

# Baldur's Gate II



## 1.3 RELEASE NOTES

**DUNGEONS & DRAGONS**

New features, gameplay enhancements,  
and hundreds of bug fixes

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# INTRODUCTION

Since the release of Baldur's Gate II: Enhanced Edition in November 2013, we have continued working to make changes and improvements. We're incredibly excited for you to see what we've done, and we hope you enjoy it.

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## SCOTT BROOKS, LEAD PROGRAMMER

"My favorite part of working on 1.3 was being able to spend some time on the pathfinding, a long standing issue in the Infinity Engine, and make some big improvements."

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## DEE PENNYWAY, ASSISTANT PRODUCER

"It's exciting to finally show this to everyone. 1.3 is full of blow-the-doors-off moments; not just the hundreds of bugs that we've fixed, but the changes to the engine that make it *just work better*. I'm especially fond of the romance import feature; I think that'll make modders very happy."

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## JEFF PAYNE, QUALITY ASSURANCE

"I loved being able to have the team and platforms available to do 6 player multiplayer testing using all of our supported platforms (PC, Mac, iOS, Android, and Linux) simultaneously with testers spread across 4+ time zones. We're excited to bring that improved multiplayer experience to our players!"

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## RICHARD HILTON, QUALITY ASSURANCE

"Helping get so many forum reports raised and testing their fixes was hugely enjoyable. I'd like players to experience BGII:EE without NPCs who misbehave."

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## MIKE WELLMAN, QUALITY ASSURANCE

"The feeling of getting rid of bugs and exploits that had been in the game since it was released was immensely satisfying. Working with people as dedicated to the fans and the quality of the game as I was made it even better."

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## ALEX MOLZAHN, MARKETING MANAGER

"Working with everyone at Beamdog and seeing their dedication and passion for the franchises is inspiring and pushes everyone to work harder to complete our goals. I'm sure fans will notice the diligence and devotion we give to the games with the 1.3 patch and future titles."

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## LORNE LEDGER, TECHNICAL DESIGNER

"I am really proud of the work we have done on the 1.3 patch for BGII:EE to improve multiplayer on all platforms. I look forward to our continued success in pleasing the fans with such a beloved game."

# PART 1: ENHANCEMENTS AND FEATURES

## IMPROVED PATHFINDING

Party members now wait for each other to bypass obstacles, rather than immediately searching for another route to their destination. This eliminates cases of characters wandering off to the far corners of the map and generally keeps the party closer together while traveling.

Party members also move out of the way while attacking to allow allies to move toward enemies, enabling characters to take better advantage of reach weapons and keeping ranged characters from getting in the way of melee fighters during combat.

Enemies use their original behavior, looking for alternate routes when they encounter obstacles. For the clay golems in the starting dungeon, that alternate route may involve smashing goblins into paste if there's no way around them.

### PATHFINDING AND NARROW CORRIDORS

In previous versions of the Infinity Engine, characters might occasionally “take the long way around” if another party member was in their direct path.

Baldur's Gate II: Enhanced Edition corrects this behavior. No matter how narrow the corridor, your party will walk in single file until they reach their destination.



## FEWER PAUSE MESSAGES

Switching between game menus no longer prints Pause messages in the game's combat log. Pausing the game normally still displays Pause messages.

Pause messages now also display the date and time for the game's current progress, allowing tablet-users to see at a glance how long their journey has taken.

## EFREET AND TINY GOLEM ANIMATIONS

Dormamus, the efreet encountered in The Black Pits II adventure, now uses a unique efreet animation.

The splitting Clay Golems also found in The Black Pits II now also split into smaller golems that use a new animation.

### CLAY GOLEMS IN THE BLACK PITS II

Clay Golems encountered in the arena will split into several smaller golems when defeated. Clay golems found in *Shadows of Amn* do not share this dangerous trait.



## ENABLE MULTIPLAYER BANTERS THROUGH BALDUR.INI

By default, NPC banter is disabled during multiplayer to maintain forward momentum for all players. Adding the following line to baldur.ini now enables banter for any host-controlled NPCs during multiplayer:

'Multiplayer', 'Disable Banter', '0',

## PRIEST ALIGNMENTS UPDATED

Cleric kits now allow alignments based on patron deity. Clerics with no kit can follow any stronghold whose patron deity is within one step of the cleric's alignment. Clerics in existing games are not affected by this change.

### CLERICS AND ALIGNMENT

A priest can be any alignment within one step of his or her patron deity on either the Good-Evil axis or the Law-Chaos axis, but not both. For the cleric kits in Baldur's Gate II: Enhanced Edition, the allowed alignments are:

**Lathander:** Lawful Good, Neutral Good, Chaotic Good, True Neutral

**Helm:** Lawful Good, Lawful Neutral, True Neutral, Lawful Evil

**Talos:** Chaotic Neutral, Neutral Evil, Chaotic Evil



## IMOEN REMAINS LOYAL, NO MATTER WHAT

Imoen now remains in the party no matter what the player's reputation is, although this will not stop her from complaining if the player's reputation is low.

Hexxat also remains loyal regardless of reputation, at least until the end of her quest in Dragomir's Tomb.

### IMOEN AND LOW REPUTATION

Though Imoen will never leave you for having a bad reputation, she will still complain if your reputation sinks too low. Keep your reputation high to keep Imoen happy!

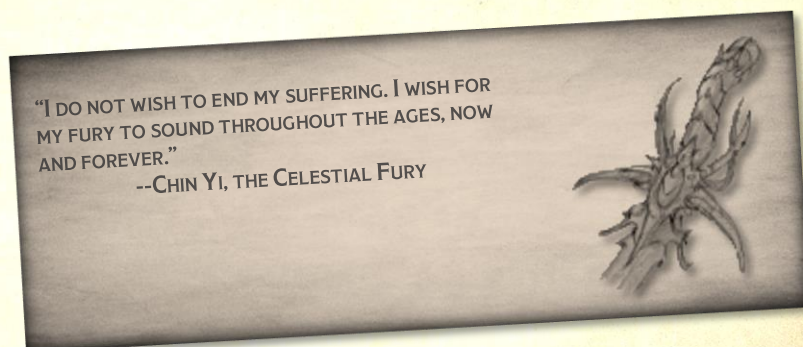


## UPDATED EQUIPMENT: FOEBANE, BURNING EARTH, CELESTIAL FURY

The Foebane swords now both deal their bonus damage consistently against the following enemy types: undead, demons, shapeshifters, and devils. The weapon descriptions have been updated accordingly.

The Burning Earth long sword now deals an additional point of fire damage with every successful attack, fitting both its name and its flaming appearance.

Additionally, the Celestial Fury +3 katana now features a unique and tragic history, which can be found in its item description.



## MIRONDA NOW ADDS TRADEMEET TO THE WORLD MAP

When Mironda gives the quest "A new beer for Mironda", she now adds Trademeet to the player's world map, allowing them to travel to the quest location if they have never been there before.

## FASTER BEARS

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All bears in the game now move as quickly as normal humans, making them both more believable and more challenging when faced in the wild.

## GERMAN TEXT TRANSLATION NOW AVAILABLE

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Our team of volunteers, led by Johannes “Drakonis” Husing, have completed a full text translation of the game, including all enhanced content and revisions to original content. You can enable this translation from the Language options menu.

## SPANISH TEXT TRANSLATION NOW AVAILABLE

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You can now experience Baldur’s Gate II: Enhanced Edition with a full Spanish text translation. You can enable this translation from the Language options menu.

### TEXT TRANSLATIONS

Baldur’s Gate II: Enhanced Edition features over 1.2 million words of text for each language. All text translations for Baldur’s Gate II: Enhanced Edition are developed and curated by teams of dedicated fans.



