**EET INSTALL VERSION 5**

**LATEST FAITHS AND POWERS, MIGHT AND GUILE, TOME AND BLOOD**

**ADDED YESLICK BG2, AURA, TENYA, PAIN’A, MAZZY FRIENDSHIP, WINGS FOR AERIE, DE ARNISE ROMANCE, REUNION, SHADOWS OVER SOUBAR,**

**UPDATED XULAYE FROM ROXANNE’S GITHUB, IEPBANTERS, NTOTSC AND DSOTSC FROM JASTEY’S GITHUB, THALANTYR ITEM UPGRADES.**

**ADDED HIDDEN ADVENTURE TWEAKS AND SODTWEAKS**

**SKIPPED IWD SPELLS ADDED BY STRATAGEMS (seems a good choice, almost no more duplicated spells in spellbooks)**

**BGEE**

DlcMerger:1:"Siege of Dragonspear" DLC

bgqe:0:Slime Quest

bgqe:1:Beregost Family Quest

bgqe:2:Babysitting Quest, including the Carnival Encounter...

bgqe:3:Nashkel Monster Quest

bgqe:4:Fallen Paladin Quest

bgqe:5:Undying Love Quest

bgqe:6:Lovesick Half-Orc

bgqe:7:Unexpected Help Quest

bgqe:8:Many Little Paws

bgqe:9:Drunk near Beregost Temple

bgqe:10:A Warm Place for Noober

bgqe:11:Brage's Sword

bgqe:12:Legal Sea Charts Sources

bgqe:13:Additions to the Lady's Hall and the Bitch Queen's Temple

bgqe:14:A Worried Farmer

bgqe:15:Bodies for a Good Cause

bg1npc:0:The BG1 NPC Project: Required Modifications

bg1npc:10:The BG1 NPC Project: Banters, Quests, and Interjections

bg1npc:120:The BG1 NPC Project: Bardic Reputation Adjustment

bg1npc:160:The BG1 NPC Project: Add Non-Joinable NPC portraits to quests and dialogues

bg1npc:200:The BG1 NPC Project: Player-Initiated Dialogues

soa:0:Default version: areas connected by travel triggers

TenyaThermidor:0:Tenya Thermidor for BG:EE

IndiNPC:0:Indira NPC

isra:0:Isra NPC Mod for BG:EE, BGT and TuTu

bg1ub:0:Ice Island Level Two Restoration

bg1ub:2:Additional Elminster Encounter

bg1ub:3:Angelo Notices Shar-teel

bg1ub:8:Safana the Flirt

bg1ub:9:Appropriate Albert and Rufie Reward

bg1ub:11:Scar and the Sashenstar's Daughter

bg1ub:12:Quoningar, the Cleric

bg1ub:13:Shilo Chen and the Ogre-Magi

bg1ub:14:Edie, the Merchant League Applicant

bg1ub:15:Flaming Fist Mercenary Reinforcements

bg1ub:16:Creature Corrections

bg1ub:17:Creature Restorations

bg1ub:18:Creature Name Restorations

bg1ub:19:Minor Dialogue Restorations

bg1ub:20:Audio Restorations

bg1ub:22:Item Corrections and Restorations

bg1ub:23:Area Corrections and Restorations

bg1ub:24:Permanent Corpses

bg1ub:25:Elven Charm and Sleep Racial Resistance

bg1ub:27:Sarevok's Diary Corrections

bg1ub:29:Duke Eltan in the Harbor Master's Building

bg1ub:31:Restored Elfsong Tavern Movie

bg1ub:33:Mal-Kalen, the Ulcaster Ghost

**BG2EE**

~BG1NPCMUSIC/SETUP-BG1NPCMUSIC.TP2~ #0 #0 // The BG1 NPC Project Music Pack -> Install All Audio: v6 (can’t be installed with PI, use the .exe installer)

