoA/ToB

~1PP_HQ_MUSIC_II/1PP_HQ_MUSIC_II.TP2~

This patch (along with content) allows playback of higher quality, 44.1kHz music in Baldur's Gate II Shadows of Amn with Throne of Bhaal. The patch affects all .acm audio in the game.

Copy the folder **1pp_hq_music_II** and the file **Setup-1pp_hq_music_II.exe** into your main SoA directory.
Don't start the **Setup-1pp_hq_music_II.exe!** Use the **setup-1pp_hq_music_BGT.exe** instead!

24.22 High quality music for Tutu/ToSC

~1PP_HQ_MUSIC_BGT/1PP_HQ_MUSIC_BGT.TP2~

This patch (along with content) allows playback of higher quality, 44.1kHz music in Baldur's Gate I Tutu (on Throne of Bhaal installs). The patch affects all .acm audio in the game.

Copy the folder **1pp_hq_music_ToSC** and the file **Setup-1pp_hq_music_ToSC.exe** into your main SoA directory.
Don't start the **Setup-1pp_hq_music_ToSC.exe!** Use the **setup-1pp_hq_music_BGT.exe** instead!

24.23 High quality music for BGT

~1PP_HQ_MUSIC_BGT/1PP_HQ_MUSIC_BGT.TP2~

This package contains an automated BGT-compatible WeiDu installer for the 1PP: High Quality Music mods (TotSC/BGII). It will add audio from both BG1 and BG2 1PP packages into the game and optionally patch all areas to make full use of added music.

1PP HQ music should be installed after all mods that add new ACM audio into the game.
BGTMusic mod must be installed - specifically the component "Full Baldur's Gate/Shadows of Amn/Throne of Bhaal Music".

Copy the folder **1pp_hq_music_BGT** and the file **Setup-1pp_hq_music_BGT.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component		[High quality music for BGT]?	
	0	1] Patch BGT and BGII areas to make full use of updated music (Recommended)	[1]
	1	2] Skip patching BGT and BGII areas	
	2	3] Patch BGII areas to make full use of updated music (Recommended)	
	3	4] Restore BG2:SoA main menu theme (should be used at BGT->SoA transition)	
Successfully installed		[High quality music for BGT]	Press ENTER to exit

24.24 BGT Graphical User Interface

~SETUP-GUI.TP2~

With this mod the user interface and for some mods also the background music can be changed. Depending on which mod you play, you can change the GUI any time.

This mod is included in BGT and will be created during the installation of BGT.
You can change the settings of this mod at any time because the remaining installation will not be affected!

The folder **GUI_Mods** and the files **Setup-GUI.exe** and **Setup-GUI.tp2** have been copied into your main SoA directory together with BGT-WeiDU.
Double-click the Setup. The DOS dialogue appears:

Install Component		[Game Graphical User Interface (GUI)]?	choose one:

Depending from the installed mods the order of the components will vary. The following list you will only get when all related mods are installed.

	0	1] „Original SoA/ToB“	
	1	2] „Shadows Over Soubar“	
	2	3] „Check The Bodies“	
	3	4] „Region of Terror“	
	4	5] „Baldur‘s Gate Trilogy“ (Elminster wielding sword)	
	5	6] „Baldur‘s Gate Trilogy“ (Elminster wielding staff)	[5]
	6	7] „The Darkest Day“	
Successfully installed		[„Baldur‘s Gate Trilogy“ (Elminster wielding staff)]	Press ENTER to exit

24.25 LadeJarl's Tutu GUI v1.8

~TUTUGUI/SETUP-TUTUGUI.TP2~

This is a GUI replacement which will give the game the original Baldurs Gate look. The mod supports 640x480, 800X600 and 1024X768 screen resolutions.

This mod should be installed last, but before the Widescreen mod.
Note: *When using this mod you will only be able to choose between 9 kits each character because there is no scroll bar in the kit selection screen.*

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

Install Component	0	[Baldurs Gate I GUI for Tutu, SoA/ToB, or BGT]?	[I]nstall
Install Component	1	[Support for The Biggs widescreen mod]?	[I]nstall
Successfully installed			Press ENTER to exit

24.26 W_GUI beta 0.6b

~W_GUI/SETUP-W_GUI.TP2~

This mod is a partial replacement for BG2 ToB GUI - Graphical User Interface. Only a few screens have been redone. This version may be its final release, because the author lost interest in this mod a very long time ago.

Has to be installed after "BGT-GUI", but before the "Widescreen-Mod" (if you should use it).

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

Choose your language:			1 [English]
Install Component	0	[W_GUI]?	[I]nstall
Install Component		[Alternative fonts]	[N]ot Install
	11	1] Alternative fonts size 11 (the same size as original font)	
	12	2] Alternative fonts size 13 (120%)	
	13	3] Alternative fonts size 15 (135%)	
	14	4] Alternative fonts size 17 (155%)	
	15	5] Alternative fonts size 19 (170%)	
Sucessfully installed		[W_GUI]	Press ENTER to exit

24.27 Widescreen Mod v3.07

~WIDESCREEN/WIDESCREEN.TP2

This mod allows you to play the game at any desired resolution. It can currently set your resolution to any X by Y, with X >= 800 and Y >= 600. Non-standard resolutions (E.G. 801 by 632) are not supported in fullscreen, but can work in windowed mode. BG cannot be forced to be windowed, but can work at all X by Y, with X >= 640 and Y >= 480.

This mod must be installed AFTER any mods that alter the GUI.

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

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Install Component		[Widescreen Mod]?	
	0	1] for the original Infinity Engine (CHOOSE THIS!)	[1]
	1	2] for GemRB	
		Enter your X coordinate. It should be a number, >= 800.	
--> type here the larger value of your actual screen resolution and press ENTER			
		Enter your Y coordinate. It should be a number, >= 600.	
--> type here the smaller value of your actual screen resolution and press ENTER			
		Are you sure? Y/N	[Y]
--> type here Y or N and press ENTER			
Successfully installed		[Widescreen Mod]	Press ENTER to exit

I have not enough information about optimal settings. Maybe users with bigger resolutions as for example 20'', 23'' or 30'' get not happy with this mod.

In theory it may be useful to install the Widescreen mod after Generalized Biffing because you could uninstall the widescreen mod again easily if you don't like it. However - this does not work. For some reasons the game will freeze. Maybe an incompatibility arises with other .exe-patches that were installed before - I don't know. For the moment the install order Thieves Galore - Widescreen - Generalized Biffing is the only working one.
You should also be able to uninstall the Widescreen mod in that order. Indeed, this fails now and then and will ruin the whole installation!

24.28 Creature Slot Fixer v2

~CREFIXER/SETUP-CREFIXER.TP2~

Some macros designed to fix any slot bugs introduced by other mods.

The **B~~i~~G World Fixpack** copies the folder **crefixer** and the file **setup-crefixer.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears::

Install Component	0	[Creature Slot Fixer]?	[I]nstall
Successfully installed		[Creature Slot Fixer]	Press ENTER to exit

24.29 Innates Set to Level One
~SETUP-INNATE_FIX.TP2~

Correctes many errors with spells. Is necessary to use BP Series scripts.

Also included in the BPSeries mod.

The **B¿G World Fixpack** copies the folder **Innate_Fix** and the file **Setup-Innate_Fix.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component	0	[Innates Set to Level One]?	[I]nstall
Successfully installed		[Innates Set to Level One]	Press ENTER to exit

24.30 Poison Effect Supplement for ToBEx
~SETUP-POISON_EFFECT_SUPPLEMENT.TP2~

The **B¿G World Fixpack** copies the folder **poison_effect_supplement** and the file **setup-poison_effect_supplement.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component	0	[Poison Effect Supplement for ToBEx (has no effect if ToBEx is not present)]?	[I]nstall
Successfully installed		[Poison Effect Supplement for ToBEx (has no effect if ToBEx is not present)]	Press ENTER to exit

24.31 Area Patcher v ALPHA 4
~SETUP-AREA_PATCHER.TP2~

The **B¿G World Fixpack** copies the folder **Area_Patcher** and the file **setup-Area_Patcher.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component	0	[Area Patcher]?	[I]nstall

This component is required for the others.

Install Component	1000	[Restore BGT AR9799 - Exit0070]?	[I]nstall

This is only needed if NeJ v6.8 or NeJ2 v6.91 is installed.

Install Component	2000	[Restore BGT - AR9799 - Exit9900]?	[N]ot Install

This is only needed if NeJ v6.9.1 is installed. - currently buggy

Install Component	3000	[Fix Jarls BGT Adventure Pack - JA#C05.ARE - Trigger 0 - Door8100]?	[I]nstall

This is only needed if Jarl's BGT Adventure Pack is installed.

Install Component	4000	[Restore Shadows of Soubar AR0700 Travel Trigger]?	[I]nstall

This is only needed if SoS is installed.

Successfully installed		[Area Patcher]	Press ENTER to exit

24.32 Lolfixer
~SETUP-LOLFIXER.TP2~

The **B¿G World Fixpack** copies the folder **lolfixer** and the files **setup-lolfixer** and **lolfixer_ONLY_DEBUG_MODE.bat** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Would you like to display the components from [Area Stuff]?			[Y]es
Would you like to display the components from [Creature Stuff]?			[Y]es
Would you like to display the components from [Item Stuff]?			[Y]es
Would you like to display the components from [Spell Stuff]?			[Y]es
Would you like to display the components from [Store Stuff]?			[Y]es
Install Component	0	[Area Stuff - MAJESTIC Area Fixer]?	[I]nstall
Install Component	1	[Creature Stuff - Creature Resource Fixer (res_fixer for ALL CREATURES)]?	[I]nstall
Install Component	2	[Creature Stuff - Inventory Unborker (removes spurious references to the item table)]?	[I]nstall
Install Component	3	[Creature Stuff - Inventory Cleaner (removes items that don't exist and converts them into already present items where applicable)]?	[I]nstall
Install Component	4	[Creature Stuff - Inventory Overhauler (moves invalid but equippable items to inventory and equips anything in the inventory to a free slot)]?	[I]nstall

Install Component	5	[Creature Stuff - MAJESTIC Creature Fixer]?	[I]nstall
Install Component	6	[Creature Stuff - Duplicate Creature Effect Remover]?	[I]nstall
Install Component	7	[Item Stuff - Item Resource Fixer (res_fixer for ALL ITEMS)]?	[I]nstall
Install Component	8	[Item Stuff - MAJESTIC Item Fixer]?	[I]nstall
Install Component	9	[Item Stuff - Portrait Icon Assigner]?	[I]nstall
Install Component	10	[Item Stuff - Proper Immunity Assigner]?	[I]nstall
Install Component	11	[Item Stuff - Duplicate Item Effect Remover]?	[I]nstall
Install Component	12	[Item Stuff - MAJESTIC Item Checker]?	[I]nstall
Install Component	13	[Spell Stuff - Spell Resource Fixer (res_fixer for ALL THE SPELLS)]?	[I]nstall
Install Component	14	[Spell Stuff - MAJESTIC Spell Fixer]?	[I]nstall
Install Component	15	[Store Stuff - MAJESTIC Store Fixer]?	[I]nstall
Successfully installed			Press ENTER to exit

24.33 Generalized Biffing v2.2

~GENERALIZED_BIFFING/GENERALIZED_BIFFING.TP2~

This WeiDU mod allows you to biff the content of the override folder for improved performance, that means the files are converted into the BIF file format and moved into the data folder. The game thereby loads much faster again and the performance is running pretty smoothly without jerking. Differently from BWP's end_biff it is compatible with the common WeiDU stack uninstall operation.

This process lasts up to two hours even on a fast computer!

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

Install Component	0	[generalized biffing]?	[I]nstall
		Would you like to biff only wav&tis files, or all files found?	
		0] only wav&tis&bam (recommended by The Bigg and other Small World Dudes)	
With a full BWP installation the override folder will be reduced from 4,5 GB to 1 GB.			
		1] all files (recommended by the Big World Dudes)	[1]
With a full BWP installation the override folder will be reduced from 4,5 GB to 32 MB.			
Sucessfully installed		[generalized biffing]	Press ENTER to exit

The read me then opens.

Hotfixes

These are temporary fixes that work for many players, but don't solve the root of the problem. Copy all files out of the subfolders from **B¿G World Fixpack**\Hotfixes into the override directory at the end of installation. Maybe they don't work for all installations!

optional:

B¿G World Clean-Up.bat

This tool enables you to clean-up your directory. It will delete after the installation no more needed files. You will save up to 25 GB disc space.

Supplementary useful informations

BGT MULTIPLAYER

Many people are having problems playing multi-player games, especially those who are behind routers at home. It seem, the only way to play BGT online is using Hamachi.
Installing and configuring of Hamachi is very easy. Hamachi works with any kind of routers. Hamachi is available in many languages and for different operating systems

1. Go to http://www.hamachi.cc and download Hamachi v1.0.2.5.
2. There is an excellent guide here:
https://secure.logmein.com/products/hamachi/Hamachi_Getting_Started_Guide.pdf
3. Please also visit this guide:
http://www.straferight.com/forums/pc-gaming-general/158166-hamachi-bg2-step-step-multi-player-guide.html#post2210856
From Step 3 it describes how to configure the BG2 Server.

BG2FIXPACK VS BALDURDASH

With this subject there are two hardened fronts: opponents and advocates of the BG2Fixpack.
Both mods pursue the same purpose: to remove bugs from both original plays.

Baldurdash is very static and removes intentionally only essential bugs and avoids changes in the interfaces. The original mod is considered as as a standard, however, it is developed no more; now and then from different authors one more component is added which is tuned to their own mod.

BG2Fixpack is very dynamic, very well coded and has to the purpose to remove all bugs and carries out in the eyes of a few modders also less important corrections. Besides, some interfaces are changed now and then. This entails that mods which access these interfaces are suddenly no more compatible to the original game.

The modders are forced thereby to adjust their mods again to BG2Fixpack or, however, new problems may arise especially with the older Mods which are developed no more. The BG2Fixpack is not accepted by all modders as a new standard. The main reason for the fact is that the BG2Fixpack unfortunately not offers separate components for crucial fixes and for less important fixes which can be also evaluated as a tweak.

One could compare both original mods in unit with the BG2Fixpack with the operating system of a computer: Also this is developed to offer to the user, thus to us to players, more service comfort many these amendments are imperative, some are useful and other are only cosmetics. But every time the third party developers are demanded to adjust their programs. But without this further development no progress is possible and today we would not have the comfort which we know.

Some modders accuse the authors of BG2Fixpack, they would abuse the players as a tester. Doubtless the authors act after best knowledge and conscience. But no mod is perfect. You can’t make an omelette without breaking eggs.

A problem exists of course with the mods which are developed no more and whose interfaces are broken by the BG2Fixpack. In this case it would be desirable if the BG2Fixpack provided fixes for these mods.

With a little bit goodwill one could come up to both sides and establish the BG2Fixpack as a new standard. Players won't remark technical details - they only want a functioning MegaMod.

KITS

Due to a technical limitation up to now it was not possible to have more than 9 kits per class. More could actually be installed, but not more than 9 of them were available for selection during character creation.

This restriction is now repealed by using the TobEx. This mod adds a scrollbar to the kit selection screen and allows to install up to 1280 kits. But there is still another technical limitation on 255 kits. This is caused by the code inside the mods “Divine Remix” and “Song of Silence”. Lollorian changed that code (added by **B/G World Fixpack**) so this limitation is also repealed. Without that, you would get the error message “Invalid_argument "Char.chr"” during installation and the game will crash when you are going to choose the character skills if you have installed more than 255 kits.

When you also install Refinements, the number of kits will be more than doubled. Nevertheless you don’t reach the limitation of 1280 kits and there occur no problems while creating the character. (Maybe later in-game, but that is unknown for now.)

You can install as many kits as want and select them later at start of play in the character selection screen, nevertheless I would not advice to do so. Others than NPCs that you can dismiss from your party anytime if you don't like them you can select a kit only at character creation. It doesn't make any sense to install a lot of kits when you can only use one of them.

There are two kinds of kit mods: those that only add new kits to the submenu without changing already existing kits and those that change all existing kits. Most of the mods that only add kits should not interfere another. Nevertheless I would tend to say choose either only one of the kitpacks because the kits included there are compatible with each other or pick up carefully only a few kits that don't overlap.

If you install several mods that change Bioware and mod kits, there is a high risk that you don't get the result that you expect.

The barbarian, sorcerer and monk don’t have kits. So each mod for these classes will overwrite the already existing ones. You will get the benefits of this one you have installed last. The same goes for the Mage Specialization.

Bear in mind that most of these kits are not tested in the BWP. They come with no guarantee of enjoyable gameplay experience with any mod. You are then asked to try them to yourselves. Read the mod readmes thoroughly for incompatibilities.

In order to use Refinements' great HLA tables, it is recommended to install any and all kits before Refinements, cause it changes the HLA tables for all classes and makes duplicates of kits. So, any kits installed after that may not benefit from the revised HLA tables.

There are only a few kit mods which should be installed after Refinements according to their readmes. However, I'm not sure about this. Other than one readme states I got not any crash when installing the kits before. That still has to be investigated by some experienced players.

Note: If you decide to install **LadeJarl's Tutu GUI** or **W_GUI beta** the limitation of nine kits per class exists furthermore because both of them don’t have scrollbars. More kits can be installed but not selected in the character screen. For this case the **Mod Kit Remover** was created.

REMOVING KITS WITH „MOD KIT REMOVER“

This description is obsolete by TobEx and is only useful if you want to install **LadeJarl's Tutu GUI** or **W_GUI beta** .

The Mod Kit Remover can remove all of the kits in the ”Character creation” screen. The mod was primarily made because TDD fills all the slots, but also because players wanted to use kits from other mods. Any component can be installed without having to worry about conflicts. The fighter, ranger, paladin, cleric, druid, magician, thief and bard kits can be individually removed; in each case either just the mod kits (“Remove Mod Kits”) or both mod and BioWare kits (“Remove BioWare and Mod Kits”). All kits already installed will still be useable by NPCs and previously created PCs. Any changes mods have made to the BioWare kits remain active, and kits from other WeiDU-mods can be installed and will be selectable during character creation.

Just install the Mod Kit Remover manually straight before the mod kits you want to install.
In the following example only the Bioware PaladinKits und Bioware Ckeric Kits shall be removed to be able to install other kits.

Mod Kit Remover v2
~SETUP-MODKITREMOVER.TP2~

The Mod Kit Remover will remove all selected kits from the character creation screen.

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

Install Component		[Remove Fighter Kits]?	[N]o
	0	1] Remove Mod Kits	
	7	2] Remove BioWare & Mod Kits	
Install Component		[Remove Ranger Kits]?	[N]o
	1	1] Remove Mod Kits	
	8	2] Remove BioWare & Mod Kits	
Install Component		[Remove Paladin Kits]?	
	2	1] Remove Mod Kits	
	9	2] Remove BioWare & Mod Kits	[2]
Install Component		[Remove Cleric Kits]?	
	3	1] Remove Mod Kits	
	10	2] Remove BioWare & Mod Kits	[2]
Install Component		[Remove Druid Kits]?	[N]o
	4	1] Remove Mod Kits	
	11	2] Remove BioWare & Mod Kits	
Install Component		[Remove Thief Kits]?	
	5	1] Remove Mod Kits	[N]o
	12	2] Remove BioWare & Mod Kits	
Install Component		[Remove Bard Kits]?	[N]o
	6	1] Remove Mod Kits	
	13	2] Remove BioWare & Mod Kits	
Successfully installed			Press ENTER to exit

The read me then opens.

AI MODIFICATIONS

Quest Pack and Big Picture
Quest Pack has been tested and confirmed compatible with the Big Picture and its associates. Quest Pack's AI and improved creatures may safely be installed alongside BP's. Where overlap arises, BP's changes will take precedence.

SCS and BGT
SCS seems to run pretty smoothly on BGT. SCS should be installed after most BG-content mods but before BG2-content mods, and in particular it should certainly be installed before Big Picture or SCS. However (for slightly complex reasons) the AI improvements from the Quest Pack need to be installed before SCS (to be precise: before the Durlag's Tower component of SCS).

SCS and Big Picture
The AI of SCS and BP works on a different way: BP replaces some scripts from other mods by its own, SCS instead rewrites them. If you install SCS after BP, SCS will rewrite some scripts that are already replaced by BP before and you may get unexpected results. If you install SCS before BP, SCS will change change quite a lot of script names so BP cannot find them anymore to change them. Currently obviously the simplest choice would be to install only one of them.

SCS and Big Picture
There are many improvements provided by BP. Many monsters are added, become stronger etc. The AI from SCS is, on the other hand, better than the AI from BP, but SCS doesn't provide the other improvements.
The AI of SCS and BP works on a different way: BP replaces some scripts from other mods by its own, SCS instead rewrites them. If you install both of them, SCS will rewrite some scripts that are already replaced by BP before and you may get unexpected results. Currently obviously the simplest choice would be to install only one of them.

SCS and Quest Pack
Quest Pack's AI and creature enhancements should be compatible with SCS. The components of SCS will override the Quest Pack for the affected creatures. Quest Pack still has some content not influenced by SCS.

SCS and SCS
SCS and SCS are fully compatible.

TheUndying
TheUndying component Smarter Enemies also adds some AI to a few creatures. Because it overwrites files instead of patching them it must be installed quite at the beginning.

HLA MODIFICATIONS

The HLAs (High Level Abilities) are powerful innate abilities which were introduced by the Throne of Bhaal expansion and can be obtained at higher levels. For example, Whirlwind, Power Attack and Evasion are all HLAs.

With the correct installation order it's possible to install Song and Silence, Rogue Rebalancing and Refinements alongside each other and still obtain the proper benefits of all three mods. The proper install order should be:

1) Song and Silence
2) Rogue Rebalancing
3) Refinements

Song and Silence makes only minor changes to the default Bard and Thief kits. Those changes are fully compatible with Rogue Rebalancing since they were initially based on that mod. Since Song and Silence currently uses the default HLA tables for its new kits, they will be handled by Rogue Rebalancing and/or Refinements in case those mods are installed afterwards.

Refinements doesn't change the kits in any way, it merely alters their HLA tables and replaces the Thief and Bard HLA tables introduced by Rogue Rebalancing with its own version. Both versions are fairly similar though as the Bard HLAs from Refinements were initially based on the Bard HLAs from Rogue Rebalancing.

Rogue Rebalancing is fully compatible with Song and Silence, Refinements, Oversight, Divine Remix und Sword and Fist if these mods are installed in the proper order.

Song and Silence	makes some minor changes to the Thieves and Bards and adds several custom Thief and Bard kits to the game.
Oversight	changes the Monk HLAs.
Divine Remix	changes the Clerics, Paladins, Druids and Rangers
Sword and Fist	improves the Monks
Rogue Rebalancing	alters all Thief and Bard kits in order to bring them more in line with their PnP counterparts. Furthermore, it also changes the Bard HLAs.
Refinements	changes the HLAs of all cases and thereby complements and supersedes the Thief and Bard HLAs from Rogue Rebalancing.
SCS	component Add high-level abilities (HLAs) adds 10th level spells to mages and 8th level spells to priests.
BG2Tweaks	component Triple-Class HLA Tables will max out the HLA tables for fighter-mage-thieves and fighter-mage-clerics.
SCS	component Treat mages' and priests' High-Level Abilities as innate abilities causes that the 10th level spells can be cast once per day without the need of learning them before.

With the aforementioned installation order Refinements would only alter the HLAs for Paladins, Specialist Mages, Barbarians, Rangers, Sorcerers, Fighters and their multi-classes.
The HLAs from Divine Remix, Sword and Silence and Oversight might conflict with the HLAs from Refinements. This is not fully tested yet and a more detailed account will follow in the next update of this guide.

In general, completely new custom kits should be compatible with each other. However, if two mods change an already existing Bioware kit then they are most likely going to be incompatible, both from the technical and from the conceptual standpoint. Some kits were coded to use the generic HLA table (the one which their base class uses) and they should generally work fine. However, other kits were coded with different HLA tables which were specifically made for those kits and it is not certain how that would work on a Megamod install.

XP SETTINGS IN THE MEGAMOD

For the **B⁄G World Project** we have tried to manipulate the experience points as fair-minded as possible with the XP-Mods. Without this XP-Mods all characters would reach with all additional mods too fast too high experience levels and thus make the game too easy.

BGT
With this mod the experience caps are removed, thus you receive continuously experience points.
Besides, BGT reduces the experience points for "open locks" "find traps" and "learning spells".

BGT Tweak Pack
With the component "Restore BG2 XP bonus for traps, locks, and scrolls" the suitable experience points that are used by BGT are removed again. Thus is everything again like that, as it is intended for BG1.

BG2 Tweak Pack
With the component "changed experience caps" we have the possibility to remove the ToB-experience caps, so that you can collect consistent experience points up to level 50 in the mega-mod.

aTweak component "Altered XP rewards from locks, traps and scrolls"
The sub component "Improved (lowered) XP rewards from locks, traps and scrolls" alters the XP rewards to be lower than the vanilla BG2 values.

BP-Balancer
The "BP-Balancer" is made especially to balance the experience points of the big BG1 mods in the MegaMod, because some mods give atypical high experience points which do not fit to the game balance of BG1. Besides, it restores again all original experience points that these mods have changed in "Baldur's Gate 1".
In addition, the "BP-Balancer" has also individual experience points settings for "open locks" "find traps" and "learning spells" that are applied also in BG1 and BG2. We have set the experience points to 10% of the original value of experience. Thereby you receive a diminished number of experience points, but then you have them constantly for BG1 and BG2. Furthermore you get still more than enough of experience points by the additional mods.

Ding0's Experience Fixer
The "DEFJAM" is made to adjusted the XPs in a MegaMod. With so many mods there are vast amounts of experience points that would allow to level up the characters too fast and thus to endanger the game balance. Who would like to have in BG2 in chapter 3 already level 20 that actually is intended for "ToB"? This is why it is important for a MegaMod to reduce the experience points. Players' reports have pointed out that 50% of the original experience points for killing creatures and doing quests are good settings.

BP-Balancer and Ding0's Experience Fixer
With Ding0's Experience fixer (DEFJAM) the values XP are reduced global with the value of x%.
With the BPBalancer there is consciously no global reduction of the experience for killing enemies but the single mods are anew (specifically) balanced.
Depending on the installed order either the Balancer works on the diminished values of DEFJAM (what would not be bad, because the Balancer sets the values explicitly) or, DEFJAM would reduce the values set by the Balancer once more.

Summary
The game balance should guarantee well balanced settings in the MegaMod.
In the original BG1 together with legends of the sword coast you could reach level 8-9. This was the start level for BG2.
With all mentioned settings these values are preserved. However, if you solve all quests in BG1 you have the possibility to get a bonus level that was not possible in the original game. Now you can reach about level 9-10 in BG1. This is anyhow a duplication of the experience points.
Although BG2 has more mods at disposal than BG1, these settings guarantee that the game remains fair up to the end.

At the end we have these settings:
- XP levels 50
- learning spells 25
- traps 25
- picking pockets 10

MAKE WATCHER'S KEEP ACCESSIBLE BETWEEN SOA AND TOB

In roleplaying terms, the natural time to explore Watchers' Keep is between the end of Shadows of Amn and the start of Throne of Bhaal. Before chapter 4 you're probably too weak; in chapters 6 and 7 of SoA you're in a desperate race against time; in ToB, the way the start works makes it difficult not to take random time off from urgent business to explore Watchers' Keep.

This component moves the start location of Throne of Bhaal to Watcher's Keep, so that you're moved there immediately after the end of SoA. You can then explore WK to your heart's content. When you want to start ToB, just leave WK via the world map. You can still return to WK after leaving.

Be warned: you don't have any stable base, or any way to change your party, as long as you're starting at WK. If you find you need either, you'll need to do the first part of ToB. Similarly, although you could start a new game of ToB using this component, this is only a good idea if you're masochistic enough to want to solo Watchers' Keep with a starting-level ToB character!
If you install this component you will not be able to access Watcher's Keep during the Shadows of Amn part of the game.

MULTI-INSTALL TOOL

This program allows several independent side-by-side installs of BGII at minimal size to perform separate installation(s) from BGII, without touching the original game folder. A clone only needs 400 MB space over and above the actual installation!

Additional mods can be installed into a separate folder. You can attach a clone to your game at any point and continue with your installation afterwards. This could be useful for example when you want to play incompatible mods, or when you want to test a new mod at a certain place. If your installation fails, your game folder is untouched!

You can for example create a folder only for the BG1 part of BGT, only for the BG2 part or whatever you want. This works with all mods other than those that are biffed or include a movie file.

Installation of MIT-v5.1 is conditional upon Java Runtime Environment Version 5.0 Update 6 or higher (currently Java Version 6 Update 12) already being installed on your computer. (Download from: http://www.java.com/de/download/manual.jsp)

Install version v5.1.10 from http://forums.gibberlings3.net/index.php?showtopic=9452
Don't use v5.1.11 or v5.1.12. These versions don't seem to work correctly (You cannot activate the buttons and checkboxes.)

The MultiInstallTool-5.1.10.jar can be placed anywhere, but would be most useful in the Black Isle folder.
Create a folder there for your clone(s), naming it as you wish. Inside this folder create another folder named BGII - SoA. The directory could be named, for example: Black Isle\MIT Clone\TDD Kits\BGII - SoA. Note: The folder must be named BGII - SoA during installation and/or playing of the mods.
Double click the MultiInstallTool-5.1.10.jar. A new window Multi-Install should open.
If your zip program extracts the files instead, you will need to start the program by right-clicking to bring up the context menu, select "open with" and then choose "Java (TM) to 2 Platform Standard edition binary".

Type the path or browse to your BG2 game (Source).
Then type the path or browse to your new installation (Sink).

You can choose some options in the lower pane. Each option will increase the size of the clone directory, but may be required for certain functionality or mods.

Click in the Characters field if you want to import one of the preset characters.
Click in the Save field if you want to import the present score.
Then click Go.

Wait until the progress bar finishes and says 'Done'. *This process lasts several minutes!* Close the window by clicking the close box.

If you begin a game without copying the save folder, the game creates a new one.

The newly-created install will have the same set of patches and mods to start with as the one it was cloned from. You can add mods to the cloned game as per usual and they will not affect any other installation you have on your system.

Note: The folder must be named BGII - SoA during installation and/or playing of the mods
Run the clone with 'bgmain.exe' in the clone folder.

GENERAL RULE OF THUMB - WHAT CAN BE INSTALLED?

Mod format: Forget about mods not in the WeiDU format.
Areas: Mods which change areas are extremely risky, because the area could already have been changed by another Mod. Look in the description to see what it is compatible with.
Stores and objects: Can generally be easily added.
NPCs: In general can be added, except Nalia and NPCs which change Valygar. NPCs that use ToB are also usually ok.
Kit mods: Are general not compatible unless otherwise stated, and can only be used AFTER “TDD kit remover“ is used.
Tweaks: Are risky in general and should not be installed without precise instructions.
Script mods: With the exception of the BP Series and gMinion (only this version adapted to megamods) none are compatible.
Total Conversions: As the name suggests, these are complete changes and are absolutely incompatible.

INSTALLING MODS WITH WEIDU

The WeiDU program allows easy installation of individual mods. Files are added to existing folders as is appropriate, scripts are appended to the proper files, new dialogs are added to the dialog file - in short, the program independently handles all of the complex file allocation.

Most of the mod packages contain a WeiDU-installer Setup-###.exe. But because the mods were produced at different times and WeiDU continues to be developed and updated, different mods may contain different setup versions. This means that immediately after being started, the WeiDU-setup often stops with the message: “WeiDU has finished auto-updating all copies of itself in this directory. Please RE_RUN Setup.###.exe to actually install the mod.” Don’t worry, this isn’t an error. This just means that when the WeiDU-setup was run, it discovered a more recent version among the previous installs and updated itself. Older setups cannot finish automatically. In this case press enter to finish the program.

Older setups can also give the error message: “TOO BIG FOR WEIDU” or “error loading Dialog.tlk”. If this happens, replace the setup file with a copy of the most recent version and rename it as per the original setup file for that mod.

Download the latest version of WeiDU (presently v2.10) and copy the file “WeiDU.exe” into your main SoA directory. When the installer is first started, all setup files will update themselves to this version.

INSTALLATION – Install WeiDU-mods using the following steps, repeating for each mod:
Extract your mod to your main SoA directory.
Rename the WeiDU-setup if necessary in Setup-### (same name as the TP2 file).
Double-click the Setup. A DOS-dialog window will open. Enter the following data as required.
If the mod is available in several languages, you will be asked to “Choose your language”. Type the number of the appropriate language and press enter.
Next you are asked to “Install Component [###]?” and you have the choices [I]nstall, [N]ot Install and [Q]uit. In each case indicate your choice by typing the letter between the brackets.
Some mods give you several install options of which you can only choose one. Beside “Install Component [###]? you will have the choices “[N]o, [Q]uit or choose one. Type the number corresponding to the component you want to install.
Some mods consist of several components and you are asked: “ Would you like to display the components from [###]?” If you type [Y]es, you can individually select the recommended components. To save time you may choose [N]o to start the default installation. This means some things will be installed, but you won’t know which or why. (Many mods may skip this.)
In the next step you are asked: “Install Component [###]”for every single component and you have the choices [I]nstall, or [N]ot Install or [Q]uit? Type the appropriate letter and press enter. Different files are copied and patched. If the dialog “SUCCESSFULLY INSTALLED [###]” appears, the installation went fine.
Finish the program by pressing the enter key, not with the return key. This is required for some mods to begin the audio-decompression. The setup can only be finished when the ReadMe files are closed!

ADDITIONAL INSTALLATION - Other individual components can be installed afterwards by repeating the following steps. You are asked “What should be done with all components that are NOT YET installed?” with the choices [I]nstall them, [S]kip them, [A]sk about each one? Press [A]sk to select the components you want and continue as described.
If some components are already installed, you are asked “What should be done with all components that are ALREADY installed?” Make your choice with [R]e-Install, [N]o Change, [U]ninstall or [Q]uit.

DEINSTALLATION – The uninstall / reinstall process shows what a brilliant tool the WeiDU-installer is: You can safely uninstall or reinstall a mod which is right at the beginning of your installation chain, even though you may have installed twenty other mods after it. WeiDU uninstalls, from last to first, all the mods installed since the one you want to change, does the uninstall or reinstall, then automatically, in the correct sequence, installs all of the other mods again. This process can last several minutes with an extensive installation!

Do NOT use the option “What should be done with all components that are ALREADY installed?” with mods installed in two steps unless you want to completely remove the mod. You would not only uninstall the recently installed components, but also those from potentially a much earlier point in the install which could cause the installation to rebuild out of sequence.

This will not work with biffed files!

RE-INSTALLATION - The steps above repeat again. With mods with several components this time you are asked "What should be done with all components that are ALREADY installed"? Now you have the choice between [R]e-Install them, [U]ninstall them, [S]kip them, [A]sk about each one. Types the according letter and press enter.
At a extensive installation this process can last several minutes!

Doing so will not work with biffed files!

DEINSTALLATION OF BIFFED FILES - The Mods NEJ, all big BG2 mods like TDD, SoS, CtB, TS and, BGT-WeiDU as well as the big BG1 mods DSotSC, NTotSC, SoBH, Drizztsaga, BG1NPC and also BP cannot be uninstalled with WeiDU perfectly!
Follow the special instructions of the respective mods. To return to an absolutely clean state before the installation, please delete following Files and folders from the BG2 main directory.

the entire override folder
the entire data folder
dialog.tlk
baldur.ini
CHITIN.KEY
BGMain.exe
SETUP-##.DEBUG of the Mod
possibly from the mod generated ##.BAT files

Afterwards open your WeiDU.log file with a text editor and remove the lines generated by the installer of this mod.

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

RESTORATION OF A CLEAN INSTALLATION
Now and then a backup is recommended in the instructions. If you must reatore a part of the installation for any reason, you need to continue the installation only after the backup. There always repeat the same steps:
Delete the following files and folders from your main SoA directory:

the entire override folder
the entire data folder
dialog.tlk
baldur.ini
CHITIN.KEY
BGMain.exe
WeiDU.log

Copy (do not move) the following files from your main SoA directory into the backup directory:

the entire override folder
the entire data folder
dialog.tlk
baldur.ini
CHITIN.KEY
BGMain.exe (If you had created a no-CD crack, you copy this of course)
WeiDU.log

WEIDU.LOCK
With WeiDU 2.00 a function was introduced which prevents that two mods are installed at the same time. Nevertheless, now and then this function becomes also effective, although the preceding installation is concluded. It Appearing the announcement:

You cannot install more than one mod at a time or you will have bugs.
Try to install the mod once again, after the following:
Setup-###.exe has finished.

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

MODS, BUGS, PATCHES AND FAIR PLAY - HOW BWP WORKS TECHNICALLY AND LEGALLY.

Gamers and modders sometimes have different views regarding megamods:

Gamers want to download the whole bunch all in one go, preferably in just one gigantic file from a single website.

Modders however would rather gamers only download their mods from their authorized sites. They prefer you visit their homepages and have the opportunity to get additional information about their mods. They also want to ensure that gamers are downloading the correct version of their mod, not one that may have had unauthorised changes made to it.

BWP will satisfy both sides. With the link-list you can download the original mods from their respective authorised sites and install them with batch files. Then you will have the megamod ready to play on your computer.

The required patches are inserted only on your computer. In order to not infringe on any copyrights, BWP includes no modified mods, only instructions on how to install the mod as well as complete solution proposals (the patches and the batch files). If you alter the mods yourself in the privacy of your own home, it is solely by and for yourself and completely legitimate.

This is important information for those players who find a solution themselves, but are uneasy about making it public. The best example is the BGT mod itself. It modifies the complete BG1 game. The modified game may not be distributed, but you can create this modification by yourself on your computer!

It would be unfair to the modders, not to inform them if an error is found. It is also unfair to the players, not to publish a solution due to concern for getting on the wrong side of the modder. Nothing is more frustrating for other players than to read that although a solution has been found to a problem, no patch is available or published. Taking the honourable attitude “Never touch someone other’s mod” may mean there will be no further development because it often takes months before an updated version appears, assuming the mod is still generally supported. Also, for any number of reasons, some modders are not interested in making their mod compatible with other mods (including BGT) if they have to add even one single line of code. Such a mod would then not be playable at all.

BWP is working closely with the modders. Once we have a new bug fix, it will be installed with the BWP Fixpack and is immediately available to all players. At the same time, the modder will be informed about the patches made. - *Unfortunately, this is no longer continued since Leomars retirement.*

Many of the modders support their mods further and as a general rule include the patch with the mod’s next update. However, this can sometimes take several months. Until then the patch is able be used by all players and tested in combination with other mods. Once the correction in the original mod is done and the patch is no longer needed, we delete it again from the Fixpack. This is also helpful for the modders, because it means all the found fixes are bundled up in one place instead of scattered over the whole net. The same is true for all text patches.

This is fair to both sides and has long been accepted. After all, the BWP with its wide dissemination and consistent structure is an enormous and best test platform for the modders.

POSSIBLE ERROR MESSAGES AND THEIR REMOVAL

`An Assertion failed in CHSound.cpp at line number 4905.`
(only if the songlist patch is not installed)
—> The songlist may only have 100 entries (0 - 99). Make sure that the cursor is directly behind the last letter of MX5411.MUS without any space or return!

```
An Assertion failed in ChDimm.cpp at line number 628.
Programmer says: Unable to Open BIF:data\hd0gmosc.bif
```

—> Folder must be named „BGII - SoA“.

`An assertion failed at ChVideo.cpp in line number 7166.`

—> You should enable 3D acceleration in the BGConfig.exe.

`FATAL ERROR: Sys_error(“dialog.tlk: Permission denied”)`

—> No dialogs were added. This happens if the game is still running during installation.

You get a Message to insert **CD 255**
—> Copy the file MOVIECD5.bif from the DVD from the folder ...\CD5\Movies into the folder ...\BGII - SoA\CD5\movies.

Errors in connection with ._ z. B. `ERROR: .../scripts/._ar6300.baf`

This specific problem only occurs if you have saved your files at some point on a computer with a UNIX operating system. An invisible file is created to every file by this system, that begins with . _. These files are ordinarily completely ignored by a Windows computer, but some mods (D0QuestPack, Refinements) have problems with them.

If this happens, open the folder concerned, change your folder settings to “show hidden files” and delete all files, that begin with. _ . You can then continue with your installation.

`ERROR: COPY ~SPWI321.SPL~ ~override/SPWI321.SPL~ FAILED: cannot open target`
—> The error is most likely caused by an activated virus scanner.

`ERROR: problem saving [override/DRIZZT.dlg]: Sys_error("override/DRIZZT.dlg: Invalid argument")`
—> The error is most likely caused by an activated virus scanner.

DEBUG WARNINGS AND THEIR MEANING

There are in three different kinds of error messages:

1. Messages to the mod author without meaning for the game

The following warnings and all similar ones can be ignored:

```
WARNING: I_C_T2: the interjection point (GAELAN 66) has multiple exit transitions that
have different actions!
```

This is a hint to the mod author and ordinarily works with the game. It only means that an additional variable is set up. It is a WeiDU feature and results in no program errors. All interjections were tested extensively so you can be sure of this.

```
WARNING: REPLACE specifies no WEIGHT for state 109 and DLG uses non-trivial weights.
Using weight from DLG (39). [65]
```

It has no effect on gameplay, but is a reminder to the modder that the modder has not specified what WEIGHT they wanted (the order in which dialogs are evaluated)... so WeiDU is doing it for the modder. It is harmless.

```
WARNING: Fast SET_2DA_ENTRY failed, falling back on old method...
```

This works, only not in the way WeiDU first tries. It is it a hint to the mod author.

```
WARNING: [questpack/wilbur/d0nosnd.wav] is a 0 byte file
```

This can be ignored: it is harmless and intended.

```
WARNING: EXTEND_TOP #position 1 out of range 0-1
```

This means that no changes had to be made to the script because another mod is not installed.

2. Typos

Messages like the following are only typos which probably lead to mistakes, because variables are not set. These can be just absent quotation marks or tildes. Not all of these failures are detrimental: the fact that a couple of demons and a vampire aren't as smart as they might be because a matching script block was not found is no big drama, the fact that a mod fails to check charisma correctly won't be noticed - unless you deliberately created CHARNAME with a low charisma to *avoid* the Ariena romance.

```
WARNING: cannot verify trigger ~!InParty("Zaiya)~: Failure("lexing: empty token")
```
should say: `~!InParty("Zaiya")~`

```
WARNING: cannot verify action ~SetGlobal("KiaraChallenge",LOCALS",1)~: Failure("lex-
ing: empty token")
```
should say: `~SetGlobal("KiaraChallenge","LOCALS",1)~`

```
WARNING: cannot verify trigger ~=InParty("Kiyone") InMyArea("Kiyone")~: Failure("lex-
ing: empty token")
```

should say: `=~InParty("Kiyone") InMyArea("Kiyone")~`

```
WARNING: cannot verify action ~SetTokenObject("DORCNAME",<PLAYER1>)~: Failure("lexing: empty token")
```

should say: `~SetTokenObject("DORCNAME",PLAYER1)~`

```
WARNING: cannot verify trigger ~CheckStatGT(Player,12,CHR)~: Not_found
```

should say: `~CheckStatGT(Player1,12,CHR)~`

These and all similar warnings signify typos from the mod author which cause an error in the ACTION.IDS. The suitable script block will fail in the game.

```
WARNING: cannot verify action ~Global("freebae","GLOBAL",1)~: Parsing.Parse_error
```

should say: `~SetGlobal("freebae","GLOBAL",1)~`

These and all similar warnings signify errors which cause an error in the ACTION.IDS. The suitable script block will fail in the game.
It is astonishingly difficult to compare the Debug file and the program code to find a problem which is caused by a single missing type!
The errors shown are only examples of similar errors. These errors were of course corrected a long time ago!

