

# PnP Potions

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## 0 Table of Contents

1	Overview	1
2	Compatibility	2
3	Bug Reporting	2
4	Installation	2
5	Contents	4
6	Thanks and Acknowledgements	5
7	Copyright Information	6
8	Version History	6

## 1 Overview

*This mod is meant to implement PnP potion behavior.*

## 2 Compatibility

This mod works on the following Infinity Engine games.

- The series of Enhanced Editions published by Beamdog, which at present includes
  - [Baldur's Gate: Enhanced Edition](#) (BGEE)
  - [Baldur's Gate II: Enhanced Edition](#) (BG2EE)
  - [Icewind Dale: Enhanced Edition](#) (IWDEE)

The BGEE [Siege of Dragonspear](#) expansion (SoD) is supported as well. All of the Enhanced Edition games include the original expansion packs, e.g. IWDEE includes Heart of Winter and Trials of the Luremaster.

- The conversion project [Enhanced Edition Trilogy](#) (EET).

## 3 Bug Reporting

If you should encounter any bugs, please report them to the author at the [PnP Potions](#) forum. In addition, PnP Potions is available on [GitHub](#), so fixes and changes can be submitted by the community.

## 4 Installation

### Special Note for Siege of Dragonspear from Steam/GOG

Good Old Games (GOG) and Steam both package the additional content for Siege of Dragonspear in a method that WeiDU, the tool used to install this mod, cannot access. You must run a program called [DLC Merger](#) on your SoD installation before you can install this or any other WeiDU-based mod.


### Enhanced Editions Note

The Enhanced Editions are actively supported games. Please note that every patch update will wipe your current mod setup! If in the middle of a

modded game you might want to delay the patch update (if possible) as even after reinstalling the mods, you might not be able to continue with your old savegames. Alternatively, copy the whole game's folder into a new one that can be modded and will stay untouched by game patches. For BG:EE it is important that you install the mod to the language version you are playing the game in. Otherwise, the dialogues of the mod will not show but give error messages.

## Windows


PnP Potions for Windows is distributed as an extractable compressed archive and includes a **WeiDU** installer.

Extract the contents of the mod archive into the folder of the game you wish to modify (the folder which contains the `chitin.key` file), using [7zip](#), [WinRAR](#), or another file compression utility that handles `.zip` files. On successful extraction, there should be a  `pnP_potions` folder and a `setup-pnP_potions.exe` file in your game folder. To install, simply double-click `setup-pnP_potions.exe` and follow the instructions on screen.

Run `setup-pnP_potions.exe` in your game folder to reinstall, uninstall or otherwise change the component settings.

## macOS

PnP Potions for macOS is distributed in the same compressed archive and includes a **WeiDU** installer.

First, extract the files from the archive into your game directory. On successful extraction, there should be a  `pnP_potions` folder, `setup-pnP_potions` and `setup-pnP_potions.command` files in your game folder. To install, simply double-click `setup-pnP_potions.command` and follow the instructions on screen.

Run `setup-pnP_potions.command` in your game folder to reinstall, uninstall or otherwise change the components settings.

## Linux

PnP Potions for Linux is distributed in the same compressed archive and does not include a **WeiDU** installer.

Extract the contents of the mod to the folder of the game you wish to modify.

Download the latest version of **WeiDU** for Linux from [GitHub](#) and copy `weidu`

and `weinstall` to `/usr/bin`. Following that, open a terminal, `cd` to your game installation directory, run `tolower` and answer `Y` to both queries. You can avoid running the second option (`linux.ini`) if you've already ran it once in the same directory. To save time, the archive is already tolowered, so there's no need to run the first option (lowercasing file names) either if you've extracted only this mod since the last time you lowercased file names. If you're unsure, running `tolower` and choosing both options is the safe bet.

To install, run `weinstall setup-pnp_potions` in your game folder. Then run `wine baldur.exe` and start playing.

## 5 Contents

After installing this mod, all in-game potions will behave as follows. Quaffing a potion while the effects of any potion were still active might trigger one of the following events:

- **1%** chance to explode.
  - 5d10 fire damage on the drinker, + 1d10 fire damage in 5' radius (small fireball) (total of 6d10 on the drinker).
- **2%** chance for instant poison death.
  - Unless the drinker is completely immune to poison damage.
- **5%** chance for Strength & Dexterity loss.
  - It will cause 1 Strength and 1 Dexterity loss (permanent, cannot be dispelled).
  - This result will also cause sleep (nausea) for 1 round.
- **7%** chance to cancel/remove all active potion effects.
- **10%** chance the current potion does nothing.
- **10%** chance the current potion has half effectiveness.
  - For instance, *Potion of Magic Blocking* would last for 15 seconds (instead of 30).

- For instance, *Elixir of Health* would heal the drinker for 5 Hit Points (instead of 10).
- **8%** chance the current potion has +50% effectiveness.
  - For instance, *Potion of Magic Blocking* would last for 45 seconds (instead of 30).
  - For instance, *Elixir of Health* would heal the drinker for 15 Hit Points (instead of 10).
- **1%** chance the current potion has permanent/double effectiveness.
  - For instance, *Potion of Magic Blocking* would last indefinitely (until dispelled).
  - For instance, *Elixir of Health* would heal the drinker for 20 Hit Points (instead of 10).

Permanent potions, such as potions of healing, would be considered still in effect for 1 turn (60 seconds) after drinking them.

The aforementioned special events can occur only upon quaffing **potions**. As a result, there is no risk in using 1 Oil and 1 Potion, as oils are applied to the skin, not consumed, so they wouldn't mix.

## 6 Thanks and Acknowledgements

- **Original mod concept:** Kjeron
- **LFO:** DavidW
- **General purpose functions:** Argent77, CamDawg
- **Tools Used in Creation**
  - [WeiDU](#) by Wes Weimer, the bigg, and Wisp
  - [Near Infinity](#) by Jon Olav Hauglid, FredSRichardson, and Argent77
  - [IESDP](#) maintained by igi and lynx
  - [Infinity Auto Packager](#) by AL|EN

## 7 Copyright Information

PnP Potions is ©2021-Present, Luke.

Since in practice I'm obviously not going to sue anyone, I'll use this section to say what I'd like people's attitude to re-using and redistributing my mods. Basically, I don't mind what you do with the code provided you:

1. give me full credit when you borrow or re-use my code in your own mod,
2. don't actually mirror this mod (or any modified version of this mod) somewhere else.

## 8 Version History

- **Version 1 (June 2021)**
  - Initial release.
- **Version 1.1 (June 2021)**
  - Internal fixes.
- **Version 1.2 (June 2021)**
  - Added Czech translation.
  - Updated Hungarian translation (thanks to GraionDilach).
- **Version 1.2.1 (June 2021)**
  - Added Project Infinity metadata.
  - Updated README.
  - Minor internal tweaks.
- **Version 1.2.2 (July 2021)**
  - Fixed malformed Project Infinity metadata.
  - Added global LABEL to support AL|EN's [Project Infinity](#).

- Added EET compatibility.
  - Internal fixes.
  - Added [Shields.io](#) badges to GitHub README.
  - Updated README.
- **Version 1.2.2.1 (September 2021)**
  - Removed unused `Type = Tweaks` from `pnp_potions.ini`.
  - Minor internal tweaks.