# Fixpacks (A):

1. **Jim’s Fix Pack**

* Fix sunfire
* Correct spell animations
* Add spell school notifications
* Add expiration notifications buffs
* Add expiration notifications items
* Allow spellshield to block wish breach…

<https://forums.beamdog.com/discussion/66358/mod-jimfix-ascension-scs-fixes-general-tweaks>

# Content Mods (B):

1. **Ascension**

<https://www.gibberlings3.net/files/file/1011-ascension/>

1. **Assassinations**

https://www.pocketplane.net/assassinations/

1. **Dungeon Crawl**

<https://www.pocketplane.net/dungeon-crawl/>

1. **Gibberlings 3 Anniversary Mod**

<https://www.gibberlings3.net/files/file/932-gibberlings-three-anniversary-mod/>

1. **Tower of Deception**

<https://github.com/InfinityMods/TowerOfDeception/releases>

1. **Back to Brynnlaw**

<https://www.pocketplane.net/back-to-brynnlaw/>

1. **Sellswords**

<https://www.pocketplane.net/the-sellswords/>

1. **The White Queen**

<https://downloads.weaselmods.net/download/the-white-queen/>

1. **I Shall Never Forget**

<https://downloads.weaselmods.net/download/i-shall-never-forget/>

1. **Tales of the Deep Gardens**

[https://downloads.weaselmods.net/download/tales-of-the-deep-gardens/](http://www.shsforums.net/files/file/820-tales-of-the-deep-gardens/)

1. **Skie’s Soul**

https://downloads.weaselmods.net/download/skie-the-cost-of-one-girls-soul/

1. **Ooze’s Lounge**

<https://downloads.weaselmods.net/download/oozes-lounge/>

1. **Southern Edge**

https://downloads.weaselmods.net/download/southern-edge/

1. **Tangled Oak Isle**

<https://downloads.weaselmods.net/download/tangled-oak-isle/>

1. **Bridges Block**

<https://downloads.weaselmods.net/download/bridges-block/>

1. **Alabaster Sands**

<https://downloads.weaselmods.net/download/alabaster-sands/>

1. **Journey to Whin Hill**

<https://downloads.weaselmods.net/download/the-journey-to-the-whin-hill/>

1. **In love, Undeath**

<https://downloads.weaselmods.net/download/in-love-undeath/>

1. **The Bloodied Strings of Barovia**

<https://downloads.weaselmods.net/download/the-bloodied-stings-of-barovia/>

1. **Dark Tidings**

<https://forums.beamdog.com/discussion/87380/mod-dark-tidings-a-quest-mod-for-bg2>

1. **Unfinished Business for BG2**

https://www.pocketplane.net/unfinished-business/

All except Gorje Hilldark

1. **Ding0’s Questpack**

<https://www.pocketplane.net/quest-pack/>

1. **Ascalon’s Questpack**

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

1. **Heroes, Thieves and Moneylenders**

<https://www.gibberlings3.net/mods/quests/htam/>

# Item Mods + Spell Mods (C):

1. **Item Upgrade**

<https://github.com/Gibberlings3/Item_Upgrade/releases>

1. **SOD to BG2 Item Upgrade**

<https://github.com/Gibberlings3/SoD-to-BG2EE-Item-Upgrade/releases/tag/v1.2.0>

sod2bg2\_iu-v1.2.0.exe

1. **Haerdalis Swords**

<http://www.shsforums.net/files/file/804-haerdalis-swords/>

1. **Forgotten Armament Items**

* Update existing items (this component ONLY)

<https://www.gibberlings3.net/mods/items/forgotten_armament/>

1. **The Cowled Menace**

<https://www.gibberlings3.net/mods/quests/the-cowled-menace/>

1. **IWDification**

* Arcane spell pack
* Divine spell pack

<https://www.gibberlings3.net/mods/spells/iwdification/>

# NPC Mods (D):

1. **Amber (fighter/thief)**

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

1. **Kivan for BG2 (archer)**

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

1. **Gavin for BG2 (priest of Lathander)**

<https://www.gibberlings3.net/mods/npcs/gavin-bg2/>

1. **Auren Aseph (fighter)**

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

1. **Sarah (ranger)**

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

1. **Angelo (fighter -> mage)**

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

1. **Tyris Flare (fighter -> mage)**

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

1. **Adrian (sorcerer)**

<https://github.com/SpellholdStudios/Adrian_NPC>

1. **Saerileth (paladin)**

Find it yourself u pedo using eduroam… downloaded in Bugworld folder

1. **Isra (cavalier)**

<http://www.shsforums.net/files/file/1070-isra-bg2-pc/>

1. **Beaurin Legacy (enchanter/thief)**

<https://www.gibberlings3.net/files/file/998-beaurin-legacy/>

1. **Navarra (barbarian)**

<https://www.gibberlings3.net/files/file/1035-navarra/>

1. **Yasraena (fighter)**

<http://www.baldursgatemods.com/forums/index.php?action=downloads;sa=view;down=19>

