BiG WORLD PROJECT

by Leonardo Watson

Baldur's Gate™

Entire installation instructions for the Baldur's Gate Mega-Mod, Version 18.2

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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, decisive for a functioning megamod the right combination of the the mods in a specific sequence. Also it is as important to solve a problem at the root and not only to remove the symptoms as it was mostly done before. See in addition also this contribution:
http://forums.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 **BiG World Megamod**.

The **BiG 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 **BiG 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 **BiG 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 **BiG World Megamod**.

Leonardo Watson

INTRODUCTION

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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 more than 50 GB of hard drive space and temporary 2.54 GB for Baldur's Gate I.
Note that afterwards still 15% of the disk should be free to allow the operating system to function properly.

RAM

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

INSTALLATION PATH

(will be executed by the **BiG 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 **BiG 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, as it's likely to make your game uncompletable!

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

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

CLEAN INSTALL - GOG DIGITAL VERSION ONLY

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

The default directory for BGII using gog.com is: "...\GOG.com\Baldurs Gate II" (no quotes). Therefore, the directory name needs to be changed to "BGII - SoA" (a space before and after the hyphen).
(Not needed when using the **BiG 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 **BiG 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 **BiG 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 all the mods you are interested in, into a separate folder that you name BiG World Downloads. The **BiG World Install.bat** extracts all mods out of this folder into your BGII - SoA folder regardless of their file format (even if they are wrapped in NSIS).

During the Installation some fixes and patches are required. All needed files (patches and fixes) are included in the folders **BiG World Fixpack**, **BiG World Textpack** 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
https://baldurs-gate.de/index.php?resources/categories/big-world-projekt.4/

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 for example randomly some files may get lost or damaged). Deactivate automatic updates for your operating system. Reboot your computer.

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

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

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

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

SPECIAL CASE WINDOWS VISTA

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

DISABLE PROGRAM COMPATIBILITY

Disable Program Compatibility Assistant in Windows 7

1. Click on Start and type in services.msc, hit enter.
2. Scroll down the list in the window that appears until you see program compatibility assistant service.
3. Highlight the service.
4. Right click on it and select properties.
5. Next to startup type, select disable.
6. For service status, select stop.
7. Hit apply.
8. Hit OK.

Please be advised that Windows 10 operating system will receive frequent hardware driver and software updates following its release; this may affect game compatibility.

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

INSTALLATION WITH THE B¿G WORLD INSTALLPACK

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

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

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

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

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

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

EDITING THE BATCH FILES

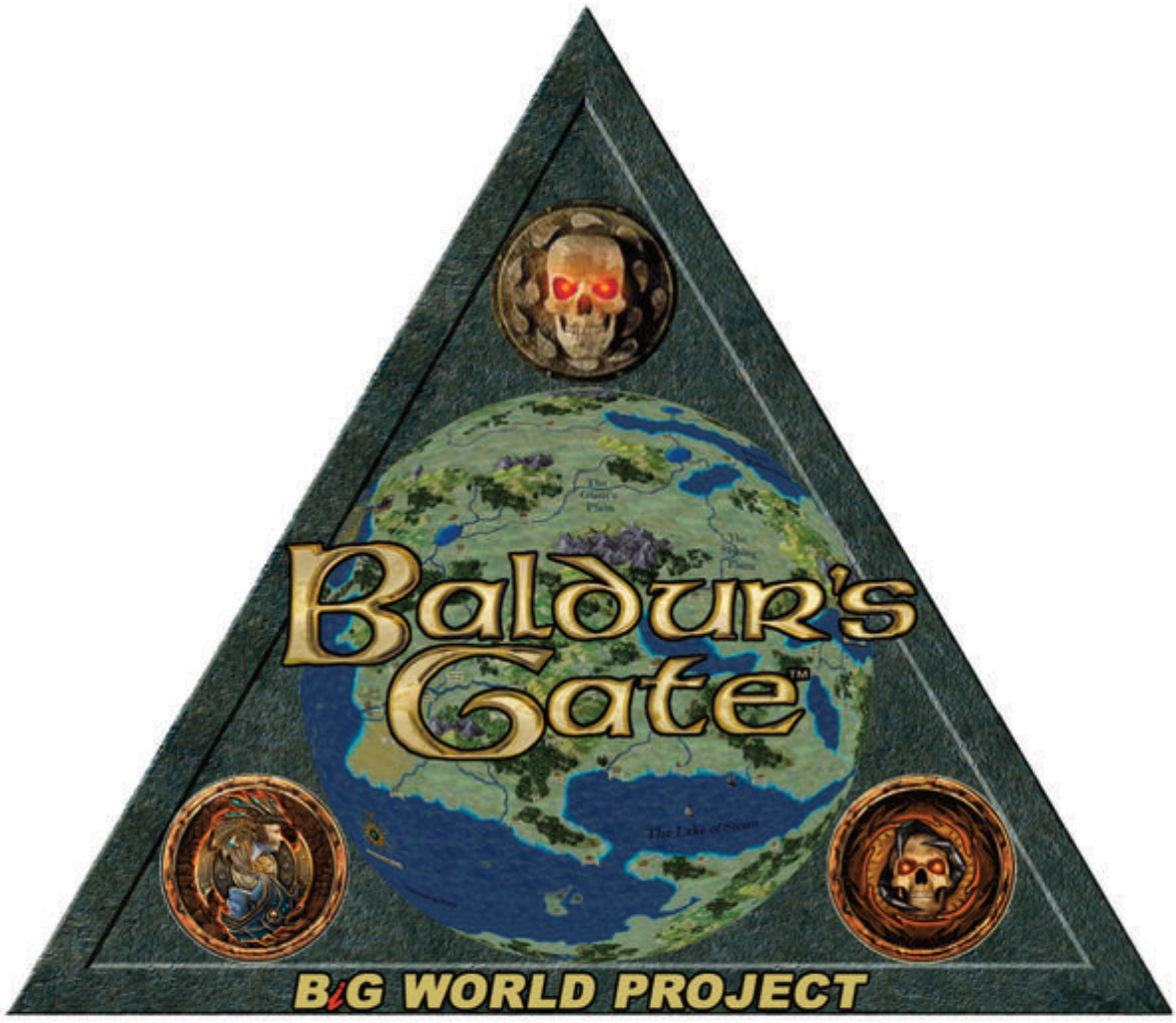
However, possibly you want to install not all given mods and components. You can change the batch file quite simply individually. Read in addition the file **B¿G World Installpack read me.txt** in the folder **B¿G World Installpack**.

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

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

THE 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 Oversight and Key Names) in any case, even without a mega-mod mod.

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

only for German users

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

only for French users

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

only for Spain users

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

only for German users

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

only for French users

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

only for Spain users

1.7 BG2-Soundfix

only for German users

1.8 Sonidos_BG_TotSC_castellano

only for Spain users

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

This component is identical to tob_hacks, SCS and SCS.

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

This component is NOT compatible with tob_hacks.

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

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

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

1.10 Ascension v1.4.24

~SETUP-ASCENSION.TP2~

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

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

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

Copy the folder **ascension** and the files **Setup-Ascension.exe** and **Setup-Ascension.tp2** into your main SoA directory.
One or more files of this mod must be changed. This will be done by the patch from the folder **BiG 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			Press ENTER to exit

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

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

For full description see step (2)

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

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

This component must be installed at the beginning of the megamod.
Not together with "Improved Sendai" from the BP mod.

Install Component		next component	[Q]uit
Successfully installed			Press ENTER to exit

The readme opens.

1.12 BG2 Fixpack v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~

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

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

Choose your language:			0 [English]
Would you like to Display the components from [Optional, But Cool]?			[Y]es
Install Component	0	[BG2 Fixpack - Core Fixes]?	[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!

1.13 Vlad's Compilation v2.1 (1)

~SETUP-VCV21.TP2~

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

For full description see step (2)

Copy the folders **Custom Portraits, NeJE, override, ReadMe** and the files **NeJEAreasSounds.bat, oggdec.exe, Setup-VCv10.exe, Setup-VCv10.tp2** and **tisunpack.exe** into your main SoA directory.
One or more files of this mod must be changed and you need a special edition of the tp2 file. This will be done by the patch from the folder **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		any component except:	[N]ot Install
Install Component	0	[MY COMPILATION]?	[I]nstall
Install Component	1	[Baldurdash Fix Pack for SoA-ToB, v1.76 WeiDU]?	[I]nstall

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

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

1.14 igi's Key Names v2

~IIKEYNAMES/SETUP-IIKEYNAMES.TP2~

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

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

1.15 One Pixel Productions v4 (1)
~1PP/1PP.TP2~

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

Item Revisions is compatible with 1PPv4 when you follow this installation order:
Install before IR's main component:
101 Core Paperdolls (included in IR but required for other 1PP components)
400 Core Updates and Item Patches (partially included in IR but required for other 1PP components)
401 Improved Projectile Effects
Install after IR's main component:
113 Smart Avatar & Armour Switching
210 Increased Paperdoll Object Variety (core)
Don't install because they are already included:
203 Restored Flame Sword Animations
204 Colourable Quarterstaves
205 Legacy Shields v2
206 Additional Shield Animations (core)
207 Wizards' Staves (core)
208 Additional Helmet Animations (core)

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

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

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

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

```
Would you like to display the readme?                                  [N]o
What should be done with all components that are NOT YET installed?    [A]sk about each one?
Install Component 101   [Core paperdolls]?                            [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]?
```
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]?                      [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]?                              [N]ot Install
```
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 Tweaks Anthology component [Change Avatar When Wearing Robes or Armor (Galactygon)]. You may not install both together.

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

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

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

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]? [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 hel-

```
                    mets 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]?       [N]ot Install
  Install Component 301 [Miscellaneous content fixes]?                      [N]ot Install
  Successfully installed                                                    Press ENTER to exit
```

2. BGT, THE BIG BG2 MODS AND PRIOR TWEAKS

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

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

2.1 The Darkest Day v1.14

~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.

Either install TDD before BGT to have imported BGT NPC's from BG1 to get the quests offered by TDD or install TDD after BGT for TDD NPC's to have their quests function.
TDD completely alters Ellesime's dialogue in a way that makes it incompatible with Ninde.
This mod is neither compatible with the NEJ3 component "Firewalker" Shar-Teel (custom kit and continuous character) nor the the Shar-Teel mod.
This mod is technically not compatible with BG1NPCSoA because you would have some NPCs twice.

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

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

Priests of Auril, Priest of Mystra and Priest of Tempus from TDD and RTT kitpacks are mutually exclusive.
Thug kit from Paladins of Faerûn kitpack and Ninja from RTT kitpack are incompatible with TDD kitpack which contains same kits.

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

Further files get copied

Installation complete. Press any key . . .	Press ENTER

If the TDD Charakter Kits component is selected, 76 kits will be added to the game: 22 fighters, 9 rangers, 7 paladins, 13 clerics, 7 druids, 12 thieves and 6 bards. Not all of them are available for every race.
The kits are: Mage_Hunter, BladeSinger, Frost_Dweller, VampireHunter, Marksman, Sellsword, Grunt, Pit, Duergar, Guardian, Ravager, Drowf, Drowb, Troll, Fgnome, Breach, Harch, Tact, Blademast, Rhythm, Vind, Holy, Tief, Amazon, DDChanter, Cronicler, Minstrel, Troubador, Buccaneer, Musician, Shamen, Shadow, Aerial, Aquatic, Just, Dream, Cerebral, Lord, Demon, Healer, Selune, Malar, Auril, Warlock, Faith, Drowc, Silvan, Tybboch, Tempus, Amaunator, Shar, Tyr, Mystra, Wilderness, Samurai, ShadElf, Drowr, Tracker, Giant, Eye, Forest, Slinger, Ninja, Knife, Sniper, Svirf, Drowa, Burglar, Plane, Thug, Huntsman, Delver, Merchant, Swindler,Anti_Paladin, Dragon Ripper, Saurial Paladin, Dark Knight

2.2 Shadows Over Soubar v1.13

~SETUP-SOS.TP2~

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

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

Choose your language:		0 [English]
Install Component 0	[Shadows Over Soubar, v1.13]?	[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"

2.3 Check the Bodies v1.13a

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

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

There is an incompatibility between NEJ and CtB in the kind that a small number of creatures uses the same animation what looks a little bit funny. This problem will be solved with "Infinity Animations".
This mod is incompatible with the component Continuous and Custom Kit Imoen from Vlad's Compilation because in spell.ids both of them use the same literal number for different symbolic identifiers.

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

Choose your language:		0 [English]
Install Component 0	[Check The Bodies]?	[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.

2.4 Check the Bodies Fast Forward v1.1

~SETUP-CTB_FF.TP2~

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

Double-click the Setup. The DOS dialogue appears:

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

The readme opens.

2.5 TethyrForestPatch v3b

~TETHYRFORESTPATCH/SETUP-TETHYRFORESTPATCH.TP2~

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

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

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

2.6 Check the Bodies Cutscene Improvement

~SETUP-CTBCUTIMP.TP2~

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

The **BiG 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

2.7 Region of Terror 2.1

~SETUP-ROT.TP2~

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

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

Copy the folder **RoTerror** and the files **Setup-RoT.exe** and **Setup-RoT.tp2** into your main SoA directory.
One or more files of this mod must be changed. This will be done by the patch from the folder **BiG 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

Priests of Auril, Priest of Mystra and Priest of Tempus from TDD and RTT kitpacks are mutually exclusive.
Knight kits from Paladins of Faerûn Kitpack and Enhanced BG2 mod are incompatible with Knight Paladin kit from ROT.
Gladiator kits from ROT and RTT are mutually exclusive.

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.
The kits are: Holy_Swordsman, Lancer, Shadow_Walker, ElementWarrior, WoodProtect, Singer, Auril, Deneir, Loviatar, Doombringer, Samurai, Trail_Tracker, Silent_Hunter, Snare_Master, Harpist, Drifter, Knight, Dark_Paladin, Planar_Druid, Wisher, Aerial_Druid

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

2.8 Baldur's Gate Trilogy v1.20

~SETUP-BGT.TP2~

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

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

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

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

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

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

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

Now the files are copied from BG1 to BG2.

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

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

Installation complete. Press any key . . .	Press ENTER

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

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

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

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

2.9 Baldur's Gate Trilogy Graphics Overhaul v1.8
~BGGRAPHICS/SETUP-BGGRAPHICS.TP2~

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

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

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

Would you like to display the readme?		[N]o
Install Component 0	[BGT Extended Night and Baldur's Gate Map Fixes]?	[I]nstall
	There are two optional components:	
	Include the expanded AR7621 Iron Throne rooftop area?	
	1. Yes	[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

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

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

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

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

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

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

only for German users

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

only for German users

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

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

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

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

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

The readme opens.

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

~ITEM_REV/ITEM_REV.TP2~

NOTE: *There is a revision for this mod -* ***IR Revised V1.2.4 (2019 January 20th)***
NOTE: *This mod must be installed in two steps! Only the main component must be installed really early but after BGT. All the others considerably later.*

For full description see step (2)

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

Double-click the Setup. The DOS dialogue appears:

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

This component includes already the mod "Horns of Valhalla" and The Tweaks Anthology component „sellable items (Icelus)“.

Install Component	next component	[Q]uit
Successfully installed		Press ENTER to exit

2.15 Spell Revisions v4beta16 (1)

~SPELL_REV/SETUP-SPELL_REV.TP2~

NOTE: *There is a revision for this mod -* ***SR Revised V1.1.0 (2019 February 5th)***
This mod improves the arcane and divine spells, removes different bugs, some weaker spells are improved and a few spells are completely remade. This mod replaces entirely the Arcane-Divine Spell Pack.

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

Spell Revisions should be installed after the BG2 Fixpack and before AI enhancing mods. Install it before all mods that change spells.
Spell Pack Beta 6 is completely technically compatible with SR when it is installed after SR. Spell Pack adds some new spells and it revises some old ones. It has separate components for each spell, so if you prefer the SP version of a particular spell, you can install that component to replace the SR version. I can't comment on how well SR and SP match up conceptually.
When SR starts using ADD_SPELL, it should become technically compatible with the spells added by megamods. It's generally agreed that a number of megamod spells stray far from the balance desired by SR, so SR will probably remain conceptually incompatible with them unless those spells get rebalanced.
It is not recommend to use Spell-50 with Spell Revisions as conceptually they are on opposite extremes. Spell Revisions is trying to "rebalance" spells, while that mod purposely makes them extremely overpowered.
SCS should be installed after SR.
In general, it should be installed after BG2 Fixpack and before AI enhancing mods.
Spell Revisions may have some compatibility issues with Divine Remix, so it is not recommended to use them to-

gether at this time. Currently, installing SR after Divine Remix will result in divine spells no longer following the sphere system while installing Divine Remix after SR will result in the replacement of some of SR's spell descriptions and the disappearance of some of SR's new and moved spells.

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

Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?		[N]o
What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 0	[Spell Revisions]?	[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 55	[Spell Deflection blocks AoE spells]?	[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

2.16 Resource Fixer v1
~SETUP-RES_FIXER.TP2~

Some macros designed to fix various structural errors in creatures, items and spells. It's necessary to get BP to install.

The **BiG 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

2.17 Big Picture v1.81 4611 (1)
~BP/SETUP-BP.TP2~

BP balances all mods installed before, contains several smaller mods and includes other improvements also as a unique hostile KI system. If several mods have changed the same objects, these are overpowered. BP compensates this again.

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

BP and SCS both try to do broadly similar things in rather different ways, so mixing BP AI and SCS AI components is a bad idea (SCS rewrites original scripts with new behavior; BP replaces original scripts with new differently-named scripts). If you install both then some creatures might have both SCS and BP AI scripts on them simultaneously, issu-

ing contradictory commands.

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.....]? [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]?                      [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
```

If you want the BP grandmastery rules applied to all classes, use The Biggs Tweak #3500 with this 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.
This component is in conflict with the SCS components Smarter General AI, Better Calls for Help, Add HLAs to Spell-casters, Smarter Celestials, Improved Bodhi.
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
This function is also included in Stratagems mod. Don't install both of them.
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.
This component is incompatible with the Erevain component from NEJ3 v7.1 because in spell.ids both of them use the same literal number for different symbolic identifiers.
Install Component 1210 [Irenicus Dungeon Enhancements (except Duergar)]? [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]? [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]? [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

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

2.18 Vlad's Compilation v2.1 (2)

~SETUP-VCV21.TP2~

Vlad's Compilation merges the former stand-alone mods Baldurdash, Tortoured Souls, Keldorn Romance, some components and also the Leina quest from former versions of NEJ.
This is an edited version of the mod. Most Baldurdash components are already included in the BG2Fixpack. These remain untouched from the edited version!
Nevertheless, several fixes which are not handled by BG2Fixpack are included here. Besides, Baldurdash is also required for NEJ3v7.02 and higher. It also makes the BGTNeJ2 v1.1 mod redundant.
Use by no means the original tp2 file from Vlad's Compilation together with the BG2Fixpack!

Tortured Souls includes a task with the Yoshimo family, as well as a romance with Valygar for a female PC and a ro-

mance with Sime for a male PC - this are two absolutely different plots!
TS must be installed after the BP core component but before NEJ!

The **Keldorn Romance** adds a huge number of new dialogs for Keldorn in SoA and ToB. This mod romances a female protagonist. She must be a human, elf or half-elf of any good or lawful neutral alignment and any class except a thief. Keldorn won't romance thieves and opposite alignments. True and chaotic neutral characters are possible but risky.
Tortured Souls is highly recommended but optional, Baldurdash is the must. Baldurdash enhances Nalia and Aerie. Both are highly recommended in the party. The author of the mod recommends to refrain from installing Keldorn Romance with other big mods such as TDD, SoS and CtB.

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

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

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [MY COMPILATION]? [N]ot Install
Install Component 1 [Baldurdash Fix Pack for SoA-ToB, v1.76 WeiDU]? [N]ot Install
This core component must be installed before the Item Revisions component 0.
Install Component 2 [Core Baldurdash Fixes (by Kevin Dorner)]? [N]ot Install
Install Component 3 [BGT Compatibility, Fixes and Improvements (BGT required!) (by Vlad)]? [I]nstall
Install Component 4 [Keldorn Romance v1.02]? [I]nstall
Keldorn Romance is contentwise not compatible with berelinde's Keldorn Romance. Play either this or that.
Install Component 5 [Third Path (by Vlad)]? [I]nstall
This component is required for the Tortured Souls mod.
Install Component 6 [Tortured Souls v7.06]? [I]nstall
Tortured Souls is not compatible with Corthala Romantique because this mod contains an own version of the Valygar romance.
Install Component 7 [Improved Character Minsc & Boo (by Vlad)]? [I]nstall
Install Component 8 [Boo - Familiar of Minsc (by Vlad) (If you're going to install TS next, please install this component.)]? [I]nstall
This component is required for the Tortured Souls mod.
This component is incompatible with the similar component from Worgas mod.
Install Component 9 [New Fixes]? [I]nstall
Install Component 10 [Improved Monk Class (by Vlad)]? [I]nstall
There may be issue with the Lost Items component "Monk +3 AC and +1 THACO Bonus".
Install Component 11 ["Firewalker" Shar-Teel (custom kit and continuous character)? [I]nstall
This component is neither compatible with TDD nor the Shar-Teel mod nor BG1NPCSoA because you get same NPC many times. Shar-Teel from Vlad's Compilation and Branwen from Branwen NPC start in the same cage in Irenicus' dungeon.
Install Component 12 [Leina - New Bard NPC Character and Quest (by Vlad)]? [I]nstall
Install Component 13 [Music for Keldorn, Tortured Souls and Leina (MUST be installed for any of these mods)]? [I]nstall
Install Component 14 [Priest of Sylvanus (Druid) Kit and Improved Character Jaheira (by Vlad)]? [I]nstall
It may occur a conflict with Refinements' "Revised High Level Abilities" component.
Install Component 15 [New Jaheira Portrait (by Vlad)]? [N]ot Install
Install Component 16 [Restored Anti-Dragon Items and Powerful Swords (by Vlad)]? [I]nstall
Install Component 17 [Restored Twisted Rune Quest (by Vlad)]? [I]nstall
This component is a content restoration that introduces a series of clues.
Install Component 18 [Improved Copper Coronet (by Vlad)]? [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 19 [Improved Shadows and Shadow Dragon (by Vlad)]? [I]nstall
Install Component 20 [Restored Dak'kon's Blade (by Vlad)]? [I]nstall
Install this component after the main component of Item Revisions, otherwise the file wa2dak.itm will be overwritten.
Install Component 21 [Improved Nymph (Woodland Being) Script by Goeran Rimen]? [I]nstall
Dryad AI is also modified by the the Tactics' component 28 "Improved Nymphs" and the SCS component 6300

"Smarter sirines and dryads".

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

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

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

This component is highly recommended together with the Keldorn NPC mod.
Not compatible with the Turambar fixes and tweaks component „Enhanced Nalia's ring“.

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

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

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

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

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

With this component Imoen can backstab, which is in contradiction to her background.
You may consider to give Imoen either the Adventurer kit from Song and Silence, or the Swashbuckler kit from Refinements (especially good with Rogue Rebalancing)
Not compatible with the mod Imoen Romance.
Not compatible with Sandrah NPC because this makes the largest part of the Sandrah/Imoen relationship unplayable and would remove 2 major quests from the mod. Imoen in Return to Faerûn would appear unrelated to the Imoen in the earlier parts of the game. Even if Sandrah main plot remains intact, about a quarter of the BG1 contents will be lost.
This component is incompatible with CtB because in spell.ids both of them use the same literal number for different symbolic identifiers.

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

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

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

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

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

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

Install Component 38 [Improved Character Edwin (BGT required!) (by Vlad)]? [I]nstall
Install Component 39 [Improved Character Xan (BGT required!) (by Vlad)]? [I]nstall
Install Component 40 [Items Upgrade (by Vlad)]? [I]nstall
Install Component [Textupdatepack]? [N]ot Install
41 [1] Baldurdash English Text Update Pack for ToB, v1.4 WeiDU (by Kevin Dorner)
42 [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.

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

2.19 Never Ending Journey 3 v7.1

~SETUP-NEJ3V71.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. The Leina quest from former verions of this mod is now moved to Vlad's Compilation.

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

NeJ only accepts one single procedure of solution and *you are forced to play this mod in a predetermined way that is uniquely different from the usual spirit of BG mods and you are unable to leave until you have completed it*. This mainly refers to the second part of the plot, playing in Halruaa. The spell tests that are to do there are so scripted that the spell has to act just, as the author has provided. If a mod like Spell revision for example is installed, this upsets the balance and the tasks in Halruaa cannot be solved.
Compatibility issues with BGT are now resolved during the installation of NEJ3. Hence, NEJ3 is installed after BGT-WeiDU.

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

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

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

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

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

Install the file **NeJ3v702.exe** into any dummy folder **but by no means into your main directory!** Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folders **BGTComp, Intro, NeJ, NeJ2, NEJ3, Hrothgar's Bonus Portrait, Jaheira's Original Portrait** and the files **acm2wav.exe, NeJ-Readme.txt, NeJAreasSounds.bat, NeJBGTAreasSounds.bat, NeJUninstaller.bat, oggdec.exe, Setup-NeJ3v702.exe, Setup-NeJ3v702.tp2, snd2acm.exe, tispack.exe, tisunpack.exe, wavc.exe** as well as a file **SETUP-NEJ3V702.DEBUG** in that dummy folder. Move them except the **SETUP-NEJ3V702.DEBUG** into your main SoA directory.

One or more files of this mod must be changed and you need a special edition of the tp2 file. This will be done by the patch from the folder **BiG World Fixpack**.
Double-click the Setup. The DOS dialogue appears:

What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 0	[Never Ending Journey Third Edition v7.1]?	[I]nstall
Install Component 1	[Frostbite Animation (Turns a big wyvern into the frost wyvern. You may install and uninstall this component at any moment in the game.)]?	[I]nstall
Install Component 2	[Erevain NPC for NeJ3 (by Bill and Vlad)]?	[I]nstall

Erevain is available in two options: triple class fighter/mage/thief or dual class fighter/thief. Only install component 2 or component 3!

Install Component 3	[Dual-Class Erevain NPC for NeJ3 (by Bill and Vlad)]?	[N]ot Install

This component is incompatible with the Edwin component from Vlad's Compilation because in spell.ids both of them

use the same literal number for different symbolic identifiers.

Install Component	4	[Improved and Continuous Character Skie (BGT required!)]?	[I]nstall
Install Component	5	[Areas & Sounds (This component is required to play NeJ2!)]?	[I]nstall

Installation complete.

2.20 klatu Tweaks and Fixes 1.7 (1)

~KLATU/SETUP-KLATU.TP2~

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

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

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

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Would you like to display the components from [Content Changes]?			[Y]es
Would you like to display the components from [Gameplay Tweaks and Fixes]?			[Y]es
Would you like to display the components from [Cosmetic Changes]?			[N]o
Would you like to display the components from [Content Changes]?			[N]o
SKIPPING	1000	[The Gloves of Goodman Hayes]	

This component requires an Enhanced Edition game

Install Component	1010	[The Manual of War]?	[I]nstall
Install Component	1020	[Prepared Wishes]?	[I]nstall
Install Component	1030	[Romance Cheat: Isra will Romance Neutral Characters]?	[N]ot Install

This component requires Isra BG2

SKIPPING	1040	[Give Hexxat an Inactive Fighter Class]?	

This component requires an Enhanced Edition game

Install Component	1050	[Appropriate XP Rewards for Cowled Enforcers]?	[I]nstall
Install Component	1060	[CtB: Skip Candlekeep Chores and intro cutscenes]?	[N]ot Install

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

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

Allows unhindered arcane spell casting in any armor. Basically a cheat.
A similar component is also included in the Tweaks Anthology mod (component #2120 Allow Arcane Spellcasting in Heavy Armor)

Install Component	2150	[Allow Thievery in Armor]?	[N]ot Install

Allows unhindered thieving skills in any armor. Basically a cheat.
A similar component is also included in the Tweaks Anthology mod (component #2100 Allow Thieving and Stealth in Heavy Armor)
Incompatible with the Full Plate And Packing Steel mod.

Install Component	2160	[Remove Delay from Improved Haste Spells]?	[N]ot Install
Install Component	2170	[Reputation has no Effect on Store Prices]?	[N]ot Install

```
Install Component  2180  [Charisma has a stronger Effect on Store Prices]?   [N]ot Install
Install Component  2190  [Modal Buff AI Script]?                             [N]ot Install
SKIPPING           2200  [Familiars can sort magical scrolls]?
```
This component requires an Enhanced Edition game
```
Successfully installed                                                       Press ENTER to exit
```

2.21 Baldur's Gate Trilogy - Music

~SETUP-BGTMUSIC.TP2~

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

This mod is included in BGT and will be created during the installation of BGT.
The mods Keldorn and TS only use line numbers smaler than 100 in the songlist and therefore they must be installed before BGT music otherwise the music files of TS and Keldorn are missing.
You can change the settings of this mod at any time because the remaining installation will not be affected!
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
```

3. BG1 QUEST MODS

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

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

3.1 Dark Horizons BGT v2.12

~SETUP-DARKHORIZONS.TP2~

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

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

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

3.2 Dark Side of the Sword Coast v3

~DSOTSC/SETUP-DSOTSC.TP2~

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

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

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	[Dark Side of the Sword Coast (DSotSC)]?	[I]nstall
Install Component 1	[DSotSC Wizard spells]?	[I]nstall
Install Component 2	[DSotSC Priest spells]?	[I]nstall
Install Component 3	[More common encounters in vanilla areas]?	[I]nstall
Install Component 4	[Distribute DSotSC items also in vanilla content]?	[I]nstall
Successfully installed		Press ENTER to exit

Further files get copied

Press any key . . .	Press ENTER

3.3 Northern Tales of the Sword Coast v3.1.1

~SETUP-NTOTSC.TP2~

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

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

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

Choose your language:		0 [English]
Install Component 0	[Northern Tales of the Sword Coast (NTotSC)]?	[I]nstall

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

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

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

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

Install Component	6	[Will O'Hara NPC]?	[I]nstall
Install Component	7	[Fighting Encounters]?	[I]nstall
Successfully installed			Press ENTER to exit

Further files get copied

Press any key . . .	Press ENTER

The readme opens.

3.4 Secret of Bonehill v2.75c

~SETUP-BONEHILL.TP2~

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

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

Choose your language:			0 [English]
Install Component	0	[Bone Hill Mod v275a (Requires 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.

3.5 Drizzt Saga v3.0

~DRIZZTSAGA/DRIZZTSAGA.TP2~

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

The Drizzt saga is intended only for experienced players.
Copy the folder **DRIZZTSAGA** and the file **Setup-drizztsaga.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Install Component		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!

3.6 The Vault v7.2a

~SETUP-VAULT.TP2~

These new and improved items will be distributed in the various encounters in BG1. These groovy new items, being in

the possession of the enemies, will tend to make the game significantly harder.

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

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

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

The readme opens.

3.7 BG1 Mini Quests and Encounters v20
~BGQE/SETUP-BGQE.TP2~

The mod adds several mall quests. Also included is the “Slime-Quest Mini-Modifikation, so now Jasteys BG1 Mini-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	[Slime Quest]?	[I]nstall
Install Component 1	[Beregost Family Quest]?	[I]nstall
Install Component 2	[Babysitting Quest, including the Carnival Encounter]?	[I]nstall
Install Component 3	[Nashkel Monster Quest]?	[I]nstall
Install Component 4	[Fallen Paladin Quest]?	[I]nstall
Install Component 5	[Undying Love Quest]?	[I]nstall
Install Component 6	[Lovesick Half-Orc]?	[I]nstall
Install Component 7	[Unexpected Help Quest]?	[I]nstall
Install Component 8	[Many little paws]?	[I]nstall
Install Component 9	[Drunk near Beregost Temple]?	[I]nstall
Install Component 10	[Warm Place for Noober]?	[I]nstall
Install Component 11	[Brage's Sword]?	[I]nstall
Install Component 12	[Legal Seachart Sources]?	[I]nstall
Install Component 13	[Additions to the House of the Lady and the Bitch Queen's Temple]?	[I]nstall
Install Component 14	[A Worried Farmer]?	[I]nstall
Install Component 15	[Bodies for a Good Cause]?	[I]nstall
Successfully installed		Press ENTER to exit

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

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

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

Copy the folder **TGC1e** and the files **Setup-TGC1E.exe** and **Setup-TGC1E.tp2** from the folder tgc1e_bgt into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component	[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.

3.9 The Lure of the Sirine's Call v15
~SETUP-SIRINESCALL.TP2~

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

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

Choose your language:		0 [English]
Would you like to display the readme?		[N]o
Install Component 0	[The Lure of the Sirine's Call]?	[I]nstall
Install Component 1	[Extended Lighthouse area]?	[N]ot Install

The Extended Lighthouse Area compnent crashes for BGT. Do not install this component on BGT until this is fixed.

Successfully installed	[The Lure of the Sirine's Call]	Press ENTER to exit

The readme opens.

3.10 The Stone of Askavar v2.1
~SOA/SETUP-SOA.TP2~

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

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

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

The readme opens.

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

This mod includes ten different new questes for BG1.

This is a PURE BGT-MODIFIKATION!

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

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

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

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

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

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

Choose your language:	3 [English]

Install Component 0	[Traveler-Traveller]?	[I]nstall
Successfully installed	[Traveler-Traveller]	Press ENTER to exit

3.13 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

3.14 T'was a Slow Boat from Kara-Tur

~KARATUR/SETUP-KARATUR.TP2~

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

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

Install Component 0	[T'Was a Slow Boat from Kara-Tur]?	[I]nstall
Successfully installed	[T'Was a Slow Boat from Kara-Tur]	Press ENTER to exit

3.15 Made in Heaven: Encounters & Quests v3

~MIH_QE\SETUP-MIH_QE.TP2~

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

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

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

Install Component 0	[Enhanced Candlekeep Catacombs]?	[N]ot Install
Install Component 1	[Enhanced Durlag's Tower]?	[N]ot Install
Install Component 2	[Enhanced Mutamin's Garden]?	[N]ot Install
Install Component 3	[Enhanced Ramazith's Tower]?	[N]ot Install
Install Component 4	[Enhanced Thieves' Maze & Undercity]?	[N]ot Install
Install Component 5	[Enhanced Ulcaster Ruins]?	[N]ot Install
Install Component 6	[Enhanced Xvart Village]?	[I]nstall
Install Component 7	[Enhanced Zombie Farm]?	[N]ot Install
Install Component 8	[A Real Spider Plague]?	[N]ot Install
Install Component 9	[Cloakwood Assassins]?	[I]nstall
Install Component 10	[The Surgeon's Plight]?	[I]nstall
Install Component 11	[Enhanced Minor BG1 Quests]?	[I]nstall
Install Component 12	[Enhanced Ancient Tomb]?	[N]ot Install
Install Component 13	[Enhanced Slum Sewers]?	[N]ot Install
Install Component 14	[Enhanced Trademeet Tomb]?	[N]ot Install
Install Component 15		
Install Component 16	[Enhanced Ankhegs]?	[I]nstall
Install Component 17	[Enhanced Basilisks]?	[I]nstall
Install Component 18	[Enhanced Dread Wolves]?	[I]nstall
Install Component 19	[Enhanced Mustard Jellies]?	[N]ot Install
Install Component 20	[Enhanced Winter Wolves]?	[I]nstall
Install Component 21	[Enhanced Wraith Spiders]?	[I]nstall
Successfully installed		Press ENTER to exit

4. BG1 STORES AND ITEMS

These mods expand and improve your BG1 stores and items.

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

~BW_HERBS/SETUP-BW_HERBS.TP2~

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

Copy the folder **BW_Herbs** and the file **Setup_BW_Herbs.exe** into your main SoA directory.
One or more files of this mod must be changed in order to be able to install it together with BWP. This will be done by the patch from the folder **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.

4.2 Thalantyr Item Upgrade v4.2.1

~THALAN/THALAN.TP2~

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

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

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

4.3 Lost Items Version Revised 2

~SETUP-LOSTITEMS.TP2~

This mod spreads several standard objects from BG2 in BG1

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

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

There may be issue with the Vlad's Compilation component "Improved Monk Class".

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 Tweaks Anthology or BGT Tweak Pack!

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

The same function is included in the Tweaks Anthology 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.

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

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

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

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

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

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

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

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

4.6 Animus v1.1
~ANIMUS.TP2~

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

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

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

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

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

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

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

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

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

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

This mod was created for BGEE. The **B⁄G World Installpack** converts this mod to BGT using the PCU. The **B⁄G**

World Fixpack makes further changes to the mod to be able to play it with BWP.

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

Choose your language:		0 [English]
Install Component 0	[Barbed Club of Pain]?	[I]nstall
Successfully installed	[Barbed Club of Pain]	Press ENTER to exit

4.9 Wand Case v1.3

~WANDCASE/WANDCASE.TP2~

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

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

Install Component 0	[Wand Case]?	[I]nstall
Successfully installed	[Wand Case]	Press ENTER to exit

4.10 Saradas Magic v1.1

~SARADAS_MAGIC/SARADAS_MAGIC.TP2~

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

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

Double-click the Setup. The DOS dialogue appears:

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

5. BG1 NPC MODS

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

5.1 BG1NPC Project v23.3

~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.

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

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

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Would you like to display the components from [The BG1 NPC Project: 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

deprecated due to copyright issues

Install Component	9	[The BG1 NPC Project: Ajantis Romance Core (teen content)]?	[I]nstall
		Please choose one of the following:	
		[1] 1 hour real time (standard) minimum between LoveTalks	[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

5.2 BG1NPC Music Pack v6

~BG1NPCMUSIC/BG1NPCMUSIC.TP2~

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

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

Would you like to display the readme?		[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.

5.3 Indira v12beta3

~SETUP-INDINPC.TP2~

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

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

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

Further files get copied, then the readme opens.

5.4 Mur'Neth v12

~MUR'NETH/MUR'NETH.TP2~

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

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

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

Choose your language:		0 [English]
Install Component 0	[The Mur'Neth NPC mod for Baldur's Gate Tutu or Baldur's Gate Trilogy-WeiDU]? [I]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.

5.5 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 . . .
```

5.6 Xan's friendship path for BG1 v9

~XANBG1FRIEND/SETUP-XANBG1FRIEND.TP2~

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

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

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

The readme opens.

5.7 Coran's BG Extended Friendship Talks v6

~CORANBGFRIEND/CORANBGFRIEND.TP2~

This mod expands Coran's Friendship talk sequence.

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

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

5.8 Ajantis BG1 v13

~AJANTISBG1/SETUP-AJANTISBG1.TP2~

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

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

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

5.9 Ascalon's Breagar v8.0.1 (1)

~SETUP-ACBRE.TP2~

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

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

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

```
Choose your language:                                          1 [English]
Install Component  0     [Breagar: Content]?                   [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
Crossmod with: Alternatives, Amber, Auren, Ascalons Questpack, BGQE, DSotSC, ToBR, ToD, Weimer's Solaufein
Successfully installed Press ENTER to exit

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

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

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

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

The readme opens.

5.11 Gavin BG1 v14
~GAVIN/GAVIN.TP2~

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

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

Would you like to display the readme? [N]o
Would you like to display the components from [Gavin: Romance]? [Y]es
Install Component 0 [Gavin NPC for Tutu, BGT, and BG:EE]? [I]nstall
Install Component 1 [Gavin: Romance (mature content)]? [I]nstall
Select Gavin's Relationship Speed:
Please choose one of the following: [1]
[1] 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 (Default portrait is already installed)]?
4 1] Dawnbringer, by Amaurea
5 2] Dawn skies, by Kaeloree
6 3] Grey skies, by Kaeloreee
7 4] Red tunic, by Miloch
8 5] Original alternate, by Kaeloree
9 6] Dragon Age style portrait by berelinde
Install Component 10 [Gavin: Player Initiated Dialogue]? [I]nstall
Successfully installed Press ENTER to exit

5.12 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

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

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

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

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

5.14 Askaria
~ASKARIA/SETUP-ASKARIA.TP2~

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

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

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

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

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

Must be installed because of crossmod content before Isra.

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

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

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

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

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

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

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

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

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

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

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

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

This mod adds some dialogues for Garrick.

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

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

Would you like to display the readme?		[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

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

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

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

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

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

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

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

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

```
Would you like to display the readme?                                   [N]o
Install Component 0     [Glam's NPC Pack for BG:EE, BGT and BG TUTU]?   [I]nstall
Successfully installed  [Glam's NPC Pack for BG:EE, BGT and BG TUTU]    Press ENTER to exit
```

5.21 Tenya Thermidor v1.5c
~SETUP-TENYATHERMIDOR.TP2~

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

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

Copy the folder **TenyaThermidor** and the files **Setup-TenyaThermidor.exe** and **Setup-TenyaThermidor.tp2** into your main SoA directory.
This mod was created for BGEE. The **BiG World Installpack** converts this mod to BGT using the PCU. The **BiG World Fixpack** makes further changes to the mod to be able to play it with BWP.
Double-click the Setup. The DOS dialogue appears:

```
Install Component 0     [Tenya Thermidor for BG:EE]?   [I]nstall
Successfully installed                                 Press ENTER to exit
```

5.22 BG1 Romantic Encounters v2.7
~BG1RE/SETUP-BG1RE.TP2~

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

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

```
Choose your language:                                                                                    0 [English]
Would you like to display the readme?                                                                    [N]o
What should be done with all components that are NOT YET installed?                                      [A]sk about each one?
Install Component 0     [Amount of -ahem- details and BG-style vs. description text!]?                   [I]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 encoun-
                        ters.)
                        [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
Install Component 41  [The Messenger 2: Rain or Snow or Gloom of Night, by Thimblerig and tibicina]?                         [I]nstall
Install Component 42  [Camryn and Tamah, by tibicina]?                                                                       [I]nstall
Install Component 43  [Minor Disclosures, by jastey]?                                                                        [I]nstall
Install Component 44  [Cloakwood Lovers, by tibicina]?                                                                       [I]nstall
Successfully installed                                                                                                       Press ENTER to exit
```

5.23 Aerie in BG:EE v1.1

~SETUP-BG1AERIE.TP2~

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

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

Double-click the Setup. The DOS dialogue appears:

```
Install Component 0  [Aerie for BG:EE]?                                                                                      [I]nstall
Successfully installed                                                                                                       Press ENTER to exit
```

6. 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.

6.1 BG1 Unfinished Business v16.0

~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 BGT Tweak Pack.

SKIPPING	4	[Finishable Kagain Caravan Quest]	

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

SKIPPING	5	[Coran and the Wyverns]	

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

SKIPPING	6	[Kivan and Tazok]	

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

SKIPPING	7	[Branwen and 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
Install Component 32 [Svlast, the Fallen Paladin Encounter] [I]nstall
Install Component 33 [Mal-Kalen, the Ulcaster Ghost] [I]nstall
Install Component 34 [Chapter 6 Dialogue Restorations [I]nstall
Successfully installed Press ENTER to exit

The readme opens.

6.2 BGSpawn System v1.12

~SETUP-BGSPAWN.TP2~

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

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

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

Choose your language: 0 [English]
Install Component 0 [BGSpawn system based on levels & party members (NOTE: Baldur's Gate Trilogy BGT - required)]? [I]nstall
Install Component 1 [Choose the time between re-spawns]? [I]nstall
1. Re-spawn time = 8 hours (standard ad&d rules)
2. Re-spawn time = 24 hours
3. Re-spawn time = 10 days 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.

6.3 ktweaks v1.06

~KTWEAKS/SETUP-KTWEAKS.TP2~

A Tweak pack for Baldur's Gate Trilogy, which mainly introduces additional weapons from BG2 into BG1 (for example, 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 "Increased 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.

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

~KITTOMES/SETUP-KITTOMES.TP2~

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

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

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

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

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

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
What should be done with all components that are NOT YET installed?			[A]sk about each one
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

Not along with the VCv21 component 3 ”BGT Compatibility, Fixes and Improvements”

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 The Tweaks Anthology.
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
This component is similar to the "Baldurs Gate 2 Shadows of Amn Item Import" mod. Only install one of them.
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.
This component is identical to the same-named EET Tweak component.
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 NEJ3, 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.
This component is identical to the same-named EET Tweaks component.
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 Tweaks Anthology.
Successfully installed Press ENTER to exit
The readme opens.

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

~BG_TRAVEL/SETUP-BG_TRAVEL.TP2~

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

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

```
Choose your language:                                                    0 [English]
Install Component      [New travel system between Baldur's Gate City areas]?
                66     1] Full version of component                      [1]
                661    2] Minimalistic version, allow entering two originally inaccesible small regions of BG city
Successfully installed [New travel system between Baldur's Gate City areas]  Press ENTER to exit
```

6.7 Critter Parts EE v1.1

~SETUP-CRITTERPARTS_V1.1.TP2~

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

Copy the folder **CritterParts** and the files **setup-CritterParts_v1.1.exe**, **setup-CritterParts_v1.1.tp2** and **CritterParts_v1.1 Readme.txt** into your main SoA directory.
This mod was created for BGEE. The **BiG World Installpack** converts this mod to BGT using the PCU. The **BiG World Fixpack** makes further changes to the mod to be able to play it with BWP.

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

```
Install Component 0    [CritterParts]?                                   [I]nstall
Successfully installed                                                   Press ENTER to exit
```

7. 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.

7.1 Tales of Anegh v2.6

~TOA/SETUP-TOA.TP2~

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

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

Choose your language:			1 [English]
Install Component	1	[Tales of Anegh (WeiDU)]?	[I]nstall
Install Component	2	[Remove Sounds]?	[N]ot Install
Install Component		[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.

7.2 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.

7.3 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.

7.4 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.

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

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

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

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.

7.6 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.

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

A number of standalone fights.

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

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.

7.8 The Black Rose Part I: Market Prices v1
~BWQUEST.TP2~

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

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

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

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.

7.9 Adalon's Blood (Silberdrachenblut) v14
~C#SB_SILBER/SETUP-C#SB_SILBER.TP2~

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

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

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.

7.10 Spellhold Gauntlet Version 1.16
~SETUP-SPGAUNT.TP2~

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

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

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.

7.11 Tower Of Deception v4.0.1
~TOD/SETUP-TOD.TP2~

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

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

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

The readme opens.

7.12 Dungeon Crawl v11
~DC/SETUP-DC.TP2~

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

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

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

The readme opens.

7.13 Assassinations v14
~ASSASSINATIONS/SETUP-ASSASSINATIONS.TP2~

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

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

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

The readme opens.

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

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

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

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

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

The readme opens.

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

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

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

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

The mod has at present serious bugs.

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

7.17 Er'vonyrah: Song Władającej v1.3.4
~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 - The Sovereign's Song - Pieśń Władającej]?	[I]nstall
Install Component 1	[Historia pewnego Kronikarza]?	[I]nstall
Successfully installed		Press ENTER to exit

The readme opens.

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

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

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

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

Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Install Component		[Colours of Infinity: Tales of the Deep Gardens]?	
	0	1] Yes, but don't patch the existing save games	[1]
	1	2] Yes, and patch the existing save games	
Successfully installed			Press ENTER to exit

7.19 Innershade v9.5

~INNERSHADE/SETUP-INNERSHADE.TP2~

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

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

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

Choose your language:			0 [English]
Install Component	0	[Colours of Infinity: Innershade]?	[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

7.20 The White Queen v6.6

~WHITEQUEEN/WHITEQUEEN.TP2~

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

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

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

Choose your language:			0 [English]
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

7.21 Rukrakia v0.8

~RUKRAKIA/SETUP-RUKRAKIA.TP2~

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

This mod must be installed before Saerileth.

Must be installed before ts25mini because of its DetectableSpell component.

Copy the folder **rukrakia** and the file **Setup-rukrakia.exe** into your main SoA directory.
One or more files of this mod must be changed. This will be done by the patch from the folder **BG 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)"]?*

Install Component 1	[Add Rukrakia Areas to SOA Worldmap]?	
Install Component 2	[Add Rukrakia Areas to ToB Worldmap]?	
Install Component 3	[Add Rukrakia Areas to BP-BGT-Worldmap]?	[I]nstall
Successfully installed	["루크라키아 NPC Romance 모드 (TOB only)"]	Press ENTER to exit

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

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

Mod must be installed before TS25 MiniMod.

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

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

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

This mod adds five small quests.

Copy the folder **ts25mini** and the files **ts25mini.exe** and **訳者様.txt** into your main SoA directory.
One or more files of this mod must be changed. This will be done by the patch from the folder **BG 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

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

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

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

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

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

7.25 Eilistraee's Song v6.6

~EILISTRAEE/SETUP-EILISTRAEE.TP2~

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

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

Choose your language:		0 [English]
Would you like to display the readme?		[N]o
Install Component 0	[Eilistraee's Song]?	[I]nstall
Install Component	[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

7.26 Fishing for Trouble v3.2.3

~FISHINGFORTROUBLE/FISHINGFORTROUBLE.TP2~

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

Copy the folder **FishingForTrouble** and the file **Setup-FishingForTrouble.exe** into your main SoA directory.
One or more files of this mod must be changed in order to be able to install it together with BWP. This will be done by the patch from the folder **BG World Fixpack**.

Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Would you like to display the readme?		[N]o
Install Component 0	[Core Files: Fishing for Trouble by Yovaneth]?	[I]nstall
Install Component 1	[Optional: Add portraits for 63 major NPCs in Fishing for Trouble]?	[I]nstall
Successfully installed		Press ENTER to exit

7.27 Southern Edge v2.1

~SOUTHERNEDGE/SOUTHERNEDGE.TP2~

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

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

Install Component 0	[Southern Edge: the new district of Athkatla -> Yes, but don't patch the existing save games]?	[I]nstall
Install Component 1	[Southern Edge: the new district of Athkatla -> Yes, and patch the existing save gamesisting save games]?	[I]nstall
Successfully installed	[Southern Edge]	Press ENTER to exit

7.28 Ooze's Lounge v2
~OOZE/OOZE.TP2~

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

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

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

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

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

BGT is required for this mod.

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

```
Choose your language:                                                  0 [English]
Would you like to display the readme?                                  [N]o
Install Component  0    [The Calling]?                                 [I]nstall
SKIPPING:          1    [Peaceful Werewolf Isle Resolution]?
```
This component is also available in SCS.
```
SKIPPING:          2    [Exotic Item Pack]?
```
This component is also available in The Tweaks Anthology.
```
Successfully installed                                                 Press ENTER to exit
```

8. BG2 TACTICAL ENCOUNTERS

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

8.1 Azengaard Tactical Encounter v5.0

~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.

8.2 CoM Encounters v1.10

~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.

8.3 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.

8.4 Domains of Dread v3
~SETUP-DOFD.TP2~

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

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

8.5 Improved Asylum v1.01
~IMPASYLUM/SETUP-IMPASYLUM.TP2~

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

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

8.6 Super Firkraag Mod v1.5
~SETUP-FIRKRAAG.TP2~

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

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

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

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

The readme opens.

8.7 D's Odd Quest Mod v1
~SETUP-IMNESVALE.TP2~

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

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

Install Component	[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

8.8 Tomoyo and the Underground City v0.9
~SETUP-DNT.TP2~

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

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

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

8.9 Arena v1
~ARENA/SETUP-ARENA.TP2~

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

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

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

8.10 Umbra of TROW - Arena v1.0

~SETUP-UOT.TP2~

This is a simple battle mod. You will meet in an arena on powerful outer planar creatures - beat them or die.
This is an independent part of the planned TROW mod (The Ring Of Wonder - chinese Website).

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

```
Choose your language:                                   1 [English]
Install Component  0    [Umbra of T.R.O.W.]?            [I]nstall
Successfully installed  [Umbra of T.R.O.W.]             Press ENTER to exit
```

9. 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".

9.1 Alex Macintosh v5

~AM/AM.TP2~

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

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

Choose your language:		0 [English]
Install Component 0	[Alex Macintosh PC Conversion by MTS]?	[I]nstall
Successfully installed	[Alex Macintosh PC Conversion by MTS]	Press ENTER to exit

The readme opens.

9.2 Bag Bonus v1.0.4

~BAGBONUS/BAGBONUS.TP2~

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

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

Choose your language:		0 [American]
Install Component 0	[Bonus Potioncase and Ammobelt to Deidre's store]	[I]nstall
Successfully installed	[Bonus Potioncase and Ammobelt to Deidre's store]?	Press ENTER to exit

The readme opens.

9.3 Ribald's Genie v2.7

~SETUP RGENIE.TP2~

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

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

Copy the folder **RGenie** and the files **setup RGenie.exe** and **setup RGenie.tp2** into your main SoA directory.
Rename the files only if they should be installed with setup.bat from setup RGenie.exe and setup RGenie.tp2 to setup-RGenie.exe and setup-RGenie.tp2 (without space).
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Ribald's Genie]?	[I]nstall
Successfully installed	[Ribald's Genie]	Press ENTER to exit

The readme opens.

9.4 Boards of Magick item pack v2.0
~SETUP-BOM.TP2~

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

9.5 Baldurs Gate 2 Shadows of Amn Item Import v3
~SETUP-BG2SOA.TP2~

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

This mod is similar to the BGT Tweak component 800 „Import more items into Shadows of Amn“? Only install one of them.

Copy the folder **BG2SoA** and the files **Setup-BG2SoA.exe** and **Setup-BG2SoA.tp2** from the folder BG2SoA_v3 into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component	[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

9.6 Exnem's Addon = Exnem Vault v5
~SETUP-EXNEM.TP2~

This mod includes 21 new spells and 88 new items plus edited monsters and areas.

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

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

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

Install Component 0	[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

9.7 Freedom's Reign / Reign of Virtue v8
~FR_ROV/SETUP-FR_ROV.TP2~

Freedom's Reign: 2 new stores, more than 80 items everywhere in SoA.
Reign of Virtue: 3 new stores, 5 new encounters.
As of v8 RoV is no longer a separate component.

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

Choose your language:		0 [English]
Install Component 0	[Freedom's Reign (SoA or ToB)]?	[I]nstall
Successfully installed		Press ENTER to exit

9.8 Heart Of The Wood v6
~SETUP-HEARTWOOD.TP2~

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

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

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

The readme opens.

9.9 Herbs and Potions Add-in for Baldur's Gate 2 v1.0.5
~BW_HERBS_BG2/SETUP-BW_HERBS_BG2.TP2~

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

Copy the folder **BW_Herbs_BG2** and the file **Setup-BW_Herbs_BG2.exe** into your main SoA directory.
The **BiG 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.

9.10 Improved Horns of Valhalla v2
~SETUP-VALHORN.TP2~

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

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

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

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

9.11 Killing Wolf NPC v1.1
~SETUP-KWOLF.TP2~

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

Copy the folder **KWolf** and the file **Setup-KWolf.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.

9.12 Munchmod v3.3

~SETUP-MUNCHMOD.TP2~

Adds the walking hawker Arkvisti, changes stores and creatures.

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

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

Choose your language:		0 [English]
Install Component 0	[Munchmod v2.7]?	[I]nstall
Successfully installed	[Munchmod v2.7]	Press ENTER to exit

It appears an error message that the file Munchmod\Munchmod could not be found. Nevertheless, this does not exist.

9.13 RItemPack v2 = RPG Dungeon Item Pack

~SETUP-RITEMPACK.TP2~

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

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

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

9.14 Rolles v3a

~SETUP-ROLLES.TP2~

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

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

Choose your language:		1 [English]
Install Component 0	[Rolles Sayer]?	[I]nstall
Install Component 1	[Bag of Holding in Irenicus Dungeon]?	[I]nstall

The bag of holding is also included in the component "Extra Items" from Daulmakan's Item Pack for Baldur's Gate II.

Successfully installed		Press ENTER to exit

9.15 RTT Item Pack v1.2
~RTTITEMPACK/RTTITEMPACK.TP2~

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

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

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

9.16 Ruad Ro'fessa Item Upgrade v27
~RUAD/SETUP-RUAD.TP2~

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

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

Choose your language:		0 [English]
Install Component 0	[Ruad Ro'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.

9.17 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

9.18 The Unusual Oddities Shop - AbyStore v3
~ABYSTORE/ABYSTORE.TP2~

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

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

Choose your language:		0 [English]
Install Component 0	[Unusual Oddities Shop]?	[I]nstall
Successfully installed	[Unusual Oddities Shop]	Press ENTER to exit

9.19 Underrepresented Items (From Icewind Dale 2) v6
~SETUP-UNDERREP.TP2~

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

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

Choose your language:		0 [American English]
Install Component 0	[Underrepresented Items from Icewind Dale 2]?	[I]nstall
Successfully installed	[Underrepresented Items from Icewind Dale 2]	Press ENTER to exit

The readme opens.

9.20 Weimer's Item Upgrade v44
~ITEMUPGRADE/ITEMUPGRADE.TP2~

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

The Cespenar audio, previously available as a separate download, is now integrated into the mainline mod. The audio is English-only.

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

Choose your language:			0 [American English]
Install Component		[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
Install Component	12	[Install supplemental Cespenar audio for Item Upgrade]?	[I]nstall
Successfully installed			Press ENTER to exit

9.21 Sorcerer's Place Item Collection v11
~SPITEMS/SETUP-SPITEMS.TP2~

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

This mod is identical with SPItemPack.

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

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

This component also includes the Blood of the Martyr mod.

Successfully installed			Press ENTER to exit

unsolved error:

```
WARNING: ADD_STORE_ITEM: Unknown flag IDENTIFED.  Defaulting to 0 for flags.
```

9.22 A Mod for the Orderly – CliffKey v7
~CLIFFKEY/SETUP-CLIFFKEY.TP2~

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

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

Install Component		[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.

9.23 Blood Of The Martyr v6
~SETUP-BLOODMORT.TP2~

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

This mod is also included in the Sorcerer's place item collection component 3.

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

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

The readme opens.

9.24 Enhanced BG2 v1.1
~SETUP-EBG2.TP2~

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

Copy the folder **ebg2** and the files **Setup-Ebg2.exe** and **Setup-Ebg2.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 0	[Additional merchant with new items]?	[I]nstall
Install Component 1	[Interjections]?	[I]nstall
Install Component 2	[Tomes 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)]?	[N]ot Install

This component rewrites Item revisions' Shield of Balduran and adds scripts to baldur.bcs, which running checks for items and gives bonuses when full complect equipped.

Install Component 7	[New racial enemies]?	[I]nstall

The components "Additional Racial Enemies" from Ding0 tweak pack and "New racial enemies" from Enhanced BG2 are mutually exclusive.

Install Component 8	[New kit (Gladiator)]?	[I]nstall
Install Component 9	[New kit (Knight)]?	[I]nstall

This kits is incompatible with Knight Paladin kit from ROT or Knight kit from Paladins of Faerûn Kitpack.

Install Component 10	[New kit (Duelist)]?	[I]nstall
Install Component 11	[New kit (Legionnaire)]?	[I]nstall
Install Component 12	[New kit (Globe-trotter)]?	[I]nstall
Install Component 13	[New kit (Dragon Slayer)]?	[I]nstall
Install Component 14	[New kit (Crusader)]?	[I]nstall
Install Component 15	[New kit (Fright of Liches)]?	[I]nstall
Install Component 16	[New kit (Silent Killer)]?	[I]nstall
Install Component 17	[New kit (Priest of Auril)]?	[I]nstall
Install Component 18	[Miscellaneous tweaks]?	[I]nstall
Successfully installed		Press ENTER to exit

With this mod you can add 10 kits to the game: 4 fighters, 1 ranger, 3 paladins, 1 cleric and 1 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 **BiG World Installpack** *will handle this correctly for you.*

9.25 Food and Herbal Mod v 1.03 (Foodmod)
~SETUP-FOODMOD.TP2~

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

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

Choose your language:		0 [English]
Install Component 0	[Chosen of 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.

9.26 Rupert the Dye Merchant v2.1
~RUPERT/SETUP-RUPERT.TP2~

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

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

Choose your language:		0 [English]
Install Component 0	[Rupert the Dye Merchant (for BG2 or TuTu/BGT)]?	[I]nstall
Successfully installed	[Rupert the Dye Merchant (for BG2 or TuTu/BGT)]	Press ENTER to exit

The readme opens.

9.27 Volcanic Armoury v1.5
~SETUP-VOLCANICARMOURY.TP2~

This mod adds several items to various stores throughout Baldur's Gate II.

This is an upgrade from the former "Selune Armoury" mod.

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

Choose your language:		0 [English]
Install Component 0	[Volcanic Armoury [Version 1.0]]?	[I]nstall
Successfully installed	[Volcanic Armoury [Version 1.0]]	Press ENTER to exit

9.28 Realm of the Bhaalspawn Armor Set v1.0
~SETUP-ROTBARMORSET.TP2~

An armor set along with a new shopkeeper.

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

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

9.29 Stuff of the Magi v4
~STUFFOFTHEMAGI/SETUP-STUFFOFTHEMAGI.TP2~

This mod adds stuff of Magi to some creatures.

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

Would you like to display the readme?		[N]o
Install Component 0	[Stuff of the Magi]?	[I]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

9.30 Konalan's Tweaks v2.2

~KONTWK/SETUP-KONTWK.TP2~

Collection of tweaks and items.

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

Would you like to display the readme?			[N]o
Would you like to display the components from [Kit Tweaks]?			[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

9.31 Bolsa v4.1

~BOLSA/BOLSA.TP2~

This mod adds a further container dealer to the "Five Flagons".
Copy the folder **bolsa** and the file **Setup-bolsa.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:			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

9.32 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

9.33 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

9.34 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.

9.35 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

9.36 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.

9.37 Recargador v2.3
~RECARGA.TP2~

This dealer can recharge magic staffs.

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

Choose your language:		1 [English]
Install Component 0	[Recarga]?	[I]nstall
Successfully installed	[Recarga]	Press ENTER to exit

9.38 Jan's Alchemy v6
~ALCHEMY/SETUP-ALCHEMY.TP2~

With this mod Jan Jansen can create potions.

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

Install Component 0	[Jan's Alchemy]?	[I]nstall
Successfully installed	[Jan's Alchemy]	Press ENTER to exit

The readme opens.

9.39 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

9.40 Mystigan v1.5
~MYSTIGAN/SETUP-MYSTIGAN.TP2~

This mod adds a merchant to the government district.

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

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.

9.41 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

9.42 OldModsPack v2
~SETUP-OLDMODSPACK.TP2~

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

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

Install Component 0	[OldModsPack - items, spells and shops]?	[I]nstall
Successfully installed	[OldModsPack - items, spells and shops]	Press ENTER to exit

The readme opens.

9.43 Revised Forgotten Wars Item Pack v1.0
~SETUP-RFWIP.TP2~

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

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

Install Component 0	[Revised Forgotten Wars Projects: Item Pack V0.1]?	[I]nstall
Install Component 0	[Correct Holy Symbols for Anomen,Aerie & Viconia]?	[N]ot Install

This component is included in BG2 Fixpack.

Successfully installed		Press ENTER to exit

9.44 Houyi v2.0
~SETUP-HOUYI.TP2~

All kinds of arrows and bows.

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

Choose your language:		2 [English]
Install Component 0	[Houyi - Luan's high-quality archery store v2.0]?	[I]nstall
Successfully installed	[Houyi - Luan's high-quality archery store v2.0]	Press ENTER to exit

9.45 YLItems Final
~SETUP-YLITEMS.TP2~

Various dealers with partly very unusual items to much expensive prices.

The file contains two of item packages. Choose here the YLITEMS_BG2.rar.

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

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.

9.46 Dragon Summon v1.0
~DRAGONSUMMON/SETUP-DRAGONSUMMON.TP2~

At Ribald's store you can get a scroll with which you can summon a red dragon.

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

Install Component 0	[Dragon Summoning Spell]?	[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

9.47 Unholy Gate Opening Ritual Book v6
~SETUP-DSR.TP2~

This installs a demon summoning ritual book, which is in possession of the master wizard Tolgerias (Planar sphere/Slums). You can summon several types of demons (nabassu/glabrezu/cornugon/pit fiend/balor) with the manual, the choice is random.
For the challenge Tolgerias will be somewhat harder to kill! This item can't be used by good aligned characters.

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

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

9.48 Brendan Bellina Book Bags (1-9) v1.0
~SETUP-BBBKBG.TP2~

This mod will add a book bag to your game.

If you use the Unique Containers component from the Tweaks Anthology it will patch Brendan Bellina's containers into Perter's and Mira's shops in Waukeen's Promenade. (Otherwise, they are only available via CLUA Console; therefore, do not use the console to create these or any other containers, when Unique Containers is installed, as that will lead to buggy duplication of bag stores and inventories.)

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

Install Component 0	[Installation of Item BBBKBG1, BBBKBG2, BBBKBG3, BBBKBG4, BBBKBG5, BBBKBG6, BBBKBG7, BBBKBG8, BBBKBG9 - Book Bag]?	[I]nstall
Sucessfully installed	[Installation of Item BBBKBG1, BBBKBG2, BBBKBG3, BBBKBG4, BBBKBG5, BBBKBG6, BBBKBG7, BBBKBG8, BBBKBG9 - Book Bag]	Press ENTER to exit

9.49 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 Unique Containers component from the Tweaks Anthology it will patch Brendan Bellina's containers into

Perter's and Mira's shops in Waukeen's Promenade. (Otherwise, they are only available via CLUA Console; therefore, do not use the console to create these or any other containers, when Unique Containers is installed, as that will lead to buggy duplication of bag stores and inventories.)

Copy the folder **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
```

9.50 Brendan Bellina Quivers (1-9) v1.0

~SETUP-BBQUIV.TP2~

This mod will add a quiver to your game.

If you use the Unique Containers component from the Tweaks Anthology it will patch Brendan Bellina's containers into Perter's and Mira's shops in Waukeen's Promenade. (Otherwise, they are only available via CLUA Console; therefore, do not use the console to create these or any other containers, when Unique Containers is installed, as that will lead to buggy duplication of bag stores and inventories.)

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

```
Install Component 0      [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
```

9.51 Brendan Bellina Crossbow Bolt Quivers (1-9) v1.0

~SETUP-BBQUIVB.TP2~

This mod will add a bolt quiver to your game.

If you use the Unique Containers component from the Tweaks Anthology it will patch Brendan Bellina's containers into Perter's and Mira's shops in Waukeen's Promenade. (Otherwise, they are only available via CLUA Console; therefore, do not use the console to create these or any other containers, when Unique Containers is installed, as that will lead to buggy duplication of bag stores and inventories.)

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

```
Install Component 0      [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
```

9.52 Brendan Bellina Ammunition Belts (1-9) v1.0

~SETUP-BBQUIVC.TP2~

This mod will add an ammunition belt (for darts and sling bullets) to your game.

If you use the Unique Containers component from the Tweaks Anthology it will patch Brendan Bellina's containers into Perter's and Mira's shops in Waukeen's Promenade. (Otherwise, they are only available via CLUA Console; therefore, do not use the console to create these or any other containers, when Unique Containers is installed, as that will lead to buggy duplication of bag stores and inventories.)

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

```
Install Component 0      [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

9.53 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 Unique Containers component from the Tweaks Anthology it will patch Brendan Bellina's containers into Perter's and Mira's shops in Waukeen's Promenade. (Otherwise, they are only available via CLUA Console; therefore, do not use the console to create these or any other containers, when Unique Containers is installed, as that will lead to buggy duplication of bag stores and inventories.)

Copy the folder **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

9.54 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 Unique Containers component from the Tweaks Anthology 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

9.55 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

9.56 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
```

9.57 Portable Hole v0.3

~PORTABLEHOLE/SETUP-PORTABLEHOLE.TP2~

This mod adds a portable hole to Ribald's store.

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

```
Would you like to display the readme?                                    [N]o
Install Component  0    [The Portable Hole]?                             [I]nstall
Sucessfully installed   [The Portable Hole]                              Press ENTER to exit
```

9.58 Sir Renal v2.5

~SETUP-RENAL.TP2~

Sir Renal will sell some new goods inside the order of the Most Radiant Heart.

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

```
Choose your language:                                                    1 [English]
Install Component  0    [Sir Renal]?                                     [I]nstall
Sucessfully installed   [Sir Renal]                                      Press ENTER to exit
```

9.59 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
```

9.60 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
```

9.61 IWD Items Pack

~SETUP-IWDITEMPACK.TP2~

A pack of 12 more IWD and IWD2 items for use in BG2. They get added to Joluv's inventory.

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

Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Would you like to display the readme?		[N]o
What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 0	[Black Wolf Talisman]?	[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

9.62 IWD Items Fix

~SETUP-IWDITEMFIX.TP2~

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

Install Component 0	[Fix IWD Item Pack Items turning to Gold on load]?	[I]nstall
Successfully installed	[Fix IWD Item Pack Items turning to Gold on load]	Press ENTER to exit

9.63 Sigil's Birthday Mod

~SETUP-SIGIL-BD-MOD.TP2~

This mod adds a new amulet in BG2 with which you can summon people giving you some bonuses.
Fun-mod. During the installation of this mod the entourage amulet is automatically added to the inventory.

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

Choose your language:		1 [English]
Install Component 0	[Sigil's birthday mod]?	[I]nstall
Sucessfully installed	[Sigil's birthday mod]	Press ENTER to exit

9.64 Jamella's Diablo2 Item Store for BG2TOB v1.3

~SETUP-D2ITEM.TP2~

Jamella brings 108 items from Diablo2. In order to avoid breaking the balance of original BG2, you can only chose one item (which will cost half of your money) from her store.

Copy the folder **d2item** and the files **SETUP-d2item.exe** and **SETUP-d2item.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Jamella's Diablo2 Item Store for BG2TOB]?	[I]nstall
Sucessfully installed	[Jamella's Diablo2 Item Store for BG2TOB]	Press ENTER to exit

The readme opens.

9.65 TeamBG BG2EE Armor Pack v1.02

~SETUP-BG2EEAR.TP2~

The dwarf Kurtz Goldenaxe at Waukeen's Promenade will sell you these armors.

Copy the folder **BG2eeAR** and the files **SETUP-BG2eeAR.exe** and **SETUP-BG2eeAR.exe** into your main SoA di-

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

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

9.66 TeamBG BG2EE Weapon Pack v1.01
~SETUP-BG2EEW.TP2~

The dwarf Maltz outside at Waukeen's Promenade will sell you these weapons.

Copy the folder **BG2eeW** and the files **SETUP-BG2eeW.exe** and **SETUP-BG2eeW.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

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

9.67 Made in Heaven: Item Pack v2
~MIH_IP\SETUP-MIH_IP.TP2~

This mod introduces several new items and adds a new merchant to the Friendly Arm Inn. A few item-oriented tweaks are also included.

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

Would you like to display the components from [Optional Item Tweaks]?			[Y]es
Install Component	0	[MiH Item Pack]?	[I]nstall
Install Component	1	[Improved Cloak of the Wolf]?	[I]nstall
Install Component	2	[Nerfed Cloak of Balduran]?	[I]nstall
Install Component		[Alternative Healing Potions]?	[N]ot Install
not compatible with Item Revisions			
	3	1] 2d4+2, 3d8+3, 10d4+20 (P&P)	
	4	2] 9, 18, 27 (Icewind Dale)	
	5	3] 9, 27, 40 (Baldur's Gate 2)	
Install Component	6	[P&P Potion of Invulnerability]?	[N]ot Install
not compatible with Item Revisions			
Install Component	7	[Elixir of Health cures blindness & deafness]?	[N]ot Install
not compatible with Item Revisions			
Successfully installed			Press ENTER to exit

10. BG2 NPC MODS WITH MORE CONTENT

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.

10.1 Imoen Friendship v3.3

~IMOENFRIENDSHIP/IMOENFRIENDSHIP.TP2~

This mod adds a series of dialogues for Imoen in SoA and ToB, expanding on her experiences and struggles.

Must be installed before Imoen Romance.

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

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

10.2 Imoen Romance v3.9

~IMOENROMANCE.TP2~

This mod adds a huge number of new dialogs for Imoen in SoA and ToB.

Install the mod AFTER any mod that modifies Imoen's dialogue (Imoen Friendship mod and Ascension).
The NEJ3 component "Continuous and Custom Kit Imoen" will break the Imoen Romance.
This mod is contentswise not compatible with the Khalid mod.
Install this mod before all other romance mods as it tends to overwrite content of those other mods.

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

Would you like to display the readme?		[N]o
Install Component 0	[Imoen NPC Romance Mod for BG2:SoA TOB (3.3 Version!)]?	[I]nstall
Install Component	[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.

10.3 Amber v5

~SETUP-AMBER.TP2~

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

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

Choose your language:	0 [English]
Would you like to display the readme?	[N]o
Do you want to install Amber the NPC MOD for BGII:SoA? 0	[Y]es
Do you want to install Multiplayer-friendly flirting for Amber? 1	[N]o

It is useful only if you want to play in the multiplayer-mode

Successfully installed	[Amber the NPC MOD for BGII:SoA]	Press ENTER to exit

The readme opens. in html-format

10.4 Severian de Demerya v0.2a

~SEVERIAN/SETUP-SEVERIAN.TP2~ 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.

10.5 Beyond the Law v1.35

~SETUP-BTL.TP2~

This mod lights up the unusual relationship between two people who cannot be more differently: Kova, a magician / thief with an unsavoury background and a good heart and Kiyone, a law-enforcing archer. The mod points out more about the power play between the Shadow Thieves and the Cowled Wizards in Athkatla and why certain things happened to certain NPCs. The NPCs of this mod appear only if the player is either good or neutrally aligned and the reputation of the player is more than 12.

Copy the folder **aD&L** and the files **Setup-BTL.exe, Setup-BTL.tp2, btlaudio.bat** and **btlaudiouninstall.bat** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Beyond the Law - Kova & Kiyone]?	[I]nstall
Install Component 1	[Alternate Soundset for Kiyone - Female4]?	[I]nstall
Install Component 2	[Better Balanced BTL Items]?	[I]nstall
Install Component 3	[Portraits for Minor Non-Joinable BTL NPCs]?	[I]nstall
Successfully installed		Press ENTER to exit

Other files are copied, then the Installer ends suddenly.

10.6 Tashia Remix v1.4

~TASHIA/SETUP-TASHIA.TP2~

With the young elven magician with dark moments in her past you find one more loyally, steadfast traveling companion. She can be located in Vyatri's Pub in Trademeet.

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

Choose your language:			0 [American English]
Would you like to display the readme?			[N]o
Install Component		[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.

10.7 Kivan and Deheriana Companions for BG2 v16
~SETUP-KIVAN.TP2~

formerly: Kivan of Shilmista
This mod adds Kivan from BG1 and under certain 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. This mod is contentswise not compatible with the Khalid mod.

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

Would you like to display the readme?			[N]o
What should be done with all components that are NOT YET installed?			[A]sk about each one?
Install Component	100	[Kivan of Shilmista]?	[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

10.8 Kido v7
~SETUP-KIDO.TP2~

This mod which adds the chaotic evil jester, Kido, who receives visions from Cyric.

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

Install Component	0	[Kido the Jester (Requires Throne of Bhaal)]?	[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.

10.9 Ariena v2.2
~SETUP-ARIENA.TP2~

Ariena is a neutral evil pit fighter. She is an Half-orc of an unusual human parentage.

This must be installed after Kido.

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

Install Component	0	[Ariena the Half-orc (Requires Throne of Bhaal)]?	[I]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.

10.10 Kindrek v2.7
~SETUP-KINDREK.TP2~

A wizard-slaying, magic-hating NPC who will join your group in the City Gates.

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

Install Component	0	[Kindrek v2.4 created by nethrin]?	[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.

10.11 Kitanya v6.4.1
~KITANYA/SETUP-KITANYA.TP2~

Kitanya is a friendly, chaotic good elvish wizardslayer.

This mod is contentswise not compatible with the Khalid mod.

Install **KitanyaSoAv6.4** into your ...\BGII - SoA\ directory. Now you find there the folder **Kitanya** and the file **setup-kitanya.exe**.
One or more files of this mod must be changed. This will be done by the patch from the folder **BiG 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.

10.12 Silverstar v1.93
~STAR.TP2~

The evil elven assassin has crude and cruel dialogs. She has banters with NPCs from SoA, but not from ToB

Copy the folder **Star** and the files **Setup-Star.exe** and **Star.tp2** into your main SoA directory.
One or more files of this mod must be changed. This will be done by the patch from the folder **BiG 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.

10.13 Valen v45
~SETUP-VALEN.TP2~

Converts Bodhi's vampiric assistant into a joinable NPC. Includes content for both SOA and TOB. There are new encounters and items.

The component „No Drow Avatars On Party In Underdark“ from The Tweaks Anthology must be installed, because, otherwise, Valen stutters in Underdark

Copy the folder **valen** and the files **Setup-Valen.exe** and **Setup-Valen.tp2** into your main SoA directory.
One or more files of this mod must be changed in order to be able to install it together with BWP. This will be done by the patch from the folder **BG 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.

10.14 Tsuki for BG2 v1 beta
~TSUKIBG2/TSUKIBG2.TP2~

Tsuki BG2 NPC is a continuation of BG1: Mysteries of the Sword Coast character. He is a bisexual chaotic neutral mage/thief, and one of the worst type of villains in Faernûn.

Must be installed because of crossmod content after Valen and Tales of the Deep Gardens.
Note: This mod includes a lot of adult content, which some may consider offensive.

