

# Derats's Abolute Wacky Arcanists Pack v5

A pack only composed of mage and sorcerer whose particularity is to make you change your way of playing.

Compatibility: compatible with all EE games and all other mods. Preferably (but not necessarily) installed after mods that add/modify spells.

## **Mage kits :**

### **Scourge:**

Advantage:

- He remembers all his spells and regains his innate abilities each round.

Disadvantage:

- Can only learn spells from Evocation and Necromancy schools.

Note:

- This kit also installs a new level 1 evocation spell (from my mod L'Interplan), necessary to be able to choose the 6 minimum spells when creating the character in BG2. (7 in TOB, but who creates a new character for TOB, seriously?)
- Not available in IWDEE (magic schools are different).

### **Enraged:**

Advantages:

- Whenever he kills a creature he gain Improved Alacrity for one round.
- +15% damage dealt, weapon or spell.

Disadvantages:

- He gives no credit to defensives schools and does not learn any spells from the schools of Abjuration, Divination, and Illusion.
- When his hit points drop below 25% he becomes a Spell berserk.(For 5 rounds the Enraged can no longer move or attack. He can only think of casting spells: he gain Improved Alacrity and -2 to casting time but has a 10% chance of missing incantations.

Note :

- The kit use the spell effect #232 "Spell Effect: Cast Spell on Condition", then spells using the same effect will not work on him (Fireshield, for exemple).
- Playing with schools is not a simple exercise: because of this, some spells are "green" and you MUST choose at least one of them when creating your character. However, there is no problem with memorizing spells afterwards.
- Not available in IWDEE (magic schools are different).

### **Psychotope:**

Advantages:

- Casting time fixed to 1.
- Every 3 rounds he rememorize a lost spell of the maximum known level. If there is no spell to rememorize at that level, it is one spell level below instead.

Disadvantage:

- Any loss of consciousness: sleep (from a night's rest or induced), stun, fear, berserk, charm, confusion, debility, or death causes him to forget all his spells.

### **Spell stealer:**

Advantages:

- Can at will, on contact, make an arcanist forget a spell (no saving throw) to remember himself a spell of maximum known level.
- Can once a day, on contact, make an arcanist forget all his spells (saving throw against death) to remember all his spells himself.

Disadvantages:

- Can memorize one less spell per spell level.
- Each access to a new spell level is slowed down by one level (first spell of level 1 at level 2 of wizard).

## **Sorcerer kits:**

### **Eoratian:**

Advantage:

- He remembers all his spells and regains his innate abilities at the end of each fight.

Disadvantages:

- Can memorize three fewer spells per spell level.
- Each access to a new spell level is slowed down by one level (first spell level 1 at level 2 of spellcaster).
- Unaffected by effects that allow to memorize more spells.

**Anomaly:** (changed animation: magic elemental)

Advantage:

- Immune to offensive magic and 100% magic resistance.
- Immune to poison, disease and level drain.
- Immune to dead magic, miscast and imposed wild surges.
- Gains two hit points each time he casts a spell (out of combat only if an automatic combat script is allocated to him)
- Can cast a ball of energy +1 once per round at will, inflicting 1D4+1 magical damage. The "enchantment" level and damages increases by +1 per 5 levels of the anomaly, up to a maximum of +7.

Disadvantage:

- Wild magic, but without the spells common to the conventional wild mage.
- Conventional healing (spells, potions) do not affect it.

Notes :

- To heal him you have several options: sleep, casting spells, "vampiric touch" spell, maybe others.
- His weapon requires the dart skill.

**Magic minuims:** (changed animation: particles in motion)

Advantages :

- Doubled amount of memorable spells.
- +2 to AC, +2 additionnal against slashing and piercing attacks.
- Protection from normal weapons.

Disadvantage:

- Cannot carry any items.

Special:

- Can't give himself a physical form : Polymorph spells give him a weapon but no body.

Note:

- Someone told me that "Protection against normal weapons" in BG1EE is cheated. Nobody thinks about it, but the Metamorph has the same advantage.

**Incantator:**

Advantages:

- +50% spell duration.
- +50% elemental and magical damage done.
- +4 to caster level.

Disadvantage:

- Casting time: +3.

Note:

- His advantages works with Sequencers/Contingency (casting time 1): yours is the Chain Contingency of 3x Horrid Wiltings for 90D8, or the Spell Sequencer ok 3x Flame Arrow for 90D6.
- Robe of Vecna to cancel its disadvantage.