EET\_Fix:0:EET Fix

DruidGroveMakeover:0:Druid Grove Area Visual Makeover

EEUITweaks:1000:Mods Options

EEUITweaks:1010:Hidden Game Options

EEUITweaks:1090:Default Button Position

EEUITweaks:1080:lefreut's Portrait Picker

EEUITweaks:2000:Transparent Sidebars

EEUITweaks:2010:Feedback Message Box Buttons Hack

EEUITweaks:2042:lefreut's Level Up Glow with Click

EEUITweaks:2060:lefreut's 1.3-ish Dialog Box

EEUITweaks:2110:lefreut's Keep Dialog Box active after death

EEUITweaks:2900:lefreut's Improved Record Screen

EEUITweaks:3000:Leveling Progress Bars Tweaks

EEUITweaks:3010:Leveling Progress Bars Options

EEUITweaks:3023:lefreut's Journal (quests expanded by default)

EEUITweaks:3070:lefreut's Simple Journal Fixes

EEUITweaks:3028:lefreut's Customize Screens Tweaks

EEUITweaks:3030:lefreut's Customize All Characters

EEUITweaks:3050:With Item Comparison

EEUITweaks:4005:Default Button Position

EEUITweaks:4000:Joined Store Panels Using lefreut's Solution

EEUITweaks:4010:lefreut's Steal Multiple Items

EEUITweaks:4020:Adul's Smooth Selling

EEUITweaks:5000:lefreut's Tooltip Scroll

EEUITweaks:5020:lefreut's Box 5 (Dialog Box) Override

SOS:0:Shadows Over Soubar

SOS:1:Selence arrives to Waukeens Promenade after the meeting with Gaelan in the slums

BonehillEET:0:Secret of BoneHill (EET)

DSotSC:0:Dark Side of the Sword Coast (DSotSC)

DSotSC:3:More common encounters in vanilla areas

DSotSC:4:Distribute DSotSC items also in vanilla content

ntotsc:0:Northern Tales of the Sword Coast (NTotSC) for BGT-Weidu, BG:EE, and EET

ntotsc:1:Keelor the Dwarf

ntotsc:2:Llindellyn's Lucky Arrow

ntotsc:3:Nim Furlwing's Hunting Hounds

ntotsc:4:Pilar and Gheldehar

ntotsc:5:Svlast's Torment

ntotsc:7:Fighting Encounters

Vaulteet:0:The Vault (Ikki's rework for EET compatibility)

toa:1:Tales of Anegh (Weidu)

toa:2:Remove Sounds

toa:5:Enlarge tooltip scroll (by Taimon)

toa:10:Creature Balancing

toa:20:AREA Balancing

toa:30:Dialog & Script Balancing

toa:40:Stores Balancing

toa:50:Item Balancing

SirinesCall:0:The Lure of the Sirine's Call

SirinesCall:1:Extended Lighthouse area

ac\_quest:0:Ascalon's Questpack

fishingfortrouble:0:Core Files: Fishing for Trouble by Yovaneth

fishingfortrouble:1:Optional: Add portraits for 63 major NPCs in Fishing for Trouble

A7-TotLM-BG2EE:0:Trials of the Luremaster for BG2:EE

TGC1E:1:Lite edition

TotDG:0:Yes, but don't patch the existing save games

Eilistraee:0:Yes, but don't patch the existing save games

ISNF:0:Colours of Infinity: I Shall Never Forget

WhiteQueen:0:Yes, but don't patch the existing save games

Innershade:0:Yes, but don't patch the existing save games

ooze:0:Ooze's Lounge: a new area under Athkatlan Slums

SouthernEdge:0:Yes, but don't patch the existing save games

rosere:0:Rose NPC for EET

TOD:0:Tower Of Deception Mod (Requires Throne Of Bhaal)

backbrynnlaw:0:Back to Brynnlaw mod for Baldur's Gate II

Azengaard:0:Azengaard Encounter

Azengaard:1:Enhanced Trademeet Crypt

imnesvale:0:Imnesvale Invasion

Assassinations:0:Assassinations mod for Baldur's Gate II

DC:0:Dungeon Crawl

sellswords:0:The Sellswords mod for Baldur's Gate II

EETGBThfKp:0:Expanded Thief Stronghold

reunion:0:The Reunion mod for Baldur's Gate II

magestronghold\_eet:0:Expanded Mage Stronghold EET

TheBeaurinLegacy:1000:The Beaurin Legacy for BG2:SoA & ToB & BGII:EE

Bank\_of\_Baldurs\_Gate:0:[BANK OF BALDURS GATE] Bank in building next to Iron Throne (City of Baldur's Gate)

dsr:0:Demon-summoning-ritual (WeiDU)

slandor:0:The Minotaur and Lilacor

thoghma:0:A Quest in the service of Oghma

SkieCost:0:Skie: The Cost of One Girl's Soul - New quest for Baldur's Gate 2 EE

SkieCost:1:Skie: The Cost of One Girl's Soul - Allow Skie to return as a joinable NPC

