THRONE OF THE MAD GOD

Modification for BG2EE

Amn 1369 DR

Sea of Swords

The Green Fields

Nashkel

Qadim Hills

Troll Mountains

The Wailing Dwarf

St. Carwell's Vale

The Cloudpeaks

Snakewood

Maqar's Hill

Trollstomb Run

Giant's Plain

Eshpurta

The Ridge

Hamlar Hills

Goldspires

Alandor River

Lake Weng

Splendarllur River

Axe Bridge

Athkatla

de'Arnise Hold

Trademeet

Temple Ruins

Esmel River

Amn

Lake Esmel

The Small Teeth

North Forest

Tejarn Hills

Umar Hills

Imnescar

Shilmista (Forest of Shadows)

'phong

'eatower

'asavir's Channel

Dragon's Head

Muth Rhynn

Snowflake Mountains

Firedrake Bay

Wealdath (Forest of Tethir)

Windspear Hills

Nemessor

Brynnlaw

Riatavin

Mt. Tvrbol

The Race

Suldanessellar

Kvldin Peak

Hook Isle

Starspire Mountains

Tethyr

Thordentor

Zazesspur

Saradush

The Purple Hills

Darromar

Omlarandin Mountains

Erlkazar

OVERVIEW

Bards sing of a daring expedition lost in the Troll Mountains seeking dwarven ruins. Will you rewrite their ending, or join them in an eternal ballad?

"Each region deserves its own desolate dwarven dungeon hiding a dastardly villain."
-Volo

"And each dastardly villain deceives desperate adventurers into delving into desolate dwarven dungeons."
- Elminster

ABOUT THE MOD

Throne of the Mad God is a quest mod for BG2EE and EET and adds new areas, new enemies and new quest to the game.

Features:
- Engaging new storyline set in the Forgotten Realms lore.
- New enemies with new, never seen before animations
- Intriguing puzzles
- Unique magical items.

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

COMPATIBILIY

Throne of the Mad God is compatible with the Baldur's Gate 2 Enhanced Edition (BG2EE) and the Enhanced Edition Trilogy (EET).

INSTALLATION

❖ If you've previously installed the mod, remove it before extracting a new version.

❖ Extract the contents of the mod archive to your game's main directory (BG2:EE/EET which contains the CHITIN.KEY file). On successful extraction, there should be a ThroneoftheMadGod folder and a Setup-ThroneoftheMadGod.exe file in your game folder.

❖ To install, simply double-click Setup-ThroneoftheMadGod.exe and follow the instructions on screen.

❖ Run etup-ThroneoftheMadGod.exe in your game folder to reinstall, uninstall or otherwise change components.
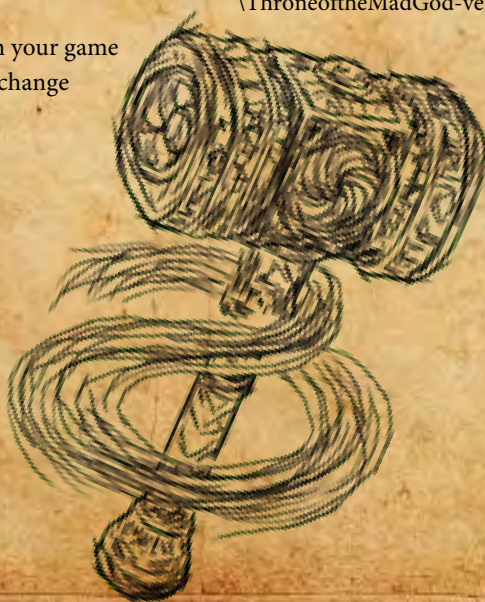
HOW TO PLAY THE MOD

❖ **You need to start a new BG2EE game.**

❖ To begin your adventure in "Throne of the Mad God," start a new game and head to the "Den of the Seven Vales" in Waukeen's Promenade. Interact with the bard performing in the rear section of the tavern to trigger the beginning of the mod.

❖ Recommended Character Level: The mod is designed for characters level 9 and above. It includes dynamic scaling to adjust the difficulty of enemies based on the player's level and chosen game difficulty settings.

COMPATIBILITY WITH OTHER MODS

❖ Since this mod does not fundamentally interfere with the main game, most mods, especially those that modify NPCs, enemies, kits, spells, scripts and the like in the main game, should be compatible with this mod.

❖ Crossmod content is not yet implemented.

VERSION HISTORY

You may find the current mod versions and bug reports at ThroneoftheMadGod\Documentation\ThroneoftheMadGod-version.txt

FAQS, HINTS AND SPOILERS

Q: Can I use an existing save to play this mod?
A: No, a new game must be started to properly initialize all mod content.
Q: Is this mod compatible with other Baldur's Gate II mods?
A: Yes. This mod is designed to be as compatible as possible but check for specific conflicts on community forums.
Q: What is the estimated playtime for this mod?
A: The mod typically offers 6-8 hours of gameplay, depending on your play style and interaction level.
Q: What level should my characters be before starting the mod?
A: It is recommended that your characters be at least level 9 before starting the mod. The mod includes dynamic difficulty scaling, so starting with a higher-level party will provide a balanced experience as well.
Q: Are there any specific classes or party configurations recommended for this mod?
A: 'Throne of the Mad God' can be completed with any class or party configuration. However, having a diverse party with a mix of combat, magic, and healing abilities will help manage the various challenges more effectively.
Q: Where can I report bugs or gameplay issues?
A: Please report any bugs or issues on the mod forum on G3 or the beamdog forum.

TOOLS USED

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

THRONE OF THE MAD GOD

Gear up, gather your party, and prepare to carve your names into the annals of history—or into a mournful bard's lament.