# Content Mods + Misc. (A):

1. **EEex (required for certain kits)**

<https://github.com/Bubb13/EEex/releases>

1. **Stone of Askavar**

* Default version: areas connected by travel triggers

<https://forums.beamdog.com/discussion/42168/mod-the-stone-of-askavar-for-totsc-tutu-bgt-and-bg-ee>

1. **FG Kits (Kitpack)**

* Halfling Marshal (Fighter)
* Cataphract (Ranger)
* Artillier (Ranger)
* Novice (Thief)

*Note: for some reason you have to install this mod before some NPCs else they won’t install… that’s why it’s over here in the install order!*

<https://us.v-cdn.net/5019558/uploads/editor/vs/mrkqbhryum6r.zip>

# NPC Mods (B):

1. **BG1 NPC Project**

* Required Modifications
* Banters, Quests and Interjections
* SixofSpades Extended Sarevok’s Diary

<https://www.gibberlings3.net/mods/npcs/bg1npc/>

1. **Indira NPC**

<https://github.com/Erg-os/Indira_NPC/archive/master.zip>

1. **Gavin NPC** (DEFAULT PORTRAIT)

<https://www.gibberlings3.net/mods/npcs/gavin/>

1. **Isra NPC**

<https://forums.beamdog.com/discussion/14158/mod-isra-npc-for-bg-ee-bgt-tutu-released>

1. **Drake NPC** (DEFAULT PORTRAIT)

<https://github.com/ArtemiusI/Drake>

1. **Sirene NPC** (ORIGINAL BG1 PORTRAIT BY SPOREBOY)

<https://github.com/ArtemiusI/Sirene-NPC>

1. **Aura NPC** (SECOND BG1 PORTRAIT BY ARTISAN)

* Artificer (Bard, EEx required)

<https://github.com/ArtemiusI/Aura_BG1>

1. **Emily NPC**

<https://github.com/Skitia/Emily-BG1>

1. **Kale NPC**

<https://github.com/Skitia/Kale-BG1>

1. **Helga NPC** (DEFAULT PORTRAIT)

<https://github.com/Skitia/Helga-BG1>

1. **Recorder NPC**

<https://github.com/Skitia/Recorder-BG1/>

1. **Vienxay NPC** (OLD PORTRAIT (NWN))

<https://github.com/Skitia/Vienxay-BG1>

1. **Walahnaan NPC**

<https://downloads.weaselmods.net/download/walahnan-bg1ee/>

1. **Bristlelick NPC**

<https://downloads.weaselmods.net/download/bristlelick/>

1. **Glam’s NPC Pack**

<https://www.gibberlings3.net/mods/npcs/glam-npc-pack/>

1. **Neera NPC Expansion**

<http://www.shsforums.net/files/download/1022-neera-expansion/>

1. **Ajantis NPC Expansion**

<https://www.gibberlings3.net/files/file/996-ajantis-bg-expansion/>

# More Content Mods + Items/Spells (C):

1. **BG1 Unfinished Business**

* Install all components

<https://github.com/Pocket-Plane-Group/bg1ub/releases>

1. **Sirine’s Call**

* Install all components

<http://www.pocketplane.net/mambo/index.php?option=com_content&task=blogcategory&id=134&Itemid=94>

1. **Ascalon’s Questpack**

<https://github.com/whiteagnus/AC_QUEST>

1. **Shades of the Sword Coast**

<https://downloads.weaselmods.net/download/shades-of-the-sword-coast/>

1. **Gorgon’s Eye**

<https://github.com/TotalMilk90/gorgon/releases>

1. **Black Hearts**

<https://github.com/A-Wizard-Did-It/Black-Hearts-BG1>

1. **Forgotten Armament Item Pack**

* Only update existing items

<https://www.gibberlings3.net/files/file/1036-forgotten-armament/>

# Kit Mods (D):

1. **Geomantic Sorcerer (kit)**

<https://www.gibberlings3.net/mods/kits/geomantic/>

1. **Spiritwalker (kit)**

<https://github.com/thisisulb/SpiritwalkerKit>

1. **Storm Caller (kit)**

<https://github.com/thisisulb/StormCallerKit>

1. **Will of the Wisps (kit)**

<https://downloads.weaselmods.net/download/will-of-the-wisps/>

1. **Deratiseur’s Unused Kitpack (kit)**

* Preacher of Flames (Cleric)