3. Error in the program code

Messages like the following must be exactly checked anyway. Whether an error is slight or not, depends on the fact which block is changed: it can mean that some scripts are not installed and thereby some creatures are not as clever as provided, however, can lead also to serious malfunction in the game.

```
WARNING: cannot find block matching [BGTTweak/3/xKAGAIN.BAF]
```

These and all similar warnings, point out that the block to which something should be added has already been changed by a previous mod, which is why this action has failed.

```
Warning: cannot find block matching [redemption/bcs/ AR6200asc.bcs]
```

A special case of the previous one: Redemption and Longer Road search not only for specific script blocks, but also for blocks in files in the override folder. If they are biffed, the installation fails.

```
Not enough arguments to [NumTimesTalkedTo]. Recovering.
```

These and all similar warnings signify an error in the mod. The corresponding script block or dialogue will fail in the game.

CHEAT KEYS / CONSOLE COMMANDS

Activate Cheats:

Backup the existing baldur.ini file in the main SoA directory ensuring that the extension of your backup file is no longer .ini; for example, rename baldur.ini to baldur.bak.
Open the file baldur.ini in the BGII-SoA-folder with an text editor
Add below [Program Options] as the last line: “Cheats=1” (without quotation marks). Then you can open in the game with STRG+Space or CTRL+Space (according to keyboard) a dialog window and enter Cheats.
Add below [Program Options] as the last line: “Debug Mode=1” (without quotation marks). Then you can perform following actions during the play.

Cheat Keys

CTRL+1	Change armor level animation
CTRL+2	Fade screen to black
CTRL+3	Fade screen to normal
CTRL+4	Highlight background-interactive objects
CTRL+5	Displays animation information
CTRL+6	Change avatar animation previous
CTRL+7	Change avatar animation next
CTRL+8	Highlights the text boxes
CTRL+9	Highlight the sprites
CTRL+0	Unknown
CTRL+A	Animation avatar (see CTRL+S)
CTRL+C	Jump to next chapter
CTRL+D	Display some numbers (framerate related?)
CTRL+E	Alters visual range
CTRL+F	Turn the character
CTRL+G	Display list of areas loaded in cache
CTRL+H	(TOB only) Sets a specific Surge for wild magic 1-100
CTRL+I	Selects animation (see CTRL+L). Can force banters.
CTRL+J	Teleport to cursor position
CTRL+K	Creature under cursor kick out party
CTRL+L	Plays animation (selected by CTRL+I)
CTRL+M	(Followed by ENTER) Debug Dump
CTRL+P	Keep screen centred on selected character
CTRL+Q	Creature under cursor joins party
CTRL+R	Heals character under cursor
CTRL+S	Select avatar animation
CTRL+T	Advance game time 1 hour
CTRL+U	Temporarily highlight Doors + Ground Objects
CTRL+X	Extended position information
CTRL+Y	Kills creature under cursor

Console Commands

CLUAConsole:AddGold(<int>)
Adds the gold specified by <int> to the party.
CLUAConsole:AddSpell(“<string>”)
Adds the spell specified by <string> to the selected character.
CLUAConsole:AdvanceRealTime(<int>)
Advances the in-game ‘real time’ counter.
CLUAConsole:CreateEngine(<int>)
Unknown - seems to start a new single (0) or multi (1) player game.
CLUAConsole:CreateCreature(“<string>”)
Creates the creature specified by <string>. The name that is entered must be six characters or

less. If the desired character has a name longer than that, only enter the first six letters.

CLUAConsole:CreateItem(“<string>”,<int1>,<int2>,<int3>)
Creates the item specified by <string>. The parameters control the amount/charges of the item.

CLUAConsole:CreateVEFVidCell(“<string>”)
Plays the VVC specified by <string>.

CLUAConsole:DisplayAllBAMFiles()
Plays all graphic files in order.

CLUAConsole:DisplayText(“<string>”)
Displays the text specified by <string>.

CLUAConsole:EnableCheatKeys(<int>)
Enables (1) or disables (0) cheat keys, based on the value of <int>.

CLUAConsole:ExploreArea()
Explores the current area.

CLUAConsole:GetGlobal(“<string>”,”<string2>”)
Displays the variable specified by <string1> (of type <string2>).

CLUAConsole:LogMessages(<int>)
Enables logging of game messages?.

CLUAConsole:LogSet(“<string>”)
Filename to log message to?.

CLUAConsole:MoveToArea(“<string>”)
Move the selected characters to the area specified by <string>.

CLUAConsole:PlayMovie(“<string>”)
Plays the movie specified by <string>.

CLUAConsole:PlaySound(“<string>”)
Plays the sound specified by <string>.

CLUAConsole:SetCurrentXP(“<int>”)
Sets the XP of the selected character to <int>.

CLUAConsole:SetDisableBrightest
Unknown

CLUAConsole:SetGlobal(“<string1>”,”<string2>”,<int>)
Sets the variable specified by <string1> (of type <string2>) to the value of <int>.

CLUAConsole:SetLimitTransparency(<int>)
Unknown.

CLUAConsole:SetWaterAlpha(<int>)
Unknown

CLUAConsole:SetWeather(<int>)
Sets the current weather. 0 = standard, 1 = rain, 2 = snow

CLUAConsole:StartStore(“<string>”)
Starts the store specified by <string>.

CLUAConsole:StrrefOn()
Strings are displayed with their associated strref numbers.

CLUAConsole:StrrefOff()
Strings are not displayed with their associated strref numbers.

CLUAConsole:TestAllDialog()
Lists all dialog file in the game, and checks for errors.

While the console is enabled, the following cheat is also enabled:
At the stat distribution screen, pressing CTRL+8 will yield maximum stat value.

You find an entire list of all BGT area codes here:
http://kerzenburg.baldurs-gate.eu/showthread.php?t=35175

Lists of item- and creature-codes you will find here:
BG1: http://news.softpedia.com/news/Baldur-039-s-Gate-Tales-Of-The-Sword-Coast-47511.shtml
BG2: http://www.sorcerers.net/Games/BG2/cheats.php
You find an entire list of all item codes here: (In each case search the link “Cheats” to reach the right page.)
http://www.baldurs-gate.ch/bg2/ and here http://www.baldurs-gate.ch/bg1/

TRANSLATION OF MODS

Many of the used mods are possibly not available yet in your language. Hence, translation is very important and voluntary translators are urgently searched.

.tra files

Translation of mods is very simple: Most of the mods include already a folder with one or several files with the ending .tra in the source language (e.g., Language/English). Copy this folder and rename it into your language (e.g., Language/German).

Open the .tra files with a text editor and simply overwrite the text between the tildes "~" with your translation. Every string within a dialog file begins with "@0 = ~", "@1 = ~" "@2 = ~" et cetera and ends in each case with "~".

If a string however follows on a flag enclosed with quotes it must be enclosed with tildes. For example:
for example: JOURNAL @7, but "JOURNAL" ~@7~ or REPLY @5 but "REPLY" ~@12~

NOTE: There is a limitation to the length of the strings of maximal 4096 characters. Longer strings will lead to crash if the string is called.

In some texts the main character is addressed directly. Depending on whether the main character is male or female the texts varies. These text variations are written one after the other, thus: @123 = ~I am the son of Bhaal.~ ~I am the daughter of Bhaal.~
If sound references are given, it looks thus: @1234 = ~male dialog string~ [SOUND01] ~female dialog string~ [SOUND01] Both sound files can also be different.

Placeholder (token)

In some strings place holders are used. These are replaced in the game with different variables. The texts between the sharp brackets < > may be never translated.
Only in some foreign languages: If in a string the token cannot be applied because the sentence would not be grammatically correct, for example, or a word should be at the beginning of a sentence but the token begins with a small letter (e.g., <my son>) the entries must be created in two variants, once as a male (given) string and once as a female string.

Mostly the token refer to the character being spoken to. If is spoken about the main character in a conversation, must be preceded "PRO_". Example: "<CHARNAME> is actually quite nice, even if <PRO_HESHE> is sometimes strange."

Only in some foreign languages: Other than in the English original string the token <MANWOMAN> and <PRO_MANWOMAN> can be used only in collocations because of the included declension!
Also <BROTHERSISTER>, <PRO_BROTHERSISTER>, <LADY'S LORD>, <PRO_LADYLORD>, <SIRMAAM> and <PRO_SIRMAAM> can not be used in the translation at the beginning of a sentence.

Several token are used for the time specification and are irrelevant in the translation; they are listed only for the sake of completeness.

<BROTHERSISTER>	Returns "brother" or "sister" depending on the gender of the person being spoken to.
<CHARNAME>	Returns the name of the PC.
<DAY>	Returns the current numerical day.
<DAYANDMONTH>	Returns the current numerical day as well as the month. (Example: It is <DAYANDMONTH>, would produce: It is 24 Mirtul...or whatever the current day and month happens to be.)
<DAYNIGHT>	Returns "day" or "night" depending on if it's daytime or night-time in the game world.
<DAYNIGHTALL>	Returns "morning" from 6am (6) to 11:59am, "afternoon" from Noon (12) to 5:59pm, "evening" from 6pm (18) to 9:59pm. and "night" from 10pm (22) to 5:59am (game world times).
<DURATION>	Returns the elapsed time from the start of the game in days and hours. (Example:

	We've been around for <DURATION>, would produce: We've been around for 23 days and 13 hours...or whatever the elapsed time happens to be.)
<DURATIONNOAND>	Returns the same thing as <DURATION> except it omits the and. So it would be 23 days 13 hours rather than 23 days and 13 hours.
<GABBER>	Returns the name of the current speaker. (Example: If I use Jaheira and click-talk her on a creature rather than using the PC, this would return Jaheira if used in a dialogue.)
<GAMEDAY>	Returns the current game day. (Starts at 1 for a new game.)
<GAMEDAYS>	Returns the number of game days that have elapsed since the start of the game. (Starts at 0 for a new game.)
<GIRLBOY>	Returns "girl" or "boy" depending on the gender of the person being spoken to.
<HESHE>	Returns "he" or "she" depending on the gender of the person being spoken to.
<HIMHER>	Returns "him" or "her" depending on the gender of the person being spoken to.
<HISHER>	Returns "his" or "her" depending on the gender of the person being spoken to.
<HOUR>	Returns the current hour of the day in numerical 24 hour format.
<LADYLORD>	Returns "Lady" or "Lord" depending on the gender of the person being spoken to.
<LEVEL>	Returns the experience level of the person being spoken to.
<MALEFEMALE>	Returns "male" or "female" depending on the gender of the person being spoken to.
<MANWOMAN>	Returns "man" or "woman" depending on the gender of the person being spoken to.
<MINUTE>	Returns the current number of real-time minutes (0-59) that have passed in the last hour.
<MONTH>	Returns the current game month as a number.
<MONTHNAME>	Returns the current month's name. (Example: It is <MONTHNAME>, would produce: It is Mirtul...or whatever the current month is in your game.)
<number>	Returns a random number
<PLAYER6> - <PLAYER6>	Returns the name of the party character in the specified internal party slot. (The main character is always PLAYER1.)
<PRO_BROTHERSISTER>	Returns "brother" or "sister" depending on the main character's gender.
<PRO_GIRLBOY>	Returns "girl" or "boy" depending on the main character's gender.
<PRO_HESHE>	Returns "he" or "she" depending on the main character's gender.
<PRO_HIMHER>	Returns "him" or "her" depending on the main character's gender.
<PRO_HISHER>	Returns "his" or "her" depending on the main character's gender.
<PRO_LADYLORD>	Returns "Lady" or "Lord" depending on the main character's gender.
<PRO_MALEFEMALE>	Returns "male" or "female" depending on the main character's gender.
<PRO_MANWOMAN>	Returns "man" or "woman" depending on the main character's gender.
<PRO_RACE>	Returns the main character's race.
<PRO_SIRMAAM>	Returns "sir" or "ma'am" depending on the main character's gender.
<PRO_SONDAUGHTER>	Returns "son" or "daughter" depending on the main character's gender.
<RACE>	Returns the race of the person currently being spoken to.
<SIRMAAM>	Returns "sir" or "ma'am" depending on the gender of the person being spoken to.
<SONDAUGHTER>	Returns "son" or "daughter" depending on the gender of the person being spoken to.
<TM>	Returns the "TM" trademark symbol.
<YEAR>	Returns the current year in numerical format. (Example: It is <YEAR> currently, would produce: It is 1369 currently...or whatever year it is in your game.

TREP

Using the translation tool TREP is highly recommended. http://www.blackwyrmlair.net/Tools/trep.php
This simplifies the job immensely. In two windows the original string as well as the translation string are clearly arranged. In addition, one can search with it bugs, renumber strings consecutively and a lot more. In some languages there are additional auxiliary modules available which give additional advices during translation as for example how to use the place holders.

If you do not want to use the tool, you should load after the completion of the translation at least once the translated files into this tool and save anew. The tool examines for proper function and corrects missing tildes "~" what often happens with translations.

Converting of .d files into .tra files

If in the mod still no tra files exist, these can be easily generated. Use for this the tool traify.bat from the **BiG World Installpack**.

Please, never translate .d files, but convert them into tra files before. Otherwise errors happen very easily and it is nearly impossible to correct them afterwards. And much more worse: If the mod author changes the .d files with an update, your whole translation fits no more to the new mod version.

Please, NEVER traify any translated .d file, but always only the original .d file! Background: WeiDU recognizes identical strings in a dialog and assigns to them only one single number, even if the string exists several times. If now in your translation the smallest divergence appears (this can be even a single space or point), WeiDU assigns for this string an other string number. That means you have in the translation one string more than in the original with the result that every dialog behind moves around one position and in the game will appear absolutely wrong dialogs!

Language directory

At the end you must create the language list in the tp2 file. Open the Setup-Modname.tp2 and insert the following before the BEGIN:

```
AUTO_TRA ~Mod directory\%s~

LANGUAGE ~English~
        ~English~
        ~Mod directory\English\Setup.tra~

LANGUAGE ~German~
        ~German~
        ~Mod directory\German\Setup.tra~
```

(Type in here your language instead of German)

You do not need to change the TP2 yourselves, this does Leomar or the mod author for you.

Send the finished translation then best to Leomar. He then passes on it to the respective authors.

Text conversion

Translation of foreign-language mods with foreign characters.
If you want to translate mods from the Polish, Hungarian, Greek or Chinese language, you first are confronted with the problem that see your only a weird character sequence as for example £¬ÏàÍ¬Õ½¸è²»¿Éµþ¼Ó which you can not do anything with. This results from the fonts preset on the computer for our language area. First the font must be converted. This is especially simple with the program "EditPad Lite" (Freeware!)

Open therefore in that program the file which you want to convert. Go in the menu bar to the menu item "Convert" and select there the line "Text Encoding". In the window that opens now you see on top the original text. Select afterwards the suitable encoding to make the text readable:

for Chinese: Windows 936:	Simplified Chinese GBK; note: a character font must be selected which contains the script Hangul (e.g., @Dotum)
for Korean: Windows 949:	Korean; note: a character font must be selected which contains the script Hangul (e.g., @Dotum)
for Polish: Windows 936:	Central European
for Russian: Windows 1251:	Cyrillic

Now below the text will be displayed in a readable matter. You can copy this text and insert it into the Google or Yahoo online translator and translate. However, it needs sometimes a lot of imagination to formulate from it a flawless sentence in your language. The online translator cannot replace real knowledge of languages.

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HISTORY

v1: Entire installation instructions for the BGT-WeiDU Super Mega Install
v2: Update-Version
v3: first release as **B¿G World**
v4: updated mods: BGT-WeiDU v1.05a, BG1 Unfinished Business v4 beta 4 for BGT, Sword Coast Stratagems v7, Rogue ReBalancing by aVENGER v3.81
- added mod: SCS
- new installation process
- new descriptions: AI modificatiions, HLA modificatiions (thanks to aVENGER), Make Watchers' Keep accessible between SoA and ToB

v4.1: Corrections and updates
v5: updated mods: BG2 Fixpack-v6, Dark Ritual 1.02, BGT-WeiDU v1.05b, Lure of Sirinies 7.2, Indira 10.3, Mulgore & Xavia NPC v4.0 for BGT and TuTu, Xan's friendship path for BG1 v4, BG1 Unfinished Business v6, SCSI v8, Tower of Deception v3, Spellhold Gauntlet Version 1.1, Dungeon Crawl v3, Food and Herbal Mod v 1.01, Beyond the Law v1.35, Kido v7, Ariena v2, Xan v7, AurenAseph-v6.1, NinaV101B, Unfinished Business v16, SpellPackB4, Spell-50 v10, BP-Balancer-v0.28, Nathaniel v4, Iylos v1.1, Rogue ReBalancing v3.82, Refinements 3.11, Ashes of Embers v27, Oversight v12, SCS v4, BGTTweak v7, Ding0's Tweak Pack v20, Ding0 Experience Fixer v6
- added mods: JasteysBG1Quests (replaces Slime-Quest), Coran's BG Extended Friendship Talks
- associated Fixpack now with expanded ids-files

v5.1: Corrections and updates
- Revision German text: Leomar
- significant improved installers
- updated mods: WeiDU v206, Mini Quests and Encounters v1, BG1NPC Project v15, Adventures in Papperland v3, Planar Sphere 2.6c, Boards o' Magick Item Pack v2, Heart of the Woodv4, Blood of the Martyr v3, Octavians Drizzt v2Beta2, Ariena v2.1, Thael 2.1, Gavin v3.1, WikaedeR v4, cbisson's Familiar Pack v5, Authentic Mischievous Fairy Dragon v4, The Slithering Menace (Snakes) v 3.0, Wild Mage Additions v1.6, Teleport Spell v12, Tashia Remix v1.1, Solaufein v1.03, Nathaniel v4.2, Rogue ReBalancing v3.9, Sword Coast Stratagems II v5
- added mod: IEP Extended Banter v1.3

v5.2: Corrections and updates
- slightly changed install order
- updated mods: WeiDU v206, The Tortured Soul Quest v3, Mini Quests and Encounters v1, The Lure of the Sirine's Call v7.3, BG1NPC Project v16, BG1NPC Music Pack v5, Indira _v10.4, Mulgore & Xavia NPC v5.0, Adventures in Papperland v3, Ajoc's Minimod v1.6.1, Desecration of Souls V2.6.1, Deeper_Shadows_of_Amn_v2.2.1, Planar Sphere 2.6c, Bag Bonus v1.0.1, Boards o' Magick Item Pack v2, Heart of the Wood v5, Weimer's Item Upgrade v36, Blood of the Martyr v4, Amber v2.5, Octavians Drizzt v2Beta2, Ariena v2.1, Thael 2.1, Gavin v3.1, Sarah 1,3, WikaedeR v4, cbisson's Familiar Pack v5, Authentic Mischievous Fairy Dragon v4, Romantic Encounters v3, Mordan's Christmas Minimod v1.0.1, The Slithering Menace (Snakes) v 3.0, Wild Mage Additions v1.6, Teleport Spell v12, Tactics v24, P&P Celestials v5, Tashia Remix v1.1, Solaufein v1.03, Nathaniel v4.2, Rogue ReBalancing v3.9, Sword Coast Stratagems II v6, BP-Balancer-v0.31, NPC Flirt Pack v1.02, IEP Extended Banter v2
- added mods: Baldurdash Weidu v166, Ajantis BG1 Expansion Beta 0.1, Assassinations v2, Fading Promises v1, Sylmar Battlefield v1.025, Widescreen Mod v1
- new descriptions: XP settings in the MegaMod (thanks to Leomar and Manduran), BG2Fixpack vs Baldurdash

v5.3: The big overhaul: massive cut down, changed install order of a few mods, corrections; now with corresponding component numbers, split into BW version and expert version.
- updated mods: WeiDU v208, Dark Side of the Sword Coast v200, BG1 Mini Quests and Encounters v3, Ajantis BG1 Expansion Beta 0.4, Azengaard Tactical Encounter Mod v3.0, Revised Battles v6.1, Dungeon Crawl v4, Weimer's Item Upgrade v37, Ariena v2.2, Kim1.51b, Ninafer 1.02, WikaedeR v4.1, Shards-OfIce-v3, Grimuars v3.2, Tower of Deception 3.1, Rogue ReBalancing by aVENGER v3.91, Iylos v2.3, Sword Coast Stratagems II v7, BP-Balancer-v0.33
- added mods: Northern Tales of the Sword Coast NTotSCv162, Secret of Bone Hill v215, The Vault v6, The Undying v1.02, Stuff of the Magi v3, Angelo v3, Miriam v1.02, Nikitalleria v1.0, Touchstone V1.0, Viconia Friendship V1.0, Resource Fixer v1, Solaufein Flirt Pack v4.0, P5Tweaks v2, One Pixel Productions v2.1, Flaming Swords v1.0, Flaming Short Swords, Colourable Quarterstaves, Restored ToB Heads v1.1, W_GUI beta 0.1

- eliminated mods: Worship the Unseeing Eye-mod v2, Jonathan_NPC_BGT v0.1, Jandor, The Black Rose Part I: Market Prices, Item Value Tweaks ItmValueTweaks, KWolf_NPC_WeiDU, Lord of the Rings Item Pack v1.02, SP Items = Daniel Goodrich's Custom Item Collection, LuvNaliaWeiDU106, Matt Damon v1, Stivan the Hunter v1.0 (Alpha), Taim 1.2, Therrin NPC v2, Eldoth, Roar, Teddy v1, Vildra, Iron Modder 1 Pack - Iron Modder 9 Pack, CliffetteIMBonus, igi's Facing the Shade Lord again, K'aeloree's BWL Contest Items, Timestop_tweak_v2, Tactics, Redemption v113
- new descriptions: Multi-Install Tool, Mods, bugs, patches and fair play - how BWP works technically and legally,
- Fixpack and Textpack (in German only) now patch the files instead of replace them

v5.4: Corrections and updates
- slightly changed install order
- updated mods: One Pixel Productions v2.5, WeiDU BGT-WeiDU v1.06, Dark Side of the Sword Coast 205, Northern Tales of the Sword Coast v1.60a, Northern Tales of the Sword Coast (Patch) v1.62a, Secret of Bonehill v231, Secret of Bonehill (patch) 2.35, ThalantyrItemUpgradeMod v3, The Vault v6.1, Ajantis BG1 Expansion Beta 0.5, Selune's Armoury v2, Moongaze's Kari v1, The Slithering Menace (Snakes) v3.1, Unfinished Business für BGII v17, Semi-Multi-Clerics 0.2.2, Solaufein NPC v1.03, Keto v3, Revised Battles v6.3, Song and Silence v3, Kivan and Deheriana Companions for BG2 v8.1, BP_BGT_Worldmap_v7a
- added mods: Spell Revisions v2, Breagar v2.1, The Wheels of Prophecy v1, Unique Containers (Beta2), NSC Portraits v1.2, SCS WM fix
- deprecated mods: Arcane-Divine Spell Pack v1.1, Restored ToB Heads v1.1

v5.5: Corrections and updates
- completely revised Install.bat, re-arranged Textpack, new Smoothpack
- updated mods: One Pixel Productions v2.61, BGT v1.07 WIP-08-09-28, BG1 Mini Quests and Encounters v4.1, The Lure of the Sirine's Call v8, ThalantyrItemUpgradeMod v3.3, Xan's friendship path for BG1 v5, Ajantis BG1 Expansion 2.1, Breagar und die Schlangen Abbathors v3.01, Sword Coast Stratagems v9, Assassinations v3, KWolf_NPC_WeiDU v1.1, Rolles v3, Xan BG2 v8, Thael v2.3, Kim 1.57, The Slithering Menace (Snakes) v 3.3, Quallo v1.1, ShardsOfIce-v4, Rogue ReBalancing by aVENGER v4
- added mods: The Stone of Askavar v1.3, PnP Free Action (Beta 1), Experience Corrections v1, Enable conversations with charmed/dominated creatures v2

v5.5.1: Minor corrections and updates, improved Install.bat
- updated mods: Breagar und die Schlangen Abbathors v3.2, BGT NSC Portraits 1.3

v5.5.2: Minor corrections and updates, improved Install.bat
- updated mods: Breagar und die Schlangen Abbathors v3.3

v5.6: Corrections and updates
- again improved Install.bat
- updated mods: Shadows Over Soubar v1.13, CHECK THE BODIES V1.11, BGT-WEIDU V1.07 WIP-08-12-19, DARK SIDE OF THE SWORD COAST V2.10, NORTHERN TALES OF THE SWORD COAST Dialog Revamp V163A, The Vault v6.4, Breagar und die Schlangen Abbathors v3.4, Expanded Thief Stronghold v2.15, Rogue ReBalancing by aVENGER v4.02, Adalon's Blood (Silberdrachenblut) v3, Assassinations v5, Azengaard Tactical Encounter v4.0,The Undying v2.02, Kim v1.59, Sarah ToB v2 beta, Widescreen Mod v2
- added mods: 1ppv3: Avatar Fixes, Item Revisions v2, Finch NPC v3, Rod of Refuge, The Butter Knife of Balduran, Cursed Items Revision v1, Level 1 NPCs
- deprecated mods: Ninafer und Desecration of Souls; both of them are now included in The Undying.

v5.7: Revision of some descriptions
- updated mods: WeiDU v2.10, BG2 Fixpack-v7, One Pixel Productions v2.64, ThalantyrItemUpgradeMod v3.4, BG1NPC Project v17, Sword Coast Stratagems v10, Dark Side of the Sword Coast v2.15, Northern Tales of the Sword Coast v170a, Northern Tales of the Sword Coast Dialog Revamp v171, Secret of Bonehill v2.40, Bonehill Dialog Revamp v2.35, Adalon's Blood (Silberdrachenblut) v4, Azengaard Tactical Encounter v5.0, CoM Encounters v1.03, Dark Ritual v1.03, IEP Extended Banter v3.2, Viconia Friendship v2.0, The Wheels of Prophecy v2, Refinements v3.20, BP-Balancer-v0.33b, BGT_NSC Portraits v1.5, BP-BGT-Worldmap v7.1, Level 1 NPCs v1.2
- added mods: Mazzy Friendship v1.0, Yoshimo Friendship v1.0, aTweaks v1.1, gMinion v1.8, Cambios y correcciones a los graficos de criaturas celestiales
- reintroduction: Tactics v24
- improved Fixpack.bat, Smoothpack.bat, Textpack.bat, Install.bat with additional option: Standard - More - Expert

v6: new layout and new cover
- again improved Install.bat
- partially changed install order
- .ids-files will be patched instead replaced by other mods

- updated mods: BG2_Fixpack-v8, BGT v1.07, Rogue Rebalancing v4.04, The Vault v7, Lure of the Sirine's Call v9, BG1 NPC Project v17, Ascalons Breagar v4.01, Spell Revisions v2.9, BG1 Unfinished Business v7, Sword Coast Stratagems v12, Goo the Disembodied Floating Eyeball v3.0, The Undying v2.04, Thael NPC v2.31, Kim NPC v1.61, Allison NPC v1.7, Questor Revised v1, Unfinished Business for BG2 v18, Crossmod Banter Pack v8, BGT Tweak Pack v8, BG2_Tweaks-v7, aTweaks v2.02, Widescreen Mod v2.1
- added mods: BGSpawn system v1, Tales of Anegh v1.02beta5, Les Chroniques de Severian v1, Konalans' Tweaks v1.2, Bolsa, Charli v1.2, Darron v1.3, Nanstein, Vendedor DLAN v6, Recargador v2.0, Ninde v1.1, Xulaye v1, Huple, Mawgul, Mhoram v1.2, Uldar v0.75, de'Arnise Romance v2, Homeward Bound v2, Lucy the Wyvern v1, Haiass el lobo Beta1.2, Skooter the NPC v1, The Luxley Family v1.1
- deprecated mods: "Rod of Refuge" and "Butter Knife of Balduran; both of them are included in "Konalans' Tweaks".

v7: restructured install order
- elimination of the previous installation after transition
- again improved Install.bat
- new Clean-Up.bat
- download and installation now by **B/G World Setup**
- updated mods: One Pixel productions v2.66, The Stone of Askavar v1.4, Assassinations v6, Er'vonyrah: Song Władającej v1.3, Adalon's Blood (Silberdrachenblut) v5, Improved Asylum v0.93, Jerry Zinger Show v2, Adventures in Papperland WeiDU v4, Ghost v2, Domains of Dread-WeiDU v2, Bag Bonus v1.0.2, Tortured Soul Quest v4, BloodOfTheMartyr_WeiDU v4.1, Heart of the Wood v6, Return to Trademeet Item Pack v1 with translations, cbission's Familiar Pack v6, Authentic Mischievous Fairy Dragon v6, Anishai v1.3, Allison v1.8, Expanded Thief Stronghold v2.16, Konalan's Tweaks v2, Yasraena v9, Tsujatha v11, Sir Ajantis NPC for BG2 (Beta) v0.2.18, Homeward Bound v2 with translations, Yikari v 1.4, Shed's Mods v1.01, Quallo v.1.11, Questor Revised v1, Tower of Deception v3.2, Rogue ReBalancing v4.1, BPSeries 3.1, aTweaks v2.5
- added mods: Baldur's Gate Adventure Pack Version 1.06, Baldur's Gate 1 Item Upgrade Version 1.02, Jan's Alchemy v2, The Sorcerer's Place Collection v8, Haldamir (Alpha) v0.5, Branwen NPC, Jandor v2, Vildra, Thrown Hammers v1
- reintroduced mods: Arnel's Nalia Romance (LuvNalia) v1.06, Eldoth v1.10, Roar v1.11, Teddy v1.12
- Mid-Biff and End-Biff replaced by Generalized Biffing

v8: Now also in Spanish
- trilingual Install.bat with additional selection for Asian mods
- no longer changes after the transition from BG1 to BG2 necessary
- new description: Translation of mods
- updated mods: BGTNeJ2 v1.1, Drizzt Saga v2.0, Herbs & Potions for BG1 v1.0.2, ThalantyrItemUpgrade-Mod v3.6, Ascalons Breagar v4.41, Huple 1.2, Bag Bonus v1.0.3, Improved Volcano! Pack Version 1.9, Herbs & Potions Addin for BG2 v1.0.4, Ruad Ro'fessa Item Upgrade v22, Underrepresented Items v6, Enhanced BG2 v1.1, Nanstein v1.1, Vendedor DLAN v6.1, Tales of Anegh v1.1, Deeper Shadows of Amn v2.2.4, Tsujatha v12, Saerileth v14, Neh'taniel 2.75, Yasraena v10, Lester v0.8, Horace v1.71, Anishai v1.4, Cassius v1.04, Alassa NPC v2, Cloakwood Squares v3, Goo the Disembodied Floating Eyeball v4.0, Sheena v1.7, Frennedan v1.0.3, Malthis v2, TurnipGolem v2, Haiass el Lobo v2.1, Wild Mage Additions v1.7, Tactics v25, Solaufein NPC v1.04, Getting Rid of Anomen v2, Crossmod Banter Pack v9, Song and Silence v4, Sword and Fist v4, Rogue ReBalancing by aVENGER v4.21, Cursed Items Revision v3, Celestiales v1.2, Adalon's Blood - Silberdrachenblut v8, Fading Promises v2, Expanded Thief Stronghold v2.17, Sir Ajantis NPC for SoA Beta v0.2.19, Alora NPC v1.1, Au Service d'Oghma v1.1, Moddie v1.1, Vildra 1.1, Ajoc's Mini-mod v1.6.3, Every Mod and Dog v4, Haiass el Lobo v2.1, Konalan's Tweaks v2.1, Victor's Improvements Pack v2.0, Teleport Spell v13, One Pixel Productions v2.70, One Pixel Productions v3: Avatar Fixes v2, BGT NPC Portraits v1.7, aTweaks v2.61, W-GUI (Beta) v0.2
- added mods: BGTMusic with Songlist Patch, DarkHorizons v 1.03, D's Odd Quest Mod v1 (Imnesvale), Mersetek, Mystigan v1.1, LavaIt! v1.0 BETA, OldModsPack, Revised Forgotten Wars Item Pack v1.0, Houyi v1.0, YLItemsPack v1.0, Dragon Summon v1, Unholy Gate Opening Ritual Book v5, Avi Maya Project v5.3, Rukerakiah, Rose NPC (Beta) v0.01, Larsha NPC v0.3, Cerberus v0.99, Alcool v8, Skie NPC v5, Improved Summons V2.01, Bard Song Switching (Icewind Mode) v1.3, Relationship V1.5, Macholy's Teammates Fight Scripts v2.5, D's Enemy Upgrade v1.1, 1ppv3 Female Dwarves, 1pp: Thieves Galores, Store Prices, Replacement Lightmaps v1.1
- deprecated mods: BG1 Adventure Pack, BG1 CoM Forge/Item Upgrade (now included in Dark Horizons)

v8.1: Install.bat with additional selection for BG2only installations
- partially changed install order
- updated mods: MKs BG1Textpatch Revised v3.0, MKs BG2Textpatch Revised v3.1, Experience Corrections v2, Enable Conversations v3, Baldurdash Weidu v1.68, Baldur's Gate Trilogy v1.08, Dark Horizons v2.02, BG1NPC Project v18, Herbs and Potions Add-in for Baldur's Gate 1.0.3, Xan BG1 Friendship Path v6, BG1

Unfinished Business v8, BGT Tweak Pack v9, Tower Of Deception v3.3, Banter Packs v10, Sarah NPC v2.2, Mystigan v1.2, The Vault v7,1, Bolsa v3, Charlie v1.3, Darron v1.4, Nanstein v1.2, Mhoram v2, Mystigan v1.11, Amber v2.6, The Undying v2.05, Avi Maya v6.0, Mawgul v2, Au service d'Oghma v1.3, Yikari v1.5, Spellhold Gauntlet v1.16, Haiass el Lobo v2.2, Spell Revisions v3.0, Rogue ReBalancing by aVENGER v4.3, aTweaks v2.62, Sword Coast Stratagems II v11, BG2Tweaks v8, BGSpawn System v1.03, Replacement Lightmaps v1.3

- added mods: Ascalons Questpack v0.5 Beta, Tales of the Deep Gardens v3.1, Jan's Extended Quest v1.2, Slandor - The Minotaur and Lilacor v1.1, Zalnoya and the Shadow Thieves v1.2, Worgas, Raziel, Sarevok Romance v1, Item Randomiser v2, Full Plate & Packing Steel v2, Aurora's Shoes and Boots v2, Taimons tob_hacks v0.5
- deprecated mods: Songlist Patch (now included in Baldur's Gate Trilogy), D's Enemy Upgrade v1.1, Store Prices (now included in Aurora's Shoes and Boots)

v8.2: minor corrections and updates

- partially changed install order
- updated description: AI modifications
- updated mods: BG1 Unfinished Business v9, BGSpawn System v1.04, Hard Times for BGT v2.2, Tales of Anegh v2.0, The Tortured Soul Quest v7, Assassinations v7, Fading Promises v4, Tales of the Deep Gardens v3.2, Improved Volcano! Pack v2.0, MunchMod v2.8, Ruad Ro'fhessa Item Upgrade v25, Magnificient Magic Shop v6, Jan's Alchemy v3, Unholy Gate Opening Ritual Book v6, Bolsa v4.1, Charli v2.1, Recargador v2.2, Mersetek v1.2, Mystigan v1.3, Amber v2.6, Alcool v9, Jan's Extended Quest v1.3, Rose v003, Mordan's Christmas Minimod v1.0.3, Adventures_in_Papperland-WeiDU v5, Quallo v1.12, The Slithering Menace (Snakes) v3.4, Slandor - Minotaur and Lilacor v1.3, Zalnoya and the Shadow Thieves v1.3, Au service d'Oghma v1.4, Big Picture v179, Yikari NPC v1.6, Rogue ReBalancing by aVENGER v4.31, aTweaks v2.63, Auroras Shoes and Boots v3, P5Tweaks v3, Cursed Items Revision 3.1, Unique Containers v2, BP Series v3.5
- added mods: TS25 MiniMod, Tyris Flare NPC v3, Varshoon - an Illithid NPC v1, Quayle Project v4, Gloran NPC v2, Crefixer v1

v8.3: minor corrections and updates

- changed install order
- additional choices with the Install.bat
- Mod-Kits can be installed now
- updated Clean-Up
- two new optional tools: BiG World Backup and Restore.bat; BiG World Unpack.bat
- updated mods: WeiDU v213, MKs BG1 Textpatch Revised v3.1, MKs BG2 Textpatch Revised v3.2, Check the Bodies v1.12, Baldur's Gate Trilogy v1.08 (31 Dec 09), Restored Textscreen Music (Core) v7b, Dark Horizons v2.03, BG1 Mini Quests and Encounters v6, Lure of the Sirine's Call v10, , Ascalons Breagar v5.13, , BG1 Unfinished Business v10, BGSpawn System v1.05, BGT Tweak Pack v9 (31 Dec 09), Hard Times for BGT v2.3, The Bigg Quest Pack v2.03, Adalon's Blood (Silberdrachenblut) v9, Er'vonyrah: Song Władającej v1.31, Tales of the Deep Gardens v4.0, CoM Encounters v1.04, Domains of Dread v3, , Freedom's Reign / Reign of Virtue v7, Munchmod v3.0, RTT Item Pack v1.2, Blood of the Martyr v6, Rupert the Dye Merchant v2, Charli v2.2, Darron v1.5, Nanstein v1.3, Mhoram NPC v2.1, Jan's Alchemy v4, Mystigan the Merchant v1.4, Lavalt! v2.1, Old Mods Pack v2, Les Chroniques de Severian v0.1 REM, Ajantis NPC for SoA (Beta) v0.2.20, Chloe NPC v1.5, The Undying v2.06, Kim v162c, Sarah NPC v3, Skie v5.1, Worgas NPC (Beta) v1.1, Cassius One-Day NPC v1.05, Jerry Zinger Show v3, Banter Packs v11, Viconia Friendship v3.0, Mazzy Friendship v2, Yoshimo Friendship v2, Goo NPC v5, Turnip Golem v3, Holy Hand Grenade v1.2, Quallo v1.13, Au Service d'Oghma v1.5, Lucy the Wyvern v2, Slandor: Minotaur and Lilacor v1.4, NPC Tweak v5, Teleport Spell v14, Big Picture v1.79e, Homeward Bound v4, Thrown Hammers v2, Divine Remix v6, Sword and Fist v6, Improved Summons v2.02, Rogue Rebalancing v4.33, ToB Refinements v3.21, Cursed Items Revision v3.2, aTweaks v3.02, Bard Song Switching v1.4, BP Series v3.61, Aurora's Shoes and Boots v5, Item Randomiser v3, The Bigg Tweak Pack v2.20, BGT NPC Portraits v1.8, Unique Containers v3, Level 1 NPCs v1.3, Widescreen Mod v2.31, Creature Fixer v2, Generalized Biffing v2, Beregost Crash Fixer v1.8b
- added mods: Tethyr Forest Patch v1b, La Música de los Reinos / Music of the Realms v2, Haer'Dalis' Swords v1, Portable Hole, Vampire Tales v1.00, Daulmakan’s Item Pack MOD for Baldur's Gate II v1.2, Jarls BGT Tweak Pack v1.3, IA-Aurora LOW Fix, Infinity Animations beta 3
- deprecated mods: Ascension v1.4.24 (entirely included in BP), Reevor-Fixer (now included Baldur's Gate Trilogy), Dark Ritual, Miriam v1.02 (both are now included in Vampire Tales)

v9.0: minor corrections and updates

- changed install order
- additional choices with the Install.bat

- updated Clean-Up
- updated mods: MKs BG1 Textpatch Revised v3.2, MKs BG2 Textpatch Revised v3.3, BG2 Fixpack v9.01, The Darkest Day v1.13, BGSpawn v1.06, Hard Times (BGT) v2.4, Alex Macintosh v5, MunchMod v3.2, Rupert the Dye Merchant v2.1, Kivan and Deheriana Companions v9, Sir Neh'taniel 4.2, Fading Promises v5, Lester NPC v0.9, Imoen Romance v1.202, Summon Bhaalspawn v3, Quallo v1.14, Lucy the Wyvern v3, Cerberus v1.02, The Minotaur and Lilacor v1.6, BG1 Unfinished Business v11, Sword Coast Stratagems v14, Homeward Bound v5, Crossmod Banter Pack v11, The MTS Crappack v3, Sword Coast Stratagems II v13, Cursed Items Revision v3.4, PnP Free Action v2, Alternatives v5, aTweaks v3.04, P5 Tweaks v5, Infinity Animations core [WeiDU beta 4], WeiDU v2.14
- added mods: Sir Renal v2.2, Trovador REO v2.4a, Genwas Händlermod v1, Solestia v1.2, Lol's RezMod v2.3, Drizzt Is Not Stupid (BGT) v1, Alternatives v4, B!Tweaks v4, Paladins of Faerun Kitpack v4, Prestige Kit Pack v2, Return to Trademeet Kitpack v1.1, Vecna v12, Throne of Bhaal Extender (TobEx) Beta 0001

v9.1: minor corrections and updates
- changed install order
- updated mods: MKs BG1 Textpatch Revised v3.3, MKs BG2 Textpatch Revised v3.4, Check the Bodies v1.12a, Secret of Bonehill v2.75a, Mur'Neth NPC v8, Gavin NPC v4, BGSpawn v1.07, Expanded Thief Stronghold v2.20, Ajoc's Minimod v1.6.5, Every Mod and Dog v5, Assassinations v8, Bag Bonus v1.0.4, Freedom's Reign & Reign of Virtue v7.1, Improved Horns of Valhalla v1.3, MunchMod v3.3, A Mod for the Orderly (CliffKey) v3, Darron v1.5.1, Recargador v2.3, Musica de los Reinos v2.1, Sir Renal v2.3, Genwas Händlermod v1.1, Tsujatha NPC v13, Tashia Remix v1.2, Kivan and Deheriana Companions v10, Yasraena NPC v11, Alora NPC v1.2, Neh'taniel NPC v5.1, Kim NPC v1.62d, Vampire Tales v1.01, Haldamir NPC v1, Saerileth NPC v15, Octavians Drizzt v2Beta3, Perils of Branwen v0.9, Holy Hand Grenade v1.3, Au service d'Oghma v1.6, Ghost v2.1, Fading Promises v6, gMinion v2, Spell-50 v11, Drizzt Is Not Stupid (BGT) v1.1, Big Picture v1.79f, Homeward Bound v6, The Gibberlings Three Anniversary Mod v6, Crossmod Banter Pack v12, Oversight v13, Mod Kit Remover v3, Return to Trademeet Kit Pack v1.3, Improved summons v2.03, Jarls BGT Tweak Pack v1.4.1, BP Series v4.00a, P5Tweaks v5.1, Throne of Bhaal Extender (Beta 0005)
- added mod: Gavin for BG2 v9

v9.2: minor corrections and updates
- updated mods: Baldur's Gate Trilogy v1.09, BGT-Never Ending Journey 2 Compatibility Modification (1.2), Thalantyr Item Upgrade v3.7, Mur'Neth NPC v9, Ajantis BG1 Expansion v3, Ascalons Breagar v5.2, Gavin NPC v7, BG1 Unfinished Business v12, Every Mod and Dog v6, The Bigg Quest Pack v2.04, Adalon's Blood - Silberdrachenblut v10, Tower of Deception v3.3.1, Les Exiles de Lunargent v01, Ruad Ro'fhessa Item Upgrade v26, A Mod for the Orderly v4, Selune's Armoury ist nun Volcanic Armoury v1.0, Charli v2.3, Jan's Alchemy v6, Mystigan the Merchant v1.5, Haer'Dalis' Swords v2, Portable Hole v0.3, Sir Renal v2.4, Kivan and Deheriana Companions v12, Auren Aseph NPC v7.2, The Undying v2.07, Thael NPC v2.32, Hanna NPC v2.3, Sarah NPC v3.1, Angelo NPC v4, Haldamir NPC v2, Gavin NPC for BG2 v16, Gavin NPC for BG2 - BGT Hotfix, Cloakwood Squares v4, de'Arnise Romance v3, Banter Packs v12, Alcool (Beta) v0.11, Fonick NPC v2 (cliffhistory), Goo NPC v6, Kariv1-3b.rar , Mawgul NPC v2.1, Uldar NPC v0.77, Shed's Mods v1.03, Turnip Golem Encounter v4, Cerberus v1.03, Unfinished Business v19, Semi-Multi-Clerics (SMM/RM) v0.2.3, Big Picture v1.80a, Homeward Bound v6, Yikari NPC v1.7, Alternatives v7, The Gibberlings Three Anniversary Mod v7, Crossmod Banter Pack v13, Song and Silence v5, Divine Remix v7, Sword and Fist v7, Daulmakan's Item Pack v1.3, BG2 Tweak Pack v9, Throne of Bhaal Refinements v3.23, Rogue Rebalancing v4.37, aTweaks v3.1.1, Macholy's Teammates Fight Scripts (NMRF-PC) v2.8, Aurora v5.1 Patch, The Bigg Tweaks v2.31, Infinity Animations Core (WeiDU-Beta) v5, Vecna (Alpha) v14
- added mod: Les Exiles de Lunargent v01
- deprecated mods: Selune's Armoury v2 (now included in Volcanic Armoury v1.0), BP Series v4.00a (now included in Big Picture v1.80a)

v9.3: minor corrections and updates
- changed install order
- completely reworked install.bat, translators-friendly messages are moved into separate language folders.
- updated mods: Restored Textscreen Music - Core Installation Package 7d, Tales of the Deep Gardens v5.0, Yasraena Version 12, Alora NPC v1.3, The Undying 2.07, Jan's Extended Quest 1.4, Cursed Items Revisions v3.5, Item Randomiser v4, Vecna v15, W_GUI beta 0.4a, BG2 ToB Extender (Beta 0006)
- added mod: Innershade v1.0
- deprecated mods: Experience Corrections v2 (component of Throne of Bhaal Extender), Enable conversations with charmed/dominated creatures v3 (component of Throne of Bhaal Extender)

v9.4: changed install order
- thanks to Dabus now the installation part of the install.bat is completely revised
- updated mods: Baldur's Gate Trilogy-WeiDU v1.10, Dark Horizons BGT v2.04, Mur'Neth v10, Ajantis BG1