SeaTower:0:Balduran's Sea Tower Quests

SeaTower:3:Hull's Sword extension

SeaTower:4:Baldur's Gate Arms and Armour Emporium

SeaTower:5:Extra Encounters

fadingpromises:0:Fading Promises

xulaye\_eet:0:Xulaye NPC Mod for EET

isra\_bg2:0:Isra for BGII

ninde\_eet:0:Ninde NPC Mod for EET

d0questpack:4:With Additional Random Encounters

d0questpack:5:Additional Shadow Thieves Content

d0questpack:7:Extended Reynald Sequence

d0questpack:8:Intrigue In The Copper Coronet

d0questpack:9:Rahul Kanakia's Potion Quest

d0questpack:10:Revised Hell Trials

d0questpack:11:IO2 Dialogue & Combat Enhancement

d0questpack:13:Saving Sanik In Brynnlaw

d0questpack:14:Burglary Of The Bookkeeper

d0questpack:15:New Fate For The Dryads' Acorns

d0questpack:16:The Tragedy Of Besamen

d0questpack:17:Further Slaver Involvement

d0questpack:19:Nazariel The Lich

d0questpack:20:Reward Negotiation

d0questpack:21:Infernal Thievery

glamnpcpack:0:Glam's NPC Pack for BG:EE, BGT and BG TUTU

Yvette:0:Yvette Romance - BG2 Romance Character

amber\_eet:0:Amber the NPC MOD for BG2EE and EET

amber\_eet:1:Amber ToB New Content (English Only)

branwen:0:Branwen BG2 NPC mod for players and modders

yeslicknpc:0:Yeslick NPC for BGII: SoA & ToB

Paina:0:Pai'Na NPC for BG:EE

Fade:0:Fade: An NPC for Baldur's Gate II: SoA and ToB

AuraNPC:0:Aura NPC for Baldur's Gate: Enhanced Edition

deArnise:0:de'Arnise Romance for Baldur's Gate II

imoenfriendship:0:Imoen Friendship

mazzy:0:Mazzy Friendship

viconia:0:Viconia Friendship

Wings:0:Wings for BG2:EE and EET

Wings:1:Restore missing banters?

Wings:2:Remove conflict with Hexxat?

iepbanters:0:Extended NPC-NPC Interaction SoA

iepbanters:1:Extended Minsc/Aerie Interaction ToB

iepbanters:2:Imoen "Retrospection" dialogue for BGII: ToB

iepbanters:4:NPC Conflict Revisions

iepbanters:5:Restored Aerie/Jaheira/Anomen interjection in Underdark

iepbanters:10:45 Minutes

arestorationp:0:Restored Locations

arestorationp:1:Restored Characters and Dialogs

arestorationp:2:Restored Sounds

arestorationp:3:Restored Items

arestorationp:6:Lich Deril

arestorationp:8:Minor Restorations

arestorationp:11:Restored Final Slayer Dream

arestorationp:13:Restored Waukeen's Promenade Cutscene

ub:0:The Kidnapping of Boo by Cliffette

ub:1:The Suna Seni/Valygar Relationship

ub:2:Kalah and What He Was Promised

ub:3:"Cat and Mouse" (Bodhi hunts you in Spellhold) by Ghreyfain

ub:4:Gorje Hilldark and the Extended Illithium Quest

ub:5:The Pai'Na/Spider's Bane Quest

ub:6:Restored Crooked Crane Inn

ub:7:Restored Encounters

ub:9:Corrected "Xzar's Creations"

