

Tome and Blood

More Options for Mages and Sorcerers (v0.4)

Overview

Tome and Blood is a mod that revises and expands the class options for Mages and Sorcerers. This mod began as the Sorcerous Bloodlines kitpack, which took advantage of the added functionality of the Enhanced Editions to add eight new Bloodline Sorcerer kits. This mod has since grown, and now not only makes changes to all existing Mage and Sorcerer kits, items and spells, but also adds dozens of new kits, item crafting, armored casting and other features.

Compatibility

The current version of Tome and Blood (v0.4) is designed to work with any of the released Enhanced Editions (BG:EE, BG2:EE, IWD:EE). Many features of this mod rely heavily on the functionality added in the Enhanced Editions, and thus there are no plans to extend compatibility to the original games.

This mod is written in a way to minimize compatibility issues with other mods. Despite this, there will inevitably be compatibility issues. Suspected or known compatibility issues are listed below.

- Core Revisions (and by extension, this entire mod) will probably be incompatible with any mod that modifies the original Mage, Specialist Mage, Sorcerer or Dragon Disciple kits. In addition, Crossbows or Clubs added by any mod after installation of this one will not be usable by Mages or Sorcerers.
- Spell Select through Dialogue will be incompatible with any other mod that adds or changes Sorcerer kits.
- Armored Casting might have strange interactions with other mods that allow arcane spellcasting while wearing armor. In addition, armor added by other mods after this mod will not work properly. (Armored Casting will also probably have issues with any mod that edits or utilizes Specific IDs on playable characters.)
- This mod is entirely compatible with Pecca's "More Style for Mages". Install that mod before installing this one. This mod makes slight changes to the Staffs of Wizardry component.

In order to minimize installation issues, it is recommended that you install Tome and Blood after any mod that adds new weapons or armor.

(NB: Some of the incompatibilities listed here can be avoided; if you would like to ensure or enable compatibility between your mod and Tome and Blood, please contact Aquadrizzt.)

Mod Components

Core Revisions

This component makes several revisions to the existing Mage and Sorcerer kits. In addition to the changing of kit features (See Appendix I: Updated Kit Descriptions), this component also adds the following features:

- Gnomes are now able to become Sorcerers and Dragon Disciples
- Sorcerers and Mages are now able to become proficient in and wield Crossbows and Clubs
- Find Familiar has been removed from the Spell Selection screen and can no longer be learned as a spell. Kits with access to a Familiar now receive an innate ability that is otherwise identical to the spell.
- Diviners have been removed and all Divination spells are available to all Mages and Sorcerers.
- Dragon Disciples may now select a Draconic Ancestor at first level through an innate ability. This innate opens up a dialogue menu that lists available Draconic Ancestor options. The choice of an ancestor affects several class features and changes the Bloodline spells provided to the Dragon Disciple. (See Appendix I: Updated Kit Descriptions). (NB: Dragon Disciples will not receive any class features until they declare their Ancestor.)

Spell Select through Dialogue

[BG2:EE, IWD:EE only] *This component requires the Core Revisions component.*

This component fundamentally changes the way that Sorcerers learn new spells. Instead of selecting spells during character creation and at level-up, Sorcerers are now granted an innate ability (Spell Knowledge) that emulates the spell selection screen through a dialogue menu. (NB: This component does not change the sorcerer spell list, and makes only slight changes to the spells known progression.)

Updated Spell Schools

This component requires the Core Revisions component.

This component changes the schools of 30+ arcane spells to be more appropriate to the theme of the spell. The most substantial of these changes is making a handful of spells available to all mages, regardless of specialization. A full list of the spells with changed school is provided below.

New School	Spell (Level)
Abjuration	Shield (1), Ruby Ray of Reversal (7)
Alteration	Flame Arrow (3), Wraithform (3), Enchanted Weapon (4)
Conjuration	Stinking Cloud (2), Web (2), Dimension Door (4), Teleport Field (4), Cloudkill (5), Incendiary Cloud (8)
Enchantment	Power Words: Sleep (2); Silence (6); Stun (7); Blind (8); Kill (9), Lower Resistance (5), Trollish Fortitude (6), Symbols: Fear (8); Stun (8); Death (8)
Evocation	Burning Hands (1), Shocking Grasp (1), Prismatic Spray (7)
Illusion	Color Spray (1)
Necromancy	Blindness (1,2), Spook (1), Deafness (2), Ray of Enfeeblement (2).
General	Dispel Magic (3), Minor Spell Sequencer (4), Contingency (6), Spell Sequencer (7), Limited Wish (7), Spell Trigger (8), Chain Contingency (9), Wish (9)

Armored Casting

This component requires the Core Revisions component.

This component allows certain arcane spellcasters to cast spells while wearing certain weights of armor. Mages and Sorcerers will see no change, other that they can now equip armor and shields. All default Bard kits are given Armored Casting (Light). This component also updates all armor and shields in the game to check the Armored Casting level of arcane casters. Arcane spellcasters can also now wear any helmet without penalty. The armored casting “levels” and associated armor and shield types are below.

Armored Casting Type	Armors	Shields
None	Robes, Elven Chainmail	None
Light	Leather, Studded Leather	Bucklers, Small Shields
Medium	Hide, Chain, Scale	Medium Shields
Heavy	Splint, Plate, Full Plate	Large Shields, Tower Shields

Universal Weapon Usability for Mages and Sorcerers

This component requires the Core Revisions component.

