Multigame Fixes

Added 64 bit executables  
  
(37303) Recurring Spell Effects Sometimes Blocked Incorrectly  
Certain spells and items with effects that refresh each round, such as a bard song, work internally by first dispelling themselves before re-applying their effects. Among other things, this prevents effects from stacking incorrectly. In rare circumstances, this dispel-first effect could sometimes inadvertently block the correct effects.  
  
(37271) Detect Illusion Range Fix  
The casting range on Detect Illusion was set incorrectly, meaning the caster would sometimes walk to a point to cast even though the casting point was within the listed range.  
  
(38111) Level Drain Feedback Fixes [BGEE, BG2EE]  
When being level drained, creature attacks would sometimes drain multiple levels and the combat feedback window would incorrectly report that only one level was drained.  
  
(37253) Psionic Blast Missing Description  
When shapechanged into a mind flayer, psionic blast had no description in the innate ability menu.  
  
(38252) Conflicts Between Poison and Disease  
Creatures with 100% immunity to poison damage would take zero damage yet still receive combat feedback and visibly recoil as if they were taking damage if they were hit with a poison-over-time effect or damage from disease (which uses poison-type damage). They should no longer receive feedback or visibly recoil.  
  
(37843) Saving Throw Consistency  
In a handful of cases, saving throws were set incorrectly For example, Magic Stone had a saving throw set on its sound effect, which would display saving throw message in the feedback—and prevent the sound from playing if passed – despite the spell itself having no saving throw. This affected some items as well as spells.  
  
(37267) Non-Detection Fixes  
Non-Detection effects would still allow some effects which should be blocked, e.g. Invisibility Purge could still show cosmetic effects on a creature being protected by Non-Detection.  
  
(38940, 38941, 32313, 39270) Portrait Icon Fixes  
Several new portrait icons have been added, covering spells and abilities such as Flaming Fists, Frozen Fist, and Armor of Faith. Potions of Magic Protection will now use the Magic Resistance icon instead of the Shielded icon.  
  
(38568) Shaman Spirits Doing Nothing  
The spirit animals summoned by shamanic dancing could freeze and do nothing when they approached the edge of the shaman's visual range instead of correctly being unsummoned.  
  
(37090, 39222) Power Level Fixes  
Several items and spells had small corrections to their 'power' level, which affected how they interacted with spell protections such as Spell Turning or (Minor) Globe of Invulnerability.  
  
(37845) Hit Dice Bounds Set Incorrectly  
Several spells have effects which are supposed to only affect creatures based on their hit dice and there were small errors in some spells. For example, the effect that is supposed to make the caster stand still when casting Burning Hands only affected casters of level 6 and above instead of all casters.  
  
(36673) False Dawn Graphics [BGEE, BG2EE]  
False Dawn now has cosmetic graphical effects closer to its listed description.  
  
(34403, 39144, 35487) HP Drain Fixes  
HP draining spells such as Larloch's Minor Drain were not quite behaving as they should and fixed from PsTEE were imported. While the current HP gains should be cumulative, the maximum HP gain should not--e.g. casting it twice should move an NPC from 7/8 hit points to 11/11 and then to 12/12 HP, and not to 11/12 and then 15/16. In addition, these 'extra' hit points were not subject to dispel magic. Additionally, more HP than was available could be drained from a target, e.g. Vampiric Touch could drain 24 HP from a creature with only 8 HP.  
  
(39120) Inconsistent Unconsciousness Administration  
Sleep and unconsciousness effects were used a little too interchangeably, and the portrait icons were not always being cleared when a sleep effect was canceled prior to its natural expiry (e.g. a creature waking up when attacked). Spells and items using these effects have been reviewed to try and make their applications more consistent and clear up minor issues associated with them.  
  
(39101) Various 'Full Body' Cosmetic Effects Not Applied Consistently  
Some spells and items include a cosmetic glowing effect or pulse, but sometimes missed a few areas. Free Action, for example, makes the entire targeted creature glow except for its helmet.  
  
(39097) Resurrection Spells Breaking Abilities When Used on Living Targets  
When Resurrection or Raise Dead spells are used on living characters, they can clear innate abilities such as those granted from polymorphing or shapeshifting. Worse, it can also clear the contents of a spell sequencer but not the sequencer itself, making it impossible to re-cast a spell sequencer on the character. As such, these spells are now limited to use on characters that are actually dead.  
  
(39141) Consistent Fireballs [BGEE, BG2EE]  
Spells and items which use fireball-style explosions, such as the Fireball spell itself and Arrows of Detonation, have had their cosmetic effects touched up to behave with a little more visual consistency.  
  
(39201) Simulcrums and Projected Images and Temporary Abilities  
Simulcrums and projected images were incorrectly inheriting temporary abilities from the caster, such as leftover shapechange innate abilities. These are now cleared from the image/simulcrum when it is created.  
  
(39204, 39246) Burning Hands Should be an AoE Spell [BGEE, BG2EE]  
Per its description, Burning Hands is supposed to create a fan of flames that covers 120 degrees out to 5' away from the caster; however, it was only affecting one creature. It is now a proper area-of-effect spell.  
  