Expansion Modification v4, Weimer's Item Upgrade v38, VolcanicArmoury v1.4, Sorcerer's Place Item Collection v1.1, Jan's Extended Quest v1.41, Kitanya v6.3.1, Sword Coast Stratagems v16, Romantic Encounters v5, Sword Coast Stratagems II v16, Item Randomiser v5, Widescreen Mod v2.50, Throne of Bhaal Extender (Beta 0007)

v9.5: changed install order
- updated mods: Throne of Bhaal Extender (TobEx) Beta 0012, The Darkest Day v.1.14, Check the Bodies v1.13, Dark Horizons v2.05, Tales of Anegh (ToA) v2.2, Innershade v2.2, Kitanya v6.4, Neh'taniel 5.3, Alternatives v9, Haiass v2.3, Item Pack v1.4, aTweaks v3.21, Bard Song Switching (Icewind Mode) v1.5, Item Randomiser 6, BP-Balancer-v0.33c, Widescreen Mod v2.60
- added mod: Turambar fixes and tweaks 1.6
- deprecated mods: Exnem's Addon = Exnem Vault v5, Taimons tob_hacks v0.51 (entirely included in TobEx)

v9.6: changed install order
- updated mods: Gavin v8, BGSpawn system v1.09, Innershade v4, Improved Asylum .95, Tashia Remix v1.3, Gavin for BG2 v19, Jan's Extended Quest v1.42, Cerberus v1.04, Solaufein Flirt Pack V1.1, Rogue ReBalancing by aVENGER v4.38, Turambar fixes and tweaks 1.7, Thrown Hammers v3, aTweaks v3.30, Refinements v3.24, Item Randomiser v6.2, The Bigg Tweak Pack v2.40, BGT NSC Portraits v1.9, BP BGT Worldmap v8.01, Level 1 NPCs v1.5, Generalized Biffing v2.1
- added mods: Jondalar Fix for BGT v1.1, ktweaks v1.06, BuTcHeRy v1.0, Korgan's Redemption
- by special request, some Chinese Mods: Nameless Melody Inn v2, Tomoyo and the Underground City v0.9, Relationship v2.8, NMR-HAPPY Patch, Macholy's Tweak Pack v1.1, Macholy's Living-Mod v0.6

v9.7: changed install order
- updated mods: Throne of Bhaal Extender (TobEx) Beta 0014, Ascalons Breagar v6.0, Tales of the Deep Gardens 6.0, BuTcHeRy v1.0.2, Mhoram v2.2, Hanna v2.4, Varshoon - an Illithid NPC v2.0, Gavin for BG2 v20, IEP Extended Banters v4.0, Yoshimo Friendship v3, Big Picture v180b, Sarevok Romance v1.1, Alternatives v10, Macholy's Tweak Pack v1.2, Macholy's Teammates Fight Scripts v3.0, Refinements v3.25, Item Randomiser v6.3, The Bigg Tweak Pack v2.50, Widescreen Mod 3.01
- added mod: Eilistraee's Song v1, IWD Items Pack, Arena v1, Umbra von TROW - Arena v1.0, Faren v1, Legion of Hell v1.0, Sword Coast Map Labels

v9.8: changed install order
- updated mods: Throne of Bhaal Extender (TobEx) Beta 0019, Ruad Ro'fhessa Item Upgrade v27, Food and Herbal Mod v1.03, Mhoram v2.3, Severian de Demerya v02, The Jerry Zinger Show v4, Viconia Friendship v3.1, Jan's Extended Quest v1.42c, Quayle Project v5, Gloran NPC v3, Lucy the Wyvern v4, Faren v2, Rogue ReBalancing v4.4, aTweaks v3.42, 1pp: Thieves Galores v1.1, Item Randomiser v6.4, W_GUI beta v0.5
- added mods: Fishing for Troubles, Darian v1, Nephele v1, Imoen Friendship v2
- deprecated mods: Mod Kit Remover, Solestia v1.2
- thanks to Dabus further improvement of the install.bat

v9.9 updated mods: Throne of Bhaal Extender (TobEx) Beta 0020, BG Quests and Encounters v7, Ascalons Breagar 6.01, Tales of the Deep Gardens 6.1, BuTcHeRY v3, Neh'taniel NPC 5.5, Korgan's v8, MawgulNPC 2.2, Sword Coast Stratagems v18, Sword Coast Stratagems II v18, aTweaks v3.52, Item Randomiser v6.5, Level 1 NPCs v1.7
- added mods: Keeping Yoshimo 0.72, Coran NPC for Baldur's Gate II v1, Pack Mule v1.1, Jarls BGT Adventure Pack v0.5
- improved install.bat

v9.10 changed install order
- updated mods: Eilistraee's Song v2.2, Varshoon - an Illithid NPC v3, SpellPackB6

v10 new table: Which mod in what language?
- changed install order
- updated mods: Breagar 6.03, The Bigg Quest Pack v2.05, Tales of the Deep Gardens v9.0, Innershade v5.0, Eilistraee's Song 2.2, CoM Encounters 1.06, IWD Item Pack for BG2, Kindrek Mod 2.5, Vampire Tales 1.02, Varshoon - an Illithid NPC 4.1, Anishai v1.5, Skooter NPC, The Undying 2.09, Sword Coast Stratagems v19, Rogue Rebalancing v4.43, Sword Coast Stratagems II v19, Daulmakan's Item Pack MOD for Baldur's Gate II v1.5, aTweaks v3.53, Relationship V2.81, Throne of Bhaal Refinements 3.30, Item Randomiser v6.6, The Bigg Quest Pack 2.60, Vecna v18, Widescreen Mod 3.05
- added mods: IA Content: D2 Bear & Werebear v.1.0, Yoshimo Romance v6.1 (Beta), Swylif Thicc, Wizard Slayer Rebalancing 1.02, Virtue v19
- thanks to Dabus further improvement of the install.bat; additionally the Install.bat can now check the WeiDU.log for installed mods or components

v10.1 now also in Russian
- updated description: In three steps to success
- updated mods: Ascalons Questpack v1.01, atweaks v3.63, BP-BGT Worldmap v9 BETA2, Breagar v6.05,

Coran's BG Extended Friendship Talks for Tutu and BGT v3, Darron 1.6, Eilistraee's Song v3.1, Haiass el Lobo v 2.3, Item Randomiser v6.7, Jarls BGT Tweak Pack v1.5, NPC Portraits v2.0, Rogue Rebalancing v4.44, Rukrakia v0.8, Sir Renal v2.5, Tales of the Deep Gardens v9.1, Turambar fixes and tweaks 1.8, Varshoon - an Illithid NPC v4.2, Vecna v23, Willie Bruce NPC v31, Zalnoya and the shadow thieves v.1.5
- added mods: Aeon v1, Auden v1.3c, BG1 NPCs for BG2:SoA, Khalid mod for BG II, The One Drizzt 1.2
- finally some kit mods (tested by EricP): Auror, Conductor Kit, The Elven Racial Package, Harper Scout, Morituri Kit v3, Retaliator Kit, "Werewarrior" fighter kit
- thanks to Dabus further improvement of the install.bat; BWP can now be installed anywhere and named as you wish
- compatibility with the GOG version

v10.2 updated mods: The Secret of BoneHill v2.75b, Improved Asylum v0.96, Lol's RezMod 2.5, Rogue Rebalancing v4.46, Daulmakan's Item Pack 1.7, aTweaks v3.67, BGT NPC Portrait Pack v2.1, BP BGT Worldmap v9 BETA 5, Level 1 NPCs Version 1.9
- added mods: Askaria, Chaos Knight Kit, Game Over Only on Party Dead, Ulrien of Cormyr: SagaMaster v1.0
- For NEJ2 now also a German and Russian translation is available.

v10.3 Minor corrections and updates thanks to 10th Lich
- changed install order
- updated mods: Throne of Bhaal Extender (TobEx) Beta 0021, Item Revisions v3, BG1NPC Project v19, Nikita v2, Tyris Flare v5, aTweaks v3.7
- added mods: igi's Key Names v2, Dungeon-Be-Gone For Baldur’s Gate 2 v1.6, Drows v1, igi's Item Mod v5, Resurrected igi's Spell System Adjustments Mod v7, igi’s Projectile Retrieval, igi's Learn Through Use v2 BETA1

v11 Minor corrections and cosmetic changes
- changed install order
- updated mods: Throne of Bhaal Extender (TobEx) Beta 0022, BGT v1.14, Restored Textscreen Music v8, BG1NPC Project v20, BGSpawn system v1.11, Tales of Anegh v2.3, Tales of the Deep Gardens v9.2, Innershade v5.1, BuTcHeRy v3.2, A Mod for the Orderly – CliffKey v5, Kivan and Deheriana v13, Alora v1.4, Tyris Flare v6, Darian v2, Nephele v2, Yoshimo Romance v1, The One Drizzt v1.14, Crossmod Banter Pack v14, Rogue Rebalancing v4.47, Sword Coast Stratagems v20, Sword Coast Stratagems II v20, BGTTweak Pack v10, Jarls BGT Tweak Pack v1.6, Wizard Slayer Rebalancing v1.04, Refinements v3.31, The Bigg Tweak Pack v2.61, Level 1 NPCs v20
- added mods: The White Queen v2.0, Yvette Romance v1.0, LaValygar v1.0, Garrick's Infatuation (beta), Stivan the Hunter v0.90, Haer'Dalis Romance v1, NPC Kitpack v3, LadeJarl's Tutu GUI v1.8
- new chapter 5A: Never Ending Journey 2 (NEJ2) - BGT compatible; the obsolete versions of NeJ2 and TS are replaced by BGT-compatible versions.

v11.1 completely revised install.bat

v11.2 minor corrections and updates
- changed install order
- updated mods: Ajantis BG1 Expansion v6, Ajantis for BG2 v0.2.22 Beta, Alora v1.5, Baldur’s Gate Trilogy v1.15, aTweaks v3.91, BG1 NPCs for BG2:SoA v5.0, BGT Tweak Pack v11, Big Picture v1.80c, Ascalons Breagar v6.09a, Darian v2.3, Dark Horizons v2.07, Dark Side of the Sword Coast v2.16, Edwin Romance v2, Gibberlings Three Anniversary v8, Game Over Only on Party Dead v1.31, Horace v1.72, Improved Asylum v0.97, Jan's Extended Quest v1.44, Jarl's BGT Adventure Pack v0.61 beta, Jarl's BGT Tweak Pack v1.73, Nephele v2.1, Planar Sphere 2.6e beta, Item Randomiser v6.8, Romantic Encounters v6, Rogue ReBalancing v4.50, Sword Coast Stratagems v21, Sword Coast Stratagems II v21, The Lure of the Sirine's Call v11, Silverstar v1.93, The One Drizzt 1.41, Throne of Bhaal Extender (TobEx) Beta 0024, The Stone of Askavar v1.8, The Undying v2.10, Wizard Slayer Rebalancing v1.06, Pack Mule v1.3a, Yvette Romance v2.0
- deprecated mods: Edwin Romance (ToB) v1.07, Edwin Romance Flirts (BETA) (both are now included entirely in Edwin Romance v2)

v11.2.1 minor corrections; as of BGT v1.15 the "BG1MissingFiles" are no longer needed.
- updated mods: Divine Remix v7.1, Improved Asylum v0.981, Skie ReDone v2, Super Firkraag Mod v1.5, The Vault v7.2

v11.3 thanks to HiFish new features are added to the install.bat
- changed install order
- updated mods: TobEx Beta0025b, BGSpawn v1.12, Assassinations v9, Tales of the Deep Gardens v9.3, Innershade v5.2, The White Queen v3.0, Eilistraees Song v3.2, Fishing for Trouble v2.3, CoM Encounters v1.07, Improved Asylum v1.00, Freedom's Reign / Reign of Virtue v7.3, Weimer ItemUpgrade v39b, Volcanic Armoury1.5, The Sorcerer's Place Collection v9, Khalid v22, BG1NPCSoA v6, RezMod v2 6d, Rogue ReBalancing v4.51, BG2 Tweak Pack v10, atweaks 4.01, Wizard Slayer Rebalancing v1.07

v11.4 redesigned installation instructions; the descriptions of the mods are now linked to the Table of Contents

- changed install order
- updated mods: Ajantis BG1 Expansion v7, Baldur's Gate Trilogy v1.16, Banter Packs v13, BG1 Mini Quests and Encounters v8.1, BG1 NPCs for SoA v7.0, BG2 Fixpack v10, BG2 Tweak Pack v11, BGT NPC Sound v3, Branwen v1.3, Cerberus v1.06, CoM Encounters v1.08, Coran v2, Darian v2.4, Dark Horizons v2.09, Dark Side of the Sword Coast v2.17, Drows v1.1, Eilistraee's Song v3.3, Er'vonyrah v1.3.2, Faren v2.1, Haer'Dalis Romance v2, Homeward Bound v7, IEP Extended Banters v4.1, Iylos v2.4, La'Valygar v2.0, Luxley Family v1.2, Mazzy Friendship v2.1, Nathaniel v4.3, Nephele v2.2, Ninde v2.1, Quayle ReDone v1.0, Restored Textscreen Music v9, Rogue Rebalancing v4.61, Saerileth v16, Sarevok Romance v1.1, Tales of Anegh v2.4, Throne of Bhaal Extender (Beta) v0026, Vampire Tales v1.03, Viconia Friendship v3.2, Xan v10, XanBG1Friend v8, Xulaye v1.2, Yeslick v1.1, Yoshimo Friendship v3.0

v12 changed install order
- updated mods: One Pixel Productions v4, BG1 NPCs for BG2:SoA v8, BP-Series Party AI for BGEE v0.3078, Innershade v6.0, JA_BGT_Tweak-1.74, The Big Picture v181, The White Queen v3.1
- added mods: Adrian v1.3, Almateria's Quest 2 v3, Almateria's Restoration Project v3.3, Animal Companions v0.5, Arath v2.1, Aurora ToB NPC beta, Baldur's Gate Trilogy Graphics Overhaul 1.4, The Bear Walker - a Werebear / Ranger Kit v2, Blackguard Fighter Kit v1.01, Chantelame v2, Coondred v1.3, Dace v1.1, Druid Kit Enhancements v1.0, Gahesh v1 beta, Garrick - Tales of a Troubadour 1.10, I Shall Never Forget v3.0, Isra v2, Kit Tomes for BGT, TuTu & BG:EE 1.0a, Lena v0.4.1, Mal des Vampirismus v1.0, Petsy Chattertone v1.0, Pirate Kit v1.1, Psionics Unleashed v0.2, Sarevok Friendship v1, The Silver Fur of Selûne - a Werewolf / Priest Kit v1.2, TeamBG Armor Pack v1.01, TeamBG Weapon Pack v1.01, Trap Revisions v1, Tsuki for BG2 v1 beta, Valerie v1, White v1.2
- deprecated mods: Avatar Fixes, Female Dwarves and Thieves Galores (the are now included entirely in One Pixel Productions v4), Replacement Lightmaps v1.3 (included in Baldur's Gate Trilogy Graphics Overhaul 1.4)

v12.1 minor corrections and updates
changed install order
- updated mods: Rogue Rebalancing v4.62, Kit Tomes v2.01, The Sorcerer's Place Collection v10, BG2 Tweak Pack v13, BPSeries v03079

v12.1 changed install order
- updated mods: Ajantis BG1 v8, Weimer's Item Upgrade v40, Adalon's Blood v11, aTweaks v4.03

v12.2 new features added to the install.bat
- changed install order

v13 updated mods: Sword Coast Stratagems v24, Xan for BG2 v11
- added mods: Back to Brynnlaw v1, The Sellswords v1

v14 thoroughly revised install order
- new description: Kits
- The install.bat now enables to change the components during installation.
- updated mods: Mur'Neth v11, Back to Brynnlaw v2, Daulmakan’s Item Pack for Baldur's Gate II v1.8, LaValygar v3.0, Sirine's Call v12, Ajantis BG1 v9, Ajantis_BG2 v5, Secret of Bonehill v2.75c, Dark Horizons v2.10, AdalonsBlood v13, Dungeon Crawl v7, The White Queen v3.4, I Shall Never Forget v3.1, Fishing for Trouble v2.6, Amber v4, Angelo v5, Banter Packs v14, The Undying v2.11, Auren Aseph v9, Yasraena v13, Yoshimo Romance v3, Keto v4, Unfinished Business v23, Dungeon-Be-Gone v1.7, Fading Promises v7, Romantic Encounters v8, P&P Celestials v6, Grimuars v4.1, Petsy Chattertone v3.0, Kelsey v3, Ding0's QuestPack v2.4, NPCFlirt Pack v1.03, Gibberlings Three Anniversary v9, Crusader Pack v4.3, Stratagems v28, Wheels v3, BG2 Tweak Pack v14, Difficulty and Tweaks Mod v6 (früher Mix Mod), Psionics Unleashed v0.3, BP-BGT Worldmap v9.0.2
- added mods: Isra BG2 v1.2, Branwen for BG2 v1, InfinityKits, Prêtre de Bhaal v1.1, Rôdeur de l'ombre v1.0, Holy Avengers v1.02, Crusader Pack v4.3, Warsling Sniper v1.0, JKits v2, Runiczny Pieśniarz Klingi (Rune Singer Blades) v. 2.0, FinnJO's Subrace mini-mod for Baldur's Gate 2 v1.0, RPG Dungeon Kit Pack, Druidic Sorcerer v1.9, Geomantic Sorcerer v4, Derat's Unused Kits Pack v0.9.5a, Hidden Kits, Improved Anvil Lite v5.0, Lyric Bard v1.0, Chanter Kit, Switch, Keenmarker v1, Lion Warrior Kit, Heartwarder of Sune KitMod, Arcane Archer, Custom Kits: The Spellsword v1.4.1, Armiger Kit v1.0, Samurai Kit v1.0, Tempest KitMod v1.0, Elementalist Kits vBeta1, Diablo2 Kit Pack - The Barbaian Ver 0.5, Diablo2 Kit Pack for BG2 - The Paladin Ver 0.5, Jedi & Sith Kits v1.1, Six's Kitpack, Sigil's Birthday Mod, Jamella's Diablo2 Item Store for BG2TOB v1.3, IWDification vBeta3
- deprecated mods: The MTS Crappack v4, Baldur’s Gate Trilogy - Music
- reintroduced mods: Exnem, Mod Kit Remover v2
- thanks to HiFish an issue with the ids files is corrected now

v14.1 minor corrections and updates
- updated mods: Drizzt Saga v3, IEP Extended Banters v4.2, Imoen Friendship v2.2, Mazzy Friendship v2.2, Sarevok Friendship v1.2, Viconia Friendship v3.3, Yoshimo Friendship v3.1, Xan-BG2 V14, Coran v4, Bran-

wen v3, Tiax v3, BP_Balancer_v0.33g_beta
- reintroduced mods: the erroneously removed Baldur’s Gate Trilogy - Music

v14.2 minor corrections and updates
changed install order
with the help of HiFish completely revised Install Pack
- updated mods: Almateria's Restoration Project 6.4, Baldur's Gate Trilogy Graphics Overhaul v1.7, Ajantis NPC for BG2 v9, BG1 Unfinished Business v13.1, Fishing for Trouble v3.0, Fade v4.0, Mal des Vampirismus v1.1, BGT NSC Portraits v2.6, Faren v2.2, Nephele v2.3, Back to Brynnlaw v3, The Sellswords v4, Auror Kit v4.1, Kelsey v4, Rogue ReBalancing v4.71, Pack Mule v1.4a, BP-BGT Worldmap v10.0.2
- added mods: Aran Whitehand, Jastey’s Solaufein, Sarevok Wiederherstellung v1.0, Restored BG1 Sounds v3.2

v14.3 changed install order
minor corrections and updates
- updated mods: Almateria's Restoration Project 7.2.1, Saerileth v18, Tsujatha Melalor v15, Yasraena v15, The Vault for BGT v7.2a, TeamBG's Armor Pack v1.05, TeamBG's Weapon Pack v1.05, Every Mod and Dog v7, Assassinations v10, Tales of the Deep Gardens v10.0, Innershade v7.0, Eilistaree's Song v3.4, LavaIt! v2.2, The Big Picture v181 4611, Ding0's Tweak Pack v21, BP Series Party AI for BG v0.3121, aTweaks v4.32, Item Randomiser v6.8, I Shall Never Forget v4.1, Restored BG1 Sounds v3.42, Chantelame v4, Unfinished Business for BGII v24, White v1.4, Garrick - Tales of a Troubadour 1.20, Freedom's Reign/Reign of Virtue v8, Derat's Unused Kits Pack v0.9.8, The Undying v2.51, BG2 Tweak Pack v16, Garrick's Infatuation BETA b20140925, Kivan and Deheriana Companions for BG2 v14, Song and Silence: A Mod for Bards and Thieves v6, Widescreen Mod v3.06, NPC Kitpack v4, BG1 Mini Quests and Encounters v9,Quest Pack v3b5, S, Rogue Switch v1.3, Garrick - Tales of a Troubadour 1.22, Haer'Dalis Romance v2.1, BG1NPC v21 pre release 20141017a, Ajantis BG1 Expansion v10, Finch v4.0 BETA, Indira v12.0 BETA 2, Unfinished Business v25, Sarah ToB v4, Kivan and Deheriana Companions for BG2 v15, Divine Remix v8 beta
- added mods: Baldur's Gate Romantic Encounters v1.2, Vynd v1, TeamBG BG2EE Armor Pack v1.01, TeamBG BG2EE Weapon Pack v1.01, New travel system between Baldur's Gate City areas v1.0d, Polytweak v2, Hidden Adventures ALPHA 8, Wedges BGT Adventure Pack ALPHA 0.2

v15 revised install order
improved functionality of the Installpack
- updated mods: Adrian v3.1, Almateria's Restoration Project v8.1.2, Baldur's Gate Enhanced Edition Graphics Overhaul v1.3, Chantelame v6, Baldur's Gate Romantic Encounters v1.3, BG1 Mini Quests and Encounters v9.1, BG1 NPC Project v21, BG1 NPC Project Music Pack v6, BG1 Unfinished Business v14.0 beta 150128, Coran's BG Extended Friendship Talks v4, Dark Horizons BGT v2.11, Ding0's Tweak Pack v22, Ding0's Experience Fixer v7, Eilistraee's Song v4.0, Fishing for Trouble v3.01, I Shall Never Forget v4.4, Infinity Sounds v1.2, Innershade v7.2, Jastey's Solaufein beta 150122, Keeping Yoshimo, LaValygar v4.0, Quayle ReDone v2.0, Rogue Rebalancing v4.80, Skie BG2 NPC Redone v3.0, Sword Coast Stratagems v30, Tales of the Deep Gardens v10.1, Thalantyr Item Upgrade v4, The Undying v2.52, The White Queen v4.1, Yvette Romance v3.0, Huple v1.4, Tower of Deception v4.0.0, Tyris Flare NPC v7, aTweaks 4.40 beta 3, Assassinations v11, Back to Brynnlaw v4, Dungeon Crawl v8, The Sellswords v5, Imoen Romance v2.4, Gavin BG1 v9 beta, BGT NSC Portraits v2.9
- added mods: Animus v1.1, Smiling Imp Cross Banter Mod, LaViconia v5.0, Scales of Balance v2.8

v15.1 thanks to HiFish some new features are added to the Installpack
changed install order
minor corrections and updates
- updated mods: Unfinished Business v26 beta, Scales of Balance v3.0.6, Almateria's Restoration Project 8.2, Faren v2.3, The Lure of the Sirine's Call v13, Isra v2.1, Yasraena v16, de'Arnise Romance v4, Garrick - Tales of a Troubadour v1.23, Wizard Slayer Rebalancing 1.12, Bard Song Switching v2.2, BP-BGT Worldmap v10.1, Widescreen Mod v3.07, Infinity Sounds v1.3, Derat's Unused Kits Pack v11, Breagar 7.00b 20150127, BG1 Mini Quests and Encounters v9.2, Haldamir v3
- added mods: 1pp: High Quality Music for SoA/ToB v1.3, 1pp: High Quality Music for Tutu/ToSC v1.1, 1pp: High Quality Music for BGT, Deidre and Joluv in BGT v2, Afaaq, the Djinni Companion, Area Patcher v ALPHA 2

v15.2 added mods: Sandrah NPC v104b, Sandrah - Return to Faerûn
- updated mods: Romantic Encounters v9, Alternatives v11 beta, Area Patcher v ALPHA 4

v15.3 thanks to Lollorian the Fixpack is completely revised and enlarged
minor corrections and updates
- updated mods: Sandrah NPC v106b, Sandrah - RtF v106b, Aran Whitehand Beta 4 30.6.2015
added mods: L'ogre et le gnome, une histoire de bleu

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WHICH MOD IN WHAT LANGUAGE?

Not all available translations are included in the mods, however, in the **B/G World Textpack**.
This overview shows into which languages the mods are already translated.

A Mod for the Orderly	●	●	●			●					
Adalon's Blood	●	●	●	●	●	●					
Adrian	●										
Adventures in Papperland	●	●	●			●					
Aeon	●										
Afaaq, the Djinni Companion	●										
Ajantis BG1 Expansion	●										
Ajantis BG2	●	●									
Ajoc's Minimod	●	●	●		●	●					
Alassa	●	●									
Alcool	●		●	●		●					
Alex Macintosh	●	●				●					
Allison NPC	●	●		●	●	●					
Almateria's Quest	●	●	●			●	●				
Almateria's Restoration Project	●			●		●	●				
Alora NPC	●	●				●					
Alternatives	●	●				●					
Amber	●	●	●								
Angelo	●										
Animal Companions	●	●									
Animus	●										
Anishai	●	●			●						
Arath	●										
Arcane Archer	●										
Armiger Kit	●										
Arena	●										
Ariena	●										
Ascalons Breagar	●	●									
Ascalons Questpack	●	●									
Ascension	●	●	●	●	●	●	●	●	●	●	
Ashes of Embers	●	●	●	●							
Askaria	●					●					●
Assassinations	●	●	●	●	●	●	●				
aTweaks	●	●	●	●	●	●					
Au service d'Oghma	●	●	●	●	●	●					
Auden	●										
Auren Aseph	●	●									
Auror Kit	●										
Aurora	●	●		●		●					
Aurora ToB	●										
Authentic mischiefous Fairy Dragon	●	●		●	●	●					
Avi Maya Project	●						●				
Azengaard Tactical Encounter	●	●		●	●						
Azure NPC	●										
Back to Brynnlaw	●					●					
Bag Bonus	●	●	●		●	●					
Baldur's Gate Romantic Encounters	●										
Baldur's Gate Trilogy	●	●	●	●	●	●	●		●	●	
Baldur's Gate Trilogy - Music	●	●	●	●	●	●			●	●	
Baldur's Gate Trilogy Graphics Overhaul	+	+	+	+	+	+	+	+	+	+	+
BGT-NEJ Compatibility Modification	●	●									

Baldurdash	●	●				●						
Baldurs Gate Shadows of Amn Item Import Mod	●											
Banter Pack	●	●	●	●	●	●	●					
Bard Song Switching	●	●								●		
Bear & Werebear animations from D	●	●	●	●	●	●	●	●	●	●	●	
Beyond the Law	●											
BGMini Quests and Encounters	●	●	●	●	●	●						
BG1Unfinished Business	●	●	●	●	●	●	●					
BG1 NPCs for BG2:SoA	●											
BG1NPC Music Pack	●	●	●	●	●	●	●	●	●	●	●	
BG1NPC Project	●	●	●	●,								
BG2Fixpack	●	●	●	●	●	●	●				●	●
BGTraduccion Mejorada			●									
BG2Tweaks	●	●	●	●	●	●	●	●	●	●	●	
BGSpawn System	●	●	●	●	●	●						
BGT NSC Portraits	+	+	+	+	+	+	+	+	+	+	+	+
BGT-NPCSound-WeiDU	●			●	●			●	●	●	●	
BGT-WeiDU Tweakpack BGTTweak	●	●	●	●	●	●	●			●	●	
BGTNeJ	●	●				●						
BGTNeJ2	●	●				●						
Biddekelorak	●											
BIG PICTURE	●	●	●	●	●	●						
BloodOfTheMartyr	●	●		●	●	●						
Boards of Magick Item Pack	●	●										
Bolsa	●		●	●	●							
Bons Bruce The Cockney Barfighter	●											
BP-Series	●	●	●	●	●	●						
BP-Balancer	●											
BP_BGT_Worldmap	●	●	●	●	●	●	●					
BranwenNPC	●											
Branwen for BG2	●											
Brendan Bellina's Ammunition Belt	●											
Brendan Bellina's Bolt Quiver	●											
Brendan Bellina's Book Bag	●											
Brendan Bellina's Potion Bag	●											
Brendan Bellina's Quiver	●											
Brendan Bellina's Scimitar of the Arch-Druid	●											
Brendan Bellina's Scroll Case	●											
BTweaks	●											
BTweaks Light	●											
BuTcHeRy	●	●		●								
Cal-Culator	●	●	●	●				●				
Cassius	●	●		●	●				●			
cbisson's FamiliarPack	●	●				●	●					
Cerberus	●		●		●	●						
Chantelame				●								
Changes to the graphics of celestial creatures	●		●									
Chanter Kit				●								
Chaos Knight Kit						●					●	
Charli	●		●			●						
Check the Bodies	●	●	●	●	●	●						
Check the Bodies-Chores	●	●	●	●	●	●						
Check the Bodies_Fast Forward	●	●	●	●	●	●						
Chiara	●	●										
Chloe	●		●	●	●	●	●					
CliffHistory	●					●						
Cloakwood Squares	●	●				●						
CoM Encounters	●	●		●		●						

Conductor Kit	●											
Coondred	●											
Coran BGNPC	●											
Coran's BG Extended Friendship Talks	●	●										
Creature Fixer	●	●	●	●	●	●	●	●	●	●	●	
Crossmod Banter Pack for Baldur's Gate II	●											
Crusader Pack	●						●					
Cursed Items Revision	●	●		●			●					
Custom Kits: The Spellsword v1.4.1	●	●										
D's Odd Quest Mod; formerly Imnesvale	●						●					
Dace	●											
Darian	●											
Dark Horizons	●	●			●		●					
Dark Side of the Sword Coast	●	●	●		●		●	●				
Darron	●	●	●		●							
de'Arnise Romance	●						●					
Deeper Shadows of Amn	●	●			●		●					
Deidre and Joluv in BGT	●							●				
Derat's Unused Kits Pack				●								
Diablo2 Kit Pack - The Barbaian	●									●		
Diablo2 Kit Pack for BG2 - The Paladin	●									●		
Ding's Experience Fixer	●	●	●	●				●				
Ding's QuestPack	●	●	●	●	●							
Ding's Tweak Pack	●	●	●	●				●				●
Divine Remix	●	●						●		●		
Domains of Dread	●	●			●		●					
Dragon Summon	●						●					
Drizzt Is Not Stupid	●	●										
Drizzt Saga	●				●		●					
Drows	+	+	+	+	+		+	+	+	+	+	+
Druid Kit Enhancements	●											
Druidic Sorcerer	●											
Dungeon Crawl	●	●			●		●					
Dungeon-Be-Gone For Baldur’s Gate	●	●	●	●	●		●	●				
Edwin Romance	●	●	●	●			●					
Eilistraee's Song	●	●					●					
Eldoth	●	●										
Elementalist Kits	●											
Elvanshalee		●										
Enable conversations with charmed creatures	●	●	●	●	●		●	●	●	●	●	
Enhanced BG	●	●					●	●				
Er'vonyrah	●	●	●		●		●					
Every Mod and Dog	●						●					
Exnem Items MiniMod	●											
Expanded Thief Stronghold	●	●	●				●					
Experience Corrections	●	●	●	●	●		●	●	●	●	●	
Extension de la quete de Jan	●	●		●			●					
Fade SoA	●			●			●					
Fading Promises	●	●	●		●							
Faren	●											
Finch	●	●	●	●								
FinnJO's Subrace mini-mod for Baldur's Gate 2	●						●					
Fishing for Trouble	●	●					●					
Food and Herbal Mod	●	●		●	●		●					
Freedom's Reign / Reign of Virtue	●		●									
Frennedan	●	●										
Full Plate and Packing Steel	●											
Gahesh	●											

Game Over Only on Party Dead	+	+	+	+	+	+	+	+	+	+	+
Garrick - Tales of a Troubadour	●			●							
Garrick's Infatuation	●										
Gavin	●										
Gavin for BG	●										
gavin_bg_bgt	●										
Generalized Biffing	+	+	+	+	+	+	+	+	+	+	+
Genwa's Haendlermod	●	●									
Geomantic Sorcerer	●			●							
Getting Rid of Anomen	●	●	●				●				
Ghareth	●										
Ghost	●	●	●				●				
Gibberlings Three Anniversary	●										
Gloran	●	●						●			
gMinion	●										
Goo the Disembodied Floating Eyeball	●	●		●	●	●	●				
Grimuars	●	●	●				●				
GUI	+	+	+	+	+	+	+	+	+	+	+
Haer'Dalis Romance	●										
Haer'Dalis' Swords	●	●	●	●	●	●	●	●			
Haiass	●	●	●	●			●				
Haldamir	●	●									
Hanna	●	●	●	●			●				
HardTimes	●			●	●	●	●	●			
Harper Scout	●										
Heart Of The Wood	●	●		●	●	●					
Heartwarder of Sune	●										
Herbs and Potions Add-in for Baldur's Gate	●	●	●	●	●	●	●	●			
Herbs and Potions Add-in for Baldur's Gate 2	●	●	●		●	●	●				
Hessa	●										
Hidden Adventures		●									
Hidden Kits	●										
High Level Abilities	●	●	●	●	●	●	●	●	●	●	
High Quality Music for SoA/ToB	+	+	+	+	+	+	+	+	+	+	+
High Quality Music for Tutu/ToSC	+	+	+	+	+	+	+	+	+	+	+
High Quality Music for BGT	+	+	+	+	+	+	+	+	+	+	+
Holy Avengers	●						●				
Homeward Bound	●	●		●							
Horace	●						●				
Houyi - Luan's high-quality archery store										●	
Hubelpot the Vegetable Merchant	●										
Huple	●	●	●	●							
I Shall Never Forget	●										
IEP Extended Banter	●	●		●			●				
igi's Facing the Shade Lord again	●	●									
igi's Item Mod	●		●								
igi's Key Names	●		●					●			
igi's Learn Through Use	●										
igi's Spell System Adjustments	●						●				
Imoen Friendship	●			●			●				
Imoen's Romance	●	●	●	●			●				
Improved Anvil Lite	●										
Improved Asylum	●	●		●							
Improved Horns of Valhalla	●										
Improved Summons	●		●	●			●			●	
Improved Volcano Pack	●	●				●	●				
Indira	●	●	●	●	●	●	●	●			
Infinity Animations	+	+	+	+	+	+	●	+	+	+	+

InfinityKits	●										
Innershade	●		●		●		●		●		
Isra	●										
Isra BG2	●										
Item Pack by Daulmakan	●		●		●		●		●		●
Item Randomiser	●								●		
Item Revisions	●						●				
IWD Item Pack	●						●		●		
IWDification	●										
Iylos	●										
Jamella's Diablo2 Item Store for BG2TOB	●									●	
Jan's Alchemy	●		●		●		●				
Jandor	●					●	●				
Jarls BGT Adventure Pack	●		●								
Jarls BGT Tweak Pack	●		●								
Jason Compton's Bruce The Cockney Barfighter	●										
Jastey's Solaufein			●								
Jedi & Sith Kits	●									●	
JKits	●										
Jondalar Fix for BGT	●						●				
K'aeloree's BWL Contest Items	●										
Kari	●										
Keeping Yoshimo	●										
Kelsey	●		●		●		●				
Keenmarker	●										
Keto	●				●						
Khalid for BGII	●						●		●		
Kiara-Zaiya	●		●		●		●				
Kido	●										
Killing Wolf	●					●	●				
Kim	●		●		●						
Kindrek	●						●				
Kit Tomes	●										
Kitanya SoA	●			●							
Kivan and Deheriana Companions for BG	●										
Konalan's Tweaks	●					●	●				
Korgan's Redemption	●		●		●		●		●		
ktweaks	●										
L'ogre et le gnome, une histoire de bleu					●						
LadeJarl's Tutu GUI	●		●		●		●				
Larsha	●								●		
LavaIt	●										
LaValygar	●						●				
Legion of Hell	●									●	
Lena	●										
Les Exiles de Lunargent	●				●						
Lester	●		●						●		
Level NPCs	●				●				●		
Lion Warrior Kit	●										
Lol's RezMod	●		●		●						
Lost Crossroads Spell Pack for Baldur's Gate	●										
Lost Items	●										
Lucy the Wyvern	●		●		●		●		●		
LuvNalia	●						●				
Lyric Bard	●						●				
Macholy's Happy Patch	●				●					●	
Macholy's Living Mod	●									●	
Macholy's Nameless Melody Inn	●		●							●	

Macholy's Relationship for BGT-WeiDu	●								●		
Macholy's Teammates fight scripts	●								●		
Macholy's Tweak Pack		●							●		
Mal des Vampirismus	●	●									
Malthis	●	●		●							
Mawgul	●		●		●						
Mazzy Friendship	●			●							
Mersetek	●		●	●	●	●					
Mhoram	●		●	●	●						
Difficulty and Tweaks Mod	●										
Moddie	●	●									
Mordan's Christmas Minimod	●	●			●	●					
Morituri Kit	●					●					
Mortis	●										
Mulgore and Xavia NPC	●	●			●	●					
Munchmod	●		●			●	●				
Mur'Neth	●	●	●	●			●				
Music of the Realms	●		●								
Mystigan	●	●	●	●	●						
Nanstein	●		●	●							
Nathaniel	●										
Neh'taniel	●										
NEJBiffer	●										
NEJv602	●	●		●							
Nephele	●										
Never Ending Journey 2 v42b	●	●		●							
Never Ending Journey 2 v68	●	●									
Never Ending Journey 2 v694	●										
New travel system between BG City areas	●	●					●				
Nikitalleria	●										
Ninde	●										
Northern Tales of the Sword Coast	●	●	●		●	●	●		●		
Northern Tales of the Sword Coast Patch	●	●	●		●	●					
NPC Tweak	●	●	●	●		●					
NPCFlirt Pack	●	●	●	●							
NPC Kitpack	●	●	●	●	●	●	●				
Octavian's Drizzt	●	●									
OldModsPack	●				●						
One Pixel Productions	+	+	+	+	+	+	+	+	+	+	+
One Pixel Productions Avatar Fixes	+	+	+	+	+	+	+	+	+	+	+
One Pixel Productions Female Dwarves	+	+	+	+	+	+	+	+	+	+	+
One Pixel Productions Thieves Galore	+	+	+	+	+	+	+	+	+	+	+
Oversight	●	●	●	●	●	●	●				
P & P Celestials	●	●		●		●	●				
P5Tweaks	●	●			●	●					
Pack Mule	●	●		●	●	●	●				
Paladins of Faerun Kitpack	●					●	●	●			
Perils of Branwen	●	●				●					
Petsy Chattertone	●										
Pirate	●			●							
Planar Sphere	●		●			●					
PnP Free Action	●	●	●		●	●					
Polytweak	●										
Prestige Kitpack	●			●		●				●	
Prêtre de Bhaal	●			●		●					
Psionics Unleashed	●					●					
Quallo	●	●	●		●	●					
Quayle Project	●						●				

Questor - Mike's QuestMod	●	●				●					
Raziel	●	●					●				
Realm of the Bhaalspawn Armor Set	●	●									
Recarga	●		●		●						
Refinements	●			●		●		●			
Region of Terror	●	●	●			●					
Renal	●		●		●	●					
Replacement Lightmaps	●	●	●	●	●		●				
Restored Prologue Textscreen Music	●	●	●	●	●	●				●	
Retaliator Kit	●										
Revised Battles	●	●	●	●	●	●					
Revised Forgotten Wars Item Pack	●										
Ribald's Genie	●	●	●	●	●	●	●	●			
RItemPack	●	●									
Roar	●	●				●					
Rôdeur de l'ombre	●			●		●					
Rogue ReBalancing by aVENGER	●	●	●	●	●	●					●
Rolles	●			●		●					
Romantic Encounters	●					●					
Rose NPC for BGT	●										
RPG Dungeon Kit Pack	●										
RTT Item Pack	●	●	●	●	●	●					
RTT Kit Pack	●			●	●	●					
Ruad Ro'fessa Item Upgrade	●	●		●	●						
Rukrakia	●									●	
Runiczny Pieśniarz Klingi (Rune Singer Blades)	●					●		●			
Rupert the Dye Merchant	●		●		●	●					
Saerileth	●		●		●						
Samurai Kit	●										
Sandrah NPC	●										
Sandrah RTF	●										
Sarah ToB	●	●	●	●		●					
Sarevok Friendship	●			●							
Sarevok Romance	●										
Sarevok's True Power	●										
Sarevok Wiederherstellung	●	●									
Scales of Balance	●										
Secret of Bonehill	●	●	●		●	●					
Semi-Multi-Clerics	●	●				●					
Severian de Demerya	●		●	●	●	●					
Shadows Over Soubar	●	●		●			●				
Shar-Teel	●	●		●	●	●					
Shards of Ice				●							
Shed's Mods	●	●	●	●	●	●	●			●	
Sheena		●									
Sigil's Birthday Mod									●		
Silverstar	●	●				●					
Six's Kitpack	●										
Skie	●	●	●	●	●	●	●				
Skooter the NPC											
Slandor - The Minotaur and Lilacor	●					●					
Smiling Imp Cross Banter	●										
Solaufein Flirt Pack	●										
Solaufein NPC	●	●	●	●							
Solestia	●										
Song and Silence	●	●	●	●	●	●	●				
Sorcerer's Place Collection	●	●	●	●	●	●			●		
SP Items	●					●					

