

Voices Voices Extravaganza - Baldur's Gate

- MOD VERSION: 1.1
- AUTHOR: Colossus
- GAMES: BGEE, EET, BG1+TOTSC

Introduction

Adds AI-generated English voiceovers for all characters from Baldur's Gate 1, including the base game and Tales of the Sword Coast. Does not include The Black Pits, the Tutorial, or Siege of Dragonspear.

Demo

Check out a demo of this mod on [YouTube](#)!

Compatibility

This mod is designed to work with Baldur's Gate: Enhanced Edition (BGEE), or Enhanced Edition Trilogy (EET). When installing the mod on EET, you may install it before or after EET_End.

This mod will work when installed in the middle of a playthrough.

Compatibility with legacy BG1 + TOTSC is also supported. However, some lines differ between the enhanced edition and the legacy edition. These lines will be voiced according to the enhanced edition version.

Compatibility with TUTU, BGT, or TUTU TOTSC is unknown. You're welcome to try it and report back.

Compatibility with other mods is not guaranteed, but in theory it should not conflict with other mods.

Installing the mod

1. If you are installing on A BGEE game with SoD installed, and it's from GOG or Steam, you will need to install [Modmerge](#) or [DLCMerger](#) before installing this mod.
2. Copy all contents of the compressed file to your game directory.
3. Run [setup-vveBG.exe](#) and follow the instructions.

Imperfections and known issues

- Lachluger: Singing not feasible.
- Hephis: Singing not feasible.
- Sailor Finch: Singing not feasible.
- Sailor Joss: Singing not feasible.
- Sailor Ned: Not 100% accurate with the text.

I do realize that there are still some unvoiced lines, especially lines of some generic characters, and the [HOSTILE](#) and [POST](#) lines of some characters. I will try to address these in future updates using the new workflow that I have been experimenting on SOD.

Bug reports

Please report any bugs, issues, enhancement requests, or general feedback to the author's [email address](#).

Disclaimer

I do not own any of the original voice performances or characters from the game. The AI-generated voices are based on both existing performances and newly created voices, but all audio assets in this mod remain the property of their respective copyright holders. This project was created purely for educational and personal use, as a means to explore the technical process of adding voiceovers to a game. No profit is being made from this mod, nor is it intended to replace or diminish the value of the original work. If any content in this mod is deemed inappropriate or in violation of rights, please contact me, and I will take necessary action. The original game and voice performances are protected under copyright law, and this mod is designed to pay tribute to them, not infringe upon them.

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Acknowledgements

- Thanks to Reddit user **GIMemo** for testing the mod in its early stage and providing feedback.
- Thanks to NexusMods user **robovoiddev** for suggesting the conversion to ogg format.

Version History

1.1

- Added a missing Sarevok line.
- Redid Sarevok's lines at the end of the game.
- Reduced the size of the mod around 80% of by converting all audio files to ogg format.

1.0

- Added all voices not existing in the original game.