(39293) Movement Speed Stacking  
Previously, spells that affected movement speeds didn't stack very well, e.g. a creature that is Entangled will be able to move if Grease is added.  
  
(37930) Double Damage Messages  
In patch 2.5, spells with saves for half damage were revamped so that only one message for damage was displayed. However a handful of spells and items were missed and are addressed in 2.6.  
  
(35326) Invisibility 10' Radius Targeting  
Invisibility 10' Radius was incorrectly affecting enemies and had a smaller than 10' radius area of effect.  
  
(39302, 31862) Cosmetic Cloud Coloring  
Various spells which produce clouds—Cloudkill, Stinking Cloud, Death Fog, and Incendiary Cloud—produced clouds of colors that did not match their descriptions, and have been updated. A small bug where Incendiary Cloud used differing projectiles depending on the caster's level was also fixed.  
  
(39237) Lightning Bolt Behavior  
In the original games, if you had three creatures in a line (A, B, and C) and cast Lightning Bolt at creature B, it would pass harmlessly through A and then damage B and C. In the EEs, this was changed so that it would affect all three creatures--however, this also meant it could be dodged. After discussion, it was decided to revert this behavior to the same as the original games.  
  
(39338) Departing NPCs in Story Mode [BGEE, BG2EE]  
When NPCs depart with Story Mode enabled, they lose their invincibility. However, this could be missed if the NPCs were first turned hostile and then booted, resulting in an invincible enemy even if Story Mode is turned off.  
  
(39368) Haste Scroll Fix  
Haste is an area-of-effect spell, but the scroll was forcing the player to target a creature with it instead of an arbitrary point.  
  
(32208, 20613) Polymorph Self and Shapechange Fixes  
A number of minor inconsistencies with these spells have been fixed, such as the subspells having incorrect casting times or being disabled by silence.  
  
(31861) Chaotic Commands  
Chaotic Commands used the wrong projectile when cast at certain levels.  
  
(23739) Console Errors  
A small number of internal console errors were cleaned up and fixed.  
  
(38083) Creature Immunities [BGEE, IWDEE]  
A handful of spells were affecting creatures who were supposed to be immune due to typos.

Multigame UI Fixes

(20799) The inn screen was not centered, resulting in a large gap at the bottom of the screen. [BGEE]

(23586) Dialogue choices could be cut off for large dialogue blocks. [BGEE]

(23739) You can now disable item comparison.

(24277) Text input areas will now have the cursor active in them, allowing for typing input directly without having to click first

(24859) On character records, club proficiency will no longer appear below weapon style proficiencies.

(35742) To-hit and damage bonuses from Aid were not being shown on the inventory screen

(39009) Advanced AI Failing on Character Imports  
Characters could be exported and re-imported to the same game or imported to the next game. If this happened after they had Advanced AI enabled, the newly imported characters could fail to re-initialize the Advanced AI scripting causing the character to not respond properly.  
  
(39086) Limited Wish Fixes [BG2EE, IWDEE]  
Limited Wish’s genie could be controlled by the player and would not despawn for certain wishes. In IWDEE, a number of his spells received cosmetic changes to match IWD’s magic style. Other small issues were also addressed.  
  
(2813) Belt Tutorial Fix [BGEE, BG2EE]  
After fighting the skeleton in the tutorial, the party could block Belt from proceeding to the door and moving to the next floor, softlocking the player in a cutscene.  
  
(40082) Brown Bear Polymorph Damage [BGEE, BG2EE]  
The brown bear polymorph form was using the wrong weapon, resulting in the wrong icon being displayed for the attack and incorrect damage.

BG:EE Fixes

(38616) Brage's Body  
In some circumstances, killing Brage would not result in his body being dropped preventing the collection of his bounty in Nashkel.  
  
(38642) Inaccessible Home in Beregost  
A bug was preventing the player from entering a home near the Red Sheaf in Beregost.  
  
(38192) Ethereal Retribution String Fix  
When successfully hit with Ethereal Retribution, the feedback window should display 'Weakened' but was instead showing a line of dialogue.  
  
(38254) Black Pits Slimes Able to Kill in Story Mode  
The splitting slimes in the Black Pits could kill the party despite Story Mode being enabled.  
  
(38520) Game Crashed on Character Screen When Polymorphed  
When using Polymorph Self to become a brown bear, the game would crash if the record screen was opened.  
  
(38254) Crumbling Skeletons Redux Fix  
If the party attempted to replay the Black Pits battle with Llyrk (tier 1 battle 3), his Crumbling Skeletons die immediately.  
  
(38558) Adoy's Enclave World Map Fix  
On the world map, Adoy's Enclave is now accessible from the Gullykin to its north.  
  
(38694) Dorn's Waylay Area  
If you re-enter the area where Dorn gets ambushed, the map and fog of war were not reset, as they do in other random encounter areas.  
  
(38707) Blinking Husam  
In chapter 7 Husam appears and disappears repeatedly in the Elfsong Tavern as two scripts were fighting over his location.  
  
(38720) Missing Music in Waylay Areas  
Many waylay areas lacked combat music.  
  
