Readme for A Frosty Journey: The Icewind Dale Enhanced Edition Kitpack

By elminster (aka Yellow Hat Elminster)

Version 2.8

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Special Thanks and Foreword

Special Thanks

CrevsDaak - For his kit mod instructions. This wouldn't be possible if those hadn't been written. If you haven't seen it check it out here.

http://forum.baldursgate.com/discussion/34119/how-to-making-kit-mods-for-the-ee/p1

(As well as for help figuring out how to get dialogue working.)

Overhaul/Camdawg - For all their work on IWDEE. Camdawg in particular since I took advantage of some leftover 2DA work for the Priest of Tempus to figure out how to not just grant spells but also base it off of alignment.

Wisp - and anyone else involved with Weidu updating.

Argent77 - For all the work put into Near Infinity. I found it to be tremendously helpful here.

Isaya - For help figuring out dialogue.

Saigon1983 – For supplying a Russian translation and pointing out text errors.

Foreword

Really don't have anything to say here. I guess people might be interested in knowing that I was an private alpha and beta tester for IWDEE as well as a private beta tester for BGEE 1.3 and BG2EE. I've also written a few game guides on Steam for BGEE and BG2EE under my Steam name (Kamster99).

Hopefully people enjoy this kitpack. It more than doubles the number of kits available in the game so that is at least something.

If you'd like to leave a comment on this or have an issue with it please do so here.

http://forum.baldursgate.com/discussion/36181/iwdee-kit-pack-beta/p1

Installation Instructions (For those new to WEIDU mods)

Installation should be relatively straightforward but I'm going to still do the best I can to walk you through it. Basically you want to open up the k9IWDEE Kitpack.rar file and export all files found in it into your install directory (I use WinRAR for this and if you don't know how to extract files from a RAR file then that is something that you are going to have to learn on your own).

This would include the *k9IWDEE Kitpack* folder, as well as *Setup-k9IWDEE Kitpack.exe* and *Setup-k9IWDEE Kitpack.tp2*.