Spell Revisions	●	●				●					
Spell-5	●		●								
Spellhold Gauntlet	●										
Stivan the Hunter	●										
Stuff of the Magi	●			●		●					
Summon Bhaalspawn	●										
Super Firkraag Mod	●	●		●							
Switch	●										
Sword and Fist	●	●				●					
Sword Coast Map Labels	●					●					
Sword Coast Stratagems	●	●	●	●	●	●	●			●	
Swylif	●										
Sylmar Battlefield	●										
Tactics	●	●	●	●	●	●	●		●		
Tales of Anegh	●	●									
Tales of the Deep Gardens	●	●		●	●	●	●				
Tashia Remix	●										
TeamBG Armor Pack	●										
TeamBG BG2EE Armor Pack	●										
TeamBG Weapon Pack	●										
TeamBG BG2EE Weapon Pack	●										
Teddy	●	●			●	●					
Teleport	●	●	●	●	●	●	●		●		
Tempest Kit	●										
Tethyr Forest Patch	+	+	+	+	+	+	+		+	+	+
Textpatch für BG		●									
Thael	●	●	●	●							
Thalantyr Item Upgrade Mod	●	●	●	●	●	●	●				
The Bear Walker	●	●									
The Bigg Quest Pack	●		●			●					
The Bigg Tweak Pack	●	●				●					
The Black Rose Part I: Market Prices	●	●	●	●	●	●			●		
The Darkest Day	●	●	●	●	●	●	●				
The Elven Racial Package	●										
The Grey Clan Episode I: In Candlelight	●	●	●	●	●	●	●				
The Holy Hand Grenade	●		●			●					
The Jerry Zinger Show	●	●			●	●					
The Longer Road	●	●	●	●							
The Lure of the Sirine's Call	●	●	●	●		●					
The Luxley Family	●										
The Magnificient Magic Shop	●	●			●	●	●				
The One Drizzt	●					●				●	
The Silver Fur of Selûne	●	●									
The MTS Crappack	●	●	●								
The Portable Hole	●					●					
The Sellswords	●	●		●		●					
The Slithering Menace	●	●	●	●	●	●					
The Stone of Askavar	●	●	●	●	●	●					
The Undying	●										
The Unusual Oddities Shop - AbyStore	●	●		●	●	●	●				
The Vault	●		●	●	●						
The Wheels of Prophecy	●					●					
The White Queen	●	●				●					
Throne of Bhaal Extender	+	+	+	+	+	+	+		+	+	+
Throne of Bhaal Revisited	●										
Thrown Hammers	●	●	●	●	●	●	●				
Tiax	●					●					
ToB Hacks	●						●				

Tomoyo and the underground city	●								●		
Tortured Soul Quest	●	●	●	●	●	●					
Tortured Souls TS-BP	●	●	●			●					
Tortured Souls v7.04	●										
Touchstone	●										
Tower Of Deception	●	●	●	●	●	●	●	●			
Trap Revisions	●										
Trovador			●								
TS25MiniMod	●	●	●			●					●
Tsuki for BG2	●										
Tsujatha	●	●	●	●		●					
Turambar's fixes and tweaks	●	●			●						
Turnabout	●										
Turnip Golem	●	●			●	●					
Tyris Flare	●										
Uldar	●		●								
Ulrien of Cormyr: SagaMaster	●										
Umbra of T.R.O.W.	●								●		
Underrepresented Items	●	●		●	●	●					
Unfinished Business for BGII	●	●	●	●	●	●	●	●	●	●	
Unholy Gate Opening Ritual Book	●	●		●	●	●					
Unique Artifacts	●										
Unique Containers	●	●	●	●	●	●					
Valen	●	●	●	●	●	●	●		●		●
Valerie	●										
Vampire Tales	●		●								
Vanim	●	●									
VarshoonMod	●										
Vecna	●					●					
Vendedor DLAN	●		●								
Viconia Friendship	●			●		●					
Victor's Improvements Pack	●		●	●		●					
Vildra	●										
Virtue	●	●	●	●	●		●	●	●		
Volcanic Armoury	●										
Vynd	●										
Warsling Sniper	●										
Wedges BGT Adventure Pack		●									
Weimer's Item Upgrade	●										
Werewarrior fighter kit	●										
White	●										
Widescreen Mod	●		●	●			●				
Wizard Slayer Rebalancing	●					●					
Wikaede	●										
Wild Mage Additions	●	●		●		●	●				
Willie Bruce	●	●									
Worgas	●										
W_GUI beta	●		●		●	●	●				
Xan BG	●			●		●	●				
Xan's BGvoice for BG1	●										
Xan's friendship path for BG1	●	●		●		●					
Xulaye	●										
Yasraena	●	●	●	●		●					
Yikari	●			●	●	●					
YLItems	●								●		
Yoshimo Friendship	●			●			●				
Yoshimo Romance	●										
Yvette Romance	●										