(38735) Stealing Not Being Caught  
A handful of containers would display the "Someone has noticed you! You hear the guards being summoned" message if you were caught thieving, but no guards were ever actually summoned.  
  
(38726) Tiax's Scripting Not Detecting Traps  
Tiax's 'Advanced AI' script would not actually cause him to search for traps when the option was selected.  
  
(36976) Baeloth's Ring using Invalid String  
If you click on Baeloth's non-removable ring in his inventory, you received a blank string instead of the correct "This item cannot be removed."  
  
(38786) Familiar Not Running Away  
In the cutscene where the player and Gorion get ambushed, the player's familiar would not flee with the player.  
  
(38790) Looping Dialogue  
When speaking to Gandolar, he had a superfluous response option that could cause his dialogue to repeat. The option is removed.  
  
(38787) Mutamin's Basilisk  
When out of sight of Mutamin, one of his basilisks could be attacked and killed without it ever turning hostile and fighting back.  
  
(38789) Missing Doppleganger Loot  
The dopplegangers at the Seven Suns were losing their (token) loot when they transform out of their human disguise.  
  
(38788) Missing Weather on the Iron Throne Roof  
Despite being an outside area, there was never weather (such as rain) when visiting the roof of the Iron Throne.  
  
(38774) Drizzt, Again  
The player could stand close enough to activate the gnolls attacking Drizzt without activating Drizzt to fight back. This exploit is now closed until the next one is discovered at (patch release + five minutes).  
  
(38766) Aec'Letec's Death Gaze Overriding Area Flags  
If the player mods the game to allow the protagonist to die, the game would still end if Player1 is turned into a ghast via Aec'Letec's death gaze.  
  
(38816) Carbos and Shank Kitted Incorrectly  
Carbos and Shank were formally assigned the assassin kit. While this is generally harmless, it would turn them into backstabbing monsters with a mod such as Sword Coast Stratagems.  
  
(38860) Gamaz Not Counting as Party Kill  
During Rasaad's quest the party will encounter Gamaz. Due to the scripting in this encounter, the party would not 'officially' kill Gamaz, so he would never be added to the party stats (such as the 'most powerful vanquished').  
  
(38297) Goblins in Adoy's Enclave  
Now that the bear in Adoy's Enclave is visible from outside its cage, the nearby goblins would sometimes attack and kill it.  
  
(38935) Kagain's Final Quest Dialogue Could be Interrupted  
When Kagain finally sees the destroyed caravan, he walks up to the player, delivers his dialogue, and closes the quest. However, if the player moves him (or assigns him another action) when he's approaching the player, he aborts the dialogue and the journal entry never closes.  
  
(38916) Dorn Too Squishy in Initial Ambush  
Dorn was too easily killed when you meet him in his initial ambush so he's back to being invulnerable.  
  
(38110) Blinding Powder Displayed Redundant Feedback  
When used successfully, Blinding Powder would cause both 'Blind' and 'Blinded' to appear as combat feedback.  
  
(38939) Neera Joining Fixes  
In the initial ambush when you meet Neera, she could sometimes start her post-fight dialogue despite enemies still being present.  
  
(39020) Dynaheir and Edwin  
If Edwin is killed before you even meet Dynaheir, she'll still comment on his death when you first meet her.  
  
(39071, 39214) Multiple Unique Items  
Multiple copies of the unique Shield of the Falling Stars could be pickpocketed/looted/awarded from Varci; multiple dwarven rune stones could be pickpocketed from Ike.  
  
(39066) Tenya's Inconsistent Rewards  
Tenya's rewards could be a little arbitrary depending on which replies you used when returning her bowl. As a result the replies and rewards have been reworked a bit.  
  
(39173) Inconsistent Scar Rewards  
Depending on whether you spoke to Jhasso first, Scar would have varying rewards for the completion of your investigation into the Seven Suns.  
  
(39125) Confusing Sarevok Makes Him Well-Nigh Invincible  
If you manage to affect Sarevok with confusion, the scripting which causes his death and the end of BGEE would not fire.  
  
(39147) Unstackable Arrows  
In chapter 6, Arkanis and Deder are using special tutorial items instead of normal items. Among other things, this means their items (such as arrows) will not stack with the party's regular items and may not be properly recognized and utilized by AI scripting.  
  
(39054) Elemental Bullets Now Distinct  
The elemental bullets introduced in BGEE—Bullets of Fire, Ice, and Electricity—now use unique icons to distinguish them from other bullets.  
  
(39238) Elemental Darts Price Fix  
The elemental darts introduced by BGEE—Darts of Fire, Ice, and Electricity—retained the price of Darts +1 despite their higher damage potential and otherwise being identical. They now cost slightly more.  
  
(39236) Premature Move to the Chessboard  
In the basement in Durlag's Tower, you must defeat a fission slime before advancing to the chessboard. If you don't use fire when fighting the fission slime, it splits into daughter fission slimes upon its death until you use fire and kill it permanently. However, the game could prematurely send you to the chessboard once the initial fission slime was killed, regardless of whether you did it correctly with fire or if you still had daughter slimes to fight.  
  
