

LOREtakers



Modification for BG1EE

CREDITS

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OVERVIEW

**Imagine a world where knowledge has vanished.
Certain forces deem this a worthy goal.**

*"Welcome, seekers of wisdom and unravelers of mysteries.
Within this shrine, we endeavor to spread the light of
understanding and dispel the shadows of ignorance. Let us
continue this noble pursuit of knowledge together, for within
every book, every scroll, and every word lies a spark of divine
inspiration."*

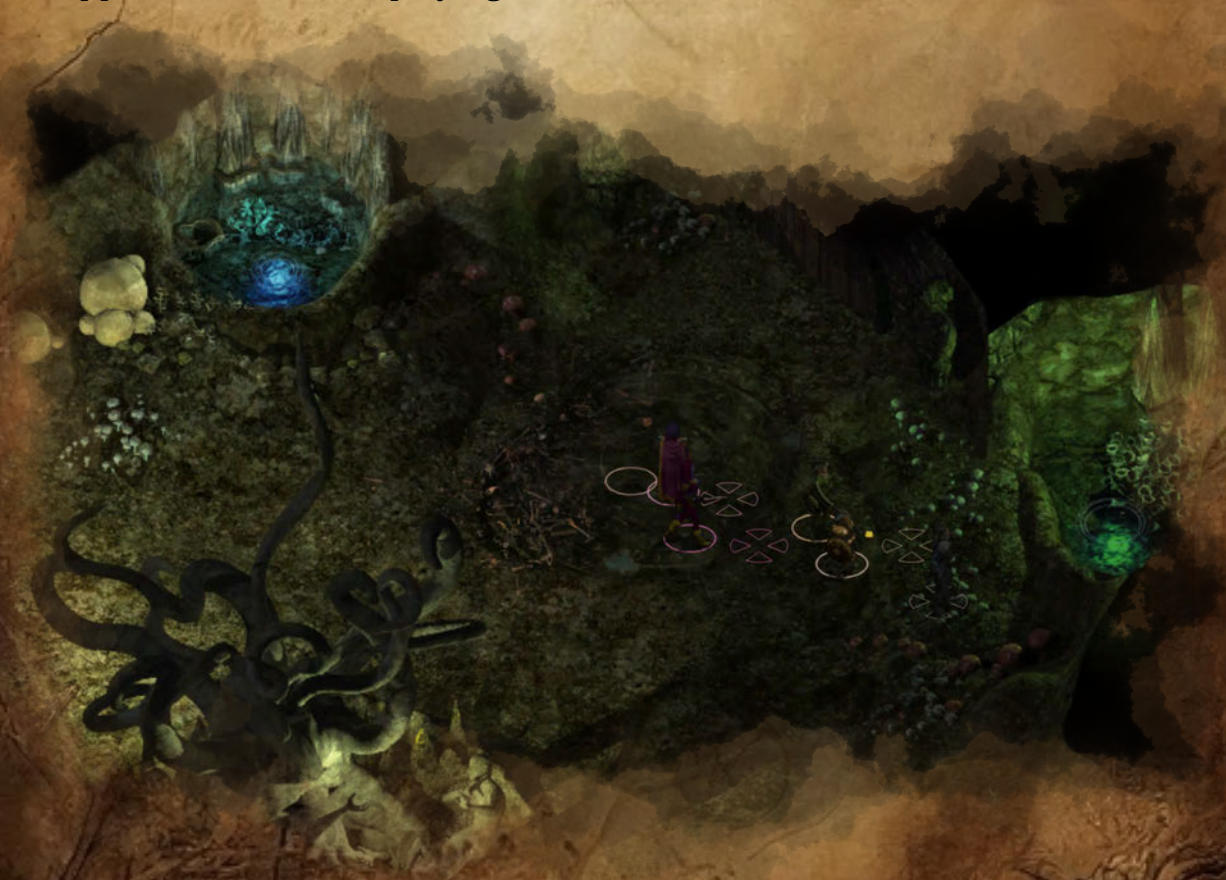
- High Loremaster Eyvind Shrine of Oghma, Baldur's Gate

ABOUT THE MOD

Loretakers is a quest mod for BG1EE and EET. It takes place in the city of Baldur's Gate and adds new areas, new enemies and new quest to the game.

Some facts:

- ❖ a new dungeon beneath the city of Baldur's Gate
- ❖ new monsters
- ❖ new items
- ❖ challenging battles
- ❖ approx. 1-2 hours of playing time





INSTALLATION

Loretakers is compatible with the Baldur's Gate 1 Enhanced Edition (BG1EE) 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 (BGI:EE/EET which contains the CHITIN.KEY file). On successful extraction, there should be a loretakers folder and a setup-loretakers.exe file in your game folder. To install, simply double-click setup-loretakers.exe and follow the instructions on screen.
- ❖ Run setup-loretakers.exe in your game folder to reinstall, uninstall or otherwise change components.

HOW TO PLAY THE MOD

- ❖ You do NOT need to start a new BG1EE game.
- ❖ I suggest you load a savegame before you entered BG city.
- ❖ The adventure starts in the central area of Baldur's Gate, at Oghma's shrine north of the marketplace.
- ❖ Recommended character level: Level 6+

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 Loretakers
\\Documentation\\loretakers-version.txt

APPENDIX

KNOWN BUGS

- ❖ Please report any bugs you encounter to the mod's forum.
- ❖ Please refer to the file Loretakers
\\documentation\\loretakers-version.txt for the current
version of the mod.

FAQS, HINTS AND SPOILERS

Q: I can't open that god-damn sphere!

A: Try different characters. You need special
values in INT or Lore to be able to open the
sphere.

Q: I can't win the boss fight! And I hate those boss
enemies!


A: Me too! Try different approaches. The
cauldron might come in handy if you throw a
dead person in it.

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:
Loretakers\\documentation\\loretakers-credits.txt for the full list
of credits.

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 have 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!





**Embark on a
gripping
adventure where
knowledge itself
hangs in the
balance.**

Will you rise as a guardian of knowledge,
or will you let the precious lore of ages fall
into oblivion?