Zalnoya and the Shadow Thieves	●	●			●					
Zyraen's Miscellaneous Mods	●									

WEIDU.LOG

```
// Log of Currently Installed WeiDU Mods
// The top of the file is the 'oldest' mod
// ~TP2_File~ #language_number #component_number // [Subcomponent Name -> ] Component Name [ : Version]
~TOBEX/TOBEX.TP2~ #0 #100 // TobEx - Core: Beta 0026
~TOBEX/TOBEX.TP2~ #0 #101 // Apply Concentration Check On Damage [WIP]: Beta 0026
~TOBEX/TOBEX.TP2~ #0 #102 // Awaken On Damage: Beta 0026
~TOBEX/TOBEX.TP2~ #0 #105 // No Spell Interruption On Zero Damage: Beta 0026
~TOBEX/TOBEX.TP2~ #0 #107 // Allow All Races to Dual Class: Beta 0026
~TOBEX/TOBEX.TP2~ #0 #108 // Allow Equipping Armor in Combat: Beta 0026
~TOBEX/TOBEX.TP2~ #0 #109 // Disable Experience Boost: Beta 0026
~TOBEX/TOBEX.TP2~ #0 #111 // Disable Silence On Charm: Beta 0026
~TOBEX/TOBEX.TP2~ #0 #112 // Level One Proficiency Restrictions: Beta 0026
~TOBEX/TOBEX.TP2~ #0 #113 // Remain Hidden On Pickpocket Success [C]: Beta 0026
~TOBEX/TOBEX.TP2~ #0 #114 // Rest Spawns Advance Time: Beta 0026
~TOBEX/TOBEX.TP2~ #0 #115 // Dialogue Greeting Subtitles: Beta 0026
~TOBEX/TOBEX.TP2~ #0 #116 // Enable Animation Attack Sounds: Beta 0026
~TOBEX/TOBEX.TP2~ #0 #117 // Universal Four Inventory Weapon Slots: Beta 0026
~TOBEX/TOBEX.TP2~ #0 #118 // Subtitles For Standard Soundsets: Beta 0026
~TOBEX/TOBEX.TP2~ #0 #120 // Drop Inventory on Disintegrate: Beta 0026
~TOBEX/TOBEX.TP2~ #0 #121 // Drop Inventory on Frozen Death: Beta 0026
~TOBEX/TOBEX.TP2~ #0 #122 // Drop Inventory on Stone Death: Beta 0026
~TOBEX/TOBEX.TP2~ #0 #123 // Enable Auto-Pause On All Screens: Beta 0026
~TOBEX/TOBEX.TP2~ #0 #124 // Make All Attack Animations Genuine Attacks: Beta 0026
~SETUP-ASCENSION.TP2~ #0 #0 // Ascension v1.41 (requires ToB): v1.4.24 BWP Fix
~SETUP-ASCENSION.TP2~ #0 #1 // Tougher Abazigal (optional, requires ToB): v1.4.24 BWP Fix
~SETUP-ASCENSION.TP2~ #0 #2 // Original Tougher Demogorgon (optional, requires ToB): v1.4.24 BWP Fix
~SETUP-ASCENSION.TP2~ #0 #3 // Tougher Gromnir (optional, requires ToB): v1.4.24 BWP Fix
~SETUP-ASCENSION.TP2~ #0 #4 // Tougher Illasera (optional, requires ToB): v1.4.24 BWP Fix
~SETUP-ASCENSION.TP2~ #0 #5 // Tougher Yaga-Shura (optional, requires ToB): v1.4.24 BWP Fix
~SETUP-THEUNDYING.TP2~ #0 #1 // Harder Enemies
~SETUP-OVERSIGHT.TP2~ #0 #0 // Tougher Sendai (ToB Required): 14 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #0 // BG2 Fixpack - Core Fixes: v10 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #3 // BETA Core Fixes (please check the readme!): v10 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #1000 // BG2 Fixpack - Game Text Update -> GTU Light (by Wisp): v10 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #100 // Party Gets XP for Sending Keldorn to Reconcile With Maria: v10 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #101 // Improved Spell Animations: v10 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #102 // Cromwell's Forging Actually Takes a Day: v10 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #103 // Mixed-Use Dagger Fixes: v10 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #104 // Ghreyfain's Holy Symbol Fixes: v10 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #106 // Giants Receive Penalties When Attacking Halflings,   Dwarves, and Gnomes: v10 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #107 // Remove Dual-Classing Restriction from Archers   and Stalkers: v10 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #108 // Remove Second Attribute Bonus for Evil Path in  Wrath Hell Trial: v10 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #109 // Corrected Summoned Demon Behavior: v10 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #110 // Additional Script Fixes: v10 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #111 // Bard Song Fixes: v10 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #112 // Wizard Slayers Cause Miscast Magic on Ranged Attacks: v10 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #113 // Additional Alignment Fixes: v10 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #114 // Change Free Action to Protect Against Stun: v10 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #115 // Paws from Shapeshifting Can Not Be Dispelled: v10 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #116 // Remove Thieving Start Bonuses from Bard and Ranger Skills: v10 BWP Fix
~SETUP-BDTOBV168.TP2~ #0 #0 // Baldurdash Fix Pack for ToB, v1.68 WeiDU: BG2Fixpack adaption
~SETUP-BDTOBV168.TP2~ #0 #2 // RESTORED TWISTED RUNE QUEST: BG2Fixpack adaption
~SETUP-BDTOBV168.TP2~ #0 #3 // RESTORED HINDO'S DOOM: BG2Fixpack adaption
~SETUP-BDTOBV168.TP2~ #0 #7 // Improved Nymph (Woodland Being) Script by Goeran Rimen: BG2Fixpack adaption
~IIKEYNAMES/SETUP-IIKEYNAMES.TP2~ #0 #2001 // Key Names
~1PP/1PP.TP2~ #0 #101 // 1ppv4: Core paperdolls: v4.1.0 BWP Fix
~1PP/1PP.TP2~ #0 #200 // 1ppv4: Core content patches: v4.1.0 BWP Fix
~SETUP-SOS.TP2~ #0 #0 // Shadows Over Soubar: 1.13 BWP Fix
~SETUP-CTB.TP2~ #0 #0 // Check The Bodies: 1.13a BWP Fix
~SETUP-CTB-CHORES.TP2~ #0 #0 // Candlekeep Chores: 2.2
~SETUP-CTB_FF.TP2~ #0 #0 // Check the Bodies Fast Forward, v1.1 (for CtB v1.8 or later)
~TETHYRFORESTPATCH/SETUP-TETHYRFORESTPATCH.TP2~ #0 #0 // Tethyr Forest Patch: 3b
~SETUP-CTBCUTIMP.TP2~ #0 #0 // Check the Bodies cutscene improvement
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~SETUP-ROT.TP2~ #0 #0 // Region Of Terror, v2.1: v2.1 BWP Fix
~SETUP-ROT.TP2~ #0 #1 // Region Of Terror Kit Pack: v2.1 BWP Fix
~SETUP-BGT.TP2~ #0 #0 // Baldur's Gate Trilogy - Core: 1.18 (28 Apr 13) BWP Fix
~SETUP-BGTMUSIC.TP2~ #0 #2 // Baldur's Gate Trilogy - Music -> Full Baldur's Gate/Shadows of Amn/Throne of Bhaal Music (WARNING: patches BGMain.exe)
~BGGRAPHICS/SETUP-BGGRAPHICS.TP2~ #0 #0 // BGT Extended Night and Baldur's Gate Map Fixes: v1.8
~TXTMUSIC/TXTMUSIC.TP2~ #0 #0 // Restored Textscreen Music for BG1TuTu, EasyTutu, and BGT-WeiDU: 9 (22 Mar 13)
~SETUP-NEJ2V691.TP2~ #0 #0 // Never Ending Journey Second Edition v6.91: v6.91 BWP Fix
~SETUP-NEJ2V691.TP2~ #0 #7 // Additional content for Part II (beta): v6.91 BWP Fix
~SETUP-NEJ2V691.TP2~ #0 #12 // Areas & Sounds (This component is required to play NeJ2!): v6.91 BWP Fix
~SETUP-NEJ2V691.TP2~ #0 #3 // Priest of Sylvanus (Druid) Kit and Improved Character Jaheira.: v6.91 BWP Fix
~SETUP-NEJ2V691.TP2~ #0 #5 // Boo - Familiar of Minsc (This component is not available in BG1!): v6.91 BWP Fix
~SETUP-NEJ2V691.TP2~ #0 #8 // Frostbite Animation (Turns a big wyvern into the frost wyvern. You may install and uninstall this component at any moment in the game.): v6.91 BWP Fix
~SETUP-NEJ2V691.TP2~ #0 #9 // Merchant League Bank (BGT required!): v6.91 BWP Fix
~SETUP-NEJ2V691.TP2~ #0 #10 // More Items from BG1 (a component from BGT tweaks - BGT required!): v6.91 BWP Fix
~SETUP-NEJ2V691.TP2~ #0 #6 // „Firewalker" Shar-Teel (custom kit and continuous character): v6.91 BWP Fix
~SETUP-NEJ2V694.TP2~ #0 #0 // Never Ending Journey Second Edition v6.94 (Patch)
~SETUP-TS.TP2~ #0 #0 // TORTURED SOULS v7.04: v7.04 BWP Fix
~SETUP-TS.TP2~ #0 #3 // AREAS & SOUNDS. This component is required to play the mod.: v7.04 BWP Fix
~SETUP-TDD.TP2~ #0 #0 // The Darkest Day, v1.14: v1.14
~SETUP-TDD.TP2~ #0 #1 // TDD Character Kits: v1.14
~SETUP-DARKHORIZONS.TP2~ #0 #0 // „Dark Horizons" Mod (Requires Tales of the Sword Coast, TuTu or BGT): BGT v211 BWP Fix
~DSOTSC/SETUP-DSOTSC.TP2~ #0 #5 // DSotSC for BGT-Weidu: v 2.17
~DSOTSC/SETUP-DSOTSC.TP2~ #0 #100 // Dark Side Interparty Banter: v 2.17
~DSOTSC/SETUP-DSOTSC.TP2~ #0 #200 // Extended NPC Soundsets -> Additions only: v 2.17
~DSOTSC/SETUP-DSOTSC.TP2~ #0 #400 // Alternate Bardo Portrait: v 2.17
~DSOTSC/SETUP-DSOTSC.TP2~ #0 #410 // Alternate Bub Snikt Portrait: v 2.17
~DSOTSC/SETUP-DSOTSC.TP2~ #0 #420 // Alternate Conchobhair Portrait: v 2.17
~DSOTSC/SETUP-DSOTSC.TP2~ #0 #430 // Alternate CuChoinneach Portrait: v 2.17
~DSOTSC/SETUP-DSOTSC.TP2~ #0 #440 // Alternate Ferthgil Portrait: v 2.17
~DSOTSC/SETUP-DSOTSC.TP2~ #0 #450 // Alternate Jet'laya Portrait: v 2.17
~DSOTSC/SETUP-DSOTSC.TP2~ #0 #460 // Alternate Keiria Portrait: v 2.17
~DSOTSC/SETUP-DSOTSC.TP2~ #0 #470 // Alternate Skeezer Portrait: v 2.17
~DSOTSC/SETUP-DSOTSC.TP2~ #0 #480 // Alternate Thorfinn Portrait: v 2.17
~SETUP-NTOTSC.TP2~ #0 #0 // NTotSC for BGT-Weidu: v1.70a BWP Fix
~SETUP-NTOTSCV171.TP2~ #0 #0 // Fix NTotSC Issues: v1.71 BWP Fix
~SETUP-BONEHILLV275.TP2~ #0 #0 // Secret of BoneHill (Requires BGT or Tutu): v2.75c BWP Fix
~DRIZZTSAGA/DRIZZTSAGA.TP2~ #0 #1 // The Drizzt Saga for BGEE/Tutu/BGT -> BP-BGT Worldmap version: all areas added to worldmap (requires BP-BGT Worldmap): v3.00
~DRIZZTSAGA/DRIZZTSAGA.TP2~ #0 #3 // Delayed start: Drizzt joins after Durlag's Tower: v3.00
~SETUP-VAULT.TP2~ #0 #0 // The Vault (erebusant's rework for BGT compatibility): v7.2 BWP Fix
~SETUP-VAULT.TP2~ #0 #1 // The Vault's item upgrades - Compatibility with Item Revisions. Recommended for consistency if you plan to install IR main component later: v7.2 BWP Fix
~BGQE/SETUP-BGQE.TP2~ #0 #0 // Installing the Slime Quest...: 9.1
~BGQE/SETUP-BGQE.TP2~ #0 #1 // Installing the Beregost Family Quest...: 9.1
~BGQE/SETUP-BGQE.TP2~ #0 #2 // Installing the Babysitting Quest, including the Carnival Encounter...: 9.1
~BGQE/SETUP-BGQE.TP2~ #0 #3 // Installing the Nashkel Monster Quest...: 9.1
~BGQE/SETUP-BGQE.TP2~ #0 #4 // Installing the Fallen Paladin Quest...: 9.1
~BGQE/SETUP-BGQE.TP2~ #0 #5 // Installing the Undying Love Quest...: 9.1
~BGQE/SETUP-BGQE.TP2~ #0 #6 // Installing the Orcish Lover Encounter...: 9.1
~BGQE/SETUP-BGQE.TP2~ #0 #7 // Installing the Unexpected Help Quest...: 9.1
~BGQE/SETUP-BGQE.TP2~ #0 #8 // Installing the Quest „Many little paws"...: 9.1
~BGQE/SETUP-BGQE.TP2~ #0 #9 // Drunk near Beregost Temple: 9.1
~SETUP-TGC1E.TP2~ #0 #0 // The Grey Clan Episode One: In Candlelight, BGT-WeiDU edition v1.8 -> Normal edition: v1.8.T1 BWP Fix
~SIRINESCALL/SETUP-SIRINESCALL.TP2~ #0 #0 // The Lure of the Sirine's Call: v13
~SOA/SETUP-SOA.TP2~ #0 #0 // The Stone of Askavar: 1.8 BWP Fix
~AC_QUEST/SETUP-AC_QUEST.TP2~ #1 #0 // Ascalon's Questpack: Content for BG 1: 2.00b_150205
~SETUP-NMT.TP2~ #3 #0 // Traveler-Traveller
~WBGTAP/SETUP-WBGTAP.TP2~ #0 #1 // Wedges BGT Adventure Pack: BG1 Quests: Alpha 0.2
~BW_HERBS/SETUP-BW_HERBS.TP2~ #0 #0 // Herbs and Potions Add-in (BG1 / BG1Tutu / BGT) by Baronius: v1.0.3 BWP Tweak
~THALAN/THALAN.TP2~ #0 #0 // Thalantyr - Item Upgrade: v4.0
~SETUP-LOSTITEMS.TP2~ #0 #0 // Lost Items: vR2 BWP Fix
~SETUP-LOSTITEMS.TP2~ #0 #1 // Xan has Sorcerer class: vR2 BWP Fix
~SETUP-LOSTITEMS.TP2~ #0 #2 // Monk +3 AC and +1 THAC0 Bonus: vR2 BWP Fix
~SETUP-BGEEAR.TP2~ #0 #0 // TeamBG's Armors for BG:EE, BGT and TuTu Version 1.05
~SETUP-BGEEW.TP2~ #0 #0 // TeamBG's Weapons Pack for BG:EE, BGT and TuTu Version 1.04

~ANIMUS/ANIMUS.TP2~ #0 #0 // Animus Weapon: v1.1 BWP adaption
~SETUP-WMART.TP2~ #0 #0 // Deidre and Joluv in BGT: v2
~BG1NPC/BG1NPC.TP2~ #0 #0 // The BG1 NPC Project: Required Modifications: v21_20150423
~BG1NPC/BG1NPC.TP2~ #0 #1 // The BG1 NPC Project: Banters, Quests, and Interjections: v21_20150423
~BG1NPC/BG1NPC.TP2~ #0 #2 // The BG1 NPC Project: Give Edwin his BG2 portrait: v21_20150423
~BG1NPC/BG1NPC.TP2~ #0 #3 // The BG1 NPC Project: Give Imoen her BG2 portrait: v21_20150423
~BG1NPC/BG1NPC.TP2~ #0 #4 // The BG1 NPC Project: Give Jaheira her BG2 portrait: v21_20150423
~BG1NPC/BG1NPC.TP2~ #0 #5 // The BG1 NPC Project: Give Minsc his BG2 portrait: v21_20150423
~BG1NPC/BG1NPC.TP2~ #0 #6 // The BG1 NPC Project: Give Viconia her BG2 portrait: v21_20150423
~BG1NPC/BG1NPC.TP2~ #0 #7 // The BG1 NPC Project: Kivan's „Kivan and Deheriana Companions" portrait: v21_20150423
~BG1NPC/BG1NPC.TP2~ #0 #8 // The BG1 NPC Project: Add Non-Joinable NPC portraits to quests and dialogues: v21_20150423
~BG1NPC/BG1NPC.TP2~ #0 #9 // The BG1 NPC Project: Ajantis Romance Core (teen content): v21_20150423
~BG1NPC/BG1NPC.TP2~ #0 #10 // The BG1 NPC Project: Branwen's Romance Core (teen content): v21_20150423
~BG1NPC/BG1NPC.TP2~ #0 #11 // The BG1 NPC Project: Coran's Romance Core (adult content): v21_20150423
~BG1NPC/BG1NPC.TP2~ #0 #12 // The BG1 NPC Project: Dynaheir's Romance Core (teen content): v21_20150423
~BG1NPC/BG1NPC.TP2~ #0 #13 // The BG1 NPC Project: Shar-Teel Relationship Core (adult content): v21_20150423
~BG1NPC/BG1NPC.TP2~ #0 #14 // The BG1 NPC Project: Xan's Romance Core (teen content): v21_20150423
~BG1NPC/BG1NPC.TP2~ #0 #15 // The BG1 NPC Project: Female Romance Challenges, Ajantis vs Xan vs Coran: v21_20150423
~BG1NPC/BG1NPC.TP2~ #0 #25 // Jason Compton's Accelerated Banter Script: v21_20150423
~BG1NPC/BG1NPC.TP2~ #0 #28 // The BG1 NPC Project: Bardic Reputation Adjustment: v21_20150423
~BG1NPC/BG1NPC.TP2~ #0 #31 // The BG1 NPC Project: Sarevok's Diary Adjustments -> SixofSpades Extended Sarevok's Diary: v21_20150423
~BG1NPC/BG1NPC.TP2~ #0 #200 // The BG1 NPC Project: Player-Initiated Dialogues: v21_20150423
~BG1NPCMUSIC/SETUP-BG1NPCMUSIC.TP2~ #0 #0 // The BG1 NPC Project Music Pack -> Install All Audio: v6
~INDINPC/SETUP-INDINPC.TP2~ #0 #0 // Indira NPC: v12.0 BETA 2
~MUR'NETH/MUR'NETH.TP2~ #0 #0 // The Mur'Neth NPC mod for Baldur's Gate Tutu or Baldur's Gate Trilogy-WeiDU: v11 BWP Fix
~MULGOREXAVIANPC/SETUP-MULGOREXAVIANPC.TP2~ #0 #0 // Mulgore and Xavia NPCs for BGT-WeiDU and Tutu, v5
~XANBG1FRIEND/SETUP-XANBG1FRIEND.TP2~ #0 #0 // Xan's friendship path for BG1: v9bgee
~CORANBGFRIEND/CORANBGFRIEND.TP2~ #0 #0 // Coran's Extended BG Friendship Talks: v4
~AJANTISBG1/SETUP-AJANTISBG1.TP2~ #0 #0 // Installs Ajantis BG1 Expansion Modification: 10
~SETUP-ACBRE.TP2~ #0 #0 // Breagar: Inhalte: 6.09 BWP fix
~FINCHNPC/FINCHNPC.TP2~ #0 #0 // Finch NPC: v4.0 BETA 7
~GAVIN/GAVIN.TP2~ #0 #0 // Gavin NPC for Tutu, BGT, and BG:EE: v9 beta_150317 BWP Fix
~GAVIN/GAVIN.TP2~ #0 #1 // Gavin: Romance (mature content): v9 beta_150317 BWP Fix
~GAVIN/GAVIN.TP2~ #0 #2 // Gavin: Flirts (adult content): v9 beta_150317 BWP Fix
~GAVIN/GAVIN.TP2~ #0 #4 // Gavin: Alternate Portraits -> Original portrait by berelinde (default): v9 beta_150317 BWP Fix
~GAVIN/GAVIN.TP2~ #0 #13 // Gavin: Player Initiated Dialogue: v9 beta_150317 BWP Fix
~HUPLE_NPC/SETUP-HUPLE_NPC.TP2~ #2 #0 // Huple, an NPC: v1.4
~HUPLE_NPC/SETUP-HUPLE_NPC.TP2~ #2 #1 // Huple's Dialogues.: v1.4
~CHAOSKNIGHT/SETUP-CHAOSKNIGHT.TP2~ #1 #0 // Installation of the Chaos Knight Kit for BGT: v1.3 BWP Fix
~ASKARIA/SETUP-ASKARIA.TP2~ #1 #0 // Adds a Quest mod for BGT user: v1.3
~VALERIE/VALERIE.TP2~ #0 #0 // Valerie NPC Mod for BG1 Tutu: v1
~ISRA/SETUP-ISRA.TP2~ #0 #0 // Isra NPC Mod for BG:EE, BGT and TuTu
~ISRA/SETUP-ISRA.TP2~ #0 #1 // Install Valerie/Isra crossmod banter?
~ISRA/SETUP-ISRA.TP2~ #0 #2 // Install Gavin/Isra crossmod banter?
~WHITE/WHITE.TP2~ #0 #0 // White NPC for BG:EE, BGT and TuTu
~GARRICK-TT/SETUP-GARRICK-TT.TP2~ #1 #0 // Garrick : Tales of a troubadour: 1.23
~SETUP-VYND.TP2~ #0 #0 // Vynd for BGTutu, BGT and BG:EE
~BG1RE/SETUP-BG1RE.TP2~ #0 #0 // Amount of -ahem- details and BG-style vs. description text!: v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #1 // Bardolan's Briefing, by berelinde: v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #2 // Scar's Spare Time, by jastey: v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #3 // Kim's Preoccupation, by jastey (WARNING - refer to the readme!): v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #4 // Extension of Bjornin Encounter (Personal Wound Treatment), by jastey: v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #5 // No Starch in the Maypole: v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #6 // Duke Eltan's Spare Minute, by jastey: v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #7 // Husam's Personal Preparation, by jastey: v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #8 // Laurel's Post-Hunting, by jastey: v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #9 // Bartus' Seduction, by jastey: v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #10 // Lina's Massage, by jastey: v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #11 // First Night with Quentin, by Kulyok: v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #12 // Chatting Niklos Up, by Kulyok (mature content. WARNING - refer to the readme!): v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #13 // Slythe and Krystin, by Kulyok (mature content. WARNING - refer to the readme!): v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #14 // No Regrets: v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #15 // Purchased Love, by Thimblerig: v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #16 // Hull: Heavy Duty, by Lava: v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #17 // Late Night with Jaheira, by Kulyok: v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #18 // Sil's Blessing, by Lava: v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #19 // Melicamp: The Poultry Boy, by Lava: v1.3

~BG1RE/SETUP-BG1RE.TP2~ #0 #20 // Reading with Rinnie, by Western Paladin: v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #21 // Molly the Husband-Grabber, by Kulyok: v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #22 // The Mourning of Centeol, the Spider Lady, by Lava: v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #23 // The Essential End, by Lava: v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #24 // The Harvestmen Lair, by Lava (mature content): v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #25 // The Great Zudini, by Kulyok (mature content): v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #26 // The Messenger, by Thimblerig: v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #27 // Ender Sai, the Hero's Reward, by Thimblerig (WARNING - refer to the readme!): v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #28 // The Novelists, by Thimblerig: v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #29 // The Honest Lies of Two Riversides, By Lava: v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #30 // Necromancer's Trouble, by jastey (WARNING - refer to the readme!): v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #31 // Dinner with Thalantyr, by jastey: v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #32 // Girdle of Gender Reactions, by Thimblerig, Kulyok, Domi, Lava, Lastknightleft, Twani, Jastey, Daisy Ninja Girl: v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #33 // The Surgeon's Dream, by Kulyok: v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #34 // All That Left Was, by Lava and Thimblerig: v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #35 // A Childhood Friend, by Kulyok: v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #36 // Arlene the Working Girl, by Kulyok: v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #37 // Della May from Thay, by Kulyok: v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #38 // A Dirty Guard in Candlekeep, by Kulyok (mature content. WARNING - refer to the readme!): v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #39 // Phoenix Flame, by Kulyok (mature content): v1.3
~BG1RE/SETUP-BG1RE.TP2~ #0 #40 // Mikala the Monk, by Twani: v1.3
~BG1UB/SETUP-BG1UB.TP2~ #0 #0 // Ice Island Level Two Restoration: v14.0_beta_150228
~BG1UB/SETUP-BG1UB.TP2~ #0 #1 // The Mysterious Vial: v14.0_beta_150228
~BG1UB/SETUP-BG1UB.TP2~ #0 #2 // Additional Elminster Encounter: v14.0_beta_150228
~BG1UB/SETUP-BG1UB.TP2~ #0 #3 // Angelo Notices Shar-teel: v14.0_beta_150228
~BG1UB/SETUP-BG1UB.TP2~ #0 #8 // Safana the Flirt: v14.0_beta_150228
~BG1UB/SETUP-BG1UB.TP2~ #0 #9 // Appropriate Albert and Rufie Reward: v14.0_beta_150228
~BG1UB/SETUP-BG1UB.TP2~ #0 #10 // Place Entar Silvershield in His Home: v14.0_beta_150228
~BG1UB/SETUP-BG1UB.TP2~ #0 #11 // Scar and the Sashenstar's Daughter: v14.0_beta_150228
~BG1UB/SETUP-BG1UB.TP2~ #0 #12 // Quoningar, the Cleric: v14.0_beta_150228
~BG1UB/SETUP-BG1UB.TP2~ #0 #13 // Shilo Chen and the Ogre-Magi: v14.0_beta_150228
~BG1UB/SETUP-BG1UB.TP2~ #0 #14 // Edie, the Merchant League Applicant: v14.0_beta_150228
~BG1UB/SETUP-BG1UB.TP2~ #0 #15 // Flaming Fist Mercenary Reinforcements: v14.0_beta_150228
~BG1UB/SETUP-BG1UB.TP2~ #0 #16 // Creature Corrections: v14.0_beta_150228
~BG1UB/SETUP-BG1UB.TP2~ #0 #17 // Creature Restorations: v14.0_beta_150228
~BG1UB/SETUP-BG1UB.TP2~ #0 #18 // Creature Name Restorations: v14.0_beta_150228
~BG1UB/SETUP-BG1UB.TP2~ #0 #19 // Minor Dialogue Restorations: v14.0_beta_150228
~BG1UB/SETUP-BG1UB.TP2~ #0 #20 // Audio Restorations: v14.0_beta_150228
~BG1UB/SETUP-BG1UB.TP2~ #0 #21 // Store, Tavern and Inn Fixes and Restorations: v14.0_beta_150228
~BG1UB/SETUP-BG1UB.TP2~ #0 #22 // Item Corrections and Restorations: v14.0_beta_150228
~BG1UB/SETUP-BG1UB.TP2~ #0 #23 // Area Corrections and Restorations: v14.0_beta_150228
~BG1UB/SETUP-BG1UB.TP2~ #0 #24 // Permanent Corpses: v14.0_beta_150228
~BG1UB/SETUP-BG1UB.TP2~ #0 #28 // Prism and the Emeralds Tweak: v14.0_beta_150228
~BG1UB/SETUP-BG1UB.TP2~ #0 #29 // Duke Eltan in the Harbor Master's Building: v14.0_beta_150228
~BG1UB/SETUP-BG1UB.TP2~ #0 #31 // Restored Elfsong Tavern Movie: v14.0_beta_150228
~BG1UB/SETUP-BG1UB.TP2~ #0 #27 // Sarevok's Diary Corrections: v14.0_beta_150228
~SETUP-BGSPAWN.TP2~ #0 #0 // BGSpawn system based on levels & party members (NOTE: Baldur's Gate Trilogy - BGT required): 1.12 BWP Fix
~SETUP-BGSPAWN.TP2~ #0 #1 // Choose the time between re-spawns: 1.12 BWP Fix
~SETUP-BGSPAWN.TP2~ #0 #3 // BGSpawn random encounters between areas (NOTE: Baldur's Gate Trilogy - BGT required): 1.12 BWP Fix
~SETUP-BGSPAWN.TP2~ #0 #2 // Vampiric Wolf Lord (inspired to DavidW Wolf of Ulcaster) NOTE: this changes some Vampiric Wolf in the game. It's used by BGSpawn-system: 1.12 BWP Fix
~KTWEAKS/SETUP-KTWEAKS.TP2~ #0 #1 // Add BG1 missing normal & magical weapons: v1.06
~KTWEAKS/SETUP-KTWEAKS.TP2~ #0 #2 // Add BG1 missing unique weapons: v1.06
~KTWEAKS/SETUP-KTWEAKS.TP2~ #0 #3 // Randomized assignment of BG1 missing unique weapons: v1.06
~KTWEAKS/SETUP-KTWEAKS.TP2~ #0 #301 // RP fixes: v1.06
~ITEM_REV/ITEM_REV.TP2~ #0 #0 // Item Revisions by Demivrgvs: V3 Beta 1.16
~ITEM_REV/ITEM_REV.TP2~ #0 #1 // Masterwork Weapons: V3 Beta 1.16
~SETUP-BDTOBV168.TP2~ #0 #6 // RESTORED DAK'KON'S BLADE: BG2Fixpack adaption
~KITTOMES/SETUP-KITTOMES.TP2~ #0 #0 // Kit Tomes for BG:EE, BGT and TuTu: v2.0 BWP Fix
~KITTOMES/SETUP-KITTOMES.TP2~ #0 #4 // Panver's Merchandise -> Panver Sells No Tomes: v2.0 BWP Fix
~KITTOMES/SETUP-KITTOMES.TP2~ #0 #5 // Tome Locations -> Merchandise & Quest Rewards-> Panver is in the Elfsong Tavern: v2.0 BWP Fix
~SETUP-BGTTWEAK.TP2~ #0 #100 // Eldoth reminds of Skie's ransom: 11 (5 Feb 12) BWP Fix
~SETUP-BGTTWEAK.TP2~ #0 #400 // Add Semaj's Cloak and Upgraded Koveras' Ring of Protection: 11 (5 Feb 12) BWP Fix
~SETUP-BGTTWEAK.TP2~ #0 #800 // Import more items into Shadows of Amn (WARNING: This can be considered a cheat): 11 (5 Feb 12) BWP Fix
~SETUP-BGTTWEAK.TP2~ #0 #901 // Random activated traps in the pirate cave -> Install-time randomisation: 11 (5 Feb 12) BWP Fix
~SETUP-BGTTWEAK.TP2~ #0 #1000 // Bags of the Sword Coast: 11 (5 Feb 12) BWP Fix
~SETUP-BGTTWEAK.TP2~ #0 #1200 // Arkion reacts to player's reputation: 11 (5 Feb 12) BWP Fix

~SETUP-BGTTWEAK.TP2~ #0 #1502 // Altered item shattering -> Make armor and shields shatter: 11 (5 Feb 12) BWP Fix
~SETUP-BGTTWEAK.TP2~ #0 #2001 // Protagonist's biography modifications -> Do not set BG1 biography for imported characters: 11 (5 Feb 12) BWP Fix
~SETUP-BGTTWEAK.TP2~ #0 #2100 // Exotic Weapons For Taerom: 11 (5 Feb 12) BWP Fix
~SETUP-BGTTWEAK.TP2~ #0 #2300 // Disable hostile reaction after charm: 11 (5 Feb 12) BWP Fix
~SETUP-BGTTWEAK.TP2~ #0 #2400 // Enemy items shatter: 11 (5 Feb 12) BWP Fix
~SETUP-BGTTWEAK.TP2~ #0 #2500 // Access Ulgoth's Beard west of Wyrm's Crossing only: 11 (5 Feb 12) BWP Fix
~SETUP-BGTTWEAK.TP2~ #0 #2600 // Prevent access to Durlag's Tower from adjacent areas: 11 (5 Feb 12) BWP Fix
~SETUP-BGTTWEAK.TP2~ #0 #2700 // Put Sword of Chaos +2 in Sarevok's inventory: 11 (5 Feb 12) BWP Fix
~SETUP-BGTTWEAK.TP2~ #0 #2800 // Reputation Resets at Beginning of BG2: 11 (5 Feb 12) BWP Fix
~BG_TRAVEL/SETUP-BG_TRAVEL.TP2~ #0 #0 // New travel system between Baldur's Gate City areas
~TOA/SETUP-TOA.TP2~ #1 #1 // Tales of Anegh (Weidu): v2.4
~TOA/SETUP-TOA.TP2~ #1 #10 // Creature Balancing: v2.4
~TOA/SETUP-TOA.TP2~ #1 #20 // AREA Balancing: v2.4
~TOA/SETUP-TOA.TP2~ #1 #30 // Dialog & Script Balancing: v2.4
~TOA/SETUP-TOA.TP2~ #1 #40 // Stores Balancing: v2.4
~TOA/SETUP-TOA.TP2~ #1 #50 // Item Balancing: v2.4
~GBTHFKP/GBTHFKP.TP2~ #0 #0 // Expanded Thief Stronghold: v2.20
~AJOCMOD/SETUP-AJOCMOD.TP2~ #0 #0 // AjocMod Weidu: v1.6.5 BWP Fix
~SETUP-TTSQ.TP2~ #0 #0 // The Tortured Soul Quest - WeiDU: v7
~EMAD/SETUP-EMAD.TP2~ #0 #0 // A Z-rated Adventure - an IM4 Non-Entry: v6 BWP Fix
~EMAD/SETUP-EMAD.TP2~ #0 #1 // The Promise of a Troll: v6 BWP Fix
~EMAD/SETUP-EMAD.TP2~ #0 #2 // A Bhaalspawn's Best Friend: v6 BWP Fix
~EMAD/SETUP-EMAD.TP2~ #0 #3 // Under Her Spell: v6 BWP Fix
~EMAD/SETUP-EMAD.TP2~ #0 #4 // Forgery: v6 BWP Fix
~EMAD/SETUP-EMAD.TP2~ #0 #5 // Character Medley: v6 BWP Fix
~SETUP-PLANARSPHEREMOD.TP2~ #0 #0 // PlanarSphereMod v2.6a: v2.6e BWP Fix
~SETUP-PLANARSPHEREMOD.TP2~ #0 #1 // Planar Sphere Store: v2.6e BWP Fix
~SETUP-PLANARSPHEREMOD.TP2~ #0 #2 // Waukeen's Promenade Store: v2.6e BWP Fix
~SETUP-PLANARSPHEREMOD.TP2~ #0 #3 // Planar Sphere Return v2: v2.6e BWP Fix
~TB#QUEST/TB#QUEST.TP2~ #0 #0 // The curse of Mprolla the spammer: 2.04 BWP Fix
~TB#QUEST/TB#QUEST.TP2~ #0 #1 // The curse of Mprolla the cheater: 2.04 BWP Fix
~TB#QUEST/TB#QUEST.TP2~ #0 #2 // A large battle: 2.04 BWP Fix
~TB#QUEST/TB#QUEST.TP2~ #0 #3 // Underdark Mage Duel: 2.04 BWP Fix
~BWQUEST.TP2~ #0 #0 // Black Rose Part I: Market Prices
~C#SB_SILBER/SETUP-C#SB_SILBER.TP2~ #0 #0 // Adalon's Blood - Modification for BGII by Gandalf the white: 13
~SETUP-SPGAUNT.TP2~ #0 #0 // Spellhold Gauntlet
~SETUP-SPGAUNT.TP2~ #0 #1 // Irenicus Waiting in Spellhold
~SETUP-SPGAUNT.TP2~ #0 #3 // Interjections for Spellhold Gauntlet (dialogue by Liam)
~TOD/SETUP-TOD.TP2~ #0 #0 // Tower Of Deception Mod (Requires Throne Of Bhaal): v3.3.1 BWP Fix
~TOD/SETUP-TOD.TP2~ #0 #1 // Improved Astral Shard Guardian: v3.3.1 BWP Fix
~TOD/SETUP-TOD.TP2~ #0 #2 // Encounter with Ustrain: v3.3.1 BWP Fix
~DC/SETUP-DC.TP2~ #0 #0 // Dungeon Crawl: v8
~ASSASSINATIONS/SETUP-ASSASSINATIONS.TP2~ #0 #0 // Assassinations mod for Baldur's Gate II: v11
~BACKBRYNNLAW/SETUP-BACKBRYNNLAW.TP2~ #0 #0 // Back to Brynnlaw mod for Baldur's Gate II: v4
~SELLSWORDS/SETUP-SELLSWORDS.TP2~ #0 #0 // The Sellswords mod for Baldur's Gate II: v5
~SETUP-1SYLM.TP2~ #0 #0 // Sylmar - Elves vs Orcs: v1.025 BWP Fix
~SOVEREIGN/SETUP-SOVEREIGN.TP2~ #0 #0 // Er'vonyrah - The Sovereign's Song - Pieœñ W³adaj¹cej: v1.3.2 BWP Fix
~SOVEREIGN/SETUP-SOVEREIGN.TP2~ #0 #1 // Historia pewnego Kronikarza: v1.3.2 BWP Fix
~TOTDG/SETUP-TOTDG.TP2~ #0 #0 // Colours of Infinity: Tales of the Deep Gardens: v10.0 BWP Fix
~TOTDG/SETUP-TOTDG.TP2~ #0 #1 // NPC Reactions (Aerie, Viconia, Jaheira, Anomen, Haer'Dalis, Keldorn): v10.0 BWP Fix
~TOTDG/SETUP-TOTDG.TP2~ #0 #2 // Add Deep Gardens to the Worldmap - suggested component. If this component can't be installed due to incompatibilities, skip it.: v10.0 BWP Fix
~INNERSHADE/SETUP-INNERSHADE.TP2~ #0 #0 // Colours of Infinity: Innershade: v7.0 BWP Fix
~INNERSHADE/SETUP-INNERSHADE.TP2~ #0 #2 // Talks for original Bioware NPCs: v7.0 BWP Fix
~INNERSHADE/SETUP-INNERSHADE.TP2~ #0 #6 // Add Innershade to Worldmap (You *must* pick one of these components, otherwise the mod won't run as it should.) -> Add Innershade to BP-BGT-Worldmap.: v7.0 BWP Fix
~WHITEQUEEN/WHITEQUEEN.TP2~ #0 #0 // Colours of Infinity - The White Queen: v3.4 BWP Fix
~RUKRAKIA/SETUP-RUKRAKIA.TP2~ #1 #0 // „Rukrakia NPC Romance Mode (TOB only)": v.08 BWP Fix
~ISNF/ISNF.TP2~ #0 #0 // Colours of Infinity: I Shall Never Forget: v4.4 BWP Fix
~TS25MINI/SETUP-TS25MINI.TP2~ #1 #0 // Detectable Spells (Für alle Komponente, 'Der Zielort eines Untoten' ausgenommen, notwendig): v2 BWP Fix
~TS25MINI/SETUP-TS25MINI.TP2~ #1 #1 // Das Geheimnis der Trollhöhle: v2 BWP Fix
~TS25MINI/SETUP-TS25MINI.TP2~ #1 #2 // Der Duft des Schwarzen Lotus: v2 BWP Fix
~TS25MINI/SETUP-TS25MINI.TP2~ #1 #3 // Der Zielort eines Untoten: v2 BWP Fix
~TS25MINI/SETUP-TS25MINI.TP2~ #1 #4 // Die Leiden eines Hexenmeisters: v2 BWP Fix
~TS25MINI/SETUP-TS25MINI.TP2~ #1 #5 // Die Bitte einer edlen Dame: v2 BWP Fix
~DEVIN/SETUP-DEVIN.TP2~ #1 #0 // Soothsayer: version Beta 0.00: v1 BWP Fix
~EILISTRAEE/SETUP-EILISTRAEE.TP2~ #0 #0 // Eilistraee's Song: 3.4

~EILISTRAEE/SETUP-EILISTRAEE.TP2~ #0 #2 // Worldmap addition -> Add Eilistraee's Clearing to BP-BGT-Worldmap: 3.4
~DQ/SETUP-DQ.TP2~ #0 #0 // Core Files: Fishing for Trouble by Yovaneth: v3.0 BWP Fix
~DQ/SETUP-DQ.TP2~ #0 #1 // Optional: Major character portraits: v3.0 BWP Fix
~DQ/SETUP-DQ.TP2~ #0 #2 // Optional: Add Fishing for Trouble to BP-BGT-Worldmap: v3.0 BWP Fix
~SETUP-AZENMOD.TP2~ #0 #0 // Azengaard Tactical Encounter (erebusant's revamp): v5
~SETUP-AZENMOD.TP2~ #0 #1 // Enhanced Trademeet Crypt: v5
~SETUP-AZENMOD.TP2~ #0 #2 // Enhanced Chateau Irenicus: v5
~SETUP-COM_ENCOUNTERS.TP2~ #0 #0 // Chosen of Mystra's Encounters (Requires Throne of Bhaal): v1.08 BWP Fix
~SETUP-COM_ENCOUNTERS.TP2~ #0 #1 // Would you like to install improved druid encounters?: v1.08 BWP Fix
~SETUP-COM_ENCOUNTERS.TP2~ #0 #2 // Would you like to install improved Shagbag encounters?: v1.08 BWP Fix
~SETUP-DSOA.TP2~ #0 #1 // Difficult Brown Dragon: v2.2.4 BWP Fix
~SETUP-DSOA.TP2~ #0 #4 // Ghost Shadow Dragon: v2.2.4 BWP Fix
~SETUP-DSOA.TP2~ #0 #6 // Grothgar the Red Dragon: v2.2.4 BWP Fix
~SETUP-DSOA.TP2~ #0 #8 // Curse of the Underground Shade Lord: v2.2.4 BWP Fix
~SETUP-DOFD.TP2~ #0 #0 // DofD: v3 BWP Fix
~IMPASYLUM/SETUP-IMPASYLUM.TP2~ #0 #0 // Detectable Spells (Required for the Other Components): v101
~IMPASYLUM/SETUP-IMPASYLUM.TP2~ #0 #1 // Improved Asylum Mod for BG2:ToB: v101
~IMPASYLUM/SETUP-IMPASYLUM.TP2~ #0 #2 // Spellhold Lich: v101
~IMPASYLUM/SETUP-IMPASYLUM.TP2~ #0 #3 // Improved Player Scripts: v101
~SETUP-FIRKRAAG.TP2~ #0 #0 // Super Firkraag Mod for BG2
~SETUP-IMNESVALE.TP2~ #0 #1 // Install Imnesvale Mod -> Hard: v1 BWP Fix
~SETUP-DNT.TP2~ #1 #0 // Tomoyo and the Underground City MOD v0.9 by Viracocha: v0.9 BWP Fix
~ARENA/SETUP-ARENA.TP2~ #0 #0 // The Arena Project: v1 BWP Fix
~SETUP-UOT.TP2~ #1 #0 // Umbra of T.R.O.W.: v1.0 BWP Fix
~AM/AM.TP2~ #0 #0 // Alex Macintosh PC Conversion by MTS: v5 BWP Fix
~BAGBONUS/BAGBONUS.TP2~ #0 #0 // Bonus Potioncase and Ammobelt to Deidre's store: v1.0.4
~SETUP-RGENIE.TP2~ #0 #0 // Ribald's Genie
~SETUP-BOM.TP2~ #0 #0 // Boards of Magick item pack!: v2.0 BWP Fix
~SETUP-BG2SOA.TP2~ #0 #1 // Adds Items from Baldurs Gate to SoA -> Improved Mencar Pebblecrusher (Not so cheesy method)
~SETUP-EXNEM.TP2~ #0 #0 // Exnem Vault v5, Install Items: v5 BWP Fix
~SETUP-EXNEM.TP2~ #0 #1 // Add items to creatures: v5 BWP Fix
~SETUP-EXNEM.TP2~ #0 #2 // Add items to areas (affects SOA areas only - not BGT, TDD, CtB, etc. areas): v5 BWP Fix
~FR_ROV/SETUP-FR_ROV.TP2~ #0 #0 // Freedom's Reign (SoA or ToB): v8 BWP fix
~SETUP-HEARTWOOD.TP2~ #0 #0 // Heart of the Wood (WeiDU-version): v6
~BW_HERBS_BG2/SETUP-BW_HERBS_BG2.TP2~ #0 #0 // Herbs and Potions Add-in for BG2 by Baronius: v1.0.5 BWP Patch
~SETUP-KWOLF.TP2~ #0 #0 // KWolf - new NPC (WeiDU): v1.1
~SETUP-MUNCHMOD.TP2~ #0 #0 // Munchmod: v3.3 BWP Fix
~SETUP-RITEMPACK.TP2~ #0 #0 // Enhanced Girdle of Fortitude: v2.0 BWP Fix>
~SETUP-RITEMPACK.TP2~ #0 #1 // Patrick's Chainmail: v2.0 BWP Fix>
~SETUP-RITEMPACK.TP2~ #0 #2 // Weakened Cloak of Mirroring: v2.0 BWP Fix>
~SETUP-RITEMPACK.TP2~ #0 #4 // Fixed Dragon Plate Armor: v2.0 BWP Fix>
~SETUP-RITEMPACK.TP2~ #0 #5 // Ring of Power: v2.0 BWP Fix>
~SETUP-RITEMPACK.TP2~ #0 #6 // Improved Anomen's Ring: v2.0 BWP Fix>
~SETUP-RITEMPACK.TP2~ #0 #7 // Weakened Celestial Fury: v2.0 BWP Fix>
~SETUP-RITEMPACK.TP2~ #0 #8 // BG1 Ring of Wizardry: v2.0 BWP Fix>
~SETUP-ROLLES.TP2~ #1 #0 // Rolles Safyer: v3a BWP Fix
~RTTITEMPACK/RTTITEMPACK.TP2~ #0 #0 // Install RTT Item Pack? **The items are added to the „special" store of Ribald (Adventure's Mart, Waukeen's Promenade) available after SpellHold.**: v1.2 BWP Fix
~RUAD/SETUP-RUAD.TP2~ #0 #0 // Ruad Ro'fhessa (SoA): v27 BWP Fix
~RUAD/SETUP-RUAD.TP2~ #0 #1 // Ruad Ro'fhessa (ToB): v27 BWP Fix
~TZSHOP01/SETUP-TZSHOP01.TP2~ #0 #0 // The Magnificient Magic Shop: v6
~ABYSTORE/ABYSTORE.TP2~ #0 #0 // Unusual Oddities Shop: v3.0 BWP Fix
~SETUP-UNDERREP.TP2~ #0 #0 // Underrepresented Items From Icewind Dale 2: v6 BWP Fix
~SETUP-ITEMUPGRADE.TP2~ #0 #10 // Shadows Of Amn Item Upgrades -> Revised consistency plus version: v40
~SETUP-ITEMUPGRADE.TP2~ #0 #11 // Throne Of Bhaal Item Upgrades -> Revised consistency plus version: v40
~SPITEMS/SETUP-SPITEMS.TP2~ #0 #2 // Davoran's Spell Pack
~SPITEMS/SETUP-SPITEMS.TP2~ #0 #3 // Shadow Daemon's Spells Pack
~CLIFFKEY/SETUP-CLIFFKEY.TP2~ #0 #1 // A Mod for the Orderly - Add a Keyring to Faerun! See readme for more details about the choices below. -> Consistency Plus version: v5
~SETUP-BLOODMORT.TP2~ #0 #0 // New Spell - Blood Of The Martyr: v6
~SETUP-EBG2.TP2~ #0 #0 // Additional merchant with new items: v1.1
~SETUP-EBG2.TP2~ #0 #1 // Interjections: v1.1
~SETUP-EBG2.TP2~ #0 #2 // Tomes and manuals: v1.1
~SETUP-EBG2.TP2~ #0 #4 // Additional portraits: v1.1
~SETUP-EBG2.TP2~ #0 #5 // Lost item descriptions: v1.1
~SETUP-EBG2.TP2~ #0 #6 // Dragonsuit & Glory of Balduran (ToB): v1.1
~SETUP-EBG2.TP2~ #0 #7 // New racial enemies: v1.1

~SETUP-EBG2.TP2~ #0 #9 // New kit (Knight): v1.1
~SETUP-EBG2.TP2~ #0 #14 // New kit (Crusader): v1.1
~SETUP-EBG2.TP2~ #0 #15 // New kit (Fright of Liches): v1.1
~SETUP-EBG2.TP2~ #0 #18 // Miscellaneous tweaks: v1.1
~SETUP-FOODMOD.TP2~ #0 #0 // Chosen of Mystra's Food and Herbal Mod (Requires Throne of Bhaal): v1.03 BWP Fix
~RUPERT/SETUP-RUPERT.TP2~ #0 #0 // Rupert the Dye Merchant (for BG2 or TuTu/BGT): v2.1 BWP Fix
~SETUP-VOLCANICARMOURY.TP2~ #0 #0 // Volcanic Armoury [Version 1.4]
~SETUP-ROTBARMORSET.TP2~ #0 #0 // Realm of the Bhaalspawn Armor Set: v1.0 BWP Fix
~STUFFOFTHEMAGI/SETUP-STUFFOFTHEMAGI.TP2~ #0 #0 // Stuff of the Magi: v4
~KONTWK/SETUP-KONTWK.TP2~ #0 #11 // Rod of Refuge: v2.2 BWP Fix
~KONTWK/SETUP-KONTWK.TP2~ #0 #13 // Butter Knife of Balduran: v2.2 BWP Fix
~KONTWK/SETUP-KONTWK.TP2~ #0 #14 // Hackmaster +12: v2.2 BWP Fix
~KONTWK/SETUP-KONTWK.TP2~ #0 #15 // Scipio's Barrel: v2.2 BWP Fix
~BOLSA/BOLSA.TP2~ #1 #0 // Bolsa: v4.1 BWP Fix
~CHARLI/SETUP-CHARLI.TP2~ #1 #0 // Charli, the Middleman: v2.3 BWP Fix
~SETUP-DARRON.TP2~ #1 #0 // Darron: v1.6
~NANSTEIN/NANSTEIN.TP2~ #2 #0 // Nanstein, Chief Mage Engineer of Mountain Sansimportance: V1.3
~MHORAM/MHORAM.TP2~ #1 #0 // Mhoram NPC: v2.3
~SETUP-VENDEDOR_DLAN.TP2~ #1 #0 // D'Lan Merchant for SoA v6.1: v6.1 BWP Fix
~SETUP-VENDEDOR_DLAN.TP2~ #1 #1 // D'Lan Merchant for ToB v6.1: v6.1 BWP Fix
~RECARGA.TP2~ #1 #0 // Recarga: v2.2
~ALCHEMY/SETUP-ALCHEMY.TP2~ #0 #0 // Jan's Alchemy: v6
~SETUP-SPSTUFF.TP2~ #0 #4 // Creslyn's BG2 Item Pack: v10
~MERSKSTORE/SETUP-MERSKSTORE.TP2~ #2 #0 // Mersetek: V1.1
~MYSTIGAN/SETUP-MYSTIGAN.TP2~ #1 #0 // Mystigan the Merchant(ToB Required)
~SETUP-LAVAIT.TP2~ #0 #0 // LavaIt! - BG2
~SETUP-OLDMODSPACK.TP2~ #0 #0 // OldModsPack - items, spells and shops: v2 BWP Fix
~SETUP-RFWIP.TP2~ #0 #0 // Revised Forgotten Wars Projects: Item Pack V0.1: v1.0 BWP Fix
~SETUP-HOUYI.TP2~ #2 #0 // Houyi's Advanced Arrows Shop V1.0
~SETUP-YLITEMS.TP2~ #1 #0 // YLITEMS: BWP Fix
~SETUP-YLITEMS.TP2~ #1 #1 // YLItems Addon: BWP Fix
~DRAGONSUMMON/SETUP-DRAGONSUMMON.TP2~ #0 #0 // Dragon Summoning Spell: v1
~SETUP-DSR.TP2~ #0 #0 // Demon-summoning-ritual (WeiDU): v6
~SETUP-BBBKBG.TP2~ #0 #0 // Installation of Item BBBKBG1, BBBKBG2, BBBKBG3, BBBKBG4, BBBKBG5, BBBKBG6, BBBKBG7, BBBKBG8, BBBKBG9 - Book Bag
~SETUP-BBPBAG.TP2~ #0 #0 // Installation of Item BBPBAG1, BBPBAG2, BBPBAG3, BBPBAG4, BBPBAG5, BBPBAG6, BBPBAG7, BBPBAG8, BBPBAG9 - Potion Bag
~SETUP-BBQUIV.TP2~ #0 #0 // Installation of Item BBQUIV1, BBQUIV2, BBQUIV3, BBQUIV4, BBQUIV5, BBQUIV6, BBQUIV7, BBQUIV8, BBQUIV9 - Quiver
~SETUP-BBQUIVB.TP2~ #0 #0 // Installation of Item BBQUIVB1, BBQUIVB2, BBQUIVB3, BBQUIVB4, BBQUIVB5, BBQUIVB6, BBQUIVB7, BBQUIVB8, BBQUIVB9 - Bolt Quiver
~SETUP-BBQUIVC.TP2~ #0 #0 // Installation of Item BBQUIVC1, BBQUIVC2, BBQUIVC3, BBQUIVC4, BBQUIVC5, BBQUIVC6, BBQUIVC7, BBQUIVC8, BBQUIVC9 - Ammunition Belt
~SETUP-BBSCCS.TP2~ #0 #0 // Installation of Item BBSCCS1, BBSCCS2, BBSCCS3, BBSCCS4, BBSCCS5, BBSCCS6, BBSCCS7, BBSCCS8, BBSCCS9 - Scroll Case
~SETUP-BBSCARDR.TP2~ #0 #0 // Installation of Item BBSCARDR - Scimitar of the Arch-Druid
~MUSICA.TP2~ #1 #0 // The Music of the Realms: v2.0 BWP Fix
~SWORDAP/SETUP-SWORDAP.TP2~ #0 #0 // Improved Haer'Dalis' swords (special for Kania): v2
~PORTABLEHOLE/SETUP-PORTABLEHOLE.TP2~ #0 #0 // The Portable Hole: 0.3
~SETUP-RENAL.TP2~ #1 #0 // Sir Renal
~SETUP-TROVADOR.TP2~ #0 #0 // Trovador: v2.4 BWP Fix
~HAENDLERMOD/HAENDLERMOD.TP2~ #1 #0 // Haendlermod: v1.1
~SETUP-IWDITEMPACK.TP2~ #0 #0 // Black Wolf Talisman: BWP Fix
~SETUP-IWDITEMPACK.TP2~ #0 #1 // Chain of Drakkas' Fury: BWP Fix
~SETUP-IWDITEMPACK.TP2~ #0 #2 // House of Despana Insignia: BWP Fix
~SETUP-IWDITEMPACK.TP2~ #0 #3 // Kegsplitter of Shaengarne Ford: BWP Fix
~SETUP-IWDITEMPACK.TP2~ #0 #4 // Kresselack's Full Plate Mail: BWP Fix
~SETUP-IWDITEMPACK.TP2~ #0 #5 // Mantle of the Coming Storm: BWP Fix
~SETUP-IWDITEMPACK.TP2~ #0 #6 // SkullFlail: BWP Fix
~SETUP-IWDITEMPACK.TP2~ #0 #7 // Spear of White Ash: BWP Fix
~SETUP-IWDITEMPACK.TP2~ #0 #8 // Twelve Paces: BWP Fix
~SETUP-IWDITEMPACK.TP2~ #0 #9 // Belib's Everlasting Torch: BWP Fix
~SETUP-IWDITEMPACK.TP2~ #0 #10 // Binding Sash of the Black Raven: BWP Fix
~SETUP-IWDITEMPACK.TP2~ #0 #11 // Young Ned's Knucky: BWP Fix
~SETUP-SIGIL-BD-MOD.TP2~ #1 #0 // Sigil's birthday mod
~SETUP-D2ITEM.TP2~ #0 #0 // Jamella's Diablo2 Item Store for BG2TOB v1.0
~SETUP-BG2EEAR.TP2~ #0 #0 // TeamBG's Armor Pack for BG2EE: v1.01 BWP adaption
~SETUP-BG2EEW.TP2~ #0 #0 // TeamBG's Weapons Pack for BG2:EE Version 1.01

~SETUP-AMBER.TP2~ #0 #0 // Amber the NPC MOD for BGII:SoA: v4 BWP Fix
~SEVERIAN/SETUP-SEVERIAN.TP2~ #0 #0 // SEVERIAN DE DEMERYA V.02A Auteur : Coyote Website : Contact : Livre d'or : Installation ToB requise! Consultez le ReadMe! Important : l'installation prealable du BG2Fixpack (Correctifs Principaux uniquement !) est vivement recommandee et ce, quel que soit le mod. Consultez le chapitre Conditions d'Installation de la rubrique Telechargement sur le site ! Copyright COYOTE STUDIOS 2010: v02a BWP Fix
~SETUP-BTL.TP2~ #0 #0 // Beyond the Law - Kova & Kiyone: v1.35 BWP Fix
~SETUP-BTL.TP2~ #0 #1 // Alternate Soundset for Kiyone - Female4: v1.35 BWP Fix
~SETUP-BTL.TP2~ #0 #2 // Better Balanced BTL Items: v1.35 BWP Fix
~SETUP-BTL.TP2~ #0 #3 // Portraits for Minor Non-Joinable BTL NPCs: v1.35 BWP Fix
~AJANTISBG2/SETUP-AJANTISBG2.TP2~ #1 #0 // Sir Ajantis NPC for BGII: 12
~TASHIA/SETUP-TASHIA.TP2~ #0 #0 // Tashia NPC Mod -> Full version (ToB required): v1.4 BWP Fix
~TASHIA/SETUP-TASHIA.TP2~ #0 #2 // Tashia Add-on Pack by Bri and Lord Ernie (English only, Tashia ToB Required) -> Action Style dialogues: v1.4 BWP Fix
~FADE/SETUP-FADE.TP2~ #0 #0 // Fade: An NPC for Baldur's Gate II: SoA and ToB: BETA 7.3 BWP Fix
~SETUP-KIDO.TP2~ #0 #0 // Kido the Jester (Requires Throne of Bhaal): v7.0 BWP Fix
~SETUP-KIDO.TP2~ #0 #1 // Which of Kido's portraits do you wish to install? -> Plasmocat's portraits?: v7.0 BWP Fix
~SETUP-ARIENA.TP2~ #0 #0 // Ariena the Half-orc (Requires Throne of Bhaal): v2.2 BWP Fix
~SETUP-ARIENA.TP2~ #0 #1 // Which of Ariena's portraits do you wish to install? -> Default portraits?: v2.2 BWP Fix
~SETUP-KINDREK.TP2~ #0 #0 // Kindrek v2.4 (BG2:SoA & TOB NPC) created by nethrin
~KITANYA/SETUP-KITANYA.TP2~ #0 #0 // Kitanya Conversation/Romance Mod for BG2: v6.4 BWP Fix
~STAR.TP2~ #0 #0 // SilverStar Mod: v1.93 BWP Fix
~SETUP-VALEN.TP2~ #0 #0 // Valen: v45 BWP Fix
~TSUKIBG2/TSUKIBG2.TP2~ #0 #0 // Tsuki BG2 NPC: BETA1 BWP Fix
~TSUKIBG2/TSUKIBG2.TP2~ #0 #1 // Tsuki BG2 NPC - Tsuki/Valen banters: BETA1 BWP Fix
~XAN/SETUP-XAN.TP2~ #0 #0 // Xan NPC MOD for Baldur's Gate II: v15
~XAN/SETUP-XAN.TP2~ #0 #3 // Install alternate class for Xan? -> Change Xan's class to Sorcerer: v15
~XAN/SETUP-XAN.TP2~ #0 #5 // BG1-style flaming swords: v15
~XANBG2VOICE/SETUP-XANBG2VOICE.TP2~ #0 #0 // Xan's BG2 voice for BG1, v2
~YASRAENA/SETUP-YASRAENA.TP2~ #0 #0 // Yasraena (BG2:SoA & TOB NPC) created by nethrin & Sillara of the Tamari: v16
