

Call of the Lost Goddess



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This mod is inspired by the AD&D P&P adventure "FOR DUTY AND DEITY" by Dale Donovan

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DISCLAIMER

This mod will take you to some of the most evil and disgusting places that exist in the multiverse. I have taken great care with the visualisation and would therefore like to emphasize that I share neither the depicted violence nor the point of view of the inhabitants in any way.

In the words of game designer Monte Cook: "I do not condone, endorse, or seek to glorify anything in this adventure as it might relate to the real world. This is bad stuff, and I'm not a bad person."



OVERVIEW

"Waukeendead? No, comrade. Although even gods could die, I would know it if the Merchant's Friend had gone to the astral realm. The Golden Lady is only on a great caravan, and her coin will soon shine again. In the meantime, a regent watches over the counting house, giving us hope that the Lady of Coin will reward us for our trust in her and in her chosen regent."

- *Holycoin and Voice of the Lady Tharundar Olehm*
Abbey of the Goldspires, Athkatla

ABOUT THE MOD

Call of the Lost Goddess is a quest mod that adds new quests, areas, monsters and items to BG2. It is inspired by the pen-and-paper adventure "For Duty and Deity" by Dale Donovan. I have adapted the module in such a way that the mod should fit seamlessly into the Baldur's Gate II game experience.

Some facts:

- ❖ 46 totally new areas that are designed from scratch in 3D
- ❖ more than 40 new unique items
- ❖ new monsters with new animations: Vrock, Dretch, Nighthag and many more
- ❖ challenging battles
- ❖ many sidequest for a full gameplay experience
- ❖ multiple roleplaying options to solve most quests
- ❖ approx. 10 hours playing time

REQUIREMENTS

Call of the Lost Goddess is compatible with the Baldur's Gate 2 Enhanced Edition (BG2EE) and the Enhanced Edition Trilogy (EET).

- ❖ 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 (BGII:EE/EET which contains the CHITIN.KEY file). On successful extraction, there should be a godcall folder and a setup-godcall.exe file in your game folder. To install, simply double-click setup-godcall.exe and follow the instructions on screen.
- ❖ Run setup-godcall.exe in your game folder to reinstall, uninstall or otherwise change components.
- ❖ You can choose to install additional portraits for the major NPCs and AI-generated voiceovers for the major dialogs.
- ❖ Due to the size of the modification, the installation may take longer than you are used to from other mods.

HOW TO PLAY THE MOD

- ❖ You need to start a new BG2EE game.
- ❖ The mod starts when you enter Athkatla's government district. You will be approached by a priest in front of the temple of Waukeen and the adventure begins.

- ❖ The mod is set in the SoA part of the trilogy.
- ❖ ToB content is planned, but not yet implemented.
- ❖ From Brynnlaw and from the Underdark, the mod areas are not accessible. Since there are no questrelevant timers in this mod, you can always follow the main BG2 story and continue with the mod again later.
- ❖ Due to the story told in this mod, there are some places from which you can't easily return to Athkatla. So make sure you finish quests of the main game that have timers before jumping into this adventure.
- ❖ The adventure and quests are playable from the beginning of the game.
- ❖ Recommended character level: Level 10+

COMPATIBILITY WITH OTHER MODS

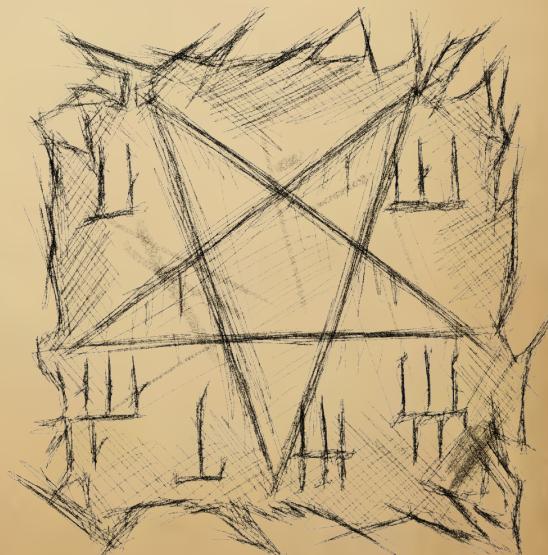
- ❖ Since this mod does not fundamentally interfere with the main game, most mods, especially those that modify NPCs, enemies, kits, spells, scripts and the like in the main game, should be compatible with this mod.
- ❖ Crossmod content is not yet implemented.

VERSION HISTORY

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

SPOILER ALERT!

The following pages contain background information about the adventure.



ADVENTURE BACKGROUND

The following pages are intended for players who want to dive more into the lore of the mod, but contain spoilers about locations and creatures encountered in the adventure.

GOLDSPIRES

Overlooking Athkatla's merchant's bay, the Abbey of the Goldspires rises from its coastal promontory above the rooftops of the City of Coin. With more than 15 buildings within its fortified walls, the abbey almost forms a small city of its own, all dedicated to the Church of Waukeen (and Lliira). While many faltered at the thought that Waukeen had left the Realms after the Godswar, her priests at her major temple Goldspires were among the first to accept Lliira's regency and restore the active faith, albeit in altered form. More than 12 major mercantile companies and powerful families help fund the church and wield political pull with the Holycoin (who has quite a lot of influence himself). Within the church are over 1,000 lay followers and acolytes, 150 priests, and Goldspires's six senior clergy. The shift in Waukeen's worship has begun to worry the Holycoin. While Amnian churches often sponsored grand galas to celebrate Waukeen, some clerics seem to have taken Goldspires example to extremes.