Copy the folder **TsukiBG2** and the file **setup-TsukiBG2.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?			[N]o
Install Component	0	[Tsuki BG2 NPC]?	[I]nstall
Install Component	1	[Tsuki BG2 NPC - Tsuki/Valen banters]?	[I]nstall
Successfully installed		[Tsuki BG2 NPC]	Press ENTER to exit

10.15 Xan for BG2 v17
~XAN/SETUP-XAN.TP2~

Xan, a depressed elven enchanter, is a character originally from Baldur's Gate, now added to Baldur's Gate 2 as well. The mod includes an extensive friendship path, two completely different romances for a female elven PC.

Xan includes extra banters for Dungeon Crawl, Assassinations, Romantic Encounters, Tales of the Deep Gardens, The Sellswords, Back to 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. This mod is contentswise not compatible with the Khalid mod.

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

Choose your language:			0 [English]
Install Component	0	[Xan NPC MOD for Baldur's Gate II]?	[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.

10.16 Xan's BG2 voice for BG1 Version 2
~XANBG2VOICE/SETUP-XANBG2VOICE.TP2~

This mod provides a different soundset for Xan NPC in Baldur's Gate I, the one recorded for Xan BG2 NPC mod. It is available in English only.

Install the file **XanBG2Voice_v2.exe** into any dummy folder but by no means into your main directory! Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folder **XanBG2Voice** and the file **Setup-XanBG2Voice.exe** as well as a file **SETUP-XANBG2VOICE.DEBUG** in that dummy folder. Move them except the **SETUP-XANBG2VOICE.DEBUG** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Xan's BG2 voice for BG1, v2]? [I]nstall
Successfully installed [Xan's BG2 voice for BG1, v2]? Press ENTER to exit
The readme opens.

10.17 Yasraena v16
~YASRAENA/SETUP-YASRAENA.TP2~

The Yasraena mod is full of banters, and it adds two quests to SoA and an encounter to ToB. Yasraena is a good drow, with a background to explain her good tendencies.

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

Choose your language: 0 [English]
Install Component 0 [Yasraena v7 (BG2:SoA & TOB NPC) created by nethrin & Sillara of the Tamari]? [I]nstall
Successfully installed [Yasraena v7 (BG2:SoA & TOB NPC) created by nethrin & Sillara of the Tamari]? Press ENTER to exit
Further files get copied, then the readme opens in html-format.

10.18 Alora v1.5
~SETUP-ALORA.TP2~

The halfling thief from Baldur's Gate can be found in Ribald's store.

This mod is technically not compatible with the Alora component from BG1NPCSoA because you would have the NPC twice.

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

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

10.19 Auren Aseph v10
~AURENASEPH/SETUP-AURENASEPH.TP2~

She is a twenty year old talkative human fighter from Beregost. You will meet her in the Copper Coronet. She is involved with Nalia and can also be played in ToB. It is recommended to let her together with Nalia in the party to fully enjoy this mod.

Copy the folder **AurenAseph** and the files **Setup-AurenAseph.exe** and **Readme-Auren.html** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears: and the readme opens.

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

10.20 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

10.21 Hanna v2.4

~HANNA/HANNA.TP2~

The chaotic-good human thief with her own quest is to be found near the druid's grove. New creatures, items, more than 100 interjections with other NPCs.

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

Choose your language:			3 [English]
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

10.22 Kim 1.62d

~SETUP-KIM.TP2~

You meet the beautiful and depraved female pirate Kim with the shadow thieves.

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

Choose your language:			2 [English]
Install Component	0	[Kim for BG2:SOA (ToB: required) version 1.61]?	[I]nstall
Install Component	1	[Installation of the readjusted axe]?	[I]nstall
Successfully installed			Press ENTER to exit

Further files get copied.

10.23 Lester - Wojownik Kufla Piwa v0.8

~SETUP-LESTER.TP2~ 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.

10.24 Tiax v5
~TIAX/SETUP-TIAX.TP2~

The gnome thief/cleric priest of Cyric, Tiax from BG1, is a priest of Cyric with a sole intention "Tiax rules all!". He appears in chapter 4 in Spellhold, right after Irenicus leaves it as well as from the Fate Spirit in the Throne of Bhaal.

This mod is technically not compatible with the Gnomes in the City: Quayle & Tiax component from BG1NPCSoA because you would have the NPCs twice.

Install the file **Tiax_v1.exe** into any dummy folder but by no means into your main directory! Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you find there the folder **Tiax** and the file **Setup-Tiax.exe** as well as a file **SETUP-TIAX.DEBUG** in that dummy folder. Move them except the **SETUP-TIAX.DEBUG** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Tiax NPC MOD for Baldur's Gate II, v1]?	[I]nstall
Successfully installed	[Tiax NPC MOD for Baldur's Gate II, v1]	Press ENTER to exit

The readme opens.

10.25 Sarah ToB v5
~SARAHTOB/SETUP-SARAHTOB.TP2~

This mod will add Sarah to SoA, a young human ranger who will romance a female PC.

Install the file **sarahtob-v4.exe** into any dummy folder but by no means into your main directory! Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you 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

10.26 Hubelpot the Vegetable Merchant v1.0
~SETUP-SC#IM6.TP2~

A NPC for BGII SoA and ToB. More than 30 banters with every Bioware NPC except Sarevok. Hubelpot has a quest with an unusual reward. To start the mod, go to the fruit wholesaler in Waukeens Promenade.

The versions V1.0 and V1-1.0 are identical. An unknown author has made corrections to this mod. You must install these, however, by yourself.

Copy the folder **SC#Hub** and the files **Setup-Hubelpot.exe, Setup-Hubelpot.tp2** and **Setup-Hub AudioUninstall.bat** into your main SoA directory.

The **BiG 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.

10.27 Angelo v7

~ANGELO/SETUP-ANGELO.TP2~

Angelo Dosan is the fighter-turned-mage who served as your brother's henchman in Baldur's Gate. Most likely he didn't survive your game, but people in this world seem to have a knack for not staying dead. In the Angelo NPC mod, Angelo tracks you down in the Graveyard District to make you an offer you can't refuse (though perhaps you will).

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

```
  Would you like to display the readme?                           [N]o
  Install Component  0    [Angelo NPC MOD for Baldur's Gate II, v3]?  [I]nstall
  Install Component       [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
```

10.28 Vampire Tales v1.04

~SETUP-VAMPIRETALES.TP2~

This mod introduces a vampire thief named Miriam who is bored with immortality and wishes for new excitement and adventure. The mod includes the former mods Miriam and Dark Ritual and includes an seller who can improve some items.

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

```
  Choose your language:                                           0 [English]
  Install Component  0    [Vampire Tales (Requires Throne of Bhaal)]?  [I]nstall
  Install Component  1    [Improved Cult of the Unseeing Eye]?    [I]nstall
  Install Component  2    [Improved Harper Fight]?                [I]nstall
  Install Component  3    [CoM Store 1]?                          [I]nstall
  Successfully installed                                          Press ENTER to exit
```

The readme opens.

10.29 Nikita v2

~SETUP-NIKITA.TP2~

She is a chaotic good female elf fighter/thief who enjoys doing good deeds and helping those in need. She has one quest, 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.

10.30 Touchstone v1.1

~TOUCHED/SETUP-TOUCHED.TP2~

Touchstone is an Elven Fighter from the Great Forest.

This mod has at present some critical bugs.

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

Install Component 0	[Touch the Moon NPC (Requires Throne of Bhaal)]?	[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.

10.31 Ninde v3

~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 **BG 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

10.32 Xulaye v2.0

~XULAYE/XULAYE.TP2~

Xulaye Despana - sister to the insidious Phaere and daughter of the fearsome Matron Mother Ardulace joins your party at the beginning of the Ust Natha section of the Underdark. True evil lies in intent - and the wherewithal to carry it out.

BGII Fixpack must be installed.

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

Would you like to display the readme?		[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

10.33 Haldamir v4

~HALDAMIR/SETUP-HALDAMIR.TP2~

The mod adds an elven fighter to BG2. Haldamir can be found at the Den of the Seven Vales in Waukeen's Promenade. There is crossmod with Kivan, but install Kivan first. There is also a reaction to Talak or Solaufein from Romantic Encounters.

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

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

10.34 Avi Maya Project v6

~AVIM/SETUP-AVIM.TP2~ POLISH

She is a cleric-barde with own tasks and items and banters with a male human, eleven, half 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 bazujący na Sharwyn z NWN
Successfully installed                                             Press ENTER to exit
```

10.35 Saerileth v18
~SAERILETH/SETUP-SAERILETH.TP2~

Saerileth is a 15-year-old paladin woman of deep religious conviction from the Outer Planes. She is romanceable for good-aligned humans, elves, and half-elves. She brings with her three new areas for SoA, two SoA quests, and a ToB quest. She has extensive voicing, banters, and interjections.

This mod is not compatible with multi-romance mods.
Saerileth is not compatible with the Kiara-Zaiya mod because that mod is disabling Watcher's Keep until ToB.

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

```
Choose your language:                                                                  0 [English]
Install Component 0     [Saerileth Romance Mod (BG2:SoA & TOB NPC) created by nethrin and Sillara]? [I]nstall
Successfully installed                                                                 Press ENTER to exit
```

Further files get copied, then the readme opens in html-format.

10.36 Skie ReDone v3.0
~SKIE/SETUP-SKIE.TP2~

This mod introduces the neutral, human thief from BG1 into BG2. (in BG2 without subclass) She has a romance with a male elf, human, half-elf or tiefling MC, beginning in SoA and 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
```

10.37 Worgas v1.1
~WORGAS/WORGAS.TP2~

Worgas is an elven chaotic emotionally shattered wildmage with high intelligence which is hidden behind his neurotic behaviour. He often speaks in riddles impossible to understand. He restlessly wanders with a levitating eyeball with many eyes on it. He has two unique abilities called Wail of Insanity and Biting Eye.

Worgas only works in single player mode. It doesn't work in multiplayer due to the cutscene script in the beginning.

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

```
Install Component 0     [Worgas]?                                  [I]nstall
```

Install Component 1 [Boo as Familar]? [I]nstall
Not compatible with NeJ
Install Component 2 [Drizzt]? [I]nstall
Not compatible with RoT, Drizztsaga, DKDrizzt, because these likewise bring Drizzt into the play.
Not compatible with SandrahNPC because that mod requires RoT and Drizztsaga.
Successfully installed Press ENTER to exit

10.38 Tyris Flare v8
~TYRISFLARE/SETUP-TYRISFLARE.TP2~

Tyris Flare is a red-haired amazon who can kick ass and hurl fire! Originally she is a character from the Golden Axe computer games that were released on the Sega Mega Drive (or Genesis in America) and arcade machines in the 90s who ends up in Baldur's Gate II Once in your party, Tyris will banter with all BioWare NPCs and can be romanced by any human/elf/half-elf male PC. She can be found in the Umar Hills, vaguely near the cave.

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

Would you like to display the readme? [N]o
Install Component 0 [Tyris Flare NPC]? [I]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

10.39 Varshoon v5.0
~VARSHOON/SETUP-VARSHOON.TP2~

This mod adds to the game a new and unique NPC - Varshoon the Illithid. He has his own kit of Psionic Forcer. Those illithids are trained for melee fighting. They use their psionic and mental abilities to stun, confuse and weaken their enemies. He joins with his own special equipment and it cannot be replaced with any other items. Varshoon will converse with you many times during the game. There are also banters with all Bioware NPC's.

You should also install Tales of the Deep Gardens mod to get extra influence.

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

Would you like to display the readme? [N]o
Install Component 0 [Varshoon - an illithid NPC for BG2]? [I]nstall
Install Component 1 [New paperdoll for illithids (inventory illustration)]? [I]nstall
Successfully installed Press ENTER to exit

10.40 Gavin for BG2 v23
~GAVIN_BG2/SETUP-GAVIN_BG2.TP2~

Gavin cleric of Lathander, who can be found in the Temple of Ilmater, on the roof of the Copper Coronet in the slums.

Copy the folder **gavin_bg2** and the file **setup-gavin_bg2.exe** into your main SoA directory.
Double-click the Setup. The readme opens and the DOS dialogue appears:

Would you like to display the readme? [N]o
Would you like to display the components from [Gavin: Romance]? [Y]es
Install Component 0 [Gavin for BG2]? [I]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
```

10.41 Darian v2.4
~DARIAN/DARIAN.TP2~

Darian is one of the Avariel, the enigmatic winged elves. You can meet him outside the Copper Coronet in the Athkatla Slums.

Mod includes crossmod with Sarah.

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

```
Would you like to display the readme?                                           [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
```

10.42 Aeon v1.0
~AEON/SETUP-AEON.TP2~

Aeon is a young, impulsive, but trustworthy companion, who joins your team for gold. But why would a human use a moonblade? That's something you have to find on your own. You can find him deep beneath the graveyard.

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

```
What should be done with all components that are NOT YET installed?             [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 Pro-
                    ject.]?                                                     [N]ot Install
```
This component is entirely included in Item Revisions.
```
Successfully installed                                                          Press ENTER to exit
```

10.43 Yvette Romance v4.0
~YVETTE/SETUP-YVETTE.TP2~

Yvette Romance is a Colours of Infinity mod for SoA and ToB that allows male main character to join a brand new NPC and

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

10.44 Adrian v4.3
~ADRIAN/SETUP-ADRIAN.TP2~

He is Lawful Evil half-elven sorcerer NPC, whose worldview is influenced by some very dark philosophy, but he isn't a monster.

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

Would you like to display the readme?		[N]o
Install Component 0	[Adrian for BGII]?	[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

10.45 Arath v4
~ARATH/ARATH.TP2~

A self-assured, humorous and somewhat hedonistic druid who, on the surface, cares for little else beyond himself and his love for nature.

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

Would you like to display the readme?		[N]o
Install Component 0	[Arath NPC for BGII: SoA & ToB]?	[I]nstall
Successfully installed	[Arath NPC for BGII: SoA & ToB]	Press ENTER to exit

10.46 Dace v5
~DACE/DACE.TP2~

She is a Caotic Neutral female bounty hunter, who will befriend and romance a PC of any race, alignment or gender. 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

10.47 Gahesh v1 beta

~GAHESH/GAHESH.TP2~

Gahesh is a lawful good half-orc sorcerer with a small quest area, friendship talks and a short romance for non-evil females in ToB.

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

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

10.48 Lena v0.7

~SETUP-LENA.TP2~

She is a despot, sadist, cruel and bloodthirsty tiefling warrior.

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

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

10.49 Aran Whitehand Beta 4 30.6.2015

~ARANW/SETUP-ARANW.TP2~

Aran Whitehand is a more 'self aware' human fighter and scribe for BG2, dual classable, so that he can be Tinker, Tailor, Soldier, Spy... whatever your party needs. He has minor optional quests with a new area, but comes with no special weapons or upgradeable items - his specialty is in interacting with the members of the party and adapting to situations. This mod includes Faerunian swearing and occasional adult themes in the Romance portion.

Copy the folder **aranw** and the file**setup-aranw.exe** into your main SoA directory.
Double-click the 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
```

10.50 Isra BG2 v3

~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
```

10.51 The Undying v2.53

~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.

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

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

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

The readme opens.

10.52 Neh'taniel v6.4
~NEH'TANIEL\NEH'TANIEL.TP2~

Neh'taniel is a long dead follower of Amaunator with amusing background history who is restless since centuries.

This mod must be installed after The Undying and after Beyond the Law.

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

Would you like to display the readme?			[N]o
Install Component	0	[Neh'taniel NPC Mod]?	[I]nstall
Install Component		[Neh'taniel's alternative portraits]?	[N]ot Install
	1	1] Neh'taniel's portrait, Default edited by Amazor'dra and Sidhe?	
	2	2] Neh'taniel's portrait, by Rabain?	
	3	3] Neh'taniel's portrait, by Amazor'dra?	
	4	4] Neh'taniel's portrait, old default?	
	5	5] Neh'taniel's portrait, by Lava Del'Vortel?	
Successfully installed		[Neh'taniel NPC Mod]	Press ENTER to exit

Further files get copied, then the readme opens.

10.53 Foundling: Between the Shades v4.2
~FOUNDLING/FOUNDLING.TP2~

Foundling is a Shadow Adept who can use Shadow Weave Magic as well as some Shadow Magic.
The mod introduces a new kind of magic with its own advantages and disadvantages.

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

Would you like to display the readme?			[N]o
Install Component		[Foundling: Between the Shades]?	
	0	1] Yes, but don't patch the existing save games	[1]
	1	2] Yes, and patch the existing save games	
		Foundling's class option:	
		Dash 1 to keep Foundling's original class (single-class mage: Shadow Adept)	[1]
		Dash 2 to install Foundling's optional class (dual-class Shadow Adept/thief - he won't level up as a thief)	
Successfully installed		[Foundling: Between the Shades]	Press ENTER to exit

10.54 Weimer’s Solaufein NPC v1.04
~SETUP-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.

Should be installed after Ascension.

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

Choose your language:			0 [English]
Install Component	0	[Solaufein Romance for Baldurs Gate II]?	[I]nstall
Successfully installed		[Solaufein Romanze for Baldurs Gate II]	Press ENTER to exit

The readme opens.

10.55 Solaufein Flirt Pack v1.1
~RPGSOLAFLIRTPACK/SETUP-RPGSOLAFLIRTPACK.TP2~

This mod does nothing more than add a bit of extra content to Weimer's excellent Solaufein Romance mod.

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

Install Component 0	[The RPG Solaufein Flirt Pack for BG2 (Rated NC17)]?	[I]nstall
Successfully installed	[The RPG Solaufein Flirt Pack for BG2 (Rated NC17)]	Press ENTER to exit

The readme opens.

10.56 Jastey's Solaufein (Solaufein's Rescue) v1.5 (1)
~C#SOLAUFEIN/SETUP-C#SOLAUFEIN.TP2~

This modification makes Solaufein, the drow warrior from Usth Natha, a joinable NPC. Before the entrance to 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	[Solaufein's Rescue: Jastey's Solaufein NPC for BGII]?	[I]nstall
Install Component 1	[Give Solaufein in Ust Natha the Mod's Portrai]?	[I]nstall
Install Component 2	[Enable Drider Animations in this Mod]?	[N]ot Install
Install Component 3	[Install alternative portrait #2 from Chinasky]?	[N]ot Install
Successfully installed		Press ENTER to exit

10.57 Sheena v2.5
~SETUP-SHEENA.TP2~

Sheena is a neutral good half red dragon multiclass fighter/wizard, the spawn of a copulation between a female human and Lord Jierdan Firkraag.

Should be installed after Solaufein. The romance triggers only if Mazzy is in the party.

Copy the folder **Sheena** and the files **Setup-Sheena.exe, setup-Sheena.TP2, Setup-SheenaAudioInstall.bat, Setup-SheenaAudioUninstall.bat** and **Setup-Sheenatisunpack.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.

10.58 Kelsey v4
~KELSEY.TP2~

A male human sorcerer NPC with optional romances for a female PC or Imoen.

Must be installed after Solaufein.

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

Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [English]
Install Component	0	[Kelsey]?	[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.

10.59 Getting Rid of Anomen v2

~SETUP-GROA.TP2~

Adds a new dream sequence to the Kelsey romance involving an imperfect future where one knight of Helm just won't go away. Only for a female char. You need to be in romance with Kelsey and you need to have Anomen in your party.

Kelsey is required to play this mod.

Install Getting Rid of Anomen into your main SoA directory. Now you find here the folder **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.

10.60 Keto v4

~SETUP-KETO.TP2~

This mod must be installed because of interactions with Kelsey after that mod.

Keto is a young woman out on her own, looking to make a basically honest living as a minstrel, but spending most of her time skirting the front door of every dungeon in Amn.

Install the file **Keto-SOAv4.exe** into any dummy folder but by no means into your main directory! Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folder **keto** and the files **Setup-Keto.exe** and **Setup-Keto.tp2** as well as a file **SETUP-KETO.DEBUG** in that dummy folder. Move them except the **SETUP-KETO.DEBUG** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [English]
Install Component	0	[Keto-SOA NPC V2]?	[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.

10.61 Nathaniel v4.4
~NATHANIEL/SETUP-NATHANIEL.TP2~

Nathaniel Aplin-Fletcher is a former officer of the Flaming Fist. Although he is an experienced fighter, Nathaniel suffers from 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.

Must be installed after Solaufein and Kelsey.

Copy the folders **Nathaniel** and **Mod backups** and the file **Setup-Nathaniel.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?			[N]o
Install Component	0	[Nathaniel NPC Mod for 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.

10.62 The Luxley Family v1.2
~LUXLEYSOA/SETUP-LUXLEYSOA.TP2~

The Luxley Family introduces two joinable NPCs, Sebastian and Andrei Luxley, to your game. Both have detailed talk tracks with the PC; they also banter with each other and also with all Bioware NPCs extensively throughout the game.

This mod must be installed because of interactions with Nathaniel after that mod.

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

Would you like to display the readme?			[N]o
Install Component	0	[Luxley Family Mod for 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

10.63 Kiara-Zaiya v1.6.2
~SETUP-KIARA-ZAIYA.TP2~

Zaiya is chaotic-good half elves magician who is searching for her friend Kiara, a neutral-evil monk.

This mod must be installed because of interactions with Solaufein after that mod. Keldorn Romance must be installed before this mod. Smiling Imp Cross Banter Mod must be installed after this mod. If this mod is installed together with the Valen NPC, not all Valen dialogues appear.
Kiara-Zaiya is not compatible with the Saerileth mod because this mod is disabling Watcher's Keep until ToB.

Copy the folder **Kiara-Zaiya** and the files **Setup-Kiara-Zaiya.exe**, **Setup-Kiara-Zaiya.tp2, unins000.exe** and **unins000.dat** into your main SoA directory.
You must download the sounds for this mod separately. Copy the sound files from the additional folder Kiara-Zaiya 2 and paste them into the directory Kiara-Zaiya\Sounds in addition to the already available file MxKiara.mus.
One or more files of this mod must be changed. This will be done by the patch from the folder **BiG 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 is perhaps more balanced than the excellent Oversight component 6 "Monk High Level Abilities".

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.

10.64 Iylos v2.6

~IYLOS/IYLOS.TP2~

Iylos Mirdan is an arrogant, sarcastic monk created for BGII: Throne of Bhaal. He is sent by Balthazar to ascertain the main character's intentions and motivations. He has a fairly extensive relationship path, and can be befriended by players of any race.

Because of its crossmod content Iylos must be installed after Ascension.

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

Would you like to display the readme?			[N]o
Install Component	0	[Iylos NPC for BGII:ToB]?	[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.

10.65 The Beaurin Legacy v3.2

~THEBEAURINLEGACY/SETUP-THEBEAURINLEGACY.TP2~

Minyae Beaurin is an elven Enchanter/Thief who can be found outside of the Crooked Crane in the City Gates. The mod includes numerous banters and interjections, encounters and quests.

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

Would you like to display the readme?			[N]o
Install Component	1000	[The Beaurin Legacy for BG2:SoA & ToB & BGII:EE]?	[I]nstall
Install Component	1001	[Change Minyae's class to Enchanter (from Enchanter/Thief)]?	[N]ot Install
		Minyae's Portrait	[N]ot Install
	1002	[1] Change Minyae's portrait to alternative by TamikaProud at DeviantArt	
	1003	[2] Change Minyae's Portrait to alternative by DominiqueWesson at DeviantArt	
	1004	[3] Change Minyae's Portrait to alternative by Aerwindale at DeviantArt	
Successfully installed			Press ENTER to exit

10.66 Evandra v2.1

~EVANDRA/SETUP-EVANDRA.TP2~

Evandra is a True Neutral elven illusionist, and for those familiar with the Dragonlance setting, a Red Robed Wizard of High Sorcery. Evandra can be found inside the Planar Sphere, trapped with the Knights of Solamnia.

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

Double-click the Setup. The DOS dialogue appears:

```
Install Component  0        [Evandra NPC]?                    [I]nstall
Successfully installed                                        Press ENTER to exit
```

10.67 Calin v1.4

~SETUP-CALIN.TP2~

This mod introduces Calin, a human Blade Master to BG II. Calin is neutral good and will romance a female who is Elf, Half-elf, Human and of non evil alignment.

Calin has some crossmod content with Neh'taniel but only if Calin is installed after Neh'taniel.

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

```
Install Component  0        [Calin for BG2]?                  [I]nstall
                            Select Calin's dialogue timer:
                            Please choose one of the following:
                            Please select 1, 2, 3, 4, 5, or 6 and press enter.
                            [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 real time minimum between dialogues
                            [6] 2 hours real time between dialogues
Successfully installed                                        Press ENTER to exit
```

11. BG2 NPC MODS WITH LESS CONTENT

Some of these mods have little content. You can, however, insert each of these mods without worries into your **B.G World**, if you want to expand the game with more NPCs.

11.1 Fonick CliffHistory v2

~CLIFFHISTORY/SETUP-CLIFFHISTORY.TP2~

Talk to the receptionist in Five Flagons Playhouse; you 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 "The Tweaks Anthology", "Make the bard stronghold available to all classes" from Multistronghold, the NPC Strongholds mod or if the MC is a bard.

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

Install Component 0	[Cliffette's 'History' BWI contest entry]?	[I]nstall
Successfully installed	[Cliffette's 'History' BWI contest entry]	Press ENTER to exit

11.2 Chiara v1.02mB 163

~SETUP-CHIARA.TP2~ GERMAN

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

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

Install Component 0	[Chiara - Ein Charakter aus dem Rosenranken.Forum]?	[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.

11.3 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.

11.4 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

11.5 Goo the Disembodied Floating Eyeball v6.0

~SETUP-GOO.TP2~

Gozaloth (Goo to his friends) is a disembodied floating eyeball with breath which can daze a yak. He can be found in the planar sphere.

Install the file **Goo_V6.exe** into any dummy folder but by no means into your main directory! Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folder **Goo** and the files **Setup-Goo.exe** and **Setup-Goo.tp2** as well as a file **SETUP-GOO.DEBUG** in that dummy folder. Move them except the **SETUP-GOO.DEBUG** into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Goo the Disembodied Floating Eyeball]?	[I]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.

11.6 Horace v1.74

~SETUP-HORACE.TP2~

Skeleton NPC with its own kit.

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

Choose your language:		0 [English]
Install Component 0	[Horace - BGII]?	[I]nstall
Install Component 1	[Bone Collector]?	[I]nstall
Successfully installed		Press ENTER to exit

The readme opens.

11.7 Kari v1.3b

~SETUP-KARI.TP2~

Kari is an anthropomorphic wolf NPC, a mix between human and wolf, that can be found in the Druid Grove.

This is a rebuild of a very old NPC that never advanced past v1.3beta.

Copy the folder **Kari** and the files **Setup-Kari.exe** and **Setup-Kari.tp2** into your main SoA directory.
The **BiG 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
```

11.8 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.

11.9 Shar-Teel v1.0b

~SETUP-SHARTEEL.TP2~ GERMAN

Brings the chaotic-evil fighter Shar-Teel from BG1 to BG2-SoA.

Don't install it together with TDD or the NEJ3 component "Firewalker" Shar-Teel (custom kit and continuous character), because these mods also add Shar-Teel and these are contentwise or technically not compatible.
This mod is technically not compatible with BG1NPCSoA because you would have the NPC twice.

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

```
Install Component 0     [Shar-Teel für Baldur's Gate II]?       [I]nstall
Install Component 1     [Shar-Teels neue Portraits mit den alten ersetzen]?  [I]nstall
Successfully installed                                          Press ENTER to exit
```

The readme opens.

11.10 Summon Bhaalspawn v3

~SBS.TP2~

The mod adds an additional NPC named Sandra in a very interesting way with some very interesting dialogs which could come by certain circumstances to a surprise for Imoen. To start this game, talk to the thief in the docks district.
In the folder ...\SBS\store must be the file .DS_Store, otherwise the mod cannot be installed!

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

```
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.

11.11 Vanim v1.4

~SETUP-VANIM.TP2~

An evil assassin NPC.

Copy the folder **vanim** and the files **Setup-Vanim.exe** and **Setup-Vanim.tp2** into your main SoA directory, but not the Setup-Vanim.exe.
Double-click the Setup. The DOS dialogue appears:

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

11.12 Biddekelorak v1

~SETUP-BIDDE.TP2~

You find the old dwarven cleric of Lathander in the temple district.

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

11.13 Azure NPC BETA v3

~AZURE/AZURE.TP2~

The druid Azure and and her guardian wolf, Sharo, is to be found in the druid shrine.

The mod stutters now and then. The wolf does not appear in mod areas at all, or the game may crash.

Copy the folder **Azure** and the file **Setup-Azure.exe** into your main SoA directory.
One or more files of this mod must be changed. This will be done by the patch from the folder **BG 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.

11.14 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.

11.15 Perils of Branwen v0.9

~SETUP-POB.TP2~

Branwen returns to Athkatla. She's followed you from Baldur's Gate. The neutral good cleric of Tempus can be found in the Bridge District.

This mod is technically not compatible with BG1NPCSoA because you would have the NPC twice.

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

Install Component 0	[The Perils of Branwen the Cleric]?	[I]nstall
Successfully installed	[The Perils of Branwen the Cleric]	Press ENTER to exit

11.16 Branwen NPC v4

~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 NEJ3 component "Firewalker" Shar-Teel (custom kit and continuous character), because Shar-Teel from NEJ3 and Branwen from this mod start in the same cage in Irenicus' dungeon.
This mod is technically not compatible with BG1NPCSoA because you would have the NPC twice.

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

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

11.17 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 **BG World Fixpack**.

Double-click the Setup. The DOS dialogue appears:

Choose your language:		1 [English]
Install Component 0	[MawgulNPC]?	[I]nstall
Successfully installed	[MawgulNPC]	Press ENTER to exit

11.18 Uldar v0.77

~ULDAR/SETUP-ULDAR.TP2~ SPANISH

The halforc-barbarian Uldari can be found in the Copper Coronet.

TobEx should be installed to use this mod.

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

Install Component 0	[ULDAR, el Barbaro Semiorco v0.75]?	[I]nstall
Successfully installed	[ULDAR, el Barbaro Semiorco v0.75]	Press ENTER to exit

11.19 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.

This is an abandoned beta mod since many years. She has a quest in Beregost and one or two banters, that is about all. Keeping her in BGT will cause problems with the transition to BG2 (she is not coded to leave or transit). She has no content after Nashkel anymore.

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

Install Component 0	[Rose NPC for BG:T]?	[I]nstall
Successfully installed	[Rose NPC for BG:T]	Press ENTER to exit

11.20 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

11.21 Raziel

~SETUP-RAZIEL.TP2~

Raziel is a neutral swashbuckler who was imprisoned by Irenicus like the protagonist.

Copy the folder **raziel** and the files **setup-raziel.exe** and **setup-raziel.tp2** into your main SoA directory.
One or more files of this mod must be changed in order to be able to install it together with BWP. This will be done by the patch from the folder **BiG World Fixpack**.
The mod contains no English translation. It will be inserted with the language patch from the **BiG 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

11.22 Quayle ReDone v3.0

~QUAYLE/SETUP-QUAYLE.TP2~

The mod introduces Quayle known from BG1 into SoA and ToB. But the condition is... Aerie's death. Quayle has his own quests, 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

11.23 Gloran NPC v3 (1)

~SETUP-GLORAN.TP2~

This mod adds the chaotic good dwarf warrior to the game. Gloran can be found right at the gate of the city. Unfortunately the mod was not developed further against its announcement.

NOTE: *This mod must be installed in two steps! The Gloran & Virtue must be installed after the Virtue mod.*

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

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

11.24 Auden NPC v1.3c

~SETUP-AUDEN.TP2~

This mod includes the monk Auden in the Copper Coronet, tucked away in the opium den.

Copy the folder **Auden** and the files **Setup-Auden.exe, Setup-Auden.tp2** and **Auden Readme! v1.3b** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Auden for BG2:SOA]?	[I]nstall
Successfully installed	[Auden for BG2:SOA]	Press ENTER to exit

11.25 BG1 NPCs for BG2:SoA v9

~BG1NPCSOA.TP2~

This mod adds the majority of the NPCs from Baldur's Gate 1 into part 2 along with new items, banters, quests and areas.

Not compatible with SandrahNPC.

Copy the folder **BG1NPCSoA** and the files **setup-BG1NPCSoA.exe** and **setup-BG1NPCSoA.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

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 NEJ3, 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

11.26 Coondred v1.3

~SETUP-COONDRED.TP2~

Coondred is a furry that was raised by a half-elven druid clan, and is accepted in both human and Furry societies. He will speak of his race and home.

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

Install Component 0 [Coondred NPC Mod for Baldur's Gate II (ToB required)]? [I]nstall
Successfully installed [Coondred NPC Mod for Baldur's Gate II (ToB required)] Press ENTER to exit

11.27 Saradas Magic 2 v1.7

~SARADAS_MAGIC_2/SARADAS_MAGIC_2.TP2~

In Throne of Bhaal Saradas is finally a recruitable NPC. You can summon him through the Fate Spirit in your pocket plane.

Copy the folder **saradas_magic_2** and the file **setup-saradas_magic_2.exe** into your main SoA directory.
This mod was created for BG2EE. The **BiG World Fixpack** makes some changes to the mod to be able to play it with BWP.

Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Install Component 0 [saradas_magic_2]? [I]nstall
Successfully installed [saradas_magic_2] Press ENTER to exit

11.28 Ashar NPC 1.12

~ASHARNPC/SETUP-ASHARNPC.TP2~

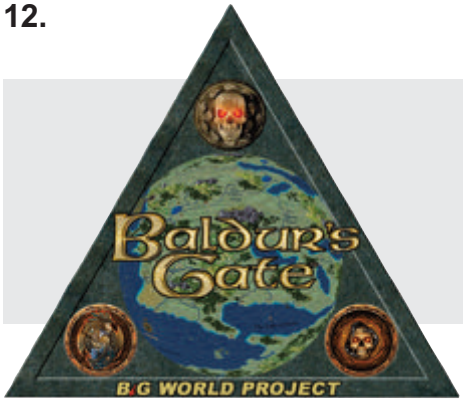
This modification adds an aggressive, plain-spoken half-orc barbarian woman named Ashar as a joinable NPC to the

game.

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

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

12. BG2 ONE-DAY NPCS



These mods had been created during only one single day. Thus don't expect too much of them.

12.1 Alassa NPC v2
~SETUP-ALASSA.TP2~

An evil female thief.

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

Install Component 0	[Alassa NPC]?	[I]nstall
Successfully installed	[Alassa NPC]	Press ENTER to exit

Further files get copied.

12.2 Allison NPC v1.8
~SETUP-ALLISON.TP2~

Allison is a true neutral druid who is extremely friendly and somewhat playful. She'll probably remind you of an overly affectionate Imoen.

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

Choose your language:		0 [American English]
Would you like to display the readme?		[N]o
Install Component 0	[Allison (One-Day NPC) v1.6]?	[I]nstall
Successfully installed	[Allison (One-Day NPC) v1.6]	Press ENTER to exit

12.3 Anishai v1.5
~SETUP-ANISHAI.TP2~

The monk from Mae' Vars guild house can join to the group.

Copy the folder **Anishai** and the file **setup-anishai.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Alnishai one-day NPC]?	[I]nstall
Successfully installed	[Alnishai one-day NPC]	Press ENTER to exit

The readme opens.

12.4 Bons Bruce The Cockney Barfighter v2
~SETUP-BONSBRUCEV2.TP2~

A chaotic neutral, human barbarian with a new soundset of dubious entertainment value and comprehension. This mod should not be played by anyone with taste or sanity, ever. The rest of you, do have fun.

Copy the folder **BonsBruce** and the files **Setup-BonsBrucev2.exe** and **Setup-BonsBrucev2.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Bons's Bruce The Cockney Barfighter - A One-Day NPC - Version 2]?	[I]nstall
Successfully installed	[Bons's Bruce The Cockney Barfighter - A One-Day NPC - Version 2]	Press ENTER to exit

The readme opens.

12.5 Cassius v1.05
~SETUP-CASSIUS.TP2~

Neutral-good male human skalde, not very talkatively, and if, then only very much broken.

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

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.

12.6 Ghareth v0.91
~SETUP-GHARETH.TP2~

A male human fighter / magician who can join to the party.

Install the file **GharethNPC.exe** into any dummy folder but by no means into your main directory! Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folder **Ghareth** and the files **Setup-Ghareth.exe, Setup-Ghareth.tp2** and **gharethaudiouninstall.bat** as well as a file **SETUP-GHARETH.DEBUG** in that dummy folder. Move them except the **SETUP-GHARETH.DEBUG** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

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.

12.7 Hessa v1.1
~SETUP-HESSANPC.TP2~

A neutral-evil half elf-thief with a quest, a new area and different banters.

Copy the folder **hessa** and the files **Setup-Hessa.exe, Setup-Hessa.tp2, HessaTisAudioUninstall.bat** and **HessaReadMe.txt** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

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

12.8 Jason Comptons Bruce The Cockney Barfighter
~SETUP-JCBRUCE.TP2~

A pretty straight barbarian with some not so serious banters with Aerie, Nalia and a female main character.

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

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.

12.9 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 **BiG 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.

12.10 Willie Bruce v3.1

~SETUP-WILLYB.TP2~

He is rude, drunk, sexist, and racist.

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

Choose your language:		0 [English]
Install Component 0	[Willie Bruce (BG2:SoA & TOB NPC) created by nethrin]?	[I]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.

12.11 Moddie v1.2

~SETUP-FOXMONSTER.TP2~

Moddie is a female fox that banters with 12 BioWare's NPCs. She is found behind the jailkeep golem in the first level of Irenicus' dungeon.

Copy the folder **FoxMonster** and the files **Setup-FoxMonster.exe**, **Setup-FoxMonster.tp2** and **Moddie-ReadMe.txt** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Moddie, "the fox monster in your backpack"]?	[I]nstall
Successfully installed	[Moddie, "the fox monster in your backpack"]	Press ENTER to exit

Further files get copied, then the readme opens.

12.12 Vildra v1.1

~SETUP-VILDRA.TP2~

A One-Day NPC with a few banters.

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

Install Component 0	[Vildra for BG2:SoA]?	[I]nstall
Successfully installed	[Vildra for BG2:SoA]	Press ENTER to exit

The readme opens.

12.13 Jandor v2

~SETUP-JANDOR.TP2~

Jandor will be waiting for you in the Shadow Thief Guild. He has nearly no dialogue.

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

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

The readme opens.

12.14 Eldoth v1.10

~SETUP-ELDOTH.TP2~

Eldoth for BG2 is a very simple mod with no witty dialogs.

This mod is technically not compatible with BG1NPCSoA because you would have the NPC twice.

Copy the folder **eldoth** and the files **Setup-Eldoth.exe** and **Setup-Eldoth.tp2** into your main SoA directory, but not the Setup-Eldoth.exe.
Double-click the Setup. The DOS dialogue appears:

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

12.15 Roar v1.11

~ROAR/SETUP-ROAR.TP2~

Roar is a monk who does not speak. He is to be found in the Umar Hills.

Copy the folder **roar** and the files **Setup-Roar.exe** and **Setup-Roar.tp2** into your main SoA directory, but not the Setup-Roar.exe.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Roar - a taciturn monk]?	[I]nstall
Successfully installed	[Roar - a taciturn monk]	Press ENTER to exit

12.16 Teddy 1.12

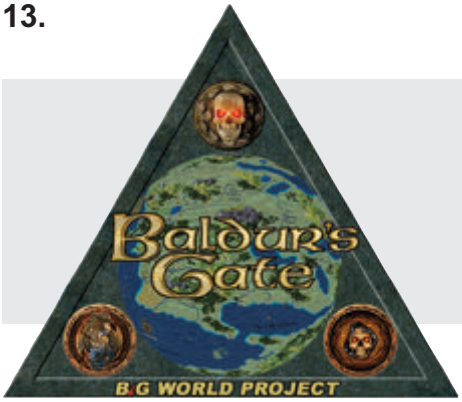
~TEDDY/SETUP-TEDDY.TP2~

Teddy is a half-orc barbarian. One can meet him nearby the d'Arnise keep and travel with him. No more is not realized.

Copy the folder **teddy** and the files **Setup-Teddy.exe** and **Setup-Teddy.tp2** into your main SoA directory, but not the Setup-Teddy.exe.
Double-click the Setup. The DOS dialogue appears:

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

13. NPC RELATED BG2 MODS



These mods do not insert new NPCs, but enlarge the existing BioWare NPCs with new interesting dialogues, romances and tasks.

13.1 Cloakwood Squares v4
~SETUP-CWS.TP2~

A performance of the street theater in Athkatla in which nine BG2 NPCs present a spiritual competition.

This is a fun-mod, that some players find not suitable. You can, however, include this mod without worries into the **B.G World Version**.

Install the file **Cloakwood_V4.exe** into any dummy folder but by no means into your main directory! Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folder **CWS** and the files **Setup-Cws.exe** and **Setup-Cws.tp2** as well as a file **SETUP-CWS.DEBUG** in that dummy folder. Move them except the **SETUP-CWS.DEBUG** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Cloakwood Squares -- The Mod v4]?	[I]nstall
Successfully installed	[Cloakwood Squares -- The Mod v4]	Press ENTER to exit

13.2 The Jerry Zinger Show v4
~JZ/SETUP-JZ.TP2~

The show of Jerry Zinger offers depending on the combination of your party nine different performances.

The mod only starts if your party is gathered.
This is a fun-mod, that some players find not suitable. You can, however, insert this mod without worries into the **B.G World Version**.

Double-click the Setup JZ-v1 in your main SoA directory.
The window „The Jerry Zinger Show Setup“ opens. Press Yes and then in the next window Install as well as afterwards Close. This installs the folder **JZ** and the file **Setup-JZ.exe**. It opens to itself a window with the text "Press any key to install The Jerry Zinger Show..."
The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[The Jerry Zinger Show]?	[I]nstall
Install Component 1	[Remove Delay Between Episode]?	[N]ot Install

If you press here on [I]nstall, you need not always wait one day between the single performances.

Successfully installed	[The Jerry Zinger Show]	Press ENTER to exit

Further files get copied, then the readme opens.

13.3 Arnel's Nalia Romance v1.06
~SETUP-LUVNALIA.TP2~

Contains a complete romance with Nalia, including the tree of life dialogs, beloved one in danger, Nalia's abduction by bodhi, and other love related quests. It also adds some new quests and character interactions. I strongly recommend having Minsc in the party.

The mod hangs after the wedding because of faulty programming. However, this also happens if one only plays the mod without BGT. See here for further info:
http://forums.spellholdstudios.net/index.php?s=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 **BG 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.

13.4 de'Arnise Romance v6
~DEARNISE/SETUP-DEARNISE.TP2~

The mod adds a romantic relationship between Nalia and a male player character who is human, elven, half-elven, or dwarven, of any character class and alignment.

We don't know what happens if also LuvNalia is installed, but common sense suggests that at the very least, installing two dedicated PC/Nalia romances would be a poor idea. However, the mod can be installed together with Auren Aseph.

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

Install Component 0	[de'Arnise Romance for Baldur's Gate II, v2]?	[I]nstall
Successfully installed	[de'Arnise Romance for Baldur's Gate II, v2]	Press ENTER to exit

The readme opens.

13.5 Chloe v1.5
~CHLOE/CHLOE.TP2~

A female kensai demigoddess NPC with an optional romance for a female PC or Imoen if she is in the party. Yes, Chloe is a lesbian romances mod.

Because of interjections this mod must be installed after Arnel's Nalia Romance and after Tashia.

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

Choose your language:		0 [English]
Install Component 0	[Chloe NPC mod v1.3]?	[I]nstall
Successfully installed	[Chloe NPC mod v1.3]	Press ENTER to exit

Further files get copied, then the Installer ends suddenly.

13.6 Banter Pack v16
~BANTERPACK/SETUP-BANTERPACK.TP2~

Adds dozens of new dialogs to all BioWare NPCs. Encloses, in addition, new inventions from January Jansen and 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.

13.7 IEP Extended Banter v5.4

~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.
This mod is contentswise not compatible with the Khalid mod.

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

Choose your language: 0 [English]
Would you like to display the readme? [N]o
Install Component 0 [Extended NPC-NPC Interaction SoA] [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

13.8 Viconia Friendship v4.3

~VICONIA/SETUP-VICONIA.TP2~

This mod adds a series of dialogues with Viconia for SoA and ToB and attempts to give someone who isn't interested in a romantic relationship something to bite into. This mod is meant as extension to the IEP Extended Banters.

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

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

The readme opens.

13.9 Mazzy Friendship v3.2

~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
```

13.10 Yoshimo Friendship v4.3
~YOSHIMO/YOSHIMO.TP2~

This mod adds a series of dialogues with Yoshimo and expands on the humorous rogue, adding to his story a new perspective on the character. This mod is meant as extension to the IEP Extended Banters.

This mod is incompatible with Keeping Yoshimo.

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

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

13.11 Keeping Yoshimo v0.96
~7C-YOSHI/7C-YOSHI.TP2~

This mod makes it possible to keep Yoshimo in the party after spellhold and he can be imported into ToB. He has a couple of fairly lengthy dialogues with the PC.

This mod is conceptual not compatible with the mods Yoshimo Friendship, Yoshimo Romance,Yoshimo's Remorse, Keto and Tortured Souls. Also it is not compatible with Banter Packs and with the "Sarevok's Remorse" component of Unfinished Business for BGII. The Quest Pack component "Saving Sanik In Brynnlaw" is incompatible if the party chooses to save Sanik.

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

```
Install Component  0     [Keep Yoshimo After Spellhold]?        [I]nstall
Install Component  1     [Make Yoshimo Chaotic Good]?           [N]ot Install
Successfully installed   [Keep Yoshimo After Spellhold]         Press ENTER to exit
```

13.12 Yoshimo Romance v4.0
~YOSHIMOROMANCE/YOSHIMOROMANCE.TP2~

This mod makes Yoshimo, an infamous bounty hunter from original BG2 game, romanceable. The mod includes additional talks dependend on TotDG, Innershade, ToD, Assassinations. Romance requirements: human/elven/half-elven/tiefling female with charisma 13 or higher.

This mod is incompatible with Keeping Yoshimo, however it is compatible with Yoshimo Friendship and Tortured Souls.
This mod includes additional content for Tales of the Deep Gardens, Innershade, Tower Of Deception, Assassinations.

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

```
Would you like to display the readme?                                   [N]o
Install Component  0     [Yoshimo Romance - additional romance for original BG2 non-player character]?
                                                                        [I]nstall
Install Component  1     [Yoshimo additional talks for SoA. May be installed without or with romance (OPTIONAL)]?
                                                                        [I]nstall
Install Component        [Adjusted portrait for Yoshimo]?               [N]ot Install
                   2     1] Adjusted portrait for Yoshimo
                   3     2] New portrait by MiLeah
Install Component  4     [Yoshimo Romance - ToB part (OPTIONAL)]?       [I]nstall
Successfully installed                                                  Press ENTER to exit
```

13.13 Yoshimo's Remorse 1.2
~YOSHIMOSREMORSE/YOSHIMOSREMORSE.TP2~

This mod makes Yoshimo a playable character in Throne of Bhaal

This mod is incompatible with Keeping Yoshimo.

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

```
Install Component  0   [Yoshimo's Remorse]?                                                    [I]nstall
Install Component      [oshimo's Remorse: Fighter/Thief Dual-Class (Only if Yoshimo was never recruited before)]?
                   2   1] Bounty Hunter 10 / Fighter                                          [1]
                   3   2] Bounty Hunter 13 / Fighter
Successfully installed                                                                       Press ENTER to exit
```

13.14 Alcool v0.11
~ALCOOL/ALCOOL.TP2~

This mod adds interactions between the BioWare NPCs at the end of chapter 3 such as comments to the choice of the tavern.

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

```
Choose your language:                                                                        1 [English]
Install Component  0   [A Night out in the Taverns]?                                        [I]nstall
Successfully installed [A Night out in the Taverns]                                          Press ENTER to exit
```

The readme opens.

13.15 Jan's Extended Quest v1.44
~JANQUEST/SETUP-JANQUEST.TP2~

You want to know how the story between thief illusionist, his former girlfriend and Vaelag, her violent husband, ends? This extension offers a continuation of this original quest in the form of two very short missions filled with typical dialogues and unexpected meetings with new supporting characters. Additionally, the mod aims to cast a new light on some of the most influential organizations of the city.

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

```
Choose your language:                                                                        1 [English]
Install Component  0   [Jan's Extended Quest]?                                              [I]nstall
Successfully installed [Jan's Extended Quest]                                                Press ENTER to exit
```

13.16 Korgan's Redemption v8
~KORGAN/SETUP-KORGAN.TP2~

The mod provides the possibility of redeeming Korgan if you have Mazzy in your party.

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

```
Choose your language:                                                                        1 [English]
Install Component  0   [Korgan's Redemption]?                                               [I]nstall
Successfully installed [Korgan's Redemption]                                                 Press ENTER to exit
```

13.17 Korgan Friendship v1.1
~KORGANFRIENDSHIP/KORGANFRIENDSHIP.TP2~

This mod adds a series of dialogues with Korgan..

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

Would you like to display the readme?			[N]o
Install Component	0	[Korgan Friendship for BG2: ToB]?	[I]nstall
Successfully installed		[Korgan Friendship for BG2: ToB]	Press ENTER to exit

13.18 Coran for Baldur's Gate II v5.1
~CORAN/SETUP-CORAN.TP2~

This mod adds Coran, a great archer and an infamous womanizer in BG1, as a fully developed NPC to BG2. He can be found in the Gate district of Athkatla, near the entrance. In ToB, Coran can also be summoned from the Pocket Plane Fate Spirit. Coran has a full friendship path with the PC, player-initiated dialogue and a number of banters with all Bioware NPCs.

This mod is technically neither compatible with the Bioware BG2 Coran nor with the Coran of Tortured Souls nor with Khalid for BGII.
This mod is technically not compatible with the Coran and Safana Romance component from BG1NPCSoA because you would have the NPC twice. This mod is contentswise not compatible with the Khalid mod.

Install the file **Coran_v2.exe** into any dummy folder but by no means into your main directory! Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folder **Coran** and the file **setup-Coran.exe** as well as a file **SETUP-CORAN.DEBUG** in that dummy folder. Move them except the **SETUP-CORAN.DEBUG** into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Install Component	0	[Coran NPC MOD for Baldur's Gate II]?	[I]nstall
Install Component	1	[Delete old Coran from the Forest of Tethyr (RECOMMENDED)]?	[I]nstall

This will also make the Romantic Encounter with Coran (from the Romantic Encounters mod) unavailable. But this is better than having two Corans in the game at once.

Successfully installed		[Coran NPC MOD for Baldur's Gate II]	Press ENTER to exit

13.19 Khalid for BG II v2.2
~KHALID/KHALID.TP2~

The mod restores Khalid, Jaheira's husband, whom we know from Baldur's Gate I

The following mods feature allusions to Khalid's death, thus they are 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

13.20 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.
This version is not compatible with DrizztSaga v3.

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

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

13.21 LaValygar v4.0
~LAVALYGAR/LAVALYGAR.TP2~

This rather small mod adds some dialogues for Valygar Corthala.

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

Would you like to display the readme?		[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

13.22 Valygar Friendship v1
~VALYGARFRIENDSHIP/VALYGARFRIENDSHIP~

This mod adds a series of dialogues with Valygar.

The Valygar Friendship works fine with Corthala Romantique. Corthala Romantique kills Valygar Friendship, but Valygar Friendship kills Corthala Romantique friendship talks in case of no romance.

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

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

13.23 berelinde's Keldorn Romance v5
~KELDORN_ROM/KELDORN_ROM.TP2~

This mod adds a romance for female PCs and a quest for Keldorn. This is really not the romance for multi-romancers. Any committed romance will kill Keldorn's.

This mod is contentwise not compatible with Keldorn Romance v1.01. Play either this or that.

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

Double-click the Setup. The DOS dialogue appears:

```
Would you like to display the readme?                                    [N]o
Install Component 0      [berelinde's Keldorn Romance]?                  [I]nstall
Select Keldorn's dialogue timer: Please choose one of the following:
                         [1] 10 (SoA)/15 (ToB) minutes real time minimum between dialogues
                         [2] 20 (SoA)/30 (ToB) minutes real time minimum between dialogues
                         [3] 30 (SoA)/45 (ToB) minutes real time minimum between dialogues (recommended)
                                                                         [3]
                         [4] 45 (SoA)/60 (ToB) minutes real time minimum between dialogues
                         [5] 1 (SoA)/1.5 (ToB) hour real time minimum between dialogues
Install Component        [Romance Match]?
                   1     1] Romance is available to LG/NG protagonists only (Recommended)
                   2     2] Romance is available to LG/NG/CG protagonists
                   3     3] Romance is available to LG/NG/CG/LN protagonists
                   4     4] Romance is available to LG/NG/CG/LN/N protagonists
Install Component 5      [More youthful-looking portrait by Senka]?
Successfully installed                                                   Press ENTER to exit
```

13.24 Yeslick v2.0

~YESLICKNPC/YESLICKNPC.TP2~

This mod brings the dwarf Yeslick from Baldur's Gate to BGII with an extensive variety of banters throughout the game. You will meet Yeslick in Vyatri's Pub in Trademeet.

This mod is technically not compatible with BG1NPCSoA because you would have the NPC twice.

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

```
Would you like to display the readme?                                    [N]o
Install Component 0      [Yeslick NPC for BGII: SoA]?                    [I]nstall
Successfully installed   [Yeslick NPC for BGII: SoA]                     Press ENTER to exit
```

13.25 Sarevok Friendship v2.3

~SAREVOKFRIENDSHIP/SAREVOKFRIENDSHIP.TP2~

This mod adds a series of dialogues with Sarevok

Sarevok friendship is compatible with Sarevok Romance.

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

```
Would you like to display the readme?                                    [N]o
Install Component 0      [Sarevok Friendship for BGII: ToB]?             [I]nstall
Successfully installed   [Sarevok Friendship for BGII: ToB]              Press ENTER to exit
```

13.26 Branwen for BG2 v3

~BRANWEN/SETUP-BRANWEN.TP2~

This is a playable tutorial for modders for SoA and ToB; voiced.

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

```
Install Component 0      [Branwen BG2 NPC mod for players and modders]?  [I]nstall
Successfully installed   [Branwen BG2 NPC mod for players and modders]   Press ENTER to exit
```

13.27 NPC Flirt Pack v1.06

~SETUP-NPCFLIRT.TP2~

Adds new love affairs to the following Bioware NPCs: Aerie, Anomen, Jaheira, and Viconia. Includes adult content for Baldur's Gate 2 SoA and ToB.

This mod must be installed because of interactions with Solaufein after that mod.

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

Choose your language:		0 [English]
What should be done with all components that are NOT YET installed?		[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.

13.28 Romantic Encounters v14

~RE/SETUP-RE.TP2~

Romantic interludes with joinable and non-joinable characters. Adult content.

This mod must be installed because of interactions with Solaufein after that mod.

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

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

This component conflicts with the "Mal des Vampirismus" mod. The dialog about turning the PC into vampire gives you an empty dialog box for duration of Mal des Vampirismus dialog part.

Install Component 7	[Trademeet with Guildmistress Busya, by magrat]?	[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

This component has contentwise slightly differences with the Corthala Romantique mod.

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.
This component has contentwise slightly differences with the Corthala Romantique mod.

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.

13.29 Haer'Dalis Romance v2.2

~HAERDALISROMANCE/HAERDALISROMANCE.TP2~

This mod allows female PCs to explore a deeper relationship with the tielfing bard.

Haer'Dalis reacts to several components in the Romantic Encounters mod.

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

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Install Component	0	[Haer'Dalis Romance (SoA & ToB)]?	[I]nstall
Successfully installed			Press ENTER to exit

13.30 Haer'Dalis Friendship v1.0
~HAERDALIS_FRIENDSHIP/HAERDALIS_FRIENDSHIP.TP2~

This mod adds a series of dialogues with Haer'dalis.

Haer'dalis Friendship is compatible with Haer'Dalis Romance

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

```
Would you like to display the readme?                          [N]o
Install Component  0      [Haer'Dalis Friendship for BG2: ToB]?  [I]nstall
Successfully installed                                         Press ENTER to exit
```

13.31 Cernd Friendship v1.1
~CERND/CERND.TP2~

This mod adds a series of dialogues with Cernd.

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

```
Would you like to display the readme?                          [N]o
Install Component  0      [Cernd Friendship for BG2: ToB]?     [I]nstall
Successfully installed                                         Press ENTER to exit
```

13.32 Minsc Friendship v1
~MINSCFRIENDSHIP/MINSCFRIENDSHIP.TP2~

This mod adds a series of dialogues with Minsc.

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

```
Would you like to display the readme?                          [N]o
Install Component  0      [Minsc Friendship for BG2 and ToB]?  [I]nstall
Successfully installed                                         Press ENTER to exit
```

13.33 Nephele v2.4
~NEPHELE/NEPHELE.TP2~

Nephele is a halfling cleric of Yondalla, mother of seven and a compulsive adventurer. She joins you in Trademeet.

This mod must be installed because of interactions with Haer'Dalis after that mod.

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

```
Would you like to display the readme?                          [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
```

13.34 Petsy Chattertone v3.1
~PETSY/PETSY.TP2~

Petsy Chattertone is a halfling bard for SoA and ToB. Male gnomes, dwarves and halflings can romance Petsy.

Petsy Chattertone must be installed because of crossmod banters after Nephele.

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

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

13.35 Fade v5.5

~SETUP-FADE.TP2~

The chaotic-neutral shadow thief can have romances with all men of every possible race and disposition.

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

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Install Component	0	[Fade: An NPC for Baldur's Gate II: SoA and ToB]?	[I]nstall
Install Component	0	[Fade NPC: reactions to Romantic Encounters (RE may be installed before or after this component)]?	[I]nstall
Successfully installed		[Fade: An NPC for Baldur's Gate II: SoA and ToB]	Press ENTER to exit

The readme opens.

13.36 Homeward Bound v7

~HOMEWARDBOUND/SETUP-HOMEWARDBOUND.TP2~

This mod allows the player to return his or her BioWare companions from the Pocket Plane to their homes in Amn. It also allows them to be re-summoned.

The mod must be installed after Ascension, because otherwise an Ascension file is changed in such a manner that Longer Road cannot be installed any more.

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

Would you like to display the readme?			[N]o
Install Component	0	[Homeward Bound]?	[I]nstall
Install Component		[Romances end due to separation]?	[N]ot Install
	1	1] Homeward Bound does *not* kill BioWare romances	
	2	2] Original game behavior is unchanged	
Successfully installed		[Homeward Bound]	Press ENTER to exit

14. MINI-MODS

The following mods mostly add only one single quest to the game.

14.1 Adventures in Papperland v5

~SETUP-AIP.TP2~

This mod has a few amusing dialogs with 4 musicians named "The Beatles".

Copy the folder **AIP** and the file **Setup-aip.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [English]
Install Component 0	[Adventures In Papperland]?	[I]nstall
Successfully installed	[Adventures In Papperland]	Press ENTER to exit

The readme opens.

14.2 Shed's Mods v1.03

~SDMODS/SDMODS.TP2~

A collection of different micro-mods. Most are serious, although one or two are playful and are overwound.

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

Install Component 0	[Shed's Mods]?	[I]nstall
Successfully installed	[Shed's Mods]	Press ENTER to exit

The readme opens.

14.3 Turnip Golem v4

~SETUP-TURNIPGOLEM.TP2~

This mod adds a turnip golem to a building in the slums.

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

Install Component 0	[Turnip Golem Encounter]?	[I]nstall
Successfully installed	[Turnip Golem Encounter]	Press ENTER to exit

14.4 Mordan's Christmas Minimod v1.0.3

~SETUP-MDX.TP2~

A simple however entertaining mod which begins in Mithrest inn in the promenade after chapter 2.

Copy the folder **MDX** and the file **Setup-MDX.tp2** from the folder Mordan's Xmas mod v1.0.1 into your main SoA directory.
Copy the WeiDU-setup and rename it to **Setup-MDX.exe**
Double-click the Setup. The DOS dialogue appears:

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

14.5 The Holy Hand Grenade v1.3
~HF_HHG/SETUP-HF_HHG.TP2~

If you're outside the Underdark and still have the Light Gem, then you'll receive the Holy Hand Grenade of Antioch.

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.

14.6 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.

14.7 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.

14.8 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

14.9 The Slithering Menace (Snakes) v3.4
~SETUP-SNAKES.TP2~

This mod adds a little quest and a new item to ToB.

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

Choose your language:		0 [English]
Install Component 0	[The Slithering Menace (for BGII:ToB only)]?	[I]nstall
Successfully installed	[The Slithering Menace (for BGII:ToB only)]	Press ENTER to exit

14.10 igi's Facing the Shade Lord again v1
~CONTEST/SETUP-CONTEST.TP2~

This mod adds a quest to the Umar hills. A village must be saved from the attacks of the shades.

Copy the folder **Contest** and the files **Setup-Contest.exe** and **Readme.htm** (rename it first to **Contest_readme.htm**) from the compressed archiv submission-igi.zip into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Facing the Shade Lord Again]?	[I]nstall
Successfully installed	[Facing the Shade Lord Again]	Press ENTER to exit

14.11 K'aeloree's Facing the Shade Lord again v1
~SETUP-BWL CONTEST.TP2~

This mod adds a quest to the Umar hills. A new cult has appeared and must be infiltrated.

Copy the folder **BWL Contest** and the files **Setup-BWL Contest.exe, Setup-BWL Contest.tp2** and **Story.doc** from the compressed archiv submission-k'aeloree.zip into your main SoA directory.
Rename the files only if they should be installed with setup.bat from Setup-BWL Contest.exe and Setup-BWL Contest.tp2 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

14.12 Au service d'Oghma v1.6
~THOGHMA/SETUP-THOGHMA.TP2~

The mod begins in the temple of Oghma where a new monk suggests to you a small quest in which you can get additional power.

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

Choose your language:		2 [English]
Install Component 0	[A Quest in the service of Oghma]?	[I]nstall
Successfully installed	[A Quest in the service of Oghma]	Press ENTER to exit

The readme opens.

14.13 Shards of Ice v7
~SHARDSOFICE/SETUP-SHARDSOFICE.TP2~

This mod contains both mods made by icelus 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.

14.14 Skooter the NPC v1

~SKOOTERTHENPC/SETUP-SKOOTERTHENPC.TP2~

Skooter is a lovely Australian Silky Terrier who would love nothing more than to have a quick, annoying banter with your PC. WARNING: This mod is not for those lacking an odd sense of humor.

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

```
Would you like to display the readme?                                    [N]o
Install Component  0      [Skooter The NPC Mod for BG2:SoA (retarded content: not intended for serious people)]?
                                                                         [I]nstall
Successfully installed    [Skooter The NPC Mod for BG2:SoA (retarded content: not intended for serious people)]
                                                                         Press ENTER to exit
```

14.15 Lucy the Wyvern v4a

~LUCY/SETUP-LUCY.TP2~

Provides a resolution to the saga of the enigmatic winged creature in Ribald's.

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

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

14.16 Cerberus v1.06

~CERBERUS/SETUP-CERBERUS.TP2~

This mod gives you help from the dog servants of the underworld. The dogs can see traps and detect invisible/hidden doors.

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

```
Install Component  0      [The Cerberus mod for BG2:SoA, version 0.99]?   [I]nstall
Successfully installed    [The Cerberus mod for BG2:SoA, version 0.99]    Press ENTER to exit
```

14.17 Slandor - The Minotaur and Lilacor v1.6

~SETUP-SLANDOR.TP2~

This mod adds a small backstory to the minotaur who reveals just what he and the three dead bodies are doing in Athkatla's sewers.

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

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

```
Choose your language:                                                    1 [English]
Install Component  0      [The Minotaur and Lilacor]?                    [I]nstall
Successfully installed    [The Minotaur and Lilacor]                     Press ENTER to exit
```

14.18 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

14.19 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

14.20 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

14.21 L'ogre et le gnome, une histoire de bleu v2
~DERATS_OGRE/SETUP-DERATS_OGRE.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

14.22 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

14.23 Reunion v4

~REUNION/SETUP-REUNION.TP2~

After you arrive to Amkethran you get news that Nalias castle is under attack by demons. Learn, why your adversary has a very strong reason to want to meet you. To start the quest, you have to have Nalia in your party in Chapter 9.

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

Would you like to display the readme?		[N]o
Install Component 0	[The Reunion mod for Baldur's Gate II]]?	[I]nstall
Successfully installed	[The Reunion mod for Baldur's Gate II]]	Press ENTER to exit

14.24 Almateria's Restoration Project 8.4

~ARESTORATIONP/SETUP-ARESTORATIONP.TP2~

This is a mod for Baldur's Gate 2 aiming to restore literally all unused sounds, as well as some minor cut characters or locations.

This mod must be installed after Solaufein because it checks if Weimer's Solaufein is installed.
The component Restored random encounters must be installed before D0QuestPack component Various improvements.

Copy the folder **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

15. MISCELLANEOUS DEPENDEND MODS

These mods or one of their components are either content wise or technically depending on other mods.

15.1 Revised Battles v6.3

~SETUP-REVISEDBATTLES.TP2~

This mod improves the standard fights, so that they are no more so monotonous.

This mod must be installed after Romantic Encounters.

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

Choose your language:		0 [English]
What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 0	[Improved Battles - "erebusant's Patching Version" v6]?	[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

Inkompatible with the Super Firkraag mod. Inkompatible with the component Improved Firkraag from RevisedBattles. Inkompatible with the mod BuTcHeRy.
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 "Vlad's Compilation" 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 **BiG World Installpack** *will handle this correctly for you.*

15.2 Grimuars v4.1
~SETUP-GRIMUARS.TP2~

Bookseller Anamuns is to be found at Deidre in the Adventurer Mart.

Copy the folder **grimuar** and the file **Grimuars.tp2** into your main SoA directory.

Note: *The* **BiG 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]? [N]ot Install
Install Component 3 [Tougher Gaal]? [I]nstall
Install Component 4 [Tougher Ardhata]? [I]nstall
Successfully installed Press ENTER to exit

15.3 Turnabout v1
~SETUP-TURNABOUT.TP2~

This mod enables the player to recall dead allies to aid in the final fight in Throne of Bhaal.

Ascension must be installed before to be able to install this mod.
This mod is only compatible to a limited extent with SandrahNPC because you cannot call creatures for support at the Throne of Bhaal final battle when Sandrah is with you.

Install the file **TurnaboutV1.exe** into any dummy folder but by no means into your main directory! Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folder **turnabout** and the files **setup-turnabout.exe** and **setup-turnabout.tp2** as well as a file **SETUP-TURNABOUT.DEBUG** in that dummy folder. Move them except the **SETUP-TURNABOUT.DEBUG** into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Ascension: Turnabout]? [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.

15.4 Unfinished Business for BGII v27rc1
~SETUP-UB.TP2~

This mod restores many of the cut items, quests, and encounters from the game's final release and ties up some of the "loose ends."

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

Choose your language: 0 [English]
Install Component 0 [The Kidnapping of Boo by Cliffette]? [I]nstall
This component should not be installed with the component „Boo - Minsc's Familiar" from Never Ending Journey or you could install both and test to see if they both work.
Install Component 1 [The Suna Seni/Valygar Relationship]? [N]ot Install
This component is not compatible with TS.
This component must be installed before Corthala Romantique to make those two mods compatible. Note: The cur-

rent love affair of Valygar and Suna Seni will be tuned down to a past love.

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

This function is also included in the revised Ascension mod.

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.
The Feralan was a ranger kit that was cut from the released version of the game. It is some strange mix of Berserker, Beast Master, and Kensai. The original developers had replaced the Feralan by the Archer.

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.

15.5 Sarevok Romance v1.3

~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

15.6 Corthala Romantique v2

~CORTHALAROMANTIQUE/SETUP-CORTHALAROMANTIQUE.TP2~

This mod adds a romance for female PCs of good or neutral alignment or female druids. The mod also adds friendship talks for the SoA part of the game for PCs that do not fulfill the romance criteria. For ToB, all dialogues added are for romance, only.

The Romantic Ecounters’ components "Valygar Romance, by Kulyok" and "Valygar Romance ToB, by Kulyok" are

technically compatible with Corthala Romantique, however content-wise it's no good idea to have two romances play together, as they paint slightly different pictures of Valygar and might make him sound like he has a bad short-time memory.

Tortured Souls is not compatible because that mod contains an own version of the Valygar romance.

The Unfinished Business component Suna Seni/Valygar Relationship must be installed first to make those two mods compatible. Note: The current love affair of Valygar and Suna Seni will be tuned down to a past love.

The Valygar Friendship works fine with Corthala Romantique. Corthala Romantique kills Valygar Friendship, but Valygar Friendship kills Corthala Romantique friendship talks in case of no romance.

This mod has crossmod content for Weimer's Solaufein and Jastey's Solaufein if they are installed before.

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

Install Component	0	[Corthala Romantique - Main Valygar Romance]?	[I]nstall
Install Component	1	[Corthala Romantique - Bathing scene]?	[I]nstall
Install Component	2	[Install Leonora Content: A Guard for the Sphere]?	[I]nstall
Successfully installed			Press ENTER to exit

15.7 Ding0's Quest Pack v3.2

~SETUP-D0QUESTPACK.TP2~

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

This mod must be installed because of interactions with Kelsey, Keto and Virtue after these mods, must also be installed after NPC Flirt Pack to avoid inappropriate flirts in the underdark and must be installed before Refinements.
Quest Pack should be installed AFTER Unfinished Business.
Many of the battles in QP respond to the difficulty slider. If you find one too difficult, try reducing the setting.
SCS explicitly states compatibility (mostly by replacing D0 AI) and says D0 provides AI for some creatures that SCS misses.

Copy the folder **questpack** and the files **setup-d0questpack.exe** and **setup-d0questpack.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
What should be done with all components that are NOT YET installed?			[A]sk about each one?
Install Component	0	[General AI Improvements]?	[I]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]?	
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.

15.8 Stivan the Hunter v1

~STIVAN/SETUP-STIVAN.TP2~

Stivan is a chaotic neutral male Halfling fighter/thief whom you can find in the Bridge District and will join any party.

Keeping Yoshimo is conceptually incompatible with Stivan the Hunter.
Edwin Romance, Kitanya, Solaufein, Unfinished Business and Ding0's Quest Pack should be installed BEFORE Stivan because of interjections with them.
If you upgrade Yoshimo's blade using Ruad, then Stivan won't be able to use it or upgrade it.

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

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

15.9 Alternatives v13.4

~ALTERNATIVES/SETUP-ALTERNATIVES.TP2~

Normally at the beginning of BG2 you can you decide only for the shadow thieves or Bodhi. This mod extends this part with two other possibilities.

Quest Pack should be installed before.
Please note: For installed Saerileth mod, it is not possible to accept alternative routes to Brynnlaw for both Saerileth and Alternatives mods. This will break the chapter numbering of your game!

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

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

15.10 The Longer Road v1.5.1

~SETUP-LONGERROAD.TP2~

The Longer Road is in some measure the enlarged version of Redemption and introduces Irenicus to ToB as a joinable NPC.

Either the original Ascension mod or the BP components 2000 [Ascension for BP] and 2100 [Improved Abazigal] must be installed before Longer Road.
The Ding0's Quest Pack component Improved Oasis must be installed before Longer Road.

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

Choose your language:		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.

15.11 The Wheels of Prophecy v8.2

~WHEELS/SETUP-WHEELS.TP2~

This mod adds a lot of content to 9th chapter of Throne of Bhaal. It also includes the mod Restored ToB Heads, an attempt to piece together the original scene.

NOTE: *v8 and higher is only running on 64-bit engines. On a 32-bit engine you need to have v7 of this mod!*

Ascension should already be installed before.
Longer Road must be installed before Wheels of Prophecy.
SCS must be installed after Wheels of Prophecy.
The Tactics component "Slightly Smarter Mages and Liches" must be installed after Wheels of Prophecy.

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

Would you like to display the readme?		[N]o
Install Component 0	[The Wheels of Prophecy]?	[I]nstall
Successfully installed	[The Wheels of Prophecy]	Press ENTER to exit

The readme opens.

15.12 Tactics v25 (1)

~SETUP-TACTICS.TP2~

This mod adds numerous components to BGII. They all aim to make the game more challenging and rewarding by increasing the difficulty of encounters and, therefore, is thought for experienced players.

Most components are skipped if you install Tactics together with Big Picture.
Tactics should be installed after Longer Road to avoid a problem with the drake01.CRE file.

NOTE: *This mod must be installed in three steps! The Fighter-Class Archer Kit and the Anti-Paladin Kit] should be installed separately after "Ashes of Embers - Unique weapons (bolas and katars)" and after "Rogue Rebalancing - Proper dual-wielding implementation for Thieves and Bards".*
The component Improved Undead should be installed separately after SCS.

Copy the folder **tactics2** and the files **Setup-Tactics.exe** and **Setup-Tactics.tp2** into your main SoA directory.
Replace the file **Setup-Tactics.tp2** in your directory ...\BGII - SoA with this one of the same name from the folder **BiG 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 separately 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 installed separately AFTER "Ashes of Embers - Unique weapons (bolas and katars)" and AFTER "Rogue Rebalancing - Proper dual-wielding implementation for Thieves and Bards".
Install Component 27 [Anti-Paladin Kit]? [N]ot Install
This kit must be installed separately AFTER "Ashes of Embers - Unique weapons (bolas and katars)" and AFTER "Rogue Rebalancing - Proper dual-wielding implementation for Thieves and Bards".
SKIPPING 28 [Göran Rimén's Improved Nymphs]? [I]nstall
Skipping Component installation - already included with Big Picture mod.
Die Dryaden KI wird auch durch das „verbesserte Nymphen-Skript (Waldgeschöpfe)" in Baldurdash und die SCS Komponente 6300 "Intelligentere Sirenen und Dryaden" geändert.
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 is 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.*

15.13 Yikari v1.7
~YIKARI/YIKARI.TP2~

Yikari is a monk from Kara-Tur, complete with his own quest. He can be found in the Temple District in Athkatla. He has banters with all Bioware-NPCs except Mazzy and Valygar.

Because of interjections this mod must be installed after Tactics or BP and after Item Upgrade.

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

15.14 Edwin Romance v2.07

~SETUP-EDWINROMANCE.TP2~

Allows the player to carry out a romantic relationship with Edwin Odesseiron, that insulting Thayvian wizard wearing red. This version includes the previously separate parts ToB and Flirts.

Should be installed after Wheels of Prophecy because it checks if that mod is installed for dialogue compile.
Edwin romance conflicts with "Female Edwina" from The Tweaks Anthology. Edwin romance mod already includes another portrait.

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

Choose your language:		0 [American English]
Install Component 0	[Edwin Romance]?	[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.

15.15 Tsujatha v15

~TSUJATHA/SETUP-TSUJATHA.TP2~
A joinable male elven necromancer NPC with optional romance for female PCs.

Tsujatha contains the patch to keep Edwin in the party at high reputation if you are romancing him. Edwin, however, does NOT contain this file for Tsujatha. If you wish to install both mods, please install Edwin BEFORE Tsujatha.

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

Choose your language:		0 [English]
Install Component 0	[Tsujatha (BG2:SoA NPC) created by 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.

15.16 Smiling Imp Cross Banter Mod

~SMILINGIMPCROSSBANTERMOD.TP2~ ENGLISCH

Cross Banter between the BG1 NPCs and many NPC mods.

The mod can be installed only if previously BG1 NPC for BG2: SoA has been installed. The respective NPC mods must of course also have been installed before.
Must be installed because of crossmod content after Stivan and Tsujatha.
Not compatible with SandrahNPC.