# ROMANCES REMEMBERED FROM BALDUR’S GATE

When you import a saved character from Baldur's Gate: Enhanced Edition to the beginning of Shadows of Amn, your romance status with Dorn, Neera, or Rasaad will now be carried over. Find your lost companion in Athkatla or the surrounding region and your relationship will pick up right where it left off.

## IMPORTING VARIABLES IN MODS

Got an idea for a mod that spans across multiple games? Simply add the variables you wish to import to VARIMPRT.2da; any imported saved games will carry your variables over into a new game.



# MALAAQ NOW GRANTS IMPORTED WEAPONS

Imported characters now have a way to retrieve one of their weapons from Baldur's Gate in the starting dungeon. Simply visit the imprisoned genie and give him the freedom he seeks, and you will receive a weapon imported from your Baldur's Gate game. If you have more than one weapon from the list to the right, the top-most weapon will be carried over.

Starting with a new character? No problem. The genie will still give you a weapon appropriate for your character based on your class and weapon proficiencies.

This replaces the Sword of Chaos +2 that the genie previously possessed, which has been moved to the Cambion just southeast of the genie's planar prison.

## Imported Weapons

### Item Name

*The Burning Earth +1*

*Ashideena +2*

*Bala's Axe, Wizard Slayer*

*Suryris's Blade +2*

*The Grave Binder +2*

*Staff Spear +2*

*Staff Mace +2*

*Sling +3*

*Varscona +2*

*Krotan's Skullcrusher +2*

*Kiel's Morning Star*

# IMPROVED SUMMONED ELEMENTALS

Summoned fire, earth, and air elementals now boast improved Hit Dice and Strength at higher levels, creating a much clearer distinction between Lesser Elementals and Greater Elementals.

## BLINDED ENEMIES WANDER

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Enemies affected by Blindness now wander the battlefield, searching for available targets. Blinded friendly creatures remain in the player's control.

## SPELLCASTING MADE SIMPLER

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Switching from an arcane caster to a divine caster while viewing the Mage Spells screen now switches automatically to the Priest Spells screen, allowing you to quickly memorize spells for all your party members.

In addition, losing spell slots no longer clears the selections for those spells, meaning that when you recover from Level Drain, all it takes is a single Rest and your spellcaster will be back in business.

Quick Spell slots are also now remembered after returning to your natural form at the end of polymorph effects, so your shapeshifting druid will be better able to switch from tearing enemies apart with her claws to blasting them away with spells.

### RECOVERING FROM LEVEL DRAIN

When your character is struck by a vampire's attack, their level will be reduced. To recover your lost level, and restore your missing spell slots, have your cleric or a licensed priest cast a Restoration spell. Lost spell slots will be displayed in gray on the spellbook screen until they are restored.



## IMPROVED CHARACTER CREATION

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A "Pre-Generate Character" button has been added in the Single Player menu, allowing you to create characters and export them without starting a new game. Use this to plan future play-throughs or to generate characters for use in multiplayer.

In addition, when you press "Store" on the Abilities step in character creation, any unspent ability points will also be stored and ready for distribution when you press "Recall".

Your rolled abilities are now also remembered if you return to the Abilities screen later in the character creation process. (Returning to the beginning of character creation clears ability rolls as it did before.)

## IMPROVED INVENTORY MANAGEMENT

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The Quick Loot bar now combines stackable items automatically when looted from the ground, and correctly displays usability tints for items you find. Using Quick Loot also no longer requires characters to walk to the items being looted, making the post-combat looting process much faster.

Wooden Stakes also now stack in groups of up to ten, saving precious space in inventory for the items you'll inevitably find in that vampire's lair.

### QUICK LOOT

The red gem button on the main gameplay screen opens a Quick Loot bar showing all of the items on the ground nearby. Clicking on items from this bar instantly collects them, stacking any duplicate items and making the post-combat clean-up a much smoother experience.



## CREATE FULLY CHARGED ITEMS IN DEBUG MODE WITH THE CLUA CONSOLE

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Items spawned using the console command `CreateItem()` are now created with the item's maximum number of charges, unless an alternate number is entered.

## PART 2: FIST OF THE FALLEN

*A powerful monk companion and two new adventures to expand the main campaign*

In Trademeet, Rasaad faces a test of faith as he hunts a cult led by a dangerous figure from his past. Your help could keep the troubled monk from succumbing to the desire for revenge and losing himself.

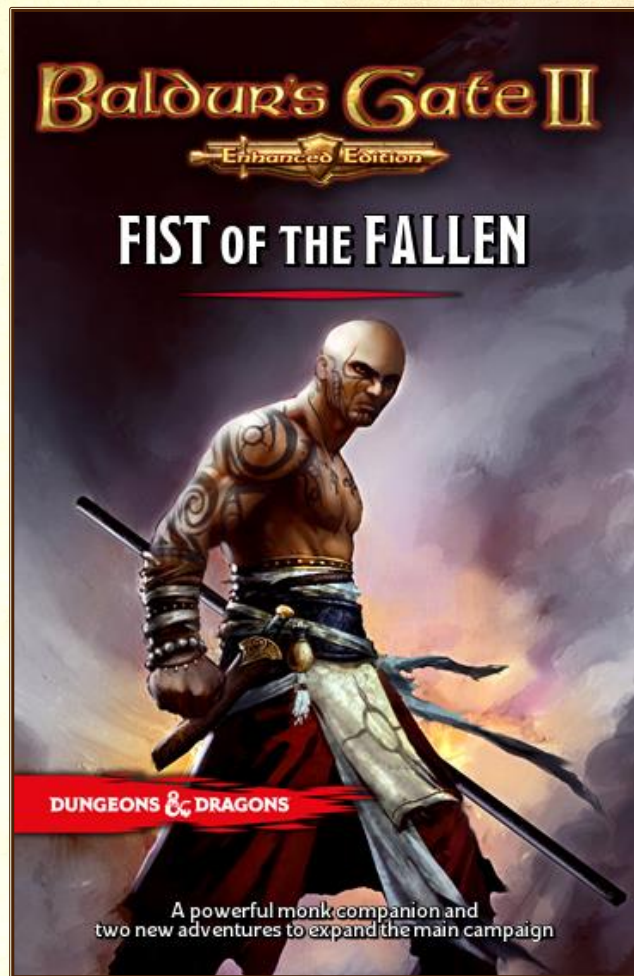
In Throne of Bhaal, Rasaad discovers that a key to eternal darkness lies buried in a dwarven clanhold. You and Rasaad must delve below the earth to keep the moon's light bright.

Fist of the Fallen is included in both desktop and tablet versions of the game.

### FEATURES:

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- A new companion, found in Trademeet
- A new quest in Shadows of Amn
- A new quest in Throne of Bhaal
- 7 new locations to explore



### FIXES:

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- The Room of Penance door no longer remains closed after confronting the Confessor [8432]
- Journal entry will no longer reveal Lemzenn as a Dark Moon Spy unless the correct dialogue is chosen [6624]
- Rasaad's epilogue now only references a romance with the protagonist if he was actually in one [8962]
- Rasaad now interjects during the party's final encounter with Balthazar [7250]
- Multiplayer: After Cuddy is rescued from the Dark Moon Monks, the cutscene now completes correctly [7291]
- Multiplayer: Exiting the Shadow Plane no longer results in a cutscene freeze [10405]
- Wilson's AC progression now correctly follows the kit description [7090]
- Wilson's paws no longer display Fist icons if he is resurrected [7353]
- Wilson's claw weapon icon has been polished and cleaned up [4686]

## PART 3: A PRICE PAID IN BLOOD

*A bloodthirsty blackguard companion and two new adventures to expand the main campaign*