For Steam users the install directory would likely be

C://Program Files/Steam/Steamapps/Common/Icewind Dale Enhanced Edition

For Beamdog client users this would likely be

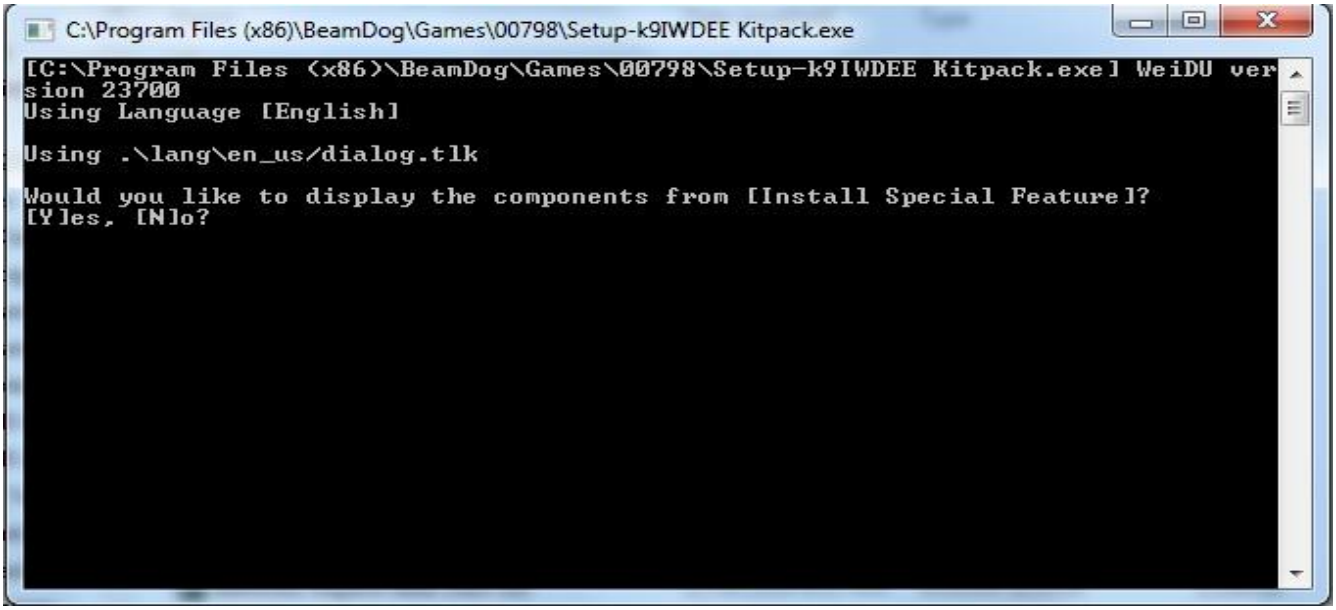
C://Program Files/Beamdog/Games/00798

For Gog.com users this would likely be

C://Program Files/GOG.com/Icewind Dale Enhanced Edition

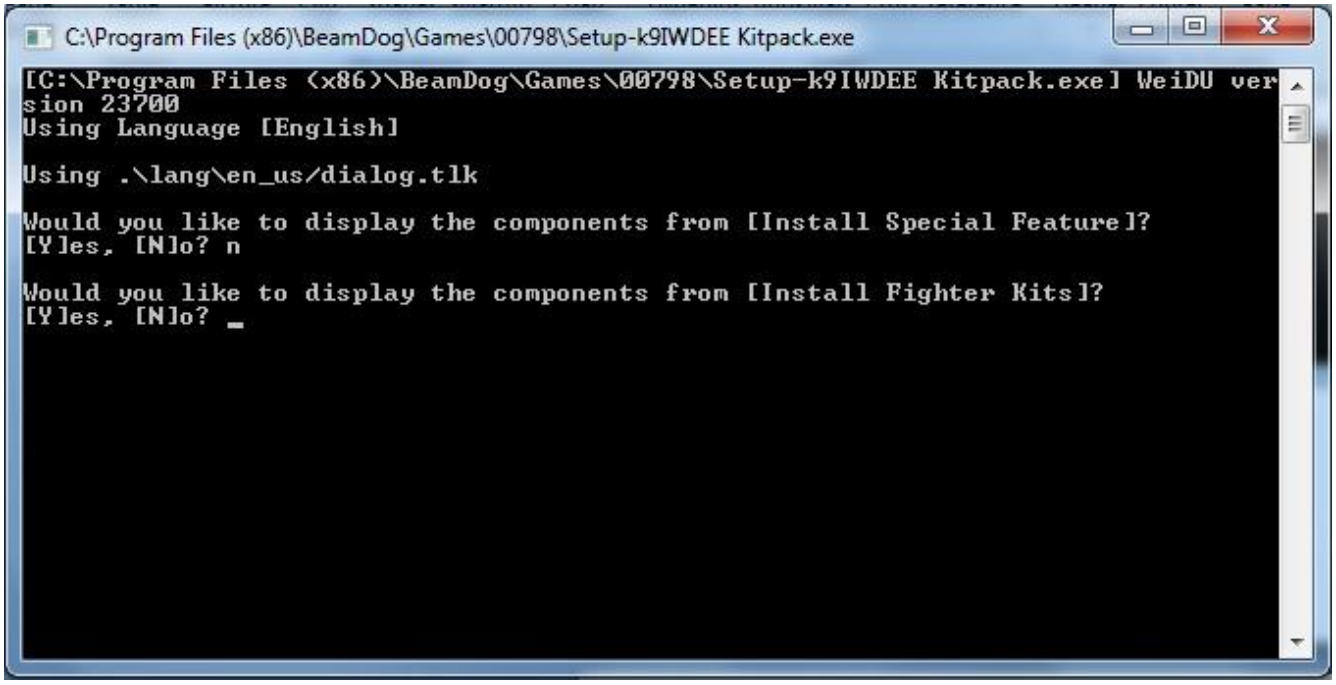
Depending upon your setup these locations may be different.

