

# Derats's Abolute Wacky Arcanists Pack v6

A pack consisting solely of 35 spellcasters, whose special feature is to make you change the way you play.

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).

### **Legendary singularity:**

Advantage:

- Damage inflicted tripled.

Disadvantage:

- Life points fixed at 1 per level.
- Not affected by effects that increase the number of maximum hit points.
- Physical, elemental and magic resistances: -50%.
- Saving throws: -4

### **Hammerer:**

Advantages:

- He knows only one spell, Magic Missile, which he can cast at will and of which he is the specialist:
  - \* 1 additional missile every 3 levels, up to a maximum of 11 missiles.
  - \* Missile damage 1D4+1, 1D6+2 at level 10, 1D8+3 at level 20, 1D10+4 at level 30, 1D12+5 at level 40, 3D4+6 at level 50.
  - \* Each missile has a 5% chance of inflicting double damage, 10% at level 20, 15% at level 40.
  - \* Spell protection considers this spell to be of equal level to the number of missiles sent (IE: considered a level 6 spell when 6 missiles are sent). At 10 missiles sent, no spell protection can block this spell, apart from Shield and Protection against Evocation.

Disadvantages :

- He can't learn any other spells.
- He has no access to any hla.

Notes:

- At character creation in BG2EE you MUST choose spells. Choose anything at all - all spells learned are forgotten as soon as the game starts anyway.
- Find an alternative way to give it "Improved Alacrity" and it becomes a god.

### **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

**Sorcelerer:** (v2)

Advantages:

- +1 proficient point in dagger and in staff at level 1 and every 6 levels thereafter, up to grandmaster at level 24.
- +½ attack per round at levels 9, 17 and 23.
- +1 melee THAC0 every 2 levels.
- +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 :
- Doubled amount of memorable cleric spells.
  - Improved Alacrity.
  - Maximum spell casting time set at 5.

- Disadvantages:
- No credit for physical attacks: attacks per round fixed at 0.

**Chaos eoratian:**

- 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).
  - Do you know the trick to infinite XP with limited Wish? Wisdom less than 9 and wish "I wish to be protected from undead right now" to summon 1 ancient vampire, 2 elder vampires and 3 offensive vampires. Répulse Undead or a big fight, it's up to you to dispose of it, but with this kit it's reusable as you like. (or team it up with a Scion of Life for super-fast infinite xp^^)

**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" ^^.

**Blessed trainer:**

Advantages:

- Every healing spell he casts is automatically re-cast on himself.

Disadvantages:

- Mage THAC0.
- Alignment limited to good.

**Divine chosen:**

Advantage:

- Aid: +1 and +1 every 6 levels.
- Bless: +1 and +1 every 6 levels.
- Draw Upon Holy Might: +1 and +1 every 6 levels.
- Chooses warrior Hlas instead of cleric Hlas.

Disadvantages:

- Cannot cast any spells.

**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 Scorchers, 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.

## **Bard kits :**

### **Spellsinger:**

Advantage:

- His song allows those who hear it to recall spells of level 1 +1 per 4 levels of the Chantesort (example: can recall spells of level 5 and below at level 16).

Disadvantage:

- His song costs him hit points: 1 hit point lost for recalling level 1-3 spells, 2 hit points lost for recalling level 4-6 spells, 3 hit points lost for recalling level 7-9 spells.

### **Tempus fugium:**

Advantage:

- His song imposes slowness on enemies and grants haste to allies.

Disadvantage:

- His song exhausts him: +1 fatigue per round of singing.

### **Nishruunoam:**

Advantage:

- His song has a 10% chance of invoking nishruu(s).

Disadvantage:

- 10% chance each time he casts a spell that a hostile nishruu appears.

### **Disciple of Ratatoskr:**

Advantage:

- His song turns all enemies who fail a saving throw versus metamorphosis into squirrels.

Disadvantage:

- His song turns him into a squirrel if he fails a saving throw versus metamorphosis at +3.

### **No-magic chanter:**

Advantage:

- His song dispels magic and imposes a 15% chance of spellcasting failure.
- 40% resistance to magic.

Disadvantage:

- He can't cast any spells.

### **Magivore:**

Advantages:

- His song allows him to absorb residual magic from surrounding spells: All allies who hear him gains Improved Alacrity.
- The residual magic surrounding him protects him: while singing and up to one turn after the end of his song: +15% resistance to magic.

Disadvantages:

- The residual magic surrounding him makes his spells unstable: until one turn after the end of his song, all spells he casts have a 20% chance of generating an explosion of magical energy inflicting 10D10 points of magical damage (saving throw against spells for ½) to himself and all surrounding creatures within a 4.5-meter radius.

### **Cruw of chaos:**

Advantages:

- His song applies one of the effects of the Sphere of Chaos spell to each enemy.
- Enemies surrounding him suffer the effects of a Sphere of Chaos every time he critically fails.
- He knows the 3 spells normally reserved for entropists.
- His level counts double for the roll on the Wild Surge table.

Disadvantages:

- The spells he casts systematically create a Wild Surge.
- Allies around him suffer the effects of a Sphere of Chaos every time he makes a critical hit.
- Alignment limited to chaotic.

## **Multiclassed Kits :**

### **Infuser: (Fighter -> Fighter/Mage)**

Advantage:

- Any melee weapon he uses inflicts 1D4 additional magic damage, +1D4 every 5 levels.
- Any melee weapon he uses is considered magic +1 and grants +1 to hit, +1 every 5 levels.
- Automatically becomes a warrior-mage after creation.
- Can wear any type of armor without being unable to cast spells.
- Has more hit points than a standard warrior-mage.

Disadvantages:

- Can only cast spells from the Abjuration, Evocation and Illusion schools.
- Don't use ranged weapons.
- Starts the game with no known spells.