1. **Xan for BG2 (fighter/mage)**

<https://www.pocketplane.net/xan-bg2-npc/>

1. **Evandra (illusionist)**

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

1. **Kelsey (sorcerer)**

<https://www.pocketplane.net/kelsey/>

1. **Keto (bard)**

<https://www.pocketplane.net/keto-npc/>

1. **Fade (shadowdancer)**

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

1. **Faldorn (shadow druid)**

<https://downloads.weaselmods.net/download/faldorn-bg2ee/>

1. **Skitia’s NPCs for BG2 (multiple, make Emily Arcane Archer)**

<https://forums.beamdog.com/discussion/78071/v1-00-skitias-npcs-for-bg2-ee-and-eet>

1. **Walahnaan (chronomancer)**

<https://downloads.weaselmods.net/download/walahnan-bg2ee/>

1. **Fyalvara (wizard slayer)**

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

1. **Lhaand (fallen ranger)**

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

1. **Sirene (martyr)**

<https://artisans-corner.com/sirene-npc-for-bg2ee/>

1. **Paina (hivemaster)**

<https://artisans-corner.com/paina-npc-for-bg2ee/>

1. **Will of the Wisps (shaman + stronghold/quests/NPC)**

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

1. **Beyond The Law (multiple)**

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

1. **BG2 Banter Pack**

<https://www.pocketplane.net/banter-packs/>

1. **IEP Extended Banters v5.4**

<http://www.shsforums.net/files/file/558-iep-extended-banters/>

1. **Mazzy Friendship**

<http://www.shsforums.net/files/file/712-mazzy-friendship-soa-tob/>

1. **Yoshimo Friendship (Link broken, downloaded in Bugworld folder)**

# Kit Mods (E):

1. **Geomantic Sorcerer (mage)**

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

1. **Oozelord (cleric)**

<https://forums.beamdog.com/discussion/80469/mod-oozelord-cleric-kit>

1. **Spiritwalker (shaman)**

<http://www.shsforums.net/topic/59433-mod-spiritwalker-a-shaman-shapeshifter-kit/>

1. **Spirit Hunter (op shaman kit – NOTE only install if you are aware this is OP)**

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

1. **FG Kits (kitpack)**

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

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

1. **Warlock (bard)**

* Beta Spell Learning

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

1. **Storm Caller (shaman)**

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

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

INSTALL: Pallid Mask, Dreadful Witch, Imprisoned Soul

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

1. **Bardic Wonders (bard kits and items)**

* Abettor of Mask
* Dancer
* Storm Drummer
* Troubadour
* Strategist
* Kapellmeister
* Bardic Wonders Items

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

1. **Shadow Magic (kitpack and items)**

* CONSTITUTION loss as penalty
* All kits except Diresinger (sucks)
* Encounters and items
* Beta Spell Learning System

<https://artisans-corner.com/shadow-magic/>

1. **Might and guile (kit reworks)**

INSTALL: REVISED STALKER, HALFLING SLINGER, MAGEHUNTER

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

1. **Morpheus’ Kitpack (kit)**

* Psi Warrior (Fighter)

<https://www.gibberlings3.net/mods/kits/morpheus-kitpack/>

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

* Vampyre (Thief)
* Sword Dancer (Fighter)
* Seer (Druid)
* Seer (Cleric)

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

1. **Artisan’s Kitpack (kitpack)**

* Berserker (Fighter)
* Wizard Slayer (Fighter)
* Kensai (Fighter)
* Barbarian (Fighter)
* Dwarven Defender / Vanguard (Fighter)
* Arcane Archer (Fighter)
* Arcane Archer (Fighter/Mage)
* Make Emily into an Arcane Archer
* Beast Master (Ranger)
* Dark Hunter (Ranger)
* Rashemi Berserker for Minsc
* 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)
* Make Imoen into a Rogue Archer
* Trickster (Thief)
* Invisible Blade (Thief)
* Pale Master (Sorcerer)
* Warhorn Shaman (Shaman)
* Monk Overhaul
* Brawler (Monk)
* Eldritch Knight (Fighter/Mage)
* Mod Kit Abilities to Trickster

<https://artisans-corner.com/the-artisans-kitpack/>

1. **Tome and Blood (mage reworks)**

* Rebalanced Spell Schools
* No opposition schools
* Revised Dragon Disciples
* Revised Specialists