Copy the folder **SmilingImpCrossBanterMod** and the files **Setup-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
```

15.17 Ajantis for BG2 v19

~AJANTISBG2/SETUP-AJANTISBG2.TP2~

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

If you want to encounter both Ajantis in the game, you have to install Smiling Imp's BG1 NPCs for SoA&ToB first.

Copy the folder **ajantisbg2** and the file **setup-ajantisbg2.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

```
Choose your language:                                                                    1 [English]
Would you like to display the readme?                                                    [N]o
Install Component  0  [Sir Ajantis NPC for BGII]?                                        [I]nstall
SKIPPING           1  [Install the unique BG(II):EE BAM for Ajantis' Family Shield]?
This component is only available for the Enhanced Edition.
Install Component  3  [Installation of adult romance content]?                           [I]nstall
Install Component     [Select Ajantis' Friendship Dialogues and Romance Speed            [N]ot Install
                   41 1] Speed: 45 minutes real time minimum between Dialogue]?
                   42 2] Speed: 30 minutes real time minimum between Dialogue]?
                   43 1] Speed: 15 minutes real time minimum between Dialogue]?
                   44 2] Speed: 1 hour 30 minutes (extended) real time minimum between Dialogue]? [4]
Install Component  5  [Ajantis kit choice: make Ajantis Cavalier]?                       [N]ot Install
Successfully installed                                                                   Press ENTER to exit
Installation complete. Press any key . . .
```

Further files get copied, then the readme opens.

15.18 Faren v3

~FAREN/SETUP-FAREN.TP2~

Faren is a True Neutral dual-classed Fighter/Thief that can be found in the Trademeet jail. He has a friendly, laid-back disposition and is willing to share a joke or a drink with a protagonist who treats him with respect.He is playable all the way through to the end of the Throne of Bhaal expansion pack.

Because of its crossmod content with many other mods Faren must be installed after Iylos.

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

```
Would you like to display the components from [Crossmod Content]?                [Y]es
Install Component  0    [Faren NPC for Baldur's Gate II]?                        [I]nstall
Install Component       [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    [Adrian Content]?                                        [I]nstall
Install Component  4    [Ajantis Content]?                                       [I]nstall
Install Component  5    [Amber Content (Shadows of Amn content only)]?           [I]nstall
Install Component  6    [Angelo Content]?                                        [I]nstall
Install Component  7    [Arath Content]?                                         [I]nstall
Install Component  8    [Auren Aseph Content]?                                   [I]nstall
Install Component  9    [Beyond the Law Content]?                                [I]nstall
Install Component  10   [Branwen Content]?                                       [I]nstall
Install Component  11   [Chloe Content (Shadows of Amn content only)]?           [I]nstall
Install Component  12   [Coran Content]?                                         [I]nstall
Install Component  13   [Dace Content]?                                          [I]nstall
Install Component  14   [Darian Content]?                                        [I]nstall
Install Component  15   [de'Arnise Romance Content (Shadows of Amn content only)]?  [I]nstall
Install Component  16   [Edwin Romance Content (Shadows of Amn content only)]?   [I]nstall
Install Component  17   [Fade Content]?                                          [I]nstall
Install Component  18   [Haldamir Content]?                                      [I]nstall
Install Component  19   [Isra Content]?                                          [I]nstall
Install Component  20   [Iylos Content]?                                         [I]nstall
Install Component  21   [Kelsey Content]?                                        [I]nstall
Install Component  22   [Keto Content (Shadows of Amn content only)]?           [I]nstall
Install Component  23   [Luxley Family Content (Shadows of Amn content only)]?  [I]nstall
Install Component  24   [Nathaniel Content]?                                     [I]nstall
Install Component  25   [Nephele Content]?                                       [I]nstall
Install Component  26   [Ninde Content]?                                         [I]nstall
Install Component  27   [Romantic Encounters Content (can be installed before or after Romantic Encounters]?
                                                                                 [I]nstall
Install Component  28   [Saerileth Content]?                                     [I]nstall
Install Component  29   [Sarah Content]?                                         [I]nstall
Install Component  30   [Solaufein Content]?                                     [I]nstall
Install Component  31   [Tashia Content]?                                        [I]nstall
Install Component  32   [Tiax Content]?                                          [I]nstall
Install Component  33   [Tsujatha Content]?                                      [I]nstall
Install Component  34   [Xan Content]?                                           [I]nstall
Install Component  35   [Xulaye Content]?                                        [I]nstall
Install Component  36   [Yasraena Content]?                                      [I]nstall
Install Component  36   [Yeslick Content (Shadows of Amn content only)]?         [I]nstall
Successfully installed                                                           Press ENTER to exit
```

15.19 Crossmod Banter Pack for BG2 v19

~CROSSMODBG2/SETUP-CROSSMODBG2.TP2~

This mod adds dozens new banters, interjections, romance conflicts between the NPCs from different mods if these are installed.

This mod must be installed AFTER Kivan and Deheriana Companions and AFTER all other NPC mods.
Cossmod with: Adrian, Ajantis (BG2, ToB), Alassa, Amber, Angelo, Aran Whitehand, Arath, Auren, Branwen, Coran, Dace, Darian, Fade, Faren, Gavin (BG2, ToB), Goo, HaerDalis Romance, Haldamir, Homeward Bound, Hubelpot, Isra, Iylos, Kari the Kobold, Kelsey, Keto, Kido, Kindrek, Kitanya, Kivan of Shilmista, Laufey's Edwin Romance, Nathaniel, Neh'taniel, Nephele, Ninde, Petsy Chattertone, Saerileth, Sarah, Solaufein, Tales of the Deep Gardens, Tashia, The Longer Road, The Luxleys, Tiax, Tsujatha, Wikaede, Willie Bruce, Xan, Xulaye, Yasraena, Yoshimo Romance, Yvette.

Copy the folder **CrossmodBG2** and the file **Setup-CrossmodBG2.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Crossmod Banter Pack for Shadows of Amn]?	[I]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.

15.20 P&P Celestials v7
~CELESTIALS/SETUP-CELESTIALS.TP2~

This mod alters Devas and Planetars that are summoned by the player to fit better to the PnP rules. Now depending on area three different Devas are summoned, namely Astral Deva, Monadic Deva and Movanic Deva.

This mod must be installed after The Longer Road because of full compatibility. The Monadic Deva can be summoned only within the Elysium from The Longer Road.

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

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

The readme opens.

15.21 Throne of Bhaal Revisited beta 4
~TOBR/SETUP-TOBR.TP2~

Unsatisfied with Throne of Bhaal? Tired of being forced down a linear story with empty characters? This mod aims to fix that.

The mod must be installed after Longer Road, The Wheels of Prophecy, the Ding0's QuestPack component Improved Oasis and Ascension's Yaga Shura component.

Copy the folder **tobr** and the file **setup-tobr.exe** into your main SoA directory.
One or more files of this mod must be changed in order to be able to install it together with BWP. This will be done by the patch from the folder **BG 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

15.22 Ascalon's Breagar v8.0.1 (2)

~SETUP-ACBRE.TP2~

For full description see step (1)

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

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

Choose your language: 1 [English]
Install Component 0 [Breagar: Content]? [N]ot Install
Setup of Breagar's relationship speed
Please select:
[1] 30 minutes real time between the individual talks (recommended)
[2] 45 minutes real time 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
Crossmod with: Alternatives, Amber, Auren, Ascalons Questpack, BGQE, DSotSC, ToBR, ToD, Weimer's Solaufein
Successfully installed Press ENTER to exit

15.23 Rylorn v1.0.1

~SETUP-RYLORN.TP2~

Rylorn is a young Blackguard dedicated to Cyric which joins only to an evil character You may pick him up in the Dark Monastery (one of the nine new areas). If the reputation of the group rises too high, Rylorn can attack the group. He will not accept Imoen and Aerie in the party. This mod is playable complete through SoA and ToB.

Rylorn is possibly not compatible with the large mods like "The Darkest Day", "Check the Bodies"...
Tactics components „Smarter Mages and Liches" must be installed before this mod.
Every mod which alters Carsomyr in any way must be installed before this mod, such as "Item Upgrade", "Item Revisions" main component, SCS component #3110 "Change Carsomyr so that its Dispel on contact power grants a saving throw".
Everything that alters Sir Ryan Trawl's inventory also must be installed before this mod.
Do not install any mod which will provide you with an option "Evil Paladins", that is:
Sword and Fist component #33 Blackguard Fighter Kit
Prestige Kit Pack component #2 Blackguard
The Darkest Day component #1 TDD Charakter Kits (Anti Paladin, Dark Knight, Dragon Slayer, Saurial Paladin)

The **BiG World Fixpack** *makes changes in TDD, so that the remaining kits can be installed.*

Return to Trademeet Kitpack components #6 Anti-Paladin and #7 Dark Knight
Tactics mod component #27 Anti-Paladin Kit
Sword and Fist component #33 Blackguard Fighter Kit
Blackguard Fighter Kit mod
Region of Terror component #1 Region Of Terror Kit Pack (Dark Paladin)

The **BiG World Fixpack** *makes changes in RoT, so that the remaining kits can be installed.*
Enhanced BG2 component #13 Dragon Slayer
The second quest in chapter six is buggy.

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

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

15.24 The Tweaks Anthology v9 (1)

~CDTWEAKS/SETUP-CDTWEAKS.TP2~

NOTE: *Together with Rjali this mod must be installed in four steps! The Romance Cheats must be installed before the Rjali mod.*

For full description see step (2)

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

Choose your language:		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	any component except:	[N]ot Install
Install Component 3183	[Romance Cheats]?	choose one:

It is highly recommended that you install the Romance Cheats with options "Allow multiple romance" and "Nothing kills romances" before installing the Rjali NPC mod.

Remove racial requirements for romances? (Select 1 or 2)	
1) Remove	[1]
2) No changes	
Remove gender requirements for romances? (Select 1 or 2)	
1) Remove	
2) No changes	[2]
Allow multiple romances? (Select 1 or 2)	
2) Allow multiple	[1]
2) No changes	

Several romances can cause stutter if they are used togeher with other romances mods. Don't use this option together with Saerileth except you also install Rjali because Rjali makes the Saerileth mod multi-romance capable.

Nothing kills romances? (Select 1 or 2)	
1) Nothing kills romances	[1]
2) No changes	

This component is only available if "Allow multiple romances" was installed before.

Start romances for new games in ToB? (Select 1 or 2)	
1) Start for new ToB games	
2) No change	[2]

Use the Flirt Packs instead, as they provide a much more expansive treatment.

Are these choices correct? (Select 1 or 2)	
1) Yes, proceed with install	[1]
2) No, let me re-select them	

```
Install Component          next component                    [Q]uit
Successfully installed                                       Press ENTER to exit
```

15.25 Rjali NPC v8.5

~RJALI/SETUP-RJALI.TP2~

This mod adds Rjali as an amorous cleric/thief who will not leave your side. She will accept your other amours as long as you take good care of her. She has a full romance with the PC and banters with other NPCs. Adult content. The romance starts when she joins.This mod is intended only for heterosexual, non-evil males.

This is the latest version that could be made compatible with BWP. Tv9.0 and up use script/dialog actions/triggers that are specific to BG2EE only. You'll miss the great stuff in v9.0 and v10.0.

It is highly recommended that you install the Tweaks Anthology component Romance Cheats with options "Allow multiple romance" and "Nothing kills romances" before installing this mod. Rjali is VERY multiple romance oriented. There's not much point installing Rjali without it.

Install all other romance mods before this mod because Rjali makes changes to them! Supported mods are:

- *Imoen Romance v3.9 (HIGHLY recommended! Install this before all other romance mods as the latest release tends to overwrite content of those other mods.)*
- *Nalia Romance (de'Arnise Romance) v5*
- *Saerileth Romance v18*
- *Branwen Romance v3*
- *Tashia Romance v1.4*
- *Ninde Romance v3.0*
- *Tyris Romance v7*
- *Yvette Romance v3.0*
- *Isra Romance BG2 v2.1*
- *Dace Romance v1.3*
- *Amber Romance v4*
- *Skie ReDone v3.0*
- *Petsy Chattertone v3.1*
- *Fade Romance v7.3b (Install this mod after all the above romance mods; it has a bug that only can be fixed if it is last.)*

Rjali makes the Saerileth mod, Branwen mod and Nalia mod multi-romance capable (if they are installed).
Should be installed before igi's Item mod.

Copy the folder **Rjali** and the file **setup-Rjali.exe** into your main SoA directory.
This mod was created for BG2EE. The **BG World Fixpack** makes changes to the mod to be able to play it with BWP.
Double-click the Setup. The DOS dialogue appears:

```
Would you like to display the readme?                        [N]o
Install Component          [Bantergoose and Parking Expedite]?  [N]ot Install
                    0      1] No Other Mod Timing Adjustments
                    1      2] Mod Timing A Little Faster
                    2      2] Mod Timing A Lot Faster
Install Component   3      Rjali Romance Mod (BG2EE:SoA & TOB NPC) created by nullset]  [I]nstall
Install Component   4      Rjali's Equipment                 [I]nstall
```

If installed, Rjali will give each joining NPC some really powerful equipment (cheat mode), needs Rjali herself.

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

16. BG2 RULES, TWEAKS AND SPELLS

The next few mods take some improvements to BG2.

16.1 Universal Clear Fog of War v1.0
~UCFOW/SETUP-UCFOW.TP2~

This mod removes the Fog of War from maps, so you don't have to explore them. It will work for every area, modded or not.

This mod only works with Party AI enabled but will work instantly if you have AI off and turn it on for three or four seconds and then turn it off again if you don't want the AI on.

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

Would you like to display the readme?		[N]o
Install Component 0	[UCFOW v1.0]?	[I]nstall
Successfully installed	[UCFOW v1.0]	Press ENTER to exit

16.2 Pickpocket Options v0.2
SETUP-W_3KRADZIEJ.TP2~

After installing this mod your party members should receive special ability called "search body" that will allow you to force unconscious creatures to drop all their equipment to the ground. You must activate party AI for this, but you can deactivate it again later.

This mod should be installed after Item Revisions.

Copy the folder **w_3kradziej** and the file **setup-w_3kradziej.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		1 [English]
Install Component 0	[EXE PATCH]?	[I]nstall

If you install this component there will be a 15% chance that the creature will be awaken, if you don't, there will be a 15% chance that nothing will happen.

Install Component 1	[W_3kradziej]?	[I]nstall
Successfully installed	[W_3kradziej]	Press ENTER to exit

16.3 NPC Tweak v7
~NPC_TWEAK.TP2~

Alters starting classes and portraits for some Bioware NPCs.

Compatibility code for Anomen's items if NPC Kit Pack is installed.

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

Choose your language:		0 [English]
Install Component 0	[Anomen]?	[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

16.4 Hidden Adventures beta 3
~HIDDENADVENTURE/SETUP-HIDDENADVENTURE.TP2~

This mod adds a few quests and tweaks to BGT and Baldur's Gate 2.

The component "Silver Dagger in Irenicus Dungeon" requires BGT to be installed. "Anomen's extended plot" needs to be installed after "Jasteys Ajantis for BG2", "NPC Tweak", and "Weimer's Item Upgrade Mod" because this component includes crossmod content for these mods.

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

Choose your language:		1 [English]
Would you like to display the readme?		[N]o
What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 0	[Lady Elgea's extended plot]?	[I]nstall
Install Component 1	[Anomen's extended plot]?	[I]nstall
Install Component 2	[Jerlia's Ore Shop]?	[I]nstall
Install Component 3	[Elven holy water in the Temple of Lathander]?	[I]nstall
Install Component 4	[Wave Blade in Treasury]?	[I]nstall
Install Component 5	[Silver Dagger in Irenicus Dungeon]?	[I]nstall
Install Component 6	[Bards can spend the night at the festival (Five Flagons)]?	[I]nstall
Install Component 7	[A bard for the bard stronghold]?	[I]nstall

This component is not compatible witht NPC Strongholds.

Install Component 8	[Silver Sword]?	[I]nstall
Install Component 9	[A Tunnel for Saradush]?	[I]nstall
Install Component 10	[Temple of Mask in Docks District]?	[I]nstall
Successfully installed		Press ENTER to exit

16.5 Ghost v2.1
~GHOST/SETUP-GHOST.TP2~

You have gained the ability to focus the energies within you to protect yourself from such magics as Time Stop, Disintegrate and Flesh to Stone for a short period.

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

Choose your language:		0 [English]
Install Component 0	[Ghost - WeiDU-version]?	[I]nstall
Successfully installed	[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.

16.6 cbisson‘s FamiliarPack WeiDU v6
~SETUP-FAMILIARPACK.TP2~

New familiars are added with this mod.

This mod is useful only if want to play with familiars. Unfortunately there are some inconsistencies with the familiars in the game. You can, however, install this mod without worries.

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

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

The readme opens.

16.7 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

This component is not compatible with the SoB component 200 "Revised Stat Bonuses".

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

This is 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

This component changes the weapon profiencies for nearly all kits and thus it is not compatible with any mod or component that also change the weapon profiencies.
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 IIlych" 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.*

16.8 Fading Promises v8

~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.

16.9 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.

16.10 WTP Familiars for Throne of Bhaal v1.7
~WTPFAMILIARS/SETUP-WTPFAMILIARS.TP2~

This mod introduces an more PnP faithful version of the standard Find Familiar spell. The player will be able to choose from a pool of three or four creatures. When the spell is cast you will be able to select the Familiar matching your own alignment or one of the Familiars whose alignment is closest to your own.

Install this modification after Spell Revisions or any other modification that changes the Find Familiar spell in any way.

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

Would you like to display the readme?		[N]o
Install Component 0	[WTPFamiliars (Requires Throne of Bhaal)]?	[I]nstall
Successfully installed	[WTPFamiliars (Requires Throne of Bhaal)]	Press ENTER to exit

16.11 Semi-Multi-Clerics 0.2.3
~SETUP-SEMI_MULTI_CLERICS.TP2~

This mod will add various clerical spells to wizard magic users via a new item, effectively turning them into previously unavailable Cleric kits / multiclass combinations. The semi-multi learns and uses spells as per a normal Arcane caster, and also has access to 35 clerical spells.

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

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

The readme opens.

16.12 Lost Crossroads Spell Pack for Baldur's Gate 2 v6b
~SETUP-SPELLPACKB6.TP2~

This mod renews the graphics of the spells, so that they are more similar to IWD.

It is strongly recommended to install trap adding mods (usually quest mods) before SpellPack, so then SpellPack can patch their trap scripts.
It is also advised (for maximum effect) to install Cleric Remix after Spell Pack.
Because Sword Coast Stratagems makes duplicates of existing spells for the AI, it is recommended you install it after SpellPack.

Spell Pack Beta 6 is completely technically compatible with SR when it is installed after SR. Spell Pack adds some new spells and it revises some old ones. It has separate components for each spell, so if you prefer the SP version of a particular spell, you can install that component to replace the SR version. I can't comment on how well SR and SP match up conceptually.
This mod is not compatible with Wild Mage Additions.
This mod requires a powerful computer!

Copy the folder **SpellPackB6** and the files **Setup-SpellPackB6.exe** and **Setup-SpellPackB6.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?	[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

16.13 Spell-50 v12
~SETUP-SPELL50.TP2~

The Spell-50 mod extends a number of priest, druid and mage spell effects to level fifty. This mod has nothing to do with the level 50 ruleset of BP. Both can be installed at the same time.

It is not recommend to use Spell-50 with Spell Revisions as conceptually they are on opposite extremes. Spell Revisions is trying to "rebalance" spells, while that mod purposely makes them extremely overpowered.

Copy the folder **spell50** and the files **Setup-Spell50.exe** and **Setup-Spell50.tp2** into your main SoA directory
Double-click the Setup. The DOS dialogue appears:

Install Component	0	[The Spell-50 Mod: (Extended spell power up to level 50)]?	[I]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

16.14 Wild Mage Additions v1.7
~WILDMAGE/SETUP-WILDMAGE.TP2~

This mod features 27 new wild magic spells, as well as the Spellshaper Kit - a practitioner of wild magic who casts his spells by virtue of raw magical talent or gift, a wizard capable of casting spells spontaneously.

The Wild Mage Rhialto is unbeatable at the first encounter in BG1. That's no bug - it's intended by the author and there is a chance to escape 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

16.15 Teleport Spell v14
~TELEPORT/TELEPORT.TP2~

This mod adds a 7th level spell to the game, that allows the entire party teleport to the areas you´ve already visited.

This mod is not compatible with the mods SandrahNPC and SandrahRTF.

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

Choose your language:		1 [English]
Install Component 0	[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.

16.16 Drizzt Is Not Stupid (BGT) v1.1
~DRIZZTISNOTSTUPID/SETUP-DRIZZTISNOTSTUPID.TP2~

With this mod Drizzt in BG1 cannot be deprived of his weapons.

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

Copy the folder **DrizztIsNotStupid** and the files **readme-DrizztIsNotStupid.html** and **Setup-DrizztIsNotStupid.exe** in 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.

16.17 Game Over Only on Party Dead v1.7
~NOGAMEOVER/SETUP-NOGAMEOVER.TP2~

This mod changes drastically the game over condition. Not the protagonist's death ends the game any more, but the annihilation of the entire party.

In der BGConfig.exe 3D acceleration must be enabled, otherwise the game may end with a crash to desktop if all party members are dead.
This mod is not compatible with the mod SandrahRTF.

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

Choose your language:		0 [English]
Would you like to display the readme?		[N]o
Install Component 10	[Game Over Only On Party Death]?	[I]nstall
Successfully installed	[Game Over Only On Party Death]	Press ENTER to exit

16.18 Dungeon-Be-Gone v1.7
~SETUP-DUNGEONBEGONE.TP2~

This mod enables you to skip optionally Irenicus' Dungeon while still giving you loot and experience.

If you have installed a mod that adds new content to the Irenicus dungeon (such as Improved Ilyich or the Imoen Romance), you will skip it using this option.

Install the file **DungeonBeGone-v16.exe** into any dummy folder but by no means into your main directory! Otherwise this mod would start to auto install immediately after being unpacked. The WeiDU-setup starts automatically, updates itself and breaks off. Now you will find the folder **jassy** and the files **Setup-DungeonBeGone.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
```

16.19 Skip Chateau Irenicus v3.0

~SKIPCHATEAUIRENICUS/SETUP-SKIPCHATEAUIRENICUS.TP2~

This is a serious alternative to the Dungeon-Be-Gone mod. Either install one or the other.

This mod is not compatible with NeJ3v702.

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

```
Choose your language:                                   0 [English]
Would you like to display the readme?                   [N]o
Install Component  0      [Skip Chateau Irenicus]?      [I]nstall
SKIPPING                  [Deal with skipped NPCs?]
This component requires BG2:EE or EET.
                   1      1] Vanilla NPCs only
                   2      2] All available NPCs.
Successfully installed    [Skip Chateau Irenicus]       Press ENTER to exit
```

16.20 Parting Ways v1

~PARTING/SETUP-PARTING.TP2~

This mod allows you to re-recruit Baldur's Gate NPCs once you kicked them out.

Both SCS and BG1NPC have much more advanced versions of this. This should not be installed.

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

```
Install Component  0      [Parting 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
```

16.21 Dawn of Vampirism v1.2

~PCVAMP/SETUP-PCVAMP.TP2~

If you join Bodhis guild, you have the choice to be transformed permanently into a vampire.

Dawn of Vampirism v1.2 currently has only a german translation. For an English version please access the version 1.1.

This mod conflicts with the Romantic Encounter component "Bodhi's Allure, by Kulyok (adult content)]". The dialog about turning the PC into vampire gives you an empty dialog box for duration of Mal des Vampirismus dialog part.

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

```
Choose your language:                                   1 [English]
Would you like to display the readme?                   [N]o
```

```
Install Component  0      [Mal des Vampirismus]?                    [I]nstall
Successfully installed    [Mal des Vampirismus]                     Press ENTER to exit
```

16.22 Drows v1.1

~SETUP-DROWS.TP2~

This mod changes the party's vanilla NPCs' portraits to "drow variants" after Adalon casts her Polymorph spell over the party.

It should be compatible with Tweaks Anthology' "No Drow Avatars On Party In Underdark" component if installed BEFORE it.

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

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

16.23 Mortis Mini Mod v2.31 = The 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.

16.24 Sarevok Related Tweaks v1.3

~7C#SARTWEAK/7C#SARTWEAK.TP2~

This mod offers options to change Sarevok's weapon and turn him more powerful by restoring him to his non-TotSC BG1 version.

*This mod requires both BGT and Ascension or BP- Ascension to be installed. This mod should be installed *before* Sword Coast Stratagems.*

Copy the folder **7c#sartweak** and the file **setup-7c#sartweak.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

```
Would you like to display the readme?                               [N]o
Install Component         [Change Sarevok back to his BG1, non-TotSC version]?
                  100     1] Make Sarevok as exact as possible with his non-TotSC version (Warning: lowers some of his stats)
                                                                    [1]
                  101     2] Only give Sarevok bonuses (eg. don't lower his Saving Throws)
Install Component         [Give Sarevok a better weapon]?
                  100     1] Give him a Two-Handed Sword +2
                  101     2] Give him Ascension's Final Battle Sarevok's sword   [2]
```

16.25 The MTS Crappack v4

~SETUP-MTS_CRAPPACKV2.TP2~

This is a collection of tweaks for BGII. Most are older components converted in WeiDU. The NPC-Mods Azrael and Mike are included in this Mod.

Most components are obsolete except components 23 and 24.

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

Choose your language:		0 [English]
What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component	any component except:	[N]ot Install
Install Component 23	[Install Charlotte sans Menagerie by Sir Billy Bob]?	[I]nstall
CONDITION: SoS is required!		
Install Component 24	[Install All Items Identified in Selence's Shop]?	[I]nstall
CONDITION: SoS is required!		
Install Component	next component	[Q]uit

17. 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**.

17.1 NPC Kitpack v5

~NPCKIT/NPCKIT.TP2~

This mod will add four new kits and provide the opportunity to give a kit to eight of the BioWare NPCs.

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

Choose your language:			0 [English]
Would you 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

This component is incompatible with the Sarevok Wiederherstellung mod.

Successfully installed	Press ENTER to exit

17.2 Return to Trademeet Kitpack v1.3

~SETUP-KITRTT.TP2~

This mod is a collection of 33 new kits.

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

Choose your language:		0 [English]
Install Component 0	[Amazon]?	[I]nstall

This kit is incompatible with the same kit from JKits.

Install Component 1	[Gladiator]?	[I]nstall

Gladiator kits from ROT and RTT are mutually exclusive.

Install Component 2	[Investigator]?	[I]nstall
Install Component 3	[Halfling Thrower]?	[I]nstall
Install Component 4	[Samurai]?	[I]nstall

This component is incompatible with the Samurai Kit by Maurolava.

Install Component 5	[Giant Slayer]?	[I]nstall
Install Component 6	[Anti-Paladin]?	[I]nstall
Install Component 7	[Dark Knight]?	[I]nstall
Install Component 8	[Elf Paladin]?	[I]nstall
Install Component 9	[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

This kits is incompatible with incompatible with TDD kitpack which contains same kit.

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.*

17.3 Prestige Kit Pack v2

~SETUP-PPK.TP2~

This mod is a collection of 17 new kits, each of them can be installed separately.

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

Double-click the Setup. The DOS dialogue appears:

Choose your language:		1 [English]
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.*

17.4 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

17.5 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.

17.6 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

17.7 Hidden Kits
~SETUP-HIDEKT.TP2~

This mod introduces a variety of Hidden Kits that are made available under certain conditions. Typically all of them are obtainable by Dual-Classing at level 12, from either a Fighter, Mage, or Cleric. The amount of XP required to achieve the Hidden Kit is considerable, but so are the advantages gained. Note that certain Basic Stats are still required to successfully Dual-Class.

Apart from a few standard advantages and disadvantages within the Kit itself, most notably present in ALL the Hidden Kits is the ability to increase your INACTIVE Class by one level every time you level up. This advantage enables to effectively gain a multi-class character on the rate of a single-class character.

Copy the folder **Z#HideKt** and the files **Setup-HideKt.exe, Setup-HideKt.tp2** and **readmeHideK.txt** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Would you like to display the components from [Bioware NPC Hidden Kits]?		[Y]es
Install Component 0	[Hidden Kits]?	[I]nstall
This component is probably extremely incompatible with the Scales of Balance mod.		
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

17.8 Six's Kitpack (1)
~KITPACK6/SETUP-KITPACK6.TP2~

Six's Kitpack introduces several new character kits to Baldur's Gate II. In addition, a general class rebalancing component is provided which alters proficiencies and proficiency ceilings. Each kit, and the rebalancing component, may be installed individually and independently.

NOTE: *This mod must be installed in two steps! The components "General Class, Kit, & Class-Combination Rebalancing" and "Huntsman of Silvanus kit" must be installed separately AFTER the Refinements mod and AFTER any mod that adds kits!*

Copy the folder **Kitpack6** and the file **Setup-Kitpack6.exe** into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 0	[General Class, Kit, & Class-Combination Rebalancing]?	[N]ot Install

This component must be installed AFTER the Refinements mod and AFTER any mod that adds kits!
Most of Scales of Balance's class tweaks are incompatible with this first component.

Install Component 1	[Shieldbearer kit]?	[I]nstall
Install Component 2	[Sniper kit]?	[I]nstall
Install Component 3	[Bowman kit]?	[I]nstall
Install Component 4	[Archer kit changes]?	[I]nstall

This component will conflict with any mod that also seeks to change the default Archer.

Install Component 5	[Mystic Marksman kit]?	[I]nstall
Install Component 6	[Huntsman of Silvanus kit]?	[N]ot Install

„General Class, Kit, & Class-Combination Rebalancing“ should be installed for this component, therefore it must be installed separately AFTER the Refinements mod.

Install Component 7	[Spellshafter kit]?	[I]nstall
Install Component 8	[Martyr kit]?	[I]nstall
Successfully installed		Press ENTER to exit

17.9 Improved Anvil Lite v5.0

~SETUP-VAGRANT.TP2~

This is a sample taken from the mod Improved Anvil.

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

Install Component 0	[Improved Anvil Lite for TOB - Vagrant Kit]?	[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

17.10 Conductor Kit v1.0

~SETUP-CONDUCTOR.TP2~

This mod introduces a new Kit for Bards to the BG2 ToB. Conductors can channel electricity and possibly even set alight all those who incur their wrath, and their mastery of Electrical and Lightning spells is unparalleled even when compared against Mages.

Copy the folder **Z#Conduc** and the files **Setup-Conductor.exe, Setup-Conductor.tp2** and **readmeConductor.txt** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Conductor Kit (Bard)]?	[I]nstall
Install Component 1	[Haer'Dalis the Conductor]?	[I]nstall
Successfully installed		Press ENTER to exit

17.11 Harper Scout Kit v1.0

~SETUP-HARPSCOUT.TP2~

Harper scouts are members of the Harpers, a secret society dedicated to holding back evil, preserving knowledge, and maintaining the balance between civilization and the wild. Harper scouts learn many skills to help them in their duties of espionage, stealth and reporting information.

Copy the folder **HarpScout** and the files **Setup-HarpScout.exe, Setup-HarpScout.tp2, Harper Scout.jpg** and **Readme.txt** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Harper scout kit for thief]?	[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

17.12 Pirate Kit v1.1

~PIRATE/SETUP-PIRATE.TP2~

WIth this kit you can convert your character into a pirate. As any decent pirate, this one has a greedy and talkative parrot, a personal treasure chest and a few other surprises.

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

Would you like to display the readme? [N]o
Install Component 0 [Pirate Kit v1.1]? [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

17.13 Lyric Bard v1.0

~SETUP-LYRIC.TP2~

The Lyric kit is a poetic bard, adept at persuasive tasks. Although less suited to casting spells than other bards, the Lyric can use his command over words to affect nearby enemies.

Copy the folder **LyricKit** and the files **lyric-readme.txt, lyricsetup.exe** and **lyricsetup.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Lyric Bard Kit for BGII]? [I]nstall
Successfully installed Press ENTER to exit

17.14 Chanter KitMod

~CHANTERKIT/SETUP-CHANTERKIT.TP2~

Chanters are monk-priests who specialize in the keeping and telling of ancient lore. Imbued by divine power and 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

17.15 Rogue Switch v1.3

~SETUP-ROGUE-SWITCH.TP2~

This mod contains two interconvertible kits: the "Bardic Switch" and the "Thief Switch". When you choose one of

these Switch kits from the character generation screen, you gain innate abilities that let you switch into another kit and perform its respective abilities in that form. If you want to switch back, you will have to activate the innate ability again of that particular class.

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

Would you like to display the readme?			[N]o
Install Component	0	[Lux Bardkit, v1, August to October 2009, v1.1 Jan 2010, v1.2 Apr 2010, v1.3 Jun 2010]?	[I]nstall
Successfully installed			Press ENTER to exit

17.16 Auror Kit v4.4.1
~A4AUROR/SETUP-A4AUROR.TP2~

A unique archer with an exceptional ability to control the forces of Ice and Winter. She is a stalwart protector of the weak and a vicious, cold foe of evil.

It is named 4.03 in its readme and tp2 file.
It is strongly suggested using this kit with a female character unless you have an editor (for example Shadowkeeper) or it will ruin the experience.
Gamers' comment: „It is unbalanced and too powered, for sure."

Copy the folder **A4Auror** and the file **Setup-A4Auror.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component	0	[Auror Ranger Class Kit for BGII - ToB]?	[I]nstall
Successfully installed		[Auror Ranger Class Kit for BGII - ToB]	Press ENTER to exit

17.17 The Bear Walker - a Werebear / Ranger Kit v3
~BEARWALKER/SETUP-BEARWALKER.TP2~

This kit will be available to every race with access to the ranger class. At level 1 he will gain the ability to shapeshift into werebear form.

The kit is compatible with Divine Remix, and can therefore be installed before or after.
The mod version requires the Infinity Animation core mod to be (or get) installed for the true werebear animation.

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

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
SKIPPING:	0	[BEAR WALKER KIT for Enhanced Editions]?	
Install Component		[BEAR WALKER KIT]?	
	1	1] Standard version <RECOMMENDED> This version uses the real werebear animation but REQUIRES the [Infinity Animation core mod] to be installed.	[1]
	2	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

17.18 Holy Avengers v1.02
~SETUP-RODEUR.TP2~

Holy Avengers are the most feared and rare warriors within the paladin order. The mod also has some extra items.

Copy the folder **AvengerKit** and the files **Setup-AvengerKit.exe** and **Setup-AvengerKit.tp2** into your main SoA directory.
One or more files of this mod must be changed. This will be done by the patch from the folder **BiG 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

17.19 Rôdeur de l'ombre v1.0

~SETUP-RODEUR.TP2~

Shadow Stalkers are a secret sect within the Shadow Druids. They stoop to anything to get her way. They worship in general, the dark goddess Shar and dangerous fighter.

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

Install Component 0	[Installation du Kit : RÙdeur de l'ombre]?	[I]nstall
Successfully installed	[Installation du Kit : RÙdeur de l'ombre]	Press ENTER to exit

17.20 Keenmarker v1

~SETUP-STORM.TP2~

Keenmarkers are unique rangers, who are specialized on bows and arrows. They use their skills to aid goodness, so behaves kind to good people, and may become even more terrible than a deadly nightmare for evil.

Copy the folders **Storm** and **portraits** and the files **Setup-Storm.exe, Setup-Storm.tp2, installation_help.txt, 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

17.21 Lion Warrior Kit

~SETUP-ZULU.TP2~

This ranger combines deadly fighting ability with unmatched wilderness survival skills and a particularly strong connection with Nature. He disdains missile weapons, but few can match his strength in melee.

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

Choose your language:		0 [English]
Install Component 0	["Lion Warrior" ranger kit]?	[I]nstall
Successfully installed		Press ENTER to exit

17.22 The Silver Fur of Selûne - a Werewolf / Priest Kit v1.2

~SILVERFUR/SETUP-SILVERFUR.TP2~

This kit will be available to every race with access to the priest class. At level 1 he will gain the ability to shapeshift into werebear form

The kit is compatible with Divine Remix, and can therefore be installed before or after.

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

Choose your language:	1 [Deutsch]

```
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
```

17.23 Prêtre de Bhaal v1.1

~SETUP-P!BHAAL.TP2~

Some of the most powerful children of Bhaal managed to use their innate divine essence as chaotic evil cleric

Copy the folder **Prêtre de Bhaal** and the files **SetupP!Bhaal.exe** and **SetupP!Bhaal.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

```
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
```

17.24 Heartwarder of Sune KitMod

~HEARTWARDERKIT/SETUP-HEARTWARDERKIT.TP2~

This is a cleric kit based on the 3E prestige class of the same name in Faiths and Pantheons. The mod includes some unique icons for the new spells and abilities.

Sune Firehair encourages beauty, passion, and love wherever they may be found. Heartwarders are aesthetes and hedonists who actively seek out pleasure and beauty in all things and who nurture the creation of beautiful objects.

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

```
Choose your language:                                                  0 [English]
Install Component  0      [Heartwarder Kit]?                           [I]nstall
Successfully installed                                                 Press ENTER to exit
```

17.25 Druidic Sorcerer v1.9

~SETUP-DRUIDSORCERERKIT.TP2~

This kit offers a uniquely powerful magic-user player class. It combines certain abilities of the druid and the sorcerer. The Druidic Sorcerer is undeniably the most powerful class that you can play, but you will have to work for that power. This kit gives an interesting play experience while preventing it from becoming ridiculously powerful.

This kit is selectable under the Druid tab on character creation, and you must be a human or a half-elf to select it.
It is possible that the spells “Torrential Cacophony” or “Fiery Cataclysm” may crash your game.
Read carefully the readme!
Note: You can only install one sorcerer. The last installed one will overwrite the previous one.

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

```
Install Component  0      [DruidicSorcererKit v1.9]?                                  [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
```

17.26 Geomantic Sorcerer v5

~DRUIDSOR/SETUP-DRUIDSOR.TP2~

Geomancy is the art of channeling magical energy from many sources of the earth. This kit is strongly based on the Druidic Sorcerer Kit. The kit combines the sorcerer's spellcasting methods and spells with additional druidic spells and abilities and features its own unique tiered HLA progression and custom spells.
If the requirements are fulfilled the abilities are attainable through a very special item given by a genie at the start of

Chateau Irenicus.

Note: You can only install one sorcerer. The last installed one will overwrite the previous one.

Copy the folder **DruidSor** and the file **setup-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

17.27 Scion of Murder 1.1.0
~SCIONMOD/SETUP-SCIONMOD.TP2~

Some of the Bhaalspawn didn't devoted themselves to some existing deity but turned their conviction inward, cultivating their own divine spark and reaping the nascent power of their progenitor.

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

Install Component 0	[Relax Restrictions]?	[I]nstall
Install Component 1	[Scion Kit]?	[I]nstall
Successfully installed		Press ENTER to exit

17.28 The Elven Package v0.95
~SETUP-ELVEN_PACK.TP2~

This mod adds two new kit for Elves: The Bladesinger and The Elven Knight.

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

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

The readme opens.

17.29 Morituri Kit v3
~MORITURI.TP2~

The Morituri is the incarnation of the warrior whose strenght based not on powerfull armour or magic potions but on unfolding his/her inner qualities through combat experience. He combines the specific skills and feats of the lethal Kensai, the enduring Barbarian, the battlerager Berserker and the lighting fast Monk.

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

Choose your language:		0 [English]
Install Component	[morituri]?	
0	1] Install the Morituri as a warrior	[1]
1	2] Install the Morituri as a paladin	
Successfully installed	[morituri]	Press ENTER to exit

17.30 Retaliator Kit v1.3
~RETALIATORKIT/SETUP-RETALIATORKIT.TP2~

The retaliator is a fighter kit, and he does not get on well with others. Judge and executioner in one being, the retaliator has committed himself to the cause of those who are no longer in the position to carry out justice for themselves. The core

tenet of retaliation is that the end always justifies the means.

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

Install Component 0	[Retaliator Kit]?	[I]nstall
Successfully installed	[Retaliator Kit]	Press ENTER to exit

17.31 Werewarrior v0.31
~WEREWARRIOR/SETUP-WEREWARRIOR.TP2~

A fighter who has devoted all his efforts to learning and controlling the inner beast which dwells in everyone; he can become a werewolf that gains in strength and power over time.

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

Would you like to display the readme?		[N]o
Install Component 0	["Werewarrior" fighter kit]?	[I]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

17.32 Chantelame v6
~PX_CHANTELAME/PX_CHANTELAME.TP2~

The bladesinger is a warrior / mage elf with special fighting techniques.

Copy the folder **Px_Chantelame** and the files **Setup-Px_Chantelame.exe, Chantelame V5.pdf** and **Chantelame V5 english.pdf** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		1 [English]
Install Component 0	[Bladesinger version 5, by Misdrha'al Hymmet, Deratiseur and Isaya]?	[I]nstall
Successfully installed	[Bladesinger version 5, by Misdrha'al Hymmet, Deratiseur and Isaya]	Press ENTER to exit

17.33 Blackguard Fighter Kit v1.01
~X0BLACK/X0BLACK.TP2~

The Blackguard epitomizes evil and is a villain of the foulest sort. Some people call these villains "antipaladins" due to their completely evil nature.

Copy the folder **x0black** and the file **setup-x0black.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		1 [English]
Would you like to display the readme?		[N]o
Install Component 0	[Install Blackguard fighter kit]?	[I]nstall
Install Component 1	[Copy portraits]?	[I]nstall
Successfully installed	[Install Blackguard fighter kit]	Press ENTER to exit

17.34 Warsling Sniper v1.0
~WARSLINGSNIPERKIT/SETUP-WARSLINGSNIPERKIT.TP2~

The sling is a difficult weapon to master, but in the hands of a warsling sniper it becomes a precise tool of war. Experts of the weapon may come from any race.

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

Install Component 0	[Warsling Sniper Kit]?	[I]nstall

Successfully installed Press ENTER to exit

17.35 JKits v6
~JKITS/SETUP-JKITS.TP2~

This mod adds two fighters kits to the game

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

Install Component 0 [Kenshei]? [I]nstall
Install Component 1 [Undead Eliminator]? [I]nstall
Install Component 2 [Amazon]? [N]ot Install

This kit is incompatible with the same kit from RTT kitpack. It is identical with the Amazon from TDD and Jarno Mikkola's MegaModKits

Successfully installed Press ENTER to exit

17.36 Runiczny Pieśniarz Klingi (Rune Singer Blades) v. 2.0
~SETUP-RUN.TP2~

Rune Singer Blades are mystical defenders of elven race and the eternal order of Faerûn. Their ancient powers are able to prevent death and destruction, wars and natural disasters.

This mod is not compatible with TDD fighter kit Mage hunter.

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

Install Component 0 [Runiczny Pieśniarz]? [I]nstall
Successfully installed [Runiczny Pieśniarz] Press ENTER to exit

17.37 Arcane Archer
~ARCANEARCHER/SETUP-ARCANEARCHER.TP2~

These elven warriors use innate magic talent to supplement their deadly marksmanship. Arcane archers can create special arrows and with them achieve what ordinary fighter cannot.

This mod conflicts with Refinements (the kit creates arrows but the arrows themselves are not equippable).

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

Install Component 0 [Arcane Archer]? [I]nstall
Successfully installed Press ENTER to exit

17.38 Custom Kits: The Spellsword v1.4.1
~CUSTOMKITS/SETUP-CUSTOMKITS.TP2~

The spellsword is a fighter kit which features monk-like abilities together with many advantages of the fighter class. Because of the spiritual part of the kit your character now has two prime stats (Strength and Wisdom) to cope with.

The kit comes in two flavors. You can choose between the nerfed and the original version.

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

Choose your language: 0 [English]
Would you like to display the readme? [N]o
Install Component [Spellsword Kit]?
0 1] Nerfed version
1 2] Original version [2]

Successfully installed Press ENTER to exit

17.39 Armiger Kit v1.0
~SETUP-ARMIGER.TP2~

The Armiger is a specialist of defensive fighting style with improved Armour Class and abilities, which relies on counterattacks. Also he has unique HLA ability.

While other warriors rely on speed or canny parries to defend themselves, the armiger trusts in his armor. Armigers create their own protective gear and improve it over time. They can stand before dozens of opponents, confident that their armor will shield them from harm.

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

Install Component 0 [Shieldbearer kit]? [I]nstall
Successfully installed Press ENTER to exit

17.40 Samurai Kit v1.0 by Maurolava
~SAMURAIKIT/SETUP-SAMURAIKIT.TP2~

not to be confused with Samurai Kit by Greener.

Known for their matchless bravery and strict code, they are cultured warriors who strive to be courteous, brave, and unswervingly loyal to their overlord.

This mod is incompatible with the same kit from RTT kitpack.

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

Install Component 0 [Samurai Kit]? [I]nstall
Successfully installed Press ENTER to exit

17.41 Tempest KitMod v1.0
~TEMPEST/SETUP-TEMPEST.TP2~

The Tempests are group of warriors that have an innate ability to control lightning. Through their training, they specialize in fighting with two swords, strike hard and fast, learn devastating lightning based attacks, and are deadly foes. However, their fighting style only lets them wear studded leather armour, and the containment of their powers is taxing on their bodies.

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

Install Component 0 [Tempest]? [I]nstall
Successfully installed Press ENTER to exit

17.42 Elementalist Kits vBeta1
~ACIDELEM_BETA1.TP2~

Acid Elementalist is specialized in spells and weapons inflicting acid damage.

Copy the folder **acidelem_beta1** and the files **Setup-acidelem_beta1.exe** and **acidelem_beta1.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Acid Elementalist Kit]? [I]nstall
Successfully installed Press ENTER to exit

17.43 Diablo2 Kit Pack - The Amazon v0.4
~SETUP-D2AMA.TP2~

This powerful woman warrior is accustomed to fighting to defend her own. While her skill with the bow rivals that of the Rogues, the Amazon is also adept in the use of spears and other throwing weapons, as well as in hand to hand combat. The Amazon is much sought after as a mercenary, in which type of service she will be loyal as long as her own ends are also served.

Copy the folder **d2ama** and the files **d2ama.exe** and **d2ama.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

```
Choose your language:                                   0 [American English]
Install Component  0      [Diablo2 Amazon Kit]?         [I]nstall
Successfully installed                                  Press ENTER to exit
```

The Read Me opens.

17.44 Diablo2 Kit Pack - The Assassin Ver 0.2
~D2ASN/SETUP-D2ASN.TP2~

The Assassins are an ancient order originally founded to hunt down and eliminate rogue mages within their own ranks. The Assassin's bag of tricks includes traps and other infernal devices, martial arts, and powerful mental abilities.

Copy the folder **d2asn** and the file **d2bar.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

```
Choose your language:                                   0 [American English]
Install Component  0      [Diablo2 Assassin Kit]?       [I]nstall
Install Component  1      [Extend the enemy level limit of Corpse Explosion casted by Death Sentry to LV32]?
                                                        [I]nstall
Install Component  2      [Turns off the white wiffle ball animation of Weapon Block]?
                                                        [N]ot Install
Successfully installed                                  Press ENTER to exit
```

The Read Me opens.

17.45 Diablo2 Kit Pack - The Barbaian v1.0
~SETUP-D2BAR.TP2~

Ceaseless warfare and the constant struggle to survive in the hostile wilderness are evident in the Barbarian's sturdy and powerful frame. Though perhaps lacking the sophistication of his civilized contemporaries, the Barbarian has an acute awareness of his surroundings. He believes that he can improve his superb battle tactics by calling upon the totemic animal spirits to infuse him with supernormal strengths and abilities.

Copy the folder **d2bar** and the files **d2bar.exe** and **d2bar.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

```
Choose your language:                                   0 [American English]
Install Component  0      [Diablo2 Barbarian Kit]?      [I]nstall
Successfully installed                                  Press ENTER to exit
```

The Read Me opens.

17.46 Diablo2 Kit Pack - The Necromancer v0.7
~SETUP-D2NEC.TP2~

The Necromancer is an unseemly form of sorcerer whose spells deal with the raising of the dead and the summoning and control of various creatures for his purposes. No doubt the power of the Necromancer is the stuff of nightmares.

Copy the folder **d2nec** and the files **d2nec.exe** and **d2nec.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

```
Choose your language:                                   0 [American English]
Install Component  0      [Diablo2 Necromancer Kit]?    [I]nstall
Successfully installed                                  Press ENTER to exit
```

The Read Me opens.

17.47 Diablo2 Kit Pack for BG2 - The Paladin v0.9
~SETUP-D2PAL.TP2~

A battle-ready warrior for whom faith is a shield, the Paladin fights for what he believes to be right. His steadfastness gives him powers to bestow blessings to his friends and wreak cruel justice on foes. There are those who call the Paladin an overwrought zealot, but others recognize in him the strength and goodness of the Light.

Copy the folder **d2pal** and the files **SETUP-d2pal.exe** and **SETUP-d2pal.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [American English]
Install Component 0	[Diablo2 Paladin Kit]?	[I]nstall
Successfully installed		Press ENTER to exit

17.48 Jedi & Sith Kits v1.1
~SETUP-JEDI_SITH.TP2~

This mod will introduce two fighter kits Jedi and Sith, who are from Star Wars, into your game.
The Jedi are well known for their talent in manipulating The Force. Their Force powers can penetrate magic resistance. The Jedi are good at fighting with lightsabers, but can not fight in armors.
The Sith are much like the Jedi, except for they believe in the dark side of The Force while the Jedi believe in the light side of The Force.

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

Choose your language:		0 [English]
Install Component 0	[Jedi & Sith Kits (ToB Required)]?	[I]nstall
Successfully installed		Press ENTER to exit

17.49 MegaModKits v1.01L
~MEGAMODKITS/MEGAMODKITS.TP2~

The kits in the large mods mostly are only usable by one NPC. This mod resurrects them in their full potential, adds missing bam files and makes the kits useable for any races the player character is, or they have fewer restrictions.

Take care not to install kits that are already installed together with its original mods.

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

What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 0	[Battle Priest of Tempus Kit, available for all Clerics]?	[I]nstall

from TDD

Install Component 1	[Charming Rogue Kit, available for all Thieves]?	[I]nstall

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

Install Component 2	[Cleric of Tempus Kit, available for all Clerics]?	[I]nstall

from NEJ

Install Component 3	[Firewalker Kit, available for all Fighters]?	[I]nstall

from Vlad's Compilation component Firewalker" Shar-Teel (custom kit and continuous character)

Install Component 4	[Moon Knight Kit, available for all Paladins]?	[I]nstall

from NEJ

Install Component 5	[Pit Fighter Kit, available for all Fighters]?	[I]nstall

from TDD

Install Component 6	[Priest of Sylvanus Kit, available for all Druids]?	[I]nstall

from Vlad's Compilation component Priest of Sylvanus (Druid) Kit and Improved Character Jaheira

Install Component 7	[Bladesinger Kit, available for Human, Elf and Half-Elf Fighters]?	[I]nstall

from TDD

Install Component 8	[Delver Kit, available for all Thieves]?	[I]nstall

from TDD
Install Component 9 ["Vagrant" Kit, available for all Rangers]? [I]nstall
from Vagrant
Install Component 10 [Anti-Paladin, available for all Paladins]? [I]nstall
from TDD
Install Component 11 [Dark Paladin, available for all Paladins]? [I]nstall
from Rot
Install Component 12 [Cleric of Ilmater, available for all Clerics]? [I]nstall
from NEJ
Install Component 13 [Amazon Kit, available for Half-Elf Fighters]? [I]nstall
from TDD
Install Component 14 [Dark Knight Kit, available for Human Paladins]? [I]nstall
from TDD
Install Component 15 [Saurial Kit, available for Human Paladins]? [I]nstall
from TDD
Install Component 16 [Vampire Hunter Kit, available for all Fighters]? [I]nstall
from TDD
Install Component 17 [Blademaster Kit, available for Human, Half-Elf and Elf Fighters]? [I]nstall
from TDD
Install Component 18 [Mage Hunter Kit, available for all Fighters]? [I]nstall
from TDD
Install Component 19 [Ravager Kit, available for Gnome Fighters]? [I]nstall
from TDD
Install Component 20 [Rhythm Warrior Kit, available for Half-Elf, Elf and Halfling Fighters]? [I]nstall
from TDD
Install Component 21 [Tactician Kit, available for Gnome and Halfling Fighters]? [I]nstall
from TDD
Install Component 22 [Sellsword Kit, available for Human and Half-Orc Fighter]? [I]nstall
from TDD
Install Component 23 [Apprentice Kit, available for Human and Half-Elf Fighters]? [I]nstall
This old single kit mod was converted to WeiDU and is nowhere else included.
Install Component 24 [Dragonclaw Kit, available for Human and Half-Elf Fighters]? [I]nstall
This kit is nowhere else included.
Install Component 25 [Drow Ranger Kit, available for Elf Rangers]? [I]nstall
from TDD
Install Component 26 [Ninja Kit, available for Thieves of all races]? [I]nstall
from TDD
Install Component 27 [Samurai Kit, available for Human Rangers]? [I]nstall
from TDD
Install Component 28 [Divine Wizard kit, Human Cleric Kit]? [I]nstall
This kit is nowhere else included.
Install Component 29 [Dragon Dancer, available for Elf Fighters]? [I]nstall
This old single kit mod was converted to WeiDU and is nowhere else included.

17.50 RPG Dungeon Kit Pack

~SETUP-RPG-KP.TP2~

A mod that alters a few kits, adds more for various classes and adds a few new spells.

As of Refinements v4 there is no need any more to install this mod after Refinements.

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

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.
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 causes all items affected to have buying price of 1gp in the stores.
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

17.51 The Sorcerer's Place Collection v11

~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]? [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]? [I]nstall
Successfully installed Press ENTER to exit

With this mod you can add 6 kits to the game: 1 fighter, 1 ranger, 1 paladin, 1 druid, 1 tief and 1 bard. It is recommended that the kits be installed after other item and kit mods. The **B¿G World Installpack** *will handle this correctly for you.*
Archer of Sylvanus and Sylvan Mystic should be installed after the Divine Remix mod and after other item mods.
It is unlikely but possible that the Sylvan Mystic kit, Archer of Sylvanus kit and Arcane Fist kit may cause some compatibility problems with mods that alter the „Specialty Priest Of Talos" cleric kit, „Undead Hunter" paladin kit and „Spe-

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.

17.52 Paladins of Faerûn Kitpack v5

~POFKITS/SETUP-POFKITS.TP2~

This mod is a collection of 18 new kits, each of them can be installed separately.

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

Choose your language:		0 [English]
What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 0	[Remove vanilla kits (from G3 Kit Remover)]?	[N]ot Install
Install Component 1	[Install Mercenary kit (fighter)]?	[I]nstall
Install Component 2	[Install Streetfighter kit (fighter)]?	[I]nstall
Install Component 3	[Install Knight kit (fighter)]?	[I]nstall

This kit is incompatible with Knight Paladin kit from ROT or Knight kit from Enhanced BG2.

Install Component 4	[Install 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

This kit is incompatible with incompatible with TDD kitpack which contains same kit.

Install Component 13	[Install Spellsinger kit (bard)]?	[I]nstall
Install Component 14	[Install Beguiler kit (bard)]?	[I]nstall
Install Component 15	[Install Dervish kit (bard)]?	[I]nstall
Install Component 16	[Install Weather enchanter kit (druid)]?	[I]nstall
Install Component 17	[Install Hivemaster kit (druid)]?	[I]nstall
Install Component 18	[Install Blighter kit (druid)]?	[I]nstall
Install Component 19	[Assign to Cernd Weather Enchanter kit (works)]?	[N]ot Install
Install Component	[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 **BiG World Installpack** *will handle this correctly for you.*

17.53 Derat's Unused Kits Pack v14

~DERATS_KITS/SETUP-DERATS_KITS.TP2~

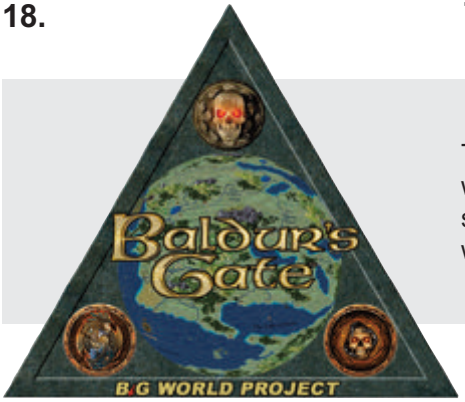
This mod offers interesting kits of the rarely performed" pure" classes (without multiclassing). Hence the term "unused".

As of Refinements v4 there is no need any more to install this mod after Refinements.
If you wish to use katanas, you need to install this mod after Item Upgrade Ruad, Rolles and all mods that add new katanas.
Never Ending Journey and Shadows Over Soubar cause a conflict with the animations slots of DUKP (especially Maitre de l'essaim, Chasseur de vermine, Belluaire), because the fire beetle, rhinoceros beetle and bread beetle from DUKP use the same slots as the guardian, frost giant and lizard king from Never Ending Journey. The properties of the installed creatures are not affected, only the animation may seem strange.

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

```
Choose your language:                                                          1 [English]
What should be done with all components that are NOT YET installed?            [A]sk about each one?
Install Component  0    [Fighter (half-orc) Kit : Hatred Carrier]?             [I]nstall
Install Component  1    [Ranger Kit : Hunter of Vermin]?                       [I]nstall
conflict with the animations of NeJ and SoS
Install Component  2    [Cleric Kit : Preacher of Flames]?                     [I]nstall
Install Component  3    [Druid Kit : Master of the Swarm]?                     [I]nstall
conflict with the animations of NeJ and SoS
Install Component  4    [Shadow Surveyor]?                                     [I]nstall
Install Component  5    [Mage Kit (it replaces the summoner) : Savant Artilleryman]?  [I]nstall
Install Component  6    [Wizard Kit : Sorcerer]?                               [I]nstall
Install Component  7    [Dual-Class Fighter -> Mage Kit : Warlord]?            [I]nstall
This kit must be installerd after Spell Revisions.
Install Component  8    [Multi-Class Fighter/Mage (elf) Kit : Bladesinger]?    [I]nstall
This component changes the weapon profiencies for fighter-mages.
Install Component  9    [Multi-Class Cleric/Mage (human) Kit : Theurgical Explorer]?  [I]nstall
Successfully installed                                                         Press ENTER to exit
```

18. TWEAKS AND HLA 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.

18.1 One Pixel Productions v4 (2)

~1PP/1PP.TP2~

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

For full description see step (1)

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

Would you like to display the readme? [N]o
What should be done with all components that are NOT YET installed? [A]sk about each one?
Install Component 101 [Core paperdolls]? [N]ot Install
Required for most of the components that follow.
This component is mostly included in Item Revisions but the One Pixel Productions component is more up-to-date.
Install Component [Extended palette entries]? [N]ot Install
This component raises the count of available colours from 116 to 256
102 1] Compatibility install only
only for Mac OS X
103 2] Full install (recommended)
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 Tweaks Anthology 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

Install Component 201 [Consistent spell and scroll icons]? [I]nstall
Install Component 202 [Spell tweaks]? [N]ot Install

The 1PP component Spell tweaks must be installed separately AFTER the mod IWDification and after the Rogue Re-Balancing component 7!

Install Component 203 [Restored flame sword animations]? [N]ot Install

Requires component 101; included in Item Revisions

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

Requires component 101; included in Item Revisions

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

Requires component 101; included in Item Revisions

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

Requires component 101; included in Item Revisions

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

Requires component 101; included in Item Revisions

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

Requires component 101; included in 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]? [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]? [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

18.2 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 abili-

ties.

NOTE: *Together with DR this mod must be installed in two steps! At least one "Sensitive weapon restrictions"-component must be installed before DR. The component "Sensitive weapon restrictions for MODS" must be installed after RR.*

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

```
Choose your language:                                                    0 [English]
Install Component  0    [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!tweak mod.
```
Install Component  1    [Nerfed Spells (Iron/Stoneskin)]?                [N]ot Install
Install Component  2    [Unique weapons (bolas and katars]?              [N]ot Install
Install Component  3    [Throwing Spears]?                               [N]ot Install
```
Not together with the Item Revisions main component, because it completely overwrites existing IR item descriptions.
```
Install Component  4    [Wizard Slayer kit MR bonus (8% + 4%/level)]?    [N]ot Install
```
Don't use this component together with the Wizard Slayer Rebalancing mod.
```
Install Component  5    [Priest of Oron Kit]?                            [I]nstall
Install Component  6    [Priest of Lahan-Riyashal Kit]?                  [I]nstall
Install Component  7    [Priest of Thieron Kit]?                         [I]nstall
Install Component  8    [Priest of Cathoun Kit]?                         [I]nstall
Install Component  9    [Priest of Yathar Kit ]?                         [I]nstall
Install Component  10   [Priest of Uulix Kit]?                           [I]nstall
Install Component  11   [Pit Fighter Kit]?                               [I]nstall
Install Component  12   [New Armour (Scale, Banded, and Field Plate)]?   [N]ot Install
SKIPPING           13   [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.
This component changes the weapon profiencies for nearly all kits and thus it is not compatible with any mod or component that also change the weapon profiencies.
```
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.
This component changes the weapon profiencies for nearly all kits and thus it is not compatible with any mod or component that also change the weapon profiencies.
```
Install Component  16   [SoA Anomen's new proficiencies (Long Sword, Spear, Xbow)]?   [N]ot Install
```
Requires the component Sensible weapon restrictions for SoA
Not together with the b!tweak component Anomen gets sensible proficiencies in SoA (Ghreyfain - CTDproof), because so the game will still crash. Better use b!tweak to select Anomen's weapon profs and not install that component of AoE.
```
Install Component  17   [ToB Anomen's new proficiencies (Long Sword, Spear, Xbow)]?   [N]ot Install
```
Requires the component Sensible weapon restrictions for ToB
Not together with the b!tweak component Anomen gets sensible proficiencies in ToB (Ghreyfain - CTDproof), because so the game will still crash. Better use b!tweak to select Anomen's weapon profs and not install that component of AoE.
```
Install Component  18   [SoA Viconia's new proficiencies (Crossbow, Flail, Single-weapon Style, Scimitar, and Short Sword)]?
                                                                         [N]ot Install
```
Requires the component Sensible weapon restrictions for SoA
```
Install Component  19   [ToB Viconia's new proficiencies (Crossbow, Flail, Single-weapon Style, Scimitar, and Short Sword)]?
                                                                         [N]ot Install
```
Requires the component Sensible weapon restrictions for ToB
```
Install Component  20   [SoA Keldorn's new proficiencies (Crossbow becomes Spear)]?   [N]ot Install
```
Requires the component Sensible weapon restrictions for SoA
```
Install Component  21   [ToB Keldorn's new proficiencies (Crossbow becomes Spear)]   [N]ot Install
```
Requires the component Sensible weapon restrictions for ToB
```
Successfully installed                                                   Press ENTER to exit
```
The readme opens.
Press close in the "Ashes of Embers Setup" window.

18.3 Oversight v16 (2)

~SETUP-OVERSIGHT.TP2~

This mod enhances the Monk High Level Abilities, improves the classification of NPCs, adds a tougher Sendai and more.

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

This mod must be installed before Divine Remix.

You have already copied the folder **Oversight** and the files **Setup-Oversight.exe** and **Setup-Oversight.tp2** into your ... \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) or NPC Strongholds.

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
Install Component 10	[Lanthorn Lenses]?	[I]nstall
Successfully installed		Press ENTER to exit

The readme opens.

With this mod you can add 1 paladin kit to the game. The **B/G World Installpack** *will handle this correctly for you.*

18.4 Druid Kit Enhancements v1.0

~PHORD_DRUIDKITS/SETUP-PHORD_DRUIDKITS.TP2~

This mod enhances and improves the druids' abilities

Requires Dispel Magic fix, whether ToBEx's or Taimon's.

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

Would you like to display the readme?		[N]o
Install Component 0	[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

18.5 Animal Companions v1.6

~ANIMALCOMPANIONS/SETUP-ANIMALCOMPANIONS.TP2~

With this mod, all ranger and druid main characters can choose one of nine animal companion that will follow you around on your adventures and even increase in power as you do.

The optional component to allow animal companions to be resurrected by the Rod of Resurrection, will override any changes other mods might previously have made to the Rod of Resurrection.

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

Choose your language:		1 [Deutsch]
Would you like to display the readme?		[N]o
Install Component 0	[Animal Companions For All Rangers (Optional: Druids)]?	[I]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

18.6 Song and Silence v9

~SONG_AND_SILENCE/SETUP-SONG_AND_SILENCE.TP2~

This mod enhances the thieves and bards, adds some new kits and items for both classes and some general fixes.

This mod should be installed before Rogue ReBalancing, because it copies a few 2DA's instead of patching them. This could potentially cause compatibility issues if Song and Silence is installed after a mod which also alters these files (such as Rogue ReBalancing). These issues should not create any significant problems if Song and Silence is installed before any other mods which also make changes to the thief and bard kits.
Rogue ReBalancing and Refinements likewise change the rogues (bard and thieves). You get the support of that mod of the both which was installed as last.
The use together with Rogue Rebalancing is expressly recommended!
The mod is fully compatible with the changes made in the Ashes of Embers "Universal Weapons" component, provided Song and Silence is installed after it.

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

Choose your language:		0 [English]
Would you like to display the readme?		[N]o
What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 0	[Changes to trueclass bards and thieves, and unmodded game kits (required for other components)]?	[I]nstall

This component changes the weapon profiencies for Thief (nur 2WEAPON), Mage-Thief, Cleric-Thief, Assasin, Bounty-Hunter.

Install Component 1	[Add new bardic store and thief items]?	[I]nstall
Install Component 2	[Install Acrobat bard kit]?	[I]nstall
Install Component 3	[Install Chorister bard kit]?	[I]nstall
Install Component 4	[Install Dirgesinger bard kit]?	[I]nstall
Install Component 5	[Install Gypsy bard kit]?	[I]nstall
Install Component 6	[Install Adventurer thief kit]?	[I]nstall
Install Component 7	[Install Burglar thief kit]?	[I]nstall
Install Component 8	[Install Soulknife thief kit]?	[I]nstall
Install Component 9	[Install Sharpshooter thief kit]?	[I]nstall
Install Component 10	[Install Shadowdancer thief kit]?	[I]nstall

You must have the first component installed to use this one.

Successfully installed		Press ENTER to exit

The readme opens.

With this mod you can add 9 kits to the game: 4 bards and 5 thieves. The **BG World Installpack** *will handle this correctly for you.*

18.7 Sword and Fist v10

~SWORD_AND_FIST/SETUP-SWORD_AND_FIST.TP2~

This mod extends the options of the fighters and monks.

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

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Install Component	1	[Monk Remix]?	[I]nstall
Install Component	30	[Hexblade Fighter Kit]?	[I]nstall
Install Component	31	[Duelist Fighter Kit]?	[I]nstall
Install Component	32	[Fist of Order Fighter Kit]?	[I]nstall
Install Component	33	[Blackguard Fighter Kit]?	[I]nstall
Install Component	34	[Install 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.

18.8 Divine Remix v8.1 (1)

~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~
(former: Cleric Remix)

NOTE: *This mod must be installed in two steps! The component 1000 must be installed after any mod and component which adds or changes cre files.*

This mod aims to rebalance and change several aspects of divine-magic-using classes (clerics, paladins, druids, and rangers) in Baldur's Gate I + II. As well as arcane magic has its different school, the divine magic is divided into effect spheres like animal, 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.

IR, SR, RR, 1pp, and item mods generally should be installed before DR.
This mod must be installed after Oversight, because it corrects some errors from Oversight. Divine Remix has to be installed after any mods that add Cleric/Paladin/Druid/Ranger Kits (or else they'll have empty spell books).
High level ability mods like Vecna may not be compatible. Spell packs are fully compatible, though if the player wishes to use the sphere system, it is recommended that spell mods be installed prior to Divine Remix.
SCS has slight compatibility issues with Divine Remix. Divine Remix rearranges the spellbooks of some potentially-hostile priests and SCS, not knowing this, will fail to use their spells effectively. This is unlikely to have any significant effect on play, though.

WARNING: *The component 1000 "Implement sphere system" causes the game to crash as soon as you click the "New Game" button. You can either use DRv7 with the sphere system or DRv8 without it. DRv7 uses the same component numbers except for the sphere system. Use component 0 "Divine Remix Core Components (Required for Everything)" instead.*

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

Would you like to display the readme?			[N]o
Would you like to display the components from [Kit Removers]?			[N]o
Would you like to display the components from [Ranger Remix Components]?			[Y]es
Would you like to display the components from [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 Tweaks Anthology.
  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
This component must be installed after any mod and component which adds or changes cre files.
This component requires at least one of the ”Remix” components.
WARNING: This component causes the game to crash as soon as you click the New Game button. You can either
use DRv7 with the sphere system or DRv8 without it.
  Successfully installed                                      Press ENTER to exit
```

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.

18.9 Hotfix for Divine Remix v8b

~LAVICONIA/SETUP-LAVICONIA.TP2~

The **B&G World Fixpack** copies the folder **DR8_hotfix** and the file **DR8_hotfix.tp2** into your main SoA directory. Double-click the Setup. The DOS dialogue appears:

```
  Install Component 0   [hotfix for Divine Remix v8b]?       [I]nstall
```

18.10 Rogue ReBalancing v4.92 (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.
iiItem should be installed before Rogue Rebalancing components "Chosen of Cyric Encounter]" and "Shadow Thief Improvements" if both mods are to be used together.
The "Summons/NPCs Set Off Traps" component of 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.
As of Refinements v4 there is no need any more to install the "Thief High Level Ability revisions" and "Bard High Level Ability revisions" components after Refinements, instead they should be installed before.
The components "Revised Thievery" and "Shadow Thief Improvements" add their own scripts to lot of creatures. As a result, some creatures have all 5 script slots filled and SCS would skip those creatures. To avoid this both components must be installed after SCS.

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

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Install Component	0	[Proper dual-wielding implementation for Thieves and Bards]?	[I]nstall

This component is not compatible, and not necessary, with SoB's component #120 "WPO - Weapon Category Collapse".

Install Component	1	[Thief kit revisions]?	[I]nstall
Install Component	2	[Thief High Level Ability revisions]?	[I]nstall
Install Component	3	[Proper racial adjustments for thieving skills]?	[I]nstall
Install Component	4	[Bard kit revisions]?	[I]nstall
Install Component	5	[Bard High Level Ability revisions]?	[I]nstall
Install Component	6	[Proper spell progression for Bards]?	[I]nstall
Install Component	7	[Additional equipment for Thieves and Bards]?	[I]nstall
Install Component	8	[Upgradeable Equipment]?	[I]nstall
Install Component		[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

The part of iiItem which adds random items to creatures could possibly cause some slowdown when used in conjunction with the "Chosen of Cyric" so it is recommend not installing iiItem alongside the aforementioned component of Rogue Rebalancing.
Resurrected igi's Spell System Adjustments mod is probably incompatible with this component.

Install Component	12	[Shadow Thief Improvements]?	[N]ot Install

The part of iiItem which adds random items to creatures could possibly cause some slowdown when used in conjunction with the "Shadow Thief Improvements" so it is recommend not installing iiItem alongside the aforementioned component of Rogue Rebalancing.
Resurrected igi's Spell System Adjustments mod is probably incompatible with this component.

Install Component	999	[BG2-style icons for RR content]?	[N]ot Install
Successfully installed			Press ENTER to exit

18.11 Ashes of Embers v27 (2)

~SETUP-ASHESOFEMBERS.TP2~

This mod enhances the abilities of clerics and mages. New spells, new kits (6 clerics, 1 fighters), new weapons and abilities.

NOTE: *Together with DR this mod must be installed in two steps! At least one "Sensitive weapon restrictions"-component must be installed before DR. The component "Sensitive weapon restrictions for MODS" must be installed after RR.*

If not already done, copy the folder **AshesofEmbers** and the files **setup-ashesofembers.exe, setup-ashesofembers.tp2** and **setup-ashesofembers.bat** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:	0 [English]

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!tweak 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!tweak component Anomen gets sensible proficiencies in SoA (Ghreyfain - CTDproof), because so the game will still crash. Better use b!tweak to select Anomen's weapon profs and not install that component of AoE.
Install Component 17 [ToB Anomen's new proficiencies (Long Sword, Spear, Xbow)]? [N]ot Install
Requires the component Sensible weapon restrictions for ToB (non-mod weapons)
Not together with the b!tweak component Anomen gets sensible proficiencies in ToB (Ghreyfain - CTDproof), because so the game will still crash. Better use b!tweak to select Anomen's weapon profs and not install that component of AoE.
Install Component 18 [SoA Viconia's new proficiencies (Crossbow, Flail, Single-weapon Style, Scimitar, and Short Sword)]? [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.

18.12 Tactics v25 (2)
~SETUP-TACTICS.TP2~

For full description see step (1)

You have already copied the folder **tactics2** and the files **Setup-Tactics.exe** and **Setup-Tactics.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:		0 [American English]
What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component	any component except:	[N]ot Install
Install Component 26	[Fighter-Class Archer Kit]?	[I]nstall

This kit must be installed separately AFTER "Ashes of Embers - Unique weapons (bolas and katars)“ and AFTER "Rogue Rebalancing - Proper dual-wielding implementation for Thieves and Bards".

Install Component 27	[Anti-Paladin Kit]?	[I]nstall

This kit must be installed separately AFTER "Ashes of Embers - Unique weapons (bolas and katars)“ and AFTER "Rogue Rebalancing - Proper dual-wielding implementation for Thieves and Bards".

Install Component	next component	[Q]uit
Successfully installed		Press ENTER to exit

18.13 b!tweak 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!tweak 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!tweak 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.

18.14 Thrown Hammers v6.0.1

~HAMMERS/SETUP-HAMMERS.TP2~

This modification adds animations to the thrown hammers so they no longer appear as axes flying through the air instead of hammers. Also a few new items will be spread in the game.

This mod should go after other mods that add or change hammers (including the Spiritual Hammer spell).

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

Choose your language:		0 [English]
Install Component 0	[Thrown Hammers]?	[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.

18.15 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

18.16 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 before the "Shadow Thief Improvements" and the "Chosen of Cyric" components of Rogue Rebalancing if both mods are to be used together because the part of iiItem which adds random items to creatures could possibly cause some slowdown when used in conjunction with those components; so it is recommend not installing iiItem alongside the aforementioned components of Rogue Rebalancing.

Copy the folder **iiItemMod** and the file **Setup-iiItemMod.exe** into your main SoA directory.
The **BiG 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

18.17 Cursed Items Revision v3.5

~CURSED_ITEMS/CURSED_ITEMS.TP2~

This minimod aims to give a little more depth to cursed items.

Install Item Revision's main component BEFORE Cursed Items but all the other components THEREAFTER.

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

Choose your language:			0 [English]
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

18.18 Item Revisions v4 Beta 10 (20 June 2017) (2)

~ITEM_REV/ITEM_REV.TP2~

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

NOTE: *This mod must be installed in two steps! The main component of IR overwrites existing items and thus must be installed really early but after BGT. All the others considerably later.*

Most content from the One Pixel Productions mod is already included in this mod.
Item Revisions is compatible with 1PPv4 when you follow the suggested installation order:
Item Revisions is compatible with 1PPv4 when you follow this installation order:
Install before IR's main component:
- *101 Core Paperdolls (included in IR but required for other 1PP components)*
- *400 Core Updates and Item Patches (partially included in IR but required for other 1PP components)*
- *401 Improved Projectile Effects*

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

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

Many but not all items from One Pixel Productions are also used with this mod. Files already existing will be replaced.
BGT is required for this mod.
The main component of the Item Revisions mod should be installed before Rogue Rebalancing. All other components

of that mod should be installed after Rogue Rebalancing.

You have already copied the folder **item_rev** and the file **setup-item_rev.exe** into your ... \BGII - SoA\ directory quite at the beginning.
Double-click the Setup. The DOS dialogue appears:

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

This component includes already the mod "Horns of Valhalla" and The Tweaks Anthology component "sellable items".

Install Component	1030	[Store Revisions]?	[I]nstall
Install Component		[Revised Armor]?	[N]ot Install

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

	1040	1] With Movement Speed Penalties	
	1042	4] Without Movement Speed Penalties	
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]
Install Component		[Allow Thieving Skills in Armor]?	[N]ot Install

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

	9	1] Stealth is Penalized by Armor	
	1101	2] Stealth is Penalized by Armor and Shields	
Install Component	10	[Revised Shield Bonuses]?	[I]nstall
Install Component	17	[Weapon Changes]?	[I]nstall
Install Component	1080	[Enchantment Doesn't Affect Speed Factor of Weapons]?	[N]ot Install
Install Component	11	[Dual Wielding Changes for Light and Heavy Weapons]?	[I]nstall

This component will overlay with the Scales of Balance component 103 "IWO part 3 - light/heavy weapon distinctions" if you install both: heavy weapons will have a -2 penalty to off-hand thac0, and light weapons will have a +1 bonus to both main-hand and off-hand thac0.

Install Component		[Backstabbing Penalties for Inappropriate Weapons]?	[N]ot Install

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

	18	1] Thief-only Weapons	
	19	2] More Weapons Usable for Backstabbing	
	20	3] All Melee and Ranged Weapons Usable For Backstabbing	
Install Component	1200	[Revised Critical Hit Aversion]?	[N]ot Install
Install Component	12	[Items of Protection Can Be Worn with Magical Armor]?	[I]nstall

The Tweaks Anthology includes with "Wear Multiple Protection Items" a similar component.

Install Component		[Remove Weapon Restrictions from Multi-classed Divine Spellcasters]?	

Shold not be installed with the SoB components 121 „weapon category collapse" and 122 „systemic proficiency changes".

	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
Successfully installed			Press ENTER to exit

18.19 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

18.20 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.

18.21 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 the HLA-revisions of Rogue ReBalancing.

Copy the folder **BardSong_BG2_IWD** and the files **Setup-BardSong_BG2_IWD.exe** and **Setup-BardSong_BG2_IWD.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [American English]
Install Component	0	[Bard Song Switching Patch]?	[N]ot Install

Do NOT choose this component, if you've installed Bard kit revisions & Bard High Level Ability revisions in Rogue Re-Balancing.

Install Component	1	[Bard Song Switching Patch compatible with Rogue ReBalancing Pack]?	[I]nstall

Only if you have installed Rogue ReBalancing before.
This component makes the mod compatible with the HLA-revisions of RR, but not with the changes to the kits.

Successfully installed			Press ENTER to exit

18.22 Wizard Slayer Rebalancing v1.13

~WSR/SETUP-WSR.TP2~

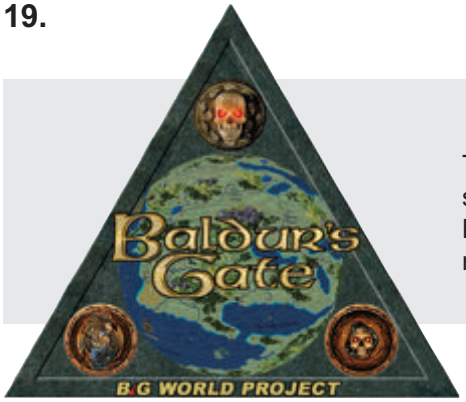
This mod re-balances the Wizard Slayers and gives them new abilities.

