# 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>

# 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. **Call of the Lost Goddess**

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

1. **Throne of the Mad God**

<https://forums.beamdog.com/discussion/89267/mod-throne-of-the-mad-god-a-quest-mod-for-bg2ee>

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. **Storm Caller (shaman)**

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

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

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

1. **Warlock (bard)**

* Beta Spell Learning system

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

1. **FG Kits (kitpack)**

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

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

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
* Deathsinger
* Strategist
* Kapellmeister
* Bardic Wonders Items

<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: MAGEHUNTER, HALFLING SLINGER, REVISED STALKER

<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

* Pale Master (Sorcerer)
* Brawler (Monk)
* 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)
* Archer (Ranger)
* 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://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. **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
* Frozen and petrified creatures drop items on death
* 5% per 5 points for passive trap detection

<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 – currently trying v15)

* 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
* Revised speciality priests
* Modified cleric stronghold
* 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
* 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
* Horred’s Lair
* Improved Suldanessalar
* Windspear Hill enhancements
* Improved Random Encounters
* Brown Dragon
* Fighter/Illusionist in the Docks
* Improved Kangaxx
* Lich in the docks
* Improved Small Teeth Pass
* The Ritual

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. **Artisan’s Kitpack (Assassin + Swashbuckler overhaul + Trickster 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. Also, SCS seems to overwrite the unique HLAs for some reason, so to ensure we keep them, they’re now right at the end of the install..*

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

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>