**Spirit of the Mirror:** (animation: constantly changing color)

Advantages:

- Unlimited Spell Deflection.
- Light Reflection: +3 to AC.
- Can use "Reflected Image" at will as a special ability.
- Automatically learns all "image" spells as spells one level lower when he reaches the required level.

Disadvantage:

- Very fragile: -1 hit point per level and -100% crushing damage resistance.

Note:

- Image Spells: Mirror Image (lvl 1), Major Reflected Image (lvl 3)(new spell from my mod L'Interplan), Mislead (lvl 5), Project Image (lvl 6), Imaged Ally(lvl 6)(new spell) and Simulacrum (lvl 7).

**Zap:**

Advantages:

- +10 to movement speed
- +1 Attack per round

- -4 to casting time
- Improved Alacrity
- +3 to saving throws against wands and breaths

Disadvantage:

- When he does NOTHING he loses one hit point every 3 seconds.

Notes:

- At least two 2 rings of regeneration or similar objects to cancel its disadvantage.
- Its advantages are NOT haste and therefore can be cumulated with haste

### **Sorcerer:** (v2)

Advantages:

- Becomes proficient with daggers and clubs at level 3, specialized at level 10.
- +1 melee THAC0 every 2 levels.
- +1 melee damage at levels 7, 14 and 21.
- +½ attack per round at levels 9, 17 and 23.
- +1 to saving throw vs. death every 4 levels.
- +1 to saving throw vs. polymorph every 8 levels.
- Life Points aligned on the Thief table.
- Can advance in fighting styles "One weapon", "Two weapons" and "Two Handed weapons".
- Know improved versions of some combat spells.
- Can choose Hlas of fighter in addition to those of mage.

Disadvantages:

- Ability to cast spell reduced of two spells per spell level.
- Development slowed by the non-exclusive practice of magic: -15% of xp.

Notes:

- Improved spells: True strike (taken from Spell revision, otherwise take "infravision" which will be replaced), Armor, Strength, Fire shield (red/blue). Spells are replaced once you've memorised them. Remember not to choose spells, as these would be duplicates.
- v1 is slightly different. You can find it in the Deratiseur's Unused Kits Pack mod.

### **Vitalomage :**

Advantages :

- Improved Alacrity.
- +2 spells per spell level.
- Maximum spell casting time set at 5.

Disadvantages:

- Loses one hit point each time he casts a spell.

## **Cleric kits:**

### **Dweomerist:**

Advantages :

- His spells and innate abilities are restored every round.
- Improved Alacrity.
- Maximum spell casting time set at 5.

Disadvantages:

- No credit for physical attacks: attacks per round fixed at 0.
- Cannot dual-class.

### **Chaos eoration:**

Advantage:

- His spells and innate abilities are restored at the end of each fight.

Disadvantages:

- Maximum 5 spells per spell level (4 at level 7), modulated by wisdom.
- Alignment limited to Chaotic.
- Every time a spell is cast, there is a 5% chance of a Wild Surge effect.

### **Miracle maker:**

Advantages:

- He can cast Limited Wish at will.

- At 9th level, he can use any item.
- At level 18 he can cast Wish at will.

Disadvantages:

- Wisdom -2
- Does not know any level 6 and 7 spells.
- No access to hla.

Notes:

- The -2 in Wisdom is not to reduce Wish, it's to prevent the kit from reaching 24 in Wisdom, where it would gain an additional level 6 spell.
- Not available in BGEE and IWDEE (the quest provided by minor wish not being available).

### **Fury :**

Advantage:

- +½ attack per round every 4 levels (maximum +4 attacks per round at level 32).

Disadvantage:

- Hit Die : d4.

### **Necrophorus:** (animation: pure black skin)

Advantages:

- Memorizes all instant-kill spells as lower-level spells.
- Knows new instant-kill spells.
- Protection against death and level drain.
- At level 5 and every 5 levels thereafter, can cast Slay living as a special ability.
- Gains 5 hit points each time he kills a creature.
- 2% chance on hit (melee or ranged) to kill target. No saving throw and magic resistance ignored.

Disadvantages :

- No healing, restoration, regeneration, resurrection or protection against death/negative plane spells.
- Cannot be resurrected.
- Alignment limited to Evil.