The mod is not 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]?	[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

19. 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.

19.1 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
IA Content: WoW Pack Mule

Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?			[N]o
What should be done with all components that are NOT YET installed?			[A]sk about each one?
Install Component	0	[Infinity Animations]?	[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.

19.2 IA Patch (b5): Moinesse Ninja Fix
~IANINJA/SETUP-IANINJA.TP2~

This fix is only necessary if both Infinity Animations beta5 (or lower) and Angelo are installed.

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

Would you like to display the readme?		[N]o
Install Component 0	[IA Moinesse Ninja Fix]?	[I]nstall
Successfully installed		Press ENTER to exit

19.3 Fixed Tanar'ri and Wyvern v2
~MWYVMTAN/SETUP-MWYVMTAN.TP2~

A fix for Infinity Animations.

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

Would you like to display the readme?		[N]o
Install Component 10	[Wyvern Animation Fix]?	[I]nstall
Install Component 20	[Tanar'ri Animation Fix]?	[I]nstall
Successfully installed		Press ENTER to exit

19.4 IA Content: D2 Bear & Werebear v3.3
~BEAR_ANIMATIONS_D2/SETUP-BEAR_ANIMATIONS_D2.TP2~

A new animation for Infinity Animations

Copy the folder **Bear_Animations_D2** and the file **SETUP-Bear_Animations_D2.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[Bear & Werebear animations from D2(requires IAcore mod to be installed)]?	[I]nstall
Successfully installed	[Bear & Werebear animations from D2(requires IAcore mod to be installed)]?	Press ENTER to exit

19.5 IWDification vBeta5
~IWDIFICATION/SETUP-IWDIFICATION.TP2~

This is a mod that brings some of the elements of Icewind Dale into the Baldur's Gate series of games.

TobEx is highly recommended for players using the spell packs. Without TobEx, spell selection screens during character creation are limited to 24 spells.
The fourth-level divine spell relies on Infinity Animations, as the beetles summoned by the spell do not have animations in BG2, and will be skipped without the mod being installed. One of the summons (yeti) for the sixth-level arcane spell Monster Summoning IV will not be available without Infinity Animations, though the spell will otherwise work with the other two summon options.
Must be installed after Spellpack and Spell Revisions.

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

Would you like to display the readme?		[N]o
Install Component 10	[Icewind Dale Casting Graphics (Andyr)]?	[N]ot Install
Also available in the Tweaks Anthology mod		
Install Component 20	[Commoners Use Drab Colors]?	[N]ot Install
Also available in the Tweaks Anthology mod		
Install Component 30	[IWD Arcane Spell Pack]?	[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

19.6 Jastey's Solaufein (Solaufein's Rescue) v1.5 (2)

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

For full description see step (1)

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

Choose your language:		0 [Deutsch]
Would you like to display the readme?		[N]o
Install Component 0	[Solaufein's Rescue: Jastey's Solaufein NPC for BGII]?	[N]ot Install
Install Component 1	[Give Solaufein in Ust Natha the Mod's Portrait]?	[N]ot Install
Install Component 2	[Enable Drider Animations in this Mod]?	[I]nstall
Install Component 3	[Install alternative portrait #2 from Chinasky]?	[N]ot Install

This component must be installed after the core component of Infinity Animations (IA) including the drider animation.

Successfully installed		Press ENTER to exit

19.7 Jarl's BGT Adventure Pack v0.70

~JA#BGT_ADVPACK/SETUP-JA#BGT_ADVPACK.TP2~

This mod expands various content for the BG1-part (BG2-part, planned) of BGT. The mod follows on unfinished, incomplete positions of the original and enhances them.

This mod requires Baldur's Gate Trilogy.
This mod requires Infinity Animations components "Distinctive Undead" 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.
SandrahNPC is incompatible with Jarl's Adventure pack (JA#BGT_AdvPack), as this mod replaces/renames some vanilla non-joinable NPCs which are triggers for Sandrah quests.

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

Install Component 0	[Sinvolle Fixes & Wiederherstellungen]?	[N]ot Install

This component arbitrarily shifts vanilla items from one vanilla merchant to another and isn't really an fix.

Install Component 1	[Jarl's BGT Adventure Pack]?	[I]nstall

This component is not compatible with the mod Tenya Thermidor because you would have two Tenyas if you recruited Tenya as joinable NPC.

Install Component 2	[NSC-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

19.8 One Pixel Productions v4 (3)

~1PP/1PP.TP2~

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

For full description see step (1)

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

Would you like to display the readme? [N]o
What should be done with all components that are NOT YET installed? [A]sk about each one?
Install Component any component [N]ot Install
except:
Install Component 202 [Spell tweaks]? [I]nstall

The 1PP component Spell tweaks must be installed separately AFTER the mod IWDification and after the Rogue Re-Balancing component 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 next component [Q]uit
Successfully installed Press ENTER to exit

19.9 Vecna v23

~VECNA/SETUP-VECNA.TP2~ ENGLISCH

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.

Note: Vecna is HARD and is meant for a "Big World Project" game only. In Vecna you are wishing you had 2 of such overpowered item mods like Alex Macintosh and Unusual Oddities Shop.

Vecna should be installed AFTER other weiDU mods. Vecna uses Infinity Animations code and therefore should be installed after that.
BP, BH, CtB, Drizzt Saga, NEJ, RoT, SOS, TDD, TS, Sheena, Planar Sphere, RPGKits must be installed before Vecna.

Copy the folder **vecna** and the file **Setup-vecna.exe** into your main SoA directory.
There is an revised English text - ***Text Overhaul v23.1.0***. Copy the folder **Language** and the file **Text Overhaul v1.0 - ReadMe** into the Vecna folder.
Double-click the Setup. The DOS dialogue appears:

Install Component 0 [Vecna Artifacts]? [I]nstall
Install Component 1 [Modification of NPCs and strongholds quests]? [N]ot Install

The functions of this component are already included in the Teleport Spell mod.

Install Component 2 [G3 Lv50 and Grand Mastery Patch]? [N]ot Install

Not suggested for a big world setup since not fully tested.

Successfully installed Press ENTER to exit

19.10 Aurora's Shoes and Boots v5.2.1

~AURORA/SETUP-AURORA.TP2~

Aurora not only sells all sorts of shoes, but will also chat with you about nobles and commoners alike, providing exciting information about their daily lives.
You will also meet the surly gnome Tomthal, doomed to the surface by a mysterious curse, and his cheerful sister Karaea.
This mod also includes the former mod Store Prices. With this one you can increase the selling prices and decrease the buying prices. Without these components you would get very soon much to much money in a megamod.

The main component should be installed before Stratagems. Just, there is one problem. Aurora's main component adds its own scripts to lot of creatures. As a result, some creatures have all 5 script slots filled and SCS would skip those creatures. This could be avoided by installing the main component after SCS.
The former Store Prices components „Change store buying prices“, „Change store selling prices“, „Change gem and jewelry prices“ and „Change creature gold carried“ must be installed after all item changing mods except Sandrah.
This mod should be installed fairly late after mods that add creatures or mods that overwrite rather than patch game resources.
Aurora's main component also patches BGMain.exe, therefore 1PP component Unique Thief Avatars can not be installed after Aurora.
Install Aurora before Level 1 NPCs.
Install Aurora because of its crossmod material after MTS Crappack or Tales of the Deep Gardens. Eventually, there will be additional material available through Crossmod, including 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 strongly recommended. These components will affect ALL previous installed mods.
The selected components may differ in the install.bat dependent on the number of big mods that are installed before.

Install Component		[Change store buying prices]?	
	100	1] Reduce to 25%	
	105	2] Reduce to 50%	
	110	3] Reduce to 67% (recommended)	
	115	4] Reduce to 75%	[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

19.11 Aurora ToB NPC beta

~TOBAURORA/SETUP-TOBAURORA.TP2~

The fabulous Aurora from Aurora's Shoes & Boots can now join you on your quest in ToB!

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

Install Component	0	[Aurora NPC for BG2:TOB]?	[I]nstall
Install Component	1	[Choose Aurora's Portrait]?	[N]ot Install
Successfully installed			Press ENTER to exit

19.12 Pack Mule v1.4b

~*W_PACKMULE/SETUP-W_PACKMULE*.TP2~

This mod adds a pack mule to the game. It will follow your party around and carry your equipment for you. You can buy the mule from a guy named Stedd, who can be found near the northeast exit of Waukeen's Promenade or in the courtyard of the Friendly Arm Inn.

This mod requires Infinity Animations (core) to function. Install this mod after any mods that add outdoor or dungeon areas to the game.

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

Choose your language:			1 [English]
Install Component	0	[Pack Mule]?	
		1] Standard saddlebags]	[1]
		2] Bottomless saddlebags]	
Successfully installed		[Pack Mule]	Press ENTER to exit

19.13 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.

19.14 The Bigg Kit Pack v1.1

~TB#KITS/TB#KITS.TP2~

This mod adds Biotic Vanguard - inspired from the Vanguard class in Mass Effect 2 and 3.

The mod must be installed after Haiass and before Tweak Packs.
If you install a mod that adds two-handed versions of some weapons (E.G. two-handed axes from Tweaks Anthology), you still won't be able to specialize in such weapon classes.
Please note that there are several known graphical issues with the mod.

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

Would you like to display the readme?			[N]o
Install Component	0	[Biotic Vanguard]?	[I]nstall
Install Component	1	[Add Biotic Charge to Haiass the Wolf]?	[I]nstall
Successfully installed		[Biotic Vanguard]	Press ENTER to exit

19.15 Sandrah NPC v1.11

~SANDRAHNPC/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 NPC requires a full installation of BGT with all the "big mods" installed:

BG1:
Dark Side of the Sword Coast
Northern Tales of the Sword Coast
The Drizzt Saga
Grey Clan Episode 1
BG1NPC (with all quests and romances)

BG2:
The Darkest Day
Check the Bodies (and also Check the Bodies Chores)
The Region of Terror

Any version of Ascension is required if you want to finish the Sandrah's mod and continue into the sequel RtF.

The following mods are not required, but without them you will miss significant contents of Sandrah NPC:

BG1:
Dark Horizons
Secret of Bone Hill
The Vault
BG1 Mini Quests and Encounters
The Lure of the Sirine's Call
The Stone of Askavar
Ascalons Breagar
Ascalons Questpack
Finch

BG2:
Planar Sphere
Fishing for Trouble
Kivan and Deheriana Companions
Yasraena
Saerileth
Chloe

There is also more or less interesting crossmod content with the following mods:

BG1:
Gavin BG1
Indira
Isra BG1
Mur'Neth
Valerie
White

BG2:
Aeon
Alora
Amber
Angelo
Arath
Ariena
Auren
Beyond the Law
Coran BG2
Dace Linton
Ellistraee
Fade
Faren
Gavin BG2
Haldamir
Hanna
Isra BG2
Iylos
Kari
Kelsey
Keto
Kiara-Zaiya
Kido
Kim
Kindrek
Kitanya
Longer Road
Luxley Family
Nathaniel
Nephele
Nikita
Ninde
Romantic Encounters
Sarah
Sarevok
Shadows Over Soubar
Sheena
Silverstar
Sir Ajantis
Skie
Solaufein
Summon Bhaalspawn
Tales of Anegh
Tashia
The Undying
Thief Stronghold
Tiax SoA Friendship
Tortured Souls
Tsujatha
Tyris Flare
Vampire Tales
Varshoon
Vynd
Xulaye
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 XP reduction contained in Aurora is already taken into account by Sandrah quest XP values.
The BP mod v180 or later is recommended.
SandrahNPC and RTF should be installed after Haiass the Wolf because the mod adds improvements and additional contents to Haiass.
Sandrah both parts are not compatible with the "Teleport" mod. Sandrah contains a own similar capability for SoA, ToB and 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.

Sandrah is not compatible with mods that spawn pure BG1 creatures in further chapters.
Not compatible with BG1 NPCs for BG2:SoA v9 and Smiling Imp Cross Banter mod.
Not compatible with Worgas' Drizzt-component.
Turnabout is only compatible to a limited extent with SandrahNPC because you cannot call creatures for support at the Throne of Bhaal final battle when Sandrah is with you.
SandrahNPC is incompatible with Jarl's Adventure pack, as this mod replaces/renames some vanilla non-joinable NPCs which are triggers for Sandrah quests.
It is confirmed for several reasons that Sandrah and NEJ are not compatible.
Sandrah is not compatible with Scales of Balance components 121 - 125 Weapon Proficiency Overhaul, component 180 Magic resistance Overhaul, component 200 Revised Stat Bonuses.

Copy the folder **SandrahNPC** and the files **setup-SandrahNPC.exe** and **setup-SandrahNPC.tp2** into your main SoA directory.
To be able to install Sandrah, you must copy the file **worldmap.wmp** IMMEDIATELY BEFORE INSTALLATION OF THE MOD from the folder **BiG 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:

Install Component 0	[SandrahNPC For BGT]?	[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	
Successfully installed		Press ENTER to exit

19.16 Sandrah - Return to Faerûn v1.11

~SANDRAHRTF/SETUP-SANDRAHRTF.TP2~

Sandrah RTF (Return to Faerûn) is an epic sequel to the trilogy which starts after ToB and takes place in areas from all three parts of the original game. In addition to the original playground, it adds about 100 new areas to the original game. You can recruit old friends but also a new generation of characters to your party. RtF starts seamlessly after your final decision at the Throne of Bhaal (provided you choose right).

This mod requires Sandrah NPC, of course.
Sandrah RTF is not compatible with the BGT Tweak Pack - "Import more NPCs into Shadow of Amn" components.
Sandrah RTF is not compatible with the "Game over only on Party Dead" mod. The common survival of Sandrah and the main character is crucial for their mission. If one dies the other dies, too. The party dead mod would probably prevent this from happening for the PC, so if Sandrah dies you will be stuck in the game with no way to finish it.

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

Install Component 0	[SandrahRTF Installation]?	[I]nstall
Successfully installed		Press ENTER to exit

19.17 Sandrah - Times of Trouble v1.01.b

~SETUP-SANDRAHTOT.TP2~

This mod transfers you back at a time prior to your own birth but inside of events that lead to your conception and later story.

This is a little teaser for the next episode (Episode 1) of the mod that triggers at the end of RtF.

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

Install Component 0	[Sandrah Times of Trouble Revisited]?	[I]nstall
Successfully installed		Press ENTER to exit

19.18 Gibberlings Three Anniversary v11

~G3ANNIVERSARY/SETUP-G3ANNIVERSARY.TP2~

A half-serious quest. Goto the copper coronet and keep your eyes open.

This mod should be installed after all the other mods that change the worldmap.
NOTE! Breaking the fourth wall: The characters will start the direct dialogue with the player.

Copy the folder **G3Anniversary** and the file **Setup-G3Anniversary.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component 0	[The Gibberlings Three Anniversary Mod]?	[I]nstall
Successfully installed	[The Gibberlings Three Anniversary Mod]	Press ENTER to exit

The readme opens.

19.19 The Bigg Tweak Pack v2.61 (1)

~TB#TWEAKS/TB#TWEAKS.TP2~

NOTE: *This mod must be installed in two steps! The component WSPATCK for all (Taimon) should be installed separately BEFORE "Might and Guile".*

For full description see step (2)

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

Choose your language:			0 [English]
What should be done with all components that are NOT YET installed?			A]sk about each one?
Install Component		any component except:	[N]ot Install
Install Component		[Improved Difficulty System. (v2)]?	

This component enables you to set the degree of difficulty at beginning of the game.
This component has no effect on an unmodded game, it only makes sense with mods that add smarter enemies according to the difficulty level (Ding0's Quest Pack, Oversight).

	2000	1] Funny dialogue. (v2.10)	
	2050	2] Serious dialogue (recommended). (v2.10)	[2]
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)]?	

All "Grand Master" and "True Grandmastery" patches must be installed before.
if you want the BP Grandmastery rules # 0 applied to all classes, use this component with the BP tweak component.

	3500	1] Always	
	3550	2] Only for ** and up	[2]
	3600	3] Everybody gets ApR from proficiency, only Warriors from level	

Component 3600 does not work if Rylorn is installed.

Install Component		next component	[Q]uit
Successfully installed			Press ENTER to exit

19.20 FinnJO's Subrace mini-mod for Baldur's Gate 2 v1.0

~SETUP-BGII-SUBRACE.TP2~

This mod adds subraces to Baldur's Gate II basing partially on 3rd edition AD&D rules as in Icewind Dale II and partially on 2nd edition AD&D rules. After you have created your character and started a new game or loaded an old game, after a small delay you get a dialogue window with the choices for your subrace.

You can add the subrace only to a class, not to a kit.
The component Improved Difficulty System from The Bigg Tweak Pack must be installed before this mod because otherwise its dialogue will be overwritten.

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

Install Component	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.

19.21 Might and Guile v4b12

~MIGHT_AND_GUILE/MIGHT_AND_GUILE.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.

Might and Guile should be installed after all other mods that add or change items, and after other mods that add kits.
It should be installed after Rogue Rebalancing and after the "WSPATCK for All" component of tb#Tweaks.
There are a few compatibility issues with some tweaks from other mods because they make similar modifications but in a different way.
Most of Might and Guile's class tweaks are incompatible with the first component "General Class, Kit, & Class-Combination Rebalancing" from Six's Kitpack.
For now Might and Guile is not compatible with Kit Revisions. Choose that one or the other.
Some of the components of Rogue Rebalancing modify the same resources as M&G; be aware that the behavior is different depending on which are installed last.
Since the bard kit components 450, 470, 480, 490 are using Aquadrizzt's qd_multiclass function which allows easy installation of working multiclass kits on EE 2.0, many of Stratagems' tactical challenges could only be installed with warnings, the components 6830, 8000, 8050, 8180 cannot be installed at all.

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

```
What should be done with all components that are NOT YET installed?   [A]sk about each one?
SKIPPING          200   Feat System
```
This component is for EE only.
```
Install Component 205   Revised Archery                                 [N]ot Install
```
Note: unless the mod's .ini file is altered, this component will automatically install the Marksman, Elven Archer, Halfling Slinger, and Sniper kits.
This component will conflict with other mods that alter the Archer kit, like the "Improved Archer" mod and the KITPACK6. component 4 "Archer kit changes".
```
SKIPPING          210   Bard Class Overhaul
```
This component is for EE only.
```
SKIPPING          220   Revised Multiclassing and Multiclass Kits
```
This component is for EE only.
```
Install Component 225   Revised Stalker                                 [N]ot Install
```
The changes to spell tables wrought by this component will not interact well with other mods that change rangers' spell tables (like Tweaks Anthology's "IWD Spell Tables for Rangers"). The exception to this is Faiths & Powers: the F&P ranger spell tables will be recognized by M&G. If you want rangers to have more and earlier spellcasting, install F&P instead.
```
Install Component 235   Revised Beastmaster                             [I]nstall
Install Component 240   Improved Rangers                                [I]nstall
Install Component 245   Revised Movement Bonuses (Quickstride)          [I]nstall
Install Component 250   Revised Berserker and Rage                      [N]ot Install
Install Component 260   Revised Kensai                                  [I]nstall
Install Component 265   Revised Monk Fists                              [I]nstall
SKIPPING          275   Revised Shadowdancer
```
This component is for EE only.
```
Install Component 310   Add the Corsair (fighter kit)                   [I]nstall
Install Component 320   Add the Marskman (fighter kit)                  [I]nstall
Install Component 322   Add the Elven Archer (ranger kit)               [I]nstall
Install Component 324   Add the Halfling Slinger (ranger or fighter kit) [I]nstall
Install Component 350   Add the Mage Hunter (ranger kit)                [I]nstall
Install Component 360   Add the Barbarian Ranger (ranger kit)           [I]nstall
Install Component 410   Add the Sniper (thief kit)                      [I]nstall
Install Component 420   Add the Scout (thief kit) and revise the Swashbuckler [I]nstall
Install Component 450   Add the Jongleur (bard kit)                     [N]ot Install
Install Component 460   Add the Loremaster (bard kit)                   [N]ot Install
Install Component 470   Add the Gallant (bard kit)                      [N]ot Install
Install Component 480   Add the Meistersinger (bard kit)                [N]ot Install
Install Component 490   Add the Loresinger (bard kit)                   [N]ot Install
Successfully installed                                                  Press ENTER to exit
```

19.22 BGT Tweak Pack v11 (2)

~SETUP-BGTTWEAK.TP2~

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

For the detailed description see step (1)

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

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
What should be done with all components that are NOT YET installed?			[A]sk about each one
Install Component	100	[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 The Tweaks Anthology.

	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

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

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.
This component is identical to the same-named EET Tweak component.

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 NEJ3, 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.
This component is identical to the same-named EET Tweaks component.
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 Tweaks Anthology.

Successfully installed Press ENTER to exit

The readme opens.

19.23 NPC Strongholds v2

~SETUP-NPC_STRONGHOLDS.TP2~

With this mod installed also the NPCs in your party can acquire strongholds.

This mod is not compatible with the Multistronghold mod, the Multiple Strongholds component of The Tweaks Anthology or with any mod that directly changes the same parts of the game, probably not with the Fonick CliffHistory mod and the Hidden Adventure component "A bard for the Bard Stronghold".
Any mod that changes Anomen's alignment to something other than Lawful Good, Lawful Neutral, or Chaotic Neutral will lead to NO VALID REPLIES OR LINKS if Anomen is in the party.

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

Would you like to display the readme? [N]o
Install Component 0 [NPC Strongholds]? [I]nstall
Install Component 1 [Soundset Changes (Throne of Bhaal required)]? [I]nstall
Successfully installed Press ENTER to exit

19.24 The Tweaks Anthology v9 (2)

~CDTWEAKS/SETUP-CDTWEAKS.TP2~

formerly: BG2 Tweak Pack

This is a compilation of fixes, cosmetic changes, and tweaks. It substitutes G3 Tweak Pack, Tutu Tweak Pack and Ease of Use.

NOTE: *This mod must be installed in four steps! The Rebalanced Weapon Proficiencies should be installed separately after Jarls BGT Tweak Pack. The Sensible Entrance Points should be installed after the Worldmap mod.*

Because many changes effect all installed mods and mostly thousands of files are to be changed, the single steps may last for a while. Because all the changes are accumulated in the internal memory until you press enter, it may lead in consideration of the amount of the installed mods to problems with computers of low efficiency (computer crash). In this case, I recommend to install this mod category for category, that means at the first request "Would you like to display the components from [###]?" to press [Y]es, then to skip following ones with [N]o and to quit the installation after the first category. Afterwards install the next category in the same way individually. The following instructions are arranged after this principle.
The Sensible Entrance Points should be installed after the Worldmap mod.

If you choose Cams house rules, instead of many single components a collection of Tweaks is installed, preferred by the author CamDawg.
The following "Rule changes" should go before SCS:

- *Alter Weapon Proficiency System - Rebalanced Weapon Proficiencies*
- *Make +x/+y Weapons Consistent*
- *Un-Nerfed THAC0 Table*
- *Alter Mage Spell Progression Table*
- *Alter Bard Spell Progression Table*
- *Alter Cleric Spell Progression Table*

Alter Druid Spell and Level Progression Tables
Add Save Penalties for Spells Cast by High-Level Casters
Remove Delay for Magical Traps (Ardanis/GeN1e)
Every other Tweaks Anthology component can be installed in any order; it doesn't matter.

If not already done, copy the folder **cdtweaks** and the file **setup-cdtweaks.exe** into your main SoA directory. Double-click the Setup. The DOS dialogue appears and the readme opens:

```
Choose your language:                                                    0 [English]
Would you like to display the readme?                                    [N]o
Would you like to display the components from [Cosmetic Changes]?        [Y]es
Would you like to display the components from [Content Changes]?         [N]o
Would you like to display the components from [Rule Changes]?            [N]o
Would you like to display the components from [Convenience Tweaks/Cheats]? [N]o
Would you like to display the components from [Cam's House Rules]?       [N]o
Would you like to display the components from [NPC Tweaks]?              [N]o
Install Component  10   [Remove Helmet Animations]?                      [N]ot Install
```
This component removes all helmets of the character's avatar in the game including the helmets introduced by mods.
```
Install Component  20   [Change Imoen's Avatar to Mage]?                 [N]ot Install
Install Component  30   [Change Nalia's Avatar to Thief]?                [N]ot Install
Install Component  40   [Change Viconia's Skin Color to Dark Blue]?      [N]ot Install
```
This component is included in the Jarls BGT 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).
```
SKIPPING           72   [Baldur's Gate Casting Graphics (Andyr)]?
```
Not for BGT.
```
Install Component  80   [Restore SoA Load Screen Logo (ToB Only)]?       [N]ot Install
```
BGT-WeiDU has its own load screen.
```
SKIPPING           82   [Restore IWD Loading Screens]?
```
Not for BGT
```
Install Component  90   [Disable Portrait Icons Added by Equipped Items]? [N]ot Install
Install Component  100  [Commoners Use Drab Colors]?                     [N]ot Install
```
The haphazardly choice of colors for common people is changed in a gray palette. The clothes of aristocratic men and aristocratic women are not concerned.
```
Install Component  110  [Icon Improvements]?                             [I]nstall
```
Armaments are better to differentiate if they are lying on the ground. In addition, the container of the abundance is restored.
```
Install Component  120  [Change Avatar When Wearing Robes or Armor (Galactygon)]? [N]ot Install
```
This component affects ALL objects, also those from other mods!
If you want to use that one component with Refinements, install it before Refinements.
Don't install this component together with the mod "1ppv3: Thieves Galore" because that mod includes with "Improved Galactygon' s Avatar Switching" an improved version of this component, which will be installed after Refinements.
```
Install Component  130  [Force All Dialogue to Pause Game]?              [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
Install Component  160  [Make Magic Shields Glow (plainab/grogerson)]?   [I]nstall
Install Component  170  [Unique Icons]?                                  [I]nstall
Install Component       [Unique Containers]?
```
This component substitutes the former mod Unique Containers v3. It also patches Brendan Bellina's items into Perter's and Mira's shops in Waukeen's Promenade.
```
                   180  1] Fixes only
                   181  2] Unique icons only
                   182  3] Unique icons and names                        [3]
Install Component       [Use Character Colors Instead of Item Colors]?   [N]ot Install
                   190  1] For all shields and helmets
                   191  2] For non-magical shields and helmets
                   192  3] For all helmets
```

193 4] For non-magical helmets
194 5] For all shields
195 6] For non-magical shields
Install Component 200 [Remove Blur Effect from Items, e.g. Cloack of Displacement]? [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 1075 [Send BioWare NPCs to an Inn (DavidW/Zed Nocear)]? [I]nstall

This component isn't compatible with the similarly-named BG1 NPC component "NPCs can be sent to wait in an inn." This version lets you send people to more inns.

Install Component 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 1085 [Portable Containers (Zed Nocear)]? [N]ot Install

For a pure BG1 game only.

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.
Install Component 1101 [Do Not Reveal City Maps When Entering Area]? [N]ot Install
SKIPPING 1110 [Add Map Notes]?

This component is already included in BGT.

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 BGT Tweak Pack.

Install Component [Gems and Potions Require Identification]? [N]ot Install
1140 1] Gems and potions
1141 2] Just gems
1142 3] Just potions

Install Component 1150 [Shapeshifter Rebalancing]? [N]ot Install

Shapeshifter abilities now create "symbolic paws". When you wield one you turn into a Werewolf, when you remove it you're human again.

The SCS-component “Improved shapeshifting” as well as the Refinements-component “Shapeshifting Fix” offers a similar solution. Instead of this component Refinement’s ‚Shapeshifting Fix‘ component will be installed.

Install Component [Multiple Strongholds (Baldurdash)]? [N]ot Install

The components "Make the Strongholds Available to All Classes" of this mod allow more fine-tune adjustments.

This component (either variant) is not compatible with Oversight's Cleric Kits component, the NPC Strongholds mod and the CliffHistory mod.

1160 1] No Restrictions (Baldurdash)

1161 2] Keep Class Restrictions

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

This components conflicts with Edwin romance mod because that mod already includes another portrait.

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 [Adjust Cromwell's Forging Time]? [N]ot Install

1225 1] Instant forging (original BG2 default)

1226 2] Eight hours

1227 3] Full 24 hours (BG2EE default, includes sleep)

Install Component 1230 [Allow Cespenar to Use Cromwell Recipes]? [N]ot Install

Install Component 1240 [Friendly Arm Inn Hidden Container Restoration (plainab)]? [N]ot Install

For a pure BG1 game only.

Install Component 1250 [Move NPCs from Baldur's Gate]? [N]ot Install

Install Component [Move NPCs to Convenient Locations]? [N]ot Install

Not compatible with the BG1 NPCs at Beginning components Move Eldoth, Move Quayle, Move Shar-Teel, Move Tiax and Move Viconia.

1251 1] Move Alora to Gullykin

1252 2] Move Eldoth to the Coast Way

1253 3] Move Quayle to the Nashkel Carniva

1254 4] Move Shar-Teel to North Nashkel Road

1255 5] Move Tiax to Beregost

1256 6] Move Viconia to South Beregost Road

Install Component 1260 [Bardic Reputation Adjustments]? [N]ot Install

For a pure BG1 game only.

Install Component 1270 [Change Cloakwood Mine Chapter End Change Trigger to Non-TotSC Behavior (plainab) (BETA)]? [I]nstall

SKIPPING 1280 [Game ends when the main character dies]?

For IWD only

SKIPPING 1290 [NPCs respond to the main character, not to whichever character talks to them]?

For IWD only

SKIPPING 1300 [Make Heart of Winter accessible at any level]?

For IWD only

SKIPPING 1310 [Restore (most) BG2 spells and make scrolls available - WARNING: they will look very out of place]?

For IWD only

Install Component 1330 [NPCs Cannot Use Doors]? [N]ot Install

The next 8 components are only available if Multiple Strongholds is not installed. They are modernised versions of the now redundant Multistronghold mod. They are not compatible with the NPC Strongholds mod.

Install Component 1340 [Make the Planar Sphere Stronghold Available to All Classes]? [I]nstall

Install Component 1341 [Make the de'Arnise Keep Stronghold Available to All Classes]? [I]nstall

Install Component 1342 [Make the Temple Strongholds Available to All Classes]? [I]nstall

Install Component	1343	[Make the Thieves Guild Stronghold Available to All Classes]?	[I]nstall
Install Component	1344	[Make the Playhouse Stronghold Available to All Classes]?	[I]nstall
Install Component	1345	[Make the Noble Order of the Radiant Heart Stronghold Available to All Classes]?	[I]nstall
Install Component	1346	[Make the Druid Grove Stronghold Available to All Classes]?	[I]nstall
Install Component	1347	[Make the Imnesvale Cabin Stronghold Available to All Classes]?	[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]?			[N]o
Would you like to display the components from [Rule Changes]?			[Y]es
Would you like to display the components from [Convenience Tweaks/Cheats]?			[N]o
Would you like to display the components from [Cam's House Rules]?			[N]o
Would you like to display the components from [NPC Tweaks]?			[N]o
Install Component	2010	[Separate Resist Fire/Cold Icon into Separate Icons (Angel)]?	[N]ot Install
Install Component	2020	[Two-Handed Bastard Swords]?	[N]ot Install

You can switch back to the one-handed version at any time. The ability is found behind the backpack icon, once the sword is equipped. This component will not affect items introduced by mods! It may happen that a bastard sword seems to have a selling price of 1 golden coin. Resting will fix this.

Install Component	2030	[Two-Handed 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!
No need for this component if you use SoB #122 „systemic proficiency changes“.

Install Component	2060	[Weapon Styles for All]?	[N]ot Install

This allows to all classes, not only warriors, to reach the maximum number of points in the different weapon styles. A sophisticated variation is included with the Level 1 NPCs.

Install Component	2080	[Delay High Level Abilities]?	[N]ot Install

High abilities begin with level 21 for all classes.

Install Component		[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 BGT Tweak Pack 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	
	2152	3] Allow Armor Plus One Protection Item (Angel)	

This was solved in a better way with the "Item Revisions" component „Items of Protection Can Be Worn with Magical Armor“.

Install Component		[Alter Weapon Proficiency System]?	

This component changes the weapon profiencies for nearly all kits and thus it is not compatible with any mod or component that also change the weapon profiencies.

2160 1] Rebalanced Weapon Proficiencies [N]ot Install

This component needs to be installed before the SCS fighter component, otherwise enemies may lose proficiency in the weapons they wield.

2161 2] BG-Style Weapon Proficiencies, With Weapon Styles (the bigg)
2162 3] BG-Style Weapon Proficiencies, Without Weapon Styles (the bigg)
2163 4] IWD-Style Proficiencies with Weapon Styles
2164 5] IWD-Style Proficiencies without Weapon Styles

The Tweaks Anthology components 2161 and 2162 which change weapon 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 separately after Jarls BGT Tweak Pack.

Install Component 2170 [Cast Spells from Scrolls (and Other Items) at Character Level]? [N]ot Install

Conceptually incompatible with EET Tweaks component "PnP spell scroll caster levels"

Install Component [Limit Ability of Storekeepers to Identify Items]?
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 [Change Grandmastery Bonuses]? [N]ot Install
2210 1] True Grandmastery (Baldurdash)
2211 2] BG2 Grandmastery Rules

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)
2297 8] Use Cleric Level Progression Changes With Normal Druid Spell Table

Install Component 2300 [Triple-Class HLA Tables]? [I]nstall

Requires the 'Change Experience Point Cap: Remove Experience Cap' component.

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	2339	[Remove Summoning Cap for Regular Summons]?	[N]ot Install
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	
	2353	4] Allow non-humans access to a multiclasses only if they can access the single-classes	
	2357	5] Install options one and two (everyone can multiclass anything)	
	2358	6] Install options one and three (everyone can multiclass anything they can single-class)	
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.

Install Component	2380	[Remove Racial Restrictions for Kits]?	[N]ot Install
Install Component	2390	[Paladins Use Icewind Dale-Heart of Winter Spell Tables]?	[N]ot Install
Install Component	2400	[Rangers Use Icewind Dale-Heart of Winter Spell Tables]?	[N]ot Install
Install Component	2410	[Druids Use 3E Alignment Restrictions]?	[N]ot Install
Install Component	2420	[Loosen Equipment Restrictions for Cleric Multi-Classes]?	[N]ot Install
Install Component		[Change Equipment Restrictions for Druid Multi-Classes]?	
	2430	1] Loosen Equipment Restrictions for Druid Multi-Classes	
	2431	2] Tighten Equipment Restrictions for Druid Multi-Classes (Angel)	
SKIPPING	2440	[Everyone Gets Bonus APR from Specialization]?	

Not for BGT.

Install Component	2450	[Enforce PnP Proficiency Rules on Dual-Classed Characters]?	[I]nstall
Install Component	2500	[Exceptional Strength Weight Limit Changes]?	[I]nstall
Install Component	2510	[Level-Lock Spell Scrolls (Angel)]?	[N]ot Install
Install Component	2520	[Allow Mages to Use Bucklers and Thieves to Use Small Shields (Angel)]?	[N]ot Install
Install Component	2530	[Lightning Bolts Don't Bounce (Angel)]?	[I]nstall
Install Component	2540	[Speed Up de'Arnise Keep Stronghold Quests]?	[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]?			[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	2999	[Max HP at Level One]?	[N]ot Install
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.

	3002	3] Average Rolls	
Install Component	3008	[Allow HP Rolls Through Level 20 (Angel)]?	[I]nstall
Install Component		[Maximum HP for NPCs (the bigg)]?	

With this component beings reach her theoretically maximum hit points.

	3010	1] For All Creatures in Game	[1]

It's recommended to install this component if you are going to install the Level Adder mod.

	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.

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 [Increase Ammo Stack Size]? [N]ot Install

3080 1] Unlimited Ammo Stacking

3081 2] Stacks of 40

3082 3] Stacks of 80

3083 4] Stacks of 120

This component affects ALL objects, also those from other mods! A sophisticated variation is included with the Difficulty and Tweaks mod!

Install Component [Increase Gem and Jewelry Stacking]? [N]ot Install

3090 1] Unlimited Gem and Jewelry Stacking

3091 2] Stacks of 40

3092 3] Stacks of 80

3093 4] Stacks of 120

This component affects ALL objects, also those from other mods! A sophisticated variation is included with the Difficulty and Tweaks mod!

Install Component [Increase Potion Stacking]? [N]ot Install

3100 1] Unlimited Potion Stacking

3101 2] Stacks of 40

3102 3] Stacks of 80

3103 4] Stacks of 120

This component affects ALL objects, also those from other mods! A sophisticated variation is included with the Difficulty and Tweaks mod!

Install Component [Increase Scroll Stacking]? [N]ot Install

3110 1] Unlimited Scroll Stacking

3111 2] Stacks of 40

3112 3] Stacks of 80

3113 4] Stacks of 120

This component affects ALL objects, also those from other mods! A sophisticated variation is included with the Difficulty and Tweaks mod!

Install Component 3115 [Stackable ankheg shells, winterwolf pelts and wyvern heads]? [N]ot Install

Install Component [Happy Patch (Party NPCs do not fight or complain about reputation)]?

This component is also included in BGT Tweak Pack. It is not compatible with the Virtue mod.

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 because these mods rely on the cutscenes for their story development.
BGT and Imoen romances conflict with this component.

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
Install Component 3175 [Disable Romances]? [N]ot Install
Install Component 3176 [Accelerate/Decelerate Romances]? [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]? [N]ot Install
***ATTENTION:** It is highly recommended that you install the Romance Cheats with options "Allow multiple romance" and "Nothing kills romances" before installing the Rjali NPC mod.*
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 3191 [Disable Non-Hostile Rest Spawns]? [N]ot Install
Install Component [Alter Hostile Rest Spawns]? [N]ot Install
3194 1] Disable completely
3195 2] Decrease frequency by 50%
3196 3] Increase frequency by 50%
3197 4] Double frequency
3198 5] Quadruple frequency
Install Component 3200 [Sellable Itms (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 3205 [Stores Purchase All Item Types]? [N]ot Install
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.
Install Component 3230 [Taerom Makes Additional Ankheg Armor (Icendoan/grogerson)]? [I]nstall
SKIPPING [Friendly Random Drops]?
Only for IWD
3240 1] Randomize on reload
3241 2] Choose Your Drop
3242 3] Exchange With Merchants
SKIPPINGt 3250 [Never lose access to Orrick the Gray's trade goods]?
Only for IWD
Install Component [Recoverable ammunition]? [N]ot Install
This component is similar to igi's Projectile Retrieval mod.
3260 1] 25% chance to recover after a successful hit
3261 2] 50% chance to recover after a successful hit
3262 3] 75% chance to recover after a successful hit
3263 4] 100% chance to recover after a successful hit
3264 5] 25% chance to recover after a successful hit, vs. enemies only
3265 6] 50% chance to recover after a successful hit, vs. enemies only
3266 7] 75% chance to recover after a successful hit, vs. enemies only
3267 8] 100% chance to recover after a successful hit, vs. enemies only
Install Component [Recoverable throwing weapons]? [N]ot Install
This component is similar to igi's Projectile Retrieval mod.
3270 1] 25% chance to recover after a successful hit
3271 2] 50% chance to recover after a successful hit
3272 3] 75% chance to recover after a successful hit
3273 4] 100% chance to recover after a successful hit
3274 5] 25% chance to recover after a successful hit, vs. enemies only
3275 6] 50% chance to recover after a successful hit, vs. enemies only
3276 7] 75% chance to recover after a successful hit, vs. enemies only
3277 8] 100% chance to recover after a successful hit, vs. enemies only
SKIPPING 3280 [Give Every Class/Kit Four Weapon Slots]?
Not for BGT. This component is available to vanilla BG2 games via TobEx
Install Component [Personalize automatic save names]? [N]ot Install
3290 1] Use scheme: 000000000-Protagonist-Save-Name

3291 2] Use scheme: 000000000-Protagonist Save-Name
3292 3] Use scheme: 000000000-(Protagonist)-Save-Name
3293 4] Use scheme: 000000000-(Protagonist) Save-Name
3294 5] Use scheme: 000000000-[Protagonist]-Save-Name
3295 6] Use scheme: 000000000-[Protagonist] Save-Name
SKIPPING 3300 [Death Cam]?
Not for BGT
Install Component 3310 [Start New Games with Party AI Turned Off]? [N]ot Install
Install Component 3320 [No Depreciation in Stores]? [N]ot Install
Install Component 3330 [Make party members less likely to die irreversibly]? [I]nstall
Install Component [Increase party movement speed outside combat]? [N]ot Install
3340 1] By 50 percent
3341 2] By 100 percent
3342 3] By 150 percent Press ENTER to exit

Double-click the Setup again. The DOS dialogue appears and the readme opens:
Choose your language: 0 [English]
Would you like to display the readme? [N]o
Would you like to display the components from [Cosmetic Changes]? [N]o
Would you like to display the components from [Content Changes]? [N]o
Would you like to display the components from [Rule Changes]? [N]o
Would you like to display the components from [Convenience Tweaks/Cheats]? [N]o
Would you like to display the components from [Cam's House Rules]? [N]o
Would you like to display the components from [NPC Tweaks]? [Y]es
Install Component 4000 [Adjust Evil joinable NPC reaction rolls]? [I]nstall
This component makes it likelier that evil-aligned joinable NPC prefers a low-reputation party.
Install Component 4010 [Improved Fate Spirit Summoning]? [I]nstall
You can only summon NPCs which you have met during the game.
Install Component 4020 [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 4025 [Allow NPC pairs to separate]? [I]nstall
Install Component [Consistent Stats: Edwin]? choose one:
Edwin has different stats in BG 1 and BG2. This component allows to use either BG1 or BG2 stats for Edwin.
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.

Install Component	4120	[Give Coran A Legal Dexterity Score of 19]?	[N]ot Install
Install Component	4130	[Make Xan a Generalist Mage (Mike1072)]?	[N]ot Install
SKIPPING	4140	[Don't Auto-Assign Advanced AI Scripting to Party]?	

Not for BGT.

Install Component	4150	[Move Boo into Minsc's pack]?	[I]nstall
Install Component	4160	[Allow Yeslick to use axes]?	[N]ot Install
Install Component	4170	[Ensure Shar-Teel doesn't die in the original challenge]?	[I]nstall

This component is similar to the component "The BG1 NPC Project: Make Shar-Teel Unkillable until in party".

Successfully installed	Press ENTER to exit

19.25 Turambar fixes and tweaks 1.8.1 (1)

~SETUP-TURAMBAR_FIXES_TWEAKS.TP2~

This mod corrects some errors as well from BG as from other mods.

This mod has to be installed quite at the end, after BGT, DSotSC, NTotSC, BG1NPC, BP and Tweaks Anthology.
The components which have to do with NPCs are not compatible with the Level1npc components which deal with the same NPC.
The cleric kits are NOT compatible with Divine Remix.

NOTE: *Tihis mod must be installed in two steps! The kits should be installed before the Refinements mod. The component "Inactive creatures fix" should be installed after BP component 1725 "Improved Xvart Village" and the component "Dragons are not immune to backstabbing" should be installed after SCS.*

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

Choose your language:			0 [English]
Would you like to display the readme?			[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

Requires NTotSC.

Install Component	12	[Inactive creatures fix]?	[N]ot Install

This component should be installed after BP component 1725 "Improved Xvart Village, for BGT-weidu"

Install Component	13	[Gerde's quest and other related fixes]?	[I]nstall
Install Component	14	[Fix for some errors in the Worldmap for BG1 areas]?	[N]ot Install

The fix has been included in the new version of the worldmap mod. Use that instead.

Install Component	15	[Fix some wrong creature races]?	[I]nstall
Install Component	16	[Xvart village rebalancing]?	[I]nstall

Requires DSotSC.

Install Component	17	[Fix Anomen's proficiencies]?	[I]nstall
Install Component	18	[Fixes for SoBH]?	[I]nstall

Requires SoBH.

Install Component	1055	[Fixes for DS items and resources]?	[I]nstall

Requires DSotSC.

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]?	

This component should be installed after IA.

	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

Requires DSotSC.

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]? [N]ot Install
Not compatible with the Baldurdash component „Improved Character Nalia - Stats and Items“
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!!
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
This component is in conflict with similar components from BGT Tweaks (1900), aTweaks (261/262) and EET Tweaks (6).
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 The Tweaks Anthology (#1050 Gradual Drow Item Disintegration). This component can work with or without The Tweaks Anthology.
This component could slow down your game on an older computer when you have a very large number of items in your inventory.
Install Component 2051 [Fix areas stored in saved games]? [N]ot Install
This component is only available if you installed the previous one.
Install Component 2052 [Dragons are not immune to backstabbing]? [N]ot Install
This component should be installed after SCS, because otherwise the corresponding SCS Dragon II component cancels out the effect of this component.
Install Component 2055 [Pink Panther]? [N]ot Install
Install Component 4000 [Amazon kit (needed for Shar Teel)]? [N]ot Install
Amazon from TDD is required for this component.
Install Component 4010 [Priest of Shar (needed for Viconia)]? [I]nstall
Priest of Shar from TDD is required for this component. NOT compatible with Divine Remix.
Install Component 4020 [Priest of Tempus (needed for Branwen)]? [I]nstall
Priest of Tempus from NEJ is required for this component. 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 first. Requires DSotSC.
Bladesinger from TDD is required for this component.
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]? [N]ot Install
NOT compatible with Divine Remix, requires Priest of Shar.
Install Component 5006 [Priest of Tempus kit for Branwen]? [N]ot Install
NOT compatible with Divine Remix, requires Priest of Tempus.
Install Component 5007 [Avenger kit for Faldorn]? [N]ot Install
Requires DSotSC.
Install Component [Blade kit for Keiria]? [N]ot Install
Requires Bladesinger component.
5010 1] Blade
5001 2] Bladesinger
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

19.26 Jarl's BGT Tweak Pack v1.74

~JA#BGT_TWEAK/SETUP-JA#BGT_TWEAK.TP2~

Various adjustments of BG1 and BG2 kits, portraits, stats and soundsets in a BGT megamod.

Should be installed after The Tweaks Anthology and BGT Tweak Pack.
This mod requires Baldur's Gate Trilogy.

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

Choose your language:			1 [English]
Would you like to display the components from [Kits fuer Bioware NPCs]?			[Y]es
Would you like to display the components from [Neue Portraits für Coran, Faldorn, Shar-Teel und Xan]?			[Y]es
Install Component	0	[NPC SOUNDSETS & AVATARS (only german!)]?	[N]ot Install

This component includes German sounds.

Install Component	1	[Change Kagain's Constitution to 19]?	[N]ot Install

A similar component is also included in The Tweaks Anthology.

Install Component	2	[Change Coran's Dexterity to 19]?	[I]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 Tweaks Anthology.

Install Component	5	[Change Jaheira's Alignement to Neutral-Good]?	[N]ot Install

A similar component is also included in The Tweaks Anthology.

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 Tweaks Anthology.

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

19.27 The Tweaks Anthology v9 (3)
~CDTWEAKS/SETUP-CDTWEAKS.TP2~

NOTE: *This mod must be installed in four steps! The Rebalanced Weapon Proficiencies should be installed separately after Jarls BGT Tweak Pack. The Sensible Entrance Points should be installed after the Worldmap mod.*

For the detailed description see step (1)

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

Choose your language: 0 [English]
Would you like to display the readme? [N]o
Would you like to display the components from [Cosmetic Changes]? [N]o
Would you like to display the components from [Content Changes]? [N]o
Would you like to display the components from [Rule Changes]? [Y]es
Would you like to display the components from [Convenience Tweaks/Cheats]? N]o
Would you like to display the components from [Cam's House Rules]? [N]o
Would you like to display the components from [NPC Tweaks]? [N]o
Install Component any component except: [N]ot Install
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)
2163 4] IWD-Style Proficiencies with Weapon Styles
2164 5] IWD-Style Proficiencies without Weapon Styles
The Tweaks Anthology components 2161 and 2162 which change weapon 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 separately after Jarls BGT Tweak Pack.
Install Component next component [Q]uit
Successfully installed Press ENTER to exit

19.28 Ding0's Tweak Pack v24
~D0TWEAK/D0TWEAK.TP2~

This is a collection of different improvements like corrected behavior of demons, dimension door, enchanted weapons. Not everything is suitable for BGT.

This mod should be installed after The Tweaks Anthology!

Install D0Tweak_20 into your main SoA directory. Now you find here the folder **d0tweak** and the file **Setup-d0tweak.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language: 0 [English]
Would you like to display the readme? [N]o
What should be done with all components that are NOT YET installed? [A]sk about each one?
Install Component 0 [Enhanced Goodberries]? [N]ot Install
This is not needed when Spell revisions is installed.
Install Component 1 [Corrected Summoned Demon Behaviour]? [N]ot Install
This component is now a part of the BG2 Fixpack.
Install Component 2 [Corrected Demon Animations]? [N]ot Install
This component is now a part of the BG2 Fixpack.
Install Component 3 [Reintroduce Dimension Door]? [N]ot Install
This component might crash the game!
Install Component 4 [Tweaked Weapon Enchantments]? [I]nstall
Install Component 5 [Additional Racial Enemies]? [I]nstall

The components "Additional Racial Enemies" from Ding0 tweak pack and "New racial enemies" from Enhanced BG2 are mutually exclusive.

Install Component 6 [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 8 [Ghrey's Holy Symbol Fix]? [N]ot Install

This component is now a part of the BG2 Fixpack.

Install Component 9 [Kill Cespenar]? [N]ot Install
Install Component 10 [Smarter Illusionary Clone]? [N]ot Install

This component is now part of the AI Improvements in Quest Pack.

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 [Dual Class Wild Mages]? [N]ot Install

This component is now a part of The Tweaks Anthology.

Install Component 13 [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 14 [Jaysyn's Displacer Beasts]? [N]ot Install

This component is now a part of the Miscellaneous Enhancements component of Quest Pack.

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 [NPCs/Summons 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 "NPCs/Summons Set Off Traps" before "Shadow Thief Improvements" so that the changes it introduces do not apply to the Shadow Thief Improvements areas.

Install Component 22 [Slower Walking Speeds]? [N]ot Install

This component is now a part of The Tweaks Anthology.

Install Component 23 [BG1-Style Summoning Spells]? [N]ot Install
Successfully installed Press ENTER to exit

The readme opens.

19.29 Imoen is Stone v1.0

~IMOENISSTONE/SETUP-IMOENISSTONE.TP2~

This mod lets Imoen be turned into stone in the fight with the Cowled Wizards at the Promenade.

*It must be installed *after* Saerileth mod and after Tweaks Anthology "Faster Chapter 1&2 Cut-Scenes & Dreams" component.*

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

Install Component 6 [Imoen gets turned to stone in Promenade fight]? [I]nstall
Successfully installed [Imoen gets turned to stone in Promenade fight] Press ENTER to exit

19.30 Refinements v4.23.1

~REFINEMENTS/SETUP-REFINEMENTS.TP2~

Refinements has multiple components which add a revised HLA system, improves Balthazar, adds a new kit, revises shapeshifting for druids, and more.

Don't install v24 because its component 110 Thief HLAs freezes the game when Imoen frees the char from the cage in Irenicus dungeon!
The new Refinements (as of v4) does not overwrite HLA tables anymore, it only adds to them. It is non-destructive. Divine Remix and new Refinements versions is no longer a conflict. If you install DR HLAs and Refinements HLAs you should get both. (Though if both mods add kind of the same stuff, you could end up with semi-doubles, which could be annoying.)
This mod has specific compatibility code for RR HLAs, thus with this version, RR should be installed before Refinements.)
This mod must be installed AFTER The Bigg Quest Pack. The use together with Rogue ReBalancing is expressly recommended!
The Refinements component "Shapeshifting Fix" must be installed after Thieves Galores, because otherwise the shapeshifting is faulty.
Any kits must be installed before Refinements, cause it changes the HLA tables for all classes and makes duplicates of kits. Any kits installed after that may run into bugs and/or may not benefit from the revised HLA tables.
Refinements conflicts with kit mod "Arcane Archer" (the kit creates arrows but the arrows themselves are not equippable).

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

Choose your language:		0 [English]
Would you like to display the readme?		[N]o
	What would you like to do with component ‚Revised High Level Abilities'?	

If you install this component, you may not assign multi-class abilities to any character with the Level 1 NPCs mod.
This component is incompatible with the Archer of Sylvanus kit from Sorcerer's Place and/or SPStuff.

10	1] Install revised HLAs for all classes	
11	2] Choose which classes get revised HLAs	[2]
101	What would you like to do with component `Fighter HLAs'?	[Y]es
102	What would you like to do with component `Barbarian HLAs'?	[Y]es
103	What would you like to do with component `Ranger HLAs'?	[Y]es
104	What would you like to do with component `Paladin HLAs'?	[Y]es
105	What would you like to do with component `Cleric HLAs'?	[Y]es
106	What would you like to do with component `Druid HLAs'?	[Y]es
107	What would you like to do with component `Monk HLAs'?	[Y]es
108	What would you like to do with component `Wizard HLAs'?	[Y]es
109	What would you like to do with component `Bard HLAs'?	[Y]es
110	What would you like to do with component `Thief HLAs'?	[Y]es
	What would you like to do with component ‚SwashImoen'?	[N]o

Only if you want to change Imoen into a swashbuckler.

20	1] „SwashImoen", full revision (suggested)	
21	2] „SwashImoen", simple kit change (undocumented)	
22	3] „SwashImoen", points in Detect Illusions rather than Set Traps	
	What would you like to do with component ‚Shapeshifting Fix'?	

The Tweaks Anthology-component „Shapeshifter Re-Balancing" as well as the SCS-component "Improved shapeshifting" offers a similar solution.

	30	1] Heal on shifting back to human (Default)	[1]
SKIPPING	31	2] Heal on shifting to animal (by Borsook)	

Already included in BG2 Fixpack.

40	What would you like to do with component ‚Universal lesser mage robes'?	[Y]es
50	What would you like to do with component ‚Sword Angel Kit'?	[N]o

If new item files are added, then the Sword Angel might have wrong usabilities, and Revised Armor and Shields will not be available for them.
This component should be used together with Virtue.

Successfully installed	Press ENTER to exit

Two or three read me's opens

19.31 Six's Kitpack (2)

~KITPACK6/SETUP-KITPACK6.TP2~

For full description see step (1)

You have already copied the folder **Kitpack6** and the file **Setup-Kitpack6.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

What should be done with all components that are NOT YET installed? [A]sk about each one?
Install Component 0 [General Class, Kit, & Class-Combination Rebalancing]? [I]nstall

This component must be installed AFTER the Refinements mod and AFTER any mod that adds kits! This component changes the weapon profiencies for nearly all kits and thus it is not compatible with any mod or component that also change the weapon profiencies. Most of Scales of Balance's class tweaks are incompatible with this first component.

Install Component 1 [Shieldbearer kit]? [N]ot Install
Install Component 2 [Sniper kit]? [N]ot Install
Install Component 3 [Bowman kit]? [N]ot Install
Install Component 4 [Archer kit changes]? [N]ot Install
Install Component 5 [Mystic Marksman kit]? [N]ot Install
Install Component 6 [Huntsman of Silvanus kit]? [I]nstall

„General Class, Kit, & Class-Combination Rebalancing“ should be installed for this component, therefore it must be installed separately AFTER the Refinements mod.

Install Component 7 [Spellshafter kit]? [N]ot Install
Install Component 8 [Martyr kit]? [N]ot Install
Successfully installed Press ENTER to exit

19.32 Spell Revisions v4beta16 (2)

~SPELL_REV/SETUP-SPELL_REV.TP2~

For full description see step (1)

You have already copied the folder **spell_rev** and the file **setup-spell_rev.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o
What should be done with all components that are NOT YET installed? [A]sk about each one?
Install Component any component except: [N]ot Install
Install Component 60 [Update Spellbooks of Joinable NPCs]? [I]nstall

Requires the main component be installed.
This component will not work properly with Divine Remix installed.
This component affects all installed NPCs who are divine casters and therefore must be installed after all NPC mods.

Successfully installed Press ENTER to exit

19.33 La'Viconia v5.0

~LAVICONIA/SETUP-LAVICONIA.TP2~

This mod changes Viconia's class from a cleric to a cleric/assassin. Viconia will also receive a Symbol of Shar after reaching a specific level as a cleric and she also gains a new special ability, "Embrace of Shar."

This mod should be installed after other mods that add new priest spells. Divine Remix's main component, however, should be installed after this mod.
Divine Remix's "Add Nightcloak of Shar Kit to Viconia" component in conjunction with this mod will conflict.

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

Choose your language: 0 [English]
Would you like to display the readme? [N]o
Install Component [La'Viconia Tweak]?
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

19.34 Level Adder v0.5

~7C#ADDLEVEL/7C#ADDLEVEL.TP2~

This mod adds the number you enter for X to every single non-joinable NPC, which makes them more powerful if you

later install SCS.

It's recommend installing this after mods that add new creatures, enemies or quest to the game. It's completely useless unless you use SCS. The "Multiply HP by X" components should be installed after the Tweaks Anthology component "Max HP for every creature".
The values for the single components are only there for testing purposes and not meant as a recommendation!

Copy the folder **7c#addlevel** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme?			[N]o
What should be done with all components that are NOT YET installed?			[A]sk about each one
Install Component	0	[Add X levels to all the non-joinable Mages and Sorcerers in the game]?	[I]nstall
		Please enter the levels to add to the Mages & Sorcerers (1-50)	[2]
Install Component	1	[Add X levels to all the non-joinable Clerics in the game]?	[I]nstall
		Please enter the levels to add to the Clerics (1-50)	[2]
Install Component	2	[Add X/Y levels to all the non-joinable Fighter/Mages in the game]?	[I]nstall
		Please enter the levels to add to the Fighter/Mages' Fighter level (1-50)	[2]
		Please enter the levels to add to the Fighter/Mages' Mage level (1-50)	[2]
Install Component	3	[Add X/Y levels to all the non-joinable Cleric/Thieves in the game]?	[I]nstall
		Please enter the levels to add to the Cleric/Thieves' Cleric level (1-50)	[2]
		Please enter the levels to add to the Cleric/Thieves' Thief level (1-50)	[2]
Install Component	4	[Add X/Y levels to all the non-joinable Cleric/Mages in the game]?	[I]nstall
		Please enter the levels to add to the Cleric/Mages' Cleric level (1-50)	[2]
		Please enter the levels to add to the Cleric/Mages' Mage level (1-50)	[2]
Install Component	5	[Add X/Y/Z levels to all the non-joinable Fighter/Mage/Thieves in the game]?	[I]nstall
		Please enter the levels to add to the Fighter/Mage/Thieves' Fighter level (1-50)	[2]
		Please enter the levels to add to the Fighter/Mage/Thieves' Mage level (1-50)	[2]
		Please enter the levels to add to the Fighter/Mage/Thieves' Thief level (1-50)	[2]
Install Component	6	[Add X/Y/Z levels to all the non-joinable Fighter/Mage/Clerics in the game]?	[I]nstall
		Please enter the levels to add to the Fighter/Mage/Clerics' Fighter level (1-50)	[2]
		Please enter the levels to add to the Fighter/Mage/Clerics' Mage level (1-50)	[2]
		Please enter the levels to add to the Fighter/Mage/Clerics' Cleric level (1-50)	[2]
Install Component	7	[Add X/Y levels to all the non-joinable Mage/Thieves in the game]?	[I]nstall
		Please enter the levels to add to the Mage/Thieves' Mage level (1-50)	[2]
		Please enter the levels to add to the Mage/Thieves' Thief level (1-50)	[2]
Install Component	8	[Add X/Y levels to all the non-joinable Cleric/Rangers in the game]?	[I]nstall
		Please enter the levels to add to the Cleric/Rangers' Cleric level (1-50)	[2]
		Please enter the levels to add to the Cleric/Rangers' Ranger level (1-50)	[2]
Install Component	9	[Add X/Y levels to all the non-joinable Fighter/Druids in the game]?	[I]nstall
		Please enter the levels to add to the Fighter/Druids' Fighter level (1-50)	[2]
		Please enter the levels to add to the Fighter/Druids' Druid level (1-50)	[2]
Install Component	10	[Add X levels to all the non-joinable Fighters in the game]?	[I]nstall
		Please enter the levels to add to the Fighters (1-50)	[2]
Install Component	11	[Add X levels to all the non-joinable Monks in the game]?	[I]nstall
		Please enter the levels to add to the Monks (1-50)	[2]
Install Component	12	[Add X levels to all the non-joinable Druids in the game]?	[I]nstall
		Please enter the levels to add to the Druids (1-50)	[2]
Install Component	13	[Add X levels to all the non-joinable Bards in the game]?	[I]nstall
		Please enter the levels to add to the Bards (1-50)	[2]
Install Component	14	[Add X levels to all the non-joinable Paladins & Rangers in the game]?	[I]nstall
		Please enter the levels to add to the Paladins & Rangers (1-50)	[2]
Install Component	15	[Add X levels to all the non-joinable Thieves in the game]?	[I]nstall
		Please enter the levels to add to the Thieves (1-50)	[2]
Install Component	16	[Add X/Y levels to all the non-joinable Fighter/Clerics in the game]?	[I]nstall
		Please enter the levels to add to the Fighter/Clerics' Fighter level (1-50)	[2]
		Please enter the levels to add to the Fighter/Clerics' Cleric level (1-50)	[2]
Install Component	17	[Add X/Y levels to all the non-joinable Fighter/Thieves in the game]?	[I]nstall
		Please enter the levels to add to the Fighter/Thieves' Fighter level (1-50)	[2]
		Please enter the levels to add to the Fighter/Thieves' Thief level (1-50)	[2]
Install Component		[Multiply the Hit Points of enemy and neutral creatures]?	[I]nstall

This component makes the game harder.

18	1] By 2	[2]
19	2] By 3	
20	3] By 4	
21	4] By 5	
22	5] By 7	

```
                23      6] By 10
                24      7] By 15
Successfully installed                                  Press ENTER to exit
```

19.35 Sword Coast Stratagems v32.4

~STRATAGEMS/SETUP-STRATAGEMS.TP2~

SCS adds about 90 optional components (substantially upgraded general AI, upgraded enemy challenges, NSC management and general improved gameplay and a full implementation of the Icewind Dale spell system in Baldur's Gate). This mod however is not to compare with other tactics mods, as it makes combats more interesting and tactically challenging, rather than just making it harder by brute-force methods like tripling all the damage rolls. SCS also includes a few ease-of-use features and tweaks.
As of version 22, SCS and SCS have been combined into a single mod named "Sword Coast Stratagems".
NOTE: *v32 and higher is only running on 64-bit engines. On a 32-bit engine you need to have v31 of this mod! SCSv31 is described afterwards.*

SCS is highly responsive to the difficulty slider. SCS has five difficulty settings (Basic, Improved, Tactical, Hardcore, and Insane) and the great majority of enemies are affected by the slider.
On the lowest difficulty settings, SCS mildly improves the intelligence and immersiveness of the game's enemy AI (and makes full use of the Icewind Dale spell system or the Spell Revisions spell system, if you have them installed). At higher difficulty settings, you should notice enemies behaving much more intelligently and realistically.

Ideally, SCS prefers to be installed last, but several other recent mods (aTweaks, Rogue Rebalancing, BiggTweaks, The Tweaks Anthology) also say "install last" in their readmes. You can generally install any of these listed mods after SCS fairly safely. (In particular, Rogue Rebalancing and aTweaks are designed with SCS specifically in mind, and should definitely be installed after SCS). Other mods, and in particular any mods that add new items, really need to be installed before SCS.

SCS for Baldur's Gate II requires the BG2 Fixpack.
SCS should be installed towards the end of your installation.
Rogue Rebalancing and aTweaks are designed to be installed after SCS.
SCS is fully compatible with Wheels of Prophecy. Install SCS after Wheels of Prophecy.
BiggTweaks and Virtue can also fairly safely installed after SCS.
Tweaks Anthology can be installed before or after SCS; both should work.
Other mods, and in particular any mods that add new items, really need to be installed before SCS.
The latest version of Big Picture is at some level compatible with Stratagems. For a stable install you should choose the AI components of one or the other, as both try to do broadly similar things in rather different ways.
Mixing BP AI and SCS AI components is a bad idea, because of the different approaches taken (SCS rewrites original scripts with new behavior; BP replaces original scripts with new differently-named scripts). By implication, if you install both then some creatures might have both SCS and BP AI scripts on them simultaneously, issuing contradictory commands.

As of version 32, SCS no longer makes use of high-level abilities from Refinements.
SCS is compatible with the "Item Revisions" and "Spell Revisions" mods. Both should be installed before SCS. Some IR and SR components that overlap with SCS will be silently skipped on an install of SCS.
SCS has slight compatibility issues with Divine Remix. Divine Remix rearranges the spellbooks of some potentially-hostile mages and SCS, not knowing this, will fail to use their spells effectively. This is unlikely to have any significant effect on play, though.
If you install "Tougher Sendai" from Oversight then the SCS improvements to Sendai (in the Smarter Mages / Smarter Priests component) will be skipped in favour of the Oversight ones.
Quest Pack's AI and creature enhancements are compatible with SCS. Install Quest Pack first, then install whichever components of SCS you want: they will override the Quest Pack for the affected creatures. Quest Pack still has some content not influenced by SCS: notably, it improves Mummies and Umber Hulks.
Compatibility between Tactics and SCS depends on the components.

Since the bard kit components 450, 470, 480, 490 of Might and Guile are using Aquadrizzt's qd_multiclass function which allows easy installation of working multiclass kits on EE 2.0, many of Stratagems' tactical challenges could only be installed with warnings, the components 6830, 8000, 8050, 8180 cannot be installed at all. So you have to skip the afore-mentioned M&G components if you want to install SCS without worries.

Some Stratagems components are extremely memory-intensive! You need at least 4 GB RAM installed or the installation will fail!

Because many changes effect all installed mods and mostly thousands of files are to be changed, the single steps may last for a while. Because all the changes are accumulated in the internal memory until you press enter, it may lead in consideration of the amount of the installed mods to problems with computers of low efficiency (computer crash). In this case, I recommend to install this mod category for category, that means at the first request "Would you like to display the components from [###]?" to press [Y]es, then to skip following ones with [N]o and to quit the installation after the first category. Afterwards install the next category in the same way individually. The following instructions are arranged after this principle.

The settings of the subcomponents are more or less chosen randomly to test whether this component installs at all. Players' experience will show the commended settings in future.
Note: Some Stratagems components require several hours to be installed!

Copy the folders **stratagems** and the files **stratagems.batt** and **weidu.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Would you like to display the components from [Icewind Dale spells]?			[Y]es
Would you like to display the components from [Gameplay tweaks]?			[Y]es
Would you like to display the components from [AI enhancements]?			[N]o
Would you like to display the components from [Tactical challenges]?			[N]o
SKIPPING	1500	[Include arcane spells from Icewind Dale: Enhanced Edition]?	

only for Enhanced Edition

SKIPPING	1510	[Include divine spells from Icewind Dale: Enhanced Edition]?	

only for Enhanced Edition

Install Component	2900	[Move or modify some overpowered magic items]?	[I]nstall

Skipping this component, as Item Revisions renders it obsolete.

Install Component	3010	[Replace +1 arrows and other projectiles with nonmagical "fine" ones]?	[I]nstall

This component will conflict with the SoB components #101 "IWO part 1 - aesthetic & enchantment tweaks", #102 "IWO part 2 - functional weapon tweaks" and #103 "IWO part 3 - light/heavy weapon distinctions".

Install Component	3020	[Replace many +1 magic weapons with nonmagical "fine" ones]?	[N]ot Install

This component only applies to BG2

Install Component		[Replace many +1 magic weapons with nonmagical "fine" ones]?	

This component will conflict with the SoB components #101 "IWO part 1 - aesthetic & enchantment tweaks", #102 "IWO part 2 - functional weapon tweaks" and #103 "IWO part 3 - light/heavy weapon distinctions".

	3021	1] Fine weapons are immune to the iron crisis]?	
	3022	2] Fine weapons are affected by the iron crisis]?	[2]
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		[Standardise spells between BG and BG2]?	
	3500	1] Remove spells not in BG1	

BG1tutu only

	3501	2] Introduce BG2 spell scrolls into BG1	[2]
SKIPPING	3505	[Wider selection of random scrolls]?	

only for Enhanced Edition

Install Component		[Reduce the power of Inquisitors' Dispel Magic]?	
	3540	1] Inquisitors dispel at 1.5 x their level (not twice their level)	
	3541	2] Inquisitors dispel at their level (not twice their level)	[2]
Install Component		[Increase the power of Cure Wounds and Cause Wounds spells to the level found in 3rd Edition D&D]?	

The component is skipped if you are using Spell Revisions, which already increases the power of healing and cause-wounds spells by a similar (though larger) amount.

	3550	1] Spells heal or inflict a random amount of damage (1d8 per level of the spell, plus 1 point per caster level, to a maximum of 5 points per spell level)	
	3551	2] Spells heal or inflict the maximum amount of damage in this range	[2]
	3552	3] Spells heal or inflict about the average amount of damage in this range	
SKIPPING	3580	[Restoration and Lesser Restoration spells heal ability-score damage]?	

only for Enhanced Edition

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

Choose your language: 0 [English]
Would you like to display the readme? [N]o
Would you like to display the components from [Icewind Dale spells]? [N]o
Would you like to display the components from [Gameplay tweaks]? [Y]es
Would you like to display the components from [AI enhancements]? [N]o
Would you like to display the components from [Tactical challenges]? [N]o
Install Component 4000 [Faster Bears]? [I]nstall
Install Component 4010 [Grant large, flying, non-solid or similar creatures protection from Web and Entangle]? [I]nstall
Install Component 4020 [More realistic wolves and wild dogs]? [I]nstall
Install Component 4030 [Improved shapeshifting]? [N]ot Install

If you have both this component and the "improved priests" component installed, enemy druids will use improved shapeshifting.
The Tweaks Anthology-component „Shapeshifter Re-Balancing“ as well as the Refinements-component “Shapeshifting Fix” offers a similar solution.

Install Component [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 4099 [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 The Tweaks Anthology no more.
Note: the patch takes a few seconds to come into effect. If there's a 3-4 second pause when your character's statistics (hit points, say) aren't right, don't worry about it.
The Level 1 NPCs component “Joinable NPCs more closely match the player character's experience?” is recommended instead.

SKIPPING 4100 [Improved NPC customisation and management]?
only for Enhanced Edition
SKIPPING 4115 [Thieves assign skill points in multiples of five]?
only for Enhanced Edition
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**"*
Install Component 4250 [Make spell sequencers and contingencies into innate abilities]? [I]nstall
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 5070 [Cosmetic change: stop Stoneskins from changing the caster's colour]? [I]nstall
ToBEx required

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

Choose your language: 0 [English]
Would you like to display the readme? [N]o
Would you like to display the components from [Icewind Dale spells]? [N]o
Would you like to display the components from [Gameplay tweaks]? [N]o
Would you like to display the components from [AI enhancements]? [Y]es
Would you like to display the components from [Tactical challenges]? [N]o
Install Component 5900 [Initialise AI components (required for all tactical and AI components)]? [I]nstall
This component alone does nothing in the game, but is a prerequisite for all other tactical or AI components.
Install Component 6000 [Smarter general AI]? [I]nstall
This component is in conflict with the BP component Generic Creature & Script Processing.
Install Component 6010 [Better calls for help]? [I]nstall
This component is in conflict with the BP component Generic Creature & Script Processing.
This component does not require component 6000 "Smarter general AI".
Install Component 6030 [Smarter Mages]? [I]nstall
This component requires "Smarter general AI" to be installed.
This component drastically improves the intelligence of pretty much all the arcane spellcasters (liches, mages, fighter/mages, thief/mages, bards).
You need Smarter Mages for some of the Tactical challenges - BG1.
If you install "Tougher Sendai" from Oversight then the improvements to Sendai in this component will be skipped in favour of the Oversight ones.
This function is also included with Big Picture mod. Don't install both of them.
The "Improved Mae'Var" component from Tactics is incompatible with this component. Only install one of them.
aTweaks' Fiend components are at least partially incompatible with Smarter Mages; to be safe, use one or the other.
Smarter Mages is very sensitive to the difficulty slider.
Install Component 6040 [Smarter Priests]? [I]nstall
This component requires "Smarter general AI" to be installed.
This component upgrades the intelligence of the clerics and fighter-clerics in the game.
You need Smarter Priests for some of the Tactical challenges - BG1.
This function is also included with Big Picture mod. Don't install both of them.
The "Improved Mae'Var" component from Tactics is incompatible with this component. Only install one of them.
Smarter Priests is very sensitive to the difficulty slider.
Install Component 6100 [Potions for NPCs]? [I]nstall
This component requires "Smarter general AI" to be installed.
Install Component 6200 [Improved Spiders]? [I]nstall
This component does not require component 6000 "Smarter general AI".
This component is sensitive to the difficulty slider.
Install Component 6300 [Smarter sirines and dryads]? [I]nstall
This component requires "Smarter general AI" to be installed.
Dryad AI is also modified by the "Improved Nymph (Woodland Being) Script" in Baldurdash and the Tactics' component 28 "Improved Nymphs". So you can have smarter dryad AI than the original game even without SCS.
Install Component 6310 [Slightly harder carrion crawlers]? [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
This component requires "Smarter general AI" to be installed.
Not compatible with the Tactics or BP component Improved Golems

Install Component 6510 [Improved fiends]? [I]nstall
This component requires also the “Initialise mod” as the "Smarter general AI" to be installed.
This component will only have an effect on the game if you also install SCS 's "Smarter Mages" and/or "Smarter Priests" components.
This component overlaps with Tactics's Improved Demon Knights component.
This function is also included in Big Picture’s Demons and Devils component. Don’t install both of them.
This component overwrites Ascension's "Tougher Demogorgon" respectively BP's "Improved Demogorgon".
aTweaks’ Fiend components are at least partially incompatible with Improved fiends; to be safe, use one or the other.
This component is sensitive to the difficulty slider.
Install Component 6520 [Smarter genies]? [I]nstall
This component requires “Initialise mod” to be installed but does not require component 6000 "Smarter general AI".
This function is also included in Big Picture’s Djinni, Efreet, & Dao component. Don’t install both of them.
This component is sensitive to the difficulty slider.
Install Component 6540 [Smarter dragons]? [I]nstall
This component requires “Initialise mod” to be installed but does not require component 6000 "Smarter general AI".
This component corresponds to the Tactics component “Smarter Dragons in SoA”.
This function is also included with Big Picture mod. Don’t install both of them.

If you have installed the Super Firkraag mod before, you must copy afterwards the file dragred.bcs from the directory SCS/backup/6100 into the override folder.
This component is sensitive to the difficulty slider.
Install Component 6550 [Smarter beholders]? [I]nstall
This component requires “Initialise mod” to be installed but does not require component 6000 "Smarter general AI".
This component corresponds to the Tactics component “Smarter Beholders”.
This function is also included in Big Picture mod. Don’t install both of them.
This component is sensitive to the difficulty slider.
Install Component 6560 [Smarter mind flayers]? [I]nstall
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.
This component does not require component 6000 "Smarter general AI".
This component is sensitive to the difficulty slider.
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.
This component is sensitive to the difficulty slider.
This component is incompatible with the mod Les Exiles de Lunargent.
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 version of that mod.
Install Component 6810 [Smarter Gromnir]? [I]nstall
Requires the Ascension mod. Big Picture has its own version of that mod.
Install Component 6820 [Smarter Yaga-Shura]? [I]nstall
Requires the Ascension mod. Big Picture has its own version of that mod.
Install Component 6830 [Smarter Abazigal]? [I]nstall
Requires the Ascension mod. Big Picture has its own version of that mod.
Not compatible with the Might and Guile components 450, 470, 480, 490.
Install Component 6840 [Ascension versions of Irenicus and Sendai use SCS abilities and AI]? [I]nstall
Requires the Ascension mod. This component requires "Smarter Mages" to be installed, but not the "Generic Mages" from BP!
Install Component 6850 [Ascension demons use SCS abilities and AI]? [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 [Icewind Dale spells]?	[N]o
Would you like to display the components from [Gameplay tweaks]?	[N]o
Would you like to display the components from [AI enhancements]?	[N]o
Would you like to display the components from [Tactical challenges]?	[N]o
Would you like to display the components from [Tactical challenges]?	[Y]es

These components will make the encounters more difficulty of and, therefore, are thought for experienced players

only.