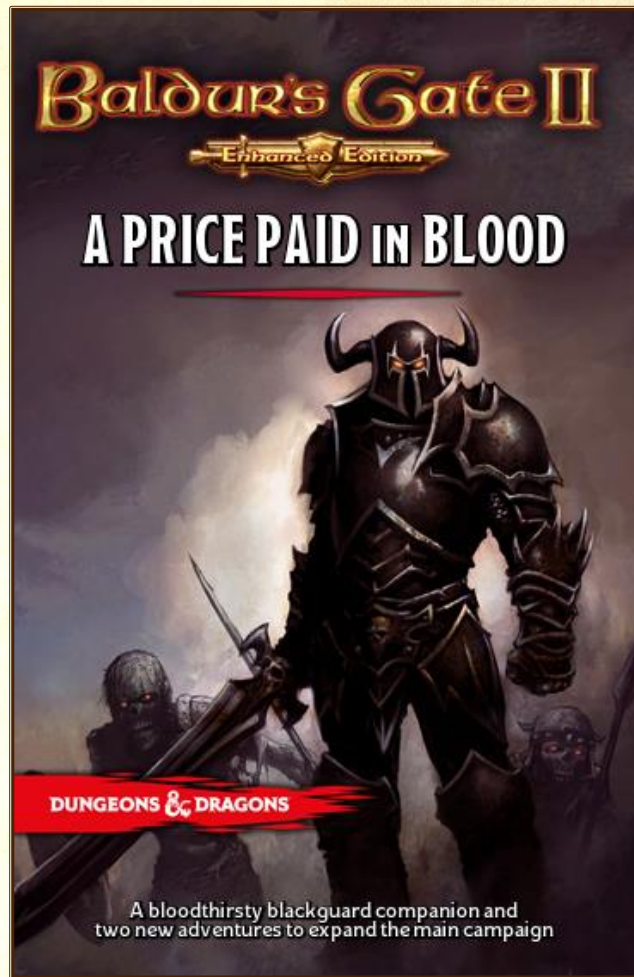
The demon patron Ur-Gothoz has many followers, and Dorn has always served to the extent of his cruel capabilities. Now the blackguard's lust for power leads him to a choice: continue serving a dark power, or risk his soul to break free of his master's will.

In Throne of Bhaal, Dorn faces the consequences of his choice, and he must take his fight to the very gates of heaven.

A Price Paid in Blood is included with the desktop version of the game. Android and iOS users can purchase this adventure in-game from the Purchase Content screen.

### FEATURES:

- A new companion, found in the Temple District
- A new quest in Shadows of Amn
- A new quest in Throne of Bhaal
- 4 large new locations to explore



### FIXES:

- Dorn can now cast level 1 priest spells if he is recruited at level 9 [7157]
- Viconia's true sight now reveals the invisible demon in Gorge [6018]
- Guardian Telwyn now accepts the alloy sculpture if Dorn is in the party [7286]
- The waterfall cavern in Resurrection Gorge no longer requires the entire party to enter and exit [7298]
- Azothet now spawns only once during her first encounter with Dorn [7311]
- (iOS) Dorn no longer appears if he has not been purchased [7319]
- Wedding event in the Radiant Heart no longer fails to occur [7538]
- The encounter with the Planetar of Justice in the Siege Camp no longer results in Dorn being immobilized [7893]
- Imoen's dialogue in Resurrection Gorge no longer results in NO REPLIES events if she is chosen for the summoning circle [8043]

### THE SILVER DRAGONS IN LUNIA NOW SPAWN CORRECTLY [7281]

Reloading your save after using the Scroll of Retribution will no longer keep you safe from Lunia's majestic guardians.



- Romance with Dorn now ends if Anomen is chosen during romance conflict [8550]
- Winterbrook's dialogue now displays the correct text when the player says Resurrection Gorge is doomed [9619]
- Dorn's patron is no longer referred to by the incorrect gender [8597]
- The sixth party member no longer gets stuck behind the waterfall in Resurrection Gorge [9708]
- After completing the Lunia section of Dorn's quest, the player can now leave the ambush area [7274]
- The Scroll of Retribution is no longer affected by area effect spells such as Fireball [7313]
- Dorn now has the correct abilities when summoned by fate spirits [7504]
- Multiplayer: The ambush party in Dorn's quest line now spawn within the party's visibility radius [7892]

## PART 4: IN DEFENSE OF THE WILD

*A quirky wild mage companion and two new adventures to expand the main campaign*

Last seen in the Bridge District of Athkatla, Neera fights to protect wild mages persecuted by the Red Wizards, and she must keep running to survive. As the hunt intensifies, the fate of all wild mages hangs in the balance.

In Throne of Bhaal, journey to Thay—the heart of the Red Wizards’ power—to end the threat against her kind once and for all.

In Defense of the Wild is included in the desktop version of the game. iOS and Android users can purchase the adventure from the Purchase Content screen.

### FEATURES:

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- A new companion, found in the Bridge District
- A new quest in Shadows of Amn
- A new quest in Throne of Bhaal
- 4 large new locations to explore

### FIXES:

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- Neera’s and Minsc’s conversation about Boo no longer repeats itself [7245]
- Neera's post-combat dialogue will no longer start for no reason [6707]
- Neera will no longer react after rest as though she had slept with the protagonist if the player turned her down [7403]
- Intimacy with Neera now prevents other NPC romances from continuing [7404]
- Neera’s banters with Aerie now play in the correct order [8839]
- Neera’s banter with the protagonist now acknowledges Wild Mage characters [8893]
- Viconia’s interjection when speaking to Raffiyah no longer results in NO REPLIES events [7248]
- The Brick +2 now has the correct icon in melee mode [7396]
- The Brick no longer causes wild surges in nearby characters if it is not an active weapon [7502]



## PART 5: A VOICE IN THE DARK

*A mysterious thief companion and two new adventures to expand the main campaign*

Waiting in the Copper Coronet, Hexxat serves a mysterious master, journeying to the far reaches of Toril to gather magical artifacts for an unknown end. Your aid may be all that keeps her mission from failure and ruin.

In Throne of Bhaal, Hexxat strives for a new kind of reward, but the prize she desires may be the last thing you want her to have.

A Voice in the Dark is included in the desktop version of the game. iOS and Android users can purchase the adventure through the Purchase Content screen.

### FEATURES:

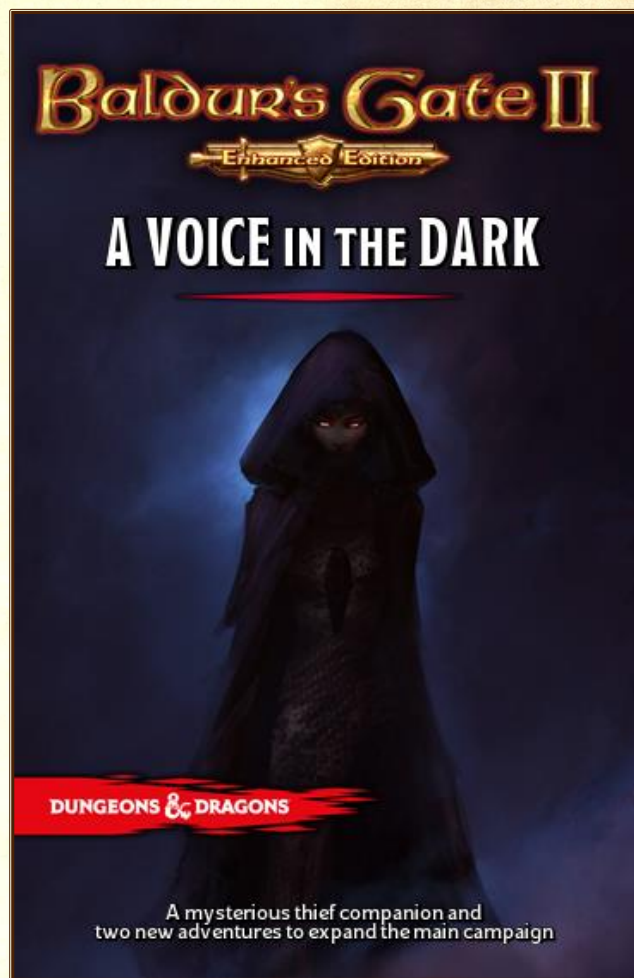
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- A new companion, found in the Copper Coronet
- A new quest in Shadows of Amn
- A new quest in Throne of Bhaal
- 4 large new locations to explore