~SETUP-ALORA.TP2~ #0 #0 // Chosen of Mystra's Alora NPC Mod (Requires Throne of Bhaal): 1.5 BWP Fix
~AURENASEPH/SETUP-AURENASEPH.TP2~ #0 #0 // Auren Aseph for BG2:ToB: v8
~THAEL/THAEL.TP2~ #3 #0 // THAEL, Elf Mage-Thief and VEL-VEVLOS, The Bloodied Blade: v2.32
~HANNA/HANNA.TP2~ #3 #0 // Hanna NPC (ToB required): v2.4 BWP Fix
~HANNA/HANNA.TP2~ #3 #1 // Expanded De´Arnise Keep: v2.4 BWP Fix
~HANNA/HANNA.TP2~ #3 #3 // Improved Hell Djinn: v2.4 BWP Fix
~HANNA/HANNA.TP2~ #3 #4 // Improved Dragon of Irenicus : v2.4 BWP Fix
~HANNA/HANNA.TP2~ #3 #5 // Improved Hell Dragon: v2.4 BWP Fix
~HANNA/HANNA.TP2~ #3 #6 // Improved Trademeet Crypt: v2.4 BWP Fix
~SETUP-KIM.TP2~ #2 #0 // Kim for BG2:SOA (ToB: required) version 1.62d
~SETUP-KIM.TP2~ #2 #1 // Installation of the readjusted axe
~SETUP-LESTER.TP2~ #2 #0 // Lester the NPC for BGII: v0.8 BWP Fix
~TIAX/SETUP-TIAX.TP2~ #0 #0 // Tiax NPC MOD for Baldur's Gate II: v3
~SARAHTOB/SETUP-SARAHTOB.TP2~ #0 #0 // Sarah NPC Romance Mod for BG2:ToB: 4 BWP Fix
~SETUP-HUBELPOT.TP2~ #0 #0 // SConrad's IM6-entry: Hubelpot Thistledown, the Vegetable Merchant NPC-mod: v1.0 BWP Fix
~SETUP-HUBELPOT.TP2~ #0 #1 // Hubelpot's Kit -> Default kit, the Totemic Druid: v1.0 BWP Fix
~ANGELO/SETUP-ANGELO.TP2~ #0 #0 // Angelo NPC MOD for Baldur's Gate II: v5
~SETUP-VAMPIRETALES.TP2~ #0 #0 // Vampire Tales (Requires Throne of Bhaal): v1.03 BWP Fix
~SETUP-VAMPIRETALES.TP2~ #0 #1 // Improved Cult of the Unseeing Eye: v1.03 BWP Fix
~SETUP-VAMPIRETALES.TP2~ #0 #2 // Improved Harper Fight: v1.03 BWP Fix
~SETUP-VAMPIRETALES.TP2~ #0 #3 // CoM Store 1: v1.03 BWP Fix
~SETUP-NIKITA.TP2~ #0 #0 // Nikita NPC Mod (Requires Throne of Bhaal)
~TOUCHED/SETUP-TOUCHED.TP2~ #0 #0 // Touch the Moon NPC (Requires Throne of Bhaal): v1.1 BWP Fix
~TOUCHED/SETUP-TOUCHED.TP2~ #0 #1 // Install Wild Elf Fighter Kit: v1.1 BWP Fix
~NINDE/NINDE.TP2~ #0 #0 // Ninde NPC Mod for BGII: v2.1
~XULAYE/XULAYE.TP2~ #0 #0 // Xulaye NPC Mod for BG2:SoA: v1.2
~XULAYE/XULAYE.TP2~ #0 #1 // Xulaye's Player Initiated Dialogues: v1.2
~XULAYE/XULAYE.TP2~ #0 #2 // Korgan Fights at the Pits: v1.2
~HALDAMIR/SETUP-HALDAMIR.TP2~ #0 #0 // Haldamir: v2 BWP Fix
~AVIM/SETUP-AVIM.TP2~ #1 #0 // Avi Maya NPC for SoA/ToB: v6.0 BWP Fix
~SAERILETH/SETUP-SAERILETH.TP2~ #0 #0 // Saerileth Romance Mod (BG2:SoA & TOB NPC) created by nethrin and Sillara: v18
~SKIE/SETUP-SKIE.TP2~ #1 #0 // Skie NPC - BG2
~WORGAS/WORGAS.TP2~ #0 #0 // Worgas: Beta v1.1 BWP Fix
~WORGAS/WORGAS.TP2~ #0 #1 // Boo as Familar: Beta v1.1 BWP Fix
~TYRISFLARE/SETUP-TYRISFLARE.TP2~ #0 #0 // Tyris Flare NPC: v7
~VARSHOON/SETUP-VARSHOON.TP2~ #0 #0 // Varshoon - an illithid NPC for BG2
~VARSHOON/SETUP-VARSHOON.TP2~ #0 #1 // New paperdoll for illithids (inventory illustration)
~GAVIN_BG2/SETUP-GAVIN_BG2.TP2~ #0 #0 // Gavin for BG2: 20111016 TOB BWP Fix
~GAVIN_BG2/SETUP-GAVIN_BG2.TP2~ #0 #1 // Gavin heals the PC when below 50% health (Can be disabled or enabled via player-initiated dialogue): 20111016 TOB BWP Fix

~GAVIN_BG2/SETUP-GAVIN_BG2.TP2~ #0 #2 // Multi-romance cheat -> Normal romance kills: 20111016 TOB BWP Fix
~SETUP-GAVIN_KICKOUT_HOTFIX.TP2~ #0 #0 // Gavin for Tutu/BGT Kick-out Hotfix: kickout_hotfix
~SETUP-GAVIN_BG2_BGT.TP2~ #0 #0 // BGT Hot-Fix for BG2 Gavin
~DARIAN/DARIAN.TP2~ #0 #0 // Darian NPC Mod for BGII: SoA & ToB: v2.4
~DARIAN/DARIAN.TP2~ #0 #4 // Sarah NPC Crossmod: v2.4
~AEON/SETUP-AEON.TP2~ #0 #0 // Aeon - BG2: 1.0 BWP Fix
~AEON/SETUP-AEON.TP2~ #0 #1 // Talk between Aeon and Xan. This component require installed Xan BG2 NPC by Kulyok.: 1.0 BWP Fix
~AEON/SETUP-AEON.TP2~ #0 #2 // Pool of Radiance: Ruins of Myth Drannor - item pack for BG2 (Caution! Items still need some fixing, but you may install the component - it won't damage the game): 1.0 BWP Fix
~YVETTE/SETUP-YVETTE.TP2~ #0 #0 // Yvette Romance - BG2 Romance Character: 2.0_Isaya BWP Fix
~YVETTE/SETUP-YVETTE.TP2~ #0 #1 // Yvette Romance - alternative class (Pure Heartwarder): 2.0_Isaya BWP Fix
~ADRIAN/SETUP-ADRIAN.TP2~ #0 #0 // Adrian for BGII: v3.1
~ARATH/ARATH.TP2~ #0 #0 // Arath NPC for BGII: SoA & ToB: v2
~DACE/DACE.TP2~ #0 #0 // Dace Linton NPC Mod for BG2:SoA & ToB: v2 BWP Fix
~GAHESH/GAHESH.TP2~ #0 #0 // Gahesh NPC
~SETUP-LENA.TP2~ #0 #1 // Lena Romance, BG2 NPC Mod: v0.4.1 BWP Fix
~ARANW/SETUP-ARANW.TP2~ #0 #0 // Install Aran Whitehand for SoA and ToB: Beta_4
~C#SOLAUFEIN/SETUP-C#SOLAUFEIN.TP2~ #0 #0 // Solaufeins Rettung: Jasteys Solaufein NPC fuer BGII: Alpha_150122
~ISRA_BG2/ISRA_BG2.TP2~ #0 #0 // Isra for BGII: v1.2
~SETUP-THEUNDYING.TP2~ #0 #0 // „The Undying" Mod
~SETUP-NEH'TANIEL.TP2~ #0 #0 // Neh'taniel NPC Mod: v5.5 BWP Fix
~FOUNDLING/FOUNDLING.TP2~ #0 #0 // Foundling: Between the Shades
~SETUP-ALASSA.TP2~ #0 #0 // Alassa NPC: v2 BWP Fix
~ALLISON/SETUP-ALLISON.TP2~ #0 #0 // Allison (One-Day NPC) v1.6: v1.8 BWP Fix
~SETUP-ANISHAI.TP2~ #0 #0 // Anishai one-day NPC: v1.5
~SETUP-BONSBRUCEV2.TP2~ #0 #0 // Bons's Bruce The Cockney Barfighter - A One-Day NPC: v2 BWP Fix
~SETUP-CASSIUS.TP2~ #0 #0 // Cassius NPC Mod (Requires Throne of Bhaal): v1.04
~SETUP-GHARETH.TP2~ #0 #0 // Ghareth NPC (Requires Throne of Bhaal): v0.91 BWP Fix
~SETUP-HESSANPC.TP2~ #0 #0 // Hessa NPC Mod (Requires Throne of Bhaal): 1.1 BWP Fix
~SETUP-JCBRUCE.TP2~ #0 #0 // Compton's Bruce the Cockney Barfighter (Requires TOB)
~SETUP-WIKAEDE.TP2~ #0 #0 // Wikaede by Moongaze: v3.4 Upgraded to Revisited v4.1
~SETUP-WILLYB.TP2~ #0 #0 // Willie Bruce (BG2:SoA & TOB NPC) created by nethrin: v3.1
~SETUP-FOXMONSTER.TP2~ #0 #0 // Moddie, „the fox monster in your backpack": v1.2
~SETUP-VILDRA.TP2~ #0 #0 // Vildra for BG2:SoA: v1.1 BWP Fix
~SETUP-JANDOR.TP2~ #0 #0 // JandorNPC-WeiDU: v2
~SETUP-ELDOTH.TP2~ #0 #0 // Eldoth - The reunion
~ROAR/SETUP-ROAR.TP2~ #0 #0 // Roar - a taciturn monk
~TEDDY/SETUP-TEDDY.TP2~ #0 #0 // Teddy - a half orkisch barbarian
~SETUP-ABSOLESTIA.TP2~ #0 #0 // Solestia an NPC for BGII SOA
~SETUP-CWS.TP2~ #0 #0 // Cloakwood Squares — The Mod: v4
~JZ/SETUP-JZ.TP2~ #0 #0 // The Jerry Zinger Show
~DEARNISE/SETUP-DEARNISE.TP2~ #0 #0 // de'Arnise Romance for Baldur's Gate II: v4
~CHLOE/CHLOE.TP2~ #0 #0 // Chloe NPC mod: v1.5 BWP Fix
~SETUP-BANTERPACK.TP2~ #0 #0 // Pocket Plane Banter Pack for BG2: Shadows of Amn: V14 BWP Fix
~SETUP-BANTERPACK.TP2~ #0 #2 // Pocket Plane Banter Pack for BG2: Throne of Bhaal: V14 BWP Fix
~SETUP-BANTERPACK.TP2~ #0 #3 // Install TOB Banter Accelerator script? (Increases the frequency of interparty banter): V14 BWP Fix
~IEPBANTERS/SETUP-IEPBANTERS.TP2~ #0 #0 // Extended NPC-NPC Interaction SoA: V4.2 BWP Fix
~IEPBANTERS/SETUP-IEPBANTERS.TP2~ #0 #1 // Extended Minsc/Aerie Interaction ToB: V4.2 BWP Fix
~IEPBANTERS/SETUP-IEPBANTERS.TP2~ #0 #2 // Imoen „Retrospection" dialogue for BGII: ToB: V4.2 BWP Fix
~IEPBANTERS/SETUP-IEPBANTERS.TP2~ #0 #3 // Wake-Up dialogue for Anomen Romance (By David Gaider with additions from Kulyok): V4.2 BWP Fix
~IEPBANTERS/SETUP-IEPBANTERS.TP2~ #0 #4 // NPC Conflict Revisions: V4.2 BWP Fix
~IEPBANTERS/SETUP-IEPBANTERS.TP2~ #0 #5 // Restored Aerie/Jaheira/Anomen interjection in Underdark: V4.2 BWP Fix
~VICONIA/SETUP-VICONIA.TP2~ #0 #0 // Viconia Friendship: v3.3
~MAZZY/SETUP-MAZZY.TP2~ #0 #0 // Mazzy Friendship: v2.2 BWP Fix
~YOSHIMO/YOSHIMO.TP2~ #0 #0 // Yoshimo Friendship Mod for BGII: SoA: 2.2
~YOSHIMOROMANCE/YOSHIMOROMANCE.TP2~ #0 #0 // Yoshimo Romance - additional romance for original BG2 non-player character
~YOSHIMOROMANCE/YOSHIMOROMANCE.TP2~ #0 #1 // Yoshimo additional talks for SoA. May be installed without or with romance (OPTIONAL)
~YOSHIMOROMANCE/YOSHIMOROMANCE.TP2~ #0 #4 // Yoshimo Romance - ToB part (OPTIONAL)
~SETUP-EDWINROMANCE.TP2~ #0 #0 // Edwin Romance: v2
~SETUP-EDWINROMANCE.TP2~ #0 #2 // Edwin flirts: v2
~SETUP-EDWINROMANCE.TP2~ #0 #3 // New ending for Viconia Romance by Laufey: v2
~TSUJATHA/SETUP-TSUJATHA.TP2~ #0 #0 // Tsujatha (BG2:SoA NPC) created by Sillara of the Tamari: v15
~IMOEN.TP2~ #0 #0 // 'Imoen Romance Add-on Mod BG2:SoA(ToB required!)v1.201': v1.202Full BWP Fix
~ALCOOL/ALCOOL.TP2~ #1 #0 // A Night out in the Taverns: V0.11
~JANQUEST/SETUP-JANQUEST.TP2~ #1 #0 // Jan's Extended Quest
~KORGAN/SETUP-KORGAN.TP2~ #1 #0 // Korgan's Redemption
~LAVALYGAR/LAVALYGAR.TP2~ #0 #0 // LaValygar - new talks with Valygar Corthala

~YESLICKNPC/YESLICKNPC.TP2~ #0 #0 // Yeslick NPC for BGII: SoA: v1.1
~SAREVOKFRIENDSHIP/SAREVOKFRIENDSHIP.TP2~ #0 #0 // Sarevok Friendship for BGII: ToB: 1
~BRANWEN/SETUP-BRANWEN.TP2~ #0 #0 // Branwen BG2 NPC mod for players and modders: v3
~CLIFFHISTORY/SETUP-CLIFFHISTORY.TP2~ #0 #0 // Cliffette's 'History' BWI contest entry: v2 BWP Fix
~SETUP-CHIARA.TP2~ #1 #0 // Chiara - A character from the Rosenranken Forum: v1.02 BWP Fix
~SETUP-ELVAN-ALL.TP2~ #0 #0 // Elvanshalee fuer SoA oder ToB Pic von Kay Allen
~SETUP-ELVAN-ALL.TP2~ #0 #1 // Elvanshalee fuer Knight Kits Pic von Kay Allen
~SETUP-GOO.TP2~ #0 #0 // Goo the Disembodied Floating Eyeball: v6
~SETUP-HORACE.TP2~ #0 #0 // Horace - BGII: v1.72 BWP Fix
~SETUP-HORACE.TP2~ #0 #1 // Bone Collector: v1.72 BWP Fix
~SETUP-KARI.TP2~ #0 #0 // Kari The Koboldgirl (Created by Moongaze): v1.3b Upgraded to Moongaze's Kari v1
~SETUP-MALTHIS.TP2~ #2 #0 // Malthis, the swashbuckler!: Version 2
~SBS.TP2~ #0 #0 // Summon Bhaalspawn: v3 BWP Fix
~SBS.TP2~ #0 #1 // Install Skie Portrait (Original Mod Portrait): v3 BWP Fix
~SETUP-VANIM.TP2~ #1 #0 // A new NPC: Vanim, a notorious assassin: v1.4 BWP Fix
~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): Beta v3 BWP Fix
~AZURE/AZURE.TP2~ #0 #1 // Azure NPC: Beta v3 BWP Fix
~SETUP-FRENNEDAN.TP2~ #1 #0 // Frennedan-Mod for Baldur's Gate II: 1.03 BWP Fix
~MAWGULNPC/SETUP-MAWGULNPC.TP2~ #1 #0 // Mawgul NPC: v2.2
~ULDAR/SETUP-ULDAR.TP2~ #1 #0 // ULDAR, the half-orc Barbarian: v0.77 BWP Fix
~ROSE/SETUP-ROSE.TP2~ #0 #0 // Rose NPC for BG:T: v0.03 OPEN BETA BWP Fix
~SETUP-LARSHA.TP2~ #1 #0 // Larsha
~SETUP-RAZIEL.TP2~ #2 #0 // Raziel NPC: v1 BWP Fix
~QUAYLE/SETUP-QUAYLE.TP2~ #0 #0 // Quayle ReDone for Baldur's Gate 2: v1 BWP Fix
~SETUP-GLORAN.TP2~ #1 #0 // Joinable NPC Gloran: v3 BWP Fix
~SETUP-AUDEN.TP2~ #0 #0 // Auden for BG2:SOA
~BG1NPCSOA.TP2~ #0 #10 // Coran and Safana Romance: v9 BWP Fix
~BG1NPCSOA.TP2~ #0 #50 // Faldorn's New Leaf: v9 BWP Fix
~BG1NPCSOA.TP2~ #0 #60 // Kivan: v9 BWP Fix
~BG1NPCSOA.TP2~ #0 #170 // Kivan: ToB: v9 BWP Fix
~BG1NPCSOA.TP2~ #0 #200 // Faldorn: ToB: v9 BWP Fix
~SETUP-COONDRED.TP2~ #0 #0 // Coondred NPC Mod for Baldur's Gate II (ToB required)
~SETUP-AIP.TP2~ #0 #0 // Adventures In Papperland: v5 BWP Fix
~SDMODS/SDMODS.TP2~ #0 #0 // Shed's Mods: v1.03 BWP FIx
~SETUP-TURNIPGOLEM.TP2~ #0 #0 // Turnip Golem Encounter: v4
~SETUP-MDX.TP2~ #0 #0 // Xmas Mod: v1.0.3 BWP Fix
~HF_HHG/SETUP-HF_HHG.TP2~ #0 #0 // The Quest for the Holy Hand Grenade: v1.3 BWP Fix
~QUALLOFIX/SETUP-QUALLOFIX.TP2~ #0 #0 // Let the cadaver crawler live: 1.14
~CAL.TP2~ #0 #0 // Install the Cal(culator) mod?
~SETUP-QUESTOR.TP2~ #0 #0 // Questor: Revised v1 BWP Fix
~SETUP-SNAKES.TP2~ #0 #0 // The Slithering Menace (for BGII:ToB only)
~CONTEST/SETUP-CONTEST.TP2~ #0 #0 // Facing the Shade Lord Again
~SETUP-BWL_CONTEST.TP2~ #0 #0 // K'aeloree's BWL Contest Items
~THOGHMA/SETUP-THOGHMA.TP2~ #2 #0 // A Quest in the service of Oghma: v1.6
~SHARDSOFICE/SETUP-SHARDSOFICE.TP2~ #0 #0 // The Price Of Friendship: v5
~SHARDSOFICE/SETUP-SHARDSOFICE.TP2~ #0 #1 // Some of My Best Friends Are Slimes: v5
~SHARDSOFICE/SETUP-SHARDSOFICE.TP2~ #0 #2 // You Could Restore the Summon Cow Spell, But Why?: v5
~SKOOTERTHENPC/SETUP-SKOOTERTHENPC.TP2~ #0 #0 // Skooter The NPC Mod for BG2:SoA (retarded content: not intended for serious people)
~LUCY/SETUP-LUCY.TP2~ #0 #0 // Lucy the Wyvern: v4
~CERBERUS/SETUP-CERBERUS.TP2~ #0 #0 // The Cerberus mod for BG2:SoA, version 1.06
~SETUP-SLANDOR.TP2~ #1 #0 // The Minotaur and Lilacor
~ZALNOYA/SETUP-ZALNOYA.TP2~ #0 #0 // Zalnoya and the Shadow Thieves
~ZALNOYA/SETUP-ZALNOYA.TP2~ #0 #1 // Standard vampire encounters fix
~SWYLIF/SWYLIF.TP2~ #0 #0 // Swylif NPC - an evil gnome who hates lettuce: v1.0 BWP Fix
~SAGAMAN/SETUP-SAGAMAN.TP2~ #0 #0 // Ulrien of Cormyr - SagaMaster
~DERATS_OGRE/SETUP-DERATS_OGRE.TP2~ #0 #0 // L'ogre et le gnome, une histoire de bleu: Version 1
~ALMAQUEST2/SETUP-ALMAQUEST2.TP2~ #1 #0 // Almaquest2
~ARESTORATIONP/SETUP-ARESTORATIONP.TP2~ #1 #0 // Restored Locations: v8.2
~ARESTORATIONP/SETUP-ARESTORATIONP.TP2~ #1 #1 // Restored Characters and Dialogs: v8.2
~ARESTORATIONP/SETUP-ARESTORATIONP.TP2~ #1 #2 // Restored Sounds: v8.2
~ARESTORATIONP/SETUP-ARESTORATIONP.TP2~ #1 #3 // Restored Items: v8.2
~ARESTORATIONP/SETUP-ARESTORATIONP.TP2~ #1 #4 // Restored Wish Options: v8.2
~ARESTORATIONP/SETUP-ARESTORATIONP.TP2~ #1 #5 // Restored XP for Minor Things: v8.2
~ARESTORATIONP/SETUP-ARESTORATIONP.TP2~ #1 #6 // Lich Deril: v8.2
~ARESTORATIONP/SETUP-ARESTORATIONP.TP2~ #1 #7 // Restored Random Encounters: v8.2
~ARESTORATIONP/SETUP-ARESTORATIONP.TP2~ #1 #8 // Minor Restorations: v8.2

~ARESTORATIONP/SETUP-ARESTORATIONP.TP2~ #1 #10 // Better Item Import: v8.2
~ARESTORATIONP/SETUP-ARESTORATIONP.TP2~ #1 #11 // Restored Final Slayer Dream: v8.2
~ARESTORATIONP/SETUP-ARESTORATIONP.TP2~ #1 #12 // Alternate Slayer Change: v8.2
~ARESTORATIONP/SETUP-ARESTORATIONP.TP2~ #1 #13 // Restored Waukeen's Promenade Cutscene: v8.2
~SETUP-RES_FIXER.TP2~ #0 #0 // Resource Fixer: v1
~BP/SETUP-BP.TP2~ #0 #0 // Big Picture, core component (required for most subcomponents): v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #10 // Patching all the existing innate spells, setting level to one.....: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #35 // Add Bags and Magic Throwing Daggers to Stores: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #60 // Custom Grandmastery (w/ extra attacks): v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1020 // Beholder Cult: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1300 // Mae Var: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1225 // Improved Kangaxx Encounter, by Kensai Ryu: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1750 // Watchers Keep Improvements: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1080 // Vampire Encounters -> Chapter 3 and 6 (no bodhi): v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1100 // Copper Coronet and Slavers: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1130 // Drizzt Encounter (Chapter 6): v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1140 // Druidic Improvements -> Druid Grove (with Druid Encounter): v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1170 // Treant Encounter: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1190 // Hell Trial Additions: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1200 // Horreds Lair: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1210 // Irenicus Dungeon Enhancements (except Duergar): v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1315 // Nalia Quests: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1330 // Tavern Brawl (In the Seven Veils): v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1350 // Planar Prison: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1375 // Planar Sphere Enhancements (including Tolgerias): v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1570 // Improved Spellhold -> Spellhold Enhancments - Full Package: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1600 // Improved Suldanessallar: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1625 // Tanners Quest: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1650 // Trademeet Enhancements: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1675 // Wand of Orcus Add-In: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1700 // Windspear Hills Enhancements: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1400 // Improved Random Encounters, by Gebhard Blucher and Kensai Ryu: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1110 // Kensai Ryu's Brown Dragon: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1120 // Kensai Ryu's Improved Crypt King: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1175 // Kensai Ryu's Gnome Fighter/Illusionist in the Docks: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1275 // Gebhard Blucher's Lich in the Docks: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1525 // Improved Small Teeth Pass, by Kensai Ryu: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1250 // Kuroisan the Acid Kensai, by Westley Weimer: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1425 // Red Badge, Poison-Based Encounter, by Westley Weimer: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1450 // The Ritual, by Westley Weimer: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1800 // ToB Improvements: v181-b4611 BWP Fix
~SETUP-SOLAUFEIN.TP2~ #0 #0 // Solaufein Romance for Baldur's Gate II (SoA & ToB): v104 BWP Fix
~RPGSOLAFLIRTPACK/SETUP-RPGSOLAFLIRTPACK.TP2~ #0 #0 // The RPG Solaufein Flirt Pack for BG2 (Rated NC17): v1.1 BWP Fix
~SETUP-SHEENA.TP2~ #0 #0 // Install A Half Dragon Tale: v1.7 BWP Fix
~KELSEY.TP2~ #0 #0 // Kelsey: V4
~KELSEY.TP2~ #0 #1 // Kelsey/Solaufein Content: Banter and Romance Conflict OPTIONAL, RECOMMENDED ONLY for use with Solaufein V60 AND ABOVE: V4
~KELSEY.TP2~ #0 #4 // Ascension-specific dialogue (Requires WeiDU Ascension, v1.4.12 or greater recommended): V4
~SETUP-GROA.TP2~ #0 #0 // Getting Rid of Anomen - A cutscene for the Kelsey romance.: v1.2
~SETUP-KETO.TP2~ #0 #0 // Keto-SOA NPC V2
~SETUP-KETO.TP2~ #0 #1 // Keto/Kelsey Interaction (Requires Kelsey-SOA)
~NATHANIEL/SETUP-NATHANIEL.TP2~ #0 #0 // Nathaniel NPC Mod for BGII: v4.3
~NATHANIEL/SETUP-NATHANIEL.TP2~ #0 #1 // Choose a portrait for Nathaniel -> Default portrait by Feuille: v4.3
~NATHANIEL/SETUP-NATHANIEL.TP2~ #0 #4 // Solaufein Conflict: v4.3
~NATHANIEL/SETUP-NATHANIEL.TP2~ #0 #5 // Kelsey Content: v4.3
~LUXLEYSOA/SETUP-LUXLEYSOA.TP2~ #0 #0 // Luxley Family Mod for BGII:SoA: v1.2 BWP Fix
~LUXLEYSOA/SETUP-LUXLEYSOA.TP2~ #0 #1 // Portraits for non-joinable NPCs: v1.2 BWP Fix
~LUXLEYSOA/SETUP-LUXLEYSOA.TP2~ #0 #2 // Nathaniel Content: v1.2 BWP Fix
~SETUP-KIARA-ZAIYA.TP2~ #0 #0 // Kiara-Zaiya for BG2 SOA: v1.6.2 BWP Fix
~SETUP-KIARA-ZAIYA.TP2~ #0 #1 // Custom Kiara-Zaiya soundset (available separately).: v1.6.2 BWP Fix
~SETUP-KIARA-ZAIYA.TP2~ #0 #2 // Alternate High level abilities by TG Maestro: v1.6.2 BWP Fix
~SETUP-KIARA-ZAIYA.TP2~ #0 #3 // Original Amaralis battles: v1.6.2 BWP Fix
~SETUP-KIARA-ZAIYA.TP2~ #0 #4 // Tougher Kiara vampire: v1.6.2 BWP Fix
~SETUP-KIARA-ZAIYA.TP2~ #0 #5 // Revised Suldalanessar: v1.6.2 BWP Fix
~SETUP-KIARA-ZAIYA.TP2~ #0 #6 // Jao and party for SOA: another tough fight: v1.6.2 BWP Fix
~IYLOS/IYLOS.TP2~ #0 #0 // Iylos NPC for BGII:ToB: 2.3
~IYLOS/IYLOS.TP2~ #0 #1 // Install extended content (PID, more interjections, friendship, scenery & plot dialogues)?: 2.3

~IYLOS/IYLOS.TP2~ #0 #6 // How much time would you like in between Iylos' PC dialogues? -> 60 Minutes: 2.3
~SETUP-NPCFLIRT.TP2~ #0 #0 // Aerie Flirt Pack For SOA: v1.03
~SETUP-NPCFLIRT.TP2~ #0 #2 // Aerie Flirt Pack For TOB: v1.03
~SETUP-NPCFLIRT.TP2~ #0 #4 // Jaheira Flirt Pack for SOA: v1.03
~SETUP-NPCFLIRT.TP2~ #0 #6 // Jaheira Flirt Pack for TOB: v1.03
~SETUP-NPCFLIRT.TP2~ #0 #8 // Viconia Flirt Pack for SOA: v1.03
~SETUP-NPCFLIRT.TP2~ #0 #10 // Viconia Flirt Pack for TOB: v1.03
~SETUP-NPCFLIRT.TP2~ #0 #12 // Anomen Flirt Pack for SOA: v1.03
~SETUP-NPCFLIRT.TP2~ #0 #14 // Anomen Flirt Pack for TOB: v1.03
~SETUP-NPCFLIRT.TP2~ #0 #1 // Aerie/Solaufein Romance Conflict For SOA (Solaufein V60 or greater recommended): v1.03
~SETUP-NPCFLIRT.TP2~ #0 #3 // Aerie/Solaufein Romance Conflict For TOB (Solaufein V60 or greater recommended): v1.03
~SETUP-NPCFLIRT.TP2~ #0 #5 // Jaheira/Solaufein Romance Conflict For SOA (Solaufein V60 or greater recommended): v1.03
~SETUP-NPCFLIRT.TP2~ #0 #7 // Jaheira/Solaufein Romance Conflict For TOB (Solaufein V60 or greater recommended): v1.03
~SETUP-NPCFLIRT.TP2~ #0 #9 // Viconia/Solaufein Romance Conflict For SOA (Solaufein V60 or greater recommended): v1.03
~SETUP-NPCFLIRT.TP2~ #0 #11 // Viconia/Solaufein Romance Conflict For TOB (Solaufein V60 or greater recommended): v1.03
~SETUP-NPCFLIRT.TP2~ #0 #13 // Anomen/Solaufein Romance Conflict For SOA (Solaufein V60 or greater recommended): v1.03
~SETUP-NPCFLIRT.TP2~ #0 #15 // Anomen/Solaufein Romance Conflict For TOB (Solaufein V60 or greater recommended): v1.03
~RE/SETUP-RE.TP2~ #0 #0 // Aerie, Anomen, Jaheira and Viconia React to Romantic Encounters: v8
~RE/SETUP-RE.TP2~ #0 #1 // Storms and Lightning, by berelinde (Weathermistress Ada, adult content): v8
~RE/SETUP-RE.TP2~ #0 #2 // Aimi's Magic, by berelinde (adult content): v8
~RE/SETUP-RE.TP2~ #0 #3 // Anishai's Deft Hands, by cmorgan: v8
~RE/SETUP-RE.TP2~ #0 #4 // An Evening with Aran, by Kulyok: v8
~RE/SETUP-RE.TP2~ #0 #5 // Bjornin's Desire, by jastey (adult content): v8
~RE/SETUP-RE.TP2~ #0 #6 // Bodhi's Allure, by Kulyok (adult content): v8
~RE/SETUP-RE.TP2~ #0 #7 // Trademeet with Guildmistress Busya, by magrat: v8
~RE/SETUP-RE.TP2~ #0 #8 // The Gambling Cambion, by Kulyok: v8
~RE/SETUP-RE.TP2~ #0 #9 // Chanelle's Gifts, by cmorgan (adult content): v8
~RE/SETUP-RE.TP2~ #0 #11 // Cyric's Test, by Kulyok: v8
~RE/SETUP-RE.TP2~ #0 #12 // A Tryst with a Pirate Lord, by Kulyok (Desharik, adult content): v8
~RE/SETUP-RE.TP2~ #0 #13 // A Lonely Dryad, by Kulyok (adult content): v8
~RE/SETUP-RE.TP2~ #0 #14 // Edwin's Softer Side, by Kulyok: v8
~RE/SETUP-RE.TP2~ #0 #15 // Eldoth' Exploits, by Kulyok: v8
~RE/SETUP-RE.TP2~ #0 #16 // Elhan's Expansion, by Kulyok: v8
~RE/SETUP-RE.TP2~ #0 #17 // Firkraag's Unsheathed Sword: v8
~RE/SETUP-RE.TP2~ #0 #18 // Gaelan's Contract, by Evaine Dian: v8
~RE/SETUP-RE.TP2~ #0 #19 // A Walk with Garren Windspear, by Kulyok: v8
~RE/SETUP-RE.TP2~ #0 #20 // Enter Haer'Dalis, by Kulyok: v8
~RE/SETUP-RE.TP2~ #0 #21 // Hendak's Heart, by jastey: v8
~RE/SETUP-RE.TP2~ #0 #22 // Ilona, a Merchant's Daughter, by Kulyok: v8
~RE/SETUP-RE.TP2~ #0 #23 // Jarlaxle's Fascinations, by Catseye: v8
~RE/SETUP-RE.TP2~ #0 #24 // A Night with Lais in Imnesvale, by Kulyok: v8
~RE/SETUP-RE.TP2~ #0 #25 // Laran's Promise, by berelinde (adult content): v8
~RE/SETUP-RE.TP2~ #0 #26 // The Love Song of Logan, Lord Coprith, by Ajnos: v8
~RE/SETUP-RE.TP2~ #0 #27 // Mekrath and Nymphology, by Kulyok: v8
~RE/SETUP-RE.TP2~ #0 #28 // Mira's Special Stock, by berelinde: v8
~RE/SETUP-RE.TP2~ #0 #29 // Noober Returns, by cmorgan: v8
~RE/SETUP-RE.TP2~ #0 #30 // Rebecca the Gypsy, by Kulyok: v8
~RE/SETUP-RE.TP2~ #0 #31 // Renal Bloodscalp: A Dangerous Affair, by cmorgan (adult content): v8
~RE/SETUP-RE.TP2~ #0 #32 // Old Ribald's Speciality, by Evaine Dian: v8
~RE/SETUP-RE.TP2~ #0 #33 // Sir Ryan Trawl, by Kulyok: v8
~RE/SETUP-RE.TP2~ #0 #34 // Saemon, a Pirate, by Kulyok (adult content): v8
~RE/SETUP-RE.TP2~ #0 #35 // Dreaming of Sendai, by Kulyok: v8
~RE/SETUP-RE.TP2~ #0 #36 // Sheri the Bardess, by cmorgan (adult content): v8
~RE/SETUP-RE.TP2~ #0 #37 // Solaufein in the Lust Chambers, by jastey: v8
~RE/SETUP-RE.TP2~ #0 #38 // Phaere's Reward, by berelinde (Talak, pleasure slave, adult content): v8
~RE/SETUP-RE.TP2~ #0 #39 // Spell Research with Teos, by Kulyok: v8
~RE/SETUP-RE.TP2~ #0 #40 // A fling with Yoshimo, by Kulyok: v8
~RE/SETUP-RE.TP2~ #0 #41 // Isabelle's Fears, by gertjanvh (adult content): v8
~RE/SETUP-RE.TP2~ #0 #42 // Anne's Rescue, by gertjanvh (adult content): v8
~RE/SETUP-RE.TP2~ #0 #44 // Valygar Romance, by Kulyok: v8
~RE/SETUP-RE.TP2~ #0 #45 // Rehearsal with Chandra, by Western Paladin: v8
~RE/SETUP-RE.TP2~ #0 #46 // Goldander Blackenrock: After a Party, by magrat: v8
~RE/SETUP-RE.TP2~ #0 #47 // A Chat with Viekang, by magrat: v8
~RE/SETUP-RE.TP2~ #0 #48 // Bravery or Folly? by Aeryn (Sarevok, adult content): v8
~RE/SETUP-RE.TP2~ #0 #49 // Blame the Moon, by Aeryn (Cernd): v8
~RE/SETUP-RE.TP2~ #0 #50 // Cernick's Confession, by Cal Jones: v8
~RE/SETUP-RE.TP2~ #0 #51 // Valygar Romance ToB, by Kulyok: v8

~RE/SETUP-RE.TP2~ #0 #52 // Minsc. Takes. A Bath, by Thimblerig: v8
~RE/SETUP-RE.TP2~ #0 #53 // Nizidramanii'yt's Vanity, by Thimblerig: v8
~RE/SETUP-RE.TP2~ #0 #10 // A Night with Coran, by magrat: v8
~HAERDALISROMANCE/HAERDALISROMANCE.TP2~ #0 #0 // Haer'Dalis Romance (SoA & ToB): v2
~NEPHELE/NEPHELE.TP2~ #0 #0 // Nephele NPC Mod for BGII: SoA & ToB: v2.2 BWP Fix
~NEPHELE/NEPHELE.TP2~ #0 #1 // Install Haer'Dalis Romance crossmod content: v2.2 BWP Fix
~PETSY/PETSY.TP2~ #0 #0 // Petsy Chattertone
~PETSY/PETSY.TP2~ #0 #1 // Petsy/Nephele crossmod banters
~FAREN/SETUP-FAREN.TP2~ #0 #0 // Faren NPC for Baldur's Gate II: v2.1 BWP Fix
~FAREN/SETUP-FAREN.TP2~ #0 #2 // Choose Faren's weapon proficiency skillset -> Rogue configuration: v2.1 BWP Fix
~FAREN/SETUP-FAREN.TP2~ #0 #3 // Ajantis Content: v2.1 BWP Fix
~FAREN/SETUP-FAREN.TP2~ #0 #4 // Amber Content: v2.1 BWP Fix
~FAREN/SETUP-FAREN.TP2~ #0 #5 // Angelo Content: v2.1 BWP Fix
~FAREN/SETUP-FAREN.TP2~ #0 #6 // Auren Aseph Content: v2.1 BWP Fix
~FAREN/SETUP-FAREN.TP2~ #0 #7 // Chloe Content: v2.1 BWP Fix
~FAREN/SETUP-FAREN.TP2~ #0 #8 // de'Arnise Romance Content: v2.1 BWP Fix
~FAREN/SETUP-FAREN.TP2~ #0 #9 // Edwin Romance Content: v2.1 BWP Fix
~FAREN/SETUP-FAREN.TP2~ #0 #10 // Fade Content: v2.1 BWP Fix
~FAREN/SETUP-FAREN.TP2~ #0 #12 // Kelsey Content: v2.1 BWP Fix
~FAREN/SETUP-FAREN.TP2~ #0 #13 // Keto Content: v2.1 BWP Fix
~FAREN/SETUP-FAREN.TP2~ #0 #14 // Luxley Family Content: v2.1 BWP Fix
~FAREN/SETUP-FAREN.TP2~ #0 #15 // Nathaniel Content: v2.1 BWP Fix
~FAREN/SETUP-FAREN.TP2~ #0 #16 // Ninde Content: v2.1 BWP Fix
~FAREN/SETUP-FAREN.TP2~ #0 #17 // Romantic Encounters Content: v2.1 BWP Fix
~FAREN/SETUP-FAREN.TP2~ #0 #18 // Saerileth Content: v2.1 BWP Fix
~FAREN/SETUP-FAREN.TP2~ #0 #19 // Sarah Content: v2.1 BWP Fix
~FAREN/SETUP-FAREN.TP2~ #0 #20 // Solaufein Content: v2.1 BWP Fix
~FAREN/SETUP-FAREN.TP2~ #0 #21 // Tsujatha Content: v2.1 BWP Fix
~FAREN/SETUP-FAREN.TP2~ #0 #22 // Xan Content: v2.1 BWP Fix
~FAREN/SETUP-FAREN.TP2~ #0 #23 // Xulaye Content: v2.1 BWP Fix
~FAREN/SETUP-FAREN.TP2~ #0 #24 // Yasraena Content: v2.1 BWP Fix
~SETUP-REVISEDBATTLES.TP2~ #0 #0 // Improved Battles - „erebusant's Patching Version" v6: v6.3 BWP Fix
~SETUP-REVISEDBATTLES.TP2~ #0 #1 // Improved Drizzt: v6.3 BWP Fix
~SETUP-REVISEDBATTLES.TP2~ #0 #2 // Improved Mencar Pebblecrusher: v6.3 BWP Fix
~SETUP-REVISEDBATTLES.TP2~ #0 #3 // Improved Mad Cleric: v6.3 BWP Fix
~SETUP-REVISEDBATTLES.TP2~ #0 #4 // Improved House Jae'llat: v6.3 BWP Fix
~SETUP-REVISEDBATTLES.TP2~ #0 #5 // Improved Lord Roenall: v6.3 BWP Fix
~SETUP-REVISEDBATTLES.TP2~ #0 #6 // Improved Master Brain: v6.3 BWP Fix
~SETUP-REVISEDBATTLES.TP2~ #0 #7 // Improved Wraith Sarevok: v6.3 BWP Fix
~SETUP-REVISEDBATTLES.TP2~ #0 #8 // Improved Cohrvale, Bregg & Alamas: v6.3 BWP Fix
~SETUP-REVISEDBATTLES.TP2~ #0 #10 // Improved Firkraag NEJ2v691 Compatibility Patch -> Improved Firkraag: v6.3 BWP Fix
~SETUP-REVISEDBATTLES.TP2~ #0 #11 // Improved Firkraag FR_ROV Compatibility Patch -> Improved Firkraag: v6.3 BWP Fix
~SETUP-REVISEDBATTLES.TP2~ #0 #12 // Improved Firkraag Romantic Encounters Compatibility Patch -> Improved Firkraag: v6.3 BWP Fix
~SETUP-REVISEDBATTLES.TP2~ #0 #13 // Improved Fire Giants (requires ToB): v6.3 BWP Fix
~SETUP-REVISEDBATTLES.TP2~ #0 #14 // Improved Shade Lord: v6.3 BWP Fix
~SETUP-REVISEDBATTLES.TP2~ #0 #15 // Improved Trademeet Crypt: v6.3 BWP Fix
~SETUP-REVISEDBATTLES.TP2~ #0 #16 // Improved Dungeon: v6.3 BWP Fix
~SETUP-REVISEDBATTLES.TP2~ #0 #17 // Much Improved Temple Sewers Party: v6.3 BWP Fix
~SETUP-REVISEDBATTLES.TP2~ #0 #18 // Improved Kiser Jhaeri (requires ToB): v6.3 BWP Fix
~SETUP-REVISEDBATTLES.TP2~ #0 #19 // Improved Falahar: v6.3 BWP Fix
~SETUP-REVISEDBATTLES.TP2~ #0 #20 // Improved Drow Pit Fights: v6.3 BWP Fix
~SETUP-REVISEDBATTLES.TP2~ #0 #21 // Improved Chromatic Demon: v6.3 BWP Fix
~SETUP-REVISEDBATTLES.TP2~ #0 #22 // Knights of Dark Renown: v6.3 BWP Fix
~SETUP-REVISEDBATTLES.TP2~ #0 #23 // Arcane Avenger Kit: v6.3 BWP Fix
~SETUP-REVISEDBATTLES.TP2~ #0 #24 // Blademaster Kit: v6.3 BWP Fix
~SETUP-REVISEDBATTLES.TP2~ #0 #25 // Demon Knight Kit: v6.3 BWP Fix
~SETUP-REVISEDBATTLES.TP2~ #0 #26 // Bastard Kit: v6.3 BWP Fix
~SETUP-REVISEDBATTLES.TP2~ #0 #27 // Modify .CRE Proficiencies, Abilities & Effects. This component MUST be installed.: v6.3 BWP Fix
~UB/SETUP-UB.TP2~ #0 #3 // „Cat and Mouse" (Bodhi hunts you in Spellhold) by Ghreyfain: v26beta2
~UB/SETUP-UB.TP2~ #0 #0 // The Kidnapping of Boo by Cliffette: v26beta2
~UB/SETUP-UB.TP2~ #0 #2 // Kalah and What He Was Promised: v26beta2
~UB/SETUP-UB.TP2~ #0 #4 // Gorje Hilldark and the Extended Illithium Quest: v26beta2
~UB/SETUP-UB.TP2~ #0 #5 // The Pai'Na/Spider's Bane Quest: v26beta2
~UB/SETUP-UB.TP2~ #0 #6 // Restored Crooked Crane Inn: v26beta2
~UB/SETUP-UB.TP2~ #0 #7 // Restored Encounters: v26beta2
~UB/SETUP-UB.TP2~ #0 #8 // Artemis Entreri in Bodhi's Lair: v26beta2
~UB/SETUP-UB.TP2~ #0 #9 // Corrected „Xzar's Creations": v26beta2

~UB/SETUP-UB.TP2~ #0 #10 // Restored Hell Minions, by SimDing0: v26beta2
~UB/SETUP-UB.TP2~ #0 #12 // Item Restorations: v26beta2
~UB/SETUP-UB.TP2~ #0 #15 // NPC Portrait Restorations: v26beta2
~UB/SETUP-UB.TP2~ #0 #16 // Corrected BAMs and Scripts: v26beta2
~UB/SETUP-UB.TP2~ #0 #17 // Corrected Character Names and Biographies: v26beta2
~UB/SETUP-UB.TP2~ #0 #18 // Restored Minor Dialogs: v26beta2
~UB/SETUP-UB.TP2~ #0 #19 // Restored Bhaalspawn Powers, by David Gaider: v26beta2
~UB/SETUP-UB.TP2~ #0 #21 // Throne of Bhaal Minor Restorations: v26beta2
~UB/SETUP-UB.TP2~ #0 #25 // The Murder of Acton Balthis, by Kulyok: v26beta2
~SETUP-D0QUESTPACK.TP2~ #0 #0 // General AI Improvements: v3.1
~SETUP-D0QUESTPACK.TP2~ #0 #1 // Creature & Area Improvements -> All Creature & Area Improvements: v3.1
~SETUP-D0QUESTPACK.TP2~ #0 #4 // Miscellaneous Enhancements -> With Additional Random Encounters: v3.1
~SETUP-D0QUESTPACK.TP2~ #0 #5 // Additional Shadow Thieves Content: v3.1
~SETUP-D0QUESTPACK.TP2~ #0 #6 // Alternative Harper/Xzar Plot: v3.1
~SETUP-D0QUESTPACK.TP2~ #0 #7 // Extended Reynald Sequence: v3.1
~SETUP-D0QUESTPACK.TP2~ #0 #8 // Intrigue In The Copper Coronet: v3.1
~SETUP-D0QUESTPACK.TP2~ #0 #9 // Rahul Kanakia's Potion Quest: v3.1
~SETUP-D0QUESTPACK.TP2~ #0 #10 // Revised Hell Trials: v3.1
~SETUP-D0QUESTPACK.TP2~ #0 #11 // Improved Oasis II -> IO2 Dialogue & Combat Enhancement: v3.1
~SETUP-D0QUESTPACK.TP2~ #0 #14 // Burglary Of The Bookkeeper: v3.1
~SETUP-D0QUESTPACK.TP2~ #0 #15 // New Fate For The Dryads' Acorns: v3.1
~SETUP-D0QUESTPACK.TP2~ #0 #16 // The Tragedy Of Besamen: v3.1
~SETUP-D0QUESTPACK.TP2~ #0 #17 // Further Slaver Involvement: v3.1
~SETUP-D0QUESTPACK.TP2~ #0 #18 // Sending The Solamnic Knights Home: v3.1
~SETUP-D0QUESTPACK.TP2~ #0 #19 // Nazariel The Lich: v3.1
~SETUP-D0QUESTPACK.TP2~ #0 #20 // Reward Negotiation: v3.1
~SETUP-D0QUESTPACK.TP2~ #0 #21 // Infernal Thievery: v3.1
~SETUP-D0QUESTPACK.TP2~ #0 #13 // Saving Sanik In Brynnlaw: v3.1
~SETUP-TURNABOUT.TP2~ #0 #0 // Ascension: Turnabout: BWP Fix
~SETUP-TURNABOUT.TP2~ #0 #1 // Balthazar Epilogue Portrait, by Cliffette: BWP Fix
~SETUP-LONGERROAD.TP2~ #0 #0 // Longer Road v 1.5: v1.5.1 BWP Fix
~SETUP-LONGERROAD.TP2~ #0 #2 // Restore Irenicus's original portrait from SoA.: v1.5.1 BWP Fix
~SETUP-TACTICS.TP2~ #0 #32 // Mike Barnes' Improved North Forest: v25; Lol's Update to v26
~SETUP-TACTICS.TP2~ #0 #33 // Mike Barnes' Marching Mountains: v25; Lol's Update to v26
~SETUP-TACTICS.TP2~ #0 #37 // Streamlined Trolls: v25; Lol's Update to v26
~SETUP-TACTICS.TP2~ #0 #3 // Improved Sahuagin City: v25; Lol's Update to v26
~SETUP-TACTICS.TP2~ #0 #34 // Slightly Tougher Demons: v25; Lol's Update to v26
~SETUP-TACTICS.TP2~ #0 #22 // Smarter Dragons in SoA: v25; Lol's Update to v26
~YIKARI/YIKARI.TP2~ #0 #0 // Yikari, a monk NPC
~YIKARI/YIKARI.TP2~ #0 #3 // Compatibility with Kuroisan (from Tactics or Big Picture)
~YIKARI/YIKARI.TP2~ #0 #4 // Compatibility with Item Upgrade SoA - Revised
~YIKARI/YIKARI.TP2~ #0 #5 // Compatibility with Item Upgrade ToB - Revised
~WHEELS/SETUP-WHEELS.TP2~ #0 #0 // The Wheels of Prophecy: v3
~CELESTIALS/SETUP-CELESTIALS.TP2~ #0 #0 // PnP Celestials: v6
~SETUP-GRIMUARS.TP2~ #0 #0 // Grimuars for BG2
~SETUP-GRIMUARS.TP2~ #0 #1 // Additional Grimuars Store
~SETUP-GRIMUARS.TP2~ #0 #3 // Tougher Gaal
~SETUP-GRIMUARS.TP2~ #0 #4 // Tougher Ardhata
~HOMEWARDBOUND/SETUP-HOMEWARDBOUND.TP2~ #0 #0 // Homeward Bound: v7 - 25 April, 2010
~HOMEWARDBOUND/SETUP-HOMEWARDBOUND.TP2~ #0 #2 // Romances end due to separation -> Original game behavior is unchanged: v7 - 25 April, 2010
~TOBR/SETUP-TOBR.TP2~ #0 #0 // Gromnir: beta 4 BWP Fix
~TOBR/SETUP-TOBR.TP2~ #0 #1 // Melissan: beta 4 BWP Fix
~TOBR/SETUP-TOBR.TP2~ #0 #2 // Solar: beta 4 BWP Fix
~TOBR/SETUP-TOBR.TP2~ #0 #3 // Yaga Shura: beta 4 BWP Fix
~TOBR/SETUP-TOBR.TP2~ #0 #4 // Grove of the Ancients: beta 4 BWP Fix
~TOBR/SETUP-TOBR.TP2~ #0 #5 // Pocket Plane: beta 4 BWP Fix
~TOBR/SETUP-TOBR.TP2~ #0 #6 // Fight Five in Any Order: beta 4 BWP Fix
~TOBR/SETUP-TOBR.TP2~ #0 #7 // Amkethran: beta 4 BWP Fix
~TOBR/SETUP-TOBR.TP2~ #0 #8 // Fire Temple: beta 4 BWP Fix
~TOBR/SETUP-TOBR.TP2~ #0 #9 // Oasis: beta 4 BWP Fix
~TOBR/SETUP-TOBR.TP2~ #0 #10 // Saradush: beta 4 BWP Fix
~TOBR/SETUP-TOBR.TP2~ #0 #12 // Cleansing the Temple: beta 4 BWP Fix
~TOBR/SETUP-TOBR.TP2~ #0 #13 // The Witch of the Wealdath: beta 4 BWP Fix
~STIVAN/SETUP-STIVAN.TP2~ #0 #0 // Stivan the Hunter -> Default portrait (Nix): Stivan the Hunter, version 1.00
~ALTERNATIVES/SETUP-ALTERNATIVES.TP2~ #0 #0 // Alternatives: v10
~G3ANNIVERSARY/SETUP-G3ANNIVERSARY.TP2~ #0 #0 // The Gibberlings Three Anniversary Mod: v9

~SAREVOKROMANCE/SAREVOKROMANCE.TP2~ #0 #0 // Aeryn's Sarevok Romance for BGII: Throne of Bhaal: 1.1
~CROSSMODBG2/SETUP-CROSSMODBG2.TP2~ #0 #0 // Crossmod Banter Pack for Shadows of Amn: v14
~CROSSMODBG2/SETUP-CROSSMODBG2.TP2~ #0 #1 // Crossmod Banter Pack for Throne of Bhaal: v14
~CROSSMODBG2/SETUP-CROSSMODBG2.TP2~ #0 #2 // Crossmod Romance Conflicts: v14
~SETUP-ACBRE.TP2~ #0 #2 // Breagar: Crossmods und PID: 6.09 BWP fix
~NPC_TWEAK.TP2~ #0 #0 // Anomen: v5
~NPC_TWEAK.TP2~ #0 #2 // Nalia: v5
~HIDDENADVENTURE/SETUP-HIDDENADVENTURE.TP2~ #0 #0 // Erweiterte Handlung um Lady Elgea: ALPHA 8
~HIDDENADVENTURE/SETUP-HIDDENADVENTURE.TP2~ #0 #1 // Ein besorgter Bauer: ALPHA 8
~HIDDENADVENTURE/SETUP-HIDDENADVENTURE.TP2~ #0 #2 // Erweiterte Anomenhandlung: ALPHA 8
~HIDDENADVENTURE/SETUP-HIDDENADVENTURE.TP2~ #0 #3 // Jerlias Erzladen: ALPHA 8
~HIDDENADVENTURE/SETUP-HIDDENADVENTURE.TP2~ #0 #4 // Elfisches heiliges Wasser im Lathander Tempel: ALPHA 8
~HIDDENADVENTURE/SETUP-HIDDENADVENTURE.TP2~ #0 #5 // Wellenklinge in Schatzkammer: ALPHA 8
~HIDDENADVENTURE/SETUP-HIDDENADVENTURE.TP2~ #0 #6 // Silberdolch in Irenicus Dungeon: ALPHA 8
~HIDDENADVENTURE/SETUP-HIDDENADVENTURE.TP2~ #0 #7 // Barden können in ihrer Feste (5 Kruegen) uebernachten: ALPHA 8
~HIDDENADVENTURE/SETUP-HIDDENADVENTURE.TP2~ #0 #8 // Leichen fuer einen guten Zweck: ALPHA 8
~HIDDENADVENTURE/SETUP-HIDDENADVENTURE.TP2~ #0 #9 // Ein Barde für die Bardenfestung: ALPHA 8
~HIDDENADVENTURE/SETUP-HIDDENADVENTURE.TP2~ #0 #10 // Silberschwert gegen Gedankenschinder und Lykanthropen: ALPHA 8
~GHOST/SETUP-GHOST.TP2~ #0 #0 // Ghost - WeiDU-version: v2.1
~SETUP-FAMILIARPACK.TP2~ #0 #0 // FamiliarPack - WeiDU: v6
~VIC.TP2~ #0 #0 // Victor's Improved Races: v2.0 BWP Fix
~VIC.TP2~ #0 #1 // Victor's Wizards Know Better(have more Lore): v2.0 BWP Fix
~VIC.TP2~ #0 #2 // Faithful Rogue Kit for BGII: v2.0 BWP Fix
~VIC.TP2~ #0 #3 // Lich Slayer Scimitar: v2.0 BWP Fix
~VIC.TP2~ #0 #4 // The Djin Merchant: v2.0 BWP Fix
~VIC.TP2~ #0 #5 // Burning Man kit for BG2(by Victor): v2.0 BWP Fix
~VIC.TP2~ #0 #6 // Romance Friendly Imprisonment(by Galactygon): v2.0 BWP Fix
~VIC.TP2~ #0 #7 // Lydia's scroll: v2.0 BWP Fix
~VIC.TP2~ #0 #9 // Victor's Special Encounters: v2.0 BWP Fix
~FADINGPROMISES/SETUP-FADINGPROMISES.TP2~ #0 #0 // Fading Promises: v7 BWP fix
~SPELL_REV/SETUP-SPELL_REV.TP2~ #0 #0 // Spell Revisions: v3.1 (Hotfix 03)
~SPELL_REV/SETUP-SPELL_REV.TP2~ #0 #10 // Deva and Planetar Animations: v3.1 (Hotfix 03)
~SPELL_REV/SETUP-SPELL_REV.TP2~ #0 #20 // Mirror Image Fix: v3.1 (Hotfix 03)
~SPELL_REV/SETUP-SPELL_REV.TP2~ #0 #30 // Dispel Magic Fix: v3.1 (Hotfix 03)
~SPELL_REV/SETUP-SPELL_REV.TP2~ #0 #40 // Cure Sleep Fix: v3.1 (Hotfix 03)
~SPELL_REV/SETUP-SPELL_REV.TP2~ #0 #50 // Remove Disabled Spells from Spell Selection Screens: v3.1 (Hotfix 03)
~SETUP-FAIRYDRAGON.TP2~ #0 #0 // Authentic mischiefous Fairy Dragon: v6
~SETUP-SEMI_MULTI_CLERICS.TP2~ #0 #0 // Semi-multi-clerics
~SETUP-BINFINITYSOUNDS.TP2~ #0 #0 // Restored BG1 Spell Casting Voices: v1.2
~SETUP-BINFINITYSOUNDS.TP2~ #0 #1 // Restored BG1 Spell Sound Effects: v1.2
~SETUP-BINFINITYSOUNDS.TP2~ #0 #2 // Restored BG1 Weapon Attack Sound Effects: v1.2
~SETUP-BINFINITYSOUNDS.TP2~ #0 #3 // Restored BG1 Armor Hit Sound Effects: v1.2
~SETUP-BINFINITYSOUNDS.TP2~ #0 #4 // Restored BG1 Armor Movement Sound Effects: v1.2
~SETUP-BINFINITYSOUNDS.TP2~ #0 #6 // Restored Chunked Death Sound Effect -> Alternate BG1 Sound Effect (Gore): v1.2
~SETUP-BINFINITYSOUNDS.TP2~ #0 #7 // Restored Gulp! Sound Effect: v1.2
~SETUP-BINFINITYSOUNDS.TP2~ #0 #8 // Restored BG1 Interface Sound Effects: v1.2
~SETUP-BINFINITYSOUNDS.TP2~ #0 #9 // Restored BG1 Character Soundsets (English): v1.2
~SETUP-BINFINITYSOUNDS.TP2~ #0 #10 // Additional BG1 Designer Soundsets (English): v1.2
~SETUP-SPELLPACKB6.TP2~ #0 #1116 // Battlefate: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1119 // Call Upon Faith: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1113 // Doom: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1105 // Entangle: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1131 // Faerie Fire: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1106 // Magical Stone: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1109 // Sanctuary: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1110 // Shillelagh: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1151 // Sunscorch: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1217 // Alicorn Lance: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1223 // Beast Claw: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1203 // Chant: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1206 // Flame Blade: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1242 // Moment: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1243 // Moon Motes: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1246 // Produce Flame: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1250 // Seeking: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1211 // Silence 15' Radius: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1213 // Spiritual Hammer: BWP Fix