Install Component 7000 [Improved doppelgangers]? [I]nstall
Install Component 7010 [Tougher Black Talons and Iron Throne guards]? [I]nstall
The Baldurdash component “Tougher Black Talone Elites” has the same function.
Install Component 7020 [Improved deployment for parties of assassins]? [I]nstall
Install Component 7030 [Improved kobolds]? [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
This component must be installed after Ding0's Quest Pack AI
The components „Smarter Mages“ and „Smarter priests“ should be installed to be able to use this component.
Install Component 7080 [Improved Demon Cultists]? [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 the SCS "Smarter Priests" to be installed, but not the "Generic Priests" from BP!
Install Component 7100 [Improved Bassilus]? [I]nstall
Install Component 7110 [Improved Drasus party]? [I]nstall
Install Component 7130 [Improved Red Wizards]? [I]nstall
This component requires the SCS "Smarter Mages" to be installed, but not the "Generic Mages" from BP!
Install Component 7140 [Improved Undercity assassins]? [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
requires BGT
Install Component 7900 [Improved minor encounters]? [I]nstall
Install Component 8000 [Make the starting dungeon slightly harder]? [I]nstall
Not compatible with the Might and Guile components 450, 470, 480, 490.
Install Component 8010 [Improved Shade Lord]? [I]nstall
Install Component 8020 [Spellcasting Demiliches]? [I]nstall
This component requires "Smarter Mages" to be installed.
This component overlaps with the Tactics component „Tougher Kangaxx and Guardians“.
This component overlaps with the Big Picture component "Improved Kangaxx Encounter"
Install Component 8030 [More resilient trolls]? [I]nstall
This component ist compatible with the Tactics component "Streamlined Trolls"!
Install Component 8040 [Increase difficulty of level-dependent monster groupings]? [I]nstall
This component corresponds to the Tactics components “Always Toughest Random Spawns in Dungeons”, “Slightly Smarter Mages and Liches” and “Slightly Tougher Demons”. "Always Toughest Random Spawns in Dungeons" is also included with Big Picture mod.
This component is sensitive to the difficulty slider.
Install Component 8050 [Improved Random Encounters]? [I]nstall
Not compatible with the Might and Guile components 450, 470, 480, 490.
Install Component 8060 [Improved de'Arnise Keep ("Tactics Remix")]? [I]nstall
This function is also included with Big Picture mod. Don’t install both of them.
Not compatible with the Tactics component Improved TorGal and De'Arnise Keep
This component is sensitive to the difficulty slider.
Install Component 8070 [Improved Unseeing Eye]? [I]nstall
This component requires "Smarter Beholders" to be installed.
Install Component 8080 [Improved Bodhi (Tactics Remix)]? [I]nstall
This component requires the SCS component "Improved Vampires" to be installed.
This function is also included with Big Picture mod. Don’t install both of them.
This component is in conflict with the BP component Generic Creature & Script Processing.
Not compatible with the Tactics component Improved Bodhi.
This component is sensitive to the difficulty slider.
Install Component 8090 [Party's items are taken from them in Spellhold]? [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.
This component is sensitive to the difficulty slider.

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
This component is sensitive to the difficulty slider.
Install Component 8130 [Rebalanced troll regeneration]? [I]nstall
Install Component 8140 [Improved Drow]? [N]ot Install
According to tests this component can be installed together with the Revised Battles component "Improved House Jae'llat".
This component dramatically beefs up the defences of Ust Natha and makes it nearly impossible to conquer. The sane thing to do is to get out as soon as you can.
This component is sensitive to the difficulty slider.
Install Component 8150 [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 [Improved Sendai's Enclave]? [I]nstall
Install Component 8180 [Improved Abazigal's Lair]? [I]nstall
Not compatible with the Might and Guile components 450, 470, 480, 490.
Install Component 8190 [Improved Minor Encounters]? [I]nstall
Successfully installed Press ENTER to exit

19.36 Sword Coast Stratagems v31

~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".
NOTE: *v32 and higher is only running on 64-bit engines. On a 32-bit engine you need to have v31 of this mod!*

Ideally, SCS prefers to be installed last, but several other recent mods (aTweaks, Rogue Rebalancing, BiggTweaks, The Tweaks Anthology) also say "install last" in their readmes. You can generally install any of these listed mods after SCS fairly safely. (In particular, Rogue Rebalancing and aTweaks are designed with SCS specifically in mind, and should definitely be installed after SCS). Other mods, and in particular any mods that add new items, really need to be installed before SCS.

SCS is designed to work with the BG2 Fixpack when used on BGT installs.
SCS should be installed towards the end of your installation.
Rogue Rebalancing and aTweaks are designed to be installed after SCS.
SCS is fully compatible with Wheels of Prophecy. Install SCS after Wheels of Prophecy.
BiggTweaks and Virtue can also fairly safely installed after SCS.
Tweaks Anthology can be installed before or after SCS; both should work.
Other mods, and in particular any mods that add new items, really need to be installed before SCS.
The latest version of Big Picture is at some level compatible with Stratagems. For a stable install you should choose the AI components of one or the other, as both try to do broadly similar things in rather different ways.
Mixing BP AI and SCS AI components is a bad idea, because of the different approaches taken (SCS rewrites original scripts with new behavior; BP replaces original scripts with new differently-named scripts). By implication, if you install both then some creatures might have both SCS and BP AI scripts on them simultaneously, issuing contradictory commands.

SCS is fully compatible with the "Refinements" mod, and in particular, will make use of the modified High-Level Abilities introduced by Refinements. Refinements must be installed before SCS for this to work properly.
SCS is compatible with the "Item Revisions" and "Spell Revisions" mods. Both should be installed before SCS. Some IR and SR components that overlap with SCS will be silently skipped on an install of SCS.
SCS has slight compatibility issues with Divine Remix. Divine Remix rearranges the spellbooks of some potentially-

hostile mages and SCS, not knowing this, will fail to use their spells effectively. This is unlikely to have any significant effect on play, though.
If you install "Tougher Sendai" from Oversight then the SCS improvements to Sendai (in the Smarter Mages / Smarter Priests component) will be skipped in favour of the Oversight ones.
Quest Pack's AI and creature enhancements are compatible with SCS. Install Quest Pack first, then install whichever components of SCS you want: they will override the Quest Pack for the affected creatures. Quest Pack still has some content not influenced by SCS: notably, it improves Mummies and Umber Hulks.
Compatibility between Tactics and SCS depends on the components.

Since the bard kit components 450, 470, 480, 490 of Might and Guile are using Aquadrizzt's qd_multiclass function which allows easy installation of working multiclass kits on EE 2.0, many of Stratagems' tactical challenges could only be installed with warnings, the components 6830, 8000, 8050, 8180 cannot be installed at all. So you have to skip the afore-mentioned M&G components if you want to install SCS without worries.

Some Stratagems components are extremely memory-intensive! You need at least 4 GB RAM installed or the 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

With an operating system with a 32-bit architecture the component 6000 "Smarter general AI" possibly cannot be installed in a BWP megamod with all mods because this component requires more main memory than a 32-bit architecture can handle.

Because many changes effect all installed mods and mostly thousands of files are to be changed, the single steps may last for a while. Because all the changes are accumulated in the internal memory until you press enter, it may lead in consideration of the amount of the installed mods to problems with computers of low efficiency (computer crash). In this case, I recommend to install this mod category for category, that means at the first request "Would you like to display the components from [###]?" to press [Y]es, then to skip following ones with [N]o and to quit the installation after the first category. Afterwards install the next category in the same way individually. The following instructions are arranged after this principle.

The settings of the subcomponents are more or less chosen randomly to test whether this component installs at all. Players' experience will show the commended settings in future.
Note: Some Stratagems components require several hours to be installed!

Copy the folders **stratagems** and the files **stratagems.bat** and **weidu.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Would you like to display the components from [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 "Spell Revisions" is 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 "Spell Revisions" is installed.
Install Component [Modify the Harm spell so it does damage rather than reducing target to 1 hp]?
This component will be skipped, if "Spell Revisions" is 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 "Spell Revisions" is installed.
Install Component 2070 [Blade Barrier and Globe of Blades only affect hostile creatures]? [I]nstall
This component will be skipped, if "Spell Revisions" is installed.
Install Component 2080 [Cap damage done by Skull Trap at 12d6]? [I]nstall
This component will be skipped, if "Spell Revisions" is installed.
Install Component 2090 [Make Power-Word: Blind single-target]? [I]nstall
This component will be skipped, if "Spell Revisions" is installed.
Install Component 2100 [Make Minute Meteors into +2 weapons]? [I]nstall
This component will be skipped, if "Spell Revisions" is 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 "Spell Revisions" is installed.
Install Component 2150 [Make spell sequencers, spell triggers, and contingencies learnable by all mages]? [I]nstall
This component will be skipped, if "Spell Revisions" is 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
This component is similar to the aTweaks component 205 "Prevent Project Image and Simulacrum clones from using quickslot items".

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

Choose your language: 0 [English]
Would you like to display the readme? [N]o
Would you like to display the components from [Spell tweaks]? [N]o
Would you like to display the components from [Item tweaks]? [Y]es
Would you like to display the components from [Gameplay tweaks]? [N]o
Would you like to display the components from [Cosmetic and ease-of-use tweaks]? [N]o
Would you like to display the components from [AI enhancements]? [N]o
Would you like to display the components from [Tactical challenges - BG1]? [N]o
Would you like to display the components from [Tactical challenges - BG2]? [N]o
The following components will be installed only with the tactics version.
Install Component 3000 [Replace BG1-style elemental arrows with BG2 versions]?
only for BG1Tutu
Install Component 3010 [Replace +1 arrows and other projectiles with nonmagical "fine" ones? [I]nstall
only for BG1Tutu and EE
This component will conflict with the SoB components #101 "IWO part 1 - aesthetic & enchantment tweaks", #102 "IWO part 2 - functional weapon tweaks" and #103 "IWO part 3 - light/heavy weapon distinctions".
Install Component 3020 [Replace many +1 magic weapons with nonmagical "fine" ones]? [N]ot Install
only for BG2
Install Component [Replace many +1 magic weapons with nonmagical "fine" ones]?
This component will conflict with the SoB components #101 "IWO part 1 - aesthetic & enchantment tweaks", #102 "IWO part 2 - functional weapon tweaks" and #103 "IWO part 3 - light/heavy weapon distinctions".
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.
If you want to use this component together with Rylorn you should install this component before that mod.

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

Choose your language: 0 [English]
Would you like to display the readme? [N]o
Would you like to display the components from [Spell tweaks]? [N]o
Would you like to display the components from [Item tweaks]? [N]o
Would you like to display the components from [Gameplay tweaks]? [Y]es
Would you like to display the components from [Cosmetic and ease-of-use tweaks]? [N]o
Would you like to display the components from [AI enhancements]? [N]o
Would you like to display the components from [Tactical challenges - BG1]? [N]o
Would you like to display the components from [Tactical challenges - BG2]? [N]o
Install Component 4000 [Faster Bears]? [I]nstall
Install Component 4010 [Grant large, flying, non-solid or similar creatures protection from Web and Entangle]? [I]nstall
Install Component 4020 [More realistic wolves and wild dogs]? [I]nstall
Install Component 4030 [Improved shapeshifting]? [N]ot Install
If you have both this component and the "improved priests" component installed, enemy druids will use improved shapeshifting.
The Tweaks Anthology-component „Shapeshifter Re-Balancing“ as well as the Refinements-component “Shapeshifting Fix” offers a similar solution.
Install Component [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 The Tweaks Anthology no more.
Note: the patch takes a few seconds to come into effect. If there's a 3-4 second pause when your character's statistics (hit points, say) aren't right, don't worry about it.
The Level 1 NPCs component “Joinable NPCs more closely match the player character's experience?” is recommended instead.
Install Component [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 World-map 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 The Tweaks Anthology component eliminates that animation entirely from the game; this component however just removes the animation from the Cloak, leaving it in place for other spells and items.

Install Component 5050 [Stackable ankheg shells, winterwolf pelts and wyvern heads]? [I]nstall
Install Component 5060 [Ensure Shar-Teel doesn't die in the original challenge]? [I]nstall

This component like the similar component "The BG1 NPC Project: Make Shar-Teel Unkillable until in party".

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

Choose your language: 0 [English]
Would you like to display the readme? [N]o
Would you like to display the components from [Spell tweaks]? [N]o
Would you like to display the components from [Item tweaks]? [N]o
Would you like to display the components from [Gameplay tweaks]? [N]o
Would you like to display the components from [Cosmetic and ease-of-use tweaks]? [N]o
Would you like to display the components from [AI enhancements]? [Y]es
Would you like to display the components from [Tactical challenges - BG1]? [N]o
Would you like to display the components from [Tactical challenges - BG2]? [N]o
Install Component 5900 [Initialise AI components (required for all tactical and AI components)]? [I]nstall

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

Install Component 6000 [Smarter general AI]? [I]nstall

This component is in conflict with the BP component Generic Creature & Script Processing.

Install Component 6010 [Better calls for help]? [I]nstall

This component is in conflict with the BP component Generic Creature & Script Processing.

This component does not require component 6000 "Smarter general AI".

Install Component [Add high-level abilities (HLAs) to spellcasters]?

The component has no effect unless the Smarter Mages and/or Smarter Priests component is installed.
This component is in conflict with the BP component Generic Creature & Script Processing.

6020 1] Only selected spellcasters in Throne of Bhaal get HLAs
6021 2] Only selected spellcasters in Throne of Bhaal and Shadows of Amn get HLAs [2]
6022 3] All eligible spellcasters in Throne of Bhaal get HLAs; none in Shadows of Amn do
6023 4] All eligible spellcasters in Throne of Bhaal get HLAs; only selected casters in Shadows of Amn do
6024 5] All eligible spellcasters in Throne of Bhaal and Shadows of Amn get HLAs (very challenging and not really recommended!)

Install Component [Smarter Mages]?

This component requires "Smarter general AI" to be installed.
This component drastically improves the intelligence of pretty much all the arcane spellcasters (liches, mages, fighter/mages, thief/mages, bards).
You need Smarter Mages for some of the Tactical challenges - BG1.
If you install "Tougher Sendai" from Oversight then the improvements to Sendai in this component will be skipped in favour of the Oversight ones.
This function is also included with Big Picture mod. Don't install both of them.
The "Improved Mae'Var" component from Tactics is incompatible with this component. Only install one of them.

6030 1] Mages cast some short-duration spells instantly at start of combat, to simulate pre-battle casting
6031 2] Mages only cast short-duration spells instantly at start of combat if they are created in sight of the PC
6032 3] Mages never cast short-duration spells instantly at start of combat [3]
6033 4] Mages in BG1 cast short-duration spells instantly at start of combat; mages in BG2 only do so if they are created in sight of the PC
6034 5] Mages cast short-duration spells instantly at start of combat on difficulty settings of Hard or higher

Install Component [Smarter Priests]?

This component requires "Smarter general AI" to be installed.
This component upgrades the intelligence of the clerics and fighter-clerics in the game.
You need Smarter Priests for some of the Tactical challenges - BG1.
This function is also included with Big Picture mod. Don't install both of them.
The "Improved Mae'Var" component from Tactics is incompatible with this component. Only install one of them.

6040 1] Priests cast some short-duration spells instantly at start of combat, to simulate pre-battle casting
6041 2] Priests only cast short-duration spells instantly at start of combat if they are created in sight of the PC
6042 3] Priests never cast short-duration spells instantly at start of combat [3]
6043 4] Priests in BG1 cast short-duration spells instantly at start of combat; priests in BG2 only do so if they are created in sight of the PC
6044 5] Priests cast short-duration spells instantly at start of combat on difficulty settings of Hard or higher

Install Component [Potions for NPCs]?

This component requires "Smarter general AI" to be installed.

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

This component does not require component 6000 "Smarter general AI".

Install Component 6300 [Smarter sirines and dryads]? [I]nstall

This component requires "Smarter general AI" to be installed.
Dryad AI is also modified by the "Improved Nymph (Woodland Being) Script" in Baldurdash and the Tactics' component 28 "Improved Nymphs". So you can have smarter dryad AI than the original game even without SCS.

Install Component 6310 [Slightly harder carrion crawlers]? [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

This component requires "Smarter general AI" to be installed.
Not compatible with the Tactics or BP component Improved Golems

Install Component [Improved fiends]?

This component requires also the "Initialise mod" as the "Smarter general AI" to be installed.
This component will only have an effect on the game if you also install SCS 's "Smarter Mages" and/or "Smarter Priests" components.
This component overlaps with Tactics's Improved Demon Knights component.
This function is also included in Big Picture's Demons and Devils component. Don't install both of them.

This component overwrites Ascension's "Tougher Demogorgon" respectively BP's "Improved Demogorgon".

6510 1] Fiends have about 50 percent more hit points than normal
6511 2] Fiends have normal hit points [2]

Install Component [Smarter genies]?

This component requires "Initialise mod" to be installed but does not require component 6000 "Smarter general AI".
This function is also included in Big Picture's Djinni, Efreet, & Dao component. Don't install both of them.

6520 1] Genies have about 50 percent more hit points than normal
6521 2] Genies have normal hit points [2]

Install Component [Smarter celestials]?

This component requires "Initialise mod" to be installed.
This component does not require component 6000 "Smarter general AI".
This component is in conflict with the BP component Generic Creature & Script Processing.

6530 1] Celestials have about 50 percent more hit points than normal
6531 2] Celestials have normal hit points [2]

Install Component [Smarter dragons]?

This component requires "Initialise mod" to be installed but does not require component 6000 "Smarter general AI".
This component corresponds to the Tactics component "Smarter Dragons in SoA".
This function is also included with Big Picture mod. Don't install both of them.
If you have installed the Super 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 but does not require component 6000 "Smarter general AI".
This component corresponds to the Tactics component "Smarter Beholders".
This function is also included in Big Picture mod. Don't install both of them.

6550 1] Give beholder rays some chance to "burn through" spell protections; beholder antimagic blocks all spells, including harmful ones, for a round (simulates D&D rules)
6551 2] Don't give beholder rays any chance of burning through spell protections; beholder antimagic blocks all spells, including harmful ones, for a round (simulates D&D rules) [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.
This component does not require component 6000 "Smarter general AI".

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.
This component is incompatible with the mod Les Exiles de Lunargent.

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.
Not compatible with the Might and Guile components 450, 470, 480, 490.

Install Component 6840 [Give Ascension versions of Irenicus and Sendai SCS scripts and abilities]? [I]nstall

Requires the Ascension mod. This component requires "Smarter Mages" to be installed, but not the "Generic Mages" from BP!

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 Baldurdash 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

This component must be installed after Ding0's Quest Pack AI
The components „Smarter Mages“ and „Smarter priests“ should be installed to be able to use this component.

Install Component	7080	[Improved Demon Cultists]?	[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 the SCS "Smarter Priests" to be installed, but not the "Generic Priests" from BP!

Install Component	7100	[Improved Bassilus]?	[I]nstall
Install Component	7110	[Improved Drasus party]?	[I]nstall
Install Component	7130	[Improved Red Wizards]?	[I]nstall

This component requires the SCS "Smarter Mages" to be installed, but not the "Generic Mages" from BP!

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

requires BGT

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

Not compatible with the Might and Guile components 450, 470, 480, 490.

Install Component	8010	[Improved Shade Lord]?	[I]nstall
Install Component	8020	[Spellcasting Demiliches]?	[I]nstall

This component requires "Smarter Mages" to be installed.
This component overlaps with the Tactics component „Tougher Kangaxx and Guardians“.
This component overlaps with the Big Picture component "Improved Kangaxx Encounter"

Install Component	8030	[More resilient trolls]?	[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

Not compatible with the Might and Guile components 450, 470, 480, 490.

Install Component [Improved de'Arnise Keep ("Tactics Remix")]?

This function is also included with Big Picture mod. Don’t install both of them.
Not compatible with the Tactics component Improved TorGal and De'Arnise Keep

8060 1] Spirit trolls have the same powers as in the original game
8061 2] Enhanced spirit trolls (as in Tactics) [2]
Install Component 8070 [Improved Unseeing Eye]? [I]nstall

This component requires "Smarter Beholders" to be installed.

Install Component [Improved Bodhi (Tactics Remix)]?

This component requires the SCS component "Improved Vampires" to be installed.
This function is also included with Big Picture mod. Don’t install both of them.
This component is in conflict with the BP component Generic Creature & Script Processing.
Not compatible with the Tactics component Improved Bodhi.

8080 1] "Toned-down" version of the original Tactics Improved Bodhi, with SCS scripting
8081 2] Original Tactics Improved Bodhi with SCS scripting [2]
Install Component 8090 [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

Not compatible with the Might and Guile components 450, 470, 480, 490.

Install Component 8190 [Improved Minor Encounters]? [I]nstall
Successfully installed Press ENTER to exit

19.37 Scales of Balance v5.17.1 (1)

~SCALES_OF_BALANCE/SCALES_OF_BALANCE.TP2~

This mod is designed to be installed on top of - not instead of - all the other great mods out there and alters many different aspects of the BGT game.

All the former kits and class-based tweaks are now included in Might & Guile, Faiths & Powers, and Tome & Blood; the overhauls and basic game/rule tweak components are re-introduced, and updated.

NOTE: *This mod must be installed in two steps! The component MRO (Magic Resistance Overhaul) should be installed separately after aTweaks.*

Scales of Balance should be installed after all other mods that add or change creatures, items or kits, and after the "WSPATCK for All" component of tb#Tweaks. ***The mod's author states to install most components immediately before SCS except the MRO component that should be installed after aTweaks. However, the code of Scales of Balance component 200 "SBO - Stat Bonus Overhaul" conflicts with the code of some of Stratagems' tactical challenges if Scales of Balance is installed before Stratagems and a few components can only be installed with warnings or cannot be installed at all. When Scales of Balance is installed after Stratagems there are no such problems.***
SoB is designed to work with IR. Using them together will give players the specific SoB rules on top of the base IR rules.
Installing SoB after Ashes of Embers should have either no effect (players will get the AoE system) or a blended effect (usability from both mods - maybe slightly different, but fully functional).
The first component of Rogue Rebalancing is not compatible, and not necessary, with SoB's components "Weapon Proficiency Overhaul."
Most of SoB's overhauls and class tweaks are incompatible with the first, "core" component of Six's Kitpack.

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

What should be done with all components that are NOT YET installed? [A]sk about each one?
Install Component 100 [IWO - Yet Another Revised Armor System]? [N]ot Install
This component covers the same ground as the IR component "Revised Armors" as well as the "Spellcasting in Armor" component or the Full Plate and Packing Steel mod. Choose one armor system mod and stick with it.
Install Component 101 [IWO - Aesthetic & Enchantment Tweaks]? [I]nstall
This component will conflict with the SCS components #3010 "Replace +1 arrows with nonmagical "fine" ones" and #3021/3022 "Replace many +1 magical weapons with Fine ones".
Install Component 102 [IWO - Functional Weapon Tweaks]? [N]ot Install
This component causes the game to crash
This component is similar to the P5Tweaks component "Increased spear range & damage". Only install one of them.
Installing this component after AoE will give the AoE spear range, and the SoB spear damage (1d8+1)
This component will conflict with the SCS components #3010 "Replace +1 arrows with nonmagical "fine" ones" and #3021/3022 "Replace many +1 magical weapons with Fine ones".
If you use this component together with the "Weapon Changes" component of Item Revisions, this component might compound or override some of the IR component's effects.
SKIPPING 103 [IWO - Light/Heavy Weapon Distinction]?
This component is deprecated, try the revised weapon styles instead.
SKIPPING 104 [IWO - IWDEE Item Tweaks]?
Install Component 109 [IWO - All Potions Usable by Any Class]? [N]ot Install
Install Component 121 [WPO - Weapon Category Collapse]? [N]ot Install
This component changes the weapon profiencies for nearly all kits and thus it is not compatible with any mod or component that also change the weapon profiencies. Not with The Tweaks Anthology components Alter Weapon Proficiency System 2160 - 2162. Not with IR components 1090-1093. Not with Level 1 NPCs component 1. Not with Polytweak components 95-96. Not with RR component "Proper dual-wielding implementation for Thieves and Bards"
This component will be installed automatically, if you install component #122 "Weapon Proficiency Collapse".
SKIPPING 122 [WPO - Systemic Proficiency Changes]? [N]ot Install
This component requires TobEx and you must install the "WPO - Weapon Proficiency Collapse" component first.
Fully functional with AoE Sensible weapon restrictions.
Not with The Tweaks Anthology components Alter Weapon Proficiency System 2160 - 2162.
Not with IR components 1090-1093.
Not with Level 1 NPCs component 1
Not with Polytweak components 95-96
If you install this component, then the component #121 (Weapon Category Combination) will be installed automatically.
For EE only.
SKIPPING 124 [WPO - Fighting Style Changes]?
For EE only.
SKIPPING 125 [WPO - APR on Spec:]?
For EE only.
Install Component 160 [STO - Saving Throw Overhaul]? [N]ot Install
SKIPPING [IWD Spell Evasion?

For EE only.

	171	1] For IWD Spells	
	172	2] For Expanded Spell List	
Install Component	180	[MRO - Magic Resistance Overhaul]?	[N]ot Install

This component should be installed separately after aTweaks.

Install Component	200	[SBO - Stat Bonus Overhaul]?	[N]ot Install

For EE only.
Not compatible with Victor's Improvements Pack component 0 Improved Races.
Not compatible with the 3rd edition style components from The Bigg Tweak Pack.

Install Component	202	[SBO - Full Strength for 2-Hand Weapons Only]?	[N]ot Install
SKIPPING	204	[SBO - Enable Concentration Checks]?	

For EE only.

Install Component		[HDO - Hit Dice Overhaul]?	

Not compatible with the 3rd edition style components from The Bigg Tweak Pack.

	206	1] Generous (above-average) hit points	[1]
	207	2] Hardcore (closer to average) hit points	
	208	3] Reduced hit points	
Install Component	210	[XPO - Slower, standardized XP Table]?	[I]nstall
Install Component		[IWO - Aesthetic & Enchantment Tweaks]?	[N]ot Install
	1012	1] Replace Enchanted Equipment with Mastercraft	
Install Component		[XPO - No Murder XP]?	[N]ot Install

Do not install this unless you are looking for more of a challenge!

	2121	1] kills give 1/10th XP	
	2122	2] kills give 1/5th XP	
	2123	3] kills give half XP	
Successfully installed			Press ENTER to exit

19.38 Improved Volcano! Pack v2.0

~VOLCANO-SETUP.TP2~

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

If this mod is already installed, the main component "Initialise mod" of SwordCoastStragems can no more be installed.

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

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

19.39 BuTcHeRy v3.2

~SETUP-BUTCHERY.TP2~

The main reason of this little mod is to add a challenging fight in Firkraag lair.

BuTcHeRy component 2 should be installed after SCS.
Inkompatible with the Super Firkraag mod. Inkompatible with the component Improved Firkraag from RevisedBattles.
Inkompatible with the mod BuTcHeRy.

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

Choose your language:			0 [English]
Install Component	0	[DrAzTiK revisited fight against Tazok & Dig_Dag]?	[I]nstall
Install Component	1	[Rebalancing some generic creatures.(ORCS and OGRE).]?	[I]nstall
Install Component	2	[Rebalancing Tazok and Dig-Dag.(Install after SCS, look readme)]?	[I]nstall
Successfully installed			Press ENTER to exit

19.40 Relationship v2.82
~SETUP-NMR.TP2~

This is one of three of Macholy's mods which aim to make the game more realistic.
This mod adds a new system that determines the behavior between the main character and party members.
For example: According to the the value of relationship your teammate's behavior will be affected when he isn't in your team. He may fight for you when he saw you are in a battle, give you a treatment or other help when needed, does nothing or attack you.
Many original enemies in BG would ask their ally for help. Now, if the value of relationship between an enemy's ally and you is high enough, then he wouldn't help his ally to attack you.
There is also included an upgrade for the behavior of dragons, animal teammates, beholders and much more.
The value of relationship will quantified by several parameters: experience during 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
```

19.41 NMR-HAPPY Patch
~SETUP-NMR-HAPPY.TP2~

With this patch, the value of the NPCs for the interpersonal relationships is set to reduce the difficulty.

The mod Relationship must be installed.

Copy the folder **NMR-HAPPY** and the file **SETUP-NMR-HAPPY.TP2** into your main SoA directory.
Copy the WeiDU-setup and rename it to **Setup-NMR-HAPPY.exe.**
Double-click the Setup. The DOS dialogue appears:

```
Choose your language:                                                    2 [English]
Install Component      [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
```

19.42 Big Picture v1.81 4611 (2)
~BP/SETUP-BP.TP2~

BP balances all mods installed before, contains several smaller mods and includes other improvements also as a unique hostile AI system. If several mods have changed the same objects, these are overpowered. BP compensates

this again.

***NOTE**: This mod must be installed in two steps! All the tactical challenges and also the Ascension components must be installed earlier because of their dependencies with other mods. However, all the AI components should be installed nearly at the end and particularly after SCS.*

For full description see step (1)

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

Choose your language:			0 [English]
Would you like to display the components from [Core Component (Required)]?			[Y]es
Would you like to display the components from [Miscellaneous Tweaks]?			[Y]es
Would you like to display the components from [Creature Enhancements]?			[Y]es
Would you like to display the components from [Encounter Enhancements]?			[Y]es
Would you like to display the components from [ToB Enhancements]?			[Y]es
Install Component	0	[Big Picture, core component (required for most subcomponents)]?	[N]ot Install

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

Install Component	10	[Patching all the existing innate spells, setting level to one.....]?	[N]ot Install

The mods "Innates Set to Level one" and "BP Series" fulfill the same function.

Install Component	25	[BP GUI (for GUI Switcher Mod)]?	[N]ot Install
Install Component	35	[Add Bags and Magic Throwing Daggers to Stores]?	[N]ot Install
Install Component	50	[Level-50 Ruleset (Code By King Diamond)]?	[N]ot Install

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

Install Component	60	[Custom Grandmastery (w/ extra attacks)]?	[N]ot Install

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

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

```
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]? [I]nstall
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.

19.43 Tactics v25 (3)

~SETUP-TACTICS.TP2~

NOTE: *This mod must be installed in three steps! The component Improved Undead should be installed separately after SCS.*

For the detailed description see step (1)

You have already copied the folder **tactics2** and the files **Setup-Tactics.exe** and **Setup-Tactics.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:
Choose your language: 0 [American English]
What should be done with all components that are NOT YET installed? [A]sk about each one?

Install Component		any component except:	[N]ot Install
SKIPPING	19	[Improved Undead]?	[I]nstall

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 separately after SCS.

Install Component		next component	[Q]uit
Successfully installed			Press ENTER to exit

19.44 Turambar fixes and tweaks 1.8.1 (2)

~SETUP-TURAMBAR_FIXES_TWEAKS.TP2~

NOTE: *Tihis mod must be installed in two steps! The kits should be installed before the Refinements mod. The component "Inactive creatures fix" should be installed after BP component 1725 "Improved Xvart Village" and the component "Dragons are not immune to backstabbing" should be installed after SCS.*

For full description see step (1)

You have already copied the folder **Turambar_fixes_tweaks** and the files **Setup-Turambar_fixes_tweaks.exe** and **Setup-Turambar_fixes_tweaks.tp2** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Choose your language:			0 [English]
Install Component		any component except:	[N]ot Install
Install Component	12	[Inactive creatures fix]?	[I]nstall

This component should be installed after BP component 1725 "Improved Xvart Village, for BGT-weidu"

Install Component		any component except:	[N]ot Install
Install Component	2052	[Dragons are not immune to backstabbing]?	[I]nstall

This component should be installed after SCS, because otherwise the corresponding SCS Dragon II component cancels out the effect of this component.

Install Component		next component	[Q]uit
Successfully installed			Press ENTER to exit

19.45 Lol's RezMod v2.6d

~REZMOD/SETUP-REZMOD.TP2~

These are just some old non-WeiDU mods.

This mod should be installed after Big Picture and the Ding0's QuestPack component "Creature & Area Improvements" to avoid them overwriting the creatures and effectively nulling the Masamune questline.
Also it should be installed after the Ding0's QuestPack component "Additional Shadow Thieves Content" to avoid it overwriting loot for Mae'Var.
The Extended Visual Ioun Stones component should be installed after Tweaks Anthology Exotic Items Pack component because otherwise the Deep Purple Ioun Stone and Flickering White Ioun Stone added by the latter do not benefit from the Extended Visual Ioun Stones.

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

Install Component	0	[Masamune Sword Mini-Mini-Quest - SoA by ShadowDaemon (WeiDU)]?	[I]nstall
Install Component	1	[Masamune Sword Mini-Mini-Quest - ToB by ShadowDaemon (WeiDU)]?	[I]nstall
Install Component	2	[Improved Anarg by knightlight (WeiDU)]?	[I]nstall
Install Component	3	[Extended Visual Ioun Stones by WoRm]?	[I]nstall

This component is compatible with the Item Revisions main component.

Install Component	4	[Extended Recargador]?	[I]nstall

This component needs the Recargador mod installed!

Install Component	100	[Consistent Edwin Portrait]?	[I]nstall
Install Component	101	[Consistent Imoen Portrait]?	[I]nstall
Install Component	102	[Consistent Jaheira Portrait]?	[I]nstall
Install Component	103	[Consistent Minsc Portrait]?	[I]nstall

```
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
```

19.46 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 Tweaks Anthology, but before Improved Summons.

Copy the folder **NMTP** and the file **SETUP-NMTP.TP2** into your main SoA directory.
Copy the WeiDU-setup and rename it to **Setup-NMTP.exe.**
Double-click the Setup. The DOS dialogue appears:

```
Install Component  0  [金币实体化]?                                  [I]nstall
```

* *analogously: [coins materialized]?*
According to D&D set, every 50 gold coins are weighing about a pound.

```
Install Component  1  [人际关系系统V2.6核心插件]?                    [N]ot Install
```

* *analogously: [interpersonal system core plug-in v2.6]?*
This component is only required if Relationship v2.6 is not installed.

```
Install Component  2  [生活技能系统V2.1核心插件]?                    [I]nstall
```

* *analogously: [Nonweapon proficiencies core plug-in system v2.1]?*
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  [剑湾法庭]?                                    [I]nstall
```

* *analogously: [Sword Coast jurisdiction]?*
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  [表演I]?                                       [I]nstall
```

* *analogously: [Performance]?*
Bards can perform something up to three times daily and thus acquire experience.
This component requires the nonweapon proficiencies core plug-in system v2.1.
This component requires that BGT is installed.

```
Install Component  5  [烹饪I]?                                       [I]nstall
```

* *analogously: [Cooking]?*
This component adds a total of 33 types of food that can be prepared according to recipes. The finished dishes satisfy hunger and influence in different ways immunity, resistance, morale, happiness and fatigue.
This component requires the nonweapon proficiencies core plug-in system v2.1.
This component requires that BGT is installed.

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

19.47 Macholy's Living-Mod v0.6

~SETUP-NML.TP2~

This is one of three of Macholy's mods which aim to make the game more realistic.
This mod provides a system of rules allowing the player characters need to eat and drink. Without food and drink the constitution gets weaker by time.

This mod requires the Macholy's Tweak Pack component Cooking.
This mod requires that BGT is installed.

Copy the folder **NML** and the file **SETUP-NML.TP2** into your main SoA directory.
Copy the WeiDU-setup and rename it to **Setup-NML.exe.**
Double-click the Setup. The DOS dialogue appears:

Choose your language:		2 [English]
Install Component 0	[Adventurer's Cuisine]?	[I]nstall
Successfully installed	[Adventurer's Cuisine]	Press ENTER to exit

19.48 Rogue ReBalancing v4.92 (2)

~RR/SETUP-RR.TP2~

This mod re-balances the bards and thieves and gives them new abilities.

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

For full description see step (1)

You have already copied the folder **RR** and the file **Setup-RR.exe** into your ... \BGII - SoA\ directory.
Double-click the Setup. The DOS dialogue appears: and the readme opens.

Choose your language:		0 [English]
Would you like to display the readme?		[N]o
Install Component 0	[Proper dual-wielding implementation for Thieves and Bards]?	[N]ot Install

This component is not compatible, and not necessary, with SoB's component #120 "Weapon Proficiency Overhaul."

Install Component 1	[Thief kit revisions]?	[N]ot Install
Install Component 2	[Thief High Level Ability revisions]?	[N]ot Install
Install Component 3	[Proper racial adjustments for thieving skills]?	[N]ot Install
Install Component 4	[Bard kit revisions]?	[N]ot Install
Install Component 5	[Bard High Level Ability revisions]?	[N]ot Install
Install Component 6	[Proper spell progression for Bards]?	[N]ot Install
Install Component 7	[Additional equipment for Thieves and Bards]?	[N]ot Install
Install Component 8	[Upgradeable Equipment]?	[N]ot Install
Install Component	[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

The part of iiItem which adds random items to creatures could possibly cause some slowdown when used in conjunction with the "Chosen of Cyric" so it is recommend not installing iiItem alongside the aforementioned component of Rogue Rebalancing.
Resurrected igi's Spell System Adjustments mod is probably incompatible with this component.

Install Component 12	[Shadow Thief Improvements]?	[I]nstall

The part of iiItem which adds random items to creatures could possibly cause some slowdown when used in conjunction with the "Shadow Thief Improvements" so it is recommend not installing iiItem alongside the aforementioned component of Rogue Rebalancing.
Resurrected igi's Spell System Adjustments mod is probably incompatible with this component.

Install Component 999	[BG2-style icons for RR content]?	[I]nstall
Successfully installed		Press ENTER to exit

19.49 aTweaks v4.53

~ATWEAKS/SETUP-ATWEAKS.TP2~

This mod includes different Pen & Papers improvements and different rules, which are designed in order to make the gameplay more consistent.

It is strongly recommended to install the BG2 Fixpack before installing this mod.
It is highly advised to install aTweaks after mods which feature general AI improvements such as Stratagems, Big Picture, Tactics, Quest Pack. Note: aTweaks will not take over the AI of Fiends summoned by SCS spellcasters. This is intentional.
Since aTweaks and Rogue Rebalancing share certain resources, it's very important never to install any component of Rogue Rebalancing after aTweaks.
Level 1 NPCs should be installed after aTweaks.

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

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Would you like to display the components from [PnP tweaks]?			[Y]es
Would you like to display the components from [Gameplay tweaks]?			[Y]es
Would you like to display the components from [Cosmetic tweaks]?			[Y]es
Would you like to display the components from [Miscellaneous tweaks]?			[Y]es
Install Component	100	[Restore innate infravision to Half-Orc characters]?	[I]nstall
Install Component	101	[Prevent skeletal undead from being affected by 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]?	[N]ot Install

This component is conceptually incompatible with Spell Revisions' rebalanced demon summons (main copmonent 0). The Fiend components are at least partially incompatible with SCS Smarter Mages and Improved Fiends; to be safe, use one or the other.

	150	1] Mod-added fiends are not affected	
	152	2] Mod-added fiends are also affected	
	153	3] Give aTweaks scripts to all fiends but do not alter statistics	
Install Component	155	[Further Revised Fiend Summoning]?	[N]ot Install

This component is an optional add-on to 'PnP Fiends' and, as such, it requires that 'PnP Fiends' be installed first.
This component is conceptually incompatible with Spell Revisions' rebalanced demon summons (main copmonent 0).

Install Component	156	[Fiendish gating]?	[N]ot Install

This component is an optional add-on to 'PnP Fiends' and, as such, it requires that 'PnP Fiends' be installed first.
This component is conceptually incompatible with Spell Revisions' rebalanced demon summons (main copmonent 0).

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 will be skipped if Spell Revisions is installed for preventing unnecessary content duplication.

Install Component	205	[Prevent Project Image and Simulacrum clones from using quickslot items]?	[I]nstall

This component will be skipped if Spell Revisions is installed for preventing unnecessary content duplication.
This component is similar to the SCS component 2180 "Prevent Simulacra and Projected Images from using magical items".

Install Component	210	[Restore the Dispel Magic vulnerability to Nishruu and Hakeshars]?	[I]nstall

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]?	

The EET Tweaks component "XP for Traps, Spells and Lockpicking" offers a similar solution.

	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	303	[Give Shambling Mounds their proper soundset]?	[I]nstall
Install Component	304	[Give Mariliths their Icewind Dale soundset]?	[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.

19.50 Scales of Balance v5.17.1 (2)

~SCALES_OF_BALANCE/SCALES_OF_BALANCE.TP2~

NOTE: *This mod must be installed in two steps! The component MRO (Magic Resistance Overhaul) should be installed separately after aTweaks.*

For the detailed description see step (1)

You have already copied the folder **scales_of_balance** and the file **setup-scales_of_balance.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

What should be done with all components that are NOT YET installed?			[A]sk about each one?
Install Component		any component except:	[N]ot Install
Install Component	180	[MRO (Magic Resistance Overhaul)]?	[I]nstall
Install Component		next component	[Q]uit
Successfully installed			Press ENTER to exit

19.51 Full Plate and Packing Steel v3 beta

~FULLPLATE/SETUP-FULLPLATE.TP2~

This mod is one big rework of the armour system of BG2. Light, enchanted armours actually help you dodge. Heavy, enchanted armours don't help dodging much, but they absorb perhaps half or more of an blow in exchange for slowing you down and fatiguing you.

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*
Tweaks Anthology' 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

19.52 Hard Times for BGT v2.4
~SETUP-HARDTIMES.TP2~

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

This is the BGT version only.
Hard Times must be installed after Aurora, otherwise Aurora will multiply what Hard Times has set as prices.

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

Choose your language:			0 [English]
Install Component	0	[Hard Times v2 (BGT)]?	[I]nstall
Install Component	1	[Hard Times: Ulcaster School Encounter]?	[I]nstall

Requires the main component be installed.

Successfully installed		[Hard Times v2 (BGT)]	Press ENTER to exit

The readme opens.

19.53 Afaaq, the Djinni Companion v2.7
~DJINNICOMPANION/SETUP-DJINNICOMPANION.TP2~

This mod adds Afaaq, the djinni who will be your faithful companion in the course of your adventures throughout SoA and ToB.

The mod changes a number of original game resources. To ensure the highest compatibility with existing mods, it should be installed as late as possible. The following mods have to be installed BEFORE this mod, if you want to use

them:
Westley Weimer's "Ascension"
DavidW's "Wheels of Prophecy"
SimDing0's Quest Pack and its subcomponent "Revised Hell Trials"
Infinity Animations and its subcomponent "Distinctive Genies"

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

Would you like to display the readme?			[N]o
Would you like to display the components from [Tweaks]?			[Y]es
Install Component		[Afaaq, the Djinni Companion]?	
	0	1] Full Version (includes quests, banters and more)	[1]
	1	2] Light Version (the djinni only)	
	2	3] (IWD:EE version)	
Install Component		[Change banter frequency (only affects 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	400	[Disable IWD:EE Quest?]?	[N]ot Install
Install Component	900	[Add Infinity Animation creatures?]?	[I]nstall
Successfully installed		[Afaaq, the Djinni Companionf]	Press ENTER to exit

19.54 The Old Gold v0.2
~THE_OLD_GOLD/SETUP-THE_OLD_GOLD.TP2~

This mod add new items, spells, friends and enemies to the game, but most importantly to bring back both treasures and trinkets of the past. Since this is v0.1 there's only several items so far.

The mod will need at least BGT, but will detect other mods installed and adjust accordingly content-wise. It should be installed late, at least after any mod that adds creatures or items, and also after Aurora and DjinniCompanion.

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

Install Component	100	[The Old Gold core content]?	[I]nstall
Successfully installed		[The Old Gold core content]	Press ENTER to exit

The readme opens.

19.55 gMinion v3
~SETUP-GMINION.TP2~

These scripts increase the ingame intelligence of the creatures that are summoned by spells and items, so that they behave more in line with the original intentions of both Bioware and more purist D&D roleplayers.

Spell Revisions is somewhat incompatible with gMinion as that mod is based upon vanilla's creatures, while SR's ones are heavily changed. Installing gMinion before SR should allow to use its scripts for non-SR creatures. gMinion is going to override summons' AI of earlier installed mods. Thus, in a megamod it must be installed after Big Picture (BP) or Sword Coast Strategems 2 (SCS) to ensure that summons use gMinion scripting EXCLUSIVELY. gMinion is not compatible with Improved Summons or any other mod that alters the summons.

Note: This mod was only created for vanilla BGII.The **BG World Fixpack** *makes some changes to this mod to adapt it to mega-mods.*

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

Install Component	0	[gMinion v1.8]?	[I]nstall

Successfully installed [gMinion v1.8] Press ENTER to exit
The readme opens.

19.56 Improved Summons v2.03
~SETUP-IMPROVEDSUMMONS.TP2~

Most of your enemies regard your summoned devil/demon as a enemy of you (not a enemy of themselves), so they will not attack your devil/demon actively or cast any spell on it. With this mod your enemies will attack your devil/demon actively and cast their spells on it normally. Besides you can invoke stronger summons.

This mod is conceptual incompatible with gMinions and Spell Revisions.
This mod may not be compatible with Spell-50 mod.
This mod must be installed AFTER Tactics mod.

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

Choose your language:		1 [English]
What should be done with all components that are NOT YET installed?		[A]sk about each one?
Install Component 0	[Improved Angelic Summons(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

19.57 BP Series v0.3121
~SETUP-BPSERIES.TP2~

BPSeries is a collection of group AI scripts for Baldurs Gate.

Install this mod after Big Picture and before Macholy's Teammates Fight Scripts.
Don't be bothered about the version number. Although there exists a 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

The mod "Innates Set to Level one" has the same function.

Install Component 10	[Innate Spell Fixer]?	[I]nstall
Install Component 100	[BP-Series Party AI for BG:EE,BG2:EE and BG2:ToB]?	[I]nstall
Successfully installed		Press ENTER to exit

19.58 Macholy's Teammates Fight Scripts v3.1
~SETUP-NMRF-PC.TP2~

It is a small fight scripts mod that makes teammates much more active and intelligent.

The Ascension mod is required

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

Double-click the Setup. The DOS dialogue appears:

Choose your language:			2 [English]
Install Component		[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.

19.59 Difficulty and Tweaks mod v7

~DIFFTWEAK/DIFFTWEAK.TP2~

formerly: Mix Mod

This is a small collection of different tweaks which some were already done before, but here these give more setting possibilities to the user. Many components determine similar already available components from other mods. These are not installed immediately, but you are requested to check them on the screen.

This mod must be installed after all other tweaks, because this mod checks the already installed tweaks.

The settings of the subcomponents are more or less chosen randomly to test whether this component installs at all. Players' experience will show the commended settings in future.

Copy the folder **DiffTweak** and the files **setup-DiffTweak.exe, Install_DiffTweak.bat** und **readme-DiffTweak.rtf** into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Install Component		[Increased Ammo Stacks]?	choose one:

This is equivalent to „Unlimited Ammo Stacking“ from stack BG2 Tweak, however, here with more accurate adjustments.

	0	1] Decrease Ammo by 50%
	1	2] 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 42 [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.

19.60 The Bigg Tweak Pack v2.61 (2)

~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 not already done, 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)]? [N]ot Install
This component enables you to set the degree of difficulty at beginning of the game.
This component has no effect on an unmodded game, it only makes sense with mods that add smarter enemies according to the difficulty level (Ding0's Quest Pack, Oversight).
This component must be installed before FinnJO's Subrace mini-mod for Baldur's Gate because otherwise its dialogue will be overwritten.
2000 1] Funny dialogue. (v2.10)
2050 2] Serious dialogue (recommended). (v2.10)
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
This component must be installed separately BEFORE "Might and Guile".
All "Grand Master" and "True Grandmastery" patches must be installed before.
if you want the BP Grandmastery rules # 0 applied to all classes, use this component with the BP tweak component.
3500 1] Always
3550 2] Only for ** and up
3600 3] Everybody gets ApR from proficiency, only Warriors from level
Component 3600 does not work if Rylorn is installed.
Install Component 4000 [3rd edition style Strength]? [I]nstall
Not compatible with "Revised Stat Bonuses" and "Revised Hit Point Tables" from Scales of Balance.
Install Component 4500 [3rd edition style Dexterity]? [I]nstall
Not compatible with "Revised Stat Bonuses" and "Revised Hit Point Tables" from Scales of Balance.
Install Component 5000 [3rd edition style Constitution]? [I]nstall
Not compatible with "Revised Stat Bonuses" and "Revised Hit Point Tables" from Scales of Balance.
Install Component 5500 [3rd edition style Intelligence]? [I]nstall
Not compatible with "Revised Stat Bonuses" and "Revised Hit Point Tables" from Scales of Balance.
Install Component 6000 [3rd edition style Wisdom]? [I]nstall
Not compatible with "Revised Stat Bonuses" and "Revised Hit Point Tables" from Scales of Balance.
Install Component 6500 [3rd edition style Charisma]? [I]nstall
Not compatible with "Revised Stat Bonuses" and "Revised Hit Point Tables" from Scales of Balance.
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.

19.61 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 Tweaks Anthology, Refinements and The Bigg Tweaks.

Copy the folder **P5Tweaks** and the file **Setup-P5Tweaks.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Would you like to display the readme? [N]o
What should be done with all components that are NOT YET installed? [A]sk about each one?
Install Component 10 [Drop items on frozen death]? [N]ot Install
also included in TobEx
Install Component 20 [Drop Items on Disintegrate]? [N]ot Install
also included in TobEx
Install Component 30 [Drop items on Imprisonment]? [I]nstall
Install Component 40 [Drop Items on Petrification]? [N]ot Install
also included in TobEx
Install Component 50 [Restore SoA background music for Promenade cutscene]? [I]nstall
Install Component 60 [Increased spear range & damage]? [I]nstall
Not together with the Item Revisions component #17 Weapon Changes.
This component is similar to the SoB component "functional weapon tweaks". Only install one of them.
Successfully installed Press ENTER to exit

19.62 Unique Artifacts v7

~UNIQUEARTIFACTS/UNIQUEARTIFACTS.TP2~

Many items in Baldur's Gate, have their own history, and therefore should exist in a single copy. But, there are many cases when player gets the same item several times. With this mod excessive copies of supposedly unique items (like boot of the speed, ring of the magic etc.) are removed. This mod also removes duplicates from mods.

Install UA after any mod that adds new content (areas, creatures, quests, etc). If you also use Item Randomiser, install UA first, then IR.
UA provides compatibility with:

- *Rogue Rebalancing 3.8+*
- *Sword Coast Stratagems*
- *Tortured Souls*
- *BG2 Fixpack*
- *Thalantyr item upgrade - forbid Ring +1 upgrade*
- *Daulmakan item pack: More work for Cromwell - Periart of Proof against Poison*
- *Tactics vs Daulmakan - Cloak of Balduran*
- *Ruad item upgrade - forbid Ring +1 upgrade*
- *Almateria's restoration pack*
- *Cursed Items revision*
- *Dungeon-be-gone*

if they are installed before.
This process lasts several minutes!

Copy the folder **UniqueArtifacts** and the files **Setup-UniqueArtifacts.exe** and **Setup-UniqueArtifacts.tp2** into your ... \BGII - SoA\ directory.

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

Install Component 0 [Allow non-unique Amulet of Protection +1]? [I]nstall
Install Component 1 [Allow non-unique Ring of Protection +2 and Cloak of Protection +2]? [I]nstall
Install Component 2 [Allow non-unique Boots of Speed]? [I]nstall
Install Component [Unique Artifacts]?
3 1] Strict
Removes only copies of items that are stated clearly to be unique.
4 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 Press ENTER to exit

19.63 Item Randomiser v7
~RANDOMISER/RANDOMISER.TP2~

Item Randomiser will randomly distribute approximately 100 items in Baldur's Gate (including TotSC) and approximately 130 items in Baldur's Gate II (including ToB).

Item Randomiser should be installed after any mods which move or remove items.

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

```
Would you like to display the components from [Components for unequipping items from creature groups]?
                                                                                                [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
```

19.64 Trap Revisions v1
~TRAP_REV/SETUP-TRAP_REV.TP2~

This mod overhauls the system of laying traps in Baldur's Gate 2. The thief's success to set traps is no longer depending on random chance and power of snares depends on Set Traps skill rather than character level.

Spell Revisions must be installed before Trap Revisions, otherwise various protective spells will not grant immunity to new effects.
The Rogue Rebalancing component 'Chosen of Cyric' component must be installed before Trap Revisions, otherwise one of it's scripts will fail to execute correctly.

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

Install Component 0 [Trap Revisions]? [I]nstall
Successfully installed Press ENTER to exit

19.65 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.

20. CLOSER INSTALLATION

Now the megamod installation will be finished.

20.1 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.*
This mod is probably incompatible with the Chosen of Cyric encounter and the Shadow Thief Improvements components of Rogue Rebalancing.

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

Choose your language:		0 [English]
Would you like to display the readme?		[N]o
Install Component 0	[Arcane Spell Refreshment]?	[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 num-
                                ber 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
```

20.2 igi's Projectile Retrieval v9

~IIPROJECTILER/SETUP-IIPROJECTILER.TP2~

This mod allows the player to retrieve used projectiles.

The Tweaks Anthology components "Recoverable ammunition" and "Recoverable throwing weapons" have similar

functions.

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
```

20.3 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
```

20.4 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 The Tweaks Anthology.
You will need to turn party AI on for a couple of seconds after joining a new NPC or allocating their proficiencies in order for this component to work, as the changes are applied by script.
Install either this component or the Level 1 NPCs component "Tweak weapon proficiencies for some classes".

	95	1] Related Weapon Proficiencies except clubs (see readme)	
	97	2] Related Weapon Proficiencies including clubs	[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

20.5 Level 1 NPCs v3

~LEVEL1NPCS/LEVEL1NPCS.TP2~

With this mod joinable NPCs, when they join your party, get the same experience points as the main character. You can level them up from level one and choose their skills and weapon proficiencies. Also you can modify the classes of all joinable BG1 and BG2 NPCs.

NOTE: *This mod must be installed in two steps! The components 1201 - 4920 that allow you to change the classes and/or kits of individual NPCs should be installed manually after the installation of the megamod is finished.*

Kit mods, Ashes of Embers or any other mod that changes the weapon proficiency rules, must be installed BEFORE Level 1 NPCs.
BG1-style proficiencies component of Tweaks Anthology may be installed AFTER Level 1 NPCs.
If you have installed the Revised High Level Abilities component of Refinements, you may not assign multi-class abilities to any character.
You can install this mod during an existing game, but the modifications will only take effect if the NPC has not yet joined the party.

Copy the folder **level1npcs** and the file **setup-level1npcs.exe** into your main SoA directory.
One or more files of this mod must be changed. This will be done by the patch from the folder **BG World Fixpack**.
Double-click the Setup. The DOS dialogue appears:

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

Once 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 you to change the classes and/or kits of individual NPCs installed in your game.They are intended only for experienced players.
The mod creates a list of the eligible kits vor every class. The lists and the kit numbers vary dependend on the mods that are installed before. Except for the Bioware kits the parameters for the kits can only be defined at this point of installation. If you want to change the classes and/or kits of individual NPCs you either have to pause your installation here or you may want to install the next components manually after the installation is finished.
If you have installed the Revised High Level Abilities component of Refinements, a kitted multiclass will crash the game.

For each NPC you select the current class and attributes are displayed and you are prompted to select a class.

Select a class from the list below. Enter the class's number and press "Enter".

0 Wait, I've changed my mind - don't install this component!

1 Mage	11 Druid
2 Fighter (includes Barbarian)	12 Ranger
3 Cleric	13 Mage/Thief
4 Thief	14 Cleric/Mage
5 Bard	15 Cleric/Thief
6 Paladin	16 Fighter/Druid
7 Fighter/Mage	17 Fighter/Mage/Cleric
8 Fighter/Cleric	18 Cleric/Ranger
9 Fighter/Thief	19 Sorcerer
10 Fighter/Mage/Thief	20 Monk

Type in the number for the class or multiclass you want to get and press Enter.

Next the current attributes are displayed again and you are prompted to type in the new values.

Type new attributes as whole numbers separated by spaces, or 0 for no change.
Press "Enter" when done. Do not include exceptional strength % bonuses (you will be asked about that later if relevant). Valid range is 3 to 25.

After your input the new values are displayed (this may take some time) and you can select the desired kit from a list:

Select a kit from the list below, or enter 0 if you prefer No Kit/True Class

You can choose between all available kits from Bioware and mods. The more kits you have installed before, the more kits you can choose now. Type in the number of the kit you want. Dependend on the class you select different kits will be listed now.

*If you select the **Mage** class the following list will be displayed:*

0 None of these things interest me.
1 Abjurer
2 Conjurer
3 Diviner
4 Enchanter
5 Illusionist
6 Invoker
7 Necromancer
8 Transmuter
9 Wild Mage

This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer the list will be.

*If you select the **Fighter** class the following list will be displayed:*

0 None of these things interest me.
1 Berserk
2 Wizard Slayer
3 Kensai
4 Barbarian

This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer the list will be. This may be up to about hundred kits.

*If you select the **Cleric** class the following list will be displayed:*

0 None of these things interest me.
1 Priest of Talos
2 Priest of Helm
3 Priest of Lathander

This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer the list will be. This may be up to about fifty kits.

*If you select the **Thief** class the following list will be displayed:*

0 None of these things interest me.
1 Assassin
2 Bounty Hunter
3 Swashbuckler

This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer the list will be. This may be up to about fifty kits.

Next you can select the thieving abilities from a further list:

Select thief skill points from the list below. You'll be spending them five at a time.
1 0 Hide in Shadows
2 0 Detect Illusion
3 0 Setting Trap
4 0 Open Locks
5 0 Move Silently
6 0 Find Traps
7 0 Pick Pockets

By pressing the numerical keys each time 5 points are allocated to the respective abilities, until every 40 points are assigned. The remaining points are displayed. The individual abilities can be selected several times.

*If you select the **Bard** class the following list will be displayed:*

0 None of these things interest me.
1 Blade
2 Jester
3 Skald

This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer the list will be.

*If you select the **Paladin** class the following list will be displayed:*

0 None of these things interest me.
1 Chevalier
2 Inquisitor
3 Undead Hunter

This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer the list will be.

*If you select the **Fighter/Mage** class the following list will be displayed:*

0 None of these things interest me.
1 Berserk
2 Wizard Slayer
3 Kensai
4 Abjurer
5 Conjurer
6 Diviner
7 Enchanter
9 Invoker
10 Necromancer
11 Transmuter
12 Wild Mage

This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer the list will be. This may be up to about a hundred and fifty kits.

*If you select the **Fighter/Cleric** class the following list will be displayed:*

0 None of these things interest me.
1 Berserk
2 Wizard Slayer
3 Kensai
4 Priest of Talos
5 Priest of Helm
6 Priest of Lathander

This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer the list will be. This may be up to about a hundred and fifty kits.

*If you select the **Fighter/Thief** class the following list will be displayed:*

0 None of these things interest me.
1 Berserk
2 Wizard Slayer
3 Kensai
4 Assassin
5 Bounty Hunter
6 Swashbuckler

This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer

the list will be. This may be up to about a hundred and fifty kits.
Next you can select the thieving abilities from a further list:

Select thief skill points from the list below. You'll be spending them five at a time.
1 0 Hide in Shadows
2 0 Detect Illusion
3 0 Setting Trap
4 0 Open Locks
5 0 Move Silently
6 0 Find Traps
7 0 Pick Pockets

By pressing the numerical keys each time 5 points are allocated to the respective abilities, until every 40 points are assigned. The remaining points are displayed. The individual abilities can be selected several times.

*If you select the **Fighter/Mage/Thief** class the following list will be displayed:*

0 None of these things interest me.
1 Berserk
2 Wizard Slayer
3 Kensai
4 Assassin
5 Bounty Hunter
6 Swashbuckler
7 Abjurer
8 Conjurer
9 Diviner
10 Enchanter
11 Illusionist
12 Invoker
13 Necromancer
14 Transmuter
15 Wild Mage

This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer the list will be. This may be more than hundred and fifty kits.
Next you can select the thieving abilities from a further list:

Select thief skill points from the list below. You'll be spending them five at a time.
1 0 Hide in Shadows
2 0 Detect Illusion
3 0 Setting Trap
4 0 Open Locks
5 0 Move Silently
6 0 Find Traps
7 0 Pick Pockets

By pressing the numerical keys each time 5 points are allocated to the respective abilities, until every 40 points are assigned. The remaining points are displayed. The individual abilities can be selected several times.

*If you select the **Druid** class the following list will be displayed:*

0 None of these things interest me.
1 Totemic Druid
2 Shapeshifter
3 Avenger

This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer the list will be.

*If you select the **Ranger** class the following list will be displayed:*

0 None of these things interest me.
1 Archer
2 Stalker
3 Beast Master

This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer the list will be.
Next you can select a racial enemy from a further list:

Select a racial enemy from the list below.
0 nothing
101 Ankheg
123 Beholder

104 Carrion Crawler
121 Demonic/Fell
146 Dragon
145 Elemental
107 Ettercap
120 Fairy
147 Genie
108 Ghoul
142 Giant
109 Gibberling
152 Githyanki
110 Gnoll
144 Golem
111 Hobgoblin
141 Imp
112 Kobold
135 Kuo-Toa
150 Lich
122 Lykanthrop
139 Mephit
124 Mind Flayer
113 Ogre
143 Ork
127 Otyugh
128 Rakshasa
131 Sahuagin
132 Shadow
115 Skeleton
119 Slime
116 Spider
129 Troll
130 Umber Hulk
125 Vampire
118 Wyvern
154 Yuan-Ti

Type in the number of the racial enemy you want.

*If you select the **Mage/Thief** class the following list will be displayed:*

0 None of these things interest me.
1 Assassin
2 Bounty Hunter
3 Swashbuckler
4 Abjurer
5 Conjurer
6 Diviner
7 Enchanter
9 Invoker
10 Necromancer
11 Transmuter
12 Wild Mage

This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer the list will be.This may be more than fifty kits.
Next you can select the thieving abilities from a further list:

Select thief skill points from the list below. You'll be spending them five at a time.
1 0 Hide in Shadows
2 0 Detect Illusion
3 0 Setting Trap
4 0 Open Locks
5 0 Move Silently
6 0 Find Traps
7 0 Pick Pockets

By pressing the numerical keys each time 5 points are allocated to the respective abilities, until every 40 points are assigned. The remaining points are displayed. The individual abilities can be selected several times.

*If you select the **Cleric/Mage** class the following list will be displayed:*

0 None of these things interest me.

1 Priest of Talos
2 Priest of Helm
3 Priest of Lathander
4 Abjurer
5 Conjurer
6 Diviner
7 Enchanter
9 Invoker
10 Necromancer
11 Transmuter
12 Wild Mage

This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer the list will be. This may be up to about hundred kits.

*If you select the **Cleric/Thief** class the following list will be displayed:*

0 None of these things interest me.
1 Assassin
2 Bounty Hunter
3 Scout
4 Priest of Talos
5 Priest of Helm
6 Priest of Lathander

This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer the list will be.This may be more than hundred kits.
Next you can select the thieving abilities from a further list:

Select thief skill points from the list below. You'll be spending them five at a time.
1 0 Hide in Shadows
2 0 Detect Illusion
3 0 Setting Trap
4 0 Open Locks
5 0 Move Silently
6 0 Find Traps
7 0 Pick Pockets

By pressing the numerical keys each time 5 points are allocated to the respective abilities, until every 40 points are assigned. The remaining points are displayed. The individual abilities can be selected several times.

*If you select the **Fighter/Druid** class the following list will be displayed:*

0 None of these things interest me.
1 Berserk
2 Wizard Slayer
3 Kensai
4 Totemic Druid
5 Shapeshifter
6 Avenger

This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer the list will be. This may be more than hundred kits.

*If you select the **Fighter/Mage/Cleric** class the following list will be displayed:*

0 None of these things interest me.
1 Berserk
2 Wizard Slayer
3 Kensai
4 Priest of Talos
5 Priest of Helm
6 Priest of Lathander
7 Abjurer
8 Conjurer
9 Diviner
10 Enchanter
11 Illusionist
12 Invoker
13 Necromancer
14 Transmuter
15 Wild Mage

This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer

the list will be. This may be more than a hundred and fifty kits.

*If you select the **Cleric/Ranger** class the following list will be displayed:*

0 None of these things interest me.
1 Archer
2 Stalker
3 Beast Master
4 Priest of Talos
5 Priest of Helm
6 Priest of Lathander

This list of Bioware kits will be amended by the mods kits. The more NPC mods and kit mods you install the longer the list will be. This may be up to about hundred kits.

Next you can select a racial enemy from a further list:

Select a racial enemy from the list below.
0 nothing
101 Ankheg
123 Beholder
104 Carrion Crawler
121 Demonic/Fell
146 Dragon
145 Elemental
107 Ettercap
120 Fairy
147 Genie
108 Ghoul
142 Giant
109 Gibberling
152 Githyanki
110 Gnoll
144 Golem
111 Hobgoblin
141 Imp
112 Kobold
135 Kuo-Toa
150 Lich
122 Lykanthrop
139 Mephit
124 Mind Flayer
113 Ogre
143 Ork
127 Otyugh
128 Rakshasa
131 Sahuagin
132 Shadow
115 Skeleton
119 Slime
116 Spider
129 Troll
130 Umber Hulk
125 Vampire
118 Wyvern
154 Yuan-Ti

Type in the number for the racial enemy you want.

*If you select the **Sorcerer** class the following list will be displayed:*

0 None of these things interest me.
1 Geomantic Sorcerer

Next you can select two arcane spells from further lists:

Select an arcane spell to know from the list below. Choose a number in the first column.

0 spwi000 NO_SPELL
1 spwi101 Grease
2 spwi102 Armor
3 spwi103 Burning Hands

4 spwi104 Charm Person
5 spwi105 Color Spray
6 spwi106 Obscuring Mist
7 spwi107 Friends
8 spwi108 Protection from Petrification
9 spwi109 Dimension Jump
10 spwi110 Identify
11 spwi111 True Strike
12 spwi112 Magic Missile
13 spwi113 Protection from Evil
14 spwi114 Shield
15 spwi115 Shocking Grasp
16 spwi116 Sleep
17 spwi117 Chill Touch
18 spwi118 Chromatic Orb
19 spwi119 Larloch's Minor Drain
20 spwi120 Reflected Image
21 spwi123 Find Familiar
22 spwi124 Nahal's Reckless Dweomer
23 spwi125 Spook
24 spwi126 Mass Blindness
25 spwi127 Physical Agility
26 spwi128 True Strike
27 spwi129 Orb of Air
28 spwi130 Expeditious Retreat
29 spwi140 Eagle's Splendor

Type in a number for the first spell, then you will get the same list again for the second spell:

Select your second arcane spell to know from the list below. Choose the number in the first column.

*If you select the **Monk** class only the attributes can be chanded:*

This way as described above 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
Retain Minsc's headwound rage? (enter 0 for yes or 1 for no)
Leave Boo in the quickslot, move Boo into inventory, or annihilate Boo?
(enter 0 to leave, 1 to move or 2 to delete)
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

20.6 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

20.7 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 strongly 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]?	
This component is also included in the „Adjust XP for killing creatures" component from EET Tweaks.			
	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.
This component is also included in the „Adjust XP for Traps, Spells and Lockpicking“ component from EET Tweaks.

Install Component 14 [No XP for learning spells]? [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]?

This component is also included in the „Adjust XP for quests“ component from EET Tweaks.

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.

20.8 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:

This component is also included in the „Adjust XP for Traps, Spells and Lockpicking“ component from EET Tweaks.

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:
This component is also included in the „Adjust XP for Traps, Spells and Lockpicking“ component from EET Tweaks.
                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:
This component is also included in the „Adjust XP for Traps, Spells and Lockpicking“ component from EET Tweaks.
                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 (v2.15)']?  [N]ot Install
This component is not compatible with the newer DSotSC v3.0.
                20      1] Keep custom items
                21      2] Also randomly remove SOME overpowered custom items (will not affect quest relevanted items)
                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 (v1.70a)']?  [N]ot Install
This component is not compatible with NTotSC v2.2.2 or higher because this function is already included in NTotSC.
                23      1] Keep custom items
                24      2] Also randomly remove SOME overpowered custom items (will not affect quest relevanted items)
                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
```

20.9 EET Tweaks v1.7

~EET_TWEAKS/EET_TWEAKS.TP2~

This modification offers several optional tweaks for Infinity Engine games. Mostly related to Baldur's Gate: Enhanced Edition Trilogy (EET) mod, but some of these components are also compatible with BWP.

This mod should be installed at the very end, after mods that are recognizable by EET Tweaks, such as Tweaks Anthology and others and after any mod that alters CRE, BCS, DLG, ITM, SPL, EFF files.
If you are going to use XP related components than you should avoid installing Ding0 Experience Fixer (DEF JAM), as it does the same thing, but compared to this mod is less precise, flexible and doesn't cover mod related SPL, ITM, EFF files.
Due to its special code Virtue must be installed at least after the XP related components from this mod.

```
  Choose your language:                                                             0 [English]
  Would you like to display the readme?                                             [N]o
  Would you like to display the components from [Consistent NPCs]?                  [Y]es
  Would you like to display the components from [XP adjustments]?                   [Y]es
  Would you like to display the components from [Gameplay]?                         [Y]es
  Would you like to display the components from [Miscellaneous]?                    [Y]es
```

SKIPPING 1000 [Edwin appearance -> BG1]?
SKIPPING 1001 [Edwin appearance -> BG2]?
SKIPPING 1010 [Imoen appearance -> BG1]?
SKIPPING 1011 [Imoen appearance -> BG2]?
SKIPPING 1012 [Imoen appearance -> SoD]?
SKIPPING 1020 [Jaheira appearance -> BG1]?
SKIPPING 1021 [Jaheira appearance -> BG2]?
SKIPPING 1030 [Minsc appearance -> BG1]?
SKIPPING 1031 [Minsc appearance -> BG2]?
SKIPPING 1040 [Viconia appearance -> BG1]?
SKIPPING 1041 [Viconia appearance -> BG1]?
SKIPPING 1042 [Viconia appearance -> SoD]?
SKIPPING 1050 [Cameo NPCs appearance]?

Thes components above are not compatible with your game.

SKIPPING 1060 [NPC voices]?

This component is not compatible with your game.

Install Component [Total XP CAP]?

A similar tweak is present in Tweaks Anthology

2000 1] 2,950,000
2001 2] 8,000,000
2002 3] Disabled [3]
2003 4] Custom value
Type in the integer value for XP CAP

SKIPPING 2010 [Additional XP CAP for BG1 -> 89,000]?
SKIPPING 2011 [Additional XP CAP for BG1 -> 161,000]?
SKIPPING 2012 [Additional XP CAP for BG1 -> 500,000]?
SKIPPING 2013 [Additional XP CAP for BG1 -> Custom value]?
SKIPPING 2020 [Additional XP CAP for SoD -> 89,000]?
SKIPPING 2021 [Additional XP CAP for SoD -> 161,000]?
SKIPPING 2022 [Additional XP CAP for SoD -> 500,000]?
SKIPPING 2023 [Additional XP CAP for SoD-> Custom value]?
SKIPPING 2030 [Additional XP CAP for SoA -> 89,000]?
SKIPPING 2031 [Additional XP CAP for SoA -> 161,000]?
SKIPPING 2032 [Additional XP CAP for SoA -> 500,000]?
SKIPPING 2033 [Additional XP CAP for SoA-> Custom value]?

The components above are not compatible with your game.

Install Component [XP for Traps, Spells and Lockpicking]?

This component has the same functions as the atweak's component "Altered XP rewards from locks, traps and scrolls from atweaks", the "Locks, Traps and Spells XP Reduction" component from XPmod and „XP for Disarming Traps", „XP for Spell Learning", „XP for Pick Pocket" from BP-Balancer.

2040 1] BG1 values (default)
2041 2] BG2 values
2042 3] Vanilla friendly progressive
2043 4] Disabled
2044 5] Custom value [5]
type in integer percentage value [10]

Install Component [XP for killing creatures]?

This component is also included in the „Creature XP Reduction" component from XPmod.

2050 1] Increase to 150%
2051 2] Decrease to 75%
2052 3] Decrease to 50% [3]
2053 4] Decrease to 25%
2054 5] Decrease to 10%
2055 6] Disable
2056 7] Custom value
type in integer percentage value

Install Component [XP for quests]?

This component is also included in the „Quest XP Reduction" component from XPmod.

2060 1] Increase to 150%
2061 2] Decrease to 75%
2062 3] Decrease to 50% [3]
2063 4] Decrease to 25%
2064 5] Decrease to 10%
2065 6] Disable
2066 7] Custom value
type in integer percentage value

```
Install Component  2070  [Party XP for quests distributed individually]?   [I]nstall
SKIPPING           3000  [Disable hostile reaction after charm]?
```
Similar tweak already installed. This component is identical to the same-named BGT Tweak component.
```
Install Component  3010  [PnP spell scroll caster levels]?                 [I]nstall
```
Conceptually incompatible with The Tweaks Anthology component "Cast Spells from Scrolls (and other Items) at Character Level" tweak (skipped if you installed it).
```
Install Component        [Familiar death consequences]?
SKIPPING           3020  1] Constitution loss & blocked summoning for 1 week
SKIPPING           3021  2] Constitution loss for 1 week
SKIPPING           3022  3] Disabled
SKIPPING           3000  4] Disable hostile reaction after charm
SKIPPING           3030  [Protagonist can die]?
SKIPPING           3040  [Ironman Mode]?
SKIPPING           3050  [One time area spawn points (no respawning)]?
SKIPPING           3000  [Add Priest of Tempus kit for Priests]?
```
The components above are not compatible with your game.
```
Install Component  4010  [More bandit scalps]?                            [N]ot Install
```
Similar tweak already installed. This component is identical to the same-named BGT Tweak component.
BG1UB also introduces with "Creature Corrections" more bandit scalps; do not use both together.
```
Install Component        [FPS & cutscenes audio adjustment]?              [I]nstall
                   4020  1] 60 FPS
                   4021  2] 45 FPS                                        [2]
                   4022  3] Custom value
                         Type in integer frames count (30-60)
SKIPPING           4030  [Remove junk from global scripts]?
SKIPPING           4040  [Import party items to SoA]?
SKIPPING           4050  [Books/Scrolls categorization]?
```
The components above are not compatible with your game.
```
SKIPPING           4060  [Wand Case]?
```
Similar tweak already installed.
```
SKIPPING           4070  [Key Ring]?
SKIPPING                 [Replace classic BG1 movies with BG:EE ones]?
                   4020  1] Replace movies
                   4021  2] 4lso disable BG1 movies that don't have BG:EE variants
```
The components above are not compatible with your game
```
Successfully installed                                                   Press ENTER to exit
```

If you want more informations about XP settings in the megamod read the related chapter in the appendix.

20.10 klatu Tweaks and Fixes 1.7 (2)

~KLATU/SETUP-KLATU.TP2~

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

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

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

```
Choose your language:                                                    0 [English]
Would you like to display the readme?                                    [N]o
Would you like to display the components from [Content Changes]?         [Y]es
Would you like to display the components from [Gameplay Tweaks and Fixes]? [Y]es
Would you like to display the components from [Cosmetic Changes]?        [Y]es
Would you like to display the components from [Content Changes]?         [Y]es
SKIPPING           1000  [The Gloves of Goodman Hayes]
```
This component requires an Enhanced Edition game
```
Install Component  1010  [The Manual of War]?                            [N]ot Install
Install Component  1020  [Prepared Wishes]?                              [N]ot Install
Install Component  1030  [Romance Cheat: Isra will Romance Neutral Characters]?  [I]nstall
```
This component requires Isra BG2

SKIPPING 1040 [Give Hexxat an Inactive Fighter Class]?
This component requires an Enhanced Edition game
Install Component 1050 [Appropriate XP Rewards for Cowled Enforcers]? [N]ot Install
Install Component 1060 [CtB: Skip Candlekeep Chores and intro cutscenes]? [N]ot Install
This component prevents the dialogs of Imoen Romance from being played in the dungeon.
Install Component 1070 [CtB: Remove Venereal Disease]? [N]ot Install
Install Component 1080 [CtB: Fixed Harp of Myth Drannor]? [N]ot Install
Install Component 1090 [RoT: Remove cutscenes from Chateau Irenicus]? [N]ot Install
Install Component 2000 [Streamlined Wizard Spell Progression]? [N]ot Install
Install Component 2010 [Streamlined Sorcerer Spell Progression]? [N]ot Install
Install Component 2020 [No Item Deprecation]? [I]nstall
Install Component 2030 [Identify all store items]? [I]nstall
Install Component 2040 [Fix Wild Mage Items and Spells]? [I]nstall
Install Component 2050 [Prevent Wish Spells from Interrupting Caster]? [I]nstall
Install Component 2060 [Standardize Poison Immunity]? [I]nstall
Install Component 2070 [Free Action does not prevent Haste or Movement Rate Bonus]? [I]nstall
Install Component 2080 [Drop Equipment on Disintegration]? [I]nstall
Install Component 2090 [Drop Equipment on Petrification]? [I]nstall
Install Component 2100 [Drop Equipment on Imprisonment]? [I]nstall
Install Component 2110 [Treat all Innate Abilities as Non-Magical (Unaffected by Wild/Dead Magic and Silence)]? [I]nstall
Install Component 2120 [Treat all Psionic Abilities as Non-Magical (Unaffected by Wild/Dead Magic and Silence)]? [I]nstall
Install Component 2130 [Treat all Bardsong Effects as Non-Magical (Unaffected by Wild/Dead Magic)]? [I]nstall
Install Component 2140 [Allow Arcane Spellcasting in Armor]? [N]ot Install
Allows unhindered arcane spell casting in any armor. Basically a cheat.
A similar component is also included in the Tweaks Anthology mod (component #2120 Allow Arcane Spellcasting in Heavy Armor)
Incompatible with the Full Plate And Packing Steel mod.
Install Component 2150 [Allow Thievery in Armor]? [N]ot Install
Allows unhindered thieving skills in any armor. Basically a cheat.
A similar component is also included in the Tweaks Anthology mod (component #2100 Allow Thieving and Stealth in Heavy Armor)
Incompatible with the Full Plate And Packing Steel mod.
Install Component 2160 [Remove Delay from Improved Haste Spells]? [I]nstall
Install Component 2170 [Reputation has no Effect on Store Prices]? [I]nstall
Install Component 2180 [Charisma has a stronger Effect on Store Prices]? [I]nstall
Install Component 2190 [Modal Buff AI Script]? [I]nstall
SKIPPING 2200 [Familiars can sort magical scrolls]?
Requires an Enhanced Edition game
Install Component 3000 [Mute Kelsey's Romance Music]? [N]ot Install
Install Component 3010 [Mute Xan's Romance Music]? [N]ot Install
Install Component 3020 [Mute Adrian's Romance Music]? [N]ot Install
Install Component 3030 [Mute Isra's Romance Music]? [N]ot Install
Install Component 3040 [Mute Kivan's BG2 music tracks]? [N]ot Install
Install Component 3050 [Mute BG1 NPC Project music tracks]? [N]ot Install
Install Component 3060 [CtB: Mute the Cowled Wizard]? [N]ot Install
Install Component 3070 [Remove Chaos Shield icons from all items]? [N]ot Install
Install Component [Change Appearance of Robe of Good Archmagi [N]ot Install
3080 1] Lesser Mage Robe appearance for Robe of Good Archmagi]?
3081 2] Caped Mage Robe appearance for Robe of Good Archmagi]?
3082 3] Hooded Mage Robe appearance for Robe of Good Archmagi]?
3083 4] Leather Armor appearance for Robe of Good Archmagi]?
3084 5] Chain Mail appearance for Robe of Good Archmagi]?
3085 6] Plate Mail appearance for Robe of Good Archmagi]?
Install Component [Change Appearance of Robe of Neutral Archmagi [N]ot Install
3090 1] Lesser Mage Robe appearance for Robe of Neutral Archmagi]?
3091 2] Caped Mage Robe appearance for Robe of Neutral Archmagi]?
3092 3] Hooded Mage Robe appearance for Robe of Neutral Archmagi]?
3093 4] Leather Armor appearance for Robe of Neutral Archmagi]?
3094 5] Chain Mail appearance for Robe of Neutral Archmagi]?
3095 6] Plate Mail appearance for Robe of Neutral Archmagi]?
[Change Appearance of Robe of Evil Archmagi [N]ot Install
3100 1] Lesser Mage Robe appearance for Robe of Evil Archmagi]?
3101 2] Caped Mage Robe appearance for Robe of Evil Archmagi]?
3102 3] Hooded Mage Robe appearance for Robe of Evil Archmagi]?