ub:12:Item Restorations

ub:15:NPC Portrait Restorations

ub:17:Corrected Character Names and Biographies

ub:18:Restored Minor Dialogs

ub:20:Extended ToB Item Descriptions

ub:21:Throne of Bhaal Minor Restorations

ub:24:Sarevok's Remorse

ub:25:The Murder of Acton Balthis, by Kulyok

thalan:0:Thalantyr - Item Upgrade

valhorn:0:Improved Horns of Valhalla

hammers:0:Thrown Hammers

hammers:15:Thrown Spiritual Hammers

hammers:25:Normal throwing hammers

hammers:35:+1 throwing weapons

hammers:50:Additional magic items

msfm:1:Add Wizard's Staff with 14 new color sets

msfm:2:Add Staff of Wizardry

msfm:4:Add ranged attack only

msfm:10:Add circlets

msfm:13:Add Wand Case

msfm:16:Add robes with no colorsets

msfm:17:Add Robes of Archimagi with colorsets from Mr. Pennyway's Cosmetic Changes mod

itemupgrade:0:Original Version (new upgrades in a list)

itemupgrade:1:Original Version (new upgrades in a list)

Unofficial Item Pack:0:Unofficial Item Pack

Unofficial Item Pack:2:Gourmet from Underdark

Unofficial Item Pack:3:Holy symbols

Unofficial Item Pack:4:New Items

Unofficial Item Pack:5:SoD items

Unofficial Item Pack:6:Better archery shop

Unofficial Item Pack:7:Reworked free action

cdtweaks:2250:Un-Nerfed Sorcerer Spell Progression Table

cdtweaks:2261:PnP Table

cdtweaks:2271:PnP Table

cdtweaks:2281:PnP Table

cdtweaks:2294:Use Cleric Level Progression Changes With PnP Druid/Cleric Spell Table

TomeAndBlood:11:Rebalanced Spell Schools

TomeAndBlood:13:Revised Illusionary Clones

TomeAndBlood:14:Revised Invisibility and True Seeing

TomeAndBlood:20:Revised Dragon Disciples

TomeAndBlood:25:Sorcerer: Magus

TomeAndBlood:31:Sorcerer: Favored Soul

TomeAndBlood:33:Sorcerer: Sylvan Disciple

TomeAndBlood:35:Sorcerer: Revenant Disciple

TomeAndBlood:37:Sorcerer: Amorphous Disciple

TomeAndBlood:40:Revised Specialists

TomeAndBlood:45:Arcane Crafting

TomeAndBlood:51:Innate metamagic, learned automatically by everyone

TomeAndBlood:63:Cantrip Wands

TomeAndBlood:75:Ability Score Spellcasting Bonuses

TomeAndBlood:80:Multiclass Sorcerers

divine\_remix:51:Remove All Kits

divine\_remix:53:Remove All Kits

divine\_remix:100:Cleric Remix

divine\_remix:103:Install Silverstar of Selune Cleric Kit

divine\_remix:107:Install Holy Strategist of the Red Knight Cleric Kit

divine\_remix:115:Install Firewalker of Kossuth Cleric Kit

divine\_remix:118:Install Authlim of Iyachtu Xvim Cleric Kit

divine\_remix:127:Install Feywarden of Corellon Cleric Kit

Faiths\_and\_Powers:21:FnP: the Faiths & Powers original sphere system

Faiths\_and\_Powers:31:Install Cleric kits

Faiths\_and\_Powers:33:Install Druid kits

Faiths\_and\_Powers:35:Install Paladin kits

Faiths\_and\_Powers:37:Install Ranger kits

Faiths\_and\_Powers:75:Alter weapon usability and proficiency

Faiths\_and\_Powers:80:Apply sphere system

Faiths\_and\_Powers:85:Apply FnP kits to NPCs

might\_and\_guile:200:Feat System

might\_and\_guile:205:Revised Archery

might\_and\_guile:210:Bard Overhaul: Multiclass Bards

might\_and\_guile:220:Revised Multiclassing and Multiclass Kits

might\_and\_guile:235:Revised Beastmaster

might\_and\_guile:240:Improved Rangers

might\_and\_guile:250:Revised Berserker and Rage

might\_and\_guile:310:Add the Corsair (fighter kit)

Faiths\_and\_Powers\_Multiclass:91:Multiclass Druids

Faiths\_and\_Powers\_Multiclass:92:Multiclass Shamans

Faiths\_and\_Powers\_Multiclass:95:Multiclass Cleric kits (install AFTER all other kit mods!!)