### FIXES:

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- Locked doors that require keys in Hexxat's quest line can no longer be opened with the Open Lock thieving skill [7469]
- Hexxat's Request journal entry now closes after completing the Claw of the Black Leopard quest [7217]
- Hexxat will no longer appear unless both Clara and the protagonist are present [7222]
- Hexxat's final decision now takes her romance status into account [7054]
- Korkorran is no longer rendered invulnerable by a cleric's Turn Undead ability [9672]
- Hexxat no longer speaks dialogue intended for the protagonist during her quest line [9185]
- The Master Wraith's cutscene now resolves correctly even if Hexxat is not in the party [7433]
- Hexxat no longer attempts to start quests while the party is in the Pocket Plane [7175]
- Aerie and Jan now only speak lines specific to Hexxat's quest when it is appropriate [7395]
- Hexxat no longer triggers a cutscene with Cabrina while the party is in Lunia [7273]
- Hexxat no longer uses a random portrait if Clara's portrait is used by the protagonist [7431]
- Keno no longer turns hostile if one of the other monks is attacked by enemy creatures [7548]



## PART 6: SHADOWS OF AMN



We have resolved more than a hundred discrete issues throughout the Shadows of Amn campaign. Watcher's Keep now appears on the world map when you start a new game, allowing you to visit that multi-layered dungeon as soon as you leave Athkatla.

Also, Adamantine Dust and broken weapons no longer cause the game to crash when viewing the Inventory screen, allowing players to equip replacement items as needed at the start of Chapter 6.

### FIXES:

- Combat music now plays correctly in Planar Sphere [7392]
- Jaheira will no longer address the player in the Docks district as if she were in the party if she is not [6583]
- Jaden will no longer attack her own party after summoning a skeleton [7422]
- Solaufein now walks towards Ust'Natha if the player chooses to handle the Svirfneblin without him [2863]
- Irenicus now interrupts Imoen during the cutscene where they're taken into custody. [3481]
- The ambush party in Jaheira's quest line no longer spawns in the Shadow Temple surface area [3483]
- The ancient god's avatar below the Temple District now awards the correct amount of experience for completing its quest [3674]
- The Captain in the Windspear dungeon now leaves at the appropriate time if he survives the fight with the werewolf and the troll [3938]
- Atta now returns to the fields after completing "Investigate the Deaths in Umar Hills" [5597]
- Catti-Brie's bow now deals damage [5618]
- Haer'Dalis no longer repeats banters with Aerie [5692]
- Fael no longer initiates a conversation [5694]

### DUEL BETWEEN ANDANTE AND DIRBISH NOW BEGINS CORRECTLY [8853]

Andante and Dirbis will now begin their duel only after the player has revealed both of them, ensuring that the duel both starts and finishes appropriately.



- N'ashtar no longer walks away during a fight [5696]
- The Slave Ship door in the Slums is now opened, and the guard in front of it hostile, when the player emerges from the building [5774]
- Ilyich no longer stands still while he is fighting [6225]
- Viewing the Inventory or Record screens when equipped with broken weapons such as Adamantine Dust no longer crashes the game [6232]
- Firkraag's journal entries are now removed after killing Firkraag [6322]
- Raissa's skin now appears at Rejiek's feet when he transforms [6324]
- Stealing or killing Elyme for the Genie Flask now updates the journal appropriately [6326]
- Defeating Lavok while Valygar is hidden no longer results in the incorrect dialogue [6338]
- The journal now updates with Tolgerias' defeat after Tolgerias is defeated [6339]
- Sergeant Natula will no longer fail to initiate dialogue [6366]
- Yoshimo will no longer start his dialogue about Imoen being captured at the wrong time [6479]
- Imoen will no longer interject if Jaheira leaves the party when Khalid is found [6485]
- Joining Valygar in his house in Athkatla now gives an XP reward [6487]
- Jan Jansen now offers to join the party after being unpetrified [6502]
- Bodhi now recognizes Imoen when she is in the party [6503]
- Party can no longer be seen during the Chapter 3 opening cutscene [6550]
- Killing the Elder Orb in the Underdark will no longer add a journal entry if the player has not yet spoken to the Matron Mother [6617]

### **GARREN NOW ASKS ABOUT HIS DAUGHTER IF THE PLAYER HAS CAUSED HER DEATH [6619]**

He won't be quick to forgive you for letting his daughter die, but slaying the dragon responsible may soften the blow.



GARREN WINDSPEAR: How goes your search? What has happened?

1: Actually, Lord Jierdan is a dragon, and your child is dead.

2: I got your kid killed. Jierdan is still alive as well. Sorry.

3: Ehh, all gone to hell in handbasket. Your child is dead, and the villain lives.

### **CAUSING VICONIA TO TURN HOSTILE NO LONGER STOPS THE ZEALOTS FROM BURNING HER AT THE STAKE [6473]**

These zealots won't stop until Viconia is dead, even if you decide to take matters into your own hands.



### THE BRIDGE DISTRICT WATER NOW

#### DISPLAYS CORRECTLY AT NIGHT [7025]

With water displaying correctly, it's just another day in the Bridge District.



- Jaheira now starts feeling better after defeating Baron Ployer even if she is not in the building when the player receives the lock of hair [6698]
- Multiplayer: The game no longer freezes at the end of Irenicus's dungeon [6946]
- Multiplayer: Malaaq now spawns correctly in the Plane of Air in Irenicus's dungeon [7017]
- Viconia's dialogue now triggers correctly during Rasaad's quest [7030]
- Deidre no longer plays her death scream if you right-click on her [7074]
- Carlig now only shows you his best goods if you are disguised and convince him to give you special treatment [7089]
- Aerie no longer gets stuck repeating her selection sounds after the player's intimate encounter with Phaere if she is affected by Silence [7107]
- Samia's group now appears even if the player has killed Samia [7150]
- The Ring of Wizardry from Jaheira's quest now has the correct item description [7200]
- Phaere will no longer get stuck in her quarters if the player leaves before she does [7255]
- Haz will no longer die when spoken to after the Grimwarder attack [7260]
- Saving is now allowed in Ust'Natha Tavern [7265]
- Saemon Havarian no longer gets stuck in the Vulgar Monkey [7267]
- Gorf the Squisher now appears immediately after Bunkin spikes his drink [7293]
- Dace apparitions are now always destroyed by Flamestrike [7329]

### WATCHER'S KEEP NOW APPEARS ON THE WORLD MAP [6568]

The massive dungeon of Watcher's Keep can be accessed in either Shadows of Amn or Throne of Bhaal.



### THE FROST WAND TRAP NOW USES A BLUE FROST ANIMATION [7793]

Place the frost wand key into the pedestal on the north wall to pass safely across the trap.



