

Modification for Baldur's Gate II

# DARK TIDINGS





# CREDITS

**Acifer:** Mod design, Graphics

**Sirick:** English Version

**Laura Hirsbrunner:** Microsoft Word Template

## SPECIAL THANKS:

**Lava:** Additional help & ideas, Beta testing

**Morywen:** Beta testing

All graphics in this readme © by Acifer



## THE ISLAND OF IRPHONG

Far off the coast of Amn is the isolated island of Irphong. Its only feature of note is its Sea Tower, which is used as a marker to show the northern end of Asavir's Channel. The magical light in the tower is a wayfarers mark, to prevent ships from crashing into the islands or the peninsula.

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## DISCLAIMER

This mod uses numerous 3d objects, graphics, textures and other assets from various artists that are either licensed for non-commercial use or have been released for non-commercial use by the respective creator. Please note that these licenses are not transferable and due to copyright reasons, no graphical elements, animations or sounds from this mod may be used in other modifications!





## ABOUT

*For thousands of years, the magical light of the Sea Tower of Irphong has been a steady guide for sailors making their passage through Asavir's Channel – until now, because the light of the Sea Tower has extinguished. There have long been rumors of pirates using the island as a hideout, as well as Dragon Turtles and Kraken that have made the shallows around the island their home. There is only one way to uncover the secret behind the darkness of the Sea Tower: You must sail to the island and search for the cause of the extinguished beacon.*

Dark Tidings is a quest mod for Baldur's Gate II. It starts in the docks of Athkatla (in the tavern Sea's Bounty) and is playable right from the beginning.

Key features:

- ❖ new areas to discover
- ❖ new monsters to defeat
- ❖ new treasure to recover.

The Mod is intended for a well-balanced party of levels 9–12. To complete some of the optional components you will need either a mage, bard, cleric, shaman, sorcerer or druid in your party.

The adventure is based on descriptions from the "Lands of Intrigue" sourcebook by Steven E. Schend and inspired by the adventure "The Darkhouse of Saerloon" (from "Faiths and Pantheons") by Eric L. Boyd and Eric Mona.

## COMPATIBILITY

Dark Tidings is compatible with the following versions of Baldur's Gate II:

- ❖ BG2 – ToB (the original-non-EE-Version)
- ❖ BG2EE – the Enhanced-Edition versions of Baldur's Gate 2
- ❖ as well as the Baldur's Gate Trilogy and the Enhanced Edition Trilogy.

**Please note that there are different installation requirements for the different versions of the game.**

## BASIC INSTALLATION

The file Dark-Tidings.zip should be extracted into your game directory using 7zip or WinRAR. When properly extracted, your game directory will contain setup-tidings.exe and the folder tidings. To install, double-click setup-tidings.exe and follow the instructions on screen.

First, pick your favorite language. Currently available:

- English
- German

You do *\*not\** need to start a new game to take advantage of anything you installed.

You can run setup-tidings.exe in your game folder to reinstall, uninstall or otherwise change components.

## INSTALLATION FOR NON-EE VERSIONS OF BG2

Please note: **For the original (Vanilla) non-EE version of BG2-ToB, you need a full installation of "Infinity Animations" and a partially installation of "One Pixel Productions (1PP)" before you install this mod.**

For "1PP", the following component is needed:  
Extended palette entries –> Full install

You can download Infinity Animations here:  
<http://www.shsforums.net/files/category/98-infinity-animations/>

You can download 1PP here:  
<http://www.spellholdstudios.net/ie/1pp>

Dark Tidings checks if the two mentioned mods are installed if you're trying to install the mod on a Vanilla BG2 game, otherwise the installation will fail.

## INSTALLATION FOR BG2EE

For BG2EE, you do not need to install any other modifications prior to Dark Tidings as all of the prerequisites are already present in the Enhanced Editions.





## KNOWN BUGS

- ❖ You can send dismissed characters from the remote island back to Athkatla. This is not a bug. I decided it is better than letting the NPCs rot on the island. :-)
- ❖ In Vanilla (original) BG2, the water elemental animation's death sequence leads to a CTD. So I deactivated this sequence and replaced it with a splash.
- ❖ Please report any bugs you encounter to the mod's forum.

## FAQS, HINTS AND SPOILERS

Q: Where does the adventure start?

A: The adventure starts when you talk to Thalass in the Sea's Bounty in the Docks district of Athkatla.

Q: What level do you recommend to play the adventure?

A: That's a matter of taste. I like tactical challenges, so the fights might be tough when you've just escaped Chateau Irenicus. But my intention was to provide a new adventure that is playable right from the start, so I recommend to play the adventure on lower levels early in the game.

Q: How long will it take to finish the mod?

A: Expect to head back to Athkatla after approximately two hours of game play.

Q: Is the mod compatible for a solo play through?

A: I honestly don't know. I recommend to start the adventure with a well-balanced party.

Q: How many new areas are in the mod?

A: There are 13 new areas in the mod. Some are quite small, since they consist of the interior of a lighthouse, but 3 of them are bigger, though. :-)

Q: What do I need to be prepared?

A: You should equip your party with a balanced mix of healing potions, antidotes and magic ammo before you head to the island. Magical weapons are also helpful.

Q: Why is the Waterblade only a +2 weapon?

A: Because that's what the DMG says. But you could ask someone if he can craft a better for you if you happen to know someone with great weapon smithing skills in Athkatla.

## VERSION HISTORY

- ❖ Please refer to the file Tidings\documentation\tidings-version.txt for the current version of the mod.

## TOOLS USED

Adobe Photoshop, Adobe After effects, Adobe Premiere Pro, Corel Photopaint, Corel Draw, Corel ParticleFX, 3ds Max, DAZStudio, FilterForge, Genetica, Bryce, Blender, Articy:draft, WeiDU, DLTCEP, NearInfinity, IETME, Infinity Explorer, BAM Workshop 1&2, Notepad++, ConText, Visual Studio Code

## SOURCEBOOKS

I used a bunch of sourcebooks in the creation for this adventure. I really love collecting stuff from D&D, so I try to incorporate as much lore as possible.

The following sourcebooks were used:

- ❖ Lands of Intrigue
- ❖ Faiths and Pantheons
- ❖ Princes of the apocalypse
- ❖ Dragon magazine #294
- ❖ Return to the Temple of Elemental Evil
- ❖ The forgotten Temple of Tharizdun
- ❖ Dragon magazine 353
- ❖ Come Endless Darkness

## ADDITIONAL CREDITS

The light keeper's final words are a quote from Mike Mearls' "Founders & Legends Jocks Machina" role-playing session. I highly recommend watching the entire show, it's the best role-playing session I've ever seen: <https://youtu.be/eVRU9z5tI94>

Additional Sounds used:

The waves on the beach by Florian Reichelt: <https://freesound.org/people/florianreichelt/sounds/450755/>

The barnacles:

<https://freesound.org/people/datasoundsample/sounds/638632/>  
<https://freesound.org/people/Clearwavsound/sounds/524609/>





**DON'T DEPEND TOO MUCH  
ON ANYONE IN THIS  
WORLD, BECAUSE EVEN  
YOUR OWN SHADOW  
LEAVES YOU WHEN YOU  
ARE IN DARKNESS.**