~SETUP-SPELLPACKB6.TP2~ #0 #1302 // Call Lightning: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1328 // Cloudburst: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1336 // Elysium's Tears: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1313 // Holy Smite, Unholy Blight: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1309 // Invisibility Purge: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1310 // Miscast Magic: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1347 // Mold Touch: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1348 // Moonblade: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1350 // Prayer: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1351 // Random Casualty: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1353 // Spike Growth: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1354 // Storm Shell: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1361 // Wheel of Bones: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1419 // Adamantite Mace: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1422 // Blood Rage: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1427 // Cloud of Pestilence: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1431 // Dimensional Folding: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1405 // Mental Domination: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1449 // Produce Fire: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1453 // Recitation: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1458 // Static Charge: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1459 // Thorn Spray: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1518 // Animal Rage: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1503 // Flame Strike: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1517 // Insect Plague: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1506 // Ironskin: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1535 // Produce Ice: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1539 // Shield of Lathander: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1540 // Smashing Wave: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1541 // Spike Stones: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1515 // Undead Ward: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1544 // Wall of Fire: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1603 // Blade Barrier: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1621 // Entropy Shield: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1628 // Hammer of Retribution: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1637 // Seclusion: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1614 // Sol's Searing Orb: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1645 // Whirlwind: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1720 // Earthquake: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1705 // Fire Storm: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1740 // Greater Shield of Lathander: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1743 // Mist of Eldath: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1716 // Spacewarp: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #1728 // Implosion: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2102 // Armor: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2103 // Burning Hands: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2104 // Charm Person and Charm Person or Mammal: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2117 // Chill Touch: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2105 // Color Spray: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2107 // Friends: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2119 // Larloch's Minor Drain: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2116 // Sleep: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2125 // Spook: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2217 // Agannazar's Scorcher: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2203 // Detect Invisibility: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2204 // Fog Cloud: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2238 // Gedlee's Electric Loop: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2224 // Glitterdust: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2240 // Hypnotic Pattern: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2207 // Knock: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2211 // Melf's Acid Arrow: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2253 // Pyrotechnics (Wizard and Priest): BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2213 // Stinking Cloud: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2219 // Vocalize: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2215 // Web: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2331 // Blink: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2304 // Fireball: BWP Fix

~SETUP-SPELLPACKB6.TP2~ #0 #2303 // Flame Arrow: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2317 // Ghost Armor: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2305 // Haste and Slow (required for component „Improved Haste“): BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2307 // Invisibility 10-foot radius: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2308 // Lightning Bolt: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2314 // Vampiric Touch: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2315 // Wraithform: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2401 // Confusion (Wizard and Priest): BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2402 // Dimension Door: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2412 // Minor Malison and Greater Malison: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2404 // Ice Storm: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2405 // Improved Invisibility: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2450 // Mordenkainen’s Force Missiles: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2413 // Otiluke’s Resilient Sphere: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2459 // Shout: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2425 // Wizard Eye: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2501 // Animate Dead (Wizard and Priest): BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2508 // Chaos: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2502 // Cloudkill: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2503 // Cone of Cold: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2506 // Domination: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2511 // Invulnerability to Normal Weapons and Invulnerability to Magical Weapons (formerly called Protection from Normal/Magical Weapons): BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2514 // Lower Resistance: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2505 // Shadow Door: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2549 // Shroud of Flame: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2615 // Chain Lightning: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2614 // Death Fog: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2605 // Death Spell: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2616 // Disintegrate: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2619 // Improved Slow: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2607 // Mislead: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2648 // Reincarnation (Wizard and Priest): BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2731 // Charm Plants: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2713 // Finger of Death (Wizard and Priest): BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2736 // Guardian Mantle: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2721 // Mass Invisibility: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2716 // Mordenkainen’s Sword: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2743 // Persistence: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2714 // Prismatic Spray: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2812 // Abi-Dalzim’s Horrid Wilting: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2821 // Deathbolt: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2827 // Great Shout: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2810 // Incendiary Cloud: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2814 // Otto’s Irresistible Dance: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2915 // Black Blade of Disaster: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2911 // Meteor Swarm: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2912 // Power Word, Kill: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2909 // Time Stop: BWP Fix
~SETUP-SPELLPACKB6.TP2~ #0 #2913 // Wail of the Banshee: BWP Fix
~TELEPORT/TELEPORT.TP2~ #1 #0 // Teleport spell for BG2:SoA: v14 BWP Fix
~TELEPORT/TELEPORT.TP2~ #1 #1 // Teleport spell for BG2:ToB: v14 BWP Fix
~DRIZZTISNOTSTUPID/SETUP-DRIZZTISNOTSTUPID.TP2~ #0 #0 // Drizzt Is Not Stupid: v1.1
~SETUP-DUNGEONBEGONE.TP2~ #0 #0 // Dungeon Be Gone V1.6
~PCVAMP/SETUP-PCVAMP.TP2~ #1 #0 // Dawn of Vampirism: v1.1
~SETUP-DROWS.TP2~ #0 #0 // Drows: v1.1
~NPCKIT/NPCKIT.TP2~ #0 #30 // Improved Specialist Mage Descriptions: v4 BWP fix
~NPCKIT/NPCKIT.TP2~ #0 #31 // Replace Berserker Kit with Battlerager for Dwarves: v4 BWP fix
~NPCKIT/NPCKIT.TP2~ #0 #400 // Anomen Gains Helm Kit on Passing Knighthood Test: v4 BWP fix
~NPCKIT/NPCKIT.TP2~ #0 #900 // Add Red Wizard to Edwin’s Kit Description: v4 BWP fix
~NPCKIT/NPCKIT.TP2~ #0 #2100 // Change Korgan’s Kit to Battlerager: v4 BWP fix
~NPCKIT/NPCKIT.TP2~ #0 #2200 // Give Mazzy a Proper Truesword of Arvoreen Kit: v4 BWP fix
~NPCKIT/NPCKIT.TP2~ #0 #2300 // Change Minsc’s Title to Rashemaar Ranger: v4 BWP fix
~NPCKIT/NPCKIT.TP2~ #0 #2500 // Give Nalia Adventurer Kit: v4 BWP fix
~NPCKIT/NPCKIT.TP2~ #0 #2510 // Give Nalia a Mage Kit -> Abjurer: v4 BWP fix
~NPCKIT/NPCKIT.TP2~ #0 #2800 // Give Sarevok a Proper Deathbringer Kit: v4 BWP fix
~KITRTT.TP2~ #0 #0 // Amazon: v1.3

~KITRTT.TP2~ #0 #1 // Gladiator: v1.3
~KITRTT.TP2~ #0 #2 // Investigator: v1.3
~KITRTT.TP2~ #0 #3 // Halfling Thrower: v1.3
~KITRTT.TP2~ #0 #4 // Samurai: v1.3
~KITRTT.TP2~ #0 #5 // Giant Slayer: v1.3
~KITRTT.TP2~ #0 #6 // Anti-paladin: v1.3
~KITRTT.TP2~ #0 #7 // Dark Knight: v1.3
~KITRTT.TP2~ #0 #8 // Elf Paladin: v1.3
~KITRTT.TP2~ #0 #9 // Messiah: v1.3
~KITRTT.TP2~ #0 #10 // Arcane: v1.3
~KITRTT.TP2~ #0 #11 // Elementalist: v1.3
~KITRTT.TP2~ #0 #12 // Time Keeper: v1.3
~KITRTT.TP2~ #0 #13 // Dark Ranger: v1.3
~KITRTT.TP2~ #0 #14 // Enticer: v1.3
~KITRTT.TP2~ #0 #15 // Priest of Cyric: v1.3
~KITRTT.TP2~ #0 #16 // Priest of Mask: v1.3
~KITRTT.TP2~ #0 #17 // Priest of Mystra: v1.3
~KITRTT.TP2~ #0 #18 // Priest of Tempus: v1.3
~KITRTT.TP2~ #0 #19 // Dark Druid: v1.3
~KITRTT.TP2~ #0 #20 // Warden of the Water: v1.3
~KITRTT.TP2~ #0 #21 // Warden of the Fire: v1.3
~KITRTT.TP2~ #0 #22 // Warden of the Wind: v1.3
~KITRTT.TP2~ #0 #23 // Treasure Hunter: v1.3
~KITRTT.TP2~ #0 #24 // Scoundrel: v1.3
~KITRTT.TP2~ #0 #25 // Gentleman: v1.3
~KITRTT.TP2~ #0 #26 // Ninja: v1.3
~KITRTT.TP2~ #0 #27 // Golem Trainer: v1.3
~KITRTT.TP2~ #0 #28 // Juggler: v1.3
~KITRTT.TP2~ #0 #29 // Minstrel: v1.3
~KITRTT.TP2~ #0 #30 // Items and Spells (you can't skip this component): v1.3
~SETUP-PPK.TP2~ #1 #0 // Prestige Kit Pack Basic: BWP Fix
~SETUP-PPK.TP2~ #1 #1 // Dreadnought: BWP Fix
~SETUP-PPK.TP2~ #1 #2 // Blackguard: BWP Fix
~SETUP-PPK.TP2~ #1 #3 // Ssaulabi: BWP Fix
~SETUP-PPK.TP2~ #1 #4 // Priest of Tempus: BWP Fix
~SETUP-PPK.TP2~ #1 #5 // Priest of Ohgma: BWP Fix
~SETUP-PPK.TP2~ #1 #6 // Champion: BWP Fix
~SETUP-PPK.TP2~ #1 #7 // Mystic Fire: BWP Fix
~SETUP-PPK.TP2~ #1 #8 // Duelist: BWP Fix
~SETUP-PPK.TP2~ #1 #9 // Tempest: BWP Fix
~SETUP-PPK.TP2~ #1 #10 // Trickster: BWP Fix
~SETUP-PPK.TP2~ #1 #11 // Shadowdancer: BWP Fix
~SETUP-PPK.TP2~ #1 #12 // Red Dragon Disciple: BWP Fix
~SETUP-PPK.TP2~ #1 #13 // Blue Dragon Disciple: BWP Fix
~SETUP-PPK.TP2~ #1 #14 // Green Dragon Disciple: BWP Fix
~SETUP-PPK.TP2~ #1 #15 // White Dragon Disciple: BWP Fix
~SETUP-PPK.TP2~ #1 #16 // Elementalist: BWP Fix
~SETUP-PPK.TP2~ #1 #17 // Shadowdruid: BWP Fix
~SETUP-CRUSADE.TP2~ #0 #0 // Champion of Torm: v4.3 BWP Fix
~SETUP-CRUSADE.TP2~ #0 #1 // Energist: v4.3 BWP Fix
~SETUP-CRUSADE.TP2~ #0 #2 // Adventurer: v4.3 BWP Fix
~SETUP-CRUSADE.TP2~ #0 #3 // Crusader Items: v4.3 BWP Fix
~SETUP-LOHMOD.TP2~ #0 #0 // New Creature Animation: v1.0 BWP Fix
~SETUP-LOHMOD.TP2~ #0 #1 // New Creatures: v1.0 BWP Fix
~SETUP-LOHMOD.TP2~ #0 #2 // Disciple Of Dispater The Fighter Kit: v1.0 BWP Fix
~SETUP-LOHMOD.TP2~ #0 #3 // Disciple Of Mammon The Thief Kit: v1.0 BWP Fix
~SETUP-LOHMOD.TP2~ #0 #4 // Disciple Of Mephistopheles The Fighter Kit: v1.0 BWP Fix
~SETUP-LOHMOD.TP2~ #0 #5 // Disciple Of Baalzebul The Thief Kit: v1.0 BWP Fix
~SETUP-LOHMOD.TP2~ #0 #6 // Disciple Of Asmodeus The Cleric Kit: v1.0 BWP Fix
~IK/SETUP-IK.TP2~ #0 #0 // Mystic Pyromaniac: v0.9b BWP Fix
~IK/SETUP-IK.TP2~ #0 #1 // Silver Mirror: v0.9b BWP Fix
~IK/SETUP-IK.TP2~ #0 #2 // White Raven: v0.9b BWP Fix
~IK/SETUP-IK.TP2~ #0 #3 // Aquarius: v0.9b BWP Fix
~IK/SETUP-IK.TP2~ #0 #4 // Stray Dog Kit: v0.9b BWP Fix
~IK/SETUP-IK.TP2~ #0 #5 // Witch's Bastard Kit: v0.9b BWP Fix
~IK/SETUP-IK.TP2~ #0 #6 // Wind Apprentice: v0.9b BWP Fix
~IK/SETUP-IK.TP2~ #0 #7 // Priest of Eight Million Gods: v0.9b BWP Fix

~KITPACK6/SETUP-KITPACK6.TP2~ #0 #1 // Shieldbearer kit
~KITPACK6/SETUP-KITPACK6.TP2~ #0 #2 // Sniper kit
~KITPACK6/SETUP-KITPACK6.TP2~ #0 #3 // Bowman kit
~KITPACK6/SETUP-KITPACK6.TP2~ #0 #4 // Archer kit changes
~KITPACK6/SETUP-KITPACK6.TP2~ #0 #5 // Mystic Marksman kit
~KITPACK6/SETUP-KITPACK6.TP2~ #0 #6 // Huntsman of Silvanus kit
~KITPACK6/SETUP-KITPACK6.TP2~ #0 #7 // Spellshafter kit
~KITPACK6/SETUP-KITPACK6.TP2~ #0 #8 // Martyr kit
~SETUP-VAGRANT.TP2~ #0 #0 // Improved Anvil Lite for TOB - Vagrant Kit
~SETUP-VAGRANT.TP2~ #0 #1 // Improved Anvil Lite for TOB - Auramaster Kit
~SETUP-VAGRANT.TP2~ #0 #2 // Improved Anvil Lite for TOB - Riskbreaker Kit
~SETUP-VAGRANT.TP2~ #0 #3 // Improved Anvil Lite for TOB - Items
~SETUP-CONDUCTOR.TP2~ #0 #0 // Conductor Kit (Bard)
~SETUP-CONDUCTOR.TP2~ #0 #1 // Haer'Dalis the Conductor
~SETUP-HARPSCOUT.TP2~ #0 #0 // Harper scout kit for thief
~SETUP-HARPSCOUT.TP2~ #0 #1 // Harper scout kit for bard
~SETUP-HARPSCOUT.TP2~ #0 #2 // Additional Harpers items
~PIRATE/SETUP-PIRATE.TP2~ #1 #0 // Pirate Kit v1.1: v1
~PIRATE/SETUP-PIRATE.TP2~ #1 #2 // Species of the parrot, Coco -> Blue-and-yellow macaw (green-blue-yellow) : v1
~PIRATE/SETUP-PIRATE.TP2~ #1 #6 // Regional innate gifts -> Pirate of Zakhara: Ultimate Grand Mastery of the scimitar (6th proficiency slot available): For the pirates of the burning sands of Zakhara, scimitars are handled with such skill that they are considered as 2-handed weapons +1, thus benefiting from the same advantages in terms of damage, without the disadvantage of -2 to movement speed due the weight of the latter. : v1
~SETUP-LYRIC.TP2~ #0 #0 // Lyric Bard Kit for BGII
~CHANTERKIT/SETUP-CHANTERKIT.TP2~ #0 #0 // Chanter Kit
~SETUP-ROGUE-SWITCH.TP2~ #0 #0 // Lux Bardkit, v1, August to October 2009, v1.1 Jan 2010, v1.2 Apr 2010, v1.3 Jun 2010: v1.2
~A4AUROR/SETUP-A4AUROR.TP2~ #0 #0 // Auror Ranger Class Kit for BGII - ToB: v4.1
~BEARWALKER/SETUP-BEARWALKER.TP2~ #0 #0 // BEAR WALKER KIT -> Standard version <RECOMMENDED> This version uses the real werebear animation but REQUIRES the [Infinity Animation core mod] to be installed.
~SETUP-AVENGERKIT.TP2~ #0 #0 // Holy Avenger Paladin Kit -> AvengerKit - TrashMan's Mod: v1.02 BWP Fix
~SETUP-AVENGERKIT.TP2~ #0 #1 // Extra Items -> Extra Items: v1.02 BWP Fix
~SETUP-AVENGERKIT.TP2~ #0 #2 // Sundelessanar NPC changes (boost elven fighters with better stats and some of the new items)REQUIRES EXTRA ITEMS -> Elven Supremacy: v1.02 BWP Fix
~SETUP-AVENGERKIT.TP2~ #0 #3 // Black Dragon help (a mighty paladin will help you fight the black dragon in the elven city + better paladins at Bodhi fight) REQUIRES EXTRA ITEMS -> Black Dragon Help: v1.02 BWP Fix
~SETUP-RODEUR.TP2~ #2 #0 // Kit Installation: Shadow Ranger
~SETUP-STORM.TP2~ #0 #0 // Storm
~SETUP-ZULU.TP2~ #0 #0 // „Lion Warrior" ranger kit
~SILVERFUR/SETUP-SILVERFUR.TP2~ #0 #0 // SILVER FUR OF SELUNE
~SETUP-PBHAAL.TP2~ #2 #0 // Kit Installation: Priest of Bhaal - created by Spirit. User of the Copper Coronet, ?
~HEARTWARDERKIT/SETUP-HEARTWARDERKIT.TP2~ #0 #0 // Heartwarder Kit
~SETUP-DRUIDICSORCERERKIT.TP2~ #0 #0 // DruidicSorcererKit v1.9
~SETUP-DRUIDICSORCERERKIT.TP2~ #0 #1 // Allow Sorcerer's to use Druid Items. All sorcerer's will be affected, but life's never easy is it?
~DRUIDSOR/SETUP-DRUIDSOR.TP2~ #0 #0 // Geomantic Sorcerer Kit: v3
~SETUP-ELVEN_PACK.TP2~ #0 #0 // The Elven Racial Package
~MORITURI.TP2~ #0 #0 // Morituri Kit version 3
~RETALIATORKIT/SETUP-RETALIATORKIT.TP2~ #0 #0 // Retaliator Kit
~WEREWARRIOR/SETUP-WEREWARRIOR.TP2~ #0 #0 // „Werewarrior" fighter kit: v0.31
~WEREWARRIOR/SETUP-WEREWARRIOR.TP2~ #0 #1 // Claw proficiency type -> Claws are considered fist weapons (default): v0.31
~PX_CHANTELAME/SETUP-PX_CHANTELAME.TP2~ #2 #0 // Bladesinger version 6, by Misdrha'al Hymmet, Deratiseur and Isaya: 6
~X0BLACK/X0BLACK.TP2~ #0 #0 // Install Blackguard fighter kit: v1.01
~WARSLINGSNIPERKIT/SETUP-WARSLINGSNIPERKIT.TP2~ #0 #0 // Warsling Sniper Kit
~JKITS/SETUP-JKITS.TP2~ #0 #0 // Kenshei kit v3: v2
~JKITS/SETUP-JKITS.TP2~ #0 #1 // Undead Eliminator kit v3: v2
~SETUP-RUN.TP2~ #2 #0 // Rune Singer: v2.0 BWP Fix
~ARCANEARCHER/SETUP-ARCANEARCHER.TP2~ #0 #0 // Arcane Archer
~CUSTOMKITS/SETUP-CUSTOMKITS.TP2~ #0 #1 // Spellsword Kit -> Original version: v1.4.1
~SETUP-ARMIGER.TP2~ #0 #0 // Shieldbearer kit
~SAMURAIKIT/SETUP-SAMURAIKIT.TP2~ #0 #0 // Samurai Kit
~TEMPEST/SETUP-TEMPEST.TP2~ #0 #0 // Tempest
~ACIDELEM_BETA1.TP2~ #0 #0 // Acid Elementalist Kit
~SETUP-D2BAR.TP2~ #0 #0 // Diablo2 Barbarian Kit
~SETUP-D2PAL.TP2~ #0 #0 // Diablo2 Paladin Kit
~SETUP-JEDI_SITH.TP2~ #0 #0 // Jedi & Sith Kits (ToB Required)
~SETUP-BGII-SUBRACE.TP2~ #0 #0 // Subrace mini-mod for BGII v1.0
~SETUP-BGII-SUBRACE.TP2~ #0 #1 // GUI changes for subrace mod
~1PP/1PP.TP2~ #0 #103 // 1ppv4: Extended palette entries -> Full install (recommended): v4.1.0 BWP Fix
~1PP/1PP.TP2~ #0 #104 // 1ppv4: GUI additions for BGII: v4.1.0 BWP Fix

~1PP/1PP.TP2~ #0 #105 // 1ppv4: Avatar fixes: v4.1.0 BWP Fix
~1PP/1PP.TP2~ #0 #106 // 1ppv4: Female Dwarves -> Separate Avatars for Female Dwarves - Baldur's Gate II: v4.1.0 BWP Fix
~1PP/1PP.TP2~ #0 #111 // 1ppv4: Thieves Galore -> BGII - Unique Thief Avatars: v4.1.0 BWP Fix
~1PP/1PP.TP2~ #0 #113 // 1ppv4: Smart Avatar & Armour Switching: v4.1.0 BWP Fix
~1PP/1PP.TP2~ #0 #201 // 1ppv4: Consistent spell and scroll icons: v4.1.0 BWP Fix
~1PP/1PP.TP2~ #0 #203 // 1ppv4: Restored flame sword animations: v4.1.0 BWP Fix
~1PP/1PP.TP2~ #0 #204 // 1ppv4: Colourable Quarterstaves: v4.1.0 BWP Fix
~1PP/1PP.TP2~ #0 #207 // 1ppv4: Wizards' Staves (core): v4.1.0 BWP Fix
~1PP/1PP.TP2~ #0 #210 // 1ppv4: Increased paperdoll object variety (core): v4.1.0 BWP Fix
~1PP/1PP.TP2~ #0 #400 // 1ppv4: Core updates and item patches: v4.1.0 BWP Fix
~1PP/1PP.TP2~ #0 #401 // 1ppv4: Improved projectile effects: v4.1.0 BWP Fix
~1PP/1PP.TP2~ #0 #300 // 1ppv4: Fixed animations for solars and elementals: v4.1.0 BWP Fix
~1PP/1PP.TP2~ #0 #301 // 1ppv4: Miscellaneous content fixes: v4.1.0 BWP Fix
~INFINITYANIMATIONS/SETUP-INFINITYANIMATIONS.TP2~ #0 #0 // Infinity Animations: v5 BWP Fix
~INFINITYANIMATIONS/SETUP-INFINITYANIMATIONS.TP2~ #0 #25 // Humanoid Animation Fixes: v5 BWP Fix
~INFINITYANIMATIONS/SETUP-INFINITYANIMATIONS.TP2~ #0 #50 // Distinctive Genies: v5 BWP Fix
~INFINITYANIMATIONS/SETUP-INFINITYANIMATIONS.TP2~ #0 #100 // Distinctive Fiends: v5 BWP Fix
~INFINITYANIMATIONS/SETUP-INFINITYANIMATIONS.TP2~ #0 #150 // Pit Fiends -> All get the NWN animation: v5 BWP Fix
~INFINITYANIMATIONS/SETUP-INFINITYANIMATIONS.TP2~ #0 #210 // Cambion/Isair Animation -> All cambions: v5 BWP Fix
~INFINITYANIMATIONS/SETUP-INFINITYANIMATIONS.TP2~ #0 #260 // Alu-Fiend/Madae Animation -> All alu-fiends: v5 BWP Fix
~INFINITYANIMATIONS/SETUP-INFINITYANIMATIONS.TP2~ #0 #400 // Distinctive Undead: v5 BWP Fix
~INFINITYANIMATIONS/SETUP-INFINITYANIMATIONS.TP2~ #0 #410 // Skeleton Warriors -> Barrow Wight animation: v5 BWP Fix
~INFINITYANIMATIONS/SETUP-INFINITYANIMATIONS.TP2~ #0 #450 // Seer Animation -> Some beggars and slaves: v5 BWP Fix
~INFINITYANIMATIONS/SETUP-INFINITYANIMATIONS.TP2~ #0 #490 // Svirfneblin Animations -> Animations and sounds: v5 BWP Fix
~INFINITYANIMATIONS/SETUP-INFINITYANIMATIONS.TP2~ #0 #500 // More Base Animations: v5 BWP Fix
~INFINITYANIMATIONS/SETUP-INFINITYANIMATIONS.TP2~ #0 #550 // More Icewind Dale Animations: v5 BWP Fix
~INFINITYANIMATIONS/SETUP-INFINITYANIMATIONS.TP2~ #0 #600 // More Icewind Dale II Animations: v5 BWP Fix
~INFINITYANIMATIONS/SETUP-INFINITYANIMATIONS.TP2~ #0 #650 // More Neverwinter Nights Animations: v5 BWP Fix
~INFINITYANIMATIONS/SETUP-INFINITYANIMATIONS.TP2~ #0 #710 // More Planescape: Torment Animations -> 25% of relevant non-joinables: v5 BWP Fix
~INFINITYANIMATIONS/SETUP-INFINITYANIMATIONS.TP2~ #0 #7000 // Moinesse's Avatars for IA -> 25% of relevant non-joinables: v5 BWP Fix
~INFINITYANIMATIONS/SETUP-INFINITYANIMATIONS.TP2~ #0 #9000 // Fix Areas -> Creature References: v5 BWP Fix
~BEAR_ANIMATIONS_D2/SETUP-BEAR_ANIMATIONS_D2.TP2~ #0 #0 // Bear & Werebear animations from D2 - REQUIRES the [Infinity Animation core mod] to be installed.
~C#SOLAUFEIN/SETUP-C#SOLAUFEIN.TP2~ #0 #2 // Drinnen-Animationen fuer diese Mod verwenden: Alpha_150122
~IWDIFICATION/SETUP-IWDIFICATION.TP2~ #0 #30 // IWD Arcane Spell Pack: Beta 2
~IWDIFICATION/SETUP-IWDIFICATION.TP2~ #0 #40 // IWD Divine Spell Pack: Beta 2
~IWDIFICATION/SETUP-IWDIFICATION.TP2~ #0 #60 // Two Handed Axe Item Pack: Beta 2
~JA#BGT_ADVPACK/SETUP-JA#BGT_ADVPACK.TP2~ #1 #0 // Sinvolle Fixes & Restores: 0.6
~AURORA/SETUP-AURORA.TP2~ #0 #0 // Aurora's Shoes and Boots: v5a BWP Fix
~AURORA/SETUP-AURORA.TP2~ #0 #10 // Small portraits for NPCs -> Merchants and minor NPCs: v5a BWP Fix
~SETUP-SANDRAHNPC.TP2~ #0 #0 // SandrahNPC Check for required Installation: v1.04.b
~SETUP-SANDRAHNPC.TP2~ #0 #1 // Sandrah Worldmap Entries: v1.04.b
~SETUP-SANDRAHNPC.TP2~ #0 #2 // SandrahNPC for BGT Core: v1.04.b
~SETUP-SANDRAHNPC.TP2~ #0 #3 // Mods Compatibility: v1.04.b
~SETUP-SANDRAHNPC.TP2~ #0 #4 // Sandrah Kit: v1.04.b
~SETUP-SANDRAHNPC.TP2~ #0 #5 // SandrahNPC Creatures and Items: v1.04.b
~SETUP-SANDRAHNPC.TP2~ #0 #6 // Sandrah Shops: v1.04.b
~SETUP-SANDRAHNPC.TP2~ #0 #7 // Sandrah Movies and Sounds: v1.04.b
~SETUP-SANDRAHNPC.TP2~ #0 #8 // SandrahNPC for BGT Compiles: v1.04.b
~SETUP-SANDRAHNPC.TP2~ #0 #9 // Pelligram, Sandrah's Animal Companion: v1.04.b
~SETUP-SANDRAHNPC.TP2~ #0 #10 // Worldmap Update for SandrahNPC for BGT: v1.04.b
~SETUP-SANDRAHNPC.TP2~ #0 #11 // SandrahNPC Extensions: v1.04.b
~SETUP-SANDRAHNPC.TP2~ #0 #12 // Mod Interactions: v1.04.b
~SETUP-SANDRAHNPC.TP2~ #0 #13 // Shauhana for Shadow of Amn BGT: v1.04.b
~SETUP-SANDRAHNPC.TP2~ #0 #14 // Sandrah ToB (BGT): v1.04.b
~SETUP-SANDRAHNPC.TP2~ #0 #15 // Sandrah Return To Faerun Transition: v1.04.b
~SETUP-SANDRAHRTF.TP2~ #0 #0 // SandrahRTF Check for required Installation
~SETUP-SANDRAHRTF.TP2~ #0 #1 // RTF Movies and Sounds
~SETUP-SANDRAHRTF.TP2~ #0 #2 // Sandrah Return To Faerun Areas
~SETUP-SANDRAHRTF.TP2~ #0 #3 // Sandrah Return To Faerun Area Modifications
~SETUP-SANDRAHRTF.TP2~ #0 #4 // Sandrah Return To Faerun Creatures
~SETUP-SANDRAHRTF.TP2~ #0 #5 // Sandrah Return To Faerun Items and Stores
~SETUP-SANDRAHRTF.TP2~ #0 #6 // Sandrah Return To Faerun Compiles
~SETUP-SANDRAHRTF.TP2~ #0 #7 // Sandrah RtF Cross Mod Contents
~VECNA/SETUP-VECNA.TP2~ #0 #0 // Vecna: v23 BWP Fix
~W_PACKMULE/SETUP-W_PACKMULE.TP2~ #1 #0 // Pack Mule -> Standard saddlebags
~HAIASS/SETUP-HAIASS.TP2~ #0 #0 // Haiass the Wolf: v2.3 BWP Fix

~HAIASS/SETUP-HAIASS.TP2~ #0 #10 // Haiass can be resurrected -> Moderate penalty (Constitution -4 temporarily): v2.3 BWP Fix
~DJINNICOMPANION/SETUP-DJINNICOMPANION.TP2~ #0 #0 // Afaaq, the Djinni Companion -> Full Version (includes quests, banters and more): v1.1
~DJINNICOMPANION/SETUP-DJINNICOMPANION.TP2~ #0 #900 // Add Infinity Animation creatures?: v1.1
~SETUP-ASHESOFEMBERS.TP2~ #0 #5 // Priest of Oron Kit (WARNING: Only 9 priests kits are possible at any one time, including BioWare defaults.): v27 BWP Fix
~SETUP-ASHESOFEMBERS.TP2~ #0 #6 // Priest of Lahan-Riyashal Kit (WARNING: Only 9 priests kits are possible at any one time, including BioWare defaults.): v27 BWP Fix
~SETUP-ASHESOFEMBERS.TP2~ #0 #7 // Priest of Thieron Kit (WARNING: Only 9 priests kits are possible at any one time, including BioWare defaults.): v27 BWP Fix
~SETUP-ASHESOFEMBERS.TP2~ #0 #8 // Priest of Cathoun Kit (WARNING: Only 9 priests kits are possible at any one time, including BioWare defaults.): v27 BWP Fix
~SETUP-ASHESOFEMBERS.TP2~ #0 #9 // Priest of Yathar Kit (WARNING: Only 9 priests kits are possible at any one time, including BioWare defaults.): v27 BWP Fix
~SETUP-ASHESOFEMBERS.TP2~ #0 #10 // Priest of Uulix Kit (WARNING: Only 9 priests kits are possible at any one time, including BioWare defaults.): v27 BWP Fix
~SETUP-ASHESOFEMBERS.TP2~ #0 #11 // Pit Fighter Kit: v27 BWP Fix
~SETUP-OVERSIGHT.TP2~ #0 #2 // Class Tweaks/Fixes: 14 BWP Fix
~SETUP-OVERSIGHT.TP2~ #0 #3 // Altered Spells: 14 BWP Fix
~SETUP-OVERSIGHT.TP2~ #0 #6 // Monk High Level Abilities: 14 BWP Fix
~SETUP-OVERSIGHT.TP2~ #0 #7 // Holy Liberator: 14 BWP Fix
~SETUP-OVERSIGHT.TP2~ #0 #8 // Expanded Brynnlaw: 14 BWP Fix
~SETUP-OVERSIGHT.TP2~ #0 #5 // Cleric Kits: 14 BWP Fix
~LAVICONIA/SETUP-LAVICONIA.TP2~ #0 #0 // La'Viconia Tweak -> Dual-class (Lava's original option enhanced by Miloch): v4
~LAVICONIA/SETUP-LAVICONIA.TP2~ #0 #50 // Portrait that matches Viconia's thief animation (recolored hood): v4
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #0 // Divine Remix Core Components (Required for Everything): v7.1 BWP Fix
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #100 // Cleric Remix: v7.1 BWP Fix
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #103 // Install Silverstar of Selune Cleric Kit: v7.1 BWP Fix
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #107 // Install Holy Strategist of the Red Knight Cleric Kit: v7.1 BWP Fix
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #109 // Install Battleguard of Tempus Cleric Kit: v7.1 BWP Fix
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #112 // Install Painbearer of Ilmater Cleric Kit: v7.1 BWP Fix
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #115 // Install Firewalker of Kossuth Cleric Kit: v7.1 BWP Fix
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #118 // Install Authlim of Iyachtu Xvim Cleric Kit: v7.1 BWP Fix
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #121 // Install Lorekeeper of Oghma Cleric Kit: v7.1 BWP Fix
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #124 // Install Heartwarder of Sune Cleric Kit: v7.1 BWP Fix
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #127 // Install Feywarden of Corellon Cleric Kit: v7.1 BWP Fix
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #130 // Install Strifeleader of Cyric Cleric Kit: v7.1 BWP Fix
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #200 // Druid Remix: v7.1 BWP Fix
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #203 // Install Oozemaster Druid kit: v7.1 BWP Fix
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #403 // Install Bowslinger Ranger Kit: v7.1 BWP Fix
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #406 // Install Feralan Ranger Kit: v7.1 BWP Fix
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #409 // Install Forest Runner Ranger Kit: v7.1 BWP Fix
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #412 // Install Justifier Ranger Kit: v7.1 BWP Fix
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #415 // Install Wilderness Runner Ranger Kit: v7.1 BWP Fix
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #600 // Install Battleguard of Tempus Kit for Branwen: v7.1 BWP Fix
~SETUP-SPSTUFF.TP2~ #0 #0 // Sylvan Mystic Kit, by Polar Bear: v10
~SETUP-SPSTUFF.TP2~ #0 #1 // Blade Master Kit, by Drizzt1180: v10
~SETUP-SPSTUFF.TP2~ #0 #2 // Death Knight Kit, by Drizzt1180: v10
~SETUP-SPSTUFF.TP2~ #0 #3 // Wushi Ninja Kit, by Drizzt1180: v10
~SETUP-SPSTUFF.TP2~ #0 #6 // Arcane Fist, by Drizzt1180: v10
~POFKITS/SETUP-POFKITS.TP2~ #0 #1 // Install Mercenary kit (fighter): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #2 // Install Streetfighter kit (fighter): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #3 // Install Knight kit (fighter): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #4 // Install Militarist kit (paladin): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #7 // Install Scout kit (ranger): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #9 // Install Tempest kit (ranger): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #10 // Install Expert kit (thief): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #11 // Install Arcane trickster kit (thief): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #12 // Install Thug kit (thief): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #14 // Install Beguiler kit (bard): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #15 // Install Dervish kit (bard): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #5 // Install Votary kit (paladin): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #6 // Install Medician kit (paladin): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #8 // Install Seeker kit (ranger): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #13 // Install Spellsinger kit (bard): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #16 // Install Weather enchanter kit (druid): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #17 // Install Hivemaster kit (druid): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #18 // Install Blighter kit (druid): v4 BWP Fix

~PHORD_DRUIDKITS/SETUP-PHORD_DRUIDKITS.TP2~ #0 #0 // Druid Kit Revisions: v1.0
~ANIMALCOMPANIONS/SETUP-ANIMALCOMPANIONS.TP2~ #0 #0 // Animal Companions For All Rangers (Optional: Druids): v0.5 BWP Fix
~SONG_AND_SILENCE/SETUP-SONG_AND_SILENCE.TP2~ #0 #0 // Changes to trueclass bards and thieves, and unmodded game kits (required for other components): v6 BWP Fix
~SONG_AND_SILENCE/SETUP-SONG_AND_SILENCE.TP2~ #0 #1 // Add new bardic store and thief items: v6 BWP Fix
~SONG_AND_SILENCE/SETUP-SONG_AND_SILENCE.TP2~ #0 #2 // Install Acrobat bard kit: v6 BWP Fix
~SONG_AND_SILENCE/SETUP-SONG_AND_SILENCE.TP2~ #0 #3 // Install Chorister bard kit: v6 BWP Fix
~SONG_AND_SILENCE/SETUP-SONG_AND_SILENCE.TP2~ #0 #4 // Install Dirgesinger bard kit: v6 BWP Fix
~SONG_AND_SILENCE/SETUP-SONG_AND_SILENCE.TP2~ #0 #5 // Install Gypsy bard kit: v6 BWP Fix
~SONG_AND_SILENCE/SETUP-SONG_AND_SILENCE.TP2~ #0 #6 // Install Adventurer thief kit: v6 BWP Fix
~SONG_AND_SILENCE/SETUP-SONG_AND_SILENCE.TP2~ #0 #7 // Install Burglar thief kit: v6 BWP Fix
~SONG_AND_SILENCE/SETUP-SONG_AND_SILENCE.TP2~ #0 #8 // Install Soulknife thief kit: v6 BWP Fix
~SONG_AND_SILENCE/SETUP-SONG_AND_SILENCE.TP2~ #0 #9 // Install Sharpshooter thief kit: v6 BWP Fix
~SONG_AND_SILENCE/SETUP-SONG_AND_SILENCE.TP2~ #0 #10 // Install Shadowdancer thief kit: v6 BWP Fix
~SWORD_AND_FIST/SETUP-SWORD_AND_FIST.TP2~ #0 #1 // Monk Remix: v7 BWP Fix
~SWORD_AND_FIST/SETUP-SWORD_AND_FIST.TP2~ #0 #30 // Install Hexblade fighter kit: v7 BWP Fix
~SWORD_AND_FIST/SETUP-SWORD_AND_FIST.TP2~ #0 #31 // Install Duelist fighter kit: v7 BWP Fix
~SWORD_AND_FIST/SETUP-SWORD_AND_FIST.TP2~ #0 #32 // Install Fist of Order fighter kit: v7 BWP Fix
~SWORD_AND_FIST/SETUP-SWORD_AND_FIST.TP2~ #0 #34 // Install Duskblade fighter kit (by ronin69hof, ronin69hof@gmail.com: v7 BWP Fix
~SWORD_AND_FIST/SETUP-SWORD_AND_FIST.TP2~ #0 #33 // Install Blackguard fighter kit: v7 BWP Fix
~RR/SETUP-RR.TP2~ #0 #1 // Thief kit revisions: v4.80
~RR/SETUP-RR.TP2~ #0 #3 // Proper racial adjustments for thieving skills: v4.80
~RR/SETUP-RR.TP2~ #0 #4 // Bard kit revisions: v4.80
~RR/SETUP-RR.TP2~ #0 #6 // Proper spell progression for Bards: v4.80
~RR/SETUP-RR.TP2~ #0 #7 // Additional equipment for Thieves and Bards: v4.80
~RR/SETUP-RR.TP2~ #0 #8 // Upgradeable Equipment: v4.80
~1PP/1PP.TP2~ #0 #202 // 1ppv4: Spell tweaks: v4.1.0 BWP Fix
~SETUP-ASHESOFEMBERS.TP2~ #0 #0 // Sensible weapon restrictions for MODS: v27 BWP Fix
~SETUP-ASHESOFEMBERS.TP2~ #0 #2 // Unique weapons (bolas and katars): v27 BWP Fix
~SETUP-ASHESOFEMBERS.TP2~ #0 #12 // New Armour (Scale, Banded, and Field Plate): v27 BWP Fix
~SETUP-TACTICS.TP2~ #0 #26 // Fighter-Class Archer Kit: v25; Lol's Update to v26
~SETUP-TACTICS.TP2~ #0 #27 // Anti-Paladin Kit: v25; Lol's Update to v26
~SETUP-BTWEAK.TP2~ #0 #0 // Moody Anomen: 4 14Feb2010
~SETUP-BTWEAK.TP2~ #0 #1 // Bardic Reputation Adjustment for BG2 SoA: 4 14Feb2010
~SETUP-BTWEAK.TP2~ #0 #2 // Traveler's Stone: 4 14Feb2010
~SETUP-BTWEAK.TP2~ #0 #23 // Anomen gets sensible proficiencies in SoA (Ghreyfain - CTDproof): 4 14Feb2010
~SETUP-BTWEAK.TP2~ #0 #24 // Anomen gets sensible proficiencies in ToB (Ghreyfain - CTDproof): 4 14Feb2010
~SETUP-BTWEAK.TP2~ #0 #25 // Flexible alignment restrictions for paladins and druids: 4 14Feb2010
~HAMMERS/SETUP-HAMMERS.TP2~ #0 #0 // Thrown Hammers: v3 BWP Fix
~HAMMERS/SETUP-HAMMERS.TP2~ #0 #15 // Thrown Spiritual Hammers: v3 BWP Fix
~HAMMERS/SETUP-HAMMERS.TP2~ #0 #25 // Normal throwing hammers: v3 BWP Fix
~HAMMERS/SETUP-HAMMERS.TP2~ #0 #35 // +1 throwing weapons: v3 BWP Fix
~HAMMERS/SETUP-HAMMERS.TP2~ #0 #50 // Additional magic items: v3 BWP Fix
~SETUP-ITEM_PACK.TP2~ #0 #0 // Item Pack: v1.8
~SETUP-ITEM_PACK.TP2~ #0 #1 // Extra Items: v1.8
~SETUP-ITEM_PACK.TP2~ #0 #2 // Tweaked Items: v1.8
~SETUP-ITEM_PACK.TP2~ #0 #3 // Convenient Free Action Items: v1.8
~SETUP-ITEM_PACK.TP2~ #0 #4 // More Distinguishable Items: v1.8
~SETUP-ITEM_PACK.TP2~ #0 #5 // Familiar Faces: v1.8
~SETUP-ITEM_PACK.TP2~ #0 #6 // More Work for Cromwell: v1.8
~SETUP-ITEM_PACK.TP2~ #0 #7 // Pocket Store: v1.8
~SETUP-ITEM_PACK.TP2~ #0 #8 // Item Pack for Tutu/BGT: v1.8
~SETUP-ITEM_PACK.TP2~ #0 #9 // +X% Elemental Damage Items: v1.8
~IIITEMMOD/SETUP-IIITEMMOD.TP2~ #0 #1 // Items [version 5]: v5 BWP Fix
~ITEM_REV/ITEM_REV.TP2~ #0 #3 // Allow Spellcasting in Armor -> With Casting Speed Penalties for Arcane Casters: V3 Beta 1.16
~ITEM_REV/ITEM_REV.TP2~ #0 #1020 // Potion Revisions: V3 Beta 1.16
~ITEM_REV/ITEM_REV.TP2~ #0 #1030 // Store Revisions: V3 Beta 1.16
~ITEM_REV/ITEM_REV.TP2~ #0 #1050 // Revised Armor Bonuses: V3 Beta 1.16
~ITEM_REV/ITEM_REV.TP2~ #0 #10 // Revised Shield Bonuses: V3 Beta 1.16
~ITEM_REV/ITEM_REV.TP2~ #0 #11 // Dual Wielding Changes for Light and Heavy Weapons: V3 Beta 1.16
~ITEM_REV/ITEM_REV.TP2~ #0 #12 // Items of Protection Can Be Worn with Magical Armor: V3 Beta 1.16
~ITEM_REV/ITEM_REV.TP2~ #0 #13 // Halberds Can Slash, Too: V3 Beta 1.16
~ITEM_REV/ITEM_REV.TP2~ #0 #1093 // Remove Weapon Restrictions from Multi-classed Divine Spellcasters -> Clerics and Druids, With Halved Specialization: V3 Beta 1.16
~ITEM_REV/ITEM_REV.TP2~ #0 #15 // PnP Equipment for Druids -> Druids Only: V3 Beta 1.16
~ITEM_REV/ITEM_REV.TP2~ #0 #17 // Weapon Changes: V3 Beta 1.16
~ITEM_REV/ITEM_REV.TP2~ #0 #18 // Backstabbing Penalties for Inappropriate Weapons -> Backstabbing Penalties Only: V3 Beta 1.16

~SETUP-NINJAWAKIFIX.TP2~ #0 #0 // Quickfix for wakizashis and ninja-tos
~UNIQUEARTIFACTS/SETUP-UNIQUEARTIFACTS.TP2~ #0 #2 // Unique Artifacts v1.12 -> Expanded: v1.12 BWP Fix
~CURSED_ITEMS/CURSED_ITEMS.TP2~ #0 #0 // Salk's cursed items revisions: v3.5
~CURSED_ITEMS/CURSED_ITEMS.TP2~ #0 #10 // Stone of Recall: v3.5
~FREEACT/SETUP-FREEACT.TP2~ #0 #10 // PnP Free Action: v2
~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
~WSR/SETUP-WSR.TP2~ #0 #100 // Wizard Slayer kit revision: v1.12
~SOB/SOB.TP2~ #0 #100 // 1: Item Tweaks
~SOB/SOB.TP2~ #0 #200 // 2: Stat & Saving Throw Tweaks
~SOB/SOB.TP2~ #0 #210 // 3: Modified Hit Point Tables
~SOB/SOB.TP2~ #0 #220 // 4: Standardized XP Tables
~SOB/SOB.TP2~ #0 #230 // 5: Modified Spellcasting Tables
~SOB/SOB.TP2~ #0 #250 // 7: Weapon Proficiency Overhaul
~SOB/SOB.TP2~ #0 #300 // 8: Warrior Class Tweaks
~SOB/SOB.TP2~ #0 #310 // 9: Kensai Weapon Focus
~SOB/SOB.TP2~ #0 #320 // 10: Add the Corsair fighter kit
~SOB/SOB.TP2~ #0 #350 // 11: Add the Harrier ranger kit
~SOB/SOB.TP2~ #0 #355 // 12: Add the Barbarian Ranger kit
~SOB/SOB.TP2~ #0 #400 // 13: Rogue Class Tweaks
~SOB/SOB.TP2~ #0 #410 // 14: Add the Sniper thief kit
~SOB/SOB.TP2~ #0 #450 // 15: Add the Gallant bard kit
~SOB/SOB.TP2~ #0 #455 // 16: Add the Loremaster bard kit
~SOB/SOB.TP2~ #0 #460 // 17: Add the Meistersinger bard kit
~SOB/SOB.TP2~ #0 #465 // 18: Add the Loresinger of Milil divine bard kit
~SOB/SOB.TP2~ #0 #586 // 28: Add the Purifier druid kit
~SOB/SOB.TP2~ #0 #600 // 29: Wizard Class Changes
~SOB/SOB.TP2~ #0 #650 // 30: Wizard Spell School Changes
~SOB/SOB.TP2~ #0 #700 // 31: Multiclass Changes
~SETUP-REFINEMENTS.TP2~ #0 #10 // Revised High Level Abilities: Refinements v 3.31 BWP Fix
~SETUP-REFINEMENTS.TP2~ #0 #40 // Universal lesser mage robes: Refinements v 3.31 BWP Fix
~SETUP-REFINEMENTS.TP2~ #0 #50 // Sword Angel - New Fighter Kit: Refinements v 3.31 BWP Fix
~SETUP-REFINEMENTS.TP2~ #0 #30 // Shapeshifting fix -> Heal on shifting back to human (Default): Refinements v 3.31 BWP Fix
~SETUP-RPG-KP.TP2~ #0 #0 // Kitpack Component - Soldier Kit : v1.0 BWP Fix
~SETUP-RPG-KP.TP2~ #0 #2 // Kitpack Component - Ice Knight: v1.0 BWP Fix
~SETUP-RPG-KP.TP2~ #0 #7 // Kitpack Component - Buffoon: bard kit: v1.0 BWP Fix
~SETUP-RPG-KP.TP2~ #0 #9 // Kitpack Component - Arcane Archer: v1.0 BWP Fix
~SETUP-RPG-KP.TP2~ #0 #10 // Kitpack Component - Hellion: v1.0 BWP Fix
~SETUP-RPG-KP.TP2~ #0 #11 // Kitpack Component - Dual-wielding for thrown weapons tweak: v1.0 BWP Fix
~SETUP-RPG-KP.TP2~ #0 #13 // Kitpack Component - Spell Additions : v1.0 BWP Fix
~DERATS_KITS/SETUP-DERATS_KITS.TP2~ #0 #0 // Specialisation de guerrier (demi-orque) : Porteur de haine: 11
~DERATS_KITS/SETUP-DERATS_KITS.TP2~ #0 #1 // Specialisation de rodeur : Chasseur de vermine: 11
~DERATS_KITS/SETUP-DERATS_KITS.TP2~ #0 #2 // Specialisation de clerc : Precheur des flammes: 11
~DERATS_KITS/SETUP-DERATS_KITS.TP2~ #0 #3 // Specialisation de druide : Maitre de l'essaim: 11
~DERATS_KITS/SETUP-DERATS_KITS.TP2~ #0 #4 // Specialisation de voleur : Marcheur des ombres: 11
~DERATS_KITS/SETUP-DERATS_KITS.TP2~ #0 #5 // Specialisation de mage (invocateur): Savant Artilleur: 11
~DERATS_KITS/SETUP-DERATS_KITS.TP2~ #0 #6 // Specialisation de sorcier : Sorcelier: 11
~DERATS_KITS/SETUP-DERATS_KITS.TP2~ #0 #7 // Specialisation de jumelage Guerrier -> Mage : Seigneur de guerre: 11
~DERATS_KITS/SETUP-DERATS_KITS.TP2~ #0 #8 // Specialisation de multi-classes Guerrier/Mage (elfe) : Chantelameur: 11
~SETUP-BGTTWEAK.TP2~ #0 #1801 // Import more NPCs into Shadow of Amn: Branwen: 11 (5 Feb 12) BWP Fix
~SETUP-BGTTWEAK.TP2~ #0 #1809 // Import more NPCs into Shadow of Amn: Bub Snikt: 11 (5 Feb 12) BWP Fix
~SETUP-BGTTWEAK.TP2~ #0 #1810 // Import more NPCs into Shadow of Amn: Conchobhair Strongblade: 11 (5 Feb 12) BWP Fix
~SETUP-BGTTWEAK.TP2~ #0 #1811 // Import more NPCs into Shadow of Amn: Ferthgil Trollslayer: 11 (5 Feb 12) BWP Fix
~SETUP-BGTTWEAK.TP2~ #0 #1812 // Import more NPCs into Shadow of Amn: Jet'laya: 11 (5 Feb 12) BWP Fix
~SETUP-BGTTWEAK.TP2~ #0 #1813 // Import more NPCs into Shadow of Amn: Keiria Silverstring: 11 (5 Feb 12) BWP Fix
~SETUP-BGTTWEAK.TP2~ #0 #1814 // Import more NPCs into Shadow of Amn: Skeezer Lumpkin VI: 11 (5 Feb 12) BWP Fix
~SETUP-BGTTWEAK.TP2~ #0 #1815 // Import more NPCs into Shadow of Amn: Will Scarlet O'Hara: 11 (5 Feb 12) BWP Fix
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #60 // Weapon Animation Tweaks: v16
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #70 // Icewind Dale Casting Graphics (Andyr): v16
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #110 // Icon Improvements: v16
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #130 // Force All Dialogue to Pause Game: v16
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #140 // Fix Boo's Squeak: v16
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #1010 // More Interjections: v16
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #1020 // Alter HP Triggers for NPC Wounded Dialogues: v16
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #1040 // Improved Athkatlan City Guard: v16

~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #1090 // Exotic Item Pack: v16
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #1120 // Stores Sell Higher Stacks of Items: v16
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #1180 // Female Edwina: v16
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #1220 // Allow Cromwell to Upgrade Watcher's Keep Items: v16
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #1230 // Allow Cespenar to Use Cromwell Recipes: v16
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #2040 // Universal Clubs: v16
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #2192 // Limit Ability of Storekeepers to Identify Items -> Hybrid of Both Methods: v16
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #2320 // Trap Cap Removal (Ardanis/GeN1e): v16
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #2330 // Remove Delay for Magical Traps (Ardanis/GeN1e): v16
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #2340 // Remove Summoning Cap for Celestials (Ardanis/GeN1e): v16
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #3050 // Remove fatigue from restoration spells: v16
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #3060 // Remove „You Must Gather Your Party..." Sound (Weimer): v16
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #3121 // Happy Patch (Party NPCs do not complain about reputation) -> NPCs Can Be Angry About Reputation but Never Leave (Salk): v16
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #3125 // Neutral Characters Make Happy Comments at Mid-Range Reputation: v16
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #3183 // Romance Cheats: v16
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #4000 // Adjust Evil joinable NPC reaction rolls: v16