### **Scion of life:** (animation changed: creature of white mist)

Advantages:

- Life points doubled.
- Turn Undead level doubled.
- Memorizes all healing, restoration, regeneration, cure and resurrection spells as spells one level lower.
- Can use Cure Light Wounds at will as a special ability.

Disadvantages:

- Does not know spells that summon creatures.
- Does not know spells that cause wounds, poison or instant-kill.
- Does not know spells that summon magical weapons.
- Alignment limited to good.

Note:

His nickname is "the undead smasher" ^^.

## **Druid kits:**

### **Pyroclasm:** (changed animation: fire elemental)

Advantages:

- 125% fire resistance.
- Immune to normal weapons and +1.
- Immune to diseases, poisons, sneak attacks, webs, entangle and grease.
- Knows a dozen additional fire spells.
- Inflicts 5% more fire damage per level, maximum +100%.
- Can attack with its fire fist or with a small fireball whose damage and enchantment level vary according to the pyroclasm's level: 1D4+1 at level 1, 1D6+2 at level 5, 1D8+3 at level 10, 1D10+4 at level 15 and 1D12+5 at level 20.
- Can be of any alignment.

Disadvantages:

- Vulnerability to cold 50%.
- Cannot carry any object
- Cannot metamorphose.

- Does not gain other elemental resistances.

Notes :

- Additional fire spells: Burning Hands, Agannazar Scorcher, Flame Arrow, Fireball, Melf Minute Meteors, Fire Shield (red) (lvl3), Sunfire (lvl 4), Delayed Blast Fireball (lvl 5), Summon Efreet (lvl5), Fire Storm (moved lvl 6), Incendiary Cloud (lvl 7), Dragon's Breath (Hla)
- His little fireball requires the dart skill.

**Instable mutant monstrosity:**

Advantage:

- At level 1 and every 5 levels thereafter: +1 in strength, dexterity and constitution and -1 in intelligence, wisdom and charisma. (maximum +7/+7/+7/-7/-7/-7 at level 30).

Disadvantages:

- He is charged with highly unstable energy and consequently once a round when he suffers damage he has a 5% chance of being disintegrated by generating a ball of magical energy which inflicts 10D10 points of magical damage to all creatures within 4.5 meters of him (saving throw against spells for ½).
- When dying, he is automatically disintegrated and generates the ball of magical energy.

Note:

- "Whenever he takes damage" means once per round in the event of poison, disease, insect plague or other such stuff. Be very vigilant.

**Horde spirit:**

Advantage:

- All his animal and elemental summoning spells (not archomental) have a doubled effect.

Disadvantage:

- Knows no healing or regeneration spells.

Notes:

- Its advantage only applies to vanilla spells. It does not support spells added by mods. (exception: it supports IWDEE's "Giant Insects" and "Tracker" even on BG(2)EE).
- By default, no more than 5 creatures can be summoned into play, which limits the effect of doubled spells. I therefore advise you to break the summoning limit using one of the many tweak mods that do this.

**Ravager:**

Advantages:

- Knows most elemental arcane spells.
- Casts some elemental spells at a lower level than he should.
- Doubled elemental resistance.

Disadvantages:

- Knows no creature summoning spells.
- Has no interest in metamorphosis.
- Not immune to poison.

Note:

- Additional known spells: Burning hands, Shocking grasp, Chill touch, Acid arrow, Agannazar Scorcher, Snilloc's snowball swarm (in IWDEE), Lightning bolt (lvl 2), Flame Arrow, Fireball, Fire shield (red/blue) (lvl 3), Ice storm (lvl 3), Flame Strike (lvl 4), Acid sphere (in IWDEE), Beltyn's burning blood (in IWDEE), Cone of cold, Sunfire, Chain lightning (lvl 5), Otiluke's freezing sphere (in IWDEE, lvl 5), Fire storm (lvl 6), Transmute flesh to stone, Delayed blast fireball (lvl 6), Acid rain (in IWDEE, lvl 6), Incendiary cloud (lvl 7), Meteor swarm (Hla), Comet (hla, required Meteor swarm)

**Polymorph:**

Advantages:

- Resistance to crushing damage: 25%.
- Can use all forms of the "Polymorph" spell at will.
- At 7th level, can use all special druidic forms at will.
- At level 15, can use all forms of the "Shapechange" spell at will.
- Hit Die : d12.

Disadvantages:

- Cannot cast any spells.
- No access to any hla.