This component allows Mages and Sorcerers to equip any weapon (excluding class-restricted weapons), provided they meet the minimum ability requirements. (NB: This does not affect the Mage and Sorcerer proficiency options.)

Arcane Crafting (by Grammarsalad)

This component requires the Core Revisions component.

This component adds in two crafting abilities for all Mages and Sorcerers (including kits): Scribe Scroll and Craft Wand. Mages and Specialists learn Scribe Scroll at 1st level. Sorcerers and Mages (and Dragon Disciples, Bloodline Sorcerers and Magi) learn Craft Wand at 10th. All spellcasters that learn Craft Wand also learn Recharge Wand at 15th. In order to brew a potion, craft a wand or scribe a scroll, two things are required: a sufficient amount of gold (see below) and having the spell of interest memorized. While any arcane spell can be scribed into a scroll, only a select list of spells can be infused into wands or brewed into potions.

The wands available for creation, along with the associated costs for scrolls and wands as listed here.

Spell Level	Scroll Cost	Wand Cost	Potion Cost	Available Wands (Req. Spell)
1	100	900	75	Magic Missile, Sleep
2	200	10,000	300	Fear (Horror)
3	300	15,000	400	Monster Summoning (Monster Summoning I), Fire (Fireball), Paralyzation (Hold Person), Lightning (Lightning Bolt), Freezing Death (Iceland)
4	400	20,000	500	Frost (Ice Storm), Armory (Spirit Armor)
5	500	25,000	1000	Spell Striking (Breach)
6	1000	--	1500	--
7	1500	--	--	--
8	2500	--	--	--
9	5000	--	--	--

Bloodline Kits

This component requires the Core Revisions component.

This component adds a series of new Sorcerer kits (called Bloodline kits) that offer unique class features and bonus spells. In addition to the new kits (See Appendix II: Bloodline Kit Descriptions), this also makes slight modifications to trueclass Sorcerers that allows them to select their bloodline through an innate.

(NB: Sorcerers will not receive any class feature until they declare their Bloodline.)

Oracles

[BG2:EE, IWD:EE only] *This component requires the Core Revisions, Spell Selection through Dialogue, Armored Casting and Universal Weapon Usability components.*

This component adds the Oracle kit. The Oracle casts spells like a Sorcerer, but casts divine (cleric or druid) spells instead of arcane spells. Oracles also get to select a Mystery through an innate (Declare Oracle Mystery) that grants them additional class features depending on their selection. For full kit descriptions, see Appendix III: Oracle Kit Descriptions.

(NB: While Oracles may cast divine spells thematically, their spells are considered arcane by the game engine. This makes them vulnerable to effects that target arcane casters, but also renders them immune to effects that target divine casters.)

Magus

This component requires the Core Revisions, Armored Casting and Universal Weapon components.

This component adds the Magus kit. The Magus is an arcane spellcaster that combines a Sorcerer's magical ability with a Fighter's martial prowess.

MAGUS: A student of both arcane knowledge and martial prowess, a Magus blends together spell and steel to devastating effect. The most defining quality of a magus is their ability to cast complicated arcane spells while wearing even the heaviest armors, an ability that has allowed them to surprise many a foe expecting a purely physical fight. Magi are perfectionists, and they welcome any opportunity to hone their powerful abilities further.

- May become specialized (++) in any melee weapon.
- May become proficient (+) in any ranged weapon.
- May become specialized (++) in Two-Handed and Single Weapon styles.
- May not use shields.
- May wear helmets.
- May wear any armor.
- May cast arcane spells.
- Gains the warrior bonus Attacks per Round from specialization and at 7th and 13th.
- May cast spells while wearing Leather or Studded Leather armor
- At 5th, may also cast spells while wearing Hide, Chain or Scale armor.
- At 15th, may also cast spells while wearing Splint, Plate or Full Plate armor.
- May cast one fewer spell per level (compared to Sorcerer).
- Has a permanent -2 casting speed penalty.
- Hit Die: d8

Specialist Mage Kits

This component requires the Core Revisions component.

This component adds up to eleven new Mage kits (and 18 subkits) that can be selected through the innate menu after choosing a specialization during character creation. Each of the new kits has certain requirements, such as specialization, race, or alignment in order to be selected. Full kit descriptions are available in Appendix IV: Specialist Mage Kit Descriptions. If this component is installed, the Specialists will lose their small bonuses (added in the Core Revisions component), in favor of gaining an ability to choose a kit.

Allow Joinable NPCs to Select Specialist Kits

This component requires the Specialist Mage Kits component.

By default, any NPC that is a Specialist will have their kit changed to prevent them from being able to select a Specialist Mage kit. This component allows joinable Specialist NPCs (BG: Dynaheir, Xan, Quayle, Edwin, Xzar; BG2: Edwin, Jan) to choose any Specialist Mage kit that they qualify for.

Allow Joinable NPCs to Select Bloodline Kits

This component requires the Bloodline Kits component.

By default, any NPC that is a Sorcerer will be given the Eldritch Bloodline by default. This component allows joinable Sorcerer NPCs (BG: Baeloth) to choose any Bloodline Sorcerer kit.

(NB: This component also affects the “Make Dynaheir a Sorcerer” component, allowing Dynaheir to select a Bloodline if both components are installed.)