(35986) Redundant Melicamp Journal Entries  
Melicamp's journal entries were being filed as separate quests and have now been combined under one header.

BG:EE Journal Fixes

Several minor issues with journal entries are fixed:

(38776) The journal entries that are filed under 'Rising Tensions with Amn' will now close once chapter four is completed and you discover the true source of the conflict, instead of remaining unresolved.

(38663) If the player fails to discover Gorion's letter in Candlekeep, the journal entry for Dorn's quest would not close. The journal (and quest) now close with the death of Simmeon, a more natural ending point.

(37393) The 'Tandem in Extremis' journal entry had no closing condition, so it would always remain open. It will now close when you meet Winski at the end of the Thieves Maze.

(38278) Several 'Tazok and the Bandits' journal entries are informational, and as such are separated from the quest-style entries moved to the Info section of the journal.

(38506) Baeloth Dialogue Breaking Black Pits [Multiplayer]  
Baeloth's back-to-back dialogues after the Margarine of Evil fight could interrupt the party's return from the arena, breaking the campaign.  
  
(39369) Dradeel Should Remain Dead  
If you attack and kill Dradeel in his hut, he can still turn up later as you try to escape the island.  
  
(39309) Ducal Palace Entrance  
The entrance to the palace was previously clickable even if the bars were down blocking the way, which was confusing to some players. It is now only available once the bars open.  
  
(39354) Premature Game End at Ducal Palace  
If you preemptively attack Sarevok in the Ducal Palace and Liia and Belt die in the resulting combat, Sarevok's "you failed" dialogue never fires. This results in the party dying automatically and the game over screen without any explanation to the player as to why. Sarevok's dialogue will now fire under these circumstances.  
  
(34616) Summoned Monster Behavior  
Monsters summoned via wand would behave markedly differently when those summoned directly via wand. Specifically, if they were attacked by the party they would remain under player control, but would keep trying to attack the party.  
  
(721) Ungrateful Drizzt  
If the player helped defeat the gnolls too quickly, Drizzt would sometimes fail to acknowledge the player's help in his ambush.  
  
(722) Tazok-Kivan Loop  
If you join the bandits with Kivan in your party, you can get trapped in a loop if you choose to attack Tazok in the Bandit Camp.  
  
(720) Oublek Dialogue Fix  
If you complete the Prism quest before talking to Oublek, he will still list Prism as an outstanding bounty.  
  
(826) Rasaad Quest Items  
Several notes from Rasaad's side quest were not flagged as critical, meaning they could disappear from ground piles and prevent the completion of the quest.

BG:EE Achievement Fixes

(3138) When flooding the mines at Cloakwood, you would only receive the 'Water, Water Everywhere' achievement if you manually opened the plug but not if you did it via dialogue with the miner next to it.

(3161) The area script in Tenya's area had a loop which prevented the 'Fishermans Foe' achievement from being awarded.

(730) Basillus Skeleton Fix  
Basilus would attack under multiple dialogue branches, but not all of them also made his skeletons hostile.  
  
(836) Ramazith Fixes  
Ramazith could be coaxed outside his home during the completion of his quest, leaving him outside yet complaining that you were in his home. He now returns if he finds himself outside.  
  
(40748) Missing Dopplegangers  
In rare circumstances, Aldeth would object that you haven't cleared out all of the dopplegangers at the Merchant's League even though you have. This would in turn prevent the completion of the quest.  
  
(40409) Bruel's Retort  
Bruel's Retort was missing strings for its unidentified name and description.  
  
(40043) Dark Moon Lieutenant  
A female monk in Rasaad's quest was using a male avatar and some male sounds.  
  
(39613) Death Ward vs. Power Word: Kill  
Death Ward was not blocking the special version of Power Word: Kill used by the Death Knight.  
  
(38643) Ambient Sound Fixes in Adoy's Enclave, Dark Moon Temple  
Due to the large number of ambient sounds active, footstep sounds were being dropped in these areas.  
  
(40461) Eldoth's Poison Arrows  
Due to an error in conversion, Eldoth's Poison Arrows were doing 50% more damage than they should.  
  
(40063) Strange Comments in BGEE  
Some creatures are not supposed to be present in the city of Baldur's Gate in chapter 7 and will turn invisible to facilitate this. A handful of them were using the wrong spell, which would also display a nonsensical string as they disappeared.  
  
(35367) Teleporting Dorn  
When approaching Kryll, Dorn would sometimes jump to a new position before initiating dialogue.  
  
(36746) Detected Traps  
A handful of traps in Durlag's Tower and the Dark Moon temple were flagged as already discovered.

BG2:EE Fixes

(38872) Jaheira Rejoining Dialogue  
If Jaheira is removed from the party when she is cursed by Baron Ployer, she used the wrong re-joining dialogue if you finished the quest without killing Ployer.  
  
(38184, 38187) Cutscene Hangs in Rasaad’s Quest  
Sharran Guard Ovidiu and, later in ToB, Yxtrazzal could be killed during their cutscenes (e.g. with thief traps), leaving the game softlocked.  
  
(38377) Black Blade of Disaster THAC0  
After casting Black Blade of Disaster, the record screen would not update your THAC0 until you made an attack. This was purely a display bug, as the THAC0 used while attacking worked as intended.  
  