- Evil characters who dual-class to Cleric after beginning the Unseeing Eye quest will no longer stop the quest from continuing [7369]
- Solaufein now only gives one Piwafwi Cloak [7370]
- Haz will no longer walk away during combat [7371]
- Fixed an issue where Suldanessellar's gate would appear closed after it was opened [7383]
- Majordomo's dialogue in de'Arnise Keep no longer results in NO REPLIES events [7391]
- Garren Windspear now only asks for help once [7398]
- Ployer's final cutscene now resolves correctly even if Jaheira is outside the building [7406]
- (iOS) The illusory werewolves in the circus tent no longer cause death on successful attacks [7463]
- Solaufein now successfully summons Phaere even if the player leaves the area before he casts the spell [7523]
- Valygar no longer drops his own body if Mazed or Imprisoned [7524]
- TorGal now has the standard troll immunities [9200]
- Perth the Adept now turns hostile if attacked from range [9712]
- Magical weapons Aerie possesses before falling under Bodhi's sway now remain usable after she is freed [9753]
- Now only Fallen Paladins regain their lost paladin abilities from the Windspear quest [7525]

### UNIQUE TROLLS NO LONGER TURN INTO A NORMAL TROLL AFTER COLLAPSING [9202]

All trolls now collapse consistently when brought to low health. To permanently kill them, use fire or acid.



- Anomen's after-rest banters now play at the correct times [7531]
- Multiplayer: Crafting items are now removed correctly from bags of holding when used by Cromwell or Cespenar to make new items [7533]
- Now only creatures killed by the Shade Lord will become shadows [7569]
- It is no longer possible to obtain two copies of the Shakti Figurine from Kiser Jhaeri [7574]
- Delon no longer leaves before asking the player for help [7619]
- Removed a duplicate player response during Aran Linvail's first conversation [8256]
- Multiplayer: Imoen no longer leaves behind a copy of herself at the beginning of Chapter 2 [8333]
- The Shade Lord will continue to fight after casting Level Drain [8491]
- Spellhold dream Demon now offers the correct sacrifice options [8492]
- Lissa and Jaella now continue Jan's quest even if more than ten days have passed, as long as the player has cured Jaella's illness [8498]
- Telwyn no longer appears to offer Cleric/Ranger characters the Sarles Illithium quest [8574]

### PAUDEN NO LONGER CAUSES DALOK TO APPEAR A SECOND TIME [8474]

Taunting Pauden in the Druid's Grove only results in Dalok appearing if Dalok has not already addressed the player.



### THE STATUE HEAD NOW OPENS THE WAY CORRECTLY [7344]

Once you have given the statue both the key and the hand, it will open the way forward. This particular fix even works with existing saves.



**HEXXAT CAN NOW BE  
KILLED BY THE TRIAL OF  
SELFISHNESS [7208]**

In the Trial of Selfishness you must choose to either give of yourself, or sacrifice one of your companions. But be forewarned: whoever you sacrifice will be gone forever—even if they're undead.



- The correct amount of XP is now awarded for completing “Paladin Stronghold Duties. First Test” [8633]
- Completing the quest “Get the golem to open the dungeon doors” now closes the journal entry [8634]
- Buying the Umber Hulk from Drow in Ust’Natha now correctly reduces party gold by 1500 gp [8680]
- Paying Overseer Handmaiden now correctly reduces party gold by 2000 gp [8681]
- Solaufein now responds correctly to specific dialogue choices [8689]
- The protagonist no longer wakes up from the slayer dream sequence still in Slayer Form [8857]
- NPCs in Slayer dream sequence no longer start dead on the ground [8858]
- Viconia's romance conversation no longer triggers an extraneous banter between Viconia and Neera [8921]
- Journal is now updated if Mazzy is present when talking to Aran Linvail [8949]
- Oisig now walks to the Temple of Helm after telling the player to meet him there [9108]

**ZOMBIES IN KELDORN’S RECRUITMENT AREA NO  
LONGER DUPLICATE WHEN THE PLAYER LEAVES  
AND RETURNS TO THE AREA [8944]**

Help Keldorn fight this lone zombie, or wait for him to dispatch it on his own before recruiting him.



## PART 7: THRONE OF BHAAL



Several issues in the Throne of Bhaal campaign have been found and resolved. Creating a new character at the start of Throne of Bhaal no longer hides the gameplay window. Players can begin the expansion without having to first open menu screens.

Additionally, Abazigal is no longer subject to the mind flayer shapeshift form's Devour Brain ability. He can now complete his speech before being defeated.

### FIXES:

- Bard characters now start Throne of Bhaal with armor they can wear [5828]
- The Demi Lich in Watcher's Keep no longer displays "Undead Destroyed" when hit with Mace of Disruption [7397]
- Abazigal now gives his final speech if defeated while the protagonist is mazed [9279]
- The transition to Saradush will no longer show your party before you arrive in Saradush [6469]
- Vie kang's teleportation can now be triggered by any spell or ability that causes fear [5534]
- Aerie, Viconia, and Keldorn now complete their dialogue with Yakman [8769]
- The Gorion wraith now uses a voiced line when referring to the Enhanced Edition NPCs [8036]
- Starting a new game with a created character no longer results in the gameplay window being hidden [7192]
- Abazigal is no longer subject to death from a mind flayer's Devour Brain ability [8764]

### ABAZIGAL'S DRAGON FORM IS NOW IMMUNE TO TIME STOP [9922]

Even frozen in time, no mage is safe from this terrible dragon.



## PART 8: THE BLACK PITS II



*A deadly stand-alone adventure set within the confines of a secret battle arena*

Once again, you find yourself captive in a dark arena, battling for your life as an enthralled audience cheers or boos your efforts. Explore the tactical depth of high-level combat in your quest for freedom and glory. Undermine your captors and prey upon their weaknesses while you dodge traps and fight for your life against Demi Liches, Mind Flayers, and Githyanki.

Several quest-related issues in The Black Pits II have been resolved.

### FIXES:

- Branson no longer appears after reloading if he was not there before [6935]
- Multiplayer: Non-host characters no longer disappear from the party after the opening cutscene [6981]
- Mercy's dialogue has been updated to appropriately reflect her time spent in the party [7009]
- Attacking Stannel Eibor no longer prevents the game's plot from continuing during the rebellion event [7642]
- Gerrold Darkfellow's conversation now ends correctly [8861]

### **MULTIPLAYER: CHARACTERS NO LONGER DISAPPEAR AFTER A BATTLE IN THE ARENA [7193]**

Just one of the many stability improvements to multiplayer in Baldur's Gate II: Enhanced Edition.



## PART 9: MULTIPLAYER

In addition to the numerous fixes made to multiplayer quest events, we have also improve multiplayer stability across all supported platforms.

### FIXES:

- Non-host players' User entries now display correctly [4077]
- Custom biographies are now imported correctly when adding characters to a party after starting the session [7058]
- Player-created party members can now be recruited after being removed from the party [7327]
- Items transferred between containers and character inventories no longer duplicate [7345]
- Inventory items can no longer be picked up by more than one player with the Quick Loot feature [7441]
- Item containers held by petrified characters are no longer duplicated when those characters are restored [7597]
- The host's game will no longer freeze when attempting to start a game session after one of the clients logs out [8700]
- Players can no longer unpause the game while viewing the Reform Party menu [8702]
- The World Map travel screen no longer closes when more than one non-host character is selected [8703]
- Clicking a point on the ground after selecting the chat window now correctly directs the selected character to move [8704]
- New clients may now join sessions in progress without the game freezing [8872]

### INNS NO LONGER DISPLAY INCORRECT REST DURATIONS [9149]

The resting message on the Inn screen has been adjusted to be consistent for all players.



### FIND FAMILIAR CAN NOW ONLY BE CAST BY THE PROTAGONIST [5775]

Familiars are unique to the main character and cannot be conjured by anyone else.



## PART 10: GENERAL FIXES

The majority of fixes have been made to bugs affecting general gameplay. Spells and abilities now display accurate descriptions when you right-click on their icons from the gameplay screen, letting players see exactly what Minsc's Berserk ability will do, or exactly how strong the Brown Bear shapeshift form is.

Enemy creatures have also been tweaked to follow scripted actions more reliably. Wolves now flee when panicked, just like any other creature. Summoned dryads, planetars, and devas no longer override actions chosen by the player.

