

Druid Grove Area Makeover - Readme

Table of Contents

1. Introduction
2. Overview
3. Compatibility
4. Installation
5. Credits

1. Introduction

This mod aims to improve the visual esthetic of the druid grove outdoor area.

When I first went to the druid grove area I was expecting a magical forest, full of life and thematically fitting. What I found was a barren, sickly and dead swamp area. The exterior of the druid grove itself was even more of a disappointment. It looks more like a bomb shelter build from concrete or a chemical plant than a mystical druid grove.

With this mod I aim to fix that by overwriting the area art with a modified version.

2. Overview

Changes only affect the area art, everything else (lighting, pathing, triggers, ..) stays exactly the same. The mod focuses mostly on the upper (northern) part of the map (the area you reach after passing the abandoned house and crossing the second bridge) and especially on the druid grove exterior itself. This part of the map has been re-designed to resemble a more traditional (slightly higher altitude) forest with some trees and grass covered ground. The lower part of the map has had some vegetation patterns added to the ground to cover up the barren orange dirt and make it look more alive.

You can find a small side by side comparison between the old and new druid grove exterior at this imgur link: <http://imgur.com/a/lrIMI>

3. Compatibility

The mod should be fully compatible with pretty much every mod out there that does **NOT** change the area art and is compatible with the classic **BG2/ToB** game as well as **BG2EE (and EET)**.

Known conflicts: Druid Grove Makeover needs to be installed **after** BG2Fixpack to work properly.

4. Installation

I. Extract the 'DruidGroveMakeover.7z' file into your main game folder and make sure that both, the 'Setup-DruidGroveMakeover.exe' and the 'DruidGroveMakeover' folder, are indeed in your main folder.

II. Run (double click on) "Setup-DruidGroveMakeover.exe".

5. Many Thanks to

- **Argent77** for his continued work on NearInfinity and his help with coding.