Now when you have extracted the files contents (into the folder I mentioned above) double click on the *Setup-k9IWDEE Kitpack.exe*. You should get a small screen that pops up looking like this.

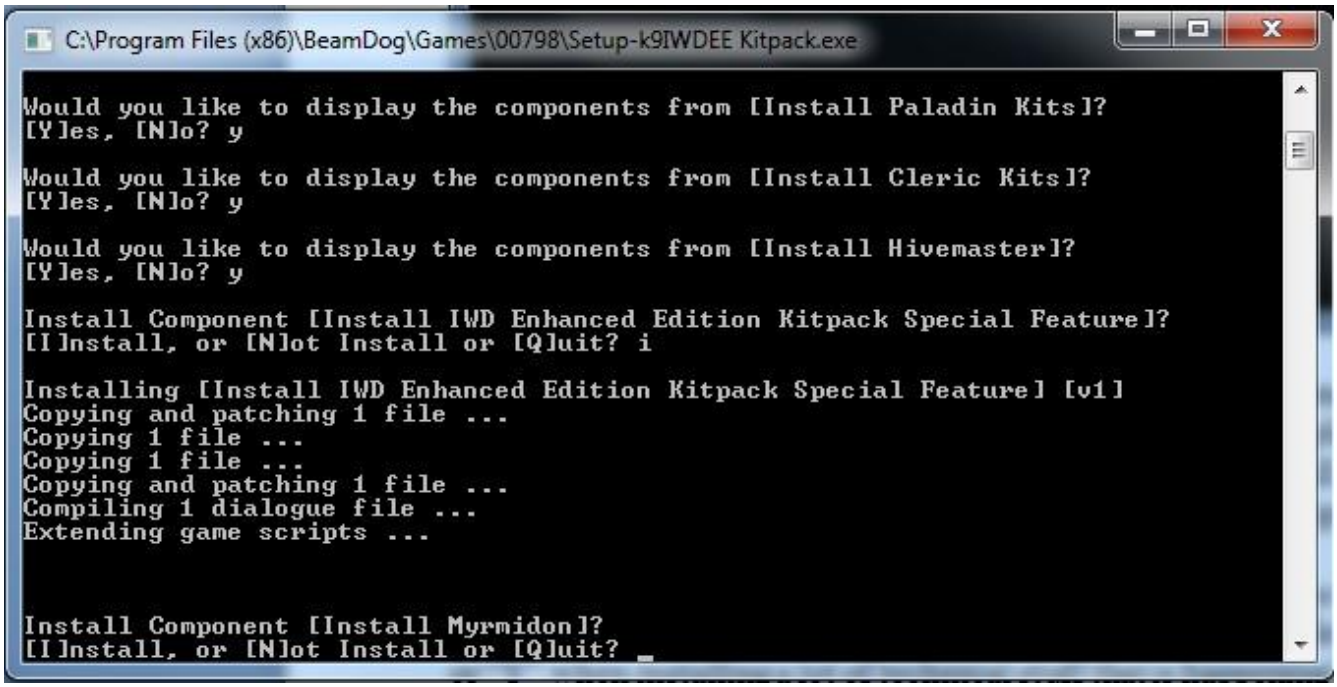


There may be an additional screen before this one that asks you to input which language you want to use. Since you are reading this I'm assuming you can read English. If so choose English (if not then this kitpack won't work for you since it is entirely in English).

The install of the mod as I mentioned already is pretty straightforward. Initially you will be asked if you want to display certain "components". In the example above this is my mods Special Feature – which is just a fun little easter egg (or two) I added to the game. It's not necessary in any way, so feel free to hit N for no (but hitting Y is good too!).