Make Xan a Bladesinger

[BGEE only] *This component requires the Armored Casting component.*

This component changes Xan’s kit to Bladesinger.

BLADESINGER: Bladesingers are masters of both swords and the elven fighting style known as Bladesong. Many have spent their lives studying Bladesinging, a graceful yet dangerous blend of dancing and swordplay. Bladesingers are also trained in the use of magic in combat, and thus make formidable spellcasters as well.

- May achieve mastery (+++) in Daggers and become proficient (+) in Clubs, Darts, Staffs and Slings.
- May become specialized (++) in Single Weapon Style.
- May cast spells while wearing Leather and Studded Leather armor.
- May not use shields.
- May cast arcane spells.
- Gains a +1 bonus to melee THAC0. (+2 at 5th, +3 at 10th).
- Has a -2 penalty to casting speed.
- Has a -4 penalty to hit and damage against elves.
- Race restricted to elf.
- Hit Die: d8

Dynaheir: Options

[BGEE only]

This component offers two class options for Dynaheir.

1. Sorcerer: Dynaheir's class is changed to Sorcerer
2. Hathran: Dynaheir's class is changed to Sorcerer and she gains the new Hathran kit.

HATHRAN: Hathran are members of the Wychlaran, a powerful group of female spellcasters who rule over Rashemen and protect their people from the evil Red Wizards of Thay. Unlike conventional wizards, Hathran are able to produce magical effects by channeling their internal magical energy in a manner similar to sorcerers. Hathrans blend arcane and divine magic, a blessing from the Three, the trio of Chauntea, Mielikki and Mystra.

- May become proficient (+) in Clubs, Daggers, Staffs, Crossbows, Darts and Slings.
- Cannot cast spells while wearing any armor or using any shields.
- May cast arcane spells.
- Gains a +2 bonus to saving throws.
- Receives Command (1), Cure Light Wounds (1), Silence: 15' Radius (2), Slow Poison (2), Cure Medium Wounds (3), Death Ward (4), Mass Cure Light Wounds (5), Chaotic Commands (5) and Shield of the Archons (7) as bonus arcane spells.
- Has a -1 penalty to casting speed.
- Must be a human female from Rashemen.
- Alignment restricted to Lawful Good, Lawful Neutral or Neutral Good.
- Hit Die: d4

Make Edwin a Red Wizard

[BGEE, BG2EE only] *This component requires the Specialist Mage Kits component.*

This component changes Edwin to have a real Red Wizard kit. There are two options available. Each of these options has no functional effect beyond determining what school Edwin loses access to. Full kit descriptions of Red Wizards are available in Appendix IV: Specialist Mage Kit Descriptions.

1. Red Wizard (Conjuration/Abjuration): Edwin loses access to Enchantment.
2. Red Wizard (Conjuration/Alteration): Edwin loses access to Evocation.

Appendices

Appendix I: Updated Kit Descriptions

These kits are incorporated into the Core Revisions component.

MAGE: A wizard (or mage) strives to be the master of magical energies. They study strange tongues and obscure facts in hopes of learning to shape magic to their whim. They rely on their knowledge and wit to survive. Mages are generalists who study all magic and thus have a broad range of abilities.

- May become proficient (+) in Clubs, Daggers, Staves, Crossbows, Darts and Slings.
- May not wear armor or helmets.
- May cast arcane spells.
- Receives increased Lore per level.
- May summon a Familiar (as per Find Familiar).
- Hit Die: d4
- Prime Requisite for Dual-Classing: Intelligence

SPECIALIST: Some mages take an intense interest in one school. They study this school almost exclusively, hoping that their focus and dedication to a single path will one day grant them true mastery. This specialization is not without drawbacks, and specialists find themselves more restricted in the magic they can cast outside their school of choice.

Progression: as a Mage, with the following changes:

- May cast one additional spell per level.
- Receives a small bonus to a relevant attribute, see below.*
- Does not receive a bonus to Lore gained.
- Loses access to spells from two other schools.

<i>Specialist</i>	<i>Specialization</i>	<i>Minor Bonus (levels received)</i>	<i>Opposed Schools</i>
<i>Abjurer</i>	Abjuration	+1 Armor Class (1, 5, 10, 15, 20)	ENCH, NECR
<i>Conjurer</i>	Conjuration	Rolls a d6 for hit points.	ILLU, NECR
<i>Enchanter</i>	Enchantment	+1 saves vs. spells (1, 5, 10, 15, 20)	ABJU, EVOC
<i>Illusionist</i>	Illusion	+1 saves vs. spells (1, 5, 10, 15, 20)	ALTE, CONJ
<i>Invoker</i>	Evocation	+1 min. damage roll (1, 10)	ALTE, ENCH
<i>Necromancer</i>	Necromancy	Rolls a d6 for hit points.	ABJU, CONJ
<i>Transmuter</i>	Alteration	+1 saves vs. poly (1, 5, 10, 15, 20)	EVOC, ILLU

WILD MAGE: Wild Mages are wizards who specialize in the study of wild magic. They have access to spells to protect themselves from wild magic and bend it to their wills. Wild magic is extremely unpredictable and should be used with caution.