(38633) Sahuagin City Exit Double Text Strings  
If clicked the exit from the Sahuagin City to the Underdark would sometimes display two text strings on top of each other.  
  
(36531) Asylum Crush Trap  
The crushing trap in the Spellhold Maze could kill characters in Story Mode.  
  
(39251, 39214) Multiple Unique Items  
You could run away after using the winch in Firkraag’s Lair, preventing its deactivation, allowing you to farm it for multiple Dragon Helms. You could also receive multiple Shrouds of the Unproven from Rabi’ah.  
  
(38237) Wild Forest Worldmap Travel  
Links have been added so that the player can travel directly between the Wild Forest and Watcher’s Keep.  
  
(39372) Party Placement in Dorn’s ToB Ambush  
When being ambushed in ToB, the party could sometimes be moved into the area incompletely, causing the cutscene to hang.  
  
(39311) Duplicate Black Pits Gear  
When initiating the Black Pits II finale, duplicate gear could be found on the arena floor.  
  
(38240) Rift Device  
After using the Rift Device to strip the protections from the Unseeing Eye, a discharged copy is supposed to appear in the player’s inventory. However, having Spell Shield active would prevent this.  
  
(908) Ranger Stronghold  
In rare cases, Mairyn would spawn but teleport away before delivering needed dialogue, causing the ranger stronghold quests to stall.  
  
(2764) Chapter Numbers  
If loading from the Sulanesselarr auto-save, the chapter number could sometimes get bumped to chapter 8.  
  
(2745) Ust Natha Bar Cursors  
An internal way point was erroneously flagged as an info trigger, which could cause a superfluous icon to appear in some game modes.  
  
(2411) Keldorn Softlock  
When visiting Keldorn’s home for the first time with Keldorn in the party, the party can click the exit before the opening cutscene begins. The party would then leave his home during the cutscene, leaving the game softlocked.  
  
(2313) Cosmetic Cleanup  
The info trigger in the de’Arnise Keep basement has been cleaned up.  
  
(1674) Forbidden Hallway  
In the Black Pits II, an invisible barrier prevented you from walking down one hallway. There is now a visible barrier when you approach the forbidden doughnut area.  
  
(1694) Windpsear Hills Hidden Cache  
The small hidden cache container at the entrance to the area made the character walk too far around the rock to access it.  
  
(1894) Black Pits II Cutscenes  
Depending on zoom level and screen size, some Black Pits II cutscenes had action happening offscreen. The camera now moves a bit to accommodate this.  
  
(2820) Dorn Doesn’t Want to go on the Cart  
If you kill Dorn in the Temple district, he could respawn after you gained more experience.  
  
(2796) Implosion  
Implosion was using the wrong kind of hold internally, meaning it could sometimes bypass hold protections inappropriately.

BG2:EE Achievement Fixes

(3155) The ‘Absolute Power’ achievement would sometimes not fire since it was keyed on Nalia’s rejoining dialogue. Nalia could sometimes use her generic rejoining dialogue instead of the one specifically for the completion of this quest.  
  
(3182) Radiant Heart Entrance  
The calculated entrance to the Radiant Heart ended up on impassable terrain; the net effect is that the party would not walk to the entrance if it was clicked.  
  
(40658) Kuo-Toan and Paralytic Bolt Descriptions  
Before being identified, Kuo-Toan and paralytic bolts were using the description from drow bolts. Among other things, it implied they would disintegrate in sunlight even though they do not.  
  
(40652) Bolts +4 Should be +4  
Bolts +4 were only providing a +3 to-hit bonus.

IWD:EE Fixes

Cosmetic Spell and Auditory Fixes  
Many of the spells imported from BGEE/BG2EE into IWDEE have been reviewed and, in many cases, had their graphics and sounds adjusted to better match the native IWDEE spells. A handful of native IWD spells had also been using BG/BG2-style visuals.

(38599) Stinking Cloud, Fireball, Cloudkill, Sunfire, Death Fog, Soul Eater, and Acid Storm have been better blended

(36522) Sol’s Searing Orb and Otiluke’s Freezing Sphere are now more distinct

(32315, 32157, 32318, 32149, 32186, 32805, 32180, 32293, 32182, 32188, 32155, 32248, 32312, 32918, 32255, 32273, 35460, 32262, 32311, 32275, 32249, 32258, 32272, 32257, 32931, 32266, 32174, 32156, 32845, 32813, 32212, 32207, 32178, 32259, 32263, 32214, 32168, 32148, 32264, 32260, 32261, 32252, 32256, 32288, 32289, 32292, 32287, 32285, 39069, 39068, 32242, 32818, 32300, 32175, 32265, 39162, 39177, 39151, 39152, 39184, 39186, 39181, 39175, 39161, 39185, 39165, 39182, 39183, 39152, 39179) Every imported BG/BG2 ability and spell have been reviewed and, where appropriate, updated to use IWD-style graphics

(32317) Flame Blade no longer uses the BG graphic of a sword emerging from the ground

