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

IRStore Kuldahar / Lonelywood / Trial of the Luremaster in Hobart's hiding place

Items and spells:

Volcanic armoury Distributed among many shopkeepers + activates the Evening Shade shop after completing the ring quest

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 Sumonning 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) Havredest

Moddie Havredest, next to the wolf pack before the orcs.

Morgul Kuldahar Pass, new entrance, new area. Warning: dangerous for low levels.

Chiara Kuldahar, Evening Shade upper level, Jabob in the Temple of Illmater. No Amian Soldier.

Malthis (battles included) Vale of Shadows, at the beginning. Contact on the Evening Shade upper level, meetings/battles outdoor at night.

Vale of Shadows, Temple of Myrkul.

Xardas (level 16) Kuldahar, if the group is level 15 or higher and in Heart of Fury mode

Battle arenas:

Umbra of T.R.O.W Automatic as soon as player1 reaches level 14
Test your mettle Wandering Modrones marauding on the Burial isle

Quests:

Horace

Tower of Deception Kuldahar - Root cellar tavern, chapter 3 minimum Dungeon Crawl Lonelywood - The Whistling Gallows tavern

Misc:

Pack Mule Kuldahar, to the entrance

Revisit The Old Haunt By casting Limited Wish or Wish

Selphira Tweaks (bonus: allow to earn XP by disarming traps)