Progression: as a Mage, with the following changes:

- May cast one additional spell per level.
- Receive Nahal's Reckless Dweomer (1), Chaos Shield (2) and Improved Chaos Shield (7).
- Whenever they cast a spell, it has a 5% chance to cause a Wild Surge.
- Whenever they cast a spell, their casting level (-5 to +5) and casting speeds (-2 to 0) vary.
- Does not receive a bonus to Lore gained.

SORCERER: Sorcerers are individual who have an innate ability to manipulate magic. Typical sorcerers (alternatively called “Eldritch Sorcerers”) come from families that can name many powerful wizards among their kin, but the sorcerer stands unique among their family in that they require no training to harness the magic that dwells within their blood.

- May become proficient (+) in Clubs, Daggers, Staffs, Crossbows, Darts and Slings.
- May not wear armor or helmets.
- May cast arcane spells.
- Receives Identify (1), Invisibility (2), Dispel Magic (3), Minor Sequencer (4), Minor Spell Turning (5), True Sight (6), Wondrous Recall (7), Symbol: Stun (8) and Wish (9) as bonus spells.
- May summon a Familiar (as per Find Familiar).
- Has a permanent -1 casting speed penalty.
- Hit Die: d4

DRAGON DISCIPLE: Dragon Disciples are powerful Sorcerers with dragons' blood somewhere in their lineage. Their natural magical talents bring out their draconic heritage, allowing them to cast powerful magical spells and exhibit dragon-like abilities.

Progression: as a Sorcerer, with the following changes:

- Gains a +2 bonus to Armor Class. (+3 at 5th, +4 at 15th)
- Deals 2d4 slashing damage with unarmed attacks. (Unarmed attacks are considered +1 magical weapons at 5th, damage increases to 2d6 at 10th, deals +d6 elemental damage at 15th).
- At 3rd level, gains a +10% to elemental resistance. (+25% at 9th, +50% at 15th)
- May cast one fewer spell per level.
- Has a permanent -2 casting speed penalty.
- May not summon a Familiar.
- Hit Die: d6
- May declare a Draconic Ancestor. (This ancestor determines which bonus spells they receive and what elemental damage type is used for various other class features, see below.) Dragon Disciples must be within one step of their Ancestor's alignment (i.e. Copper Dragons are Chaotic Good, so a Copper Dragon Disciple could be Neutral Good, Chaotic Neutral or Chaotic Good).

<i>Element</i>	<i>Acid</i>	<i>Cold</i>	<i>Electricity</i>	<i>Fire</i>
<i>Ancestor Color</i>	Black (CE) Green (LE) Copper (CG)	White (CE) Silver (LG)	Blue (LE) Bronze (LG)	Red (CE) Brass (CG) Gold (LG)
<i>Bonus Spell (1)</i>	Armor			
<i>Bonus Spell (2)</i>	Resist Fear			
<i>Bonus Spell (3)</i>	Haste			
<i>Bonus Spell (4)</i>	Emotion: Hopelessness			
<i>Bonus Spell (5)</i>	Prot. From Acid	Cone of Cold	Prot. From Electricity	Spell Shield
<i>Bonus Spell (6)</i>	Wyvern Call	Wyvern Call	Chain Lightning	Wyvern Call
<i>Bonus Spell (7)</i>	Power Word: Stun	Power Word: Stun	Power Word: Stun	Delayed Blast Fireball
<i>Bonus Spell (8)</i>	Horrid Wilting	Prot. From Energy	Improved Mantle	Prot. From Energy
<i>Bonus Spell (9)</i>	Wish			

Appendix II: Bloodline Kit Descriptions

These kits are incorporated into the Bloodline Kits component.

BLOODLINE SORCERER: Bloodline Sorcerers draw their innate magical prowess from some powerful being in their ancestry. Bloodline sorcerers are a diverse group, as their arcane heritage manifests itself in different ways depending on the nature of their long-forgotten ancestor.

Progression: as a Sorcerer, but with the following changes:

- Does not receive the Sorcerer bonus spells.
- May cast one fewer spell per level.

CELESTIAL SORCERER: Celestial Sorcerers draw their power from divine influence, whether from a mingling of celestials in their bloodline or from a spark of divinity. Celestial Sorcerers are typically virtuous and altruistic, living in harmony with their divine ancestors.

Progression: as a Bloodline Sorcerer, but with the following changes:

- Receives Bless (1), Resist Elements (2), Dispel Magic (3), Protection from Evil: 10' Radius (4), Flamestrike (5), Pierce Magic (6), Sunray (7), Symbol: Stun (8), and Absolute Immunity (9) as bonus arcane spells.
- Gains a permanent Protection from Evil effect.
- At 3rd, gains a +5% bonus to Acid and Cold Resistances. (+10% at 5th, +20% at 15th).
- At 10th, becomes immune to Poison and Disease.
- Alignment restricted to any good.

FIENDISH SORCERER: Fiendish Sorcerers bear the taint of a Demon or Devil somewhere in their ancestry. The evil that courses through their veins gives them a host of strange powers, but also perverts them into agents of corruption and destruction.

Progression: as a Bloodline Sorcerer, but with the following changes:

- Receives Protection from Evil (1), Strength (2), Dire Charm (3), Stoneskin (4), Chaos (5), Tenser's Transformation (6), Cacofiend (7), Symbol: Stun (8), and Gate (9) as bonus arcane spells.
- Gains a +1 bonus to hit and damage with all weapons.
- At 3rd, gains a +5% bonus to Electricity and Fire Resistances. (+10% at 5th, +20% at 15th).
- At 10th, becomes immune to Blind and backstab.
- Alignment restricted to any evil.