(32806, 32366, 35642, 35560, 39164) Chromatic Orb, Barkskin, Defensive Harmony, Protection from Evil 10’ Radius and Magic Resistance now uses IWD-style sounds

(32274, 39169) Vocalize and Mordenkainen’s Sword lacked their generic school sound

(32150) Strength was using different sounds than the original IWD

(32152, 32271, 32231, 32294, 39154, 39178, 39158, 39167, 32365) Blood Rage, Detect Evil, Physical Mirror, Darts of Bone, Moonblade, Iron Body; Trollish Fortitude; Emotion, Hope; Emotion, Courage and Cat’s Grace were lacking their generic school spell visuals and/or sounds

(32227) The BG2-style confusion animation has been removed from Rigid Thinking, Confusion, and Chaos style spells

(39155, 39157, 39170, 39160) Shield of the Archons, Ghoul Touch, Fire Seeds, Negative Plane Protection, Lesser Restoration, Greater Restoration now use IWD-style visuals and sounds

(39166) Chaos Shield and Improved Chaos Shield now use graphics distinct from Miscast Magic

(39153) Cure and Cause Medium Wounds have their unique visuals restored; they had been re-using the visuals from Cure/Cause Moderate Wounds.

(38917) Fireball projectiles now use IWD-style visuals

(39292) The visual that shows on creatures caught in an Entangle were faint and easy to miss. In addition, the accompanying sounds have been quieter and less intrusive.

(39325) Original IWD applied a small glow to the targets of spells, which IWDEE lacked.

(39371) Targets of the Cause X Wounds family of spells did not glow red as they did in the original IWD.

(35639) Miscast Magic  
Miscast Magic was not affecting divine spellcasting.  
  
(35638) Invisibility Purge and Detect Invisibility  
These two spells were not interacting with magic resistance and spell protections correctly due to some minor errors.  
  
(36655, 32808) Thief Evasion  
The thief evasion ability was not covering some area-of-effect spells and abilities, such as Delayed Blast Fireball and Meteor Swarm. A separate bug where the evasion of Spike Stones was permanent was also fixed.  
  
(36979) Freezing Cold Message  
When first entering the Great Forge, a message about the freezing cold is displayed as if it’s coming from a party member instead of just general informative text.  
  
(32189) Enchanted Weapon Update  
Enchanted Weapon now behaves as it does in other EE games.  
  
(32367) Incomplete Death Ward  
Death Ward was not quite covering all instant-death spells and has been expanded. Its visuals have also been updated to be more in IWD’s style.  
  
(32350) Favor of Ilmater  
Favor of Ilmater would play its graphics on the caster, even if it was cast on an ineligible target and didn’t work. It could also target undead.  
  
(32190) Beltyn’s Burning Blood  
Fixed a small error where making your save against Beltyn’s Burning Blood would stop the spell effects at the wrong time.  
  
(32187) Contagion  
Contagion was bypassing magic resistance.  
  
(38763, 32347) Portrait Icon Fixes  
Additional portrait icons have been added and applied to spells as appropriate.  
  
(32283) Mind Blank  
Mind Blank now uses a custom portrait icon (as it did in IWD) and had its casting and expiry times fixed.  
  
(36598) Poison Immunity  
IWDEE was allowing poison to affect a few creatures who should have been immune to its effects, and the message displayed as feedback for immune creatures has been standardized.  
  
(32811) Animal Rage  
Animal Rage was not being restricted to allies and received a few cosmetic fixes.  
  
(38750, 39298) Antimagic Shell  
Antimagic Shell would cause multiple lines of redundant feedback when cast. Also, it was using BG2-style visuals and would always cure deafness and blindness, instead of checking their dispellability.  
  
(32215) Mordenkainen’s Force Missiles  
There was a small delay between Mordenkainen’s Force Missiles striking their target and then inflicting their secondary concussive damage, which has been removed. In addition, their projectiles have been to be smoother as they were in the original IWD.  
  
(32147) Magic Missiles  
The Magic Missiles spell would sometimes have their sounds or visuals blocked by magic resistance despite damaging their target and lacked proper IWD visuals. Magic Missiles via wand were working as intended.  
  
(32154) Power World, Sleep  
Even if the target was unaffected by the sleep effect itself, the combat feedback and visuals would play on the creature targeted with Power Word, Sleep.  
  
(32169) Flame Arrow  
Some visuals and other effects were bypassing magic resistance, despite magic resistance blocking the damage.  
  
(39172) Knock  
Knock would play its audio and visual cues when targeted on a creature.  
  
(39171) Horror  
Horror was not being blocked from unnatural creatures such as golems. In general, this meant the wrong feedback message was played as golems have fear immunity regardless.

IWD:EE Minor Area Fixes

(38852) One of the chests in the bottom level of Dragon’s Eye used a body icon instead of a chest.

(38770) Info regions in the Tiers of the Dead, and the garden and second floor of the Order of the Kraken mansion were using the wrong cursor.

(39280) Familiars Break TotLM  
If you send a familiar up the eastern stairs in Anauroch Castle, the transition breaks and the party has no way to proceed in the game.  
  
(38536) Priests of Tempus  
Priests of Tempus were not receiving their innate Holy Power ability.  
  
