PnP Potions

Luke 🐯

0   Table of Contents

1   Overview

This mod is meant to implement PnP potion behavior.

2   Compatibility

- This mod is fully compatible with 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), and 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.

3   Bug Reporting

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

This mod for `Windows` is distributed as a self-extracting archive and includes a `WeiDU` installer. To install, simply double-click the archive and follow the instructions on screen.

Alternatively, the files can be extracted into your game directory using 7zip or WinRAR. When properly extracted, your game directory will contain `setup-pnp_potions.exe` and the folder `pnp_potions`. To install, double-click `setup-pnp_potions.exe` and follow the instructions on screen.

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

macOS

This mod for `macOS` is distributed as a compressed tarball and includes a `WeiDU` installer.

First, extract the files from the tarball into your game directory. When properly extracted, your game directory will contain `setup-pnp_potions`, `setup-pnp_potions.command`, and the folder `pnp_potions`. To install, double-click `setup-pnp_potions.command` and follow the instructions on screen.

You can run `setup-pnp_potions.command` in your game folder to reinstall, uninstall or otherwise change components.

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.