STORMBORN SORCERER: Stormborn Sorcerers trace their heritage to fierce and proud spirits of storm and sky. Living lightning sings in their veins and grants them mastery over air, electricity and weather. They tend to be free-spirited and quick on their feet.

Progression: as a Bloodline Sorcerer, but with the following changes:

- Receives Shocking Grasp (1), Stinking Cloud (2), Lightning Bolt (3), Improved Invisibility (4), Conjure Lesser Air Elemental (5), Chain Lightning (6), Prot. From the Elements (7), Power Word: Blind (8), and Freedom (9) as bonus arcane spells.
- Gains a +1 bonus to Armor Class and movement speed. (+2 at 10th)
- At 3rd, gains a +10% bonus to Electricity Resistance. (+25% at 5th, +50% at 15th)
- Alignment restricted to any non-lawful.

RIMEBLOODED SORCERER: Descended from inhabitants of the lands of ice and snow, Rimeblooded Sorcerers count giant-kin, troll-born, and frost-rimed spirits among their ancestors. Rimeblooded Sorcerers are infused with the chill of the polar wind, crackling auroras, and the long winter's night.

Progression: as a Bloodline Sorcerer, but with the following changes:

- Receives Chill Touch (1), Ray of Enfeeblement (2), Slow (3), Ice Storm (4), Cone of Cold (5), True Sight (6), Prot from the Elements (7), Improved Mantle (8), and Energy Drain (9) as bonus spells.
- Attacks have a 10% chance to deal +d4 cold damage. (25% chance at 5th, +d6 damage at 10th)
- At 3rd, gains a +10% bonus to Cold Resistance. (+25% at 5th, +50% at 15th)
- Race restricted to Human or Half-Elf.

GROVEBORN SORCERER: The progenitors of Groveborn Sorcerers infused themselves with raw plant life. By binding plant matter into their own tissue and passing it down to their literal seed, they provide these sorcerers with an innate connection to the natural world.

Progression: as a Bloodline Sorcerer, but with the following changes:

- Receives Entangle (1), Barkskin (2), Non-Detection (3), Call Woodland Beings (4), Domination (5), Fire Seeds (6), Nature's Beauty (7), Prot from Energy (8) and Shapechange (9) as bonus spells.
- Gains a +1 bonus to Armor Class.
- At 3rd, gains a +1 bonus to saves vs. death and saves vs. spells. (+2 at 5th, +3 at 15th)
- At 10th, becomes immune to Poison and Disease.
- Alignment restricted to any neutral.

SYLVAN SORCERER: The capricious nature of the fey runs in the veins of Sylvan Sorcerers due to some long forgotten intermingling of fey blood or magic. These sorcerers are more emotional than most, prone to bouts of joy and rage.

Progression: as a Bloodline Sorcerer, but with the following changes:

- Receives Sleep (1), Deafness (2), Dire Charm (3), Poison (4), Pixie Dust (5), Misdemeanor (6), Prismatic Spray (7), Improved Mantle (8), and Spell Trap (9) as bonus arcane spells.
- Becomes immune to Sleep.
- Gains a +1 bonus to saves vs. spells. (+2 at 5th, +3 at 10th)
- At 3rd, gains a +5% bonus to Magic Resistance. (+10% at 9th, +20% at 15th).
- Alignment restricted to any non-lawful

AMORPHOUS SORCERER: The foul ichor of oozes runs through your veins, granting you magical control over noxious chemicals and slime, as well as a gift for changing your form to suit your needs.

Progression: as a Bloodline Sorcerer, but with the following changes:

- Receives Grease (1), Melf's Acid Arrow (2), Slow (3), Polymorph: Self (4), Protection from Acid (5), Carrion Summons (6), Power Word: Stun (7), Abi-Dalzim's Horrid Wilting (8), and Shapechange (9) as bonus arcane spells.
- Becomes immune to Poison and Disease.
- At 3rd, gains a +10% bonus to Acid Resistance. (+25% at 5th, +50% at 15th).
- At 10th, gains a +10% bonus to Crushing, Missile and Piercing Resistances.
- Alignment restricted to any non-lawful.
- Race restricted to Human, Half-Elf or Gnome.

REVENANT SORCERER: The taint of the grave courses through Revenant Sorcerers. Perhaps one of their ancestors became a powerful lich or vampire, or maybe they were born dead before suddenly returning to life. Either way, the forces of death move through them and touch their every action.

Progression: as a Bloodline Sorcerer, but with the following changes:

- Receives Larloch's Minor Drain (1), Ghoul Touch (2), Vampiric Touch (3), Spirit Armor (4), Phantom Blade (5), Death Spell (6), Finger of Death (7), Abi-Dalzim's Horrid Wilting (8), and Wail of the Banshee (9) as bonus arcane spells.
- Becomes immune to Sleep.
- Gains a +1 bonus to saves vs. death. (+2 at 5th, +3 at 10th)
- At 3rd, gains a +5% bonus to Physical Resistance. (+10% at 9th, +20% at 15th).
- At 15th, becomes immune to non-magical weapons.
- At 20th, becomes immune to death magic.
- Has a permanent -2 casting speed penalty.
- Hit Die: d6
- Alignment restricted to any non-good.