Faiths\_and\_Powers\_Multiclass:99:Apply FnP multiclass kits to NPCs

hiddenadventure:0:Lady Elgea's extended plot

hiddenadventure:1:Anomen's extended plot

hiddenadventure:2:Jerlia's Ore Shop

hiddenadventure:3:Elven holy water in the Temple of Lathander

hiddenadventure:4:Wave Blade in Treasury

hiddenadventure:8:Silver Sword

hiddenadventure:10:Temple of Mask in Docks District

c#sodtweaks:1:Ending Independent on PC Replies

c#sodtweaks:2:For NPCs in Party Only

c#sodtweaks:5:More Dialogue Choices & Prevent Dead Ends

cdtweaks:40:Change Viconia's Skin Color to Dark Blue

cdtweaks:50:Avatar Morphing Script

cdtweaks:60:Weapon Animation Tweaks

cdtweaks:100:Commoners Use Drab Colors

cdtweaks:110:Icon Improvements

cdtweaks:130:Force All Dialogue to Pause Game

cdtweaks:140:Fix Boo's Squeak

cdtweaks:160:Make Magic Shields Glow (plainab/grogerson)

cdtweaks:170:Unique Icons

cdtweaks:181:Unique icons only

cdtweaks:191:For non-magical shields and helmets

cdtweaks:200:Remove Blur Effect from Items, e.g. Cloack of Displacement

cdtweaks:2010:Separate Resist Fire/Cold Icon into Separate Icons (Angel)

cdtweaks:1010:More Interjections

cdtweaks:1036:All of Cloakwood Except the Mines

cdtweaks:1040:Improved Athkatlan City Guard

cdtweaks:1060:Breakable Iron Nonmagical Shields, Helms, and Armor

cdtweaks:1070:Improved Multi-Player Kick-out Dialogues

cdtweaks:1075:Send BioWare NPCs to an Inn (DavidW/Zed Nocear)

cdtweaks:1080:Add Bags of Holding

cdtweaks:1090:Exotic Item Pack

cdtweaks:1120:Stores Sell Higher Stacks of Items

cdtweaks:1160:No Restrictions (Baldurdash)

cdtweaks:1220:Allow Cromwell to Upgrade Watcher's Keep Items

cdtweaks:1226:Eight hours

cdtweaks:1230:Allow Cespenar to Use Cromwell Recipes

cdtweaks:1251:Move NPCs to Convenient Locations: Move Alora to Gullykin

cdtweaks:1253:Move NPCs to Convenient Locations: Move Quayle to the Nashkel Carnival

cdtweaks:1254:Move NPCs to Convenient Locations: Move Shar-Teel to North Nashkel Road

cdtweaks:1256:Move NPCs to Convenient Locations: Move Viconia to South Beregost Road

cdtweaks:1270:Change Cloakwood Mine Chapter End Change Trigger to Non-TotSC Behavior (plainab) (BETA)

cdtweaks:2020:Two-Handed Bastard Swords

cdtweaks:2030:Two-Handed Katanas

cdtweaks:2040:Universal Clubs

cdtweaks:2060:Weapon Styles for All

cdtweaks:2090:Remove Experience Cap

cdtweaks:2140:Expanded Dual-Class Options

cdtweaks:2151:No Restrictions

cdtweaks:2163:IWD-Style Proficiencies with Weapon Styles

cdtweaks:2192:Hybrid of Both Methods

cdtweaks:2200:Multi-Class Grandmastery (Weimer)

cdtweaks:2210:True Grandmastery (Baldurdash)

cdtweaks:2220:Change Magically Created Weapons to Zero Weight

cdtweaks:2240:Un-Nerfed THAC0 Table

cdtweaks:2300:Triple-Class HLA Tables

cdtweaks:2312:Arcane & Divine Magic

cdtweaks:2320:Trap Cap Removal (Ardanis/GeN1e)

cdtweaks:2330:Remove Delay for Magical Traps (Ardanis/GeN1e)

cdtweaks:2339:Remove Summoning Cap for Regular Summons

cdtweaks:2357:Install options one and two (everyone can multiclass anything)

cdtweaks:2360:Remove Racial Restrictions for Single Classes

cdtweaks:2371:Allow non-humans to dual-class

cdtweaks:2410:Druids Use 3E Alignment Restrictions

cdtweaks:2440:Everyone Gets Bonus APR from Specialization

cdtweaks:2530:Lightning Bolts Don't Bounce (Angel)