### FIXES:

- Efreet summoned with the Efreet Bottle now cast spells [5536]
- Monk opponents now use the correct weapons [5873]
- Spiders are now immune to web effects [7016]
- Water Elementals and Water Weirds are no longer knocked away by spell and item effects [7253]
- Death spells cast on petrified characters now cause those creatures to display the appropriate death animations [3144]
- Ghostly Monks no longer take damage from poison effects [7363]
- Ghastron's saving throws now display in the combat log the correct number of times [7432]
- If summoned by the player, Efreet no longer become hostile after coming out of gaseous form [8008]
- Beholders no longer fire eye rays while unconscious [8275]
- Resting is no longer allowed while in slayer form [3037]

### WOLVES NOW CORRECTLY ATTEMPT TO RUN AWAY WHILE PANICKED [3551]

Dire Wolves remain as fearless and dangerous as ever.



### THE MOON DOG NO LONGER CASTS MIRROR IMAGE WHILE ALREADY MIRROR IMAGED [8926]

Cerebus, the creature summoned with the Moon Dog figurine, will now only cast Mirror Image if the spell is not already in effect.



- Skeleton Warriors' weapons no longer bypass magical protections as though they had +3 enchantment [9713]
- Creatures no longer flicker when revealed by Farsight [9862]
- Priest NPCs no longer begin with twice as many bonus spells due to high Wisdom scores [3134]
- Characters joining a full party now correctly display double colored foot circles [3341]
- Thieves no longer step on traps while attempting to disarm them [3526]
- The Cure Disease spell now cures all subsidiary effects (except damage) caused by the disease [3548]
- Dragon Scale Shield's description has been updated to correctly describe the item's effects [3562]
- Arrows of Detonation now display the correct damage in their item description [3812]
- The Shakti Figurine's Armor Class bonus is now displayed correctly on the Inventory and Record screens [3905]
- Hawksight +2 icon has been cleaned up [5276]
- Monk Lay on Hands ability now displays its description [6530]
- The game now launches even if no audio playback devices are enabled [6350]
- Shortbow of Gesen now shoots arrows in the correct orientation [6643]
- The Horn of Kazgaroth no longer disappears after use [4399]
- The Glitterdust spell now only plays its animation once [3155]

### USABILITY LIST FOR TUNIC OF BLINDEYE NOW CORRECTLY LISTS ONLY WILD MAGE [7099]

The Tunic of Blindeye can only be used by Wild Mages. Its usability list now reflects that restriction.



### ANIMATED WATER NOW DISPLAYS CORRECTLY ON THE AREA MAP SCREEN [6963]

These animations also are now correctly obscured by the fog of war.



### THE SLAYER CHANGE ABILITY NOW RECHARGES AFTER RESTING [5703]

You can give in to the darkness in your soul only once per day. Resting for 8 hours will allow you to continue the rampage.



- Targeting neutral creatures with single-target wands that inflict offensive (but non-damaging) effects now correctly turns those creatures hostile [3971]
- Importing a character during Character Creation no longer results in duplicated class features [4075]
- The Blackguard's Aura of Despair ability is now limited to a 30' radius and only affects enemies [5493]
- Celestial Fury's blindness effect now only affects the target of the weapon's attack [5583]
- Vampiric Touch now carries its effects no more than one time per casting [5658]
- Shield of the Archons portrait icon now disappears as soon as it expires [5700]
- Triple-class mages may now choose from additional mage-specific High-Level Abilities [5829]
- Infinite-ammunition launchers no longer switch to melee when the equipped ammo runs out [5872]
- Item usable/not usable by lists have been updated to include Barbarian [5947]
- Equipping an empty launcher no longer affects THACO [6004]
- Baldur.ini now reformats invalid text to allow the game to run if its contents are corrupted [6231]
- Arriving on the eastern edge of the map now aligns the screen to the eastern edge [6666]
- Blackguards are no longer affected by evil Clerics' Turn Undead ability [6691]
- Energy Blades now use the correct spell icon [6922]
- Animated Energy Field is now affected by Time Stop's grayscale effect [6929]
- The Sword of Balduran no longer makes other weapons glow green [7470]

### CHROMATIC DEMON IS NOW VULNERABLE TO POISON DAMAGE WHILE IN ITS AIR ELEMENTAL FORM [8158]

The Chromatic Demon in Watcher's Keep has weaknesses based on its current form. Using poison attacks on its Air Elemental form is especially effective.



- Silence no longer prevents the use of innate abilities without a vocal component [7490]
- New characters using the Default voice set no longer start the game with no voice sound [6985]
- Petrified characters in games with gore turned off now show correct death animations [7028]
- Spells and abilities that cause delayed damage at the end of their duration (such as Enrage) no longer prevent saving the game [7042]
- Minsc now speaks his low health dialogue only once per encounter [7119]
- Kazrah's Shield now correctly weighs 5 lbs [7117]
- Regeneration items no longer cause movement stutter if used in the Underdark [7125]
- Dragon Disciple Dragon Breath spell description now displays the correct scaling damage [7179]
- Character scripts will no longer attempt to Hide in Shadows if Heavy Armor is equipped [7189]

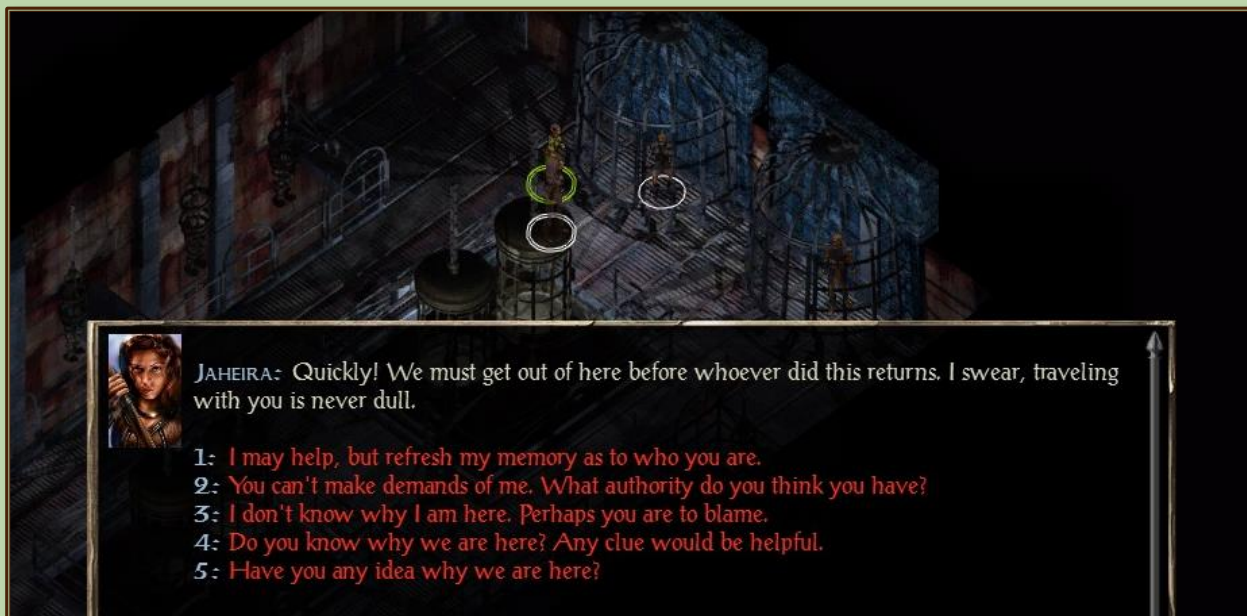
### TOOLTIP SCROLLS ARE NOW LARGE ENOUGH TO ACCOMMODATE MULTIPLE LINES OF TEXT [6702]

Even on high-resolution screens, the tooltip scroll is now large enough to read its text.