Appendix III: Oracle Kit Descriptions

These kits are incorporated into the Oracles component.

ORACLE: Occasionally, a god decides to imbue their powers in a devout, but not necessarily willing, vessel. These chosen few are called Oracles, and their newfound abilities are both powerful and mysterious. Oracles differ from other divine agents, as their powers do not require constant worship.

- May become proficient (+) in Clubs, Daggers, Flails, Maces, Spears, Staffs, Warhammer, Crossbows, Darts, Shortbows and Slings.
- May become proficient (+) in any weapon style.
- May wear helmets.
- May cast spells while wearing Leather, Studded Leather, Hide, Chain and Scale armor and while using Bucklers, Small Shields and Medium Shields.
- May cast divine spells.
- May declare a Mystery, which grants additional abilities.
- Hit Die: d6

ORACLE OF BATTLE: Oracles of Battle are selected by Tempus as emissaries of chaotic combat and war. The Lord of Battles grants his chosen Oracles strong physical abilities, but otherwise allows them to find their own path with the powers granted.

Progression: as an Oracle, but with the following changes:

- May become specialized (++) in any melee weapon.
- Gains the warrior bonus Attacks per Round from specialization and at 7th and 13th.
- May cast spells while wearing any armor or using any shield.
- Gains Stoneskin (4) and Blade Barrier (6) as bonus spells.
- Whenever they cast a Cure spell, it casts instantly (casting time is reduced to 0).
- Hit Die: d8
- Alignment restricted to any chaotic.

ORACLE OF FLAME: Oracles of Flame are chosen by Kossuth. The Firelord grants his chosen Oracles control over flame. The Firelord teaches self-reliance and purity above all else.

Progression: as an Oracle, but with the following changes:

- May become specialized (++) in Flails.
- Gains Burning Hands (1) and Fireball (3) as bonus spells.
- Gains +10% Fire Resistance. (+25% at 5th, +50% at 11th)
- Gains a +2 bonus to movement speed.
- Becomes immune to Web and Entangle.
- Alignment restricted to any non-chaotic.

ORACLE OF LIFE: Chauntea will occasionally bestow a particularly vigorous and altruistic mortal with the powers of the Oracle of Life. The Great Mother grants her followers powers over life and health.

Progression: as an Oracle, but with the following changes:

- May become specialized (++) in Scimitars.
- Gains Cure Light Wounds (1), Cure Medium Wounds (3) and Raise Dead (5) as bonus spells.
- Whenever they cast a Cure spell, it casts instantly (casting time is reduced to 0).
- Becomes immune to Level Drain, Poison and Disease.
- Alignment restricted to any good.

ORACLE OF LORE: Particularly intelligent devotees of Oghma will sometimes find themselves granted the powers of an Oracle of Lore. The Lord of Knowledge gives his Oracles enhanced spellcasting ability.

Progression: as an Oracle, but with the following changes:

- May become specialized (++) in Longswords.
- Gains Identify (1) and Limited Wish (7) as bonus spells.
- May cast one additional spell per level.
- May select one additional spell known per level.
- Has a permanent +2 bonus to casting speed.
- Alignment restricted to Lawful Neutral, True Neutral or Chaotic Neutral.

ORACLE OF NATURE: Oracles of Nature are given their powers by Silvanus. The Forest Father makes his Oracles more resilient and immune to the harsher effects of the natural world.

Progression: as an Oracle, but with the following changes:

- May become specialized (++) in Warhammers.
- Gains Entangle (1) and Barkskin (2) as bonus spells.
- Melee attacks deal +d6 acid damage to constructs and undead.
- Has a +3 bonus to Armor Class.
- Becomes immune to Silence, Poison and Disease.
- Alignment restricted to any neutral.

ORACLE OF WINTER: Oracles of Winter are especially cynical, cold-hearted followers of Auril. The Frostmaiden gives her Oracles powers over frost, ice, snow, weather and death.

Progression: as an Oracle, but with the following changes:

- May become specialized (++) in Axes.
- Gains Chill Touch (1), Ice Storm (4), Cone of Cold (5) as bonus spells.
- Melee attacks deal +d4 cold damage.
- Gains +10% Cold Resistance. (+25% at 5th, +50% at 11th)
- Alignment restricted to True Neutral, Lawful Evil, Neutral Evil or Chaotic Evil.

Appendix IV: Specialist Mage Kit Descriptions

These kits are incorporated into the Specialist Mage Kits component.

RED WIZARD: The Red Wizards are the masters of Thay, the conquerors of that land's native Rashemi and the would-be magical overlords of Faerun. Red Wizards focus on a school of magic more intently than any other specialist in the Realms, and achieve incredible mastery of magic within their focus.

Progression: as a Specialist, but with the following changes:

- May cast two additional spells per level per day.
- Must select an additional opposed school.
- May not cast spells from three other schools.
- Race restricted to human.
- Alignment restricted to any non-good.

HARPER MAGE: The Harpers have counted arcane spellcasters among their ranks since the order was founded. As members of an order that actively associates itself with Mystra, Harper Mages find that their have an improved connection to the Weave, making their magic more powerful.

Progression: as a Specialist, but with the following changes:

- At 3rd, gains a +2 bonus to saves vs, spells.
- At 5th, becomes immune to Silence (as per Vocalize).
- Receives 5 Lore every level.
- Alignment restricted to any non-evil.