<https://github.com/subtledoctor/TomeAndBlood/>

1. **Rogue Rebalancing (thief/bard reworks)**

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

Find the link yourself you lazy fucker

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

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

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

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

1. **Rogue Rebalancing (bard kit HLAs ONLY)**

Find the link yourself you lazy fucker

1. **Improved Shamanic Dance**

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

# Tweak Mods + Encounters (F):

1. **House Rules**

* Expanded Shapeshifting
* Rebalanced Weapon Styles
* INT/WIS/CHA-based Bonus Spell Slots
* Warrior HLAs
* Useful plot items
* Restore Reputation sound
* Change Anomen soundset
* Experience books

<https://lynxlynx.info/ie/modhub.php?ArtemiusI/House-Rule-Tweaks&ifeellucky>

1. **Tactics Remix Pre-SCS**

* Kuroisan

<https://www.gibberlings3.net/mods/quests/tactics-remix/>

1. **Tweaks Anthology**

* Icon Improvements
* Force all dialogue to pause game
* Fix Boo’s Squeak
* Make magic shields glow
* Use character colors instead of item colors
* More interjections
* Reveal areas before ch6
* Improved Athkatlan City Guard
* Improved MP kick out dialogue
* Send NPCs to an inn
* Stores sell higher stacks of items
* Shapeshifter rebalancing
* Planar Sphere for ALL
* ALLOW CROMWELL TO UPDATE ITEMS
* ALLOW CESPENAR TO USE CROMWELLS RECIPES
* Easy spell learning
* Stack size -> 120 [x4]
* Sellable items
* Store purchase all item types
* No deprecation in stores
* Increase party movement speed outside combat
* Improved Fate Spirit
* Consistent stats (use BG2 values)

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

1. **Sword Coast Stratagems (we did 34.3 last)**

* Move or modify OP items
* Reduce arrows of dispelling
* Wider selection of random scrolls
* Inquis dispel @ 1.5x
* Cure/Cause wounds to maximum
* Restoration heals ability scores
* Faster bears
* Thief skill points x5
* License costs 50k
* Gaelan charges 40k
* Treat HLAs as innate abilities
* Ease-Of-Use Party AI
* Initialise AI components
* Smarter General AI
* Better calls for help
* Smarter mages
* Smarter priests
* Potions for NPCs
* Improved spiders
* Smarter fiends/celestials
* Smarter genies
* Smarter dragons
* Smarter beholders
* Smarter mindflayers
* Smarter Githyanki
* Improved Vampires
* Smarter TOB Final villain
* Smarter Illsasera
* Smarter Gromnir
* Smarter YagaShura
* Smarter Abazigal
* Ascension Irenicus/Sendai using SCS abilities
* Ascension demons/AI
* Starting Dungeon Slightly Harder
* Spellcasting Demiliches
* Monster groupings to Level slider
* Improved random encounters
* Improved D’Arnise Keep
* Improved unseeing eye
* Improved Bodhi
* Ascension Bodhi
* Improved Irenicus Battle in spellhold
* Improved Sahaugin
* Improved beholder hive
* Rebalanced troll regen
* Improved Drow
* Improved Watchers Keep
* Improved Fire Giant Temple
* Improved Sendai’s Enclave
* Improved Abazigal’s Lair
* Improved Minor Encounters

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

1. **aTweaks 4.53**

* Prevent skeletan…
* Spiritual hammer force weapon
* Magical arrows and bolts…
* Additional traits for dwarves/gnomes
* PnP fiends (2)
* Fiendish Gating
* PnP mephitis
* Instant casting for warrior innates
* Revised Bhaalpowers
* Regain Bhaalpowers
* Uninteruptable Shapeshifting
* Prevent project image…
* Make death ward…
* Make alignment…
* Expanded saving throws for shorties
* Altered EXP rewards from locks, traps and scrolls
* 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. **BIG PICTURE**

* Core Component
* Halberds and spears extended range
* Drizzt encounter
* The Ritual
* Red Badge
* Lich in the Docks
* Gnome in the Docks
* Horred’s Lair
* Improved Suldanessalar
* Windspear Hill enhancements
* Improved Random Encounters
* Brown Dragon
* Improved Kangaxx
* Improved Small Teeth Pass

Go google it :D

1. **HOUSE OF SIM**

* Creatures to 50%
* Quests to 75%

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

# Portraits + Anything else (G):

1. **Portraits Portraits Everywhere**

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

1. **Derats unused kitpack (install only PREACHER OF FLAMES)**

https://forums.beamdog.com/discussion/60725/mod-the-deratiseur-unused-kits-pack-for-bg2-bgt-and-all-ee-versions-in-french-and-english-v17