	3103	4] Leather Armor appearance for Robe of Evil Archmagi]?	
	3104	5] Chain Mail appearance for Robe of Evil Archmagi]?	
	3105	6] Plate Mail appearance for Robe of Evil Archmagi]?	
Install Component		[Change Appearance of Robe of Vecna	[N]ot Install
	3110	1] Lesser Mage Robe appearance for Robe of Vecna]?	
	3111	2] Caped Mage Robe appearance for Robe of Vecna]?	
	3112	3] Hooded Mage Robe appearance for Robe of Vecna]?	
	3113	4] Leather Armor appearance for Robe of Vecna]?	
	3114	5] Chain Mail appearance for Robe of Vecna]?	
	3115	6] Plate Mail appearance for Robe of Vecna]?	
Successfully installed			Press ENTER to exit

20.11 Jimfix v2.4

~JIMFIX/SETUP-JIMFIX.TP2~

This is a small collection of fixes and tweaks aimed at an Ascension + Fixpack v10 + SCS v30 install.

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

Would you like to display the readme?			[N]o
Would you like to display the components from [Fixes]?			[Y]es
Would you like to display the components from [Tweaks]?			[Y]es
Install Component	0	[Fix Sunfire power levels]?	[I]nstall
Install Component	1	[Enable Spell Immunity in Sequencers/Triggers]?	[I]nstall
Requires TobEx			
Install Component	2	[Shield of Reflection works on SCS Flame Arrows]?	[I]nstall
Requires SCS component "Make Protection from Normal Missiles affect some magical projectiles"			
Install Component	3	[Fix Smarter Abazigal]?	[I]nstall
Requires SCS component Smarter Abazigal			
Install Component	4	[Fix Smarter Irenicus at the Throne]?	[I]nstall
Requires Smarter Ascension Irenicus			
Install Component	5	[Remove entourage from Ascension Fallen Solars]?	[N]ot Install
Requires Smarter Celestials			
Install Component	100	[Check for and fix incorrect spell animations]?	[I]nstall
Install Component		[Add spell school notifications to the combat log	
This component should be installed after any component that modifies spells and combines well with the component that fixes incorrect casting animations.			
	201	1] All spells with a casting time greater than 1]?	[1]
	202	2] All spells with a casting time greater than 2]?	
	203	3] All spells with a casting time greater than 3]?	
	204	4] All spells with a casting time greater than 4]?	
	205	5] All spells with a casting time greater than 5]?	
Install Component	300	[Add expiration notifications for buffs]?	[I]nstall
Install Component	400	[Prevent silent prebuffs]?	[I]nstall
Requires Smarter Mages			
Install Component	600	[Add expiration notifications for item buffs]?	[I]nstall
Install Component	500	[Reveal all hidden doors]?	[N]ot Install
Successfully installed			Press ENTER to exit

20.12 Virtue v19

~VIRTUE.TP2~

This mod splits reputation into two separate variables: Reputation, which represents how people in the game feel about the party; and Virtue, which represents how morally correct the party's actions are.

*The Virtue mod should be installed *after* other WeiDU mods and after Refinements.*
Due to its special code Virtue must be installed after Ding0 Experience Fixer.
With the patch made by The Biggs (included in the BiG World Fixpack) you might be able to use Virtue with BWP, although it might have full effect only in BG2 part. It seems to work also 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.

20.13 Gloran NPC v3 (2)
~SETUP-GLORAN.TP2~

For full description see step (1)

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

Choose your language:			1 [English]
Install Component	0	[Przyłaczalny NPC Gloran]?	[N]ot Install
Install Component	1	[Gloran & Virtue]?	[I]nstall
Successfully installed			Press ENTER to exit

20.14 Sarevok Wiederherstellung v1.1
~SARERESTORE/SETUP-SARERESTORE.TP2~

The modification gives the NPC Sarevok in ToB his from the first part of the Baldur's Gate series well-known equipment back (helmet, armor, two-handed sword).

Infinity Animations Core WeiDU beta 5 must be installed.
This mod must be installed after Level 1 NPCs.
This mod is incompatible with the NPC Kitpack component 2800 Give Sarevok a Proper Deathbringer Kit.
If you install this mod you can't use any high level abilities or use any equipment (besides what this mod gives him).

Copy the folder **saverestore** and the file **Setup-saverestore.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

20.15 BG1 NPCs at Beginning
~BG1NPCBEG/BG1NPCBEG.TP2~

This mod for Baldur's Gate Trilogy moves many NPCs that are far away from the main road to Nashkel to allow them to join the party at the early stage of the game, except of course NPCs that are 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 The Tweaks Anthology component Move NPCs to 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 The Tweaks Anthology component Move NPCs to Convenient Locations.
    Install Component  180   [Move Safana]?                                 [I]nstall
    Install Component  190   [Move Shar-Teel]?                              [I]nstall
Not compatible with The Tweaks Anthology component Move NPCs to Convenient Locations.
    Install Component  200   [Move Tiax:]?                                  [I]nstall
Not compatible with The Tweaks Anthology component Move NPCs to Convenient Locations.
    Install Component  210   [Move Viconia]?                                [I]nstall
Not compatible with The Tweaks Anthology component Move NPCs to Convenient Locations.
    Successfully installed                                                  Press ENTER to exit
```

20.16 BGT NSC Portraits v3.0

~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	1550	[Portraits for Afaaq (Djinni Companion)]?	[I]nstall
Install Component	1580	[Portraits for Ajoc Mod]?	[I]nstall
Install Component	1590	[Portraits for ISNF (I Shall Never Forget)]?	[I]nstall
Install Component	1600	[Portraits for Sandrah]?	[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.

20.17 Infinity Animations Core WeiDU beta 5 (2)

~INFINITYANIMATIONS/SETUP-INFINITYANIMATIONS.TP2~

For full description see step (1)

NOTE: *This mod must be installed in two steps! The components "BG1 Character Animations for NPCs" 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
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]

20.18 BP-BGT Worldmap v10.2.3

~SETUP-BP-BGT-WORLDMAP.TP2~

This modification is for the use of The Big Picture - Baldurs Gate Trilogy (BP-BGT) absolutely necessary, because it also shows the additional areas of the big mods.

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

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

Install Component	0	[Worldmap for Baldur's Gate - including colored Baldur's Gate map icons]?	
		Which travel times do you want?	
		1] Original Travel Times and Area Visibility	[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.

20.19 The Tweaks Anthology v9 (4)

~CDTWEAKS/SETUP-CDTWEAKS.TP2~

NOTE: *This mod must be installed in four steps! The Rebalanced Weapon Proficiencies should be installed separately after Jarls BGT Tweak Pack. The Sensible Entrance Points should be installed after the Worldmap mod.*

For full description see step (1)

If not already done, copy the folder **cdtweaks** and the file **setup-cdtweaks.exe** into your main SoA directory. Double-click the Setup. The DOS dialogue appears and the readme opens:

Choose your language:			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		any component except:	[N]ot Install
Install Component	3220	[Sensible Entrance Points]?	[I]nstall

This component can only be installed after the worldmap mod.

Install Component		next component	[Q]uit
Successfully installed			Press ENTER to exit

20.20 Sword Coast Map Labels v2

~MAPNAMES/SETUP-MAPNAMES.TP2~

This mini-mod assigns revised labels to all areas in the Baldur's Gate I (Sword Coast) portion of the game.

The BP BGT Worldmap is required for this mod.

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

Would you like to display the readme?			[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

20.21 **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.

Copy the folder **!BInfinitySounds** and the file **Setup-!BInfinitySounds** 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

20.22 **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!

20.23 **High quality music for Tutu/ToSC**
~1PP_HQ_MUSIC_ToSC/1PP_HQ_MUSIC_ToSC.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!

20.24 High quality music for BGT

~1PP_HQ_MUSIC_BGT/1PP_HQ_MUSIC_BGT.TP2~

This package contains an automated BGT-compatible WeiDu installer for the 1PP: High Quality Music mods (TotSC/BGII). It will add audio from both BG1 and BG2 1PP packages into the game and optionally patch all areas to make full use of added music.

1PP HQ music should be installed after all mods that add new ACM audio into the game.
BGTMusic mod must be installed - specifically the component "Full Baldur's Gate/Shadows of Amn/Throne of Bhaal Music".

Copy the folder **1pp_hq_music_BGT** and the file **Setup-1pp_hq_music_BGT.exe** into your main SoA directory.
Double-click the Setup. The DOS dialogue appears:

Install Component	[High quality music for BGT]?	
0	1] Patch BGT and BGII areas to make full use of updated music (Recommended)	[1]
1	2] Skip patching BGT and BGII areas	
2	3] Patch BGII areas to make full use of updated music (Recommended)	
3	4] Restore BG2:SoA main menu theme (should be used at BGT->SoA transition)	
Successfully installed	[High quality music for BGT]	Press ENTER to exit

20.25 BGT Graphical User Interface

~SETUP-GUI.TP2~

With this mod the user interface and for some mods also the background music can be changed. Depending on which mod you play, you can change the GUI any time.

This mod is included in BGT and will be created during the installation of BGT.
You can change the settings of this mod at any time because the remaining installation will not be affected!

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

Install Component	[Game Graphical User Interface (GUI)]?	choose one:

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

20.26 LadeJarl's Tutu GUI v1.8

~TUTUGUI/SETUP-TUTUGUI.TP2~

This is a GUI replacement which will give the game the original Baldurs Gate look. The mod supports 640x480, 800X600 and 1024X768 screen resolutions.

This mod should be installed last, but before the Widescreen mod.
***Note:** When using this mod you will only be able to choose between 9 kits each character because there is no scroll bar in the kit selection screen.*

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

Install Component	0	[Baldurs Gate I GUI for Tutu, SoA/ToB, or BGT]?	[I]nstall
Install Component	1	[Support for The Biggs widescreen mod]?	[I]nstall
Successfully installed			Press ENTER to exit

20.27 W_GUI beta 0.6b

~W_GUI/SETUP-W_GUI.TP2~

This mod is a partial replacement for BG2 ToB GUI - Graphical User Interface. Only a few screens have been redone. This version may be its final release, because the author lost interest in this mod a very long time ago.

Has to be installed after "BGT-GUI", but before the "Widescreen mod" (if you should use it).

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

Choose your language:			1 [English]
Install Component	0	[W_GUI]?	[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

20.28 Widescreen Mod v3.07

~WIDESCREEN/WIDESCREEN.TP2

This mod allows you to play the game at any desired resolution. It can currently set your resolution to any X by Y, with X >= 800 and Y >= 600. Non-standard resolutions (E.G. 801 by 632) are not supported in fullscreen, but can work in windowed mode. BG cannot be forced to be windowed, but can work at all X by Y, with X >= 640 and Y >= 480.

This mod must be installed AFTER any mods that alter the GUI.

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

Choose your language:			0 [English]
Would you like to display the readme?			[N]o
Install Component		[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!

20.29 Creature Slot Fixer v2

~CREFIXER/SETUP-CREFIXER.TP2~

Some macros designed to fix any slot bugs introduced by other mods.

The **BiG 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

20.30 Innates Set to Level One

~SETUP-INNATE_FIX.TP2~

Correctes many errors with spells. Is necessary to use BP Series scripts.

Also included in the BPSeries mod.

The **BiG 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

20.31 Area Patcher v ALPHA 11

~SETUP-AREA_PATCHER.TP2~

The **BiG 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
Install Component 1000	[Restore NeJ AR9799 - Exit0070]?	[N]ot Install
Install Component 2000	[Restore BGT - AR9799 - Exit9900]?	[N]ot Install
Install Component 2001	[Fix AR2300 Script]?	[I]nstall
Install Component 2002	[Fix AR0701 Script]?	[I]nstall
Install Component 3000	[Fix Jarls BGT Adventure Pack - JA#C05.ARE - Trigger 0 - Door8100]?	[I]nstall

Dies wird nur benötigt, wenn Jarl's BGT Adventure Pack installiert ist.

Successfully installed	[Area Patcher]	Press ENTER to exit

20.32 Cre Patcher v ALPHA 1

~SETUP-CRE_PATCHER.TP2~

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

Install Component 0	[Cre Patcher]?	[I]nstall
Install Component 100	[Fix Shadows over Soubar Selence's proficiencies]?	[I]nstall

This is only needed if Shadows over Soubar is installed.

Successfully installed	[Cre Patcher]	Press ENTER to exit

20.33 Item Patcher v ALPHA 6

~SETUP-ITEM_PATCHER.TP2~

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

Install Component 0	[Item Patcher]?	[I]nstall
Install Component 100	[Gives some vanilla items the Droppable Flag]?	[I]nstall
Install Component 101	[Gives some BP items the Droppable Flag]?	[I]nstall
Install Component 102	[Gives some CtB items the Droppable Flag]?	[I]nstall
Install Component 103	[Gives some Huple items the Droppable Flag]?	[I]nstall
Install Component 104	[Gives some Ilyos items the Droppable Flag]?	[I]nstall
Install Component 105	[Gives some Keto items the Droppable Flag]?	[I]nstall
Install Component 106	[Gives some Kim items the Droppable Flag]?	[I]nstall
Install Component 107	[Gives some Kivan and Deheriana items the Droppable Flag]?	[I]nstall
Install Component 108	[Gives some Lena items the Droppable Flag]?	[I]nstall

Install Component	109	[Gives some Les Exiles de Lunargent items the Droppable Flag]?	[I]nstall
Install Component	110	[Gives some Ninde items the Droppable Flag]?	[I]nstall
Install Component	111	[Gives some Skie ReDone items the Droppable Flag]?	[I]nstall
Install Component	112	[Gives some TDD items the Droppable Flag]?	[I]nstall
Install Component	113	[Gives some Tashia items the Droppable Flag]?	[I]nstall
Install Component	114	[Gives some TDD sin TDD items the Droppable Flag]?	[I]nstall
Install Component	115	[Gives some TS items the Droppable Flag]?	[I]nstall
Install Component	116	[Gives some Avi Maya items the Droppable Flag]?	[I]nstall
Install Component	117	[Gives some Aeon items the Droppable Flag]?	[I]nstall
Install Component	118	[Gives some Amber items the Droppable Flag]?	[I]nstall
Install Component	119	[Gives some Angelo items the Droppable Flag]?	[I]nstall
Install Component	120	[Gives some Breagar items the Droppable Flag]?	[I]nstall
Successfully installed		[Item Patcher]	Press ENTER to exit

20.34 Lolfixer

~SETUP-LOLFIXER.TP2~

The **BG World Fixpack** copies the folder **lolfixer** and the files **setup-lolfixer** and **lolfixer_ONLY_DEBUG_MODE.bat** into your main SoA directory.

Double-click the Setup. The DOS dialogue appears:

Would you like to display the components from [Area Stuff]?			[Y]es
Would you like to display the components from [Creature Stuff]?			[Y]es
Would you like to display the components from [Item Stuff]?			[Y]es
Would you like to display the components from [Spell Stuff]?			[Y]es
Would you like to display the components from [Store Stuff]?			[Y]es
Install Component	0	[Area Stuff - MAJESTIC Area Fixer]?	[I]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

20.35 Sandrah Item Restauration

~SETUP-SANDRAHITEM.TP2~

This patch is necessary to prevent that Sandrah's personal items are overpowered at the start of the BG1 part in a BWP installation.

This patch is required if Sandrah NPC is installed and should be installed AFTER Lolfixer.

Double-click the Setup. The DOS dialogue appears:

Install Component	0	[SandrahNPC Item Restauration]?	[I]nstall
Successfully installed		[SandrahNPC Item Restauration]	Press ENTER to exit

20.36 Divine Remix v8.1 (2)

~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~
(former: Cleric Remix)

For the detailed description see step (1)

NOTE: *This mod must be installed in two steps! The component 1000 must be installed after any mod and component which adds or changes cre files.*

Install Component		any component except:	[N]ot Install
Install Component	1000	[Implement sphere system]?	[N]ot Install

This component must be installed after any mod and component which adds or changes cre files.
This component requires at least one of the "Remix" components.
WARNING: *This component causes the game to crash as soon as you click the New Game button. You can either use DRv7 with the sphere system or DRv8 without it.*

Successfully installed			Press ENTER to exit

20.37 Generalized Biffing v2.2

~GENERALIZED_BIFFING/GENERALIZED_BIFFING.TP2~

This WeiDU mod allows you to biff the content of the override folder for improved performance, that means the files are converted into the BIF file format and moved into the data folder. The game thereby loads much faster again and the performance is running pretty smoothly without jerking. Differently from BWP's end_biff it is compatible with the common WeiDU stack uninstall operation.

This process lasts up to two hours even on a fast computer!

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

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.

20.38 NPCs Enhanced for Everyone v3.7

~NPC_EE/NPC_EE.TP2~

This is a simple alternative to the Level 1 NPCs mod. It enables you to set NPCs to 1st level. Also you can assign a new kit to any of Bioware's NPCs.

This mod replaces the respective components from the former Scales of Balance mod.

This mod should be installed after Generalized Biffing, so you can easily uninstall a component or replace it with another if you are dissatisfied with your choice without the need to install a new megamod.

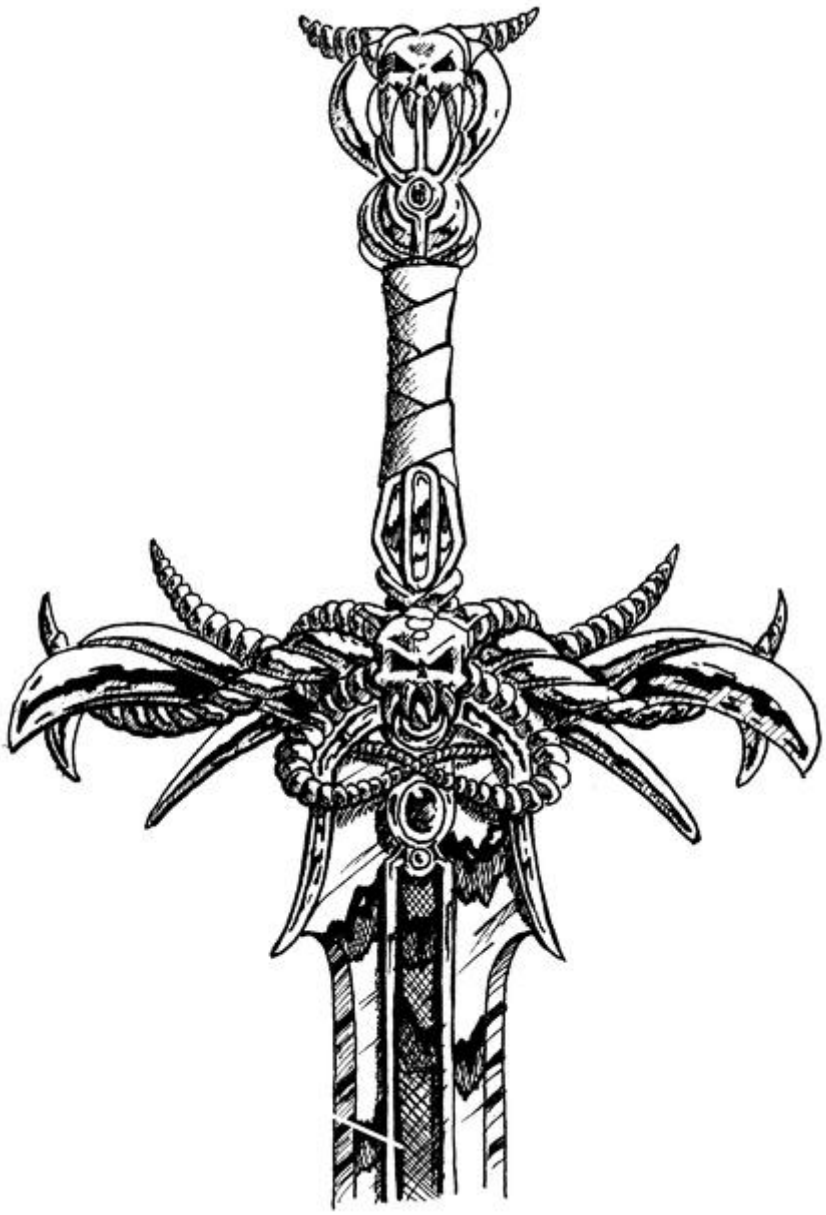
You can install this mod on top of another mod that already had changed the kits - the last installed mod will control. Kits marked (DR) or (S&S) will only be available if you have installed the respective kit from Divine Remix or Song and Silence before.

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

What should be done with all components that are NOT YET installed?			[A]sk about each one?
Install Component		Choose a kit for Imoen	[N]ot Install
	102	1] Make Imoen a multiclass mage/thief	
	104	2] Make Imoen a bard	
Install Component		Choose a kit for Jaheira	[N]ot Install
	121	1] Make Jaheira a druid	
Install Component		Choose a kit for Khalid	[N]ot Install

	141	1] Make Khalid a ranger/cleric	
	143	2] Make Khalid a ranger	
Install Component		Choose a kit for Minsc	[N]ot Install
	161	1] Make Minsc a fighter	
Install Component		Choose a kit for Dynaheir	[N]ot Install
	181	1] Make Dynaheir a sorcerer	
Install Component		Choose a kit for Coran	[N]ot Install
	221	1] Make Coran a thief	
	222	2] Make Coran a ranger	
	223	3] Make Coran a bard	
Install Component		Choose a kit for Branwen	[N]ot Install
	242	1] Make Branwen a multiclass fighter/cleric	
Install Component		Choose a kit for Xzar	[N]ot Install
	261	1] Make Safana a Swashbuckler	
	262	2] Make Safana a Bounty Hunter	
	278	3] Just drop Safana to 1st level	
	279	4] No change for Safana	
Install Component		Choose a kit for Xan	[N]ot Install
	302	1] Make Xzar a necromancer/cleric	
Install Component		Choose a kit for Montaron	[N]ot Install
	321	1] Make Montaron a thief	
Install Component		Choose a kit for Alora	[N]ot Install
	464	1] Make Alora a cleric/thief	
Install Component		Choose a kit for Xan	[N]ot Install
	482	1] Make Xan a bard	
	483	3] Make Xan a fighter/mage	
	484	3] Make Xan a sorcerer	
Install Component		Choose a kit for Viconia	[N]ot Install
	583	1] Make Viconia a cleric/thief	
Install Component		Choose a kit for Neera	[N]ot Install
	621	1] Make Neera a sorcerer	
Install Component		Choose a kit for Yoshimo	[N]ot Install
	682	1] Make Yoshimo a multiclass fighter/thief	
Install Component		Choose a kit for Valygar	[N]ot Install
	702	1] Make Valygar a multiclass fighter/thief	
Install Component		Choose a kit for Nalia	[N]ot Install
	722	1] Make Nalia a bard	
	723	2] Make Nalia a multiclass cleric/mage	
	724	3] Make Nalia a sorcerer	
Install Component		Choose a kit for Mazzy	[N]ot Install
	761	1] Make Mazzy a fighter/cleric	
	762	2] Make Mazzy a paladin	
Install Component	2000	NPC kit choices	[N]ot Install
Install Component	3000	kit choice for multiclass NPCs	[N]ot Install
Successfully installed			Press ENTER to exit

Hotfixes
These are temporary fixes that work for many players, but don't solve the root of the problem. Copy all files out of the subfolders from **B⁄G World Fixpack**\Hotfixes into the override directory at the end of installation. Maybe they don't work for all installations!



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.

BG CLASSIC VS EE

Baldur's Gate: Enhanced Edition ™ runs with an improved version of the Infinity Engine and includes the entire Baldur's Gate adventure and the "Legends of the Sword Coast" expansion pack.
In addition, the adventure adds three new companions, each of them with new skills that were not available in the original game, each with its own quest and new areas. The new characters are basically mod NPC's, which you can find plenty of free. In addition, there are pit fights, but they are not related to the game.
All other technical enhancements of Enhanced Edition such as bug fixes, use of Baldur's Gate 2 engine, and widescreen monitor support are already available as free mods for a long time.
Hint: Baldur's Gate: Enhanced Edition on GOG includes the download link for the classic Baldur's Gate 1.

Baldur's Gate II: Enhanced Edition ™ includes the classic Baldur's Gate 2 completely with the "Throne of Bhaal" expansion pack and adds four new companions. Also there are pit fights without any content to the game. All technical enhancements of Enhanced Edition such as bug fixes and widescreen monitor support are already available as free mods for a long time.
Unlike the Classic version, the EE is only available in English, German, Spanish, Italian, voice output is available only in English. Due to the lack of voice output for not English speaking people the EE is not as much fun as the classic version with voiced foreign language.

Most players are disappointed by the Enhanced Editions and say they are not worth the money. Many players' advice is to buy the originals and use fan mods instead - it's a much more satisfying gaming experience.
Hint: Baldur's Gate II: Enhanced Edition on GOG includes the download link for the classic Baldur's Gate 2 Complete.

The new story chapter Siege of Dragonspear is an extension for Baldur's Gate: Enhanced Edition with 70 new areas and does not work with the original game. It is a confusing story about leaving the city of Baldur's Gate that shall bridge the two main stories. Throughout the story, we also meet old friends as well as new comrades from the Enhanced and four completely new companions. It is available in English only. As long Siege of Dragonspear is not available in other languages than English it will be of no interest to any not English speaking people.

Please note:
The **BG World Project** is meant for the classic version and not for the enhanced edition. You can add more than 500 mods to the game. Most of them and especially the large quest mods will probably never be available for the Enhanced Edition.
For the Enhanced Edition there are about 150 mods available. Most of them had been created for the classic games and were converted to EE, but they have no content for the new NPCs that come with the EE. To solve this problem, you could disable these new characters by a mod, however, what's the reason to play an enhanced edition with disabled enhanced content? Only a few mods are exclusively for the EE.
Other than the BGT mod the EET mod can also merge "Siege of Dragonspear" with the BG1EE and BG2EE games.

This guide describes the installation procedure for the BG classic edition. For the EE the install order will not be the same because the BG1 mods have to be installed before the EET mod. Also most of the listed mods are not avaible for EE.

BG2FIXPACK VS BALDURDASH

With this subject there are two hardened fronts: opponents and advocates of the BG2Fixpack.
Both mods pursue the same purpose: to remove bugs from both original plays.

Baldurdash is very static and removes intentionally only essential bugs and avoids changes in the interfaces. The original mod is considered as 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 Big Picture
There are many improvements provided by BP that are not covered by SCS. Many monsters are added, become stronger etc. The AI from SCS is, on the other hand, better than the AI from BP.
The AI of SCS and BP works in rather different ways. There is no problem in using SCS and BP together, but you should be very carefully if you try to mix the AI components to avoid to get unexpected results.
If you choose the option to combine the AI from both mods at the best the configuration has a limited SCS AI mainly for BG1 with the main BP AI. Tests have shown no issues between the two. However, the simplest choice would be to install only the AI from one of them.

SCS and Quest Pack
Quest Pack's AI and creature enhancements should be compatible with SCS. The components of SCS will override the Quest Pack for the affected creatures. Quest Pack still has some content not influenced by SCS.

HLA MODIFICATIONS

The HLAs (High Level Abilities) are powerful innate abilities which were introduced by the Throne of Bhaal expansion and can be obtained at higher levels. For example, Whirlwind, Power Attack and Evasion are all HLAs.

With the correct installation order it's possible to install Song and Silence, Rogue Rebalancing and Refinements alongside each other and still obtain the proper benefits of all three mods. The proper install order should be:

1) Song and Silence
2) Rogue Rebalancing
3) Refinements

Song and Silence makes only minor changes to the default Bard and Thief kits. Those changes are fully compatible with Rogue Rebalancing since they were initially based on that mod. Since Song and Silence currently uses the default HLA tables for its new kits, they will be handled by Rogue Rebalancing and/or Refinements in case those mods are installed afterwards.

Refinements doesn't change the kits in any way, it merely alters their HLA tables and replaces the Thief and Bard HLA tables introduced by Rogue Rebalancing with its own version. Both versions are fairly similar though as the Bard HLAs from Refinements were initially based on the Bard HLAs from Rogue Rebalancing.

Rogue Rebalancing is fully compatible with Song and Silence, Refinements, Oversight, Divine Remix und Sword and Fist if these mods are installed in the proper order.

Song and Silence	makes some minor changes to the Thieves and Bards and adds several custom Thief and Bard kits to the game.
Oversight	changes the Monk HLAs.
Divine Remix	changes the Clerics, Paladins, Druids and Rangers
Sword and Fist	improves the Monks
Rogue Rebalancing	alters all Thief and Bard kits in order to bring them more in line with their PnP counterparts. Furthermore, it also changes the Bard HLAs.
Refinements	changes the HLAs of all cases and thereby complements and supersedes the Thief and Bard HLAs from Rogue Rebalancing.
SCS	component Add high-level abilities (HLAs) adds 10th level spells to mages and 8th level spells to priests.
The Tweaks Anthology	component Triple-Class HLA Tables will max out the HLA tables for fighter-mage-thieves and fighter-mage-clerics.
SCS	component Treat mages' and priests' High-Level Abilities as innate abilities causes that the 10th level spells can be cast once per day without the need of learning them before.

With the aforementioned installation order Refinements would only alter the HLAs for Paladins, Specialist Mages, Barbarians, Rangers, Sorcerers, Fighters and their multi-classes.
The HLAs from Divine Remix, Sword and Silence and Oversight might conflict with the HLAs from Refinements. This is not fully tested yet and a more detailed account will follow in the next update of this guide.

In general, completely new custom kits should be compatible with each other. However, if two mods change an already existing Bioware kit then they are most likely going to be incompatible, both from the technical and from the conceptual standpoint. Some kits were coded to use the generic HLA table (the one which their base class uses) and they should generally work fine. However, other kits were coded with different HLA tables which were specifically made for those kits and it is not certain how that would work on a Megamod install.

XP SETTINGS IN THE MEGAMOD

For the **B/G World Project** we have tried to manipulate the experience points as fair-minded as possible with the XP mods. Without this XP mods all characters would reach with all additional mods too fast too high experience levels and thus make the game too easy.

BGT
With this mod the experience caps are removed, thus you receive continuously experience points.
Besides, BGT reduces the experience points for "open locks" "find traps" and "learning spells".

BGT Tweak Pack
With the component "Restore BG2 XP bonus for traps, locks, and scrolls" the suitable experience points that are used by BGT are removed again. Thus is everything again like that, as it is intended for BG1.

The Tweaks Anthology
With the component "changed experience caps" we have the possibility to remove the ToB-experience caps, so that you can collect consistent experience points up to level 50 in the mega-mod.

aTweak component "Altered XP rewards from locks, traps and scrolls"
The sub component "Improved (lowered) XP rewards from locks, traps and scrolls" alters the XP rewards to be lower than the vanilla BG2 values.

BP-Balancer
The "BP-Balancer" is made especially to balance the experience points of the big BG1 mods in the megamod, because some mods give atypical high experience points which do not fit to the game balance of BG1. Besides, it restores again all original experience points that these mods have changed in "Baldur's Gate 1".
In addition, the "BP-Balancer" has also individual experience points settings for "open locks" "find traps" and "learning spells" that are applied also in BG1 and BG2. We have set the experience points to 10% of the original value of experience. Thereby you receive a diminished number of experience points, but then you have them constantly for BG1 and BG2. Furthermore you get still more than enough of experience points by the additional mods.

Ding0's Experience Fixer
The "DEFJAM" is made to adjusted the XPs in a megamod. With so many mods there are vast amounts of experience points that would allow to level up the characters too fast and thus to endanger the game balance. Who would like to have in BG2 in chapter 3 already level 20 that actually is intended for "ToB"? This is why it is important for a megamod to reduce the experience points. Players' reports have pointed out that 50% of the original experience points for killing creatures and doing quests are good settings.

BP-Balancer and Ding0's Experience Fixer
With Ding0's Experience fixer (DEFJAM) the values XP are reduced global with the value of x%.
With the BPBalancer there is consciously no global reduction of the experience for killing enemies but the single mods are anew (specifically) balanced.
Depending on the installed order either the Balancer works on the diminished values of DEFJAM (what would not be bad, because the Balancer sets the values explicitly) or, DEFJAM would reduce the values set by the Balancer once more.

Summary
The game balance should guarantee well balanced settings in the megamod.
In the original BG1 together with legends of the sword coast you could reach level 8-9. This was the start level for BG2.
With all mentioned settings these values are preserved. However, if you solve all quests in BG1 you have the possibility to get a bonus level that was not possible in the original game. Now you can reach about level 9-10 in BG1. This is anyhow a duplication of the experience points.
Although BG2 has more mods at disposal than BG1, these settings guarantee that the game remains fair up to the end.
At the end we have these settings:

- XP levels 50
- learning spells 25
- traps 25
- picking pockets 10

MAKE WATCHER'S KEEP ACCESSIBLE BETWEEN SOA AND TOB

In roleplaying terms, the natural time to explore Watchers' Keep is between the end of Shadows of Amn and the start of Throne of Bhaal. Before chapter 4 you're probably too weak; in chapters 6 and 7 of SoA you're in a desperate race against time; in ToB, the way the start works makes it difficult not to take random time off from urgent business to explore Watchers' Keep.

This component moves the start location of Throne of Bhaal to Watcher's Keep, so that you're moved there immediately after the end of SoA. You can then explore WK to your heart's content. When you want to start ToB, just leave WK via the world map. You can still return to WK after leaving.

Be warned: you don't have any stable base, or any way to change your party, as long as you're starting at WK. If you find you need either, you'll need to do the first part of ToB. Similarly, although you could start a new game of ToB using this component, this is only a good idea if you're masochistic enough to want to solo Watchers' Keep with a starting-level ToB character!
If you install this component you will not be able to access Watcher's Keep during the Shadows of Amn part of the game.

MULTI-INSTALL TOOL

This program allows several independent side-by-side installs of BGII at minimal size to perform separate installation(s) from BGII, without touching the original game folder. A clone only needs 400 MB space over and above the actual installation!

Additional mods can be installed into a separate folder. You can attach a clone to your game at any point and continue with your installation afterwards. This could be useful for example when you want to play incompatible mods, or when you want to test a new mod at a certain place. If your installation fails, your game folder is untouched!

You can for example create a folder only for the BG1 part of BGT, only for the BG2 part or whatever you want. This works with all mods other than those that are biffed or include a movie file.

Installation of MIT-v5.1 is conditional upon Java Runtime Environment Version 5.0 Update 6 or higher (currently Java Version 6 Update 12) already being installed on your computer. (Download from: http://www.java.com/de/download/manual.jsp)

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.
Tweaks: Are risky in general and should not be installed without precise instructions.
Script mods: With the exception of the BP Series and gMinion (only this version adapted to megamods) none are compatible.
Total Conversions: As the name suggests, these are complete changes and are absolutely incompatible.

INSTALLING MODS WITH WEIDU

The WeiDU program allows easy installation of individual mods. Files are added to existing folders as is appropriate, scripts are appended to the proper files, new dialogs are added to the dialog file - in short, the program independently handles all of the complex file allocation.

Most of the mod packages contain a WeiDU-installer Setup-###.exe. But because the mods were produced at different times and WeiDU continues to be developed and updated, different mods may contain different setup versions. This means that immediately after being started, the WeiDU-setup often stops with the message: “WeiDU has finished auto-updating all copies of itself in this directory. Please RE_RUN Setup.###.exe to actually install the mod.” Don’t worry, this isn’t an error. This just means that when the WeiDU-setup was run, it discovered a more recent version among the previous installs and updated itself. Older setups cannot finish automatically. In this case press enter to finish the program.

Older setups can also give the error message: “TOO BIG FOR WEIDU” or “error loading Dialog.tlk”. If this happens, replace the setup file with a copy of the most recent version and rename it as per the original setup file for that mod.

Download the latest version of WeiDU (presently v2.36) and copy the file “WeiDU.exe” into your main SoA directory. When the installer is first started, all setup files will update themselves to this version.

INSTALLATION – Install WeiDU-mods using the following steps, repeating for each mod:
Extract your mod to your main SoA directory.
Rename the WeiDU-setup if necessary in Setup-### (same name as the TP2 file).
Double-click the Setup. A DOS-dialog window will open. Enter the following data as required.
If the mod is available in several languages, you will be asked to “Choose your language”. Type the number of the appropriate language and press enter.
Next you are asked to “Install Component [###]?” and you have the choices [I]nstall, [N]ot Install and [Q]uit. In each case indicate your choice by typing the letter between the brackets.
Some mods give you several install options of which you can only choose one. Beside “Install Component [###]? you will have the choices “[N]o, [Q]uit or choose one. Type the number corresponding to the component you want to install.
Some mods consist of several components and you are asked: “ Would you like to display the components from [###]?” If you type [Y]es, you can individually select the recommended components. To save time you may choose [N]o to start the default installation. This means some things will be installed, but you won’t know which or why. (Many mods may skip this.)
In the next step you are asked: “Install Component [###]”for every single component and you have the choices [I]nstall, or [N]ot Install or [Q]uit? Type the appropriate letter and press enter. Different files are copied and patched. If the dialog “SUCCESSFULLY INSTALLED [###]” appears, the installation went fine.

Finish the program by pressing the enter key, not with the return key. This is required for some mods to begin the audio-decompression. The setup can only be finished when the ReadMe files are closed!

ADDITIONAL INSTALLATION - Other individual components can be installed afterwards by repeating the following steps. You are asked “What should be done with all components that are NOT YET installed?” with the choices [I]nstall them, [S]kip them, [A]sk about each one? Press [A]sk to select the components you want and continue as described.
If some components are already installed, you are asked “What should be done with all components that are ALREADY installed?” Make your choice with [R]e-Install, [N]o Change, [U]ninstall or [Q]uit.

DEINSTALLATION – The uninstall / reinstall process shows what a brilliant tool the WeiDU-installer is: You can safely uninstall or reinstall a mod which is right at the beginning of your installation chain, even though you may have installed twenty other mods after it. WeiDU uninstalls, from last to first, all the mods installed since the one you want to change, does the uninstall or reinstall, then automatically, in the correct sequence, installs all of the other mods again. This process can last several minutes with an extensive installation!

Do NOT use the option “What should be done with all components that are ALREADY installed?” with mods installed in two steps unless you want to completely remove the mod. You would not only uninstall the recently installed components, but also those from potentially a much earlier point in the install which could cause the installation to rebuild out of sequence.

This will not work with biffed files!

RE-INSTALLATION - The steps above repeat again. With mods with several components this time you are asked "What should be done with all components that are ALREADY installed"? Now you have the choice between [R]e-Install them, [U]ninstall them, [S]kip them, [A]sk about each one. Types the according letter and press enter.
At a extensive installation this process can last several minutes!

Doing so will not work with biffed files!

DEINSTALLATION OF BIFFED FILES - The mods NEJ, all big BG2 mods like TDD, SoS, CtB, TS and, BGT-WeiDU as well as the big BG1 mods 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 ._ e.g. `ERROR: .../scripts/._ar6300.baf`

This specific problem only occurs if you have saved your files at some point on a computer with a UNIX operating system. An invisible file is created to every file by this system, that begins with . _. These files are ordinarily completely ignored by a Windows computer, but some mods (D0QuestPack, Refinements) have problems with them.

If this happens, open the folder concerned, change your folder settings to “show hidden files” and delete all files, that begin with. _ . You can then continue with your installation.

```
ERROR: COPY ~SPWI321.SPL~ ~override/SPWI321.SPL~ FAILED: cannot open target
```
—> The error is most likely caused by an activated virus scanner.

```
ERROR: problem saving [override/DRIZZT.dlg]: Sys_error("override/DRIZZT.dlg: Invalid
argument")
```
—> The error is most likely caused by an activated virus scanner.

```
ERROR: [SPWI118F.SPL] -> [override/SPWI118F.SPL] Patching Failed (COPY)
(Sys_error("stratagems_external/workspace/immune_spl.2da: Invalid argument"))
```
—> The error is most likely caused by an activated virus scanner.

```
ERROR locating resource for 'COPY'
Resource [NATALK9.cre] not found in KEY file: [./chitin.key]
```
—> The error is most likely caused by an activated virus scanner.

DEBUG WARNINGS AND THEIR MEANING

There are in three different kinds of error messages:

1. Messages to the mod author without meaning for the game

The following warnings and all similar ones can be ignored:

```
WARNING: I_C_T2: the interjection point (GAELAN 66) has multiple exit transitions that have different actions!
```

This is a hint to the mod author and ordinarily works with the game. It only means that an additional variable is set up. It is a WeiDU feature and results in no program errors. All interjections were tested extensively so you can be sure of this.

```
WARNING: REPLACE specifies no WEIGHT for state 109 and DLG uses non-trivial weights. Using weight from DLG (39). [65]
```

It has no effect on gameplay, but is a reminder to the modder that the modder has not specified what WEIGHT they wanted (the order in which dialogs are evaluated)... so WeiDU is doing it for the modder. It is harmless.

```
WARNING: Fast SET_2DA_ENTRY failed, falling back on old method...
```

This works, only not in the way WeiDU first tries. It is it a hint to the mod author.

```
WARNING: [questpack/wilbur/d0nosnd.wav] is a 0 byte file
```

This can be ignored: it is harmless and intended.

```
WARNING: EXTEND_TOP #position 1 out of range 0-1
```

This means that no changes had to be made to the script because another mod is not installed.

2. Typos

Messages like the following are only typos which probably lead to mistakes, because variables are not set. These can be just absent quotation marks or tildes. Not all of these failures are detrimental: the fact that a couple of demons and a vampire aren't as smart as they might be because a matching script block was not found is no big drama, the fact that a mod fails to check charisma correctly won't be noticed - unless you deliberately created CHARNAME with a low charisma to *avoid* the Ariena romance.

```
WARNING: cannot verify trigger ~!InParty(“Zaiya)~: Failure(“lexing: empty token”)
```
should say: `~!InParty(“Zaiya“)~`

```
WARNING: cannot verify action ~SetGlobal(“KiaraChallenge”,LOCALS”,1)~: Failure(“lexing: empty token”)
```
should say: `~SetGlobal(“KiaraChallenge”,“LOCALS”,1)~`

```
WARNING: cannot verify trigger ~=InParty(“Kiyone”) InMyArea(“Kiyone”)~: Failure(“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 had been corrected of course a long time ago!

3. Error in the program code

Messages like the following must be exactly checked anyway. Whether an error is slight or not, depends on the fact which block is changed: it can mean that some scripts are not installed and thereby some creatures are not as clever as provided, however, can lead also to serious malfunction in the game.

```
WARNING: cannot find block matching [BGTTweak/3/xKAGAIN.BAF]
```

These and all similar warnings, point out that the block to which something should be added has already been changed by a previous mod, which is why this action has failed.

```
Warning: cannot find block matching [redemption/bcs/ AR6200asc.bcs]
```

A special case of the previous one: Redemption and Longer Road search not only for specific script blocks, but also for blocks in files in the override folder. If they are biffed, the installation fails.

```
Not enough arguments to [NumTimesTalkedTo]. Recovering.
```

These and all similar warnings signify an error in the mod. The corresponding script block or dialogue will fail in the game.

4. Error caused by a virus scanner

Errors like the following may happen if WeiDU and the virus scanner try to access simultaneously the same file.

```
ERROR: COPY ~bgmain.exe~ ~bgmain.exe~ FAILED: cannot open target
```

```
ERROR: Sys_error("bgmain.exe: Permission denied")
```

It is important to deactivate the virus scanner during the installation to prevent such errors!

CHEAT KEYS / CONSOLE COMMANDS

Activate Cheats:

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

Cheat Keys

CTRL+1	Change armor level animation
CTRL+2	Fade screen to black
CTRL+3	Fade screen to normal
CTRL+4	Highlight background-interactive objects
CTRL+5	Displays animation information
CTRL+6	Change avatar animation previous
CTRL+7	Change avatar animation next
CTRL+8	Highlights the text boxes
CTRL+9	Highlight the sprites
CTRL+0	Unknown
CTRL+A	Animation avatar (see CTRL+S)
CTRL+C	Jump to next chapter
CTRL+D	Display some numbers (framerate related?)
CTRL+E	Alters visual range
CTRL+F	Turn the character
CTRL+G	Display list of areas loaded in cache
CTRL+H	(TOB only) Sets a specific Surge for wild magic 1-100
CTRL+I	Selects animation (see CTRL+L). Can force banters.
CTRL+J	Teleport to cursor position
CTRL+K	Creature under cursor kick out party
CTRL+L	Plays animation (selected by CTRL+I)
CTRL+M	(Followed by ENTER) Debug Dump
CTRL+P	Keep screen centred on selected character
CTRL+Q	Creature under cursor joins party
CTRL+R	Heals character under cursor
CTRL+S	Select avatar animation
CTRL+T	Advance game time 1 hour
CTRL+U	Temporarily highlight Doors + Ground Objects
CTRL+X	Extended position information
CTRL+Y	Kills creature under cursor

Console Commands

CLUAConsole:AddGold(<int>)
Adds the gold specified by <int> to the party.
CLUAConsole:AddSpell(“<string>”)
Adds the spell specified by <string> to the selected character.
CLUAConsole:AdvanceRealTime(<int>)
Advances the in-game ‘real time’ counter.
CLUAConsole:CreateEngine(<int>)
Unknown - seems to start a new single (0) or multi (1) player game.
CLUAConsole:CreateCreature(“<string>”)
Creates the creature specified by <string>. The name that is entered must be six charac-

ters or less. If the desired character has a name longer than that, only enter the first six 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.

ACKNOWLEDGMENT

The **B¿G World Project**, the **B¿G World Project** install guide, the **B¿G World Install.bat** and other tools have been initiated and developed by me, Leonardo Watson. Over the course of time the BWP had been supported by countless aides.

Special thanks to (in alphabetical order):

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Fiona	for proof-reading the English release
horred the plague	for his efforts to make his Big Picture mod as compatible as possible with the BWP
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Special thanks to the translators

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!tweak v4, Paladins of Faerun Kitpack v4, Prestige Kit Pack v2, Return to Trademeet Kitpack v1.1, Vecna v12, Throne of Bhaal Extender (TobEx) Beta 0001

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, Moriturі 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

v12.2 changed install order
- updated mods: Ajantis BG1 v8, Weimer's Item Upgrade v40, Adalon's Blood v11, aTweaks v4.03
- new features added to the install.bat

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, Branwen 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, Lavalt! 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

v15.4 new functions added to the Installpack
changed install order

- updated mods: The Stone of Askavar v1.9, BG1NPC Project v22, Thalantyr Item Upgrade v4.2.1, Faren v3, Ninde v2.2, Oversight v15, Crossmod Banter Pack v14a, Difficulty and Tweaks mod v7, The Undying v2.53, Crossmod Banter Pack for Baldur's Gate II v15, Fishing for Trouble v3.0 with Hotfix 1, Afaaq, the Djinni Companion v1.5, BG1 Mini Quests and Encounters v11, TeamBG BG2EE Armor Pack v1.02, Garrick - Tales of a Troubadour 1.24, Sandrah NPC v108b, Sandrah - Return to Faerûn v108b, Almateria's Restoration Project v8.1.2, BP-BGT Worldmap v10.2b3, Horace v1.73
- deprecated mods: Never Ending Journey 2 v42b, BGTNeJ2 v1.1, NEJ2v602, BGT-NeJ2 Compatibility Modification v1.2, Never Ending Journey 2 v68, Tortured Souls TS-BP v6.10, Poison Effect Supplement for ToBEx
added mods: Sandrah Times of Trouble

v15.5 updated mods: Afaaq, the Djinni Companion v1.6, Scales of Balance v3.4
- added mods: Might and Guile v1.0, NPCs Enhanced for Everyone v1.1

v15.6 changed install order
- updated mods: Er'vonyrah: Song Władającej v1.3.4, Scales of Balance v4, Sandrah NPC v1.10, Sandrah - Return to Faerûn v1.10,Tyris Flare v7, Might & Guile v1.3.1, NPCs Enhanced for Everyone v1.2, Scales of Balance v4.1
- added mods: Sandrah Item Restauration

v15.7 new features added to the Installpack
many descriptions added
changed install order
- updated mods: Baldurdash Weidu v1.74, Tortured Souls v7.05, Garrick - Tales of a Troubadour 1.25, Might and Guile v2.2.2, Scales of Balance v5.1.4, NPCs Enhanced for Everyone v2.4.1, BGT NSC Portraits v3.0, Item Revisions v3 with Hotfix 17, Afaaq, the Djinni Companion v2.1, Arath v2.2, Isra BG2 v2.1, Dark Horizons BGT v2.12, Thrown Hammers v4.1, Valerie v1.1, Ding0's Quest Pack v3.2, Almateria's Restoration Project v8.2.6, Worldmap v10.2.1, Back to Brynnlaw v5, aTweaks v4.50 (beta), Wheels of Prophecy v4, Item Randomiser v7 dev release 160110, Sandrah NPC v1.11, Sandrah - Return to Faerûn v1.11
- added mods: The Bigg Kit Pack v1.1, EET Tweaks v1.4, Reunion v1, Pickpocket Options, Universal Clear Fog of War, Sarevok Related Tweaks v1.2, Rylorn v1.0.1, MegaModKits v1.01L

v16 updated mods: Baldurdash Weidu v1.75, Item Revisions v4 Beta 9, Spell Revisions v4 Beta 12, Tortured Souls v7.06, Never Ending Journey 3 v7.02, Xulaye v1.2.1, Might and Guile v2.8.1a, ThrownHammers v6.01, Item Revisions v4 Beta 9, Scales of Balance 5.3.1, NPCs Enhanced for Everyone v2.5.1, Kindrek v2.7, CoM Encounters v1.10, Wheels of Prophecy v6, Imoen Romance v3.6
- added mods: Keldorn Romance v1.01, The Tweaks Anthology Beta 4
- deprecated mods: BG2 tweak Pack v16, Unique Containers v3 (they are now included in The Tweaks Anthology)
thoroughly reconditioned installation procedure
revisled Installpack
corrected Fixpack and Textpacks
first attempt to provide compatibility with NeJ3 and BWP

v17 from now the guide is in English language only available
- updated mods: Spell Revisions v4 Beta 13, The Lure of the Sirine's Call v14, The Stone of Askavar v2.0, New travel system between Baldur's Gate City areas v2.1, Gavin BG1 v11, Fishing for Trouble v3.1.3.1, Gavin for BG2 v21, Lena v0.7, Edwin Romance v2.07, Alternatives v12, Mal des Vampirismus v1.2, Auror Kit v4.3, JKits v6, Aurora's Shoes and Boots v5.2, The Tweaks Anthology v3, Might and Guile v3.5.3, Refinements v4.16, aTweaks v4.51, Scales of Balance v5.6.2, Ding0's Tweakpack v23, Almateria's Restoration Project v8.2.8, Song and Silence v8, BG1 Mini Quests and Encounters v15, Tower Of Deception v4.0.1, Dungeon Crawl v9, De Arnise Romance v5, Afaaq, the Djinni Companion v2.4, Tiax v4, Iylos v2.5, Wizard Slayer Rebalancing v1.13, Ajantis for BG2 v13, Imoen Romance v3.9, Petsy Chattertone v3.1, Bear Walker v3, Sarevok Wiederherstellung v1.1, NPCs Enhanced for Everyone v2.6.4, Baldur's Gate Romantic Encounters v2.1, Tales of the Deep Gardens v12.1, Innershade v9.1, I Shall never forget v5.2, Improved Horns of Valhalla v2, Yvette Romance v4.0, Foundling: Between the Shades v3.1, Romantic Encounters v12, Rogue ReBalancing v4.91, Scales of Balance v5.7, Ding0's Tweak Pack v24, EET Tweaks v1.7
- added mods: Club Of Pain v1.3, Saradas Magic v1.1, Saradas Magic 2 v1.6, Wand Case v1.3, Diablo2 Kit Pack - The Amazon Ver 0.2, Diablo2 Kit Pack - The Necromancer v0.5, Scion of Murder 1.1.0, klatu Tweaks and Fixes 1.7, Rjali NPC v8.1, Tenya Thermidor v1.5, T'was a Slow Boat from Kara-Tur v0.9, WTP Familiars for Throne of Bhaal v1.7, berelinde's Keldorn Romance v3, Diablo2 Kit Pack - The Assassin Ver 0.2
- completely overhauled Installpack
- now Installpack converts some BG1 mods to BGT using the PCU and changes some BG2EE mods to BGT.
- massive changes in the install order due to some updated tweak mods (atweaks, DR, SoB, Refinements)

v18 updated mods: The Stone of Askavar v2.1, BG1 Mini Quests and Encounters v17, Ajantis BG1 v12, Dace v1.3, Ascalons Questpack Version 2.0.4, Ascalons Breagar v7.0.6, Jarls Adventure Pack v0.7, Unique

Artifacts v7, Dark Side of the Sword Coast v3, Northern Tales of the Sword Coast v2.2.2, Tales of Anegh v2.6, Rjali v8.5, Tenya Thermidor v1.5c, Derats Unused Kit Pack v14, Tales of the Deep Gardens v12.2, Innershade v9.5, The White Queen v6.6, Eilistraee's Song v6.5, Foundling: Between the Shades v3.2, Ajantis NPC for BG2 v14, BP-BGT_Worldmap v10.2.2, Item revisions 4 beta 10:, Aurora's Booths and Shoes v5.2.1, Tweaks-Anthology-master v4, Game Over Only On Party Dead v1.7, aTweaks v4.52, NPCs Enhanced for Everyone v3.3b, Fishing for Trouble v.3.2.1, Adalons Blood v14:, BG1NPC Project v23.3:, Baldur's Gate Romantic Encounters v2.4, Sarevok friendship v2.2, Ninde v3, Jastey's Solaufein 1.2, Fade v5.1, Banter Pack v15, Dungeon Crawl v9.1, Sellswords v5.1, Tiax v4.1, Hidden Adventures beta 3, Rogue ReBalancing v4.92, Adrian v4.2, Isra v2.3, Isra BG2 (PC) v3, Xulaye v2.0, Haer'Dalis Romance v2.2, IEP Extended Banters v5.4, Imoen Friendship (SoA & ToB) v3.3, Sarevok Romance v1.3, Viconia Friendship (SoA & ToB) v4.3, Yoshimo Friendship v4.3, I Shall Never Forget v 5.6, Animal Companions 1.5, Auror Kit for the Ranger Class 4.4.1, Quayle ReDone v3.0, Varshoon - an Illithid NPC v5.0, Yoshimo Romance v4.0, BG1 Romantic Encounters v2.5, Gavin NPC mod for BG1 v14, Gavin NPC for BG2 v22, Alternatives v13.3, IWDification Beta 5, Reunion v3, The Sellswords v6, Back to Brynnlaw v6, Assassinations v12, NPC Flirt Packs v1.04, Coran for Baldur's Gate II v5.1, Divine Remix v8.1, Refinements v4.22, Might and Guile v3.7.9, Scales of Balance v5.13, Afaaq, the Djinni Companion v2.5

- added mods: Vlad's Compilation v1, Southern Edge v1.10, Aerie in BG:EE v1.1, Critter Parts EE v1.1, Haer'Dalis Friendship v1, Cernd Friendship v1, Ashar NPC 1.12
- deprecated mods: Baldurdash, Tortured Souls, Senka's Keldorn Romance (all of them are now part of Vlad's Compilation)
- changed install order
  significantly improved functionality of the Installpack, new features added, Trimpack is now part of the Installpack

v18.1 updated mods: BG2 Fixpack v12, Adrian v4.3, Cernd Friendship v1.1, Yeslick v2.0, Isra BG2 (PC) v3, Northern Tales of the Sword Coast 2.3.0, Foundling: Between the Shades v4.2, Southern Edge 2.1, White NPC v2.0, Sarevok related tweaks v1.3, Eilistraee's Song 6.6, Gavin NPC for BG2 v23, Jasteys Sir Ajantis for BGII NPC 18, Jasteys Baldur's Gate Mini Quests and Begegnungen Modifikation v18, BG1 Romantic Encounters v2.7, NPC Tweak v7, Xan for BG2 v16, Nathaniel v4.4, Sheena v2.5, Club Of Pain v1.5, Tales of the Deep Gardens v12.4, Vampire Tales v1.04, Mazzy Friendship v3.2, Almateria's Restoration Project 8.4, Sword Coast Stratagems v31, Might and Guile v3.7.10, The Sorcerer's Place Collection v11, berelinde's Keldorn Romance v4, The Tweaks Anthology v7, Wheels of Prophecy v7, Crossmod Banter Pack for BG2 v16, The Gibberlings Three Anniversary v11, Vynd v2, Level 1 NPCs v2, NPC Kitpack v5, gMinion v3, Mur'Neth NPC v12, Afaaq, the Djinni Companion 2.6, Every Mod and Dog v8, Geomantic Sorcerer v5, P&P Celestials v7, Shards of Ice v6, Alternatives v13.4, Sword and Fist v8, Song and Silence v9, Kivan and Deheriana Companions for BG2 v16, Auren Aseph v10, Sarah v5, Animal Companions v1.6, Pack Mule v1.4b, Refinements v4.23.1, BP-BGT Worldmap v10.2.3

- added mods: Ooze's Lounge v2, NPC Strongholds v2, IR Revised V1.13a (2018 April 22nd), Skip Chateau Irenicus v3.0, The Beaurin Legacy v1.1, The Calling Beta 1
- deprecated mods: Rjali NPC (I was not able to make v9.0 compatible with the classic BG2)

v18.2 updated mods: Oversight v16, Ascension v2.0.3, Vlad's Compilation v2.1, Never Ending Journey 3 v7.1, Baldur's Gate Trilogy v1.20, Northern Tales of the Sword Coast v3.1.1, The Lure of the Sirine's Call v15, Spell Revisions v4 Beta 13, BG1 Unfinished Business v16.0, Sword and Fist v10, Amber v5, Angelo v7, Haldamir v4, Tyris Flare v8, Neh'taniel v6.4, Ascalons Questpack v2.0.5, Ascalon's Breagar v8.0.1, Coran's BG Extended Friendship Talks v6, Dungeon Crawl v11, Assassinations v14, Back to Brynnlaw v7, The Sellswords v7, The Calling v2, Weimer's Item Upgrade v44, Xan for BG2 v17, Tiax v5, Arath v4, Dace v5, Jastey's Solaufein (Solaufein's Rescue) v1.5, Iylos v2.6, The Beaurin Legacy v3.2, de'Arnise Romance v6, berelinde's Keldorn Romance v5, Nephele v2.4, Reunion v4, The Wheels of Prophecy v8, Sword Coast Stratagems v32.2, Ajantis for BG2 v19, Crossmod Banter Pack for BG2 v19, Fading Promises v8, The Tweaks Anthology v9, Might and Guile v4b10, Refinements v4.24, Scales of Balance v5.16.2, Level 1 NPCs v3, NPCs Enhanced for Everyone v3.7

- added mods: Valygar Friendship 1.0, Minsc Friendship v1, Corthala Romantique v1, Level Adder, Made in Heaven: Item Pack v2, Made in Heaven: Encounters & Quests v3, Evandra v2.1, Calin v1.2, The Old Gold v0.2, Yoshimo's Remorse 1,2
- reintroduced mod: Rjali v8.5
- deprecated mods: Multistronghold because it is now part of The Tweaks Anthology

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WHICH MOD IN WHAT LANGUAGE?

Not all available translations are included in the mods, however, in the **BiG 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	●									
Aerie in BG:EE	●									
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	●	●			●					
Aran Whitehand	●									
Arath	●									
Arcane Archer	●									
Arena	●									
Ariena	●									
Armiger Kit	●									
Arnel's Nalia Romance	●					●				
Ascalon's Breagar	●	●								
Ascalon's Questpack	●	●								
Ascension	●	●	●	●	●	●	●	●	●	
Ashar	●						●			
Ashes of Embers	●	●	●	●						
Askaria	●					●			●	
Assassinations	●	●	●	●	●	●	●			
aTweaks	●	●	●	●	●	●				
Au service d'Oghma	●	●	●	●	●	●				
Auden	●									
Auren Aseph	●	●								
Auror Kit	●									
Aurora ToB	●									
Aurora's Shoes and Boots	●	●		●		●				
Authentic Mischiefous Fairy Dragon	●	●		●	●	●				
Avi Maya Project	●						●			
Azengaard Tactical Encounter	●	●		●	●					
Azure	●									
b!tweak	●									
B!Tweaks	●									
Back to Brynnlaw	●	●				●				

Bag Bonus	●	●	●		●	●					
Baldur's Gate Trilogy	●	●	●	●	●	●	●		●	●	
Baldur's Gate Trilogy Graphics Overhaul	+	+	+	+	+	+	+	+	+	+	+
Baldur's Gate Trilogy - Music	●	●	●	●	●	●			●	●	
Baldurdash	●	●				●					
Baldurs Gate Shadows of Amn Item Import Mod	●										
Banter Pack	●	●	●	●	●	●	●	●			
Bard Song Switching	●	●							●		
berelinde's Keldorn Romance	●										
Beyond the Law	●										
BG Spawn System	●	●	●	●	●	●					
BG1 Mini Quests and Encounters	●	●	●	●	●	●					
BG1 NPC Music Pack	●	●	●	●	●	●	●	●	●	●	
BG1 NPC Project	●	●	●	●,							
BG1 NPCs at Beginning											
BG1 NPCs for BG2:SoA	●										
BG1 Romantic Encounters	●										
BG1Unfinished Business	●	●	●	●	●	●	●				
BG2 Fixpack	●	●	●	●	●	●	●			●	●
BGT NSC Portraits	+	+	+	+	+	+	+	+	+	+	+
BGT Tweak Pack	●	●	●	●	●	●	●		●	●	
BGT-NPCSound	●			●	●		●	●	●	●	
Biddekelorak	●										
Big Picture	●	●	●	●	●	●					
Blackguard Fighter Kit	●										
Blood Of The Martyr	●	●		●	●	●					
Boards of Magick Item Pack	●	●									
Bolsa	●		●	●	●						
Bons Bruce The Cockney Barfighter	●										
BP-Balancer	●										
BP-BGT Worldmap	●	●	●	●	●	●	●				
BP-Series	●	●	●	●	●	●					
Branwen for BG2	●										
Branwen NPC	●			●							
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	●										
BuTcHeRy	●	●		●							
Cal-Culator	●	●	●	●			●				
Calin	●										
Cassius	●	●		●	●			●			
cbisson's FamiliarPack	●	●				●		●			
Celestiales	●		●								
Cerberus	●		●		●		●				
Cernd Friendship	●										
Chantelame				●							
Chanter Kit				●							
Chaos Knight Kit						●				●	
Charli	●		●		●		●				
Check the Bodies	●	●	●	●	●	●					
Check the Bodies_Fast Forward	●	●	●	●	●	●					
Check the Bodies-Chores	●	●	●	●	●	●					
Chiara	●	●									
Chloe	●		●	●	●	●	●				

CliffHistory	●					●					
Cloakwood Squares	●	●				●					
Club Of Pain	●				●						
CoM Encounters	●	●		●		●					
Conductor Kit	●										
Coondred	●										
Coran	●					●					
Coran's BG Extended Friendship Talks	●	●									
Corthala Romantique	●										
Critter Parts EE											
Crossmod Banter Pack for Baldur's Gate II	●										
Crusader Pack	●					●					
Cursed Items Revision	●	●		●		●					
Custom Kits: The Spellsword	●	●									
D's Odd Quest Mod; formerly Imnesvale	●					●					
Dace	●										
Darian	●										
Dark Horizons	●	●			●	●					
Dark Side of the Sword Coast	●	●	●		●	●	●				
Darron	●	●	●		●						
Daulmakan's Item Pack for Baldur's Gate II	●					●					
de'Arnise Romance	●					●					
Deeper Shadows of Amn	●	●			●	●					
Deidre and Joluv in BGT	●						●				
Derat's Unused Kits Pack				●							
Diablo2 Kit Pack - The Amazon	●									●	
Diablo2 Kit Pack - The Assassin	●									●	
Diablo2 Kit Pack - The Barbaian	●									●	
Diablo2 Kit Pack - The Necromancer	●									●	
Diablo2 Kit Pack for BG2 - The Paladin	●									●	
Difficulty and Tweaks Mod	●										
Ding0's Experience Fixer	●	●	●	●			●				
Ding0's Quest Pack	●	●	●	●	●						
Ding0'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	●	●	●	●		●					
EET Tweaks	●	●					●				
Eilistraee's Song	●	●				●					
Eldoth	●	●									
Elementalist Kits	●										
Elvanshalee		●									
Enhanced BG	●	●				●	●				
Er'vonyrah	●	●	●		●	●					
Evandra	●										
Every Mod and Dog	●	●				●					
Exnem Vault	●										
Expanded Thief Stronghold	●	●	●			●					
Fade SoA	●			●		●					
Fading Promises	●	●	●		●						

Faren	●										
Finch	●	●	●	●							
FinnJO's Subrace mini-mod for Baldur's Gate 2	●					●					
Fishing for Trouble	●	●				●					
Food and Herbal Mod	●	●		●	●	●					
Foundling: Between the Shades	●										
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 BG1	●										
Gavin BG2	●										
Generalized Biffing	+	+	+	+	+	+	+	+	+	+	+
Genwa's Haendlermod	●	●									
Geomantic Sorcerer	●			●							
Getting Rid of Anomen	●	●	●			●					
Ghareth	●										
Ghost	●	●	●			●					
Gibberlings Three Anniversary	●										
Gloran	●	●					●				
gMinion	●										
Goo the Disembodied Floating Eyeball	●	●		●	●	●					
Grimuars	●	●	●			●					
Haer'Dalis Friendship	●										
Haer'Dalis Romance	●										
Haer'Dalis' Swords	●	●	●	●	●	●	●				
Haiass	●	●	●	●		●					
Haldamir	●	●									
Hanna	●	●	●	●		●					
Hard Times	●			●	●	●	●				
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 BGT	+	+	+	+	+	+	+	+	+	+	+
High Quality Music for SoA/ToB	+	+	+	+	+	+	+	+	+	+	+
High Quality Music for Tutu/ToSC	+	+	+	+	+	+	+	+	+	+	+
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	●					●					

igi's Projectile Retrieval	●		●				●				
Imoen Friendship	●			●		●					
Imoen is Stone	●										
Imoen's Romance	●		●		●		●				
Improved Anvil Lite	●										
Improved Asylum	●		●		●						
Improved Horns of Valhalla	●										
Improved Summons	●			●		●		●			●
Improved Volcano Pack	●		●			●		●			
Indira	●		●		●		●		●		
Infinity Animations	+		+		+		+		●		+		+		+		+
InfinityKits	●										
Innershade	●		●			●		●			
Isra BG1	●										
Isra BG2	●										
Item Randomiser	●								●		
Item Revisions	●							●			
IWD Item Pack	●							●		●	
IWDification	●										
Iylos	●										
Jamella's Diablo2 Item Store for BG2TOB	●										●
Jan's Alchemy	●		●		●		●				
Jan's Quest	●		●		●		●				
Jandor	●					●		●			
Jarl's BGT Adventure Pack	●		●								
Jarl's BGT Tweak Pack	●		●								
Jason Compton's Bruce The Cockney Barfighter	●										
Jastey's Solaufein			●								
Jedi & Sith Kits	●										●
Jimfix	+		+		+		+		●		+		+		+		+
JKits	●										
Jondalar Fix for BGT	●							●			
K'aeloree's BWL Contest Items	●										
Kari	●										
Keenmarker	●										
Keeping Yoshimo	●										
Keldorn Romance (Senka, Vlad)	●										
Kelsey	●		●		●			●			
Keto	●				●						
Khalid for BGII	●							●		●	
Kiara-Zaiya	●		●		●		●				
Kido	●										
Killing Wolf	●					●		●			
Kim	●		●		●						
Kindrek	●							●			
Kit Tomes	●										
Kitanya	●			●							
Kivan and Deheriana Companions for BG	●										
klatu Tweaks and Fixes	●		●			●		●			
Konalan's Tweaks	●					●		●			
Korgan Friendship	●										
Korgan's Redemption	●		●		●		●		●		
ktweaks	●										
L'ogre et le gnome, une histoire de bleu	●				●						
La'Valygar	●							●			
La'Viconia	●							●		●	
LadeJarl's Tutu GUI	●		●		●			●			
Larsha	●								●		

LavaIt!	●										
Legion of Hell	●									●	
Lena	●										
Les Exiles de Lunargent	●			●							
Lester	●	●					●				
Level 1 NPCs	●			●			●				
Level Adder	+	+	+	+	+	●	+	+	+	+	+
Lion Warrior Kit	●										
Lol's RezMod	●	●	●								
Lost Crossroads Spell Pack for Baldur's Gate	●										
Lost Items	●										
Lucy the Wyvern	●	●	●	●	●	●					
LuvNalia	●					●					
Lyric Bard	●					●					
Macholy's Living Mod	●									●	
Macholy's Nameless Melody Inn	●	●								●	
Macholy's Relationship	●									●	
Macholy's Teammates fight scripts	●									●	
Macholy's Tweak Pack		●								●	
Made in Heaven: Encounters & Quests	●										
Made in Heaven: Item Pack	●										
Mal des Vampirismus	●	●									
Malthis	●	●		●							
Mawgul	●		●		●						
Mazzy Friendship	●			●							
MegaModKits	●										
Mersetek	●		●		●		●				
Mhoram	●		●		●						
Might and Guile	●										
Minsc Friendship	●										
Moddie	●	●									
Mordan's Christmas Minimod	●	●				●					
Morituri Kit	●					●					
Mortis	●										
Mulgore and Xavia NPC	●	●				●					
Multistronghold	●										
Munchmod	●		●			●					
Mur'Neth	●	●		●							
Music of the Realms	●		●								
Mystigan	●	●		●							
Nanstein	●		●		●						
Nathaniel	●										
Neh'taniel	●										
Nephele	●										
Never Ending Journey 3 v7.1	●	●									
New travel system between BG City areas	●	●									
Nikita	●										
Ninde	●										
Northern Tales of the Sword Coast	●	●		●		●		●		●	
NPC Flirt Pack	●	●		●							
NPC Kitpack	●	●		●		●		●			
NPC Strongholds	●										
NPC Tweak	●	●		●							
NPCs Enhanced for Everyone	●										
Octavian's Drizzt	●	●									
Old Mods Pack	●					●					
One Pixel Productions	+	+	+	+	+	+	+	+	+	+	+
Ooze's Lounge	●									●	

Oversight	●	●	●	●	●	●	●				
P & P Celestials	●	●		●		●	●				
P5 Tweaks	●	●			●	●					
Pack Mule	●	●		●	●	●	●				
Paladins of Faerûn Kitpack	●					●	●	●			
Parting Ways	●										
Perils of Branwen	●	●				●					
Petsy Chattertone	●										
Pickpocket Options	+	+	+	+	+	+	+	+	+	+	+
Pirate	●			●							
Planar Sphere	●		●			●					
PnP Free Action	●	●	●		●	●					
Polytweak	●										
Portable Hole	●					●					
Prestige Kitpack	●			●		●				●	
Prêtre de Bhaal	●			●		●					
Psionics Unleashed	●					●					
Quallo	●	●	●		●	●					
Quayle ReDone	●						●				
Questor - Mike's QuestMod	●	●				●					
Raziel	●	●					●				
Realm of the Bhaalspawn Armor Set	●	●									
Recarga	●		●		●						
Refinements	●			●		●		●			
Region of Terror	●	●	●			●					
Renal	●		●		●	●					
Restored Prologue Textscreen Music	●	●	●	●	●	●				●	
Retaliator Kit	●										
Return to Trademeet Kitpack	●			●		●	●				
Reunion	●										
Revised Battles	●	●	●	●	●	●	●				
Revised Forgotten Wars Item Pack	●										
Ribald's Genie	●	●	●	●	●	●	●	●	●		
Ritem Pack	●	●									
Rjali	●										
Roar	●	●					●				
Rôdeur de l'ombre	●			●			●				
Rogue ReBalancing by aVENGER	●	●	●	●	●	●					●
Rogue Switch	●										
Rolles	●			●			●				
Romantic Encounters	●						●				
Rose NPC for BGT	●										
RPG Dungeon Kit Pack	●										
RTT Item Pack	●	●	●	●	●	●					
Ruad Ro'fessa Item Upgrade	●	●		●	●						
Rukrakia	●									●	
Runiczny Pieśniarz Klingi (Rune Singer Blades)	●						●		●		
Rupert the Dye Merchant	●		●		●	●					
Rylorn	●										
Saerileth	●		●		●						
Samurai Kit	●										
Sandrah Item Restauration	●										
Sandrah NPC	●										
Sandrah RTF	●										
Sandrah TOT	●										
Saradas Magic	●										
Saradas Magic 2	●										
Sarah ToB	●	●	●	●		●					

Sarevok Friendship	●			●							
Sarevok Related Tweaks	+	+	+	+	+	+	+	+	+	+	+
Sarevok Romance	●										
Sarevok Wiederherstellung	●	●									
Sarevok's True Power	●										
Scales of Balance	●										
Scion of Murder	●										
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	●	●	●	●	●	●	●				
Skip Chateau Irenicus	●	●		●			●				
Skooter the NPC	●					●					
Slandor - The Minotaur and Lilacor	●					●					
Smiling Imp Cross Banter	●										
Solaufein Flirt Pack	●										
Solestia	●										
Song and Silence	●	●	●	●	●	●	●				
Sorcerer's Place Collection	●	●	●	●	●	●		●			
Southern Edge											
Spell Revisions	●	●				●					
Spell-50	●		●								
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	●										
T'was a Slow Boat from Kara-Tur	●										
Tactics	●	●	●	●	●	●	●		●		
Tales of Anegh	●	●									
Tales of the Deep Gardens	●	●		●	●	●	●				
Tashia Remix	●										
TeamBG Armor Pack	●							●			
TeamBG BG2EE Armor Pack	●										
TeamBG BG2EE Weapon Pack	●										
TeamBG Weapon Pack	●							●			
Teddy	●	●			●	●					
Teleport	●	●	●	●	●	●	●	●	●		
Tempest Kit	●										
Tenya Thermidor	●										
Thael	●	●	●	●							
Thalantyr Item Upgrade Mod	●	●	●	●	●	●	●	●			
The Bear Walker	●	●									
The Beaurin Legacy	●										