SHADOW ADEPT: A few mages reject the Weave as the source of their magical energy and instead begin to use the Shadow Weave to fuel their arcane powers. Users of the Shadow Weave gain great power over certain schools of magic, but find themselves unable to draw on the Weave, barring them from certain other schools entirely.

Progression: as a Specialist, but with the following changes:

- Has permanent Infravision.
- Becomes immune to Blind.
- Gains a +1 bonus to casting speed at night. (+2 at 15th)
- At 3rd, gains a permanent Non-Detection effect.
- At 9th, may use Shadow Walk ability (as the Shadowdancer ability) once per day.
- May not cast spells from the schools of Abjuration, Alteration, Conjunction and Evocation.
- Alignment restricted to any non-good.
- Available for: Enchanters, Illusionists, Necromancers

ARGENT SAVANT: Argent Savants view magical force as the purest form of magic. As there is no equivalent in the physical world for magical force, such power is only available through magical means, making it a symbol of the perfection of magic that eschews the basic elements in favor of raw power.

Progression: as a Specialist, but with the following changes:

- Gains a +3 bonus to base Armor Class.
- At 3rd, gains a +10% bonus to Magic Damage Resistance. (+25% at 5th, +50% at 15th)
- Available for: Abjurers, Invokers

ELEMENTALIST: Elementalists are Mages who are unusually interested in the four elements. Typically, an Elementalist becomes specialized in one of the four basic elements, granting them slight power over their elemental domain. Air Elementalists are called Aeromancers, Earth Elementalists are Geomancers, Water Elementalists are known as Hydromancers and Fire Elementalists are called Pyromancers.

Progression: as a Specialist, but with the following changes:

- Chooses one element. This element determines the damage type of their other kit features.
- Gains a +10% bonus to Elemental Resistance. (+25% at 5th, +50% at 15th)
- At 3rd, your attacks deal +d4 elemental damage.
- Available for: Invokers

PALE MASTER: Pale Masters crave a mastery of death that few arcane spellcasters ever achieve. Through rigorous study of life, death and undeath, Pale Masters discover ways to make their bodies more like the resilient undead that they animate.

Progression: as a Specialist, but with the following changes:

- Becomes immune to Sleep and backstabs.
- Gains a +1 bonus to saves vs. death. (+2 at 5th, +3 at 10th)
- At 3rd, gains a +1 bonus to Armor Class. (+2 at 9th, +3 at 15th)
- At 15th, becomes immune to death magic.
- Hit Die: d6
- Does not receive the bonus spell slot for specialization.
- Alignment restricted to any non-good.
- Available for: Necromancers

STARMETAL ADEPT: Starmetal Adepts are Mages who have decided to infuse their bodies with pure Starmetal, granting them supernatural resilience and strength. Prolonged consumption of Starmetal, despite granting fantastic physical abilities, does take its toll on the Adept, who will find themselves able to cast fewer spells than their arcane peers.

Progression: as a Specialist, but with the following changes:

- Gains a +1 bonus to THAC0 and Armor Class. (+2 at 9th, +3 at 15th)
- At 3rd, your unarmed attacks deal d6 crushing damage.
- At 5th, gains a +2 bonus to saves vs. death. (+4 at 11th)
- At 7th, becomes immune to backstabs.
- At 15th, gains +20% bonus to Physical Resistance.
- Hit Die: d8
- Does not receive the bonus spell slot for specialization.
- Available for: Transmuters

TRANSMOGRIFIST: Transmogrifists are Mages who have focused all of their studies into the ability to transmute their own form. Transmogrifists specialize in altering their own form into the forms of several other powerful creatures, granting them a unique and versatile set of abilities.

Progression: as a Specialist, but with the following changes:

- May use Shapeshift: Fire Salamander ability once per day. Additional uses gained at 9th and 15th.
 - As the Druid Avenger ability of the same name.
- At 3rd, may use Shapeshift: Wyvern ability once per day. Additional uses gained at 9th and 15th.
 - As the Druid Avenger ability of the same name.
- At 7th, may use Shapeshift: Sword Spider once per day. Additional uses are gained at 9th and 15th.
 - As the Druid Avenger ability of the same name.
- Alignment restricted to any non-lawful.
- Available for: Transmuters

WHITE NECROMANCER: White Necromancers study the interactions of life and death, but they do so without the desire for power over the undead. White Necromancers honor the dead and seek to aid the living. Their understanding of the triad of life death and undeath makes them capable healers as well as powerful spellcasters.

Progression: as a Specialist, but with the following changes:

- Receives Cure Light Wounds (1), Delay Poison (2), Cure Medium Wounds (3), Cure Serious Wounds (4) and Raise Dead (5) as bonus arcane spells.
- Hit Die: d6
- Alignment restricted to any non-evil.
- Available for: Necromancers

The following two kits are available if the Armored Casting and Expanded Weapons for Mages components are installed.

ARCANAMACH: Arcanamachs are warrior-mages who have studied the elite traditions of the Netherese Empire. By employing ancient Netherese techniques against modern magic, Arcanamachs gain a small amount of control over magic, and are able to counter it with a single strike with their weapons.