<https://www.mediafire.com/file/xmnd1hwfa9kf7j7/Derats_Unused_Kits_Pack_v17.6.zip/file>

1. **Warlock (kit)**

* Beta spell learning system

<https://github.com/ArtemiusI/Warlock/archive/master.zip>

1. **Bardic Wonders (kit)**

* Abettor of Mask (Bard)
* Dancer (Bard)
* Storm Drummer (Bard)
* Troubadour (Bard)
* Make Garrick a Troubadour
* Strategist (Bard)
* Kappelmeister (Bard)
* Bardic Wonders Items
* Inspirations for Bards

<https://github.com/ArtemiusI/Bardic-Wonders>

1. **Shadow Magic (kit)**

* Main Component
* CONSTITUTION loss as penalty
* Shadow Monk kit

https://github.com/ArtemiusI/Shadow-Magic

1. **I hate Undead Kitpack (kits)**

* Pallid Mask (Monk)
* Dreadful Witch (Shaman)
* Imprisoned Soul (Sorcerer)

https://github.com/Raduziel/I-Hate-Undead-Kitpack/

1. **Might and Guile (kits)**

* Mage Hunter (Ranger)
* Halfling Slinger (Fighter/Thief)
* Revised Stalker (Ranger)

<https://github.com/UnearthedArcana/Might_and_Guile/releases>

1. **Morpheus562’s Kitpack (kit)**

* Death Knight (Fighter)
* Psi Warrior (Fighter)

<https://www.morpheus-mart.com/morpheus562s-kitpack>

1. **Expanded Classes and Kits (kits)**

* Vampyre (Thief)
* Seer (Clerics & Druids)
* Better draining
* Dan\_P’s fixes

*Note: You may need to rename “Expanded Classes” folder to “ExpandedClasses”*

<https://forums.beamdog.com/discussion/77859/expanded-classes-and-kits-massive-kit-compilation-mod>

1. **Artisan’s Kitpack (kits)**

THIS MOD IS SPLIT INTO THREE PARTS!

Setup-ArtisansKitpack > Setup-ArtisansKitpack\_npc > Setup-ArtisansKitpack\_tweak

Setup-ArtisansKitpack

* Pale Master (Sorcerer)
* Brawler (Monk)
* Monk Revisions
* Sacred Fist (Cleric) & Enlightened Fist (Sorcerer)
* Berserker (Fighter)
* Wizard Slayer (Fighter)
* Kensai (Fighter)
* Barbarian (Fighter)
* Dwarven Defender / Vanguard (Fighter)
* Arcane Archer (Fighter)
* Arcane Archer (Fighter/Mage)
* Beast Master (Ranger)
* Dark Hunter (Ranger)
* Paladin Overhaul
* Cavalier (Paladin)
* Undead Hunter (Paladin)
* Blackguard (Paladin)
* Divine Champion (Paladin)
* Mystic Fire (Paladin)
* Martyr (Paladin)
* Shapeshifter (Druid)
* Elementalist (Druid)
* Hivemaster (Druid)
* Rogue Archer (Thief)
* Trickster (Thief)
* Invisible Blade (Thief)
* Warhorn Shaman (Shaman)
* Eldritch Knight (Fighter/Mage)

Setup-ArtisansKitpack\_npc

* Arcane Archer Emily
* Rashemi Berserker Minsc
* Divine Champion Ajantis
* Rogue Archer Imoen
* Warhorn Shaman Mkhiin

Setup-ArtisansKitpack\_tweak

* Modify beastmaster restrictions
* Trickster – Mimic mod abilities

<https://github.com/ArtemiusI/The-Artisan-s-Kitpack>

1. **Tome and Blood**

* Rebalanced Spell Schools
* No Opposition Schools
* Revised Dragon Disciples
* Revised Specialists

<https://github.com/subtledoctor/TomeAndBlood/releases/tag/0.9.50>

1. **Rogue Rebalancing**

* Proper dual wielding implementation
* Thief kit revisions
* Proper racial adjustments
* Bard kit revisions
* Proper spell progression for bards
* Additional equipment

