**Lol's RezMod**

“Evil always triumphs over good because good is dumb.”

So, these are just some old non-WeiDU mods I found at the Sorcerer's Place and decided to practice a bit 'o WeiDU :D

This also holds some stuff (if ya know what I mean ;)) that I liked and brought some uniformity to the BWP installation.

Here are the links to the original mods: (you may need to scroll the page to find em)

* [Improved Anarg](http://www.sorcerers.net/Games/BG2/index_mods_hosted_misc2.php) by knightlight
* [Masamune Mini-Mini-Quest](http://www.sorcerers.net/Games/BG2/index_mods_hosted_misc3.php) by ShadowDaemon

And 2 small visual tweaks that I liked:

* **Extended Visual Ioun Stones (from v2) by WoRm**
  + This component gives all mod added Ioun stones (and stuff like them) the floating Ioun stone animations by WoRm. I’d like to extend my gratitude to Jarno Mikkola for recoloring those animations for some of the Iouns.
  + This component modifies ONLY Iouns added by mods. If you wanna have these animations for the vanilla Iouns stones, might I suggest using the [Item Revisions mod](http://www.gibberlings3.net/item_rev/) in the G3 ^\_^
  + This component just checks for any stones and modifies them IF THEY ARE PRESENT!!!
  + This component adds NO new content, it’ll just modify existing content (if you have mod Ioun stones in your game)
  + If there are stones that I missed or some colors that you don’t agree with, give me a post or pm at the SHS Forum :P
  + Sorry for the caps :P
* **Consistent NPC Portraits (from v2.1)**
  + Inspired by the [BG1NPC Project](http://www.gibberlings3.net/bg1npc/index.php)’s component with the similar name, this component gives all versions of returning BGI NPCs - Edwin, Imoen, Jaheira, Minsc and Viconia their BGII portraits … and Ajantis and Kivan too (mods make ‘em return to BGII)
  + This component doesn’t add any portraits by itself … It will use whatever portrait was assigned to the NPC at the time of install and spread that portrait to all variants of the NPC.
  + Why, you ask?? Because I like consistency :) (which made me code up the Ioun stone component too) in my games, and BGT, CtB and many other mods create duplicates of these NPCs but use their BGI portraits (which imho stands out in a megamodded game)
  + All NPCs are separate components so you can still have mixed portraits for Jaheira while having a common portrait for Edwin.
  + As of v2.4, this component also includes subcomponents that can give the many Yoshimoes, Anomens, Kivans (from [Domi’s Kivan](http://www.gibberlings3.net/kivan/index.php)) and Ajantises (from [jastey’s Ajantis](http://forums.gibberlings3.net/index.php?showtopic=10551)) in your BWP game a common portrait (because they both have awesome mods that make them playable in BGII and they allow alternate portraits … making them look different from versions of these guys added by other mods)
  + If and when any BioWare NPC expansion mod adds an option for alternate portraits, this component WILL be expanded <evil> … *unless …* <shudder>

**INSTALLATION:**

Unzip the contents to your BGII main directory (default one’s **C:\Program Files\Black Isle\BGII-SoA** … your’s *may* be different). Run Setup-RezMod.exe. Follow the instructions and install what you want.

Please note that the **Masamune quest** is installed in 2 parts (SoA and ToB) which can be installed separately (ofcourse, the ToB part requires the SoA part to be installed as well).

Also note that the **Extended Visual Ioun Stones** component goes best with Item Revisions installed (although it doesn’t need IR to work ;))

To uninstall, run Setup-RezMod.exe again, and you’ll now have new instructions to uninstall the mod :D Like magic!

**READMES:**

Ok, now for the original readmes :D (original as in, not modified by me AT ALL!!!)

(**Note**: these are just for novelty and info about the mods, **DO NOT** follow any instructions regarding installation in these)

* [Improved Anarg](readmes/Anarg_readme.txt)
* [Masamune Mini-Mini-Quest](readmes/Masa_Readme.txt)
  + [Spoilers](readmes/Masa_spoilers.txt) (YOU HAVE BEEN WARNED!!!)
* [Extended Visual Ioun Stones Table](readmes/Ioun.xls) (showing exactly which Iouns got animed :P)
  + [Preview 1](readmes/ioun_preview/Red.png) – Red Ioun Stone: The Magic Bean (Mystigan)
  + [Preview 2](readmes/ioun_preview/Blue.png) – Sea Blue Ioun Stone (CtB)
  + [Preview 3](readmes/ioun_preview/Purple.png) – Static Stone (TDD)
  + [Group pic1](readmes/ioun_preview/Group1.png) (looook … Cespenar likes them :D)
  + [Group pic2](readmes/ioun_preview/Group2.png) (even the Solar digs it!)
* Methinks the portrait component don’t need no readme :]

**COMPATIBILITY:**

The mod patches stuff :D So, it should be compatible with everything :P (unless you install a mod that overwrites stuff after this mod ... but even then, it's not gamebreaking, you'll just miss these items, animations and/or portraits)

**CONTACT:**

No one’s perfect (and I know that’s a lame excuse) so if you found anything stupid happening with this mod or its contents, please report it in the [mod’s forum at SHS](http://www.shsforums.net/index.php?showtopic=43792).

