# 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>

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

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

1. **Olvyn’s Epic Thieving**

* New Skill: Use Poison

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

# Content Mods (B):

1. **Ascension**

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

1. **Wheels of Prophecy**

[https://www.gibberlings3.net/files/file/971-wheels-of-prophecy**/**](https://www.gibberlings3.net/files/file/971-wheels-of-prophecy/)

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. **Call of the Lost Goddess**

<https://www.gibberlings3.net/forums/topic/38244-call-of-the-lost-goddess-v-10-is-now-available/>

1. **Fight the Heavens**

<https://www.morpheus-mart.com/fight-the-heavens>

1. **Crucible**

<https://www.morpheus-mart.com/crucible>

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>

# Item 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/>

# 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. **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)
* Novice (Thief)

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

1. **Warlock (bard)**

* Beta Spell Learning system

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

1. **Storm Caller (shaman)**

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

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

* 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
* Bardic HLAs

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

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

* CONSTITUTION loss as penalty
* Encounters and items

<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. **Faiths and Powers (kits)**

* Install kits (only)

<https://github.com/UnearthedArcana/Faiths_and_Powers/tree/master/faiths_and_powers>

1. **Morpheus’ Kitpack (kits)**

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

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

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

* Vampyre (Thief)
* Seer (Druid)
* Seer (Cleric)

*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 (kitpack)**

THIS MOD IS SPLIT INTO THREE PARTS!

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

Setup-ArtisansKitpack

* 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)
* Rashemi Berserker for Minsc
* 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)
* Make Imoen into a Rogue Archer
* Trickster (Thief)
* Invisible Blade (Thief)
* Pale Master (Sorcerer)
* Warhorn Shaman (Shaman)
* Monk Overhaul
* Brawler (Monk)
* Sacred Fist (Cleric)
* Enlightened Fist (Sorcerer)
* 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
* Upgradeable equipment
* Chosen of Cyric encounter
* Shadow Thief improvements

Find the link yourself you lazy fucker

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

*Note: we do this separately to ensure that Artisan’s thieves are installed instead of RR thieves. We also want artisan’s unique HLAs for these thieves, hence we install RR HLAs before these kits, so that they apply to the other thief kits.*

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

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

*Note: we do this separately to ensure that Artisan’s jester is installed instead of RR jester*

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

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

*Note: we do this separately to ensure that the bard kit HLAs overwrite the Artisan’s HLAs on the kits that are affected by Rogue Rebalancing (eg. Base bard, blade, jester, skald)*

Find the link yourself you lazy fucker

1. **Monk Overhaul**

<https://forums.beamdog.com/discussion/33618/mod-monk-overhaul>

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
* Warrior HLAs
* Useful plot items
* Restore Reputation sound
* Change Anomen soundset

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

* Include arcane spells from IWD
* Include divine spells from IWD
* Include bard songs 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
* Rebalanced Traps
* Modified cleric stronghold
* Remove intelligence-based restriction on number and level of learnable spells
* 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**

* Move or modify OP items
* Reduce arrows of dispelling
* Wider selection of random scrolls
* Inquis dispel @ 1.5x
* Faster bears
* 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%

<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)**

*Note: we only install this kit at the end, as it causes SCS/ToF to fail installation if done prior due to a HLA mismatch*

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