The Bigg Kit Pack	●										
The Bigg Quest Pack	●		●			●					
The Bigg Tweak Pack	●	●				●					
The Black Rose Part I: Market Prices	●	●	●	●	●	●		●			
The Calling	●										
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 MTS Crappack	●	●	●								
The Old Gold	●										
The One Drizzt	●					●				●	
The Portable Hole	●					●					
The Sellswords	●	●		●		●					
The Silver Fur of Selûne	●	●									
The Slithering Menace	●	●	●	●	●	●					
The Sorcerer's Place Collection	●					●					
The Stone of Askavar	●	●	●	●	●	●					
The Tweaks Anthology	●	●	●	●	●	●	●	●	●	●	●
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	●					●					
Tomoyo and the Underground City	●								●		
Tortured Soul Quest	●	●	●	●	●	●					
Tortured Souls	●										
Touchstone	●										
Tower Of Deception	●	●	●	●	●	●	●	●	●		
Trap Revisions	●										
Trovador			●								
TS25 MiniMod	●	●	●			●					●
Tsujatha	●	●	●	●		●					
Tsuki for BG2	●										
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	●	●	●	●		●	●				
Universal Clear Fog of War	+	+	+	+		+	+	+	+	+	+
Valen	●	●	●	●		●	●		●		●
Valerie	●										

Valygar Friendship	●									
Vampire Tales	●		●							
Vanim	●	●								
VarshoonMod	●									
Vecna	●					●				
Vendedor DLAN	●		●							
Viconia Friendship	●			●		●				
Victor's Improvements Pack	●		●		●		●			
Vildra	●									
Virtue	●	●		●		●		●		●
Vlad’s Compilation	●	●								
Volcanic Armoury	●									
Vynd	●									
W_GUI beta	●		●		●		●		●	
Wand Case	●							●		
Warsling Sniper	●									
Wedges BGT Adventure Pack		●								
Weimer's Item Upgrade	●									
Weimer’s Solaufein	●	●		●		●		●		
Werewarrior fFighter Kit	●									
White	●									
Widescreen Mod	●		●		●			●		
Wikaede	●									
Wild Mage Additions	●	●		●		●		●		
Willie Bruce	●	●								
Wizard Slayer Rebalancing	●					●				
Worgas	●									
WTP Familiars for Throne of Bhaal	●									
Xan BG2	●			●		●		●		
Xan's BGvoice for BG1	●									
Xan's friendship path for BG1	●	●		●		●				
Xulaye	●									
Yasraena	●	●		●		●				
Yeslick	●									
Yikari	●			●		●		●		
YLItems	●									●
Yoshimo Friendship	●			●				●		
Yoshimo Romance	●									
Yoshimo’s Remorse	●									
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 0025
~TOBEX/TOBEX.TP2~ #0 #101 // Apply Concentration Check On Damage [WIP]: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #102 // Awaken On Damage: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #105 // No Spell Interruption On Zero Damage: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #107 // Allow All Races to Dual Class: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #108 // Allow Equipping Armor in Combat: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #109 // Disable Experience Boost: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #111 // Disable Silence On Charm: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #112 // Level One Proficiency Restrictions: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #113 // Remain Hidden On Pickpocket Success [C]: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #114 // Rest Spawns Advance Time: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #115 // Dialogue Greeting Subtitles: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #116 // Enable Animation Attack Sounds: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #117 // Universal Four Inventory Weapon Slots: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #118 // Subtitles For Standard Soundsets: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #120 // Drop Inventory on Disintegrate: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #121 // Drop Inventory on Frozen Death: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #122 // Drop Inventory on Stone Death: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #123 // Enable Auto-Pause On All Screens: Beta 0025
~TOBEX/TOBEX.TP2~ #0 #124 // Make All Attack Animations Genuine Attacks: Beta 0025
~SETUP-ASCENSION.TP2~ #0 #0 // Ascension v1.41 (requires ToB): v1.4.24 BWP Fix
~SETUP-ASCENSION.TP2~ #0 #1 // Tougher Abazigal (optional, requires ToB): v1.4.24 BWP Fix
~SETUP-ASCENSION.TP2~ #0 #2 // Original Tougher Demogorgon (optional, requires ToB): v1.4.24 BWP Fix
~SETUP-ASCENSION.TP2~ #0 #3 // Tougher Gromnir (optional, requires ToB): v1.4.24 BWP Fix
~SETUP-ASCENSION.TP2~ #0 #4 // Tougher Illasera (optional, requires ToB): v1.4.24 BWP Fix
~SETUP-ASCENSION.TP2~ #0 #5 // Tougher Yaga-Shura (optional, requires ToB): v1.4.24 BWP Fix
~SETUP-OVERSIGHT.TP2~ #0 #0 // Tougher Sendai (ToB Required): 16 BWP Fix
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #0 // BG2 Fixpack - Core Fixes: v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #3 // BETA Core Fixes (please check the readme!): v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #1000 // BG2 Fixpack - Game Text Update -> GTU Light (by Wisp): v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #100 // Party Gets XP for Sending Keldorn to Reconcile With Maria: v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #101 // Improved Spell Animations: v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #103 // Mixed-Use Dagger Fixes: v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #104 // Ghreyfain's Holy Symbol Fixes: v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #106 // Giants Receive Penalties When Attacking Halflings, Dwarves, and Gnomes: v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #107 // Remove Dual-Classing Restriction from Archers and Stalkers: v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #108 // Remove Second Attribute Bonus for Evil Path in Wrath Hell Trial: v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #109 // Corrected Summoned Demon Behavior: v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #110 // Additional Script Fixes: v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #111 // Bard Song Fixes: v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #112 // Wizard Slayers Cause Miscast Magic on Ranged Attacks: v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #113 // Additional Alignment Fixes: v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #114 // Change Free Action to Protect Against Stun: v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #115 // Paws from Shapeshifting Can Not Be Dispelled: v13
~BG2FIXPACK/SETUP-BG2FIXPACK.TP2~ #0 #116 // Remove Thieving Start Bonuses from Bard and Ranger Skills: v13
~SETUP-VCV21.TP2~ #0 #0 // MY COMPILATION: v2.1 BWP adaptation
~SETUP-VCV21.TP2~ #0 #1 // Baldurdash Fix Pack for SoA-ToB, v1.76 WeiDU: v2.1 BWP adaptation
~SETUP-VCV21.TP2~ #0 #2 // Core Baldurdash Fixes (by Kevin Dorner): v2.1 BWP adaptation
~IIKEYNAMES/SETUP-IIKEYNAMES.TP2~ #0 #2001 // Key Names
~1PP/1PP.TP2~ #0 #101 // 1ppv4: Core paperdolls: v4.1.0 BWP Fix
~1PP/1PP.TP2~ #0 #103 // 1ppv4: Extended palette entries -> Full install (recommended): v4.1.0 BWP Fix
~1PP/1PP.TP2~ #0 #200 // 1ppv4: Core content patches: v4.1.0 BWP Fix
~1PP/1PP.TP2~ #0 #400 // 1ppv4: Core updates and item patches: v4.1.0 BWP Fix
~1PP/1PP.TP2~ #0 #401 // 1ppv4: Improved projectile effects: v4.1.0 BWP Fix
~SETUP-TDD.TP2~ #0 #0 // The Darkest Day, v1.14: v1.14 BWP fix
~SETUP-TDD.TP2~ #0 #1 // TDD Character Kits: v1.14 BWP fix
~SETUP-SOS.TP2~ #0 #0 // Shadows Over Soubar: 1.13 BWP Fix
~SETUP-CTB.TP2~ #0 #0 // Check The Bodies: 1.13
~SETUP-CTB-CHORES.TP2~ #0 #0 // Candlekeep Chores: 2.2
~SETUP-CTB_FF.TP2~ #0 #0 // Check the Bodies Fast Forward, v1.1 (for CtB v1.8 or later)

~SETUP-CTBCUTIMP.TP2~ #0 #0 // Check the Bodies cutscene improvement
~TETHYRFORESTPATCH/SETUP-TETHYRFORESTPATCH.TP2~ #0 #0 // Tethyr Forest Patch: 3b
~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
~BGT/BGT.TP2~ #0 #0 // Baldur's Gate Trilogy - Core: 1.20 (20 Feb 19)
~BGGRAPHICS/SETUP-BGGRAPHICS.TP2~ #0 #0 // BGT Extended Night and Baldur's Gate Map Fixes: v1.8 BWP Fix
~JONDALARFIX/SETUP-JONDALARFIX.TP2~ #0 #0 // Jondalar Fix for BGT: BWP Patching version
~TXTMUSIC/TXTMUSIC.TP2~ #0 #0 // Restored Textscreen Music for BG1TuTu, EasyTutu, and BGT-WeiDU: 9 (22 Mar 13)
~ITEM_REV/ITEM_REV.TP2~ #0 #0 // Item Revisions by Demivrgvs: V4 Beta 10 (Revised 1.2.4)
~SPELL_REV/SETUP-SPELL_REV.TP2~ #0 #0 // Spell Revisions: v4 Beta 16 (Revised V1.1.0)
~SPELL_REV/SETUP-SPELL_REV.TP2~ #0 #10 // Deva and Planetar Animations: v4 Beta 16 (Revised V1.1.0)
~SPELL_REV/SETUP-SPELL_REV.TP2~ #0 #20 // Cure Sleep Fix: v4 Beta 16 (Revised V1.1.0)
~SPELL_REV/SETUP-SPELL_REV.TP2~ #0 #30 // Mirror Image Fix: v4 Beta 16 (Revised V1.1.0)
~SPELL_REV/SETUP-SPELL_REV.TP2~ #0 #50 // Remove Disabled Spells from Spell Selection Screens: v4 Beta 16 (Revised V1.1.0)
~SPELL_REV/SETUP-SPELL_REV.TP2~ #0 #55 // Spell Deflection blocks AoE spells: v4 Beta 16 (Revised V1.1.0)
~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 #35 // Add Bags and Magic Throwing Daggers to Stores: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1020 // Beholder Cult: 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 #1300 // Mae Var: 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-VCV21.TP2~ #0 #3 // BGT Compatibility, Fixes and Improvements (BGT required!) (by Vlad): v2.1 BWP adaptation
~SETUP-VCV21.TP2~ #0 #4 // Keldorn Romance v1.02: v2.1 BWP adaptation
~SETUP-VCV21.TP2~ #0 #5 // Third Path (by Vlad): v2.1 BWP adaptation
~SETUP-VCV21.TP2~ #0 #6 // Tortured Souls v7.06: v2.1 BWP adaptation
~SETUP-VCV21.TP2~ #0 #7 // Improved Character Minsc & Boo (by Vlad): v2.1 BWP adaptation
~SETUP-VCV21.TP2~ #0 #8 // Boo - Familiar of Minsc (by Vlad) (If you're going to install TS next, please install this component.): v2.1 BWP adaptation
~SETUP-VCV21.TP2~ #0 #9 // New Fixes: v2.1 BWP adaptation
~SETUP-VCV21.TP2~ #0 #10 // Improved Monk Class (by Vlad): v2.1 BWP adaptation
~SETUP-VCV21.TP2~ #0 #11 // "Firewalker" Shar-Teel (custom kit and continuous character): v2.1 BWP adaptation
~SETUP-VCV21.TP2~ #0 #12 // Leina - New Bard NPC Character and Quest (by Vlad): v2.1 BWP adaptation
~SETUP-VCV21.TP2~ #0 #13 // Music for Keldorn, Tortured Souls and Leina (MUST be installed for any of these mods): v2.1 BWP adaptation
~SETUP-VCV21.TP2~ #0 #14 // Priest of Sylvanus (Druid) Kit and Improved Character Jaheira (by Vlad): v2.1 BWP adaptation
~SETUP-VCV21.TP2~ #0 #16 // Restored Anti-Dragon Items and Powerful Swords (by Vlad): v2.1 BWP adaptation
~SETUP-VCV21.TP2~ #0 #17 // Restored Twisted Rune Quest (by Vlad): v2.1 BWP adaptation
~SETUP-VCV21.TP2~ #0 #20 // Restored Dak'kon's Blade (by Vlad): v2.1 BWP adaptation
~SETUP-VCV21.TP2~ #0 #18 // Improved Copper Coronet (by Vlad): v2.1 BWP adaptation
~SETUP-VCV21.TP2~ #0 #19 // Improved Shadows and Shadow Dragon (by Vlad): v2.1 BWP adaptation

~SETUP-VCV21.TP2~ #0 #21 // Improved Nymph (Woodland Being) Script (by Goeran Rimen): v2.1 BWP adaptation
~SETUP-VCV21.TP2~ #0 #23 // Cromwell in Brynnlaw and Item Upgrade (by Vlad): v2.1 BWP adaptation
~SETUP-VCV21.TP2~ #0 #24 // Improved Character Anomen - Stats and Items (by Vlad): v2.1 BWP adaptation
~SETUP-VCV21.TP2~ #0 #25 // Improved Character Nalia - Stats and Items (by Vlad): v2.1 BWP adaptation
~SETUP-VCV21.TP2~ #0 #26 // Improved Character Jan Jansen (by Vlad): v2.1 BWP adaptation
~SETUP-VCV21.TP2~ #0 #27 // Improved Character Aerie - Wildwanderer of Baervan (by Vlad): v2.1 BWP adaptation
~SETUP-VCV21.TP2~ #0 #28 // Improved Character Edwin - Red Wizard (by Vlad): v2.1 BWP adaptation
~SETUP-VCV21.TP2~ #0 #35 // Merchant League Bank (BGT required!) (by Vlad): v2.1 BWP adaptation
~SETUP-VCV21.TP2~ #0 #36 // Tougher Black Talone Elites (BGT required!) (by Vlad): v2.1 BWP adaptation
~SETUP-VCV21.TP2~ #0 #39 // Improved Character Xan (BGT required!) (by Vlad): v2.1 BWP adaptation
~SETUP-VCV21.TP2~ #0 #40 // Items Upgrade (by Vlad): v2.1 BWP adaptation
~SETUP-NEJ3V71.TP2~ #0 #0 // Never Ending Journey Third Edition v7.1: v7.1 BWP compatibility
~SETUP-NEJ3V71.TP2~ #0 #5 // Areas & Sounds (This component is required to play NeJ2!): v7.1 BWP compatibility
~SETUP-NEJ3V71.TP2~ #0 #4 // Improved and Continuous Character Skie (BGT required!): v7.1 BWP compatibility
~SETUP-NEJ3V71.TP2~ #0 #1 // Frostbite Animation (Turns a big wyvern into the frost wyvern. You may install and uninstall this component at any moment in the game.): v7.1 BWP compatibility
~SETUP-NEJ3V71.TP2~ #0 #2 // Erevain NPC for NeJ3 (by Bill and Vlad): v7.1 BWP compatibility
~KLATU/SETUP-KLATU.TP2~ #0 #1010 // The Manual of War: 1.7 BWP fix
~KLATU/SETUP-KLATU.TP2~ #0 #1020 // Prepared Wishes: 1.7 BWP fix
~KLATU/SETUP-KLATU.TP2~ #0 #1050 // Appropriate XP Rewards for Cowled Enforcers: 1.7 BWP fix
~KLATU/SETUP-KLATU.TP2~ #0 #1070 // CtB: Remove Venereal Disease: 1.7 BWP fix
~KLATU/SETUP-KLATU.TP2~ #0 #1080 // CtB: Fixed Harp of Myth Drannor: 1.7 BWP fix
~KLATU/SETUP-KLATU.TP2~ #0 #1090 // RoT: Remove cutscenes from Chateau Irenicus: 1.7 BWP fix
~KLATU/SETUP-KLATU.TP2~ #0 #2000 // Streamlined Wizard Spell Progression: 1.7 BWP fix
~KLATU/SETUP-KLATU.TP2~ #0 #2010 // Streamlined Sorcerer Spell Progression: 1.7 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)
~SETUP-DARKHORIZONS.TP2~ #0 #0 // "Dark Horizons" Mod (Requires Tales of the Sword Coast, TuTu or BGT): BGT v212 BWP Fix
~DSOTSC/DSOTSC.TP2~ #0 #0 // Dark Side of the Sword Coast (DSotSC): v3.0 beta
~DSOTSC/DSOTSC.TP2~ #0 #1 // DSotSC Wizard spells: v3.0 beta
~DSOTSC/DSOTSC.TP2~ #0 #2 // DSotSC Priest spells: v3.0 beta
~DSOTSC/DSOTSC.TP2~ #0 #3 // More common encounters in vanilla areas: v3.0 beta
~DSOTSC/DSOTSC.TP2~ #0 #4 // Distribute DSotSC items also in vanilla content: v3.0 beta
~NTOTSC/NTOTSC.TP2~ #0 #0 // Northern Tales of the Sword Coast (NTotSC) for BGT-Weidu, BG:EE, and EET: 3.1.1
~NTOTSC/NTOTSC.TP2~ #0 #1 // Keelor the Dwarf: 3.1.1
~NTOTSC/NTOTSC.TP2~ #0 #2 // Llindellyn's Lucky Arrow: 3.1.1
~NTOTSC/NTOTSC.TP2~ #0 #3 // Nim Furlwing's Hunting Hounds: 3.1.1
~NTOTSC/NTOTSC.TP2~ #0 #6 // Will O'Hara NPC: 3.1.1
~NTOTSC/NTOTSC.TP2~ #0 #7 // Fighting Encounters: 3.1.1
~NTOTSC/NTOTSC.TP2~ #0 #4 // Pilar and Gheldehar: 3.1.1
~NTOTSC/NTOTSC.TP2~ #0 #5 // Svlast's Torment: 3.1.1
~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
~BGQE/SETUP-BGQE.TP2~ #0 #1 // Installing the Beregost Family Quest...: 9
~BGQE/SETUP-BGQE.TP2~ #0 #2 // Installing the Babysitting Quest, including the Carnival Encounter...: 9
~BGQE/SETUP-BGQE.TP2~ #0 #3 // Installing the Nashkel Monster Quest...: 9
~BGQE/SETUP-BGQE.TP2~ #0 #4 // Installing the Fallen Paladin Quest...: 9
~BGQE/SETUP-BGQE.TP2~ #0 #5 // Installing the Undying Love Quest...: 9
~BGQE/SETUP-BGQE.TP2~ #0 #6 // Installing the Orcish Lover Encounter...: 9
~BGQE/SETUP-BGQE.TP2~ #0 #7 // Installing the Unexpected Help Quest...: 9
~BGQE/SETUP-BGQE.TP2~ #0 #8 // Installing the Quest "Many little paws"...: 9
~BGQE/SETUP-BGQE.TP2~ #0 #9 // Drunk near Beregost Temple: 9
~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: v15
~SOA/SETUP-SOA.TP2~ #0 #1 // The Stone of Askavar for TotSC/Tutu/BGT/BGEE -> BP-BGT Worldmap version: all areas added to worldmap (requires BP-BGT Worldmap): 2.1
~AC_QUEST/AC_QUEST.TP2~ #1 #0 // Ascalon's Questpack: 2.05
~SETUP-NMT.TP2~ #3 #0 // Traveler-Traveller
~WBGTAP/SETUP-WBGTAP.TP2~ #0 #1 // Wedges BGT Adventure Pack: BG1 Quests: Alpha 0.2
~KARATUR/SETUP-KARATUR.TP2~ #0 #0 // T'Was a Slow Boat from Kara-Tur: v1 BWP conversion
~MIH_EQ/SETUP-MIH_EQ.TP2~ #0 #6 // Enhanced Xvart Village: v3

~MIH_EQ/SETUP-MIH_EQ.TP2~ #0 #9 // Cloakwood Assassins: v3
~MIH_EQ/SETUP-MIH_EQ.TP2~ #0 #10 // The Surgeon's Plight: v3
~MIH_EQ/SETUP-MIH_EQ.TP2~ #0 #11 // Enhanced Minor BG1 Quests: v3
~MIH_EQ/SETUP-MIH_EQ.TP2~ #0 #16 // Enhanced Ankhegs: v3
~MIH_EQ/SETUP-MIH_EQ.TP2~ #0 #17 // Enhanced Basilisks: v3
~MIH_EQ/SETUP-MIH_EQ.TP2~ #0 #18 // Enhanced Dread Wolves: v3
~MIH_EQ/SETUP-MIH_EQ.TP2~ #0 #20 // Enhanced Winter Wolves: v3
~MIH_EQ/SETUP-MIH_EQ.TP2~ #0 #21 // Enhanced Wraith Spiders: v3
~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: v4.2.1
~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
~CLUBOFPAIN/CLUBOFPAIN.TP2~ #0 #0 // Barbed Club of Pain: V1.5
~WANDCASE/WANDCASE.TP2~ #0 #0 // Wand Case: v1.3
~SARADAS_MAGIC/SARADAS_MAGIC.TP2~ #0 #0 // saradas_magic
~BG1NPC/BG1NPC.TP2~ #0 #0 // The BG1 NPC Project: Required Modifications: v23.3
~BG1NPC/BG1NPC.TP2~ #0 #1 // The BG1 NPC Project: Banters, Quests, and Interjections: v23.3
~BG1NPC/BG1NPC.TP2~ #0 #2 // The BG1 NPC Project: Give Edwin his BG2 portrait: v23.3
~BG1NPC/BG1NPC.TP2~ #0 #3 // The BG1 NPC Project: Give Imoen her BG2 portrait: v23.3
~BG1NPC/BG1NPC.TP2~ #0 #4 // The BG1 NPC Project: Give Jaheira her BG2 portrait: v23.3
~BG1NPC/BG1NPC.TP2~ #0 #5 // The BG1 NPC Project: Give Minsc his BG2 portrait: v23.3
~BG1NPC/BG1NPC.TP2~ #0 #6 // The BG1 NPC Project: Give Viconia her BG2 portrait: v23.3
~BG1NPC/BG1NPC.TP2~ #0 #7 // The BG1 NPC Project: Kivan's "Kivan and Deheriana Companions" portrait: v23.3
~BG1NPC/BG1NPC.TP2~ #0 #9 // The BG1 NPC Project: Ajantis Romance Core (teen content): v23.3
~BG1NPC/BG1NPC.TP2~ #0 #10 // The BG1 NPC Project: Branwen's Romance Core (teen content): v23.3
~BG1NPC/BG1NPC.TP2~ #0 #11 // The BG1 NPC Project: Coran's Romance Core (adult content): v23.3
~BG1NPC/BG1NPC.TP2~ #0 #12 // The BG1 NPC Project: Dynaheir's Romance Core (teen content): v23.3
~BG1NPC/BG1NPC.TP2~ #0 #13 // The BG1 NPC Project: Shar-Teel Relationship Core (adult content): v23.3
~BG1NPC/BG1NPC.TP2~ #0 #14 // The BG1 NPC Project: Xan's Romance Core (teen content): v23.3
~BG1NPC/BG1NPC.TP2~ #0 #15 // The BG1 NPC Project: Female Romance Challenges, Ajantis vs Xan vs Coran: v23.3
~BG1NPC/BG1NPC.TP2~ #0 #25 // Jason Compton's Accelerated Banter Script: v23.3
~BG1NPC/BG1NPC.TP2~ #0 #28 // The BG1 NPC Project: Bardic Reputation Adjustment: v23.3
~BG1NPC/BG1NPC.TP2~ #0 #31 // The BG1 NPC Project: Sarevok's Diary Adjustments -> SixofSpades Extended Sarevok's Diary: v23.3
~BG1NPC/BG1NPC.TP2~ #0 #200 // The BG1 NPC Project: Player-Initiated Dialogues: v23.3
~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 3
~MUR'NETH/MUR'NETH.TP2~ #0 #0 // The Mur'Neth NPC Mod: v12
~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 BWP Fix 4
~CORANBGFRIEND/CORANBGFRIEND.TP2~ #0 #0 // Coran's Extended BG Friendship Talks: v4
~AJANTISBG1/SETUP-AJANTISBG1.TP2~ #0 #0 // Installs Ajantis BG1 Expansion Modification: 13
~ACBRE/ACBRE.TP2~ #1 #0 // Breagar: Inhalte: 8.0.1
~FINCHNPC/FINCHNPC.TP2~ #0 #0 // Finch NPC: v4.0 BETA 7
~GAVIN/GAVIN.TP2~ #0 #0 // Gavin NPC for Tutu, BGT, and BG:EE: 14
~GAVIN/GAVIN.TP2~ #0 #1 // Gavin: Romance (mature content): 14
~GAVIN/GAVIN.TP2~ #0 #2 // Gavin: Flirts (adult content): 14
~GAVIN/GAVIN.TP2~ #0 #10 // Gavin: Player Initiated Dialogue: 14
~HUPLE_NPC/SETUP-HUPLE_NPC.TP2~ #2 #0 // Huple, an NPC: v1.4 BWP Fix
~HUPLE_NPC/SETUP-HUPLE_NPC.TP2~ #2 #1 // Huple's Dialogues.: v1.4 BWP Fix
~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 BWP Fix
~VALERIE/VALERIE.TP2~ #0 #0 // Valerie NPC Mod for BG1 Tutu: v1.1 BWP Fix
~ISRA/SETUP-ISRA.TP2~ #0 #0 // Isra NPC Mod for BG:EE, BGT and TuTu: v2.3
~ISRA/SETUP-ISRA.TP2~ #0 #1 // Install Valerie/Isra crossmod banter?: v2.3
~ISRA/SETUP-ISRA.TP2~ #0 #2 // Install Gavin/Isra crossmod banter?: v2.3
~WHITE/WHITE.TP2~ #0 #0 // White NPC for BG:EE, BGT and TuTu: 2.0
~GARRICK_FLIRT/SETUP-GARRICK_FLIRT.TP2~ #0 #0 // Garrick's Infatuation: b20140925
~GARRICK-TT/SETUP-GARRICK-TT.TP2~ #1 #0 // Garrick : Tales of a troubadour: 1.25
~GLAMNPCPACK/SETUP-GLAMNPCPACK.TP2~ #0 #0 // Glam's NPC Pack for BG:EE, BGT and BG TUTU
~SETUP-TENYATHERMIDOR.TP2~ #0 #0 // Tenya Thermidor for BWP: v1.5 BWP conversion
~BG1RE/SETUP-BG1RE.TP2~ #0 #0 // Amount of -ahem- details and BG-style vs. description text!: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #1 // Bardolan's Briefing, by berelinde: 2.7

~BG1RE/SETUP-BG1RE.TP2~ #0 #2 // Scar's Spare Time, by jastey: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #3 // Kim's Preoccupation, by jastey (WARNING - refer to the readme!): 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #4 // Extension of Bjornin Encounter (Personal Wound Treatment), by jastey: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #5 // No Starch in the Maypole: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #6 // Duke Eltan's Spare Minute, by jastey: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #7 // Husam's Personal Preparation, by jastey: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #8 // Laurel's Post-Hunting, by jastey: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #9 // Bartus' Seduction, by jastey: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #10 // Lina's Massage, by jastey: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #11 // First Night with Quentin, by Kulyok: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #12 // Chatting Niklos Up, by Kulyok (mature content. WARNING - refer to the readme!): 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #13 // Slythe and Krystin, by Kulyok (mature content. WARNING - refer to the readme!): 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #15 // Purchased Love, by Thimblerig: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #16 // Hull: Heavy Duty, by Lava: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #17 // Late Night with Jaheira, by Kulyok: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #18 // Sil's Blessing, by Lava: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #19 // Melicamp: The Poultry Boy, by Lava: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #20 // Reading with Rinnie, by Western Paladin: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #21 // Molly the Husband-Grabber, by Kulyok: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #23 // The Essential End, by Lava: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #24 // The Harvestmen Lair, by Lava (mature content): 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #25 // The Great Zudini, by Kulyok (mature content): 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #27 // Ender Sai, the Hero's Reward, by Thimblerig (WARNING - refer to the readme!): 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #28 // The Novelists, by Thimblerig: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #31 // Dinner with Thalantyr, by jastey: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #32 // Girdle of Gender Reactions, by Thimblerig, Kulyok, Domi, Lava, Lastknightleft, Twani, Jastey, Daisy Ninja Girl: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #33 // The Surgeon's Dream, by Kulyok: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #34 // All That Left Was, by Lava and Thimblerig: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #35 // A Childhood Friend, by Kulyok: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #36 // Arlene the Working Girl, by Kulyok: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #37 // Della May from Thay, by Kulyok: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #38 // A Dirty Guard in Candlekeep, by Kulyok (mature content. WARNING - refer to the readme!): 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #39 // Phoenix Flame, by Kulyok (mature content): 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #40 // Mikala the Monk, by Twani: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #41 // The Messenger 2: Rain or Snow or Gloom of Night, by Thimblerig and tibicina: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #42 // Camryn and Tamah, by tibicina: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #43 // Minor Disclosures, by jastey: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #44 // Cloakwood Lovers, by tibicina: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #14 // No Regrets: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #22 // The Mourning of Centeol, the Spider Lady, by Lava: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #26 // The Messenger, by Thimblerig: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #29 // The Honest Lies of Two Riversides, By Lava: 2.7
~BG1RE/SETUP-BG1RE.TP2~ #0 #30 // Necromancer's Trouble, by jastey (WARNING - refer to the readme!): 2.7
~SETUP-BG1AERIE.TP2~ #0 #0 // Aerie for BG:EE
~BG1UB/SETUP-BG1UB.TP2~ #0 #0 // Ice Island Level Two Restoration: v16.0
~BG1UB/SETUP-BG1UB.TP2~ #0 #1 // The Mysterious Vial: v16.0
~BG1UB/SETUP-BG1UB.TP2~ #0 #2 // Additional Elminster Encounter: v16.0
~BG1UB/SETUP-BG1UB.TP2~ #0 #8 // Safana the Flirt: v16.0
~BG1UB/SETUP-BG1UB.TP2~ #0 #9 // Appropriate Albert and Rufie Reward: v16.0
~BG1UB/SETUP-BG1UB.TP2~ #0 #10 // Place Entar Silvershield in His Home: v16.0
~BG1UB/SETUP-BG1UB.TP2~ #0 #11 // Scar and the Sashenstar's Daughter: v16.0
~BG1UB/SETUP-BG1UB.TP2~ #0 #12 // Quoningar, the Cleric: v16.0
~BG1UB/SETUP-BG1UB.TP2~ #0 #13 // Shilo Chen and the Ogre-Magi: v16.0
~BG1UB/SETUP-BG1UB.TP2~ #0 #14 // Edie, the Merchant League Applicant: v16.0
~BG1UB/SETUP-BG1UB.TP2~ #0 #15 // Flaming Fist Mercenary Reinforcements: v16.0
~BG1UB/SETUP-BG1UB.TP2~ #0 #16 // Creature Corrections: v16.0
~BG1UB/SETUP-BG1UB.TP2~ #0 #17 // Creature Restorations: v16.0
~BG1UB/SETUP-BG1UB.TP2~ #0 #18 // Creature Name Restorations: v16.0
~BG1UB/SETUP-BG1UB.TP2~ #0 #19 // Minor Dialogue Restorations: v16.0
~BG1UB/SETUP-BG1UB.TP2~ #0 #20 // Audio Restorations: v16.0
~BG1UB/SETUP-BG1UB.TP2~ #0 #21 // Store, Tavern and Inn Fixes and Restorations: v16.0
~BG1UB/SETUP-BG1UB.TP2~ #0 #22 // Item Corrections and Restorations: v16.0
~BG1UB/SETUP-BG1UB.TP2~ #0 #23 // Area Corrections and Restorations: v16.0
~BG1UB/SETUP-BG1UB.TP2~ #0 #24 // Permanent Corpses: v16.0
~BG1UB/SETUP-BG1UB.TP2~ #0 #28 // Prism and the Emeralds Tweak: v16.0
~BG1UB/SETUP-BG1UB.TP2~ #0 #29 // Duke Eltan in the Harbor Master's Building: v16.0
~BG1UB/SETUP-BG1UB.TP2~ #0 #31 // Restored Elfsong Tavern Movie: v16.0

~BG1UB/SETUP-BG1UB.TP2~ #0 #27 // Sarevok's Diary Corrections: v16.0
~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
~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 #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 #2700 // Put Sword of Chaos +2 in Sarevok's inventory: 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 #2800 // Reputation Resets at Beginning of BG2: 11 (5 Feb 12) BWP Fix
~BG_TRAVEL/SETUP-BG_TRAVEL.TP2~ #0 #66 // New travel system between Baldur's Gate City areas -> Full version of component: v2.1
~SETUP-CRITTERPARTS_V1.1.TP2~ #0 #0 // CritterParts: v1.1
~TOA/SETUP-TOA.TP2~ #1 #1 // Tales of Anegh (Weidu): v2.6
~TOA/SETUP-TOA.TP2~ #1 #10 // Creature Balancing: v2.6
~TOA/SETUP-TOA.TP2~ #1 #20 // AREA Balancing: v2.6
~TOA/SETUP-TOA.TP2~ #1 #30 // Dialog & Script Balancing: v2.6
~TOA/SETUP-TOA.TP2~ #1 #40 // Stores Balancing: v2.6
~TOA/SETUP-TOA.TP2~ #1 #50 // Item Balancing: v2.6
~GBTHFKP/GBTHFKP.TP2~ #0 #0 // Expanded Thief Stronghold: v2.20 BWP Fix
~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: v10
~EMAD/SETUP-EMAD.TP2~ #0 #1 // The Promise of a Troll: v10
~EMAD/SETUP-EMAD.TP2~ #0 #2 // A Bhaalspawn's Best Friend: v10
~EMAD/SETUP-EMAD.TP2~ #0 #3 // Under Her Spell: v10
~EMAD/SETUP-EMAD.TP2~ #0 #5 // Character Medley: v10
~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: 14
~SETUP-SPGAUNT.TP2~ #0 #0 // Spellhold Gauntlet: 1.16 BWP Fix
~SETUP-SPGAUNT.TP2~ #0 #1 // Irenicus Waiting in Spellhold: 1.16 BWP Fix
~SETUP-SPGAUNT.TP2~ #0 #3 // Interjections for Spellhold Gauntlet (dialogue by Liam): 1.16 BWP Fix
~TOD/SETUP-TOD.TP2~ #0 #0 // Tower Of Deception Mod (Requires Throne Of Bhaal): v4.0.1
~TOD/SETUP-TOD.TP2~ #0 #1 // Improved Astral Shard Guardian: v4.0.1
~TOD/SETUP-TOD.TP2~ #0 #2 // Encounter with Ustrain: v4.0.1
~DC/DC.TP2~ #0 #0 // Dungeon Crawl: v11
~ASSASSINATIONS/ASSASSINATIONS.TP2~ #0 #0 // Assassinations mod for Baldur's Gate II: v14
~BACKBRYNNLAW/BACKBRYNNLAW.TP2~ #0 #0 // Back to Brynnlaw mod for Baldur's Gate II: v7
~SELLSWORDS/SELLSWORDS.TP2~ #0 #0 // The Sellswords mod for Baldur's Gate II: v7
~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: v1.3.4 BWP Fix
~SOVEREIGN/SETUP-SOVEREIGN.TP2~ #0 #1 // Historia pewnego Kronikarza: v1.3.4 BWP Fix
~TOTDG/SETUP-TOTDG.TP2~ #0 #0 // Colours of Infinity: Tales of the Deep Gardens -> Yes, but don't patch the existing save games: 12.4
~INNERSHADE/SETUP-INNERSHADE.TP2~ #0 #0 // Colours of Infinity: Innershade -> Yes, but don't patch the existing save games: 9.5

~WHITEQUEEN/WHITEQUEEN.TP2~ #0 #0 // Colours of Infinity - The White Queen -> Yes, but don't patch the existing save games: 6.6
~RUKRAKIA/SETUP-RUKRAKIA.TP2~ #1 #0 // "Rukrakia NPC Romance Mod (TOB only)": v.08 BWP Fix
~RUKRAKIA/SETUP-RUKRAKIA.TP2~ #1 #3 // Add Rukrakia Areas to BP-BGT-Worldmap: v.08 BWP Fix
~ISNF/ISNF.TP2~ #0 #0 // Colours of Infinity: I Shall Never Forget: 5.6
~TS25MINI/SETUP-TS25MINI.TP2~ #1 #0 // Detectable Spells (Für alle Komponente, 'Der Zielort eines Untoten' ausgenommen, notwendig): v2, Nightfarer's Update
~TS25MINI/SETUP-TS25MINI.TP2~ #1 #1 // Das Geheimnis der Trollhöhle: v2, Nightfarer's Update
~TS25MINI/SETUP-TS25MINI.TP2~ #1 #2 // Der Duft des Schwarzen Lotus: v2, Nightfarer's Update
~TS25MINI/SETUP-TS25MINI.TP2~ #1 #3 // Der Zielort eines Untoten: v2, Nightfarer's Update
~TS25MINI/SETUP-TS25MINI.TP2~ #1 #4 // Die Leiden eines Hexenmeisters: v2, Nightfarer's Update
~TS25MINI/SETUP-TS25MINI.TP2~ #1 #5 // Die Bitte einer edlen Dame: v2, Nightfarer's Update
~DEVIN/SETUP-DEVIN.TP2~ #1 #0 // Soothsayer: version Beta 0.00: v1 BWP Fix
~EILISTRAEE/SETUP-EILISTRAEE.TP2~ #0 #0 // Eilistraee's Song -> Yes, but don't patch the existing save games: 6.6
~FISHINGFORTROUBLE/FISHINGFORTROUBLE.TP2~ #0 #0 // Core Files: Fishing for Trouble by Yovaneth: 3.2.3
~FISHINGFORTROUBLE/FISHINGFORTROUBLE.TP2~ #0 #1 // Optional: Add portraits for 63 major NPCs in Fishing for Trouble: 3.2.3
~SOUTHERNEDGE/SOUTHERNEDGE.TP2~ #0 #0 // Southern Edge: the new district of Athkatla -> Yes, but don't patch the existing save games: 2.10
~OOZE/OOZE.TP2~ #0 #0 // Ooze's Lounge: a new area under Athkatlan Slums: 2.0
~THECALLING/THECALLING.TP2~ #0 #0 // The Calling: Beta 2
~SETUP-AZENMOD.TP2~ #0 #0 // Azengaard Tactical Encounter (erebusant's revamp): v5 BWP Fix
~SETUP-AZENMOD.TP2~ #0 #1 // Enhanced Trademeet Crypt: v5 BWP Fix
~SETUP-AZENMOD.TP2~ #0 #2 // Enhanced Chateau Irenicus: v5 BWP Fix
~SETUP-COM_ENCOUNTERS.TP2~ #0 #0 // Chosen of Mystra's Encounters (Requires Throne of Bhaal): v1.10_charsets BWP Fix
~SETUP-COM_ENCOUNTERS.TP2~ #0 #1 // Would you like to install improved druid encounters?: v1.10_charsets BWP Fix
~SETUP-COM_ENCOUNTERS.TP2~ #0 #2 // Would you like to install improved Shagbag encounters?: v1.10_charsets 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 BWP Fix
~IMPASYLUM/SETUP-IMPASYLUM.TP2~ #0 #1 // Improved Asylum Mod for BG2:ToB: v101 BWP Fix
~IMPASYLUM/SETUP-IMPASYLUM.TP2~ #0 #2 // Spellhold Lich: v101 BWP Fix
~IMPASYLUM/SETUP-IMPASYLUM.TP2~ #0 #3 // Improved Player Scripts: v101 BWP Fix
~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!: v2.1 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
~ITEMUPGRADE/ITEMUPGRADE.TP2~ #0 #10 // Shadows Of Amn Item Upgrades -> Revised Version (new upgrades presented in the same style as existing

upgrades): v44
~ITEMUPGRADE/ITEMUPGRADE.TP2~ #0 #11 // Throne Of Bhaal Item Upgrades -> Revised Version (new upgrades presented in the same style as existing upgrades): v44
~ITEMUPGRADE/ITEMUPGRADE.TP2~ #0 #12 // Install supplemental Cespenar audio for Item Upgrade: v44
~SPITEMS/SETUP-SPITEMS.TP2~ #0 #2 // Davoran's Spell Pack
~SPITEMS/SETUP-SPITEMS.TP2~ #0 #3 // Shadow Daemon's Spells Pack
~CLIFFKEY/SETUP-CLIFFKEY.TP2~ #0 #1 // A Mod for the Orderly - Add a Keyring to Faerun! See readme for more details about the choices below. -> Consistency Plus version: v7
~SETUP-EBG2.TP2~ #0 #0 // Additional merchant with new items: v1.1
~SETUP-EBG2.TP2~ #0 #2 // Tomes and manuals: v1.1
~SETUP-EBG2.TP2~ #0 #1 // Interjections: v1.1
~SETUP-EBG2.TP2~ #0 #4 // Additional portraits: v1.1
~SETUP-EBG2.TP2~ #0 #5 // Lost item descriptions: v1.1
~SETUP-EBG2.TP2~ #0 #9 // New kit (Knight): v1.1
~SETUP-EBG2.TP2~ #0 #14 // New kit (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 BWP Fix
~KONTWK/SETUP-KONTWK.TP2~ #0 #9 // Restored Paladin Abilities: v2.2 BWP Fix
~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 BWP Fix
~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 Armors for BG:EE, BGT and TuTu Version 1.05: v1.02 BWP Fix
~SETUP-BG2EEW.TP2~ #0 #0 // TeamBG's Weapons Pack for BG2:EE Version 1.01
~MIH_IP/SETUP-MIH_IP.TP2~ #0 #0 // MiH Item Pack: v2
~MIH_IP/SETUP-MIH_IP.TP2~ #0 #1 // Improved Cloak of the Wolf: v2
~MIH_IP/SETUP-MIH_IP.TP2~ #0 #2 // Nerfed Cloak of Balduran: v2
~IMOENFRIENDSHIP/IMOENFRIENDSHIP.TP2~ #0 #0 // Imoen Friendship: 3.3
~IMOENROMANCE/SETUP-IMOENROMANCE.TP2~ #0 #0 // Imoen NPC Romance Mod for BG2:SoA TOB (3.9 Version!): 3.9 BWP Fix
~IMOENROMANCE/SETUP-IMOENROMANCE.TP2~ #0 #1 // Romance Option -> Allow Multiple Romance's: 3.9 BWP Fix
~AMBER/AMBER.TP2~ #0 #0 // Amber the NPC MOD: v5
~SEVERIAN/SETUP-SEVERIAN.TP2~ #0 #0 // SEVERIAN DE DEMERYA V.02A Auteur : Coyote Website : http://www.coyotestudios.fr/ Contact : http://www.coyotestudios.fr/contact_5043.htm Livre d'or : http://www.coyotestudios.fr/livre_d_or__5035.htm 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/AJANTISBG2.TP2~ #1 #0 // Sir Ajantis NPC for BGII: 19
~AJANTISBG2/AJANTISBG2.TP2~ #1 #3 // Installation of adult romance content: 19
~AJANTISBG2/AJANTISBG2.TP2~ #1 #44 // Select Ajantis' Friendship Dialogues and Romance Speed: -> Speed: 1 hour 30 minutes (extended) real time minimum between Dialogues: 19
~TASHIA/SETUP-TASHIA.TP2~ #0 #0 // Tashia NPC Mod -> Full version (ToB required): v1.4 BWP Fix 2
~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 2
~KIVAN/SETUP-KIVAN.TP2~ #0 #100 // Kivan of Shilmista: v16
~KIVAN/SETUP-KIVAN.TP2~ #0 #200 // Change Deheriana's Class from Fighter/Mage/Cleric to: -> Wild Mage: v16
~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 v2.5 (BG2:SoA & TOB NPC) created by nethrin: v2.7_charsets
~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/XAN.TP2~ #0 #0 // Xan NPC MOD for Baldur's Gate II: v17
~XAN/XAN.TP2~ #0 #3 // Install alternate class for Xan? -> Change Xan's class to Sorcerer: v17
~XAN/XAN.TP2~ #0 #5 // BG1-style flaming swords: v17
~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_charsets
~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: v10
~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/TIAX.TP2~ #0 #0 // Tiax NPC MOD for Baldur's Gate II: v5
~SARAHTOB/SETUP-SARAHTOB.TP2~ #0 #0 // Sarah NPC Romance Mod for BG2:ToB: 5
~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: v7
~SETUP-VAMPIRETALES.TP2~ #0 #0 // Vampire Tales (Requires Throne of Bhaal)
~SETUP-VAMPIRETALES.TP2~ #0 #1 // Improved Cult of the Unseeing Eye
~SETUP-VAMPIRETALES.TP2~ #0 #2 // Improved Harper Fight
~SETUP-VAMPIRETALES.TP2~ #0 #3 // CoM Store 1
~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 BWP Fix
~XULAYE/XULAYE.TP2~ #0 #0 // Xulaye NPC Mod for BG2:SoA: v2.0 BWP Fix
~XULAYE/XULAYE.TP2~ #0 #2 // Korgan Fights at the Pits: v2.0 BWP Fix
~XULAYE/XULAYE.TP2~ #0 #1 // Xulaye's Player Initiated Dialogues: v2.0 BWP Fix
~HALDAMIR/SETUP-HALDAMIR.TP2~ #0 #0 // Haldamir: v4
~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_charsets BWP Fix
~SKIE/SETUP-SKIE.TP2~ #1 #0 // Skie NPC - BG2: 3.0 BWP Fix
~WORGAS/WORGAS.TP2~ #0 #0 // Worgas: Beta v1.1 BWP Fix
~TYRISFLARE/SETUP-TYRISFLARE.TP2~ #0 #0 // Tyris Flare NPC: v8
~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: 23
~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): 23
~GAVIN_BG2/SETUP-GAVIN_BG2.TP2~ #0 #2 // Multi-romance cheat -> Normal romance kills: 23
~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: 4.0
~YVETTE/SETUP-YVETTE.TP2~ #0 #1 // Yvette Romance - alternative class (Pure Heartwarder): 4.0
~ADRIAN/SETUP-ADRIAN.TP2~ #0 #0 // Adrian for BGII: v4.3
~ARATH/ARATH.TP2~ #0 #0 // Arath NPC for BGII: SoA & ToB: v4
~DACE/DACE.TP2~ #0 #0 // Dace Linton NPC Mod for BG2:SoA & ToB: v5
~GAHESH/GAHESH.TP2~ #0 #0 // Gahesh NPC: BETA1 BWP Fix
~LENA/SETUP-LENA.TP2~ #0 #1 // Lena Romance, BG2 NPC Mod: v0.7
~ARANW/SETUP-ARANW.TP2~ #0 #0 // Install Aran Whitehand for SoA and ToB: Beta_Luridel August 14 2015 BWP Fix
~ARANW/SETUP-ARANW.TP2~ #0 #2 // Install Audio Files -> Install Only Soundset and Music: Beta_Luridel August 14 2015 BWP Fix
~ARANW/SETUP-ARANW.TP2~ #0 #8 // Choose Which Aran Configuration to install -> Aran Whitehand, Fighter stats, choose configuration (Soldier): Beta_Luridel August 14 2015 BWP Fix
~ARANW/SETUP-ARANW.TP2~ #0 #10 // Choose Aran's Portrait: Beta_Luridel August 14 2015 BWP Fix
~ISRA_BG2/ISRA_BG2.TP2~ #0 #0 // Isra for BGII: v3
~SETUP-THEUNDYING.TP2~ #0 #0 // "The Undying" Mod : v2.53 BWP Fix
~NEH'TANIEL/NEH'TANIEL.TP2~ #0 #0 // Neh'taniel NPC Mod: v6.3 BWP fix
~FOUNDLING/FOUNDLING.TP2~ #0 #0 // Foundling: Between the Shades -> Yes, but don't patch the existing save games: 4.2
~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
~C#SOLAUFEIN/C#SOLAUFEIN.TP2~ #0 #0 // Solaufeins Rettung: Jasteys Solaufein NPC fuer BGII: 1.5
~C#SOLAUFEIN/C#SOLAUFEIN.TP2~ #0 #1 // Solaufein in Ust Natha das Mod-Portrait geben: 1.5
~SETUP-SHEENA.TP2~ #0 #0 // Install A Half Dragon Tale: v2.6 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: V4 BWP Fix
~SETUP-KETO.TP2~ #0 #1 // Keto/Kelsey Interaction (Requires Kelsey-SOA): V4 BWP Fix
~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 #6 // Jao and party for SOA: another tough fight: v1.6.2 BWP Fix
~SETUP-KIARA-ZAIYA.TP2~ #0 #5 // Revised Suldalanessar: v1.6.2 BWP Fix
~SETUP-KIARA-ZAIYA.TP2~ #0 #7 // Tougher Irenicus at the tree of life: v1.6.2 BWP Fix
~IYLOS/IYLOS.TP2~ #0 #0 // Iylos NPC for BGII:ToB: 2.6
~IYLOS/IYLOS.TP2~ #0 #1 // Install extended content (PID, more interjections, friendship, scenery & plot dialogues)?: 2.6
~IYLOS/IYLOS.TP2~ #0 #6 // How much time would you like in between Iylos' PC dialogues? -> 60 Minutes: 2.6
~THEBEAURINLEGACY/THEBEAURINLEGACY.TP2~ #0 #1000 // The Beaurin Legacy for BG2:SoA & ToB & BGII:EE: v3.2
~EVANDRA/SETUP-EVANDRA.TP2~ #0 #0 // Evandra NPC: v2.0
~CALIN/CALIN.TP2~ #0 #0 // Calin for BG2: v1.3
~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: v1.74 BWP Fix
~SETUP-HORACE.TP2~ #0 #1 // Bone Collector: v1.74 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
~SETUP-BRANWENNPC.TP2~ #0 #0 // Branwen NPC: v1.2 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
~SETUP-GLORAN.TP2~ #1 #0 // Joinable NPC Gloran: v3 BWP Fix
~SETUP-AUDEN.TP2~ #0 #0 // Auden for BG2:SOA
~SETUP-COONDRED.TP2~ #0 #0 // Coondred NPC Mod for Baldur's Gate II (ToB required)
~SARADAS_MAGIC_2/SARADAS_MAGIC_2.TP2~ #0 #0 // saradas_magic_2
~ASHARNPC/SETUP-ASHARNPC.TP2~ #1 #0 // Ashar NPC: v1.12
~SETUP-ALASSA.TP2~ #0 #0 // Alassa NPC: v3 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
~GGIB_TWEAKS/GGIB_TWEAKS.TP2~ #0 #2 // Square/Triangle/Octagon by ggib eht: Ggib Eht Tweak Pack v2
~GGIB_TWEAKS/GGIB_TWEAKS.TP2~ #0 #4 // Natlia Roamnce Mod!!!!!11111 by TFJcrompton@teamflapjacks.net: Ggib Eht Tweak Pack v2
~GGIB_TWEAKS/GGIB_TWEAKS.TP2~ #0 #5 // SlidMang0's previously unreleased flirts: Ggib Eht Tweak Pack v2
~GGIB_TWEAKS/GGIB_TWEAKS.TP2~ #0 #10 // Monster Cocks: Ggib Eht Tweak Pack v2
~DEARNISE/DEARNISE.TP2~ #0 #0 // de'Arnise Romance for Baldur's Gate II: v6
~CHLOE/CHLOE.TP2~ #0 #0 // Chloe NPC mod: v1.5 BWP Fix
~BANTERPACK/SETUP-BANTERPACK.TP2~ #0 #0 // Pocket Plane Banter Pack for BG2: Shadows of Amn: v16
~BANTERPACK/SETUP-BANTERPACK.TP2~ #0 #2 // Pocket Plane Banter Pack for BG2: Throne of Bhaal: v16
~BANTERPACK/SETUP-BANTERPACK.TP2~ #0 #3 // Install TOB Banter Accelerator script? (Increases the frequency of interparty banter): v16

~IEPBANTERS/SETUP-IEPBANTERS.TP2~ #0 #0 // Extended NPC-NPC Interaction SoA: V5.4
~IEPBANTERS/SETUP-IEPBANTERS.TP2~ #0 #1 // Extended Minsc/Aerie Interaction ToB: V5.4
~IEPBANTERS/SETUP-IEPBANTERS.TP2~ #0 #2 // Imoen "Retrospection" dialogue for BGII: ToB: V5.4
~IEPBANTERS/SETUP-IEPBANTERS.TP2~ #0 #3 // Wake-Up dialogue for Anomen Romance (By David Gaider with additions from Kulyok): V5.4
~IEPBANTERS/SETUP-IEPBANTERS.TP2~ #0 #4 // NPC Conflict Revisions: V5.4
~IEPBANTERS/SETUP-IEPBANTERS.TP2~ #0 #5 // Restored Aerie/Jaheira/Anomen interjection in Underdark: V5.4
~VICONIA/SETUP-VICONIA.TP2~ #0 #0 // Viconia Friendship: v4.3
~MAZZY/SETUP-MAZZY.TP2~ #0 #0 // Mazzy Friendship: v3.2
~YOSHIMO/YOSHIMO.TP2~ #0 #0 // Yoshimo Friendship Mod for BGII: SoA: 4.3
~YOSHIMOROMANCE/YOSHIMOROMANCE.TP2~ #0 #0 // Yoshimo Romance and additional friendship talks for BG2 / BG2EE: 4.0
~YOSHIMOROMANCE/YOSHIMOROMANCE.TP2~ #0 #1 // Yoshimo Portraits -> Adjusted portrait for Yoshimo: 4.0
~YOSHIMOSREMORSE/YOSHIMOSREMORSE.TP2~ #0 #0 // Yoshimo's Remorse: v1.2
~YOSHIMOSREMORSE/YOSHIMOSREMORSE.TP2~ #0 #1 // Yoshimo's Remorse: Fighter/Thief Dual-Class (Only if Yoshimo was never recruited before) -> Bounty Hunter 10 / Fighter:
~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
~KORGANFRIENDSHIP/KORGANFRIENDSHIP.TP2~ #0 #0 // Korgan Friendship for BG2: ToB: 1.2
~LAVALYGAR/LAVALYGAR.TP2~ #0 #0 // LaValygar - new talks with Valygar Corthala
~VALYGARFRIENDSHIP/VALYGARFRIENDSHIP.TP2~ #0 #0 // Valygar Corthala Friendship: 1.0
~KELDORN_ROM/KELDORN_ROM.TP2~ #0 #0 // berelinde's Keldorn Romance: 5
~KELDORN_ROM/KELDORN_ROM.TP2~ #0 #2 // Romance Match -> Romance is available to LG/NG/CG protagonists: 5
~YESLICKNPC/YESLICKNPC.TP2~ #0 #0 // Yeslick NPC for BGII: SoA & ToB: 2.0
~SAREVOKFRIENDSHIP/SAREVOKFRIENDSHIP.TP2~ #0 #0 // Sarevok Friendship for BGII: ToB: 2.3
~BRANWEN/BRANWEN.TP2~ #0 #0 // Branwen BG2 NPC mod for players and modders: v4
~NPCFLIRT/SETUP-NPCFLIRT.TP2~ #0 #0 // Aerie Flirt Pack For SOA: v1.06
~NPCFLIRT/SETUP-NPCFLIRT.TP2~ #0 #2 // Aerie Flirt Pack For TOB: v1.06
~NPCFLIRT/SETUP-NPCFLIRT.TP2~ #0 #4 // Jaheira Flirt Pack for SOA: v1.06
~NPCFLIRT/SETUP-NPCFLIRT.TP2~ #0 #6 // Jaheira Flirt Pack for TOB: v1.06
~NPCFLIRT/SETUP-NPCFLIRT.TP2~ #0 #8 // Viconia Flirt Pack for SOA: v1.06
~NPCFLIRT/SETUP-NPCFLIRT.TP2~ #0 #10 // Viconia Flirt Pack for TOB: v1.06
~NPCFLIRT/SETUP-NPCFLIRT.TP2~ #0 #12 // Anomen Flirt Pack for SOA: v1.06
~NPCFLIRT/SETUP-NPCFLIRT.TP2~ #0 #14 // Anomen Flirt Pack for TOB: v1.06
~NPCFLIRT/SETUP-NPCFLIRT.TP2~ #0 #1 // Aerie/Solaufein Romance Conflict For SOA (Solaufein V60 or greater recommended): v1.06
~NPCFLIRT/SETUP-NPCFLIRT.TP2~ #0 #3 // Aerie/Solaufein Romance Conflict For TOB (Solaufein V60 or greater recommended): v1.06
~NPCFLIRT/SETUP-NPCFLIRT.TP2~ #0 #5 // Jaheira/Solaufein Romance Conflict For SOA (Solaufein V60 or greater recommended): v1.06
~NPCFLIRT/SETUP-NPCFLIRT.TP2~ #0 #7 // Jaheira/Solaufein Romance Conflict For TOB (Solaufein V60 or greater recommended): v1.06
~NPCFLIRT/SETUP-NPCFLIRT.TP2~ #0 #9 // Viconia/Solaufein Romance Conflict For SOA (Solaufein V60 or greater recommended): v1.06
~NPCFLIRT/SETUP-NPCFLIRT.TP2~ #0 #11 // Viconia/Solaufein Romance Conflict For TOB (Solaufein V60 or greater recommended): v1.06
~NPCFLIRT/SETUP-NPCFLIRT.TP2~ #0 #13 // Anomen/Solaufein Romance Conflict For SOA (Solaufein V60 or greater recommended): v1.06
~NPCFLIRT/SETUP-NPCFLIRT.TP2~ #0 #15 // Anomen/Solaufein Romance Conflict For TOB (Solaufein V60 or greater recommended): v1.06
~RE/SETUP-RE.TP2~ #0 #0 // Aerie, Anomen, Jaheira and Viconia React to Romantic Encounters: v12
~RE/SETUP-RE.TP2~ #0 #3 // Anishai's Deft Hands, by cmorgan: v12
~RE/SETUP-RE.TP2~ #0 #4 // An Evening with Aran, by Kulyok: v12
~RE/SETUP-RE.TP2~ #0 #7 // Trademeet with Guildmistress Busya, by magrat: v12
~RE/SETUP-RE.TP2~ #0 #8 // The Gambling Cambion, by Kulyok: v12
~RE/SETUP-RE.TP2~ #0 #11 // Cyric's Test, by Kulyok: v12
~RE/SETUP-RE.TP2~ #0 #14 // Edwin's Softer Side, by Kulyok: v12
~RE/SETUP-RE.TP2~ #0 #15 // Eldoth' Exploits, by Kulyok: v12
~RE/SETUP-RE.TP2~ #0 #16 // Elhan's Expansion, by Kulyok: v12
~RE/SETUP-RE.TP2~ #0 #17 // Firkraag's Unsheathed Sword: v12
~RE/SETUP-RE.TP2~ #0 #18 // Gaelan's Contract, by Evaine Dian: v12
~RE/SETUP-RE.TP2~ #0 #19 // A Walk with Garren Windspear, by Kulyok: v12
~RE/SETUP-RE.TP2~ #0 #20 // Enter Haer'Dalis, by Kulyok: v12
~RE/SETUP-RE.TP2~ #0 #21 // Hendak's Heart, by jastey: v12
~RE/SETUP-RE.TP2~ #0 #22 // Ilona, a Merchant's Daughter, by Kulyok: v12
~RE/SETUP-RE.TP2~ #0 #23 // Jarlaxle's Fascinations, by Catseye: v12
~RE/SETUP-RE.TP2~ #0 #24 // A Night with Lais in Imnesvale, by Kulyok: v12
~RE/SETUP-RE.TP2~ #0 #26 // The Love Song of Logan, Lord Coprith, by Ajnos: v12
~RE/SETUP-RE.TP2~ #0 #27 // Mekrath and Nymphology, by Kulyok: v12
~RE/SETUP-RE.TP2~ #0 #28 // Mira's Special Stock, by berelinde: v12
~RE/SETUP-RE.TP2~ #0 #29 // Noober Returns, by cmorgan: v12
~RE/SETUP-RE.TP2~ #0 #30 // Rebecca the Gypsy, by Kulyok: v12
~RE/SETUP-RE.TP2~ #0 #32 // Old Ribald's Speciality, by Evaine Dian: v12
~RE/SETUP-RE.TP2~ #0 #33 // Sir Ryan Trawl, by Kulyok: v12
~RE/SETUP-RE.TP2~ #0 #35 // Dreaming of Sendai, by Kulyok: v12
~RE/SETUP-RE.TP2~ #0 #37 // Solaufein in the Lust Chambers, by jastey: v12

~RE/SETUP-RE.TP2~ #0 #39 // Spell Research with Teos, by Kulyok: v12
~RE/SETUP-RE.TP2~ #0 #40 // A fling with Yoshimo, by Kulyok: v12
~RE/SETUP-RE.TP2~ #0 #43 // The Queen, by Domi: v12
~RE/SETUP-RE.TP2~ #0 #44 // Valygar Romance, by Kulyok: v12
~RE/SETUP-RE.TP2~ #0 #45 // Rehearsal with Chandra, by Western Paladin: v12
~RE/SETUP-RE.TP2~ #0 #46 // Goldander Blackenrock: After a Party, by magrat: v12
~RE/SETUP-RE.TP2~ #0 #47 // A Chat with Viekang, by magrat: v12
~RE/SETUP-RE.TP2~ #0 #49 // Blame the Moon, by Aeryn (Cernd): v12
~RE/SETUP-RE.TP2~ #0 #50 // Cernick's Confession, by Cal Jones: v12
~RE/SETUP-RE.TP2~ #0 #51 // Valygar Romance ToB, by Kulyok: v12
~RE/SETUP-RE.TP2~ #0 #52 // Minsc. Takes. A Bath, by Thimblerig: v12
~RE/SETUP-RE.TP2~ #0 #53 // Nizidramanii'yt's Vanity, by Thimblerig: v12
~RE/SETUP-RE.TP2~ #0 #54 // Date Night, by SisterVigilante: v12
~RE/SETUP-RE.TP2~ #0 #1 // Storms and Lightning, by berelinde (Weathermistress Ada, adult content): v12
~RE/SETUP-RE.TP2~ #0 #2 // Aimi's Magic, by berelinde (adult content): v12
~RE/SETUP-RE.TP2~ #0 #5 // Bjornin's Desire, by jastey (adult content): v12
~RE/SETUP-RE.TP2~ #0 #9 // Chanelle's Gifts, by cmorgan (adult content): v12
~RE/SETUP-RE.TP2~ #0 #12 // A Tryst with a Pirate Lord, by Kulyok (Desharik, adult content): v12
~RE/SETUP-RE.TP2~ #0 #13 // A Lonely Dryad, by Kulyok (adult content): v12
~RE/SETUP-RE.TP2~ #0 #25 // Laran's Promise, by berelinde (adult content): v12
~RE/SETUP-RE.TP2~ #0 #31 // Renal Bloodscalp: A Dangerous Affair, by cmorgan (adult content): v12
~RE/SETUP-RE.TP2~ #0 #34 // Saemon, a Pirate, by Kulyok (adult content): v12
~RE/SETUP-RE.TP2~ #0 #36 // Sheri the Bardess, by cmorgan (adult content): v12
~RE/SETUP-RE.TP2~ #0 #38 // Phaere's Reward, by berelinde (Talak, pleasure slave, adult content): v12
~RE/SETUP-RE.TP2~ #0 #41 // Isabelle's Fears, by gertjanvh (adult content): v12
~RE/SETUP-RE.TP2~ #0 #42 // Anne's Rescue, by gertjanvh (adult content): v12
~RE/SETUP-RE.TP2~ #0 #48 // Bravery or Folly? by Aeryn (Sarevok, adult content): v12
~HAERDALISROMANCE/HAERDALISROMANCE.TP2~ #0 #0 // Haer'Dalis Romance (SoA & ToB): v2.2 BWP Fix
~HAERDALIS_FRIENDSHIP/HAERDALIS_FRIENDSHIP.TP2~ #0 #0 // Haer'Dalis Friendship for BG2: ToB: 1.0
~CERND/CERND.TP2~ #0 #0 // Cernd Friendship for BG2: ToB: 1.1
~MINSCFRIENDSHIP/MINSCFRIENDSHIP.TP2~ #0 #0 // Minsc Friendship for BG2 and ToB: 1.0
~NEPHELE/NEPHELE.TP2~ #0 #0 // Nephele NPC Mod for BGII: SoA & ToB: v2.4
~NEPHELE/NEPHELE.TP2~ #0 #1 // Install Haer'Dalis Romance crossmod content: v2.4
~PETSY/PETSY.TP2~ #0 #0 // Petsy Chattertone
~PETSY/PETSY.TP2~ #0 #1 // Petsy/Nephele crossmod banters
~FADE/SETUP-FADE.TP2~ #0 #0 // Fade: An NPC for Baldur's Gate II: SoA and ToB: 5.5
~HOMEWARDBOUND/SETUP-HOMEWARDBOUND.TP2~ #0 #0 // Homeward Bound: v7 - 25 April, 2010 BWP Fix
~HOMEWARDBOUND/SETUP-HOMEWARDBOUND.TP2~ #0 #2 // Romances end due to separation -> Original game behavior is unchanged: v7 - 25 April, 2010 BWP Fix
~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: v7
~SHARDSOFICE/SETUP-SHARDSOFICE.TP2~ #0 #1 // Some of My Best Friends Are Slimes: v7
~SHARDSOFICE/SETUP-SHARDSOFICE.TP2~ #0 #2 // You Could Restore the Summon Cow Spell, But Why?: v7
~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~ #1 #0 // L'ogre et le gnome, une histoire de bleu: Version 1
~ALMAQUEST2/SETUP-ALMAQUEST2.TP2~ #1 #0 // Almaquest2
~REUNION/REUNION.TP2~ #0 #0 // The Reunion mod for Baldur's Gate II: v4
~ARESTORATIONP/ARESTORATIONP.TP2~ #1 #0 // Restored Locations: v8.4
~ARESTORATIONP/ARESTORATIONP.TP2~ #1 #1 // Restored Characters and Dialogs: v8.4

~ARESTORATIONP/ARESTORATIONP.TP2~ #1 #2 // Restored Sounds: v8.4
~ARESTORATIONP/ARESTORATIONP.TP2~ #1 #3 // Restored Items: v8.4
~ARESTORATIONP/ARESTORATIONP.TP2~ #1 #4 // Restored Wish Options: v8.4
~ARESTORATIONP/ARESTORATIONP.TP2~ #1 #5 // Restored XP for Minor Things: v8.4
~ARESTORATIONP/ARESTORATIONP.TP2~ #1 #6 // Lich Deril: v8.4
~ARESTORATIONP/ARESTORATIONP.TP2~ #1 #7 // Restored Random Encounters: v8.4
~ARESTORATIONP/ARESTORATIONP.TP2~ #1 #8 // Minor Restorations: v8.4
~ARESTORATIONP/ARESTORATIONP.TP2~ #1 #10 // Better Item Import: v8.4
~ARESTORATIONP/ARESTORATIONP.TP2~ #1 #11 // Restored Final Slayer Dream: v8.4
~ARESTORATIONP/ARESTORATIONP.TP2~ #1 #12 // Alternate Slayer Change: v8.4
~ARESTORATIONP/ARESTORATIONP.TP2~ #1 #13 // Restored Waukeen's Promenade Cutscene: v8.4
~SETUP-REVISEDBATTLES.TP2~ #0 #0 // Improved Battles - "erebusant's Patching Version" v6
~SETUP-REVISEDBATTLES.TP2~ #0 #1 // Improved Drizzt
~SETUP-REVISEDBATTLES.TP2~ #0 #2 // Improved Mencar Pebblecrusher
~SETUP-REVISEDBATTLES.TP2~ #0 #3 // Improved Mad Cleric
~SETUP-REVISEDBATTLES.TP2~ #0 #4 // Improved House Jae'llat
~SETUP-REVISEDBATTLES.TP2~ #0 #5 // Improved Lord Roenall
~SETUP-REVISEDBATTLES.TP2~ #0 #6 // Improved Master Brain
~SETUP-REVISEDBATTLES.TP2~ #0 #7 // Improved Wraith Sarevok
~SETUP-REVISEDBATTLES.TP2~ #0 #8 // Improved Cohrvale, Bregg & Alamas
~SETUP-REVISEDBATTLES.TP2~ #0 #9 // Improved Firkraag
~SETUP-REVISEDBATTLES.TP2~ #0 #11 // Improved Firkraag FR_ROV Compatibility Patch -> Improved Firkraag
~SETUP-REVISEDBATTLES.TP2~ #0 #12 // Improved Firkraag Romantic Encounters Compatibility Patch -> Improved Firkraag
~SETUP-REVISEDBATTLES.TP2~ #0 #13 // Improved Fire Giants (requires ToB)
~SETUP-REVISEDBATTLES.TP2~ #0 #14 // Improved Shade Lord
~SETUP-REVISEDBATTLES.TP2~ #0 #15 // Improved Trademeet Crypt
~SETUP-REVISEDBATTLES.TP2~ #0 #16 // Improved Dungeon
~SETUP-REVISEDBATTLES.TP2~ #0 #17 // Much Improved Temple Sewers Party
~SETUP-REVISEDBATTLES.TP2~ #0 #18 // Improved Kiser Jhaeri (requires ToB)
~SETUP-REVISEDBATTLES.TP2~ #0 #19 // Improved Falahar
~SETUP-REVISEDBATTLES.TP2~ #0 #20 // Improved Drow Pit Fights
~SETUP-REVISEDBATTLES.TP2~ #0 #21 // Improved Chromatic Demon
~SETUP-REVISEDBATTLES.TP2~ #0 #22 // Knights of Dark Renown
~SETUP-REVISEDBATTLES.TP2~ #0 #23 // Arcane Avenger Kit
~SETUP-REVISEDBATTLES.TP2~ #0 #24 // Blademaster Kit
~SETUP-REVISEDBATTLES.TP2~ #0 #25 // Demon Knight Kit
~SETUP-REVISEDBATTLES.TP2~ #0 #26 // Bastard Kit
~SETUP-REVISEDBATTLES.TP2~ #0 #27 // Modify .CRE Proficiencies, Abilities & Effects. This component MUST be installed.
~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
~SETUP-TURNABOUT.TP2~ #0 #0 // Ascension: Turnabout: BWP Fix
~SETUP-TURNABOUT.TP2~ #0 #1 // Balthazar Epilogue Portrait, by Cliffette: BWP Fix
~UB/SETUP-UB.TP2~ #0 #3 // "Cat and Mouse" (Bodhi hunts you in Spellhold) by Ghreyfain: v27rc1
~UB/SETUP-UB.TP2~ #0 #0 // The Kidnapping of Boo by Cliffette: v27rc1
~UB/SETUP-UB.TP2~ #0 #2 // Kalah and What He Was Promised: v27rc1
~UB/SETUP-UB.TP2~ #0 #4 // Gorje Hilldark and the Extended Illithium Quest: v27rc1
~UB/SETUP-UB.TP2~ #0 #5 // The Pai'Na/Spider's Bane Quest: v27rc1
~UB/SETUP-UB.TP2~ #0 #6 // Restored Crooked Crane Inn: v27rc1
~UB/SETUP-UB.TP2~ #0 #7 // Restored Encounters: v27rc1
~UB/SETUP-UB.TP2~ #0 #8 // Artemis Entreri in Bodhi's Lair: v27rc1
~UB/SETUP-UB.TP2~ #0 #9 // Corrected "Xzar's Creations": v27rc1
~UB/SETUP-UB.TP2~ #0 #10 // Restored Hell Minions, by SimDing0: v27rc1
~UB/SETUP-UB.TP2~ #0 #12 // Item Restorations: v27rc1
~UB/SETUP-UB.TP2~ #0 #15 // NPC Portrait Restorations: v27rc1
~UB/SETUP-UB.TP2~ #0 #17 // Corrected Character Names and Biographies: v27rc1
~UB/SETUP-UB.TP2~ #0 #18 // Restored Minor Dialogs: v27rc1
~UB/SETUP-UB.TP2~ #0 #19 // Restored Bhaalspawn Powers, by David Gaider: v27rc1
~UB/SETUP-UB.TP2~ #0 #21 // Throne of Bhaal Minor Restorations: v27rc1
~UB/SETUP-UB.TP2~ #0 #25 // The Murder of Acton Balthis, by Kulyok: v27rc1
~SAREVOKROMANCE/SAREVOKROMANCE.TP2~ #0 #0 // Aeryn's Sarevok Romance for BGII: Throne of Bhaal: 1.3
~SETUP-D0QUESTPACK.TP2~ #0 #0 // General AI Improvements: v3.2
~SETUP-D0QUESTPACK.TP2~ #0 #1 // Creature & Area Improvements -> All Creature & Area Improvements: v3.2
~SETUP-D0QUESTPACK.TP2~ #0 #5 // Additional Shadow Thieves Content: v3.2
~SETUP-D0QUESTPACK.TP2~ #0 #4 // Miscellaneous Enhancements -> With Additional Random Encounters: v3.2
~SETUP-D0QUESTPACK.TP2~ #0 #6 // Alternative Harper/Xzar Plot: v3.2

~SETUP-D0QUESTPACK.TP2~ #0 #7 // Extended Reynald Sequence: v3.2
~SETUP-D0QUESTPACK.TP2~ #0 #8 // Intrigue In The Copper Coronet: v3.2
~SETUP-D0QUESTPACK.TP2~ #0 #9 // Rahul Kanakia's Potion Quest: v3.2
~SETUP-D0QUESTPACK.TP2~ #0 #10 // Revised Hell Trials: v3.2
~SETUP-D0QUESTPACK.TP2~ #0 #11 // Improved Oasis II -> IO2 Dialogue & Combat Enhancement: v3.2
~SETUP-D0QUESTPACK.TP2~ #0 #14 // Burglary Of The Bookkeeper: v3.2
~SETUP-D0QUESTPACK.TP2~ #0 #15 // New Fate For The Dryads' Acorns: v3.2
~SETUP-D0QUESTPACK.TP2~ #0 #16 // The Tragedy Of Besamen: v3.2
~SETUP-D0QUESTPACK.TP2~ #0 #17 // Further Slaver Involvement: v3.2
~SETUP-D0QUESTPACK.TP2~ #0 #18 // Sending The Solamnic Knights Home: v3.2
~SETUP-D0QUESTPACK.TP2~ #0 #19 // Nazariel The Lich: v3.2
~SETUP-D0QUESTPACK.TP2~ #0 #20 // Reward Negotiation: v3.2
~SETUP-D0QUESTPACK.TP2~ #0 #21 // Infernal Thievery: v3.2
~SETUP-D0QUESTPACK.TP2~ #0 #13 // Saving Sanik In Brynnlaw: v3.2
~STIVAN/SETUP-STIVAN.TP2~ #0 #0 // Stivan the Hunter -> Default portrait (Nix): Stivan the Hunter, version 1.00 BWP fix
~ALTERNATIVES/SETUP-ALTERNATIVES.TP2~ #0 #0 // Alternatives: v13.4
~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
~WHEELS/SETUP-WHEELS.TP2~ #0 #0 // The Wheels of Prophecy: v7
~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 #25 // Slightly Smarter Mages and Liches: 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
~SETUP-EDWINROMANCE.TP2~ #0 #0 // Edwin Romance: v2.0.7
~SETUP-EDWINROMANCE.TP2~ #0 #2 // Edwin flirts: v2.0.7
~SETUP-EDWINROMANCE.TP2~ #0 #3 // New ending for Viconia Romance by Laufey: v2.0.7
~TSUJATHA/SETUP-TSUJATHA.TP2~ #0 #0 // Tsujatha (BG2:SoA NPC) created by Sillara of the Tamari: v15_charsets BWP Fix
~FAREN/SETUP-FAREN.TP2~ #0 #0 // Faren NPC for Baldur's Gate II: v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #2 // Choose Faren's weapon proficiency skillset -> Rogue configuration: v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #3 // Adrian Content: v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #4 // Ajantis Content: v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #5 // Amber Content (Shadows of Amn content only): v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #6 // Angelo Content: v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #7 // Arath Content: v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #8 // Auren Aseph Content: v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #9 // Beyond the Law Content: v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #10 // Branwen Content: v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #11 // Chloe Content (Shadows of Amn content only): v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #13 // Dace Linton Content: v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #14 // Darian Content: v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #15 // de'Arnise Romance Content (Shadows of Amn content only): v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #16 // Edwin Romance Content (Shadows of Amn content only): v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #17 // Fade Content: v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #18 // Haldamir Content: v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #19 // Isra Content: v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #20 // Iylos Content: v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #21 // Kelsey Content: v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #22 // Keto Content (Shadows of Amn content only): v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #23 // Luxley Family Content (Shadows of Amn content only): v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #24 // Nathaniel Content: v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #25 // Nephele Content: v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #26 // Ninde Content: v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #27 // Romantic Encounters Content (can be installed before or after Romantic Encounters): v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #28 // Saerileth Content: v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #29 // Sarah Content: v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #30 // Solaufein Content: v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #31 // Tashia Content: v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #32 // Tiax Content: v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #33 // Tsujatha Content: v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #34 // Xan Content: v3 BWP fix