(39187) Spiritual Wrath  
You can now target Spiritual Wrath by selecting a point when casting. It also uses a new unique projectile so that it doesn’t look like generic lightning bolts.  
  
(39203) Wand of the Heavens  
Unlike the Flame Strike spell, the Wand of the Heavens forced the user to target a creature instead of an area. It can now be targeted at an arbitrary point.  
  
(39202) Wand of Ice  
The Wand of Ice is a single-target wand but displayed area-of-effect graphics. It now uses a single-target projectile.  
  
(38772) Temple Donations  
The ability to donate to temples has been removed as it had no effect in game.  
  
(39366) Free Action  
Due to a typo Free Action was erroneously blocking Ghoul Touch.  
  
(33041, 32934, 32933) Wild Surges  
Wild surges were using old BG2-style visuals. A few minor errors (e.g. slow not causing AC penalties) were also fixed.  
  
(39327) Temple of the Forgotten God  
In multiplayer, the chat box blocked the transition area to the third level. The transition area has been expanded.  
  
(1899) Overfriendly Giant  
One of the giants in Ilmadia’s area should turn hostile when provoked via dialogue, but remained neutral.  
  
(1580) Arundel Flicker  
When entering Arundel’s home, the screen had a slight flicker as it enters and exits cutscene mode a few times.  
  
(3720) Endgame Achievement  
Upon defeating Belhifet, sometimes the final achievement would not be awarded.  
  
(40675) Seven Eyes  
The Eye of the Sword could be dissipated by the damage from berserker rage.  
  
(40674) Vitriolic Sphere  
The primary target of Vitriolic Sphere was also taking splash damage. This shouldn’t happen, as the splash damage is already calculated into the damage on the primary target.  
  
(40673) Lich Touch  
Per its description Lich Touch is supposed to paralyze targets, but lacked this ability.

Modder/Translation/Internal Fixes

(38082, 38265) Redundant Protections Removed  
Creatures which have immunities to certain effects, e.g. elves and charm spells, would sometimes have redundant protections within spells. In other cases, an older scheme was being used and has instead been modernized.  
  
(38036) Duration Fixes for Instant Effects  
Any 'instant' effects (e.g. immunities via opcode 321) have had their durations zeroed.  
  
(36682) Permanent Immunities  
A handful of spells and items which are not supposed to apply to certain creatures would use a trick where they would make the immune creatures temporarily immune to the spell when it was cast. In a handful of cases, these immunities were made permanent and have been adjusted back to instant effects.

Unique Strings for Translations

Some languages use gender-specific words for terms such as “Assassin” or “Prisoner”. As such, male and female creatures using these as names are given unique strings to facilitate translation.

39206 Male and female Assassins

37818 Male and female Civil Servants

37919 Male and female Prisoners

37820 Male and female Cooks

38194 Male and female Shadow Thieves

(39042) Additional SPLPROT.2da Entries  
To facilitate other fixes, additional entries have been added to SPLPROT.2da.

Additional List:

For all 3 games (BG1:EE, BG2:EE, IWD:EE)

Priest spells:

Druids shapeshifted into Greater Werewolves should be able to regenerate.

Regeneration status icons standardized to all use 87 "Regenerating" instead of 42 "Regenerate" / 56 "Regeneration".

(IWD:EE) Polymorph effects are used by hand-to-hand items for consistent implementation as was done in BG1/2:EE.

Doom effect used by Spirit Fire now properly belongs to the conjuration mschool.

(IWD:EE) mass cure/cause light wounds should use iwd-style glow.

(IWD:EE) Remove traces of bg style graphics/sounds.

Raise Dead removal effects all have power = 0 & resist dispel 0.

(IWD:EE) Strength of One: change projectile to generic alteration area party only.

Generic illusion sounds for priest spells.

Added glow to Bold of Glory and spell now affects everyone as stated in the description.

(BG2:EE) Improved visuals for insect area projectiles.

Removed spurious Blade Barrier sounds from animations.

Tempus Chaos of Battle now uses IWD:EE's prayer animation.

Tyr Exaltation: removed unused sound in BG1/2:EE (used by .vvc instead). IWD:EE uses that sound instead.

Tyr Divine Favor: Spell now has visuals akin to Draw Upon Holy Might (was nothing).

Enhanced Shamanic spell visuals with a common color theme.

Wizard spells:

(BG1/2:EE) Otiluke's Resilient Sphere globe .vvc is now translucent.

Removed status icon effect for all Charm and Dire Charm effects since they're already hardcoded in the charm opcode.

Spirit Armor save is rolled on expiration & bypasses magic damage resistance.

Bigby's Hand spells now work exactly per their descriptions with saving throws rolled once per round. The hand is visible throughout the duration.

General changes:

Added missing sounds to Thief HLA Time Trap.

Corrected casting completion sounds for Avenger/Stalker spells and various HLAs to be consistent with mschool.

(BG1/2:EE) Various .vvcs now use 3d blend.

(BG2:EE) Puff/cloud graphics more unique between fogs, clouds, and Abi-Dalzim's Horrid Wilting. They now use alpha blending.