### NPCs NOW USE THE CORRECT ALTERNATE PORTRAITS[7616]

If you use a portrait normally reserved for an NPC, that NPC will use an alternate portrait. Jaheira, for example, uses her portrait from Baldur's Gate.



- Reloading a saved game while one or more party members are dead no longer corrupts those characters in the save [7190]
- Free Action will no longer prevent Defensive Spin [7212]
- Importing a Wizard wearing Evermemory from a BG:EE save game will no longer grant extra memorized spells [7220]
- Returning to earlier steps in character creation when creating a Dragon Disciple no longer results in duplicated Constitution bonuses [7234]
- Projected Images now have the proper spell choices when casting Chain Contingency [7284]
- Comet spell description has been updated with the correct stun duration [7295]
- Amulet of Seldarine is now unusable by Wizard Slayer [7297]
- Cowl of the Stars icon is no longer off-center [7302]
- Tunic of the Blind Eye icon image has been refined [7305]
- Harper Pin no longer loses its usability restrictions after being placed in a Bag of Holding [7324]
- Cloak of the Dark Moon no longer disables Ring of Minor Regeneration at night [7325]
- Antimagic field in Watcher's Keep no longer displays "Effects dispelled" repeatedly in the combat log [7332]
- Item icons are no longer off-center when picked up in the inventory [7336]
- Iron Rod may now be placed into Bags of Holding [7341]
- Detect Evil spell description now lists it as a Level 1 spell [7346]
- Enemy spellcasters are no longer damaged by their own Sunfire spells [7323]

### **OTILUKE'S RESILIENT SPHERE NO LONGER GIVES PERMANENT IMMUNITY TO FIRE/COLD [7335]**

The spell grants total immunity while the spell is active; when the spell ends, so do its protections.



### **JERROD'S MACE NOW HAS THE CORRECT ENCHANTMENT LEVEL 5 AGAINST DEMONS [9489]**

Wield Jerrod's Mace against Pit Fiends, powerful Baatezu, and any other fiends that stand in your way.



- AC bonus from choosing the evil path in the Selfishness trial now correctly stacks with armor [7349]
- Off-hand weapons are now correctly disabled when using magically created ranged weapons or when polymorphed [7354]
- Tansheron's Bow now allows ammunition selection with right click [7361]
- Regeneration effects now stack properly [7364]
- Damaging spells no longer heal party members when the game is set to the Novice difficulty [7368]
- Shapeshift weapons will no longer wear off before returning to Natural Form [7374]
- Thief pregen character no longer starts Throne of Bhaal with a ten-charge Sandthief Ring [7375]
- Shapeshift innate abilities gained from classes and polymorph spells no longer trigger wild surge [7377]
- Multiple castings of Larloch's Minor Drain now expire incrementally at the end of each casting's duration instead of all at once [7378]
- Ranged weapons no longer add strength bonus to THAC0 [7390]
- Mask of King Strohm no longer appears to float in mid-air when equipped by monks [7400]

### ROBE OF VECNA NOW USES A UNIQUE ITEM ICON [3940]

The wearer's colors have also been adjusted to match the new icon.



### BREATH WEAPON ABILITY NOW BYPASSES MAGIC RESISTANCE [5371]

The Dragon Disciple's iconic ability, Breath Weapon, now works on drow, dragons, and any other unsuspecting foes that get in your way.



- Blackrazor Sword's Haste effect no longer cancels an existing Greater Whirlwind effect [7402]
- All sounds now play at a higher quality [7425]
- Turning on Auto-Pause Trap Found now pauses correctly when traps are found [7438]
- Silver Dragon armor is no longer stackable with other magical protection items [7448]
- The Sleeper Morningstar now uses the correct item icon [7450]
- Waterfall and river animations from the Enhanced Edition areas no longer display before they are revealed on the map [7453]
- The Visage is no longer usable by Monks or Kensai [7512]
- Robe of Invocation now displays the correct portrait icons for granted resistances [7516]
- Dragon Helm fire resistance now correctly stacks with Cavalier kit resistances [7520]
- Aegis-Fang +3 now has the correct item icon [7529]
- Wild Surge 61 (Hold) no longer bypasses Free Action [7408]

### THE GAME'S CURRENT VERSION NUMBER CAN NOW BE SEEN ON THE START-UP SCREEN [6908]

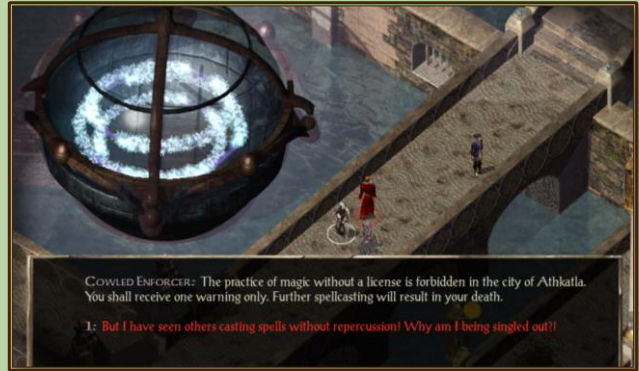
The beginning screen for the game has been retouched to display the game's current version number at the top of the screen.



- Auto-pause will no longer trigger during dream sequences [7567]
- Wand of Whips now displays the correct icon on the gameplay screen [7575]
- Multi-class characters now use their multi-class specific HP progressions [7612]
- Shield of the Archons description no longer mentions protection against Dispel Magic [7617]
- Viconia will no longer threaten to leave when spoken to in Throne of Bhaal [7623]
- Melf's Minute Meteors no longer causes a penalty to Armor Class after the spell has expired [7810]
- The APR bonus from Gauntlets of Weapon Extraordinary Specialization is no longer affected by changing ammunition [7837]
- Beholders will no longer shoot at the corner of the map when they can't find additional targets [7875]
- Shapeshift weapons are no longer affected by Dispel Magic [7887]
- Summon Spirit Wolf now correctly summons a Spirit Wolf [7888]
- Regeneration now works properly in wild magic zones [7928]
- NPCs no longer appear in the corner of the screen on reload [8038]
- Shortbow of Gesen now displays the correct damage with no arrows equipped [8191]

### THE WEB SPELL NOW PLAYS A SOFTER PERSISTENT SOUND WHILE IN EFFECT [8041]

Many a mage's speakers have been blown out while trying to incapacitate a group of enemies. Cowled Wizards still don't appreciate the spellcasting, however.



### BELTS WITH LIMITED-USE ABILITIES NOW DISPLAY THE NUMBER OF CHARGES ON THE ITEM'S ICON [5396]

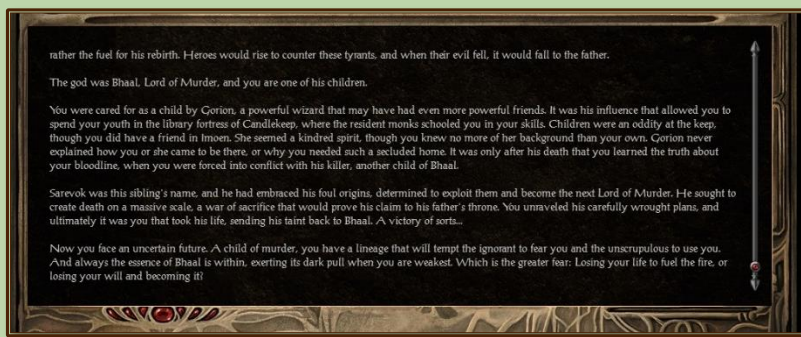
Any item with charged abilities, such as the Shakti Figurine or the Belt of Fortitude, shows the number of remaining charges in the bottom left corner of the icon.