Progression: as a Specialist, but with the following changes:

- May become proficient (+) in any weapon.
- May cast spells while wearing Leather or Studded Leather armor.
- At 3rd, may use Dispelling Strike ability once per day. Additional uses are gained at 9th and 15th.
 - Next attack within 3 rounds dispels all magic on the target (saves vs. spells -2 negates).
- Hit Die: d6
- May not use shields.
- Does not receive the bonus spell slot from specialization.
- May not dual class.
- Available for: Abjurers

BATLEMAGE: Battlemages are followers of the traditions of the War Wizards of Cormyr, an elite and highly respected group of Mages and Sorcerers, all loyal servants of the Crown of Cormyr. Through extensive training in both combat and arcane magic, War Wizards become able to blend the two together, typically with great effect.

Progression: as a Specialist but with the following changes:

- May become proficient (+) in Clubs, Daggers, Staves, Spears, Crossbows, Darts, Shortbows, Slings.
- May cast spells while wearing Leather or Studded Leather armor and while using Bucklers or Light Shields.
- At 3rd, gains a +1 bonus to minimum damage rolls. (+2 at 15th)
- At 9th, may cast spells while wearing Hide, Chain or Scale armor and while using Medium Shields.
- Hit Die: d6
- Does not receive the bonus spell slot for specialization.
- May not dual class.
- Available for: Invokers

ARTIFICER: [Description]

Known Bugs

As with all mods under development, there will be some bugs. If you encounter a bug while playing with this mod installed, I strongly encourage you to report it on the thread for this mod. Helpful information to include when you locate a bug is 1) which game you were playing, 2) which version of the game, 3) which version of this mod, 4) other mods you have installed and 5) the problem that you are noticing.

A list of known bugs will be maintained in the top post of the mod thread at forum.baldursgate.com.

Changes in the Latest Version

Below is a list of major changes introduced in the latest version (v0.4).

Changes to Existing Features

- **Core Revisions:** Conjurers now receive a d6 hit die.
- **Core Revisions:** All Mages and Sorcerers are now able to obtain a Familiar.
- **Core Revisions:** Now also removes Nahal's Reckless Dweomer, Chaos Shield and Improved Chaos Shield from the spell selection menu.
- **Updated Schools:** Dispel Magic is moved from Abjuration to General.
- **Arcane Crafting:** Changes the number of charges on crafted wands.
- **Magus:** Removed the bonus attack per round from specialization and at 7th or 13th level.

New Features

- Added the Specialist Mage Kits component, which introduces 11 new kits (with 20 subkits) available to various Specialist Mages.
- Added the Dynaheir, Xan and Edwin components, which provides alternate class and kit options for the named NPCs to choose from during mod installation.
- Added the Specialist Kits for NPCs and Bloodline Kits for NPCs, which allow joinable NPCs in the Baldur's Gate games to choose Specialist Kits (for Mages) or Bloodline Kits (for Sorcerers).
- Expanded the Arcane Crafting component to include Brewing Potions and Recharging Wands.

Bug Fixes and Mod Functionality Updates

- **Mod:** Fixed all compatibility issues with Pecca's "More Style for Mages" mod.
- **General:** Fixed an issue where kit bonus spells were sometimes not being granted.
- **Core:** Fixed text issues with the names of Brass Dragon Disciples.
- **Bloodlines:** Fixed an issue where Sorcerers and Mages would have the wrong innates if the Bloodline Kits component was installed.
- **Oracle:** Fixed an issue where Oracle bonus spells were sometimes not counted for spells known.
- **Oracle:** Fixed an issue where Oracles of Life would not receive Cure Light Wounds.
- **Oracle:** Fixed an issue where Oracles would still have the Declare Mystery ability, even after declaring one.
- **Oracle:** Fixed text issues with the names of Oracles of Winter.

A full change log is available in the top post of the mod thread at forum.baldursgate.com.

Credits and Acknowledgements

Contact Information

This mod was created by Aquadrizt with contributions from Grammarsalad. Additional information on this mod is available on the Baldur's Gate forums.

Acknowledgements

I would first like to thank Grammarsalad for his numerous contributions to this mod, both in code and in discussion. Being able to talk about my ideas with him was incredibly helpful, and this mod would not be nearly as expansive without his insight, assistance and inspiration. I would like to thank him in particular for his assistance with the Oracle component, as well as the Arcane Crafting component and Artificer kit that he provided for use in this mod.

I would also like to thank the following people for their assistance with and contributions to this mod.

- Mike1072, for allowing me to adapt their armor library and some code from Item Revisions.
- Dib, for giving me usage of their preliminary code for Favored Souls.
- CrevsDaak, for their guide on making kit mods work with the Enhanced Editions.
- Wisp and Avenger, for their Scribe Scroll component in aTweaks, which was incredibly helpful in the creation of the various Arcane Crafting abilities. (www.spellholdstudios.net/ie/atweaks)
- Anyone who contributed to the mod discussion on the forums, played earlier versions of the mod, found errors or otherwise helped with making this mod.
- The creators of the tools I used in the writing of this mod, whose tools were essential to the creation of this mod.

Tools Used

- WeiDu, by Westley Weimer, the bigg and Wisp
- Near Infinity, by Jon Hauglid and Argent77
- The Infinity Engine Data Structures Project (IEDSP), maintained by igi
- WeiDu Highlighters, by Idobek and cmorgan
- NotePad++, by Don Ho

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