

IWDisator

This module allows you to install certain mods designed for BG2EE on IWDEE. It works as follows:

- 1: Copy the IWDisator and all the mods for BG2EE that it manages that you want to install into the IWDEE directory (00798).
- 2: Install the IWDisator. It prepares all the mods.
- 3: Install all the mods for BG2EE that you have planned. They are ready.

Note :

Some quest mods still refer to Athkatla and some of its districts in the text. I couldn't change this because I would have had to change the references in all languages, and that's impossible for me in exotic languages.

Modules that the Iwdisateur can convert and where they start:

Shops:

Mystigan	Kuldahar
The Unusual Oddities Shop	Kuldahar
Under-Represented Items Mod	Kuldahar, Conlan's Smithy / Lonelywood, Gallaway's Trading post
Dgitems	Kuldahar, Orrick
Sir Renal	Kuldahar, Temple of Illmater
Darron	Kuldahar, hidden among the roots of the tree, to the north
RTT ItemPack	Lonelywood, Kiéran Nye. If divided: Hidden Gnome Camp / various shops of Lonelywood / Edion Caradoc
The Improved Volcano! Pack	Lonelywood, in front of the temple of Waukine
Volcanic armoury	Distributed among many shopkeepers + activates the Evening Shade shop after completing the ring quest
IRStore	Kuldahar / Lonelywood / Trial of the Luremaster in Hobart's hiding place

Items and spells:

Isaac's Missile Storm	Kuldahar, Orrick / Lonelywood, Kieran Nye
The Tortured Soul Quest	Vale of Shadows, tomb after the plateau with the Statue
Heart of the Wood	Severed Hand, Sheverash tower, top
Demon Summoning Ritual	Pdorn's Deep - Malavon
Red Dragon summoning	Trial of the Luremaster - Hobart
Saradas Magic (version BGEE)	Kuldahar, Temple of Illmater

Cheated one day NPCs:

Larsha (romance included)
Moddie
Chiara
Malthis (battles included)
Horace
Xardas (level 16)

Havredest
Havredest, next to the wolf pack before the orcs.
Kuldahar, Evening Shade upper level, Jabob in the Temple of Illmater. No Amian Soldier.
Vale of Shadows, at the beginning. Contact on the Evening Shade upper level, meetings/battles outdoor at night.
Vale of Shadows, Temple of Myrkul.
Kuldahar, if the group is level 15 or higher and in Heart of Fury mode

Battle arenas:

Umbra of T.R.O.W
Test your mettle

Automatic as soon as player1 reaches level 14
Wandering Modrones marauding on the Burial isle

Quests:

Ooze's Lounge
Tales of the Deep Gardens
Tower of Deception
Dungeon Crawl

Kuldahar - new entrance near the entrance
Kuldahar, Chapter 3 minimum. All riddles relocated
Kuldahar - Root cellar tavern, chapter 3 minimum
Lonelywood - The Whistling Gallows tavern

Misc:

Pack Mule
Revisit The Old Haunt
Selphira Tweaks

Kuldahar, to the entrance
By casting Limited Wish or Wish
(bonus: allow to earn XP by disarming traps)