<http://readme.spellholdstudios.net/readme_rr.html>

1. **Bardic Wonders (Jester overhaul)**

<https://artisans-corner.com/bardic-wonders/>

1. **Artisan’s Kitpack (Assassin + Swashbuckler overhaul)**

<https://github.com/ArtemiusI/The-Artisan-s-Kitpack>

1. **Improved Shamanic Dance**

<https://forums.beamdog.com/discussion/58676/mod-improved-shamanic-dance>

# Tweak Mods (E):

1. **House Rules**

* Expanded Shapeshifting
* Rebalanced Weapon Styles
* INT/WIS/CHA based spell slots
* Passive Trap Detection

<https://github.com/ArtemiusI/House-Rule-Tweaks>

1. **Tweaks Anthology**

* Icon Improvements
* Force all dialogue to pause game
* Fix Boo’s squeak
* Make magic shields glow
* Use character colours instead of item colours
* More interjections
* Improved MP kickout dialogue
* Send Bioware NPCs to an inn
* Reveal city maps
* Stores sell higher stacks of items
* Move Alora to Gullykin
* Move Eldoth to Coast Way Crossing
* Move Quayle to Carnival
* Move Shar Teel to North Nashkel Road
* Move Tiax to Beregost
* Move Viconia to South Beregost Road
* Easy Spell Learning (2)
* Remove Fatigue from Restoration
* Stacks of 120 (x4)
* Sellable Items
* Stores purchase all item types
* No deprecation in stores
* Consistent stats (use bg2 values)

<https://www.gibberlings3.net/mods/tweaks/tweaks/>

1. **Talents of Faerun**  (last known working version was v3)

* Include arcane spells from IWD
* Include divine spells from IWD
* Core Stratagems…
* Changes to restoration
* Changes to shapeshift spells
* Rebalance slightly too powerful spells
* Spells increased in power
* Add 9 new arcane spells
* Add 6 new divine spells
* Revised elementals
* Introduce new races and subraces
* Thieves gain evasion
* Rebalanced Traps
* Revised Speciality Priests
* Revised Ability Score Modifiers
* Thieves gain skills in multiples of five

<https://www.gibberlings3.net/forums/forum/236-talents-of-faer%C3%BBn/>

1. **Sword Coast Stratagems**

* Reduce arrows of dispelling
* Wider selection of random scrolls
* Inquis dispel @ 1.5x
* Faster bears
* Revised inn rooms
* Ease of Use Party AI
* Improved Text Screens
* Initialise AI components
* Smarter General AI
* Better calls for help
* Smarter mages
* Smarter priests
* Potions for NPCs
* Improved spiders
* Smarter sirines and dryads
* Smarter carrion crawlers
* Smarter basilisks
* Improved doppelgangers
* Improved black talons/iron throne guards
* Improved deployment
* Improved kobolds
* Relocated bounty hunters
* Improved Ulcaster
* Improved Balduran’s isle
* Improved Durlag’s tower
* Improved demon cultists
* Improved Cloakwood druids
* Improved Basillus
* Improved Drasus party
* Improved red wizards
* Improved undercity assassins
* Improved Carsa/Khark interaction
* Tougher Ch2 End
* Tougher Ch3 End
* Tougher Ch4 End
* Tougher Ch5 End
* Improved final battle
* Improved minor encounters

<https://www.gibberlings3.net/mods/tweaks/scs/>

1. **aTweaks 4.53**

* Prevent skeletal…
* Spiritual Hammer Force weapon
* Restore innate disease…
* Ranger’s animal empathy…
* Instant casting for warrior innates
* Revised Bhaalpowers
* Prevent project image…
* Make death ward…
* Make alignment…
* Expanded saving throws for shorties
* Simple thief script
* Simple bard script
* Simple cleric/paladin script
* Use IWD DD animation, shorter delays
* Distinctive creature coloring
* Distinctive creature sounds
* Expanded temple services
* BG2 style icons…

<http://www.spellholdstudios.net/ie/atweaks>

1. Olvyn’s Epic Thieving

* New Skill: Use Poison

<https://github.com/OlvynChuru/Epic-Thieving>

1. House of SIM (DEFJAM)

* 50% creature EXP

<https://www.pocketplane.net/house-of-sim/>

# Portraits + Anything else (F):

1. **Portraits Portraits Everywhere**

* Core Component
* Sequenced
* Isandir’s Charname Portraits

<https://forums.beamdog.com/discussion/61015/mod-portraits-portraits-everywhere-for-bg1ee-sod-bg2ee-iwdee-eet>