~FAREN/SETUP-FAREN.TP2~ #0 #35 // Xulaye Content: v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #36 // Yasraena Content: v3 BWP fix
~FAREN/SETUP-FAREN.TP2~ #0 #37 // Yeslick Content (Shadows of Amn content only): v3 BWP fix
~CROSSMODBG2/SETUP-CROSSMODBG2.TP2~ #0 #0 // Crossmod Banter Pack for Shadows of Amn: v19
~CROSSMODBG2/SETUP-CROSSMODBG2.TP2~ #0 #1 // Crossmod Banter Pack for Throne of Bhaal: v19
~CROSSMODBG2/SETUP-CROSSMODBG2.TP2~ #0 #2 // Crossmod Romance Conflicts: v19
~CELESTIALS/SETUP-CELESTIALS.TP2~ #0 #0 // PnP Celestials: v6
~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
~ACBRE/ACBRE.TP2~ #1 #2 // Breagar: Crossmods und PID: 8.0.1
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #3183 // Romance Cheats: v9
~RJALI/SETUP-RJALI.TP2~ #0 #3 // Rjali Romance Mod (BG2EE:SoA & TOB NPC) created by nullset: v8.5 BWP adaption
~UCFOW/SETUP-UCFOW.TP2~ #0 #0 // UCFOW v1.0: v1.0
~SETUP-W_3KRADZIEJ.TP2~ #1 #0 // EXE PATCH: 0.2 BWP Fix
~SETUP-W_3KRADZIEJ.TP2~ #1 #1 // W_3kradziej: 0.2 BWP Fix
~NPC_TWEAK/NPC_TWEAK.TP2~ #0 #0 // Anomen: v6
~NPC_TWEAK/NPC_TWEAK.TP2~ #0 #2 // Nalia: v6
~HIDDENADVENTURE/SETUP-HIDDENADVENTURE.TP2~ #1 #0 // Lady Elgea's extended plot: beta_3
~HIDDENADVENTURE/SETUP-HIDDENADVENTURE.TP2~ #1 #2 // Jerlia's Ore Shop: beta_3
~HIDDENADVENTURE/SETUP-HIDDENADVENTURE.TP2~ #1 #9 // A Tunnel for Saradush: beta_3
~HIDDENADVENTURE/SETUP-HIDDENADVENTURE.TP2~ #1 #1 // Anomen's extended plot: beta_3
~HIDDENADVENTURE/SETUP-HIDDENADVENTURE.TP2~ #1 #8 // Silver Sword: beta_3
~HIDDENADVENTURE/SETUP-HIDDENADVENTURE.TP2~ #1 #3 // Elven holy water in the Temple of Lathander: beta_3
~HIDDENADVENTURE/SETUP-HIDDENADVENTURE.TP2~ #1 #4 // Wave Blade in Treasury: beta_3
~HIDDENADVENTURE/SETUP-HIDDENADVENTURE.TP2~ #1 #5 // Silver Dagger in Irenicus Dungeon: beta_3
~HIDDENADVENTURE/SETUP-HIDDENADVENTURE.TP2~ #1 #10 // Temple of Mask in Docks District: beta_3
~HIDDENADVENTURE/SETUP-HIDDENADVENTURE.TP2~ #1 #6 // Bards can spend the night at the festival (Five Flagons): beta_3
~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 #5 // Burning Man kit for BG2(by Victor): 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 #6 // Romance Friendly Imprisonment(by Galactygon): v2.0 BWP Fix
~VIC.TP2~ #0 #9 // Victor's Special Encounters: v2.0 BWP Fix
~FADINGPROMISES/SETUP-FADINGPROMISES.TP2~ #0 #0 // Fading Promises: v8
~SETUP-FAIRYDRAGON.TP2~ #0 #0 // Authentic mischiefous Fairy Dragon: v6
~WTPFAMILIARS/SETUP-WTPFAMILIARS.TP2~ #0 #0 // WTPFamiliars (Requires Throne of Bhaal): 1.7
~SETUP-SEMI_MULTI_CLERICS.TP2~ #0 #0 // Semi-multi-clerics
~SETUP-SPELLPACKB6.TP2~ #0 #1116 // Battlefate: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1119 // Call Upon Faith: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1113 // Doom: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1105 // Entangle: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1131 // Faerie Fire: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1106 // Magical Stone: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1109 // Sanctuary: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1110 // Shillelagh: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1151 // Sunscorch: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1217 // Alicorn Lance: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1223 // Beast Claw: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1203 // Chant: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1206 // Flame Blade: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1242 // Moment: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1243 // Moon Motes: BWP Fix 2

~SETUP-SPELLPACKB6.TP2~ #0 #1246 // Produce Flame: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1250 // Seeking: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1211 // Silence 15' Radius: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1213 // Spiritual Hammer: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1302 // Call Lightning: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1328 // Cloudburst: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1336 // Elysium's Tears: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1313 // Holy Smite, Unholy Blight: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1309 // Invisibility Purge: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1310 // Miscast Magic: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1347 // Mold Touch: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1348 // Moonblade: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1350 // Prayer: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1351 // Random Casualty: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1353 // Spike Growth: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1354 // Storm Shell: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1361 // Wheel of Bones: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1419 // Adamantite Mace: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1422 // Blood Rage: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1427 // Cloud of Pestilence: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1431 // Dimensional Folding: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1405 // Mental Domination: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1449 // Produce Fire: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1453 // Recitation: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1458 // Static Charge: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1459 // Thorn Spray: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1518 // Animal Rage: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1503 // Flame Strike: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1517 // Insect Plague: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1506 // Ironskin: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1535 // Produce Ice: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1539 // Shield of Lathander: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1540 // Smashing Wave: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1541 // Spike Stones: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1515 // Undead Ward: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1544 // Wall of Fire: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1603 // Blade Barrier: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1621 // Entropy Shield: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1628 // Hammer of Retribution: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1637 // Seclusion: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1614 // Sol's Searing Orb: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1645 // Whirlwind: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1720 // Earthquake: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1705 // Fire Storm: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1740 // Greater Shield of Lathander: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1743 // Mist of Eldath: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1716 // Spacewarp: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #1728 // Implosion: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2102 // Armor: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2103 // Burning Hands: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2104 // Charm Person and Charm Person or Mammal: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2117 // Chill Touch: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2105 // Color Spray: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2107 // Friends: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2119 // Larloch's Minor Drain: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2116 // Sleep: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2125 // Spook: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2217 // Agannazar's Scorcher: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2203 // Detect Invisibility: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2204 // Fog Cloud: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2238 // Gedlee's Electric Loop: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2224 // Glitterdust: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2240 // Hypnotic Pattern: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2207 // Knock: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2211 // Melf's Acid Arrow: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2253 // Pyrotechnics (Wizard and Priest): BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2213 // Stinking Cloud: BWP Fix 2

~SETUP-SPELLPACKB6.TP2~ #0 #2219 // Vocalize: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2331 // Blink: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2304 // Fireball: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2303 // Flame Arrow: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2317 // Ghost Armor: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2305 // Haste and Slow (required for component "Improved Haste"): BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2307 // Invisibility 10-foot radius: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2308 // Lightning Bolt: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2314 // Vampiric Touch: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2315 // Wraithform: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2401 // Confusion (Wizard and Priest): BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2402 // Dimension Door: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2412 // Minor Malison and Greater Malison: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2404 // Ice Storm: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2405 // Improved Invisibility: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2450 // Mordenkainen's Force Missiles: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2413 // Otiluke's Resilient Sphere: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2459 // Shout: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2425 // Wizard Eye: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2501 // Animate Dead (Wizard and Priest): BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2508 // Chaos: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2502 // Cloudkill: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2503 // Cone of Cold: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2506 // Domination: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2511 // Invulnerability to Normal Weapons and Invulnerability to Magical Weapons (formerly called Protection from Normal/Magical Weapons): BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2514 // Lower Resistance: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2505 // Shadow Door: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2549 // Shroud of Flame: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2615 // Chain Lightning: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2614 // Death Fog: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2605 // Death Spell: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2616 // Disintegrate: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2619 // Improved Slow: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2607 // Mislead: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2648 // Reincarnation (Wizard and Priest): BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2731 // Charm Plants: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2713 // Finger of Death (Wizard and Priest): BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2736 // Guardian Mantle: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2721 // Mass Invisibility: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2716 // Mordenkainen's Sword: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2743 // Persistence: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2714 // Prismatic Spray: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2812 // Abi-Dalzim's Horrid Wilting: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2821 // Deathbolt: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2827 // Great Shout: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2810 // Incendiary Cloud: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2814 // Otto's Irresistible Dance: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2915 // Black Blade of Disaster: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2911 // Meteor Swarm: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2912 // Power Word, Kill: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2909 // Time Stop: BWP Fix 2
~SETUP-SPELLPACKB6.TP2~ #0 #2913 // Wail of the Banshee: BWP Fix 2
~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~ #0 #0 // Mal des Vampirismus: v1.2
~SETUP-DROWS.TP2~ #0 #0 // Drows: v1.1
~7C#SARTWEAK/7C#SARTWEAK.TP2~ #0 #100 // Change Sarevok back to his BG1, non-TotSC version -> Make Sarevok as exact as possible with his non-TotSC version (Warning: lowers some of his stats): v1.3
~7C#SARTWEAK/7C#SARTWEAK.TP2~ #0 #251 // Give Sarevok a better weapon -> Give him Ascension's Final Battle Sarevok's sword: v1.3
~SETUP-MTS_CRAPPACK.TP2~ #0 #23 // Install Charlotte sans Menagerie by Sir BillyBob: v3 BWP Fix
~SETUP-MTS_CRAPPACK.TP2~ #0 #24 // Install All Items Identified in Selence's Shop: v3 BWP Fix
~NPCKIT/NPCKIT.TP2~ #0 #30 // Improved Specialist Mage Descriptions: v5
~NPCKIT/NPCKIT.TP2~ #0 #31 // Replace Berserker Kit with Battlerager for Dwarves: v5
~NPCKIT/NPCKIT.TP2~ #0 #400 // Anomen Gains Helm Kit on Passing Knighthood Test: v5
~NPCKIT/NPCKIT.TP2~ #0 #900 // Add Red Wizard to Edwin's Kit Description: v5
~NPCKIT/NPCKIT.TP2~ #0 #2100 // Change Korgan's Kit to Battlerager: v5

~NPCKIT/NPCKIT.TP2~ #0 #2200 // Give Mazzy a Proper Truesword of Arvoreen Kit: v5
~NPCKIT/NPCKIT.TP2~ #0 #2300 // Change Minsc's Title to Rashemaar Ranger: v5
~NPCKIT/NPCKIT.TP2~ #0 #2500 // Give Nalia Adventurer Kit: v5
~NPCKIT/NPCKIT.TP2~ #0 #2510 // Give Nalia a Mage Kit -> Abjurer: v5
~NPCKIT/NPCKIT.TP2~ #0 #2800 // Give Sarevok a Proper Deathbringer Kit: v5
~KITRTT.TP2~ #0 #0 // Amazon: v1.3
~KITRTT.TP2~ #0 #2 // Investigator: v1.3
~KITRTT.TP2~ #0 #3 // Halfling Thrower: v1.3
~KITRTT.TP2~ #0 #4 // Samurai: v1.3
~KITRTT.TP2~ #0 #5 // Giant Slayer: v1.3
~KITRTT.TP2~ #0 #8 // Elf Paladin: v1.3
~KITRTT.TP2~ #0 #9 // Messiah: v1.3
~KITRTT.TP2~ #0 #10 // Arcane: v1.3
~KITRTT.TP2~ #0 #11 // Elementalist: v1.3
~KITRTT.TP2~ #0 #12 // Time Keeper: v1.3
~KITRTT.TP2~ #0 #13 // Dark Ranger: v1.3
~KITRTT.TP2~ #0 #14 // Enticer: v1.3
~KITRTT.TP2~ #0 #15 // Priest of Cyric: v1.3
~KITRTT.TP2~ #0 #16 // Priest of Mask: v1.3
~KITRTT.TP2~ #0 #17 // Priest of Mystra: v1.3
~KITRTT.TP2~ #0 #18 // Priest of Tempus: v1.3
~KITRTT.TP2~ #0 #19 // Dark Druid: v1.3
~KITRTT.TP2~ #0 #20 // Warden of the Water: v1.3
~KITRTT.TP2~ #0 #21 // Warden of the Fire: v1.3
~KITRTT.TP2~ #0 #22 // Warden of the Wind: v1.3
~KITRTT.TP2~ #0 #23 // Treasure Hunter: v1.3
~KITRTT.TP2~ #0 #24 // Scoundrel: v1.3
~KITRTT.TP2~ #0 #25 // Gentleman: v1.3
~KITRTT.TP2~ #0 #26 // Ninja: v1.3
~KITRTT.TP2~ #0 #27 // Golem Trainer: v1.3
~KITRTT.TP2~ #0 #28 // Juggler: v1.3
~KITRTT.TP2~ #0 #29 // Minstrel: v1.3
~KITRTT.TP2~ #0 #30 // Items and Spells (you can't skip this component): v1.3
~KITRTT.TP2~ #0 #1 // Gladiator: v1.3
~KITRTT.TP2~ #0 #6 // Anti-paladin: v1.3
~KITRTT.TP2~ #0 #7 // Dark Knight: v1.3
~SETUP-PPK.TP2~ #1 #0 // Prestige Kit Pack Basic: BWP Fix
~SETUP-PPK.TP2~ #1 #1 // Dreadnought: BWP Fix
~SETUP-PPK.TP2~ #1 #3 // 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-PPK.TP2~ #1 #2 // Blackguard: BWP Fix
~SETUP-CRUSADE.TP2~ #0 #0 // Champion of Torm: v4.3 BWP Fix
~SETUP-CRUSADE.TP2~ #0 #1 // Energist: v4.3 BWP Fix
~SETUP-CRUSADE.TP2~ #0 #2 // Adventurer: v4.3 BWP Fix
~SETUP-CRUSADE.TP2~ #0 #3 // Crusader Items: v4.3 BWP Fix
~SETUP-LOHMOD.TP2~ #0 #0 // New Creature Animation: v1.0 BWP Fix
~SETUP-LOHMOD.TP2~ #0 #1 // New Creatures: v1.0 BWP Fix
~SETUP-LOHMOD.TP2~ #0 #2 // Disciple Of 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
~SETUP-HIDEKT.TP2~ #0 #1 // Druid XP Req set to Mage XP Req for levels 14-20
~SETUP-HIDEKT.TP2~ #0 #4 // Imoen the Eldritch Phantom
~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 #5 // Mystic Marksman 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: V5.0 BWP Fix
~SETUP-VAGRANT.TP2~ #0 #1 // Improved Anvil Lite for TOB - Auramaster Kit: V5.0 BWP Fix
~SETUP-VAGRANT.TP2~ #0 #2 // Improved Anvil Lite for TOB - Riskbreaker Kit: V5.0 BWP Fix
~SETUP-VAGRANT.TP2~ #0 #3 // Improved Anvil Lite for TOB - Items: V5.0 BWP Fix
~SETUP-CONDUCTOR.TP2~ #0 #0 // Conductor Kit (Bard)
~SETUP-CONDUCTOR.TP2~ #0 #1 // Haer'Dalis the Conductor
~HARPSCOUT/SETUP-HARPSCOUT.TP2~ #0 #0 // Harper scout kit for thief
~HARPSCOUT/SETUP-HARPSCOUT.TP2~ #0 #1 // Harper scout kit for bard
~HARPSCOUT/SETUP-HARPSCOUT.TP2~ #0 #2 // Additional Harpers items
~PIRATE/SETUP-PIRATE.TP2~ #1 #0 // Pirate Kit v1.1: v1 BWP fix
~PIRATE/SETUP-PIRATE.TP2~ #1 #2 // Species of the parrot, Coco -> Blue-and-yellow macaw (green-blue-yellow) : v1 BWP fix
~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 BWP fix
~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 & BGII-EE: v4.04
~BEARWALKER/SETUP-BEARWALKER.TP2~ #0 #1 // 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: v1.1 BWP Fix
~SETUP-AVENGERKIT.TP2~ #0 #1 // Extra Items -> Extra Items: v1.1 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: v1.1 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: v1.1 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, www.baldursgateworld.com/lacouronne/index.php?
~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: v4
~SCIONMOD/SETUP-SCIONMOD.TP2~ #0 #0 // Relax Restrictions
~SETUP-ELVEN_PACK.TP2~ #0 #0 // The Elven Racial Package
~MORITURI/SETUP-MORITURI.TP2~ #0 #0 // morituri -> Install the Morituri as a warrior
~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: v6
~JKITS/SETUP-JKITS.TP2~ #0 #1 // Undead Eliminator: v6
~JKITS/SETUP-JKITS.TP2~ #0 #2 // Amazon: v6
~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
~ARMIGER/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
~D2AMA/SETUP-D2AMA.TP2~ #0 #0 // Diablo2 Amazon Kit: v0.4
~D2ASN/SETUP-D2ASN.TP2~ #0 #0 // Diablo2 Assassin Kit: v0.2
~D2ASN/SETUP-D2ASN.TP2~ #0 #1 // Extend the enemy level limit of Corpse Explosion casted by Death Sentry to LV32.: v0.2
~D2BAR/SETUP-D2BAR.TP2~ #0 #0 // Diablo2 Barbarian Kit: v1.0
~D2NEC/SETUP-D2NEC.TP2~ #0 #0 // Diablo2 Necromancer Kit: v0.7
~D2PAL/SETUP-D2PAL.TP2~ #0 #0 // Diablo2 Paladin Kit: v0.9
~SETUP-JEDI_SITH.TP2~ #0 #0 // Jedi & Sith Kits (ToB Required)
~MEGAMODKITS/MEGAMODKITS.TP2~ #0 #23 // Apprentice Kit, available for Human and Half-Elf Fighters: v1.01L
~MEGAMODKITS/MEGAMODKITS.TP2~ #0 #24 // Dragonclaw Kit, available for Human and Half-Elf Fighters: v1.01L
~MEGAMODKITS/MEGAMODKITS.TP2~ #0 #28 // Divine Wizard kit, Human Cleric Kit: v1.01L
~MEGAMODKITS/MEGAMODKITS.TP2~ #0 #29 // Dragon Dancer, available for Elf Fighters: v1.01L
~SETUP-RPG-KP.TP2~ #0 #0 // Kitpack Component - Soldier Kit : v1.0 BWP Fix
~SETUP-RPG-KP.TP2~ #0 #2 // Kitpack Component - Ice Knight: v1.0 BWP Fix
~SETUP-RPG-KP.TP2~ #0 #7 // Kitpack Component - Buffoon: bard kit: v1.0 BWP Fix
~SETUP-RPG-KP.TP2~ #0 #9 // Kitpack Component - Arcane Archer: v1.0 BWP Fix
~SETUP-RPG-KP.TP2~ #0 #10 // Kitpack Component - Hellion: v1.0 BWP Fix
~SETUP-RPG-KP.TP2~ #0 #11 // Kitpack Component - Dual-wielding for thrown weapons tweak: v1.0 BWP Fix
~SETUP-RPG-KP.TP2~ #0 #13 // Kitpack Component - Spell Additions : v1.0 BWP Fix
~SPSTUFF/SETUP-SPSTUFF.TP2~ #0 #0 // Sylvan Mystic Kit, by Polar Bear: v11
~SPSTUFF/SETUP-SPSTUFF.TP2~ #0 #1 // Blade Master Kit, by Drizzt1180: v11
~SPSTUFF/SETUP-SPSTUFF.TP2~ #0 #2 // Death Knight Kit, by Drizzt1180: v11
~SPSTUFF/SETUP-SPSTUFF.TP2~ #0 #3 // Wushi Ninja Kit, by Drizzt1180: v11
~SPSTUFF/SETUP-SPSTUFF.TP2~ #0 #6 // Arcane Fist, by Drizzt1180: v11
~SPSTUFF/SETUP-SPSTUFF.TP2~ #0 #4 // Creslyn's BG2 Item Pack: v11
~POFKITS/SETUP-POFKITS.TP2~ #0 #1 // Install Mercenary kit (fighter): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #2 // Install Streetfighter kit (fighter): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #10 // Install Expert kit (thief): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #11 // Install Arcane trickster kit (thief): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #13 // Install Spellsinger kit (bard): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #14 // Install Beguiler kit (bard): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #15 // Install Dervish kit (bard): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #4 // Install Militarist kit (paladin): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #5 // Install Votary kit (paladin): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #6 // Install Medician kit (paladin): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #7 // Install Scout kit (ranger): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #8 // Install Seeker kit (ranger): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #9 // Install Tempest kit (ranger): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #16 // Install Weather enchanter kit (druid): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #17 // Install Hivemaster kit (druid): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #18 // Install Blighter kit (druid): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #3 // Install Knight kit (fighter): v4 BWP Fix
~POFKITS/SETUP-POFKITS.TP2~ #0 #12 // Install Thug kit (thief): v4 BWP Fix
~DERATS_KITS/SETUP-DERATS_KITS.TP2~ #1 #0 // Fighter (half-orc) Kit : Hatred Carrier: v14
~DERATS_KITS/SETUP-DERATS_KITS.TP2~ #1 #1 // Ranger Kit : Hunter of Vermin: v14
~DERATS_KITS/SETUP-DERATS_KITS.TP2~ #1 #2 // Cleric Kit : Preacher of Flames: v14
~DERATS_KITS/SETUP-DERATS_KITS.TP2~ #1 #4 // Thief Kit : Shadow Surveyor: v14
~DERATS_KITS/SETUP-DERATS_KITS.TP2~ #1 #5 // Mage Kit (it replaces the summoner) : Savant Artilleryman: v14
~DERATS_KITS/SETUP-DERATS_KITS.TP2~ #1 #6 // Wizard Kit : Sorcerer: v14
~DERATS_KITS/SETUP-DERATS_KITS.TP2~ #1 #7 // Dual-Class Fighter -> Mage Kit : Warlord: v14
~DERATS_KITS/SETUP-DERATS_KITS.TP2~ #1 #9 // Multi-Class Cleric/Mage (human) Kit : Theurgical Explorer: v14
~1PP/1PP.TP2~ #0 #104 // 1ppv4: GUI additions for BGII: v4.1.0 BWP Fix
~1PP/1PP.TP2~ #0 #105 // 1ppv4: Avatar fixes: v4.1.0 BWP Fix
~1PP/1PP.TP2~ #0 #106 // 1ppv4: Female Dwarves -> Separate Avatars for Female Dwarves - Baldur's Gate II: v4.1.0 BWP Fix
~1PP/1PP.TP2~ #0 #113 // 1ppv4: Smart Avatar & Armour Switching: v4.1.0 BWP Fix
~1PP/1PP.TP2~ #0 #201 // 1ppv4: Consistent spell and scroll icons: v4.1.0 BWP Fix
~1PP/1PP.TP2~ #0 #210 // 1ppv4: Increased paperdoll object variety (core): v4.1.0 BWP Fix
~1PP/1PP.TP2~ #0 #111 // 1ppv4: Thieves Galore -> BGII - Unique Thief Avatars: v4.1.0 BWP Fix
~1PP/1PP.TP2~ #0 #300 // 1ppv4: Fixed animations for solars and elementals: v4.1.0 BWP Fix
~1PP/1PP.TP2~ #0 #301 // 1ppv4: Miscellaneous content fixes: v4.1.0 BWP Fix
~SETUP-ASHESOFEMBERS.TP2~ #0 #5 // Priest of Oron Kit (WARNING: Only 9 priests kits are possible at any one time, including BioWare defaults.): v27 BWP Fix
~SETUP-ASHESOFEMBERS.TP2~ #0 #6 // Priest of Lahan-Riyashal Kit (WARNING: Only 9 priests kits are possible at any one time, including BioWare defaults.): v27 BWP Fix
~SETUP-ASHESOFEMBERS.TP2~ #0 #7 // Priest of Thieron Kit (WARNING: Only 9 priests kits are possible at any one time, including BioWare defaults.): v27 BWP Fix

~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: 16 BWP Fix
~SETUP-OVERSIGHT.TP2~ #0 #3 // Altered Spells: 16 BWP Fix
~SETUP-OVERSIGHT.TP2~ #0 #5 // Cleric Kits: 16 BWP Fix
~SETUP-OVERSIGHT.TP2~ #0 #6 // Monk High Level Abilities: 16 BWP Fix
~SETUP-OVERSIGHT.TP2~ #0 #7 // Holy Liberator: 16 BWP Fix
~SETUP-OVERSIGHT.TP2~ #0 #8 // Expanded Brynnlaw: 16 BWP Fix
~SETUP-OVERSIGHT.TP2~ #0 #10 // Lanthorn Lenses: 16 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)
~SONG_AND_SILENCE/SETUP-SONG_AND_SILENCE.TP2~ #0 #1 // Add new bardic store and thief items: v9
~SWORD_AND_FIST/SETUP-SWORD_AND_FIST.TP2~ #0 #1 // Monk Remix: v9
~SWORD_AND_FIST/SETUP-SWORD_AND_FIST.TP2~ #0 #30 // Install Hexblade fighter kit: v9
~SWORD_AND_FIST/SETUP-SWORD_AND_FIST.TP2~ #0 #31 // Install Duelist fighter kit: v9
~SWORD_AND_FIST/SETUP-SWORD_AND_FIST.TP2~ #0 #32 // Install Fist of Order fighter kit: v9
~SWORD_AND_FIST/SETUP-SWORD_AND_FIST.TP2~ #0 #34 // Install Duskblade fighter kit (by ronin69hof, ronin69hof@gmail.com: v9
~SWORD_AND_FIST/SETUP-SWORD_AND_FIST.TP2~ #0 #33 // Install Blackguard fighter kit: v9
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #11 // Install new spells -> Only add spells if not present from other mods: 8.1
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #100 // Cleric Remix: 8.1
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #103 // Install Silverstar of Selune Cleric Kit: 8.1
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #107 // Install Holy Strategist of the Red Knight Cleric Kit: 8.1
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #109 // Install Battleguard of Tempus Cleric Kit: 8.1
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #112 // Install Painbearer of Ilmater Cleric Kit: 8.1
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #115 // Install Firewalker of Kossuth Cleric Kit: 8.1
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #118 // Install Authlim of Iyachtu Xvim Cleric Kit: 8.1
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #121 // Install Lorekeeper of Oghma Cleric Kit: 8.1
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #124 // Install Heartwarder of Sune Cleric Kit: 8.1
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #127 // Install Feywarden of Corellon Cleric Kit: 8.1
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #130 // Install Strifeleader of Cyric Cleric Kit: 8.1
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #106 // Install Nightcloak of Shar Cleric Kit: 8.1
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #200 // Druid Remix: 8.1
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #203 // Install Oozemaster Druid kit: 8.1
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #403 // Install Bowslinger Ranger Kit: 8.1
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #406 // Install Feralan Ranger Kit: 8.1
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #409 // Install Forest Runner Ranger Kit: 8.1
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #412 // Install Justifier Ranger Kit: 8.1
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #415 // Install Wilderness Runner Ranger Kit: 8.1
~DIVINE_REMIX/SETUP-DIVINE_REMIX.TP2~ #0 #600 // Install Battleguard of Tempus Kit for Branwen: 8.1
~SETUP-DR8_HOTFIX.TP2~ #0 #0 // hotfix for Divine Remix v8b
~RR/SETUP-RR.TP2~ #0 #0 // Proper dual-wielding implementation for Thieves and Bards: v4.92
~RR/SETUP-RR.TP2~ #0 #2 // Thief High Level Ability revisions: v4.92
~RR/SETUP-RR.TP2~ #0 #5 // Bard High Level Ability revisions: v4.92
~RR/SETUP-RR.TP2~ #0 #3 // Proper racial adjustments for thieving skills: v4.92
~RR/SETUP-RR.TP2~ #0 #6 // Proper spell progression for Bards: v4.92
~RR/SETUP-RR.TP2~ #0 #7 // Additional equipment for Thieves and Bards: v4.92
~RR/SETUP-RR.TP2~ #0 #8 // Upgradeable Equipment: v4.92
~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: v6.0.1
~HAMMERS/SETUP-HAMMERS.TP2~ #0 #15 // Thrown Spiritual Hammers: v6.0.1
~HAMMERS/SETUP-HAMMERS.TP2~ #0 #25 // Normal throwing hammers: v6.0.1
~HAMMERS/SETUP-HAMMERS.TP2~ #0 #35 // +1 throwing weapons: v6.0.1

~HAMMERS/SETUP-HAMMERS.TP2~ #0 #50 // Additional magic items: v6.0.1
~SETUP-ITEM_PACK.TP2~ #0 #0 // Item Pack: v1.8 BWP Fix
~SETUP-ITEM_PACK.TP2~ #0 #1 // Extra Items: v1.8 BWP Fix
~SETUP-ITEM_PACK.TP2~ #0 #2 // Tweaked Items: v1.8 BWP Fix
~SETUP-ITEM_PACK.TP2~ #0 #3 // Convenient Free Action Items: v1.8 BWP Fix
~SETUP-ITEM_PACK.TP2~ #0 #4 // More Distinguishable Items: v1.8 BWP Fix
~SETUP-ITEM_PACK.TP2~ #0 #5 // Familiar Faces: v1.8 BWP Fix
~SETUP-ITEM_PACK.TP2~ #0 #6 // More Work for Cromwell: v1.8 BWP Fix
~SETUP-ITEM_PACK.TP2~ #0 #7 // Pocket Store: v1.8 BWP Fix
~SETUP-ITEM_PACK.TP2~ #0 #8 // Item Pack for Tutu/BGT: v1.8 BWP Fix
~SETUP-ITEM_PACK.TP2~ #0 #9 // +X% Elemental Damage Items: v1.8 BWP Fix
~IIITEMMOD/SETUP-IIITEMMOD.TP2~ #0 #1 // Items [version 5]: v5 BWP Fix
~CURSED_ITEMS/CURSED_ITEMS.TP2~ #0 #0 // Salk's cursed items revisions: v3.7
~CURSED_ITEMS/CURSED_ITEMS.TP2~ #0 #10 // Stone of Recall: v3.7
~ITEM_REV/ITEM_REV.TP2~ #0 #3 // Allow Spellcasting in Armor -> With Casting Speed Penalties for Arcane Casters: V4 Beta 10 (Revised 1.2.4)
~ITEM_REV/ITEM_REV.TP2~ #0 #1030 // Store Revisions: V4 Beta 10 (Revised 1.2.4)
~ITEM_REV/ITEM_REV.TP2~ #0 #10 // Revised Shield Bonuses: V4 Beta 10 (Revised 1.2.4)
~ITEM_REV/ITEM_REV.TP2~ #0 #11 // Dual Wielding Changes for Light and Heavy Weapons: V4 Beta 10 (Revised 1.2.4)
~ITEM_REV/ITEM_REV.TP2~ #0 #12 // Items of Protection Can Be Worn with Magical Armor: V4 Beta 10 (Revised 1.2.4)
~ITEM_REV/ITEM_REV.TP2~ #0 #15 // PnP Equipment for Druids -> Druids Only: V4 Beta 10 (Revised 1.2.4)
~ITEM_REV/ITEM_REV.TP2~ #0 #17 // Weapon Changes: V4 Beta 10 (Revised 1.2.4)
~ITEM_REV/ITEM_REV.TP2~ #0 #18 // Revised Backstabbing -> Thief-only Weapons: V4 Beta 10 (Revised 1.2.4)
~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
~SETUP-BARDSONG_BG2_IWD.TP2~ #0 #1 // Bard Song Switching Patch compatible with Rogue ReBalancing Pack
~WSR/SETUP-WSR.TP2~ #0 #100 // Wizard Slayer kit revision: v1.12
~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
~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
~IANINJA/SETUP-IANINJA.TP2~ #0 #0 // IA Moinesse Ninja Fix: v1
~MWYVMTAN/SETUP-MWYVMTAN.TP2~ #0 #10 // Wyvern Animation Fix: v2
~MWYVMTAN/SETUP-MWYVMTAN.TP2~ #0 #20 // Tanar'ri Animation Fix: v2
~BEAR_ANIMATIONS_D2/SETUP-BEAR_ANIMATIONS_D2.TP2~ #0 #0 // Bear & Werebear animations from D2 - REQUIRES the [Infinity Animation core mod] to be installed.
~IWDIFICATION/SETUP-IWDIFICATION.TP2~ #0 #30 // IWD Arcane Spell Pack: Beta 4
~IWDIFICATION/SETUP-IWDIFICATION.TP2~ #0 #40 // IWD Divine Spell Pack: Beta 4
~IWDIFICATION/SETUP-IWDIFICATION.TP2~ #0 #60 // Two Handed Axe Item Pack: Beta 4
~C#SOLAUFEIN/C#SOLAUFEIN.TP2~ #0 #2 // Drinnen-Animationen fuer diese Mod verwenden: 1.5
~JA#BGT_ADVPACK/SETUP-JA#BGT_ADVPACK.TP2~ #1 #1 // Main Component: Jarl's BGT Adventure Pack: 0.7.0
~JA#BGT_ADVPACK/SETUP-JA#BGT_ADVPACK.TP2~ #1 #2 // The Cave of the Black Alaric: 0.7.0
~1PP/1PP.TP2~ #0 #202 // 1ppv4: Spell tweaks: v4.1.0 BWP Fix
~VECNA/SETUP-VECNA.TP2~ #0 #0 // Vecna: v23 BWP Fix
~AURORA/SETUP-AURORA.TP2~ #0 #0 // Aurora's Shoes and Boots: v5.2.1
~AURORA/SETUP-AURORA.TP2~ #0 #10 // Small portraits for NPCs -> Merchants and minor NPCs: v5.2.1
~AURORA/SETUP-AURORA.TP2~ #0 #105 // Change store buying prices -> Reduce to 50%: v5.2.1
~AURORA/SETUP-AURORA.TP2~ #0 #180 // Change store selling prices -> Increase by 200%: v5.2.1

~AURORA/SETUP-AURORA.TP2~ #0 #210 // Change gem and jewelry prices -> Reduce to 50%: v5.2.1
~AURORA/SETUP-AURORA.TP2~ #0 #247 // Change quest gold rewards -> Reduce to 50%: v5.2.1
~AURORA/SETUP-AURORA.TP2~ #0 #420 // Realistic random treasures -> Both 1 and 2 (no treasures lost): v5.2.1
~AURORA/SETUP-AURORA.TP2~ #0 #467 // Change creature gold carried -> Reduce to 25%: v5.2.1
~AURORA/SETUP-AURORA.TP2~ #0 #500 // PnP Helmed and Battle Horrors: v5.2.1
~AURORA/SETUP-AURORA.TP2~ #0 #520 // Realistic Kobold Commandos: v5.2.1
~TOBAURORA/SETUP-TOBAURORA.TP2~ #0 #0 // Aurora NPC for BG2:TOB: v1 BWP Fix
~W_PACKMULE/SETUP-W_PACKMULE.TP2~ #1 #0 // Pack Mule -> Standard saddlebags: v1.4a BWP Fix
~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
~TB#KITS/TB#KITS.TP2~ #0 #0 // Biotic Vanguard: 1.1
~TB#KITS/TB#KITS.TP2~ #0 #1 // Add Biotic Charge to Haiass the Wolf: 1.1
~SANDRAHNPC/SETUP-SANDRAHNPC.TP2~ #0 #0 // SandrahNPC For BGT: v1.11.b
~SANDRAHRTF/SETUP-SANDRAHRTF.TP2~ #0 #0 // SandrahRTF Installation: v1.09.b BWP Fix
~SETUP-SANDRAHTOT.TP2~ #0 #0 // Sandrah Times of Trouble Revisited: v1.01.b
~G3ANNIVERSARY/SETUP-G3ANNIVERSARY.TP2~ #0 #0 // The Gibberlings Three Anniversary Mod: v11
~TB#TWEAKS/TB#TWEAKS.TP2~ #0 #2050 // Improved Difficulty System. -> Serious dialogue (recommended).: TB#Tweaks, V 2.61 BWP Fix
~TB#TWEAKS/TB#TWEAKS.TP2~ #0 #3550 // WSPATCK for all (Taimon) -> Only for ** and up: TB#Tweaks, V 2.61 BWP Fix
~SETUP-BGII-SUBRACE.TP2~ #0 #0 // Subrace mini-mod for BGII v1.0: v1.0 BWP Fix
~SETUP-BGII-SUBRACE.TP2~ #0 #1 // GUI changes for subrace mod: v1.0 BWP Fix
~MIGHT_AND_GUILE/MIGHT_AND_GUILE.TP2~ #0 #310 // Add the Corsair (fighter kit): 4b12
~MIGHT_AND_GUILE/MIGHT_AND_GUILE.TP2~ #0 #320 // Add the Marksman (fighter kit): 4b12
~MIGHT_AND_GUILE/MIGHT_AND_GUILE.TP2~ #0 #322 // Add the Elven Archer (ranger kit): 4b12
~MIGHT_AND_GUILE/MIGHT_AND_GUILE.TP2~ #0 #350 // Add the Mage Hunter (ranger kit): 4b12
~MIGHT_AND_GUILE/MIGHT_AND_GUILE.TP2~ #0 #360 // Add the Barbarian Ranger (ranger kit): 4b12
~MIGHT_AND_GUILE/MIGHT_AND_GUILE.TP2~ #0 #410 // Add the Sniper (thief kit): 4b12
~MIGHT_AND_GUILE/MIGHT_AND_GUILE.TP2~ #0 #420 // Add the Scout (thief kit) and revise the Swashbuckler: 4b12
~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
~SETUP-BGTTWEAK.TP2~ #0 #1900 // Restore BG2 XP bonus for traps, locks, and scrolls: 11 (5 Feb 12) BWP Fix
~SETUP-NPC_STRONGHOLDS.TP2~ #0 #0 // NPC Strongholds: v1
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #60 // Weapon Animation Tweaks: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #70 // Icewind Dale Casting Graphics (Andyr): v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #110 // Icon Improvements: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #140 // Fix Boo's Squeak: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #200 // Remove Blur Effect from Items, e.g. Cloack of Displacement: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #130 // Force All Dialogue to Pause Game: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #1010 // More Interjections: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #1020 // Alter HP Triggers for NPC Wounded Dialogues: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #1040 // Improved Athkatlan City Guard: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #1075 // Send BioWare NPCs to an Inn (DavidW/Zed Nocear): v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #1090 // Exotic Item Pack: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #1120 // Stores Sell Higher Stacks of Items: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #1270 // Change Cloakwood Mine Chapter End Change Trigger to Non-TotSC Behavior (plainab) (BETA): v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2040 // Universal Clubs: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2090 // Change Experience Point Cap -> Remove Experience Cap: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2192 // Limit Ability of Storekeepers to Identify Items -> Hybrid of Both Methods: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2300 // Triple-Class HLA Tables: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2320 // Trap Cap Removal (Ardanis/GeN1e): v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2330 // Remove Delay for Magical Traps (Ardanis/GeN1e): v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2340 // Remove Summoning Cap for Celestials (Ardanis/GeN1e): v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2500 // Exceptional Strength Weight Limit Changes: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2530 // Lightning Bolts Don't Bounce (Angel): v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #3008 // Allow HP Rolls Through Level 20 (Angel): v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #3050 // Remove fatigue from restoration spells: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #3060 // Remove "You Must Gather Your Party..." Sound (Weimer): v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #3125 // Neutral Characters Make Happy Comments at Mid-Range Reputation: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #3230 // Taerom Makes Additional Ankheg Armor (Icendoan/grogerson): v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #3010 // Maximum HP for NPCs (the bigg) -> For All Creatures in Game: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #3330 // Make party members less likely to die irreversibly: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #4000 // Adjust Evil joinable NPC reaction rolls: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #4010 // Improved Fate Spirit Summoning: v9

~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #4025 // Allow NPC pairs to separate: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #4031 // Consistent Stats: Edwin -> Use BG2 Values: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #4041 // Consistent Stats: Jaheira -> Use BG2 Values: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #4050 // Change Jaheira to Neutral Good: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #4061 // Consistent Stats: Minsc -> Use BG2 Values: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #4071 // Consistent Stats: Viconia -> Use BG2 Values: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #4100 // Change Korgan to Neutral Evil: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #4110 // Give Kagain A Legal Constitution Score of 19: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #4150 // Move Boo into Minsc's pack: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #4170 // Ensure Shar-Teel doesn't die in the original challenge: v9
~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 #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 #2050 // Turambar's slow drow weapon disintegration (a revision of BG2Tweaks code): 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 #4010 // Priest of Shar (needed for Viconia): v1.8.1 BWP Fix
~SETUP-TURAMBAR_FIXES_TWEAKS.TP2~ #0 #4020 // Priest of Tempus (needed for Branwen): v1.8.1 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 #14 // Cernd: Totemic Druid-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 #31 // restore unique BG1-Items: 1.74 BWP Fix
~JA#BGT_TWEAK/SETUP-JA#BGT_TWEAK.TP2~ #1 #32 // Minsc's bald head: 1.74 BWP Fix
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2160 // Alter Weapon Proficiency System -> Rebalanced Weapon Proficiencies: v9
~D0TWEAK/D0TWEAK.TP2~ #0 #4 // Tweaked Weapon Enchantments: 23
~D0TWEAK/D0TWEAK.TP2~ #0 #5 // Additional Racial Enemies: 23
~D0TWEAK/D0TWEAK.TP2~ #0 #6 // Summoning Cap Removal: 23
~IMOENISSTONE/SETUP-IMOENISSTONE.TP2~ #0 #0 // Imoen gets turned to stone in Promenade fight: 1.0
~REFINEMENTS/SETUP-REFINEMENTS.TP2~ #0 #11 // Revised High Level Abilities -> Choose which classes get revised HLAs: beta 4.23.1
~REFINEMENTS/SETUP-REFINEMENTS.TP2~ #0 #101 // Fighter HLAs: beta 4.23.1
~REFINEMENTS/SETUP-REFINEMENTS.TP2~ #0 #102 // Barbarian HLAs: beta 4.23.1
~REFINEMENTS/SETUP-REFINEMENTS.TP2~ #0 #103 // Ranger HLAs: beta 4.23.1
~REFINEMENTS/SETUP-REFINEMENTS.TP2~ #0 #104 // Paladin HLAs: beta 4.23.1
~REFINEMENTS/SETUP-REFINEMENTS.TP2~ #0 #105 // Cleric HLAs: beta 4.23.1
~REFINEMENTS/SETUP-REFINEMENTS.TP2~ #0 #106 // Druid HLAs: beta 4.23.1
~REFINEMENTS/SETUP-REFINEMENTS.TP2~ #0 #107 // Monk HLAs: beta 4.23.1
~REFINEMENTS/SETUP-REFINEMENTS.TP2~ #0 #108 // Wizard HLAs: beta 4.23.1
~REFINEMENTS/SETUP-REFINEMENTS.TP2~ #0 #109 // Bard HLAs: beta 4.23.1
~REFINEMENTS/SETUP-REFINEMENTS.TP2~ #0 #110 // Thief HLAs: beta 4.23.1
~REFINEMENTS/SETUP-REFINEMENTS.TP2~ #0 #30 // Shapeshifting fix -> Heal on shifting back to human (Default): beta 4.23.1
~REFINEMENTS/SETUP-REFINEMENTS.TP2~ #0 #40 // Universal lesser mage robes: beta 4.23.1

~SPELL_REV/SETUP-SPELL_REV.TP2~ #0 #60 // Update Spellbooks of Joinable NPCs: v4 Beta 16 (Revised V1.1.0)
~LAVICONIA/SETUP-LAVICONIA.TP2~ #0 #0 // La'Viconia Tweak -> Dual-class (Lava's original option enhanced by Miloch): v5 BWP Fix
~LAVICONIA/SETUP-LAVICONIA.TP2~ #0 #50 // Portrait that matches Viconia's thief animation (recolored hood): v5 BWP Fix
~7C#ADDLEVEL/7C#ADDLEVEL.TP2~ #0 #0 // Add X levels to all the non-joinable Mages and Sorcerers in the game: v0.5
~7C#ADDLEVEL/7C#ADDLEVEL.TP2~ #0 #1 // Add X levels to all the non-joinable Clerics in the game: v0.5
~7C#ADDLEVEL/7C#ADDLEVEL.TP2~ #0 #2 // Add X/Y levels to all the non-joinable Fighter/Mages in the game: v0.5
~7C#ADDLEVEL/7C#ADDLEVEL.TP2~ #0 #3 // Add X/Y levels to all the non-joinable Cleric/Thieves in the game: v0.5
~7C#ADDLEVEL/7C#ADDLEVEL.TP2~ #0 #4 // Add X/Y levels to all the non-joinable Cleric/Mages in the game: v0.5
~7C#ADDLEVEL/7C#ADDLEVEL.TP2~ #0 #5 // Add X/Y/Z levels to all the non-joinable Fighter/Mage/Thieves in the game: v0.5
~7C#ADDLEVEL/7C#ADDLEVEL.TP2~ #0 #7 // Add X/Y levels to all the non-joinable Mage/Thieves in the game: v0.5
~7C#ADDLEVEL/7C#ADDLEVEL.TP2~ #0 #9 // Add X/Y levels to all the non-joinable Fighter/Druids in the game: v0.5
~7C#ADDLEVEL/7C#ADDLEVEL.TP2~ #0 #10 // Add X levels to all the non-joinable Fighters in the game: v0.5
~7C#ADDLEVEL/7C#ADDLEVEL.TP2~ #0 #11 // Add X levels to all the non-joinable Monks in the game: v0.5
~7C#ADDLEVEL/7C#ADDLEVEL.TP2~ #0 #12 // Add X levels to all the non-joinable Druids in the game: v0.5
~7C#ADDLEVEL/7C#ADDLEVEL.TP2~ #0 #13 // Add X levels to all the non-joinable Bards in the game: v0.5
~7C#ADDLEVEL/7C#ADDLEVEL.TP2~ #0 #14 // Add X levels to all the non-joinable Paladins & Rangers in the game: v0.5
~7C#ADDLEVEL/7C#ADDLEVEL.TP2~ #0 #15 // Add X levels to all the non-joinable Thieves in the game: v0.5
~7C#ADDLEVEL/7C#ADDLEVEL.TP2~ #0 #16 // Add X/Y levels to all the non-joinable Fighter/Clerics in the game: v0.5
~7C#ADDLEVEL/7C#ADDLEVEL.TP2~ #0 #17 // Add X/Y levels to all the non-joinable Fighter/Thieves in the game: v0.5
~7C#ADDLEVEL/7C#ADDLEVEL.TP2~ #0 #18 // Multiply the Hit Points of enemy and neutral creatures -> By 2: v0.5
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #1000 // Initialise mod (all other components require this): v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #1901 // Standardise spells: BG1 vs BG2 -> Introduce BG2 spell scrolls into BG1: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #2010 // More consistent Breach spell (always affects liches and rakshasas; doesn't penetrate Spell Turning): v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #2020 // Antimagic attacks penetrate improved invisibility: v31
~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): v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #2130 // Cosmetic change: stop Stoneskins from changing the caster's colour: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #2170 // True Sight/True Seeing spells protect from magical blindness: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #3030 // Re-introduce potions of extra-healing: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #3041 // Reduce the number of Arrows of Dispelling in stores -> Stores sell a maximum of 5 Arrows of Dispelling: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #4000 // Faster Bears: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #4010 // Grant large, flying, non-solid or similar creatures protection from Web and Entangle: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #4020 // More realistic wolves and wild dogs: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #4146 // Skip the Candlekeep tutorial sections -> Skip Candlekeep altogether (warning: breaks the 4th wall!): v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #4180 // Make Freedom scrolls available earlier: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #4200 // Retrieve Dropped Items from Hell: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #4210 // Randomise the maze in Watcher's Keep: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #4217 // Remove unrealistically convenient ammunition from certain areas -> Remove ammo up to the +2 level from random containers: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #4230 // Delay the arrival of the "bonus merchants" in the Adventurers' Mart and the Copper Coronet: v31
~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): v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #4051 // Decrease the rate at which reputation improves -> Reputation increases at about 1/2 the normal rate: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #4162 // Increase the price of a license to practise magic in Athkatla -> License costs 20,000 gp: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #4172 // Increase the price asked by Gaelan Bayle -> Gaelan wants 80,000 gold pieces: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #5000 // Ease-of-use party AI: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #5020 // Remove the blur graphic effect from the Cloak of Displacement: v31
~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): v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #5900 // Initialise AI components (required for all tactical and AI components): v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6200 // Improved Spiders: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6521 // Smarter genies -> Genies have normal hit points: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6550 // Smarter beholders -> 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): v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6563 // Smarter mind flayers -> Illithids have enhanced damage resistance; Illithids cannot see invisible enemies: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6590 // Smarter Throne of Bhaal final villain: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7100 // Improved Bassilus: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7000 // Improved doppelgangers: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7010 // Tougher Black Talons and Iron Throne guards: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7020 // Improved deployment for parties of assassins: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7030 // Dark Side-based kobold upgrade: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7040 // Relocated bounty hunters: v31

~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7050 // Improved Ulcaster: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7060 // Improved Balduran's Isle: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7070 // Improved Durlag's Tower: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7080 // Improved Demon Cultists: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7110 // Improved Drasus party: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7140 // Improved Undercity party: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7200 // Tougher chapter-two end battle: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7210 // Tougher chapter-three end battle: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7220 // Tougher chapter-four end battle: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7230 // Tougher chapter-five end battle: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7250 // Improved final battle: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7900 // Improved minor encounters: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #8000 // Make the starting dungeon slightly harder: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #8010 // Improved Shade Lord: v31
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #8050 // Improved Random Encounters: v31
~SCALES_OF_BALANCE/SCALES_OF_BALANCE.TP2~ #0 #101 // IWO - Aesthetic & Enchantment Tweaks -> Standardize Enchanted Equipment: v5.17.1
~SCALES_OF_BALANCE/SCALES_OF_BALANCE.TP2~ #0 #207 // SBO - Hit Dice Overhaul -> Closer to average hit points: v5.17.1
~SCALES_OF_BALANCE/SCALES_OF_BALANCE.TP2~ #0 #210 // XPO - Slower, standardized XP Tables: v5.17.1
~SETUP-VOLCANO.TP2~ #0 #0 // Improved Volcano! Pack: v2.0
~SETUP-NMR.TP2~ #2 #0 // NM-Relationship: Relationship System V2.82 Core Plug-In: v2.82 BWP Fix
~SETUP-NMR.TP2~ #2 #1 // NM-Relationship: Relationship System Other Core Contents: v2.82 BWP Fix
~SETUP-NMR.TP2~ #2 #2 // NM-Relationship: Relationship System New Contents (Animal Classes): v2.82 BWP Fix
~SETUP-NMR.TP2~ #2 #3 // NM-Relationship: Relationship System Generic Dialogues of Companions: v2.82 BWP Fix
~SETUP-NMR.TP2~ #2 #4 // NM-Relationship: Expansion of original game scripts: v2.82 BWP Fix
~SETUP-NMR.TP2~ #2 #5 // NM-Relationship: Fix the "GENERAL" of some ghost like NPCs: v2.82 BWP Fix
~SETUP-NMR.TP2~ #2 #6 // NM-Relationship: Modify the original items and spells of shape shifing: v2.82 BWP Fix
~SETUP-NMR.TP2~ #2 #7 // NM-Relationship: Hotkey mode of relationship system core skills: v2.82 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): v2.82 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 #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 #600 // Golems: 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 #175 // Fewer On-Screen Shouts: v181-b4611 BWP Fix
~BP/SETUP-BP.TP2~ #0 #1000 // Generic Encounter Enhancements: v181-b4611 BWP Fix
~SETUP-TURAMBAR_FIXES_TWEAKS.TP2~ #0 #12 // Inactive creatures fix: 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 BWP Fix
~REZMOD/SETUP-REZMOD.TP2~ #0 #1 // Masamune Sword Mini-Mini-Quest - ToB by ShadowDaemon (WeiDU): 2.6 BWP Fix
~REZMOD/SETUP-REZMOD.TP2~ #0 #2 // Improved Anarg by knightlight (WeiDU): 2.6 BWP Fix
~REZMOD/SETUP-REZMOD.TP2~ #0 #3 // Extended Visual Ioun Stones by WoRm: 2.6 BWP Fix
~REZMOD/SETUP-REZMOD.TP2~ #0 #4 // Extended Recargador: 2.6 BWP Fix
~REZMOD/SETUP-REZMOD.TP2~ #0 #100 // Consistent Edwin Portrait: 2.6 BWP Fix
~REZMOD/SETUP-REZMOD.TP2~ #0 #101 // Consistent Imoen Portrait: 2.6 BWP Fix
~REZMOD/SETUP-REZMOD.TP2~ #0 #102 // Consistent Jaheira Portrait: 2.6 BWP Fix

~REZMOD/SETUP-REZMOD.TP2~ #0 #103 // Consistent Minsc Portrait: 2.6 BWP Fix
~REZMOD/SETUP-REZMOD.TP2~ #0 #104 // Consistent Viconia Portrait: 2.6 BWP Fix
~REZMOD/SETUP-REZMOD.TP2~ #0 #105 // Consistent Kivan Portrait: 2.6 BWP Fix
~REZMOD/SETUP-REZMOD.TP2~ #0 #106 // Consistent Ajantis Portrait: 2.6 BWP Fix
~REZMOD/SETUP-REZMOD.TP2~ #0 #107 // Consistent Anomen Portrait: 2.6 BWP Fix
~REZMOD/SETUP-REZMOD.TP2~ #0 #108 // Consistent Yoshimo Portrait: 2.6 BWP Fix
~REZMOD/SETUP-REZMOD.TP2~ #0 #109 // Subtitled Soundsets for BGT (requires ToBEx): 2.6 BWP Fix
~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
~RR/SETUP-RR.TP2~ #0 #9 // Revised Thievery -> Use PnP thievery potions and prevent their effects from stacking: v4.92
~RR/SETUP-RR.TP2~ #0 #11 // Chosen of Cyric encounter: v4.92
~RR/SETUP-RR.TP2~ #0 #12 // Shadow Thief Improvements: v4.92
~RR/SETUP-RR.TP2~ #0 #999 // BG2-style icons for RR content: v4.92
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #100 // Restore innate infravision to Half-Orc characters: v4.53
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #101 // Prevent skeletal and incorporeal undead from being affected by Illithids' Devour Brain attack: v4.53
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #115 // Allow Mages to scribe memorized spells onto scrolls -> Scrolls can be scribed everywhere: v4.53
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #130 // Additional racial traits for Dwarves: v4.53
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #140 // Additional racial traits for Gnomes: v4.53
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #104 // PnP Color Spray: v4.53
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #160 // PnP Undead: v4.53
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #180 // PnP Mephits: v4.53
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #185 // PnP Fey creatures: v4.53
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #190 // PnP Elementals: v4.53
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #186 // Revised Call Woodland Beings spell: v4.53
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #191 // Increase the Hit Dice of Elemental Princes: v4.53
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #200 // Allow Breach to take down Stoneskin effects applied by items: v4.53
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #201 // Instant casting for warrior innates: v4.53
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #202 // Revised Bhaalpowers -> Enhance the Bhaalpowers and standardize their casting time: v4.53
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #203 // Make druidic shapeshifting uninterruptable: v4.53
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #210 // Restore the Dispel Magic vulnerability to Nishruu and Hakeashars: v4.53
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #212 // Make alignment detection spells more accurate: v4.53
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #218 // Regain Bhaalpowers in ToB: v4.53
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #213 // Expanded saving throw bonus tables for Dwarves, Gnomes and Halflings: v4.53
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #216 // Bard songs break invisibility -> Only the Jester song breaks invisibility: v4.53
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #220 // Simple Thief script: v4.53
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #230 // Simple Bard script: v4.53
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #239 // Simple Cleric/Paladin script: v4.53
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #261 // Altered XP rewards from locks, traps and scrolls -> Improved (lowered) XP rewards from locks, traps and scrolls: v4.53
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #270 // Unbiased quest rewards: v4.53
~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: v4.53
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #301 // Change the appearance of Valygar's armor: v4.53
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #302 // Change the appearance of the Robe of Vecna: v4.53
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #310 // Distinctive creature coloring: v4.53
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #315 // Distinctive creature soundsets: v4.53
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #500 // Slightly expanded storage capacity for containers -> Use the recommended storage capacity value (999): v4.53
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #510 // Expanded temple services: v4.53
~ATWEAKS/SETUP-ATWEAKS.TP2~ #0 #999 // BG2-style icons for aTweaks content: v4.53
~SCALES_OF_BALANCE/SCALES_OF_BALANCE.TP2~ #0 #180 // MRO - Magic Resistance Overhaul: v5.17.1
~FULLPLATE/SETUP-FULLPLATE.TP2~ #0 #1 // Full Plate And Packing Steel: Between You And Harm (alternate armour system): v3
~FULLPLATE/SETUP-FULLPLATE.TP2~ #0 #102 // Full Plate And Packing Steel: Field Improvisation (convenience tweak, remove restrictions on combining protective items): v3
~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): v3
~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)
~DJINNICOMPANION/SETUP-DJINNICOMPANION.TP2~ #0 #0 // Afaaq, the Djinni Companion -> Full Version (includes quests, banters and more): v2.7
~DJINNICOMPANION/SETUP-DJINNICOMPANION.TP2~ #0 #900 // Add Infinity Animation creatures?: v2.7
~THE_OLD_GOLD/SETUP-THE_OLD_GOLD.TP2~ #0 #100 // The Old Gold core content: 0.2
~BPSERIES/SETUP-BPSERIES.TP2~ #0 #0 // Detectable Stats v3.1 (required for BPSeriesScript Component): v0.3121 BWP Fix
~BPSERIES/SETUP-BPSERIES.TP2~ #0 #10 // Innate Spell Fixer: v0.3121 BWP Fix

~BPSERIES/SETUP-BPSERIES.TP2~ #0 #100 // BP-Series Party AI for BG:EE,BG2:EE and BG2:ToB: v0.3121 BWP Fix
~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%
~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 #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 #9150 // Mages drop spellbooks. -> 25% of mages drop spellbooks, spellbooks contain 25% of memorized spells.: TB#Tweaks, V 2.61 BWP Fix
~P5TWEAKS/SETUP-P5TWEAKS.TP2~ #0 #30 // Drop Items on Imprisonment: v5.1
~UNIQUEARTIFACTS/UNIQUEARTIFACTS.TP2~ #0 #0 // Allow non-unique Amulet of Protection +1: v7
~UNIQUEARTIFACTS/UNIQUEARTIFACTS.TP2~ #0 #1 // Allow non-unique Ring of Protection +2 and Cloak of Protection +2: v7
~UNIQUEARTIFACTS/UNIQUEARTIFACTS.TP2~ #0 #2 // Allow non-unique Boots of Speed: v7
~UNIQUEARTIFACTS/UNIQUEARTIFACTS.TP2~ #0 #4 // Unique Artifacts - core -> Expanded: v7
~RANDOMISER/RANDOMISER.TP2~ #0 #1300 // Randomise items -> Mode 2: Randomise with WeiDU. No items are lost: 7
~RANDOMISER/RANDOMISER.TP2~ #0 #9000 // Cespenar can forge SoA items: 7
~RANDOMISER/RANDOMISER.TP2~ #0 #10200 // Remove Protection from Undead scrolls from stores -> All scrolls from 9 out of 10 stores: 7
~RANDOMISER/RANDOMISER.TP2~ #0 #10210 // Duergar merchants: 7
~TRAP_REV/SETUP-TRAP_REV.TP2~ #0 #0 // Trap Revisions
~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: v7.1
~IISPELLSYSTEMADJUSTMENTS/SETUP-IISPELLSYSTEMADJUSTMENTS.TP2~ #0 #1 // Divine Spell Refreshment: v7.1
~IISPELLSYSTEMADJUSTMENTS/SETUP-IISPELLSYSTEMADJUSTMENTS.TP2~ #0 #2 // XP for casting Arcane Spells: v7.1
~IISPELLSYSTEMADJUSTMENTS/SETUP-IISPELLSYSTEMADJUSTMENTS.TP2~ #0 #3 // XP for casting Divine Spells: v7.1
~IIPROJECTILER/SETUP-IIPROJECTILER.TP2~ #0 #2002 // Projectile Retrieval Mod -> All other Infinity Engine Games
~IILEARNTHROUGHUSE/SETUP-IILEARNTHROUGHUSE.TP2~ #0 #2001 // Learn Through Use
~POLYTWEAK/POLYTWEAK.TP2~ #0 #50 // PnP mind flayer attacks: v2.00 BWP Fix
~POLYTWEAK/POLYTWEAK.TP2~ #0 #60 // Improved (less buggy) trolls: v2.00 BWP Fix
~POLYTWEAK/POLYTWEAK.TP2~ #0 #70 // Improved Umberhulks: v2.00 BWP Fix
~POLYTWEAK/POLYTWEAK.TP2~ #0 #80 // Improved Yuan-Ti: v2.00 BWP Fix
~POLYTWEAK/POLYTWEAK.TP2~ #0 #83 // Improved Minotaurs: v2.00 BWP Fix
~POLYTWEAK/POLYTWEAK.TP2~ #0 #85 // Corrected Vampire Stats: v2.00 BWP Fix
~POLYTWEAK/POLYTWEAK.TP2~ #0 #97 // Related Weapon Proficiencies -> Related Weapon Proficiencies including clubs: v2.00 BWP Fix
~POLYTWEAK/POLYTWEAK.TP2~ #0 #100 // Anomen: v2.00 BWP Fix
~POLYTWEAK/POLYTWEAK.TP2~ #0 #150 // Cernd: v2.00 BWP Fix
~POLYTWEAK/POLYTWEAK.TP2~ #0 #201 // Jaheira -> two handed weapons: v2.00 BWP Fix
~POLYTWEAK/POLYTWEAK.TP2~ #0 #300 // Keldorn: v2.00 BWP Fix
~POLYTWEAK/POLYTWEAK.TP2~ #0 #401 // Minsc -> Keep Minsc as ranger: v2.00 BWP Fix
~POLYTWEAK/POLYTWEAK.TP2~ #0 #500 // Nalia: v2.00 BWP Fix
~POLYTWEAK/POLYTWEAK.TP2~ #0 #600 // Valygar: v2.00 BWP Fix
~POLYTWEAK/POLYTWEAK.TP2~ #0 #700 // Viconia: v2.00 BWP Fix
~POLYTWEAK/POLYTWEAK.TP2~ #0 #800 // Distinctive Icons for Blackrazor and Flametongue: v2.00 BWP Fix
~POLYTWEAK/POLYTWEAK.TP2~ #0 #900 // PnP mace of disruption: v2.00 BWP Fix
~LEVEL1NPCS/LEVEL1NPCS.TP2~ #0 #0 // Nythrun's Level 1 NPCs: List party-joinable NPCs (required to install any NPC components): v3
~LEVEL1NPCS/LEVEL1NPCS.TP2~ #0 #3 // Joinable NPCs more closely match the player character's experience -> On initial joining only: v3
~LEVEL1NPCS/LEVEL1NPCS.TP2~ #0 #51 // Balanced BG1 NPC attributes -> mos_anted's revision: v3
~LEVEL1NPCS/LEVEL1NPCS.TP2~ #0 #55 // Dudleyfix for BG1 NPCs: v3
~LEVEL1NPCS/LEVEL1NPCS.TP2~ #0 #60 // Fix BG1 NPC spells and innate abilities: v3
~LEVEL1NPCS/LEVEL1NPCS.TP2~ #0 #100 // Update game references to NPC classes/kits: v3
~W_PSIONICS_UNLEASHED/SETUP-W_PSIONICS_UNLEASHED.TP2~ #0 #10 // Psion class (selectable under the Warrior creation menu): beta 0.30 BWP Fix

~W_PSIONICS_UNLEASHED/SETUP-W_PSIONICS_UNLEASHED.TP2~ #0 #61 // Individual AI management for party members -> Install: beta 0.30 BWP Fix
~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 #1 // XP for Spell Learning -> At 50% from your current configuration
~SETUP-BP-BALANCER.TP2~ #0 #6 // XP for Disarming Traps -> At 50% from your current configuration
~SETUP-BP-BALANCER.TP2~ #0 #11 // XP for Pick Pocket -> At 50% 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 #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)
~EET_TWEAKS/EET_TWEAKS.TP2~ #0 #2070 // Party XP for quests distributed individually: 1.7
~EET_TWEAKS/EET_TWEAKS.TP2~ #0 #3010 // PnP spell scroll caster levels: 1.7
~KLATU/SETUP-KLATU.TP2~ #0 #1030 // Romance Cheat: Isra will Romance Neutral Characters: 1.7 BWP fix
~KLATU/SETUP-KLATU.TP2~ #0 #2020 // No Item Deprecation: 1.7 BWP fix
~KLATU/SETUP-KLATU.TP2~ #0 #2030 // Identify all store items: 1.7 BWP fix
~KLATU/SETUP-KLATU.TP2~ #0 #2170 // Reputation has no Effect on Store Prices: 1.7 BWP fix
~KLATU/SETUP-KLATU.TP2~ #0 #2180 // Charisma has a stronger Effect on Store Prices: 1.7 BWP fix
~KLATU/SETUP-KLATU.TP2~ #0 #2040 // Fix Wild Mage Items and Spells: 1.7 BWP fix
~KLATU/SETUP-KLATU.TP2~ #0 #2050 // Prevent Wish Spells from Interrupting Caster: 1.7 BWP fix
~KLATU/SETUP-KLATU.TP2~ #0 #2060 // Standardize Poison Immunity: 1.7 BWP fix
~KLATU/SETUP-KLATU.TP2~ #0 #2160 // Remove Delay from Improved Haste Spells: 1.7 BWP fix
~KLATU/SETUP-KLATU.TP2~ #0 #2070 // Free Action does not prevent Haste or Movement Rate Bonus: 1.7 BWP fix
~KLATU/SETUP-KLATU.TP2~ #0 #2080 // Drop Equipment on Disintegration: 1.7 BWP fix
~KLATU/SETUP-KLATU.TP2~ #0 #2090 // Drop Equipment on Petrification: 1.7 BWP fix
~KLATU/SETUP-KLATU.TP2~ #0 #2100 // Drop Equipment on Imprisonment: 1.7 BWP fix
~KLATU/SETUP-KLATU.TP2~ #0 #2110 // Treat all Innate Abilities as Non-Magical (Unaffected by Wild/Dead Magic and Silence): 1.7 BWP fix
~KLATU/SETUP-KLATU.TP2~ #0 #2120 // Treat all Psionic Abilities as Non-Magical (Unaffected by Wild/Dead Magic and Silence): 1.7 BWP fix
~KLATU/SETUP-KLATU.TP2~ #0 #2130 // Treat all Bardsong Effects as Non-Magical (Unaffected by Wild/Dead Magic): 1.7 BWP fix
~KLATU/SETUP-KLATU.TP2~ #0 #2190 // Modal Buff AI Script: 1.7 BWP fix
~KLATU/SETUP-KLATU.TP2~ #0 #3070 // Remove Chaos Shield icons from all items: 1.7 BWP fix
~JIMFIX/SETUP-JIMFIX.TP2~ #0 #0 // Fix Sunfire power levels: v2.4
~JIMFIX/SETUP-JIMFIX.TP2~ #0 #1 // Enable Spell Immunity in Sequencers/Triggers: v2.4
~JIMFIX/SETUP-JIMFIX.TP2~ #0 #100 // Check for and fix incorrect spell animations: v2.4
~JIMFIX/SETUP-JIMFIX.TP2~ #0 #201 // Add spell school notifications to the combat log -> All spells with a casting time greater than 1: v2.4
~JIMFIX/SETUP-JIMFIX.TP2~ #0 #300 // Add expiration notifications for buffs: v2.4
~JIMFIX/SETUP-JIMFIX.TP2~ #0 #600 // Add expiration notifications for item buffs: v2.4
~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: v1.1
~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
~INFINITYANIMATIONS/SETUP-INFINITYANIMATIONS.TP2~ #0 #8030 // BG1 Animations for NPCs -> Most relevant creatures: v5 BWP Fix
~INFINITYANIMATIONS/SETUP-INFINITYANIMATIONS.TP2~ #0 #9520 // BG1 Animations for Exported PCs -> Patch all PCs without prompting: v5 BWP Fix
~SETUP-NSCPORTRAITS.TP2~ #0 #0 // Portraits for BG1 (BGT or EET): v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1 // Portraits for BG2 and ToB: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #10 // Portraits for Dark Side of the Sword Coast: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #20 // Portraits for Northern Tales of the Sword Coast: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #21 // Alternate Portrait for Will Scarlet of NTotSC: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #30 // Portraits for Secret of Bone Hill: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #50 // Portraits for Stone of Askavar: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #300 // Portraits for BG1 Mini-Quests and Encounters: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #305 // Portraits for Lure of the Sirines Call: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #310 // Portraits for Grey Clan Episode I: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1000 // Portraits for The Darkest Day: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1001 // Alternate NPC-Portraits for The Darkest Day: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1030 // Portraits for Region of Terror: v3.0 BWP Fix 3

~SETUP-NSCPORTRAITS.TP2~ #0 #1031 // Alternate NPC-Portraits for Region of Terror: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1050 // Portraits for Tortured Souls (TS-BP): v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1051 // Alternate NPC-Portraits for Tortured Souls (TS-BP): v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1300 // Portraits for Tower of Deception: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1310 // Portraits for Assassinations: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1320 // Portraits for Dungeon Crawl: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1330 // Portraits for BG2 Romantic Encounters: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1780 // Portraits for BG1 Romantic Encounters: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1350 // Portraits for Tales of Anegh: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1380 // Portraits for Ascalon's Questpack: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1360 // Portraits for Tales of the Deep Gardens: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1370 // Portraits for Dark Horizons: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1390 // Portraits for Jan's Quest: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1400 // Portraits for Planar Sphere: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1410 // Portraits for Innershade: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1420 // Portraits for Fishing for Trouble: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1430 // Portraits for Eilistraees Song: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1440 // Portraits for Expanded Thief Stronghold: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1450 // Portraits for Gavin in BG1: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1470 // Portraits for Return to Brynnlaw: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1480 // Portraits for Sellswords: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1490 // Portraits for Isra in BG2: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1500 // Portraits for Longer Road: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1510 // Portraits for Zalnoya: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1520 // Portraits for Ding0's Questpack: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1530 // Portraits for Slandor (The Minotaur and Lilacor): v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1540 // Portraits for Sirines: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1550 // Portraits for Afaaq (Djinni Companion): v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1580 // Portraits for Ajoc Mod: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1590 // Portraits for ISNF (I Shall Never Forget): v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1600 // Portraits for Sandrah: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #1340 // Portraits for Big Picture: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #2000 // Portraits for Ascalon's Breagar: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #2010 // Portraits for Amber NPC: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #3000 // Alternate Portrait for Goo NPC: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #3010 // Alternate Portrait for Kim NPC: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #5000 // Alternate Female Character-Creation Portraits: v3.0 BWP Fix 3
~SETUP-NSCPORTRAITS.TP2~ #0 #5010 // Alternate Male Character-Creation Potraits: v3.0 BWP Fix 3
~SETUP-BP-BGT-WORLDMAP.TP2~ #0 #0 // Worldmap for Baldur's Gate - including colored Baldur's Gate map icons: v10.2.3 - Nightfarer's new map Fix
~SETUP-BP-BGT-WORLDMAP.TP2~ #0 #1 // Worldmap for Throne of Bhaal -> Use new Worldmap for Throne of Bhaal as well: v10.2.3 - Nightfarer's new map Fix
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #3220 // Sensible Entrance Points: v9
~MAPNAMES/SETUP-MAPNAMES.TP2~ #0 #0 // Sword Coast Map Labels: v2
~MAPNAMES/SETUP-MAPNAMES.TP2~ #0 #25 // Update Map Markers: v2
~SETUP-BINFINITYSOUNDS.TP2~ #0 #0 // Restored BG1 Spell Casting Voices: v1.3
~SETUP-BINFINITYSOUNDS.TP2~ #0 #1 // Restored BG1 Spell Casting Sound Effects: v1.3
~SETUP-BINFINITYSOUNDS.TP2~ #0 #2 // Restored BG1 Weapon Attack Sound Effects: v1.3
~SETUP-BINFINITYSOUNDS.TP2~ #0 #3 // Restored BG1 Armor Hit Sound Effects: v1.3
~SETUP-BINFINITYSOUNDS.TP2~ #0 #4 // Restored BG1 Armor Movement Sound Effects: v1.3
~SETUP-BINFINITYSOUNDS.TP2~ #0 #5 // Restored BG1 Interface Sound Effects: v1.3
~SETUP-BINFINITYSOUNDS.TP2~ #0 #6 // Restored Chunked Death Sound Effect -> Original BG1 Sound Effect (Lite): v1.3
~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 #6 // Game Graphical User Interface (GUI) -> "Baldur's Gate Trilogy" (Elminster wielding staff)
~SETUP-CREFIXER.TP2~ #0 #0 // Creature Slot Fixer: v2
~SETUP-TOOLTIPFIX.TP2~ #0 #0 // Tooltip Fix: v1
~SETUP-AREA_PATCHER.TP2~ #0 #0 // Area Patcher: ALPHA 16
~SETUP-AREA_PATCHER.TP2~ #0 #2001 // Fix AR2300 Script - Prevent infinite loop after Sahuagin king dies: ALPHA 16
~SETUP-AREA_PATCHER.TP2~ #0 #2002 // Fix AR0701 Script - Undeadify the sea troll for Roger the Fence's quest: ALPHA 16
~SETUP-AREA_PATCHER.TP2~ #0 #5000 // Fix BG1NPC X#AJR1.ARE: ALPHA 16
~SETUP-AREA_PATCHER.TP2~ #0 #5001 // Fix BG1NPC X#CH11.ARE: ALPHA 16
~SETUP-CRE_PATCHER.TP2~ #0 #0 // Cre Patcher: ALPHA 1
~SETUP-CRE_PATCHER.TP2~ #0 #100 // Fix Shadows over Soubar Selence's proficiencies: ALPHA 1
~SETUP-ITEM_PATCHER.TP2~ #0 #0 // Item Patcher: ALPHA 6
~SETUP-ITEM_PATCHER.TP2~ #0 #100 // Gives some vanilla items the Droppable Flag: ALPHA 6
~SETUP-ITEM_PATCHER.TP2~ #0 #101 // Gives some BP items the Droppable Flag: ALPHA 6
~SETUP-ITEM_PATCHER.TP2~ #0 #102 // Gives some CtB items the Droppable Flag: ALPHA 6

~SETUP-ITEM_PATCHER.TP2~ #0 #103 // Gives some Huple items the Droppable Flag: ALPHA 6
~SETUP-ITEM_PATCHER.TP2~ #0 #104 // Gives some Iylos items the Droppable Flag: ALPHA 6
~SETUP-ITEM_PATCHER.TP2~ #0 #105 // Gives some Keto items the Droppable Flag: ALPHA 6
~SETUP-ITEM_PATCHER.TP2~ #0 #106 // Gives some Kim items the Droppable Flag: ALPHA 6
~SETUP-ITEM_PATCHER.TP2~ #0 #109 // Gives some Les Exiles de Lunargent items the Droppable Flag: ALPHA 6
~SETUP-ITEM_PATCHER.TP2~ #0 #110 // Gives some Ninde items the Droppable Flag: ALPHA 6
~SETUP-ITEM_PATCHER.TP2~ #0 #111 // Gives some Skie ReDone items the Droppable Flag: ALPHA 6
~SETUP-ITEM_PATCHER.TP2~ #0 #112 // Gives some TDD items the Droppable Flag: ALPHA 6
~SETUP-ITEM_PATCHER.TP2~ #0 #113 // Gives some Tashia items the Droppable Flag: ALPHA 6
~SETUP-ITEM_PATCHER.TP2~ #0 #115 // Gives some TS items the Droppable Flag: ALPHA 6
~SETUP-ITEM_PATCHER.TP2~ #0 #116 // Gives some Avi Maya items the Droppable Flag: ALPHA 6
~SETUP-ITEM_PATCHER.TP2~ #0 #117 // Gives some Aeon items the Droppable Flag: ALPHA 6
~SETUP-LOLFIXER.TP2~ #0 #0 // Area Stuff - MAJESTIC Area Fixer: 19022016
~SETUP-LOLFIXER.TP2~ #0 #1 // Creature Stuff - Creature Resource Fixer: 19022016
~SETUP-LOLFIXER.TP2~ #0 #2 // Creature Stuff - Inventory Unborker (removes spurious references to the item table): 19022016
~SETUP-LOLFIXER.TP2~ #0 #3 // Creature Stuff - Inventory Cleaner (removes items that don't exist and converts them into already present items where applicable): 19022016
~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): 19022016
~SETUP-LOLFIXER.TP2~ #0 #5 // Creature Stuff - MAJESTIC Creature Fixer: 19022016
~SETUP-LOLFIXER.TP2~ #0 #6 // Creature Stuff - Duplicate Creature Effect Remover: 19022016
~SETUP-LOLFIXER.TP2~ #0 #7 // Item Stuff - Item Resource Fixer: 19022016
~SETUP-LOLFIXER.TP2~ #0 #8 // Item Stuff - MAJESTIC Item Fixer: 19022016
~SETUP-LOLFIXER.TP2~ #0 #9 // Item Stuff - Portrait Icon Assigner: 19022016
~SETUP-LOLFIXER.TP2~ #0 #10 // Item Stuff - Proper Immunity Assigner: 19022016
~SETUP-LOLFIXER.TP2~ #0 #11 // Item Stuff - Duplicate Item Effect Remover: 19022016
~SETUP-LOLFIXER.TP2~ #0 #12 // Item Stuff - MAJESTIC Item Checker: 19022016
~SETUP-LOLFIXER.TP2~ #0 #13 // Spell Stuff - Spell Resource Fixer: 19022016
~SETUP-LOLFIXER.TP2~ #0 #14 // Spell Stuff - MAJESTIC Spell Fixer: 19022016
~SETUP-LOLFIXER.TP2~ #0 #15 // Store Stuff - MAJESTIC Store Fixer: 19022016
~SETUP-SANDRAHITEM.TP2~ #0 #0 // SandrahNPC Item Restauration: v1.10.b
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