As you can see when you probably hit N (though I do hope someone hit Y!) the install now is asking you for the next component. In this case whether or not to display the fighter kits. Hitting Y here means that you want to display the five different fighter kits for install on an individual basis (so you can pick and choose which ones you want to install). Hitting N here skips installing fighter kits entirely.



WEIDU will continue to ask you about which components you want to display and then will start actually asking you what you want to install. From the example I show above you can when you hit “I” or “Y” when installing a lot of technical stuff that is happening (files being copied or introduced, patched and so forth).

The rest of the install should work the same as it has currently. “Y” or “I” for install and “N” for not install.

Note: You cannot install all monk kits made available by this mod. You will have to pick and choose which ones you do and do not want.

Note: Some kits will have additional dialogue component specific to them that you can install. In some cases this will remove dialogue options where appropriate and replacing them with dialogue options that you can only get if the character using that kit is your party leader.

Reinstalling and Uninstalling

Reinstalling is relatively straightforward. Rather than you being prompted with “I” or “N” you instead will get an “R” (for Reinstalling) or a “U” for uninstalling.

Uninstalling the mod may get kind of tricky and has to be done on a kit by kit basis.

Compatibility

Provided you do not install the “Cleric Kit Penalties” and “Druid Kit Penalties” components all kits in this Kitpack (including cleric, druid, ranger, and paladin kits) should be compatible with Divine Remix and Scales of Balance’s kits. As well as any other kit mod that I can think of.

The only downside of not installing these two components is that the cleric and druid kits mentioned will not have some of the penalties featured in their descriptions (in other words they will be able to access spells that they should be restricted from accessing).

The following is not important for people looking to just play the kits. It is info that modders might find useful.

When the “Cleric Kit Penalties” component is installed the following spells are affected.

Divine Spells

Level 3

-Animate Dead (SPPR301)

Level 5

-Cure Critical Wounds (SPPR502)
-Flame Strike (SPPR503)
-Raise Dead (SPPR504)
-Slay Living (SPPR511)
- Righteous Magic (SPPR513)
-Mass Cure Light Wounds (SPPR514)
- Righteous Wrath of the Faithful (SPPR518)

Level 6

-Aerial Servant (SPPR601)
-Heal (SPPR607)
-False Dawn (SPPR609)
- Bolt of Glory (SPPR612)

Level 7

-Finger of Death (SPPR708)
-Regeneration (SPPR711)
-Greater Restoration (SPPR713)
- Unholy Word. (SPPR715)
-Energy Drain (SPPR739)

In the case of the “Druid Kit Penalties” it is just
Level 3:

- Summon Insects (SPPR319)

Level 5:

- Insect Plague (SPPR518)

Level 7:

- Creeping Doom (SPPR717)

Fighter Kits

BREACHGNOME: The Breachgnome is a heroic defender of gnomekind. They are known to put themselves in harms way, whatever the outcome, and to hold off an enemy as long as is needed. Frequently they receive training from both their own masters as well as members of other races in order to improve their skills at defending from attacks.

Advantages

- Level 2: It can use its Hold the Line ability once per day. It gains an additional use out of this ability every 4 levels.

HOLD THE LINE

When this ability is used the Breachgnome remains still, holding his place in order to defend himself from all attacks made against him.

When activated the Breachgnome's AC is further reduced by 1 for every 2 levels the Breachgnome has obtained. This is to a maximum of -10 at level 20. The ability lasts for one turn, after which the Breachgnome may move around as needed.

- Level 2: Gains -1 AC every 2 levels, to a maximum of -5 at level 10.
- Level 3: Becomes immune to Fear

Disadvantages

-Can only gain Grand Mastery in Short Swords, Warhammers, and Axes.
-Can only become specialized in other weapons.
-Can only gain specialization in Sword and Shield Style. No greater than proficiency can be obtained for other weapon styles.