But before posting, please understand that I won’t be actually modifying the content to cater to anyone because technically this is just a resurrected version of the original mods and not mine … (but I can probably make a separate component out of it) Oh, I’ll also mention that I’m no fan of balancing stuff, but am a proponent of choice so if anyone could help, I’d be happy to make a separate *balanced* version of the old mods :)

And yes, technically I could just rename the stuff and pass it off as my own, but I won’t … Now, that gives me an idea … <devilish grin>

**CREDITS:**

* **knightlight** - for his original mod (wherever you are ;) )
* **ShadowDaemon** - for the mini-mini-quest :D
* **the WeiDU guys (Wes Weimer and thebigg)** - for WeiDU!!! ... and the WeiDU Documentation, it helps a LOT!!
* **Jon Olav Hauglid** - w00t NearInfinity!!!
* **Taimon & devSin** – w00t for their version of NearInfinity!!!
* **DLTCEP** - original mod had .tbg files that needed this tool to import into the game... and it's good for .cre editing :P
* **WoRm** – It’s this guy’s awesome Ioun animations being used in the mod. He’s THAT awesome!!!
* **Jarno Mikkola** - Resident Imp at the SHS, helped a LOT with testing and smashing buggies. I owe this guy bigtime for recoloring the Ioun animations to whatever I wanted ... Thanksalot man :D
* **Ascension64** – Main dude for the Baldur’s Gate Trilogy (BGT) Thank you for looking at the portrait code :)
* **aVENGER’s Rogue Rebalancing** – For the awesome way it handles Cromwell & Cespy’s upgrades.
* **The IR guys (Demivrgvs, Mike1072, anybody else who works on it :P)** – For the visual Ioun stones idea (which I .. \*cough\* .. borrowed from their mod)
* **The BG1NPC Project Team** – For inspiring the consistent portraits component!! Btw, also check out:
  + Kivan and Deheriana Companions for Kivan in BGII
  + Ajantis BGII Expansion mod for … do I need to spell it out?
* **The other modders** - For their little discussions amongst themselves that helped me too (yeah, I lurk … a LOT ^\_^)
* **The BWP Team** - They're awesome ;) Well, if it weren't for the BiG World Project, I'd never have taken the plunge into even installing the 200+ mods out there :P [Have a look](http://www.shsforums.net/index.php?app=downloads&showcat=72) …

... And

* **YOU** - I dunno why (just feeling generous I guess :P ... make up a reason yourself)

**CHANGELOG:**

VERSION v2.4 (21/3/2011):

- Added **Consistent Portraits for Kivan and Ajantis** (YAY for their NPC mods!!!)

- Added some more Iouns to be revolvified!

- Added German translation by Jarl (grazie! :D)

- Updated to WeiDU v22900

VERSION v2.3 (17/3/2010):

- Added Spanish translation by Lisandro (thanks! :D)

VERSION v2.2 (15/3/2010):

- Cromwell and Cespenar now properly end their upgrade dialogue

- Updated mod to use spanking new prefix!!! :D (thanks Baronius)

- Changelog now upside-down…

VERSION v2.1 (22/2/2010):

- Added **Consistent NPC Portraits** component

- Corrected VERSION tag (facepalm)

VERSION v2 (12/1/2010):

- Added **Extended Visual Ioun Stones** component

- Updated to WeiDU v21300

VERSION v1.01 (1/1/2010):

- Separated Masamune quest to SoA and ToB parts and added checks (for peeps with SoA-only installs)

VERSION v1.0 (25/12/2009):

- initial release (YAY ME!!!)

- made Anarg’s Helm unidentified

VERSION v0.4a:

- fixed a lotta typos and grammar (or is it grammer?? ^\_^)

- proficiency code optimizations (thanks Mike1072)

- the Mune and Kangaxx’s scroll can now drop properly

- fixed silly typos that made Gromnir go kamikaze on you (without weapons)

- made all weapons unidentified when you get them

- finally fixed the Cromwell upgrade

VERSION v0.3a:

- combined **Improved Anarg** by knightlight (renamed package to RezMod … Well, Rez -> Resurrected … and Mod -> Mod?? :P)

- fixed typo that prevented Cromwell from giving you the Masamune (*or so I* *thought …*)

- added Jarno’s fix to make Gromnir use his other weapon as well (thanks Jarno)

- fixed missing effects in descriptions

VERSION v0.2a:

- added custom Cespenar and Cromwell dialogue for Masamune quest (since I couldn’t find the original dialogues :P … quest now playable)

- mod now patches .cre’s proficiencies to use these weapons <evil grin>

VERSION v0.1a:

- initial Alpha (as Masamune … just the weapons, no quest)