cdtweaks:2540:Speed Up de'Arnise Keep Stronghold Quests

cdtweaks:2999:Max HP at Level One

cdtweaks:3001:NWN Style

cdtweaks:3008:Allow HP Rolls Through Level 20 (Angel)

cdtweaks:3031:100% Learn Spells and No Maximum Cap

cdtweaks:3040:Make Bags of Holding Bottomless

cdtweaks:3060:Remove "You Must Gather Your Party..." Sound (Weimer)

cdtweaks:3080:Unlimited Ammo Stacking

cdtweaks:3092:Stacks of 80

cdtweaks:3101:Stacks of 40

cdtweaks:3111:Stacks of 40

cdtweaks:3121:NPCs Can Be Angry About Reputation but Never Leave (Salk)

cdtweaks:3150:Remove animation from the Cloak of Mirroring (leave it for other spells and effects that use the same graphic)

cdtweaks:3170:No Drow Avatars On Party In Underdark

cdtweaks:3183:Romance Cheats

cdtweaks:3190:Rest Anywhere (Japheth)

cdtweaks:3200:Sellable Items (Icelus)

cdtweaks:3230:Taerom Makes Additional Ankheg Armor (Icendoan/grogerson)

cdtweaks:3265:50% chance to recover after a successful hit, vs. enemies only

cdtweaks:3275:50% chance to recover after a successful hit, vs. enemies only

cdtweaks:3280:Give Every Class/Kit Four Weapon Slots

cdtweaks:3290:Use scheme: 000000000-Protagonist-Save-Name

cdtweaks:3320:No Depreciation in Stores

cdtweaks:3330:Make party members less likely to die irreversibly

cdtweaks:3340:By 50 percent

cdtweaks:4025:Allow NPC pairs to separate

cdtweaks:4031:Use BG2 Values

cdtweaks:4041:Use BG2 Values

cdtweaks:4061:Use BG2 Values

cdtweaks:4071:Use BG2 Values

cdtweaks:4170:Ensure Shar-Teel doesn't die in the original challenge

cdtweaks:4140:Don't Auto-Assign Advanced AI Scripting to Party

scales\_of\_balance:109:IWO - All Potions Usable by Any Class

scales\_of\_balance:200:SBO - Stat Bonus Overhaul

stratagems:3550:Spells heal or inflict a random amount of damage (1d8 per level of the spell, plus 1 point per caster level, to a maximum of 5 points per spell level)

stratagems:3580:Restoration and Lesser Restoration spells heal ability-score damage

stratagems:4000:Faster Bears

stratagems:4020:More realistic wolves and wild dogs

stratagems:4050:Reputation increases at about 2/3 the normal rate

stratagems:4150:Allow the Cowled Wizards to detect spellcasting in most indoor, above-ground areas in Athkatla

stratagems:4162:License costs 20,000 gp

stratagems:4170:Gaelan wants 40,000 gold pieces

stratagems:4215:Remove unrealistically helpful items from certain areas

stratagems:4240:Treat mages' and priests' High-Level Abilities as innate abilities rather than memorisable spells (each may be taken only once)

stratagems:5900:Initialise AI components (required for all tactical and AI components)

stratagems:6000:Smarter general AI

stratagems:6010:Better calls for help

stratagems:6030:Smarter Mages

stratagems:6040:Smarter Priests

stratagems:6100:Potions for NPCs

stratagems:6300:Smarter sirines and dryads

stratagems:6310:Slightly smarter carrion crawlers

stratagems:6320:Smarter basilisks

stratagems:6500:Improved golems

stratagems:6510:Improved fiends and celestials

stratagems:6520:Smarter genies

stratagems:6540:Smarter dragons

stratagems:6550:Smarter beholders

stratagems:6560:Smarter mind flayers

stratagems:6570:Smarter githyanki

stratagems:6580:Improved Vampires

stratagems:7000:Improved doppelgangers

stratagems:7010:Tougher Black Talons and Iron Throne guards

stratagems:7090:Improved Cloakwood Druids

stratagems:7100:Improved Bassilus

stratagems:7110:Improved Drasus party

stratagems:7130:Improved Red Wizards

stratagems:7140:Improved Undercity assassins

stratagems:7900:Improved minor encounters

stratagems:8000:Make the starting dungeon slightly harder

stratagems:8010:Improved Shade Lord

stratagems:8040:Tie difficulty of level-dependent monster groupings to the difficulty slider