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #4010 // Improved Fate Spirit Summoning: v16
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #4031 // Consistent Stats: Edwin -> Use BG2 Values: v16
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #4041 // Consistent Stats: Jaheira -> Use BG2 Values: v16
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #4050 // Change Jaheira to Neutral Good: v16
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #4061 // Consistent Stats: Minsc -> Use BG2 Values: v16
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #4071 // Consistent Stats: Viconia -> Use BG2 Values: v16
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #4100 // Change Korgan to Neutral Evil: v16
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #4110 // Give Kagain A Legal Constitution Score of 19: v16
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #1000 // Initialise mod (all other components require this): v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #1901 // Standardise spells: BG1 vs BG2 -> Introduce BG2 spell scrolls into BG1: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #2010 // More consistent Breach spell (always affects liches and rakshasas; doesn't penetrate Spell Turning): v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #2020 // Antimagic attacks penetrate improved invisibility: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #2110 // Reduce the power of Inquisitors' Dispel Magic -> Inquisitors dispel at 1.5 x their level (not twice their level): v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #2130 // Cosmetic change: stop Stoneskins from changing the caster's colour: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #2160 // Add an extra copy of some hard-to-find spell scrolls: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #2170 // True Sight/True Seeing spells protect from magical blindness: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #3030 // Re-introduce potions of extra-healing: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #3010 // Replace +1 arrows with nonmagical „fine" ones: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #3041 // Reduce the number of Arrows of Dispelling in stores -> Stores sell a maximum of 5 Arrows of Dispelling: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #4000 // Faster Bears: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #4010 // Grant large, flying, non-solid or similar creatures protection from Web and Entangle: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #4020 // More realistic wolves and wild dogs: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #4040 // Make party members less likely to die irreversibly: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #4051 // Decrease the rate at which reputation improves -> Reputation increases at about 1/2 the normal rate: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #4110 // Allow NPC pairs to separate: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #4120 // NPCs go to inns: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #4146 // Skip the Candlekeep tutorial sections -> Skip Candlekeep altogether (warning: breaks the 4th wall!): v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #4160 // Increase the price of a license to practise magic in Athkatla -> License costs 10,000 gp: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #4170 // Increase the price asked by Gaelan Bayle -> Gaelan wants 40,000 gold pieces: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #4180 // Make Freedom scrolls available earlier: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #4200 // Retrieve Dropped Items from Hell: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #4210 // Randomise the maze in Watcher's Keep: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #4217 // Remove unrealistically convenient ammunition from certain areas -> Remove ammo up to the +2 level from random containers: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #4230 // Delay the arrival of the „bonus merchants" in the Adventurers' Mart and the Copper Coronet: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #4240 // Treat mages' and priests' High-Level Abilities as innate abilities rather than memorisable spells (each may be taken only once): v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #5000 // Ease-of-use party AI: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #5010 // Move Boo into Minsc's pack: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #5020 // Remove the blur graphic effect from the Cloak of Displacement: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #5030 // Remove animation from the Cloak of Mirroring (leave it for other spells and effects that use the same graphic): v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #5050 // Stackable ankheg shells, winterwolf pelts and wyvern heads: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #5060 // Ensure Shar-Teel doesn't die in the original challenge: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #5900 // Initialise AI components (required for all tactical and AI components): v30

~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6000 // Smarter general AI: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6010 // Better calls for help: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6021 // Add high-level abilities (HLAs) to spellcasters -> Only selected spellcasters in Throne of Bhaal and Shadows of Amn get HLAs: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6032 // Smarter Mages -> Mages never cast short-duration spells instantly at start of combat: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6042 // Smarter Priests -> Priests never cast short-duration spells instantly at start of combat: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6101 // Potions for NPCs -> One third of the potions dropped by slain enemies break and are lost: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6200 // Improved Spiders: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6300 // Smarter sirines and dryads: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6310 // Slightly harder carrion crawlers: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6320 // Smarter basilisks: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6520 // Smarter genies -> Genies have about 50 percent more hit points than normal: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6551 // Smarter beholders -> Don't give beholder rays any chance of burning through spell protections; beholder antimagic blocks all spells, including harmful ones, for a round (simulates D&D rules): v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6560 // Smarter mind flayers -> Illithids have only original-game resistances; Illithids can see through invisibility: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6590 // Smarter Throne of Bhaal final villain: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6800 // Smarter Illasera: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6810 // Smarter Gromnir: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6820 // Smarter Yaga-Shura: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6830 // Smarter Abazigal: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6840 // Give Ascension versions of Irenicus and Sendai SCS scripts and abilities: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6850 // Give Ascension demons SCS scripts and abilities: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7000 // Improved doppelgangers: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7010 // Tougher Black Talons and Iron Throne guards: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7020 // Improved deployment for parties of assassins: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7030 // Dark Side-based kobold upgrade: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7040 // Relocated bounty hunters: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7050 // Improved Ulcaster: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7060 // Improved Balduran's Isle: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7070 // Improved Durlag's Tower: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7080 // Improved Demon Cultists: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7090 // Improved Cloakwood Druids: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7100 // Improved Bassilus: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7110 // Improved Drasus party: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7130 // Improved Red Wizards: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7140 // Improved Undercity party: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7200 // Tougher chapter-two end battle: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7210 // Tougher chapter-three end battle: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7220 // Tougher chapter-four end battle: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7230 // Tougher chapter-five end battle: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7250 // Improved final battle: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7900 // Improved minor encounters: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #8000 // Make the starting dungeon slightly harder: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #8010 // Improved Shade Lord: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #8050 // Improved Random Encounters: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #8070 // Improved Unseeing Eye: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #8090 // Party's items are taken from them in Spellhold: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #8120 // Improved Beholder hive (adapted from Quest Pack): v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #8130 // Prevent resting in the Illithid city: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #8141 // Slightly Improved Drow -> Leave Ust Natha's defences alone: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #8160 // Improved Fire Giant temple: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #8170 // Enhanced Sendai's Enclave: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #8180 // Improved Abazigal's Lair: v30
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #8190 // Improved Minor Encounters: v30
~MULTISTRONGHOLD/SETUP-MULTISTRONGHOLD.TP2~ #0 #20 // Make the cleric stronghold available to all classes: v0
~MULTISTRONGHOLD/SETUP-MULTISTRONGHOLD.TP2~ #0 #30 // Make the druid stronghold available to all classes: v0
~MULTISTRONGHOLD/SETUP-MULTISTRONGHOLD.TP2~ #0 #40 // Make the fighter stronghold available to all classes: v0
~MULTISTRONGHOLD/SETUP-MULTISTRONGHOLD.TP2~ #0 #50 // Make the paladin stronghold available to all classes: v0
~MULTISTRONGHOLD/SETUP-MULTISTRONGHOLD.TP2~ #0 #60 // Make the ranger stronghold available to all classes: v0
~MULTISTRONGHOLD/SETUP-MULTISTRONGHOLD.TP2~ #0 #70 // Make the thief stronghold available to all classes: v0
~MULTISTRONGHOLD/SETUP-MULTISTRONGHOLD.TP2~ #0 #80 // Make the wizard stronghold available to all classes: v0
~SETUP-VOLCANO.TP2~ #0 #0 // Improved Volcano! Pack: v2.0
~SETUP-NMR.TP2~ #2 #0 // NM-Relationship: Relationship System V2.8 Core Plug-In: v2.8 BWP Fix
~SETUP-NMR.TP2~ #2 #1 // NM-Relationship: Relationship System Other Core Contents: v2.8 BWP Fix
~SETUP-NMR.TP2~ #2 #2 // NM-Relationship: Relationship System New Contents (Animal Classes): v2.8 BWP Fix
~SETUP-NMR.TP2~ #2 #3 // NM-Relationship: Relationship System Generic Dialogues of Companions: v2.8 BWP Fix

~SETUP-NMR.TP2~ #2 #4 // NM-Relationship: Expansion of original game scripts: v2.8 BWP Fix
~SETUP-NMR.TP2~ #2 #5 // NM-Relationship: Fix the „GENERAL“ of some ghost like NPCs: v2.8 BWP Fix
~SETUP-NMR.TP2~ #2 #6 // NM-Relationship: Modify the original items and spells of shape shifing: v2.8 BWP Fix
~SETUP-NMR.TP2~ #2 #7 // NM-Relationship: Hotkey mode of relationship system core skills: v2.8 BWP Fix
~SETUP-NMR.TP2~ #2 #8 // NM-Relationship: Relationship System Scripts of Former Companions -> NM-Relationship: Relationship System Scripts of Former Companions (Compatible with SCSI&II): v2.8 BWP Fix
~SETUP-NMR-HAPPY.TP2~ #2 #2 // NMR-Happy patch -> Increase 15 Relation Points(recommend)
~BP/SETUP-BP.TP2~ #0 #325 // Animals: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #440 // Duergars -> Duergar: The Works: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #475 // Elementals: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #550 // Generic Thieves: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #600 // Golems: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #625 // Hellhounds: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #650 // Humanoids: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #675 // Knights and Paladins: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #725 // Mists: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #750 // Sea Devils: Sahuagin and Kuo-Toan Enhancements: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #760 // Shadow and Wraith Enhancements -> Shadows - The Works: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #800 // Shadow Thieves: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #875 // Trolls: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #900 // Undead (Except Shadows/Wraiths/Vampires): v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #925 // Were-Animals: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #350 // Beholders: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #375 // Demons and Devils: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #390 // Djinni, Efreet, & Dao: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #400 // Dragons: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #425 // Drow: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #500 // Generic Mages: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #525 // Generic Priests: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #575 // Githyanki: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #700 // Mind Flayers: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #150 // Generic Creature & Script Processing: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1000 // Generic Encounter Enhancements: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #175 // Fewer On-Screen Shouts: v181-b4611 BWP Fix
~SETUP-TURAMBAR_FIXES_TWEAKS.TP2~ #0 #11 // Northern Tales fixes for items, dialogues, and graphic glitches: v1.8.1 BWP Fix
~SETUP-TURAMBAR_FIXES_TWEAKS.TP2~ #0 #1055 // Fixes for DS items and resources: v1.8.1 BWP Fix
~SETUP-TURAMBAR_FIXES_TWEAKS.TP2~ #0 #12 // Inactive creatures fix: v1.8.1 BWP Fix
~SETUP-TURAMBAR_FIXES_TWEAKS.TP2~ #0 #13 // Gerde’s quest and other related fixes: v1.8.1 BWP Fix
~SETUP-TURAMBAR_FIXES_TWEAKS.TP2~ #0 #15 // Creature fixes: v1.8.1 BWP Fix
~SETUP-TURAMBAR_FIXES_TWEAKS.TP2~ #0 #16 // Xvart village rebalancing: v1.8.1 BWP Fix
~SETUP-TURAMBAR_FIXES_TWEAKS.TP2~ #0 #17 // Fix Anomen’s proficiencies: v1.8.1 BWP Fix
~SETUP-TURAMBAR_FIXES_TWEAKS.TP2~ #0 #18 // Fixes for SoBH: v1.8.1 BWP Fix
~SETUP-TURAMBAR_FIXES_TWEAKS.TP2~ #0 #1060 // Other compatibility fixes: v1.8.1 BWP Fix
~SETUP-TURAMBAR_FIXES_TWEAKS.TP2~ #0 #2000 // Give all skeleton warriors the same immunities -> BG2 immunities (suggested!): v1.8.1 BWP Fix
~SETUP-TURAMBAR_FIXES_TWEAKS.TP2~ #0 #2003 // Fenten buys more ankheg shells (Baldur’s Gate) -> Infinite shells: v1.8.1 BWP Fix
~SETUP-TURAMBAR_FIXES_TWEAKS.TP2~ #0 #2004 // Keiria and Skeezer only available from chapter 4: v1.8.1 BWP Fix
~SETUP-TURAMBAR_FIXES_TWEAKS.TP2~ #0 #2005 // Helmet of alignment change: v1.8.1 BWP Fix
~SETUP-TURAMBAR_FIXES_TWEAKS.TP2~ #0 #2007 // Reflection cloak tweaks: -> Original Cloak of Spell Reflection (SoA): v1.8.1 BWP Fix
~SETUP-TURAMBAR_FIXES_TWEAKS.TP2~ #0 #2010 // Enhanced Nalia’s ring: v1.8.1 BWP Fix
~SETUP-TURAMBAR_FIXES_TWEAKS.TP2~ #0 #2020 // Daystar protects from level drain: v1.8.1 BWP Fix
~SETUP-TURAMBAR_FIXES_TWEAKS.TP2~ #0 #2023 // Cespenar can improve the Daystar with the Tyr’s Eye: v1.8.1 BWP Fix
~SETUP-TURAMBAR_FIXES_TWEAKS.TP2~ #0 #2045 // Enable bard class for elves: v1.8.1 BWP Fix
~SETUP-TURAMBAR_FIXES_TWEAKS.TP2~ #0 #2050 // Turambar’s slow drow weapon disintegration (a revision of BG2Tweaks code): v1.8.1 BWP Fix
~SETUP-TURAMBAR_FIXES_TWEAKS.TP2~ #0 #2052 // Dragons are not immune to backstabbing: v1.8.1 BWP Fix
~REZMOD/SETUP-REZMOD.TP2~ #0 #0 // Masamune Sword Mini-Mini-Quest - SoA by ShadowDaemon (WeiDU): 2.6
~REZMOD/SETUP-REZMOD.TP2~ #0 #1 // Masamune Sword Mini-Mini-Quest - ToB by ShadowDaemon (WeiDU): 2.6
~REZMOD/SETUP-REZMOD.TP2~ #0 #2 // Improved Anarg by knightlight (WeiDU): 2.6
~REZMOD/SETUP-REZMOD.TP2~ #0 #3 // Extended Visual Ioun Stones by WoRm: 2.6
~REZMOD/SETUP-REZMOD.TP2~ #0 #4 // Extended Recargador: 2.6
~REZMOD/SETUP-REZMOD.TP2~ #0 #100 // Consistent Edwin Portrait: 2.6
~REZMOD/SETUP-REZMOD.TP2~ #0 #101 // Consistent Imoen Portrait: 2.6
~REZMOD/SETUP-REZMOD.TP2~ #0 #102 // Consistent Jaheira Portrait: 2.6
~REZMOD/SETUP-REZMOD.TP2~ #0 #103 // Consistent Minsc Portrait: 2.6
~REZMOD/SETUP-REZMOD.TP2~ #0 #104 // Consistent Viconia Portrait: 2.6
~REZMOD/SETUP-REZMOD.TP2~ #0 #105 // Consistent Kivan Portrait: 2.6
~REZMOD/SETUP-REZMOD.TP2~ #0 #106 // Consistent Ajantis Portrait: 2.6
~REZMOD/SETUP-REZMOD.TP2~ #0 #107 // Consistent Anomen Portrait: 2.6

~REZMOD/SETUP-REZMOD.TP2~ #0 #108 // Consistent Yoshimo Portrait: 2.6
~REZMOD/SETUP-REZMOD.TP2~ #0 #109 // Subtitled Soundsets for BGT (requires ToBEx): 2.6
~JA#BGT_TWEAK/SETUP-JA#BGT_TWEAK.TP2~ #1 #14 // Cernd: Totemic Druid-Kit: 1.74 BWP Fix
~JA#BGT_TWEAK/SETUP-JA#BGT_TWEAK.TP2~ #1 #2 // Change Coran's Dexterity to 19: 1.74 BWP Fix
~JA#BGT_TWEAK/SETUP-JA#BGT_TWEAK.TP2~ #1 #3 // Balance thief abilities: 1.74 BWP Fix
~JA#BGT_TWEAK/SETUP-JA#BGT_TWEAK.TP2~ #1 #6 // Match Minsc's Alignment -> Change Minsc's Alignment to Chaotic-Good (BG2 - recommended): 1.74 BWP Fix
~JA#BGT_TWEAK/SETUP-JA#BGT_TWEAK.TP2~ #1 #10 // Faldorn: Avenger-Kit: 1.74 BWP Fix
~JA#BGT_TWEAK/SETUP-JA#BGT_TWEAK.TP2~ #1 #11 // Safana: Swashbuckler-Kit: 1.74 BWP Fix
~JA#BGT_TWEAK/SETUP-JA#BGT_TWEAK.TP2~ #1 #12 // Kivan: Archer-Kit: 1.74 BWP Fix
~JA#BGT_TWEAK/SETUP-JA#BGT_TWEAK.TP2~ #1 #20 // General fixes: 1.74 BWP Fix
~JA#BGT_TWEAK/SETUP-JA#BGT_TWEAK.TP2~ #1 #21 // Set reputation to 9 after leaving Candlekeep: 1.74 BWP Fix
~JA#BGT_TWEAK/SETUP-JA#BGT_TWEAK.TP2~ #1 #22 // Soundpatch part I - Gamesounds: 1.74 BWP Fix
~JA#BGT_TWEAK/SETUP-JA#BGT_TWEAK.TP2~ #1 #24 // Item Addon (IWD-Types): 1.74 BWP Fix
~JA#BGT_TWEAK/SETUP-JA#BGT_TWEAK.TP2~ #1 #25 // Special NPC Items: 1.74 BWP Fix
~JA#BGT_TWEAK/SETUP-JA#BGT_TWEAK.TP2~ #1 #26 // Improved exotic weapons allocation: 1.74 BWP Fix
~JA#BGT_TWEAK/SETUP-JA#BGT_TWEAK.TP2~ #1 #27 // Change Montaron's Proficiencies: 1.74 BWP Fix
~JA#BGT_TWEAK/SETUP-JA#BGT_TWEAK.TP2~ #1 #28 // Xan's improved spellbook: 1.74 BWP Fix
~JA#BGT_TWEAK/SETUP-JA#BGT_TWEAK.TP2~ #1 #29 // Change Kagain's proficiencies : 1.74 BWP Fix
~JA#BGT_TWEAK/SETUP-JA#BGT_TWEAK.TP2~ #1 #32 // Minsc's bald head: 1.74 BWP Fix
~D0TWEAK/SETUP-D0TWEAK.TP2~ #0 #4 // Tweaked Weapon Enchantments: 22
~D0TWEAK/SETUP-D0TWEAK.TP2~ #0 #5 // Additional Racial Enemies: 22
~D0TWEAK/SETUP-D0TWEAK.TP2~ #0 #6 // Summoning Cap Removal: 22
~SETUP-NMTP.TP2~ #0 #0 // ½ð±ÒÊµÌå»¯
~SETUP-NMTP.TP2~ #0 #2 // Éú»î¼¼ÄÜÏµÍ³V2.1ºËÐÄ²å¼þ
~SETUP-NMTP.TP2~ #0 #3 // ½£Íå·¨Í¥
~SETUP-NMTP.TP2~ #0 #4 // ±íÑÝI
~SETUP-NMTP.TP2~ #0 #5 // Åëâ¿I
~SETUP-NML.TP2~ #2 #0 // Adventurer's Cuisine
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #120 // Restore innate disease immunity to Paladins: v4.32
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #100 // Restore innate infravision to Half-Orc characters: v4.32
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #101 // Prevent skeletal and incorporeal undead from being affected by Illithids' Devour Brain attack: v4.32
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #104 // PnP Color Spray: v4.32
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #115 // Allow Mages to scribe memorized spells onto scrolls -> Scrolls can be scribed everywhere: v4.32
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #130 // Additional racial traits for Dwarves: v4.32
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #140 // Additional racial traits for Gnomes: v4.32
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #152 // PnP Fiends -> Mod-added fiends are also affected: v4.32
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #160 // PnP Undead: v4.32
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #180 // PnP Mephits: v4.32
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #185 // PnP Fey creatures: v4.32
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #186 // Revised Call Woodland Beings spell: v4.32
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #190 // PnP Elementals: v4.32
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #191 // Increase the Hit Dice of Elemental Princes: v4.32
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #200 // Allow Breach to take down Stoneskin effects applied by items: v4.32
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #201 // Instant casting for warrior innates: v4.32
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #202 // Revised Bhaalpowers -> Enhance the Bhaalpowers and standardize their casting time: v4.32
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #218 // Regain Bhaalpowers in ToB: v4.32
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #203 // Make druidic shapeshifting uninterruptable: v4.32
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #210 // Restore the Dispel Magic vulnerability to Nishruu and Hakeashars: v4.32
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #212 // Make alignment detection spells more accurate: v4.32
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #216 // Bard songs break invisibility -> Only the Jester song breaks invisibility: v4.32
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #220 // Simple Thief script: v4.32
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #230 // Simple Bard script: v4.32
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #239 // Simple Cleric/Paladin script: v4.32
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #324 // Use Icewind Dale's Dimension Door animation -> Fast animation speed, shorter delay between animation start and creature appearance/disappearance: v4.32
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #301 // Change the appearance of Valygar's armor: v4.32
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #302 // Change the appearance of the Robe of Vecna: v4.32
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #310 // Distinctive creature coloring: v4.32
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #315 // Distinctive creature soundsets: v4.32
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #500 // Slightly expanded storage capacity for containers -> Use the recommended storage capacity value (999): v4.32
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #510 // Expanded temple services: v4.32
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #999 // BG2-style icons for aTweaks content: v4.32
~WSR/SETUP-WSR.TP2~ #0 #200 // Wizard Slayer High Level Ability revision: v1.12
~WSR/SETUP-WSR.TP2~ #0 #302 // Revised Wizard Slayer item restrictions -> Moderate changes: v1.12
~WSR/SETUP-WSR.TP2~ #0 #999 // BG2-style icons for WSR content: v1.12

~RR/SETUP-RR.TP2~ #0 #2 // Thief High Level Ability revisions: v4.80
~RR/SETUP-RR.TP2~ #0 #5 // Bard High Level Ability revisions: v4.80
~RR/SETUP-RR.TP2~ #0 #9 // Revised Thievery -> Use PnP thievery potions and prevent their effects from stacking: v4.80
~RR/SETUP-RR.TP2~ #0 #11 // Chosen of Cyric encounter: v4.80
~RR/SETUP-RR.TP2~ #0 #12 // Shadow Thief Improvements: v4.80
~RR/SETUP-RR.TP2~ #0 #999 // BG2-style icons for RR content: v4.80
~SETUP-BARDSONG_BG2_IWD.TP2~ #0 #1 // Bard Song Switching Patch compatible with Rogue ReBalancing Pack
~BPSERIES/SETUP-BPSERIES.TP2~ #0 #0 // Detectable Stats v3.1 (required for BPSeriesScript Component): v0.3121
~BPSERIES/SETUP-BPSERIES.TP2~ #0 #100 // BP-Series Party AI for BG:EE,BG2:EE and BG2:ToB: v0.3121
~SETUP-NMRF-PC.TP2~ #2 #0 // Install Macholy's fight scripts V3.1 -> Compatible with SCSI&II: v3.1 BWP Fix
~SETUP-NMRF-PC.TP2~ #2 #2 // Macholy's mods hotkey tools V1: v3.1 BWP Fix
~SETUP-NMRF-PC.TP2~ #2 #3 // Combat round timer V1: v3.1 BWP Fix
~DIFFTWEAK/DIFFTWEAK.TP2~ #0 #3 // Increased Ammo Stacks -> Increase Ammo by 200%
~DIFFTWEAK/DIFFTWEAK.TP2~ #0 #10 // Increased Gem and Jewelry Stacking -> Increase Gem and Jewelry by 200%
~DIFFTWEAK/DIFFTWEAK.TP2~ #0 #17 // Increased Potion Stacking -> Increase Potion by 200%
~DIFFTWEAK/DIFFTWEAK.TP2~ #0 #24 // Increased Scroll Stacking -> Increase Scroll by 200%
~FULLPLATE/SETUP-FULLPLATE.TP2~ #0 #1 // Full Plate And Packing Steel: Between You And Harm (alternate armour system): v2
~FULLPLATE/SETUP-FULLPLATE.TP2~ #0 #102 // Full Plate And Packing Steel: Field Improvisation (convenience tweak, remove restrictions on combining protective items): v2
~FULLPLATE/SETUP-FULLPLATE.TP2~ #0 #204 // Full Plate And Packing Steel: Little He Knows Where a Foe May Lurk (everyone can backstab at x2, thieves/assassins do better): v2
~RANDOMISER/RANDOMISER.TP2~ #0 #1300 // Randomise items -> Mode 2: Randomise with WeiDU. No items are lost: v6.8
~RANDOMISER/RANDOMISER.TP2~ #0 #9000 // Cespenar can forge SoA items: v6.8
~RANDOMISER/RANDOMISER.TP2~ #0 #10200 // Remove Protection from Undead scrolls from stores -> All scrolls from 9 out of 10 stores: v6.8
~RANDOMISER/RANDOMISER.TP2~ #0 #10210 // Duergar merchants: v6.8
~TB#TWEAKS/TB#TWEAKS.TP2~ #0 #100 // Nature's Beauty Tweak.: TB#Tweaks, V 2.61 BWP Fix
~TB#TWEAKS/TB#TWEAKS.TP2~ #0 #150 // Imprisonment Fix.: TB#Tweaks, V 2.61 BWP Fix
~TB#TWEAKS/TB#TWEAKS.TP2~ #0 #200 // Flesh to Stone Fix.: TB#Tweaks, V 2.61 BWP Fix
~TB#TWEAKS/TB#TWEAKS.TP2~ #0 #300 // Drop Weapons in Panic Effect Removal.: TB#Tweaks, V 2.61 BWP Fix
~TB#TWEAKS/TB#TWEAKS.TP2~ #0 #1250 // More cheating Wishes: -> Cheesy Limited Wish & Wish.: TB#Tweaks, V 2.61 BWP Fix
~TB#TWEAKS/TB#TWEAKS.TP2~ #0 #2050 // Improved Difficulty System. -> Serious dialogue (recommended).: TB#Tweaks, V 2.61 BWP Fix
~TB#TWEAKS/TB#TWEAKS.TP2~ #0 #4000 // 3rd edition style Strength: TB#Tweaks, V 2.61 BWP Fix
~TB#TWEAKS/TB#TWEAKS.TP2~ #0 #4500 // 3rd edition style Dexterity: TB#Tweaks, V 2.61 BWP Fix
~TB#TWEAKS/TB#TWEAKS.TP2~ #0 #5000 // 3rd edition style Constitution: TB#Tweaks, V 2.61 BWP Fix
~TB#TWEAKS/TB#TWEAKS.TP2~ #0 #6000 // 3rd edition style Wisdom: TB#Tweaks, V 2.61 BWP Fix
~TB#TWEAKS/TB#TWEAKS.TP2~ #0 #6500 // 3rd edition style Charisma: TB#Tweaks, V 2.61 BWP Fix
~TB#TWEAKS/TB#TWEAKS.TP2~ #0 #9100 // Mages drop spellbooks. -> 50% of mages drop spellbooks, spellbooks contain 50% of memorized spells.: TB#Tweaks, V 2.61 BWP Fix
~P5TWEAKS/SETUP-P5TWEAKS.TP2~ #0 #30 // Drop Items on Imprisonment: v5.1
~P5TWEAKS/SETUP-P5TWEAKS.TP2~ #0 #50 // Restore SoA Background Music for Promenade Cutscene: v5.1
~TRAP_REV/SETUP-TRAP_REV.TP2~ #0 #0 // Trap Revisions
~CONTAIN/SETUP-CONTAIN.TP2~ #0 #10 // Unique Containers -> Unique icons and names: v3
~SETUP-CELESTIALES.TP2~ #0 #0 // Correcion a la animacion de las armas de devas y planotareos (Corrections of the animation of the weapon of devas and planetars) (Korrektur der Animation der Waffen der Devas und Planetare): v1.2
~SETUP-CELESTIALES.TP2~ #0 #1 // Sustitucion de los graficos de devas y planotareos rojos (Substitution of the creature graphics of the red devas and planetars) (Ersatz der Grafiken der roten Devas und Planetare): v1.2
~SETUP-CELESTIALES.TP2~ #0 #2 // Sustitucion de los graficos de devas y planotareos azules y de Solar (Substitution of the creature graphics of the blue devas and planetars and the solars) (Ersatz der Grafiken der blauen Devas, Planetare und Solarier): v1.2
~IISPELLSYSTEMADJUSTMENTS/SETUP-IISPELLSYSTEMADJUSTMENTS.TP2~ #0 #0 // Arcane Spell Refreshment: v7
~IISPELLSYSTEMADJUSTMENTS/SETUP-IISPELLSYSTEMADJUSTMENTS.TP2~ #0 #1 // Divine Spell Refreshment: v7
~IISPELLSYSTEMADJUSTMENTS/SETUP-IISPELLSYSTEMADJUSTMENTS.TP2~ #0 #2 // XP for casting Arcane Spells: v7
~IISPELLSYSTEMADJUSTMENTS/SETUP-IISPELLSYSTEMADJUSTMENTS.TP2~ #0 #3 // XP for casting Divine Spells: v7
~IIPROJECTILER/SETUP-IIPROJECTILER.TP2~ #0 #2002 // Projectile Retrieval Mod -> All other Infinity Engine Games
~IILEARNTHROUGHUSE/SETUP-IILEARNTHROUGHUSE.TP2~ #0 #2001 // Learn Through Use
~AURORA/SETUP-AURORA.TP2~ #0 #105 // Change store buying prices -> Reduce to 50%: v5a BWP Fix
~AURORA/SETUP-AURORA.TP2~ #0 #180 // Change store selling prices -> Increase by 200%: v5a BWP Fix
~AURORA/SETUP-AURORA.TP2~ #0 #210 // Change gem and jewelry prices -> Reduce to 50%: v5a BWP Fix
~AURORA/SETUP-AURORA.TP2~ #0 #247 // Change quest gold rewards -> Reduce to 50%: v5a BWP Fix
~AURORA/SETUP-AURORA.TP2~ #0 #420 // Realistic random treasures -> Both 1 and 2 (no treasures lost): v5a BWP Fix
~AURORA/SETUP-AURORA.TP2~ #0 #467 // Change creature gold carried -> Reduce to 25%: v5a BWP Fix
~AURORA/SETUP-AURORA.TP2~ #0 #500 // PnP Helmed and Battle Horrors: v5a BWP Fix
~AURORA/SETUP-AURORA.TP2~ #0 #520 // Realistic Kobold Commandos: v5a BWP Fix
~SETUP-AURPATCH.TP2~ #0 #0 // Aurora Patch: v5.1
~TOBAURORA/SETUP-TOBAURORA.TP2~ #0 #0 // Aurora NPC for BG2:TOB: v1
~SETUP-HARDTIMES.TP2~ #0 #0 // Hard Times v2 (BGT): 2.4 (BGT)
~SETUP-HARDTIMES.TP2~ #0 #1 // Hard Times: Ulcaster School Encounter: 2.4 (BGT)
~POLYTWEAK/POLYTWEAK.TP2~ #0 #50 // PnP mind flayer attacks: v2.00

~POLYTWEAK/POLYTWEAK.TP2~ #0 #60 // Improved (less buggy) trolls: v2.00
~POLYTWEAK/POLYTWEAK.TP2~ #0 #70 // Improved Umberhulks: v2.00
~POLYTWEAK/POLYTWEAK.TP2~ #0 #80 // Improved Yuan-Ti: v2.00
~POLYTWEAK/POLYTWEAK.TP2~ #0 #83 // Improved Minotaurs: v2.00
~POLYTWEAK/POLYTWEAK.TP2~ #0 #85 // Corrected Vampire Stats: v2.00
~POLYTWEAK/POLYTWEAK.TP2~ #0 #97 // Related Weapon Proficiencies -> Related Weapon Proficiencies including clubs: v2.00
~POLYTWEAK/POLYTWEAK.TP2~ #0 #100 // Anomen: v2.00
~POLYTWEAK/POLYTWEAK.TP2~ #0 #150 // Cernd: v2.00
~POLYTWEAK/POLYTWEAK.TP2~ #0 #201 // Jaheira -> two handed weapons: v2.00
~POLYTWEAK/POLYTWEAK.TP2~ #0 #300 // Keldorn: v2.00
~POLYTWEAK/POLYTWEAK.TP2~ #0 #401 // Minsc -> Keep Minsc as ranger: v2.00
~POLYTWEAK/POLYTWEAK.TP2~ #0 #500 // Nalia: v2.00
~POLYTWEAK/POLYTWEAK.TP2~ #0 #600 // Valygar: v2.00
~POLYTWEAK/POLYTWEAK.TP2~ #0 #700 // Viconia: v2.00
~POLYTWEAK/POLYTWEAK.TP2~ #0 #800 // Distinctive Icons for Blackrazor and Flametongue: v2.00
~POLYTWEAK/POLYTWEAK.TP2~ #0 #900 // PnP mace of disruption: v2.00
~LEVEL1NPCS/LEVEL1NPCS.TP2~ #0 #0 // Nythrun's Level 1 NPCs: List party-joinable NPCs (required to install any NPC components): v1.9 BWP Fix
~LEVEL1NPCS/LEVEL1NPCS.TP2~ #0 #1 // Tweak weapon proficiencies for some classes (a la Ashes of Embers and aVENGER's Rogue Rebalancing): v1.9 BWP Fix
~LEVEL1NPCS/LEVEL1NPCS.TP2~ #0 #3 // Joinable NPCs more closely match the player character's experience -> On initial joining only: v1.9 BWP Fix
~LEVEL1NPCS/LEVEL1NPCS.TP2~ #0 #51 // Balanced BG1 NPC attributes -> mos_anted's revision: v1.9 BWP Fix
~LEVEL1NPCS/LEVEL1NPCS.TP2~ #0 #55 // Dudleyfix for BG1 NPCs: v1.9 BWP Fix
~LEVEL1NPCS/LEVEL1NPCS.TP2~ #0 #60 // Fix BG1 NPC spells and innate abilities: v1.9 BWP Fix
~LEVEL1NPCS/LEVEL1NPCS.TP2~ #0 #100 // Update game references to NPC classes/kits: v1.9 BWP Fix
~W_PSIONICS_UNLEASHED/SETUP-W_PSIONICS_UNLEASHED.TP2~ #0 #10 // Psion class (selectable under the Warrior creation menu)
~W_PSIONICS_UNLEASHED/SETUP-W_PSIONICS_UNLEASHED.TP2~ #0 #61 // Individual AI management for party members -> Install
~XPMOD/SETUP-XPMOD.TP2~ #0 #1 // Creature XP Reduction -> Reduce to 50%: 7
~XPMOD/SETUP-XPMOD.TP2~ #0 #16 // Quest XP Reduction -> Reduce to 50%: 7
~SETUP-BP-BALANCER.TP2~ #0 #2 // XP for Spell Learning -> At 10% from your current configuration
~SETUP-BP-BALANCER.TP2~ #0 #7 // XP for Disarming Traps -> At 10% from your current configuration
~SETUP-BP-BALANCER.TP2~ #0 #12 // XP for Pick Pocket -> At 10% from your current configuration
~SETUP-BP-BALANCER.TP2~ #0 #16 // Installing files needed for the components of the group „Balancing XP and items of several mods"
~SETUP-BP-BALANCER.TP2~ #0 #17 // Restore original BG1 creatures' XP and items -> Keep custom items from other Mods
~SETUP-BP-BALANCER.TP2~ #0 #21 // Item and XP Balancing for 'Dark Side of the Sword Coast (v2.15)' -> Also randomly remove SOME overpowered custom items (will not affect quest relevanted items)
~SETUP-BP-BALANCER.TP2~ #0 #24 // Item and XP Balancing for 'Northern Tales of the Sword Coast (v1.70a)' -> Also randomly remove SOME overpowered custom items (will not affect quest relevanted items)
~SETUP-BP-BALANCER.TP2~ #0 #27 // Item and XP Balancing for 'Secret of Bone Hill (v2.75)' -> Also randomly remove SOME overpowered custom items (will not affect quest relevanted items)
~SETUP-BP-BALANCER.TP2~ #0 #30 // Item and XP Balancing for 'DrizztSaga (v1.0)' -> Also randomly remove SOME overpowered custom items (will not affect quest relevanted items)
~SETUP-VIRTUE.TP2~ #0 #0 // Virtue: v19 BWP Fix
~SETUP-GLORAN.TP2~ #1 #1 // Gloran & Virtue: v3 BWP Fix
~SARERESTORE/SETUP-SARERESTORE.TP2~ #1 #0 // Sarevok Recovery Mod: v1.0
~BG1NPCBEG/BG1NPCBEG.TP2~ #0 #110 // Move Ajantis: v2.1
~BG1NPCBEG/BG1NPCBEG.TP2~ #0 #120 // Move Alora: v2.1
~BG1NPCBEG/BG1NPCBEG.TP2~ #0 #130 // Move Coran: v2.1
~BG1NPCBEG/BG1NPCBEG.TP2~ #0 #140 // Move Eldoth: v2.1
~BG1NPCBEG/BG1NPCBEG.TP2~ #0 #150 // Move Faldorn: v2.1
~BG1NPCBEG/BG1NPCBEG.TP2~ #0 #160 // Move Kivan: v2.1
~BG1NPCBEG/BG1NPCBEG.TP2~ #0 #170 // Move Quayle: v2.1
~BG1NPCBEG/BG1NPCBEG.TP2~ #0 #180 // Move Safana: v2.1
~BG1NPCBEG/BG1NPCBEG.TP2~ #0 #190 // Move Shar-Teel: v2.1
~BG1NPCBEG/BG1NPCBEG.TP2~ #0 #200 // Move Tiax: v2.1
~BG1NPCBEG/BG1NPCBEG.TP2~ #0 #210 // Move Viconia: v2.1
~SETUP-NSCPORTRAITS.TP2~ #0 #0 // Portraits for BG1(BGT): v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #1 // Portraits for BG2 and ToB: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #10 // Portraits for Dark Side of the Sword Coast: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #20 // Portraits for Northern Tales of the Sword Coast: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #21 // Alternate Portrait for Will Scarlet of NTotSC: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #30 // Portraits for Secret of Bone Hill: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #50 // Portraits for Stone of Askavar: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #300 // Portraits for BG1 Mini-Quests and Encounters: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #305 // Portraits for Lure of the Sirines Call: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #310 // Portraits for Grey Clan Episode I: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #1000 // Portraits for The Darkest Day: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #1001 // Alternate NPC-Portraits for The Darkest Day: v2.9

~SETUP-NSCPORTRAITS.TP2~ #0 #1030 // Portraits for Region of Terror: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #1031 // Alternate NPC-Portraits for Region of Terror: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #1300 // Portraits for Tower of Deception: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #1310 // Portraits for Assassinations: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #1320 // Portraits for Dungeon Crawl: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #1330 // Portraits for Romantic Encounters: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #1780 // Portraits for Romantic Encounters BG1: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #1350 // Portraits for Tales of Anegh: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #1380 // Portraits for Ascalons Questpack: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #1360 // Portraits for Tales of the Deep Gardens: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #1370 // Portraits for Dark Horizons: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #1390 // Portraits for Jans Quest: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #1400 // Portraits for Planar Sphere: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #1410 // Portraits for Innershade: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #1420 // Portraits for Fishing for Trouble: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #1430 // Portraits for Eilistraees Song: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #1440 // Portraits for Expanded Thief Stronghold: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #1450 // Portraits for Gavin BG1: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #1470 // Portraits for Return to Brynnlaw: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #1480 // Portraits for Sellswords: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #1490 // Portraits for Isra: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #1500 // Portraits for Longer Road: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #1510 // Portraits for Zalnoya: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #1520 // Portraits for D0Questpack: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #1530 // Portraits for Slandor: v2.9
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~SETUP-NSCPORTRAITS.TP2~ #0 #2000 // Portraits for Ascalons Breagar: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #2010 // Portraits for Amber NPC: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #3000 // Alternate Portrait for Goo NPC: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #3010 // Alternate Portrait for Kim NPC: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #5000 // Alternate Female Character-Creation Portraits: v2.9
~SETUP-NSCPORTRAITS.TP2~ #0 #5010 // Alternate Male Character-Creation Potraits: v2.9
~SETUP-BP-BGT-WORLDMAP.TP2~ #0 #0 // Worldmap for Baldur's Gate - including colored Baldur's Gate map icons: v10.1
~SETUP-BP-BGT-WORLDMAP.TP2~ #0 #1 // Worldmap for Throne of Bhaal -> Use new Worldmap for Throne of Bhaal as well: v10.1
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #3220 // Sensible Entrance Points: v16
~MAPNAMES/SETUP-MAPNAMES.TP2~ #0 #0 // Sword Coast Map Labels: v2
~MAPNAMES/SETUP-MAPNAMES.TP2~ #0 #25 // Update Map Markers: v2
~1PP_HQ_MUSIC_BGT/1PP_HQ_MUSIC_BGT.TP2~ #0 #0 // 1pp: High quality music for BGT -> Patch BGT and BGII areas to make full use of updated music (Recommended)
~SETUP-GUI.TP2~ #0 #5 // Game Graphical User Interface (GUI) -> „Baldur's Gate Trilogy" (Elminster wielding staff)
~SETUP-CREFIXER.TP2~ #0 #0 // Creature Slot Fixer: v2
~SETUP-POISON_EFFECT_SUPPLEMENT.TP2~ #0 #0 // Poison Effect Supplement for ToBEx (has no effect if ToBEx is not present)
~SETUP-LOLFIXER.TP2~ #0 #0 // Area Stuff - MAJESTIC Area Fixer: 29122013
~SETUP-LOLFIXER.TP2~ #0 #1 // Creature Stuff - Creature Resource Fixer (res_fixer for ALL CREATURES): 29122013
~SETUP-LOLFIXER.TP2~ #0 #2 // Creature Stuff - Inventory Unborker (removes spurious references to the item table): 29122013
~SETUP-LOLFIXER.TP2~ #0 #3 // Creature Stuff - Inventory Cleaner (removes items that don't exist and converts them into already present items where applicable): 29122013
~SETUP-LOLFIXER.TP2~ #0 #4 // Creature Stuff - Inventory Overhauler (moves invalid but equippable items to inventory and equips anything in the inventory to a free slot): 29122013
~SETUP-LOLFIXER.TP2~ #0 #5 // Creature Stuff - MAJESTIC Creature Fixer: 29122013
~SETUP-LOLFIXER.TP2~ #0 #6 // Creature Stuff - Duplicate Creature Effect Remover: 29122013
~SETUP-LOLFIXER.TP2~ #0 #7 // Item Stuff - Item Resource Fixer (res_fixer for ALL ITEMS): 29122013
~SETUP-LOLFIXER.TP2~ #0 #8 // Item Stuff - MAJESTIC Item Fixer: 29122013
~SETUP-LOLFIXER.TP2~ #0 #9 // Item Stuff - Portrait Icon Assigner: 29122013
~SETUP-LOLFIXER.TP2~ #0 #10 // Item Stuff - Proper Immunity Assigner: 29122013
~SETUP-LOLFIXER.TP2~ #0 #11 // Item Stuff - Duplicate Item Effect Remover: 29122013
~SETUP-LOLFIXER.TP2~ #0 #12 // Item Stuff - MAJESTIC Item Checker: 29122013
~SETUP-LOLFIXER.TP2~ #0 #13 // Spell Stuff - Spell Resource Fixer (res_fixer for ALL THE SPELLS): 29122013
~SETUP-LOLFIXER.TP2~ #0 #14 // Spell Stuff - MAJESTIC Spell Fixer: 29122013
~SETUP-LOLFIXER.TP2~ #0 #15 // Store Stuff - MAJESTIC Store Fixer: 29122013
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