Added missing 1PP projectile entries to CLEARAIR.2da.

Faster projectile speeds for thrown darts and daggers.

SPLPROT.2da and MISSILE.ids entries are now properly labeled to enhance modding experience.

For BG1:EE and BG2:EE

Items:

(BG2:EE) Potion of Clairvoyance should act as a 10 round duration Detect Invisibility rather than True Sight as per description.

(BG2:EE) Wand of Glitterdust should match wizard spell

Staff of the Magi Fireball-Lightning ability is now cast instantly

Spells and effects, general:

Blade Barriers, Fireshields, Aura of Flaming Death should be refreshable before previous casting expires.

Damage suffered from Blade Barriers, Fireshields, Aura of Flaming Death bypass mirror image.

Standardized curse graphics for curse effects

Trap versions of spells are standardized so they are identical to PC versions.

Standardized lighting effects and for spells based on mschool

Standardized graphics for Charm and Domination effects.

Various NPC spells had missing mschool & msectype values added to match PC version.

Standardized Power Word and Symbol spells between PC and various NPC versions

More realistic looking Wall of Fog spell

Change bg2ee Darkness 15' projectile to more realistic (black clouds used by shadow dragon breath)

Green & Black Dragon Breath: remove Silver Dragon Breath animation

Priest spells:

Enhanced glow effects for healing items and spells.

Chant detrimental now plays correct graphics.

Unique animations for Defensive Harmony, Champion's Strength.

Missing graphics for Slay Living added.

Physical Mirror should have consistent effects: last 9 rounds & be dispellable.

"Blinded" is displayed only once for Nature's Beauty.

Wizard spells:

Melf's Minute Meteors damage type is changed to missile from piercing.

(BG2:EE) Otiluke's Resilient Sphere doesn't require saving throw or mr check for allies.

Spell attack projectile and visuals used for Breach & Spellstrike.

All magic attack spells can be targeted onto invisible beings except for Breach. Code functionality was already present in older versions.

Standardized power values of Limited Wish (7) and Wish (9) subspells.

Wizard HLA Dragon Breath should use seperate dragon breath fire animation instead of BG2 fireball animation.

Creatures:

Fire/frost salamanders have correct race/class entries.

Enhanced graphics for Shadow Dragon to appear more shadow-like including its breath attack.

Changed spider colors to BG1-style.

For IWD:EE

Priest spells:

Circle of Bones, Blade Barrier, Fireshields, Aura of Flaming Death should be refreshable before previous casting expires and damage should bypass mirror image.

Circle of Bones and Blade Barrier should use multiplicative movement modifier (opcode 176).

Spike Stones graphics should appear more realistic, movement modifier should be noncumulative with itself and use opcode 126 instead of 176.

Favor of Illmater should not affect enemies to prevent abuse against enemy casters with spell-turning effects active.

Smashing Wave should appear realistic and range should be limited to 100 feet.

Physical Mirror should have consistent effects: last 9 rounds & be dispellable.

Whirlwind projectile should appear more realistic.

Stalker should use IWD-style summoning opcode.

Wizard spells:

Stinking Cloud should not affect non-breathing creatures (fungus, golem, undead) and IWD-style message should be displayed.

Melf's Minute Meteors damage type should be missile rather than piercing.

Beltyn's Burning Blood parent spell should not permit a saving throw; instead the save is made each round throughout the duration to check for damage and berserk.

Vitriolic Sphere should function as per description.

Fear/horror/emotion effects shouldn't affect unnatural creatures (undead & golems) and IWD-style message should be displayed .

Shroud of Flame should be fully contagious as per description.

Add fadeout effect to fake disintegrate (SPIN184).

Limited Wish heal entire party should be copy of heal spell.

Innate abilities:

Beholder Rays should always use IWD-style graphics.

Beholder Anti-Magic Ray should not display unnecessary immunity spell feedback.

Dragon Breath (different colors) animations should be improved.

Golem Slow and Golem Haste should not affect >=LVL5 Monks.

Mindflayer Absorb Health should use IWD travel necromancy projectile.

Mindflayer Psychic Drain should use IWD-style graphics.

Umberhulk Gaze should play IWD-style confusion graphics.

Dragon Gem Summoning and Summon Glabrezu should use IWD-style summoning opcode.

Wizard HLA Dragon Breath should use seperate dragon breath fire animation instead of BG2 fireball animation.

Class abilities:

Thief Detect Illusion shouldn't use BG2-style graphics and sound.

Warrior and thief HLAs should not play BG2-style visuals.

Ranger Charm Person or Mammal should use IWD-style graphics.

Talos Storm Shield should use IWD-style Storm Shell overlay.

Monk Stunning Blow shouldn't use BG2-style graphics.

Monk Quivering Palm shouldn't use BG2-style graphics.

Shadow Form should use IWD-style generic illusion graphics.

Spirit Form should use IWD-style generic alteration graphics.

Creatures:

Change spider colors to BG1-style.

Areas:

Some areas in Severed Hand should correctly show day/night.

Tower of Labelas' destroyed floor should have outdoors flag enabled and show day/night.

There are also additional tickets that have been done just recently (in response to the beta feedback).