stratagems:8050:Improved Random Encounters

stratagems:8070:Improved Unseeing Eye

stratagems:8090:Party's items are taken from them in Spellhold

stratagems:8110:Improved Sahuagin

stratagems:8130:Rebalanced troll regeneration

stratagems:8190:Improved Minor Encounters

atweaks:100:Restore innate infravision to Half-Orc characters

atweaks:101:Prevent skeletal and incorporeal undead from being affected by Illithids' Devour Brain attack

atweaks:104:PnP Color Spray

atweaks:117:Scrolls can only be scribed at inns and strongholds

atweaks:130:Additional racial traits for Dwarves

atweaks:140:Additional racial traits for Gnomes

atweaks:185:PnP Fey creatures

atweaks:186:Revised Call Woodland Beings spell

atweaks:200:Allow Breach to take down Stoneskin effects applied by items

atweaks:203:Make druidic shapeshifting uninterruptable

atweaks:211:Make Death Ward protect against Vorpal Hits

atweaks:210:Restore the Dispel Magic vulnerability to Nishruu and Hakeashars

atweaks:323:Use IWD animation for spells, retain BG2 animation for other visuals

atweaks:310:Distinctive creature coloring

atweaks:315:Distinctive creature soundsets

atweaks:510:Expanded temple services

klatu:1000:The Gloves of Goodman Hayes

klatu:1010:The Manual of War

klatu:1030:Romance Cheat: Isra will Romance Neutral Characters

klatu:2040:Fix Wild Mage Items and Spells

klatu:2050:Prevent Wish Spells from Interrupting Caster

klatu:2060:Standardize Poison Immunity

klatu:2080:Drop Equipment on Disintegration

klatu:2090:Drop Equipment on Petrification

klatu:2100:Drop Equipment on Imprisonment

klatu:2110:Treat all Innate Abilities as Non-Magical (Unaffected by Wild/Dead Magic and Silence)

klatu:2120:Treat all Psionic Abilities as Non-Magical (Unaffected by Wild/Dead Magic and Silence)

klatu:2130:Treat all Bardsong Effects as Non-Magical (Unaffected by Wild/Dead Magic)

EET\_Tweaks:1000:BG1

EET\_Tweaks:1012:SoD

EET\_Tweaks:1021:BG2

EET\_Tweaks:1031:BG2

EET\_Tweaks:1041:BG2

EET\_Tweaks:1050:Cameo NPCs appearance

EET\_Tweaks:2040:BG1 values (default)

EET\_Tweaks:2052:Decrease to 50%

EET\_Tweaks:2061:Decrease to 75%

EET\_Tweaks:3000:Disable hostile reaction after charm

EET\_Tweaks:3020:Constitution loss & blocked summoning for 1 week

EET\_Tweaks:4040:Import party items to SoA

EET\_Tweaks:4050:Books/Scrolls categorization

EET\_Tweaks:4070:Key Ring

bp-bgt-worldmap:0:Worldmap for Baldur's Gate - including colored Baldur's Gate map icons

PPE:0:Portraits Portraits Everywhere (PPE) - core component

PPE:150:Random

PPE:10:Isandir's CHARNAME Portraits

PPE:20:Replace Low Quality TOB & SOA Portraits

PPE:25:Edwin/Edwina

PPE:35:Vampire NPCs

eportraits:0:Install Enkida's Portrait Mod?

eportraits:100:Install portraits to the portrait directory

eportraits:102:Alternate Anomen

eportraits:118:Alternate Balthazar

eportraits:119:Alternate Bodhi (default)

eportraits:103:Alternate Cernd

eportraits:104:Alternate Edwin (default)

eportraits:122:Alternate Ellesime

eportraits:125:Alternate Illasera with racial bugfix (default)

eportraits:110:Alternate Mazzy (default)

eportraits:113:Alternate Nalia (default)

eportraits:115:Alternate Valygar (default)

eportraits:116:Alternate Viconia

eportraits:206:Alternate Fade

EET\_end:0:Standard installation

LightingPack:1:Slightly increased contrast, brightness and gamma

LightingPack:103:Apply preset "Sunlight" (5,500 Kelvin)