Restrictions

-Must be a gnome
-Must have 16 strength
-Must be a neutral or good alignment

MERCENARY: A mercenary is an outcast from halfling society who is forced to mingle with humans, elves, dwarves, and even goblinoids. Their skills can vary but their pasts frequently share a story of being mistreated and driven from their homes. Out of necessity they've learn a wide variety of skills that a fighter would otherwise might avoid.

Advantages:

-Immune to blindness
-Can use Tracking once per day. Every 4 levels they gain an additional use of this ability.
-At 2nd Level they receive -1 Thac0, +2 damage to their missile weapon usage. This is on top of any

weapon proficiency bonus they may have.
-Receives a stipend of gold every two levels starting at level 2. This represents 10% of the current parties gold.

Disadvantages:

- Cannot have higher than 16 charisma.

Restrictions:

- Must be a halfling
- Must have 13 strength, 13 dexterity, and 13 constitution.

MYRMIDON: The Myrmidon is the ultimate soldier. He may be a high-ranking officer or a career sergeant; he may belong to one nation's armed forces or may be a mercenary. To an adventuring party he brings discipline and a useful understanding of military tactics, even though he can often be rigid and contemptuous. His stature, posturing, and maneuvers make him however very recognizable in any group, which makes him less likely to successfully dodge ranged attacks made by enemies. Most of his experience in fighting would have involved fighting other humans or similar humanoids with very traditional weapons.

Advantages:

-Gets a +1 Thac0, +2 damage, and -2 speed factor bonus regardless of the weapon he is using.
-Gets an additional +2 Thac0 against humanoids (Goblins, humans, elves, dwarves, kobolds, Lizard Man, etc)
-Has +25% cold resistance

Disadvantages:

-Gets +3 AC against all ranged attacks made against him
-Though he can gain grandmastery in any other weapon he can only become proficient with katanas and scimitars.

Restrictions:

-Must have at least 12 strength, 8 dexterity, 10 constitution, and 9 intelligence

TUNNELRAT: The tunnelrat is a warrior who specializes in underground search-and-destroy missions, especially in areas where constricted space or low ceilings would put larger warriors at a disadvantage. As such they prefer weapons that can be easily grabbed, especially for missions where climbing is involved. In particular they specialize in rooting out smaller humanoids who make their lairs underground, though they are also versed in fighting a few other select creatures. Their specialized training however has reduced their effectiveness against large creatures. They are known amongst those that hire them for being well adjusted to fighting in the dark and for being fearless warriors.

Advantages:

-Has infravision
-Is immune to blindness and fear
-Gets -3 THAC0 and +3 damage against Humanoids (Goblins, humans, elves, dwarves, kobolds, Lizard Man, etc), Spiders, Undead, Beetles, and Carrion Crawlers.

Disadvantages:

-Gets +3 THAC0 and -3 damage against Giant Humanoids (Giants, Ettins, Elementals, Yeti's, Trolls, Ogres, etc), Yuan-Ti, Umber Hulks, and Rehmoraz
-Though he can get up to grandmastery with axes he cannot get proficiency in any other melee two-handed weapon or a longbow.

Restrictions:

-Cannot start with anything higher than 16 charisma.
-Only usable by Halflings.

Ranger Kits

GIANT KILLER: The Giant Killer is a skilled combatant, often from humble beginnings, trained to the specific purpose of slaying giants and other large creatures. He has mastered combat techniques designed to fell these creatures, and has become an expert in their behavior and habits. A Giant Killer is nothing if not confident; a giant's immense size merely means he makes a good target.

Advantages:
- Level 1: Gets a -4 Thac0 bonus vs. Giants, Ettins, Ogres, and Trolls.
- Level 5: Gets +5 to Damage vs. Giants, Ettins, Ogres, and Trolls.