THE ABYSS

The Abyss, the endless pit, home of demons. If there is one place that reflects evil in its purest form, it is certainly the Abyss. No one knows for sure how many levels the Abyss has, but according to the estimation of most scholars, it is infinite. Many planes also have unique names, such as "Plane of Infinite Portals," "Azzagrat," or simply "Worm Blood" or "That Hellhole." Most of the planes are ruled by a demon lord, especially powerful fiends who are constantly in competition with each other. The most famous demon lords are Demogorgon, Orcus and Graz'zt.



"Ah, the Abyss. Picture yerself loungin' in a reekin' puddle of acid, with fiery rocks showerin' down on ya like a cosmic storm, and every critter with a twitch devourin' ya. Now, envisage this scenario stretchin' out for all of eternity. That, my friend, be the Abyss in all its chaotic glory."

- Riftshadow Grimsurge, planar traveler

THE INFINITE STAIRCASE

The "Infinite Staircase" is a unique structure in the Multiverse, as it connects every corner of the different planes with each other - according to its own laws. It seems to be particularly attracted to creativity and art - in every conceivable form - with the result that completely different planes, which seemingly do not fit together, can be reached directly next to each other from the staircase.

Access to the various levels is provided by platforms from which doors lead off to the respective planes. The experienced planewalker can draw conclusions about the nature of the location behind the door.



FACTIONS

Many different types of fiends dwell in the lower planes. The two most important ones - Baatezu and Tanar'ri - are briefly introduced here. Both have in common that they have an insatiable hunger for mortal souls, which they take after their death for their evil machinations.

THE TANAR'RI

Tanar'ri are demons that inhabit the Abyss in vast, seemingly endless numbers. They are chaotic evil, bloodthirsty, and possess numerous abilities to lure mortals to their doom. Among the most known representatives of the Tanar'ri are Manes, Dretches, Alu-Fiends, Succubi, Glabrezu, Marilith and Balors.



THE BLOODWAR

The "Blood War" is the eternal conflict between the lawful evil devils of Baator, the Baatezu, and the chaotic evil demons of the Abyss, the Tanar'ri. It takes place in most layers of the lower (evil) planes of existence and has known no real winner for thousands of years.



THE BAATEZU

The lawful evil Baatezu or simply "devils" live in the Nine Hells. They try to bind mortals to Hell with promises and pacts in the afterlife. Examples of baatezu are Lemures, Erynnies, Cornugons, Hamatulas and the mighty Pit Fiend.



APPENDIX

KNOWN BUGS

- ❖ You can send dismissed characters from the remote areas back to Athkatla. This is not a bug. I decided it is better than letting the NPCs rot in the Abyss.
- ❖ Please report any bugs you encounter to the mod's forum.
- ❖ Please refer to the file Godcall\documentation\godcall-version.txt for the current version of the mod.

FAQs, HINTS AND SPOILERS

Q: I can't beat the Demon Knight in the chamber covered in blood. He reappears each time I kill him. Is this a bug?

A: It's not a bug. You should look at the hints in this room and his dialogues to consider your actions carefully.

Q: In this one level, there are several sleeping people and I don't know what to do next.

A: Talk to them. Maybe it's a good place to take a rest, too.

Q: I was accused by this priest in front of the Succubus and now a fight arises which is absolutely insane and which I cannot win!

A: There are various options in this mod, which must be considered very carefully. One of these is not to neutralise the priest and let it come down to a fight. Only highly experienced parties have a chance of taking on an entire city of demons and coming out victorious.

Q: I freed the prisoner and now it's game over!

A: Unfortunately, you fell for a trap set by the demons and freed the wrong prisoner. As mentioned above, you should consider your actions wisely.

TOOLS USED

This mod uses the following animations taken from Infinity Animations: Bebilith, Monodrone, Hamatula and Succubus. Credits for these amazing animations go to the original creators of this mod.

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, Replica Studios, elevenlabs

I used many free sounds created by the community at Freesound.org. Please refer to the file:

Godcall\documentation\godcall-credits.txt for the full list of credits.

ABOUT AI

I used AI for the voiceover of this mod using the tools Elevenlabs and Replica Studios.

I have used the AI in compliance with all applicable copyright regulations and have not cloned or copied voices of other artists. You can choose to install the voiceover separately from the main component if you don't like this component.

SOURCEBOOKS

I used a bunch of sourcebooks in the creation for this adventure. I really love collecting stuff from D&D, so I try to incorporate as much lore as possible.

The following sourcebooks were used:

- ❖ Lands of Intrigue
- ❖ For Duty and Deity
- ❖ Hordes of the Abyss
- ❖ Planes of Chaos
- ❖ Hellbound: The Blood War
- ❖ Monstrous Manual: Planescape Appendix
- ❖ Tales from the Infinite Staircase



**KNOW THAT IT
IS
FOLLY
FOR THE GODS
TO CHANGE
FATE.**

Traverse the Lower Planes in this epic adventure to rescue a special soul from the clutches of a demon lord.