- Multi-class warriors now receive bonus APR per level from all warrior levels [8199]
- The Stalker's Haste spell is no longer subject to magic resistance [8209]
- The Golden Calf Idol now uses the correct text for its unidentified description [8210]
- Cerebus's abilities now have descriptions [8224]
- Moon Dog Figurine now shows the correct usability list [8226]
- Blackguards are now affected by Good Clerics' Turn Undead ability [8230]
- Weapons gained from shapeshifting can no longer be dispelled [8234]
- Robe of Vecna now uses the correct item icon [8238]
- Spell Sequencers now show all available spells [9771]
- Contingency now shows all available spells [9772]
- Canceling a dual-class from Ranger no longer results in reduced stealth skills [8239]
- Cloak of Atonement's special ability now uses the correct icon [8248]
- Bolt of Glory now does magic damage instead of missile damage [8249]
- Innate spells now use the correct casting times [8329]
- Contingency and Chain Contingency now use the correct casting time [8332]
- Characters killed by Blood Drain no longer vanish along with all their equipment [8334]
- The Wild Surge that changes the target into a wolf is no longer permanent [8404]
- No transitions show the area prior to the transition's completion [8472]
- Combat music no longer stops playing while combat is still happening [8495]
- Unrelated journal entries are no longer removed by speaking with Lady Elgea [8527]
- Dual-classed characters with kits now display both kit descriptions [8648]
- Dual-class druids and clerics can no longer place proficiency points in weapons unusable by druids and clerics, respectively [8781]
- Effects that increase a target's hit points by a percentage value now modify hit point totals before adding bonuses from other effects [8827]
- Regeneration effects from items and abilities now continue after reloading the save [7425]
- Blindness now only displays one feedback string in the combat log [8831]
- Thieves with the Use Any Item ability will no longer see green borders on spell scrolls [8846]
- Minsc and Rasaad no longer swap banter lines [8860]

## THE BIOGRAPHY SCREEN NOW ALLOWS SCROLLING WITH THE MOUSE-WHEEL [9399]

Got a longer biography for your character? The Biography screen now allows vertical scrolling. Read your hero's full history at your leisure.



## THE BABY WYVERN SHAPESHIFT FORM NOW POISONS TARGETS ON SUCCESSFUL ATTACKS [8892]

Avengers who shapeshift into baby wyverns pack an extra powerful punch with the use of the wyvern's venom-filled stinger.



- Dragon Stoneskin can now be dispelled with Breach and cannot be dispelled with Pierce Magic [9277]
- Dorn's portrait will no longer remain after he leaves party due to reputation change [8874]
- Using the Slayer Change ability no longer crashes the game [8855]
- Slayer Change ability now shows the correct ability information [8856]
- Casting Spell Immunity now shows a list of spell schools even while the game is paused [9059]
- Performers no longer stand idle during the rebellion [9060]
- The chapter heading on the Journal screen now uses the correct font [9251]
- Characters under the effects of Dire Charm will no longer have flickering attack icons [9391]
- Characters now respond to attack commands immediately after drinking a potion [9395]
- Saradush prison spirit now opens the cell door even if the protagonist is not in the area [9743]
- The Ring of Reaching now grants the correct bonuses as listed in the item description [9748]
- Magical weapons are no longer destroyed when a character is kidnapped by Bodhi [9753]
- Nahal's Reckless Dweomer now only allows spells affected by wild surge to be selected [9760]
- Robe of Vecna now properly reduces casting time [9764]
- Farsight now reveals unconscious creatures [9767]
- Spellcasting effects now last as long as the casting animation if the caster is slowed [9770]
- Combat music now ends correctly after combat has ended [9857]
- Spells are now properly used when a party NPC uses contingency [9861]
- Spell Sequencers now allow scrolling to the right if the caster has more than the displayed number of spells available [9863]
- Player now correctly receives the 1000 gp reward from the Council Member after a low quality play [8875]

- Berserker Enrage now causes the correct amount of damage when it expires [9898]
- Item icons no longer distort when picked up on the Inventory screen [5279]
- Wizard Slayers now cause Miscast Magic on ranged hits [9918]
- Characters now respond to attack commands immediately after leveling up during combat [9933]
- Project Image now prevents physical attacks even when shapeshifted [9936]
- Sol's Searing Orb now remains in effect after reloading and can be used successfully [10017]
- Otiluke's Resilient Sphere now offers all its listed protections on a failed saving throw [10150]
- (Mac) Enabling and disabling the Hardware Mouse Cursor option in Graphics Options no longer results in the cursor disappearing [6995]
- The Credits screen now includes the team from Bioware [7013]
- Character selection key assignments now display correctly [7019]
- Area Map is now listed under Assign Keys [7023]
- Zoom levels are no longer locked after cutscenes end [7215]
- Clicking the Dialogue button on the Item Description screen for interactive items such as Lilarcor now causes the Inventory screen to close so that dialogue begins immediately [2800]
- Ranged weapon launchers no longer display in the Quick Weapon slots on the gameplay screen if no ammunition is equipped [3880]
- Items with limited uses per day, such as the Harp of Discord, now display the number of remaining uses on the item icon [4080]
- Viewing the Inventory or Record screens for characters equipped with unusable weapons (such as Adamantine Dust) no longer causes the game to crash [6232]
- BGII:EE's app icon now uses the correct logo [6354]
- (iOS) There is now an option to turn off scale UI on iPads with retina display [6359]
- Alt+Enter now correctly toggles windowed mode during character creation [6379]
- Split Stack field now allows four-digit numbers to be displayed [6958]
- Multiplayer: The Advanced options screen now displays the current campaign's logo [7003]
- Special class and kit abilities, as well as unique character abilities like Minsc's Berserk, now have accurate descriptions and can be viewed by right-clicking the gameplay screen's spell icon [7049]
- (iOS) Resting movies now play correctly [7170]

**PLANETAR SUMMONS NOW DISPLAY THE PROPER WEAPON ON THE GAME SCREEN [8932]**

Planetars wield powerful swords. Devas wield holy maces, although both creatures' animations show them wielding blades.



- The correct background themes now play on all menus [7173]
- Character portraits will no longer change size when entering a store screen [7205]
- (iOS) Floating description text will no longer reformat itself when scrolling the map [7216]
- Clicking on Boo in the Gameplay screen now plays a Squeak sound [7241]
- Launching the game in maximized windowed mode now displays the entire screen [7288]
- Resolutions up to 4k display are now supported [7338]
- Inventory stat panels now display the correct information when changing weapons [7760]
- Gems no longer appear as gold piles on the ground [7763]
- Usability lists no longer display for items that are usable by every race and class [8225]
- Journal button tabs are now displayed in all caps [8232]
- The mouse-wheel now allows scrolling on the soundset selection screen [8494]
- Character portrait borders no longer change when entering a store screen [8522]
- Support has been added for 4k and retina displays [8904]
- (iOS) The game no longer becomes unresponsive after taking screenshots [8920]
- Split Stack field now only allows four digits to be inputted [9131]
- Multiplayer: Pressing Esc during the 'Finding devices' dialogue no longer causes the game to quit unexpectedly [9184]
- Pressing the Enter key while on the Level Up screen no longer closes that screen if the player can still select High-Level Abilities [9336]
- Multiplayer: The Credits button no longer disappears after logging out of the Multiplayer menus [9371]
- The warning message about images that are too large now displays for Small custom portraits as well as Large ones [9384]
- Store item descriptions now allow scrolling with the mouse-wheel [9398]
- Pressing Esc on the graphics options screen now discards changes made to the Hardware Cursor option [9402]
- Tooltips no longer display for empty Quick Loot slots [9435]
- NPCs now use the correct alternate portraits on all screens when the protagonist is using their default portrait [9665]
- Quick Loot bar now uses the correct inventory sound effects [9924]
- Pressing the Esc key on the splash screen now closes the game [10406]

### SKALD KIT NOW DISPLAYS A BIOGRAPHY ENTRY [7636]

Skalds sing songs to inspire their allies with tales of valor and glory.



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