Disadvantages:

- Are unable to use Tracking or Charm Animal

Restrictions:

- Must have 15 strength and dexterity

Paladin Kits

KNIGHT OF THE MYSTIC FIRE: The Knights of the Mystic Fire are an order of knights that work in the service of Mystra, the Lady of Spells. Mystra herself seeks to preserve the stability of the Weave, and has tasked her clergy and paladins to act with this in mind. As those who represent some of her most faithful warriors the Knights of the Mystic Fire are frequently sent out throughout the realms to investigate magic users as needed.

Advantages:

- Level 1: Gets +2 to their Save vs Spells.
- Level 5: They gain the ability to cast Dispel Magic as an innate ability once per day.
- Level 6: They can cast Magic Missiles as a 1st level priest spell.
- Level 9: Their casting times are reduced by 3.
- Level 12: They can cast Minor Sequencer as a 3rd level cleric spell.

Disadvantages:

- Cannot use Cure Disease, Protection from Evil, or Smite Evil
- Does not gain Divine Courage

Restrictions:
Must be Lawful Neutral.

WALKER OF THE FOREST: Those who serve Mielikki typically are Druids, Rangers, or Clerics. However, despite her limited power she does maintain a small number of paladin followers. Though all her followers are known to be walkers of the forest, her paladins are rare in number to be noteworthy. These soldiers collectively train extensively against the challenges that would otherwise impede most travelers in the wild and as a result they are immune to most natural impediments. Though limited in what she can grant them Mielikki also has seen to grant her paladins access to a few additional spells.

Advantages:

- Level 1: Immune to Entangle and Web
- Level 9: Becomes immune to Spike Growth
- Can cast Entangle at level 6 (1st level), Web at level 9 (2nd level), and Summon Insects at level 12 (3rd level) out of your priest spellbook.

Disadvantages:

- Cannot cast Animate Dead or Slay Living
- Does not benefit from Divine Courage

Restrictions:
May be Lawful Good, Neutral Good, Chaotic Good, or True Neutral.

HOLY WARRIOR OF SUFFERING: Holy Warriors of Suffering are widely known for their willingness to put themselves in harms way to protect the downtrodden, the poor, and those who suffer. Though they are most often found living among the poorer denizens of Faerun's cities they can be found any place in the realms where there is suffering.

Advantages:

- Gets +4 to saving throws vs death
- Level 1: Gains an additional casting of Lay on Hands.
- Level 5: Can cast Favor of Ilmater once per day.
- Level 7: Can cast Champion's Strength once per day.
- Level 9: Can cast Entropy Shield once per day.

Disadvantages:

- Cannot cast Detect Evil or Smite Evil.
- Is not granted Divine Courage.

Restrictions:

- Must be Lawful Good, Neutral Good, Chaotic Good, or Lawful Neutral.

Monk Kits

Note: Only 7 of these kits can be installed at any one time.

BROTHERS AND SISTERS OF THE PURE FLAME: Brothers and Sisters of the Pure Flame see the church of Kossuth as a means of advancing towards purity. Amongst this order other clergy members of Kossuth are to be viewed as expendable. They strongly believe that those who are worthy of his purity will prove themselves through their own resilience and ability.

- 1st level: Can use Flaming Fist once per day.

FLAMING FISTS: The Monk channels his/her fire into his/her unarmed attacks, turning his/her fists into flaming weapons that deal an additional 2d6 fire damage per hit for the next round. The duration increases to 3 rounds at level 5, 5 rounds at level 8, 7 rounds at level 11, and 1 turn at level 14. This special ability automatically modifies normal attacks; no weapon-switching needs to be done.

- 2nd level: Gains 10% fire resistance. This increases by 10% for every 2 levels until it is 100% at level 20.

- 7th level: Can cast Greater Flame once per day.

GREATER FLAME: The Monk wreathes him/herself in flames that act as a Fireshield (Red), granting the Monk 50% Fire Resistance and protecting him/her from attacks made within a 5-ft. radius. An opponent that hits the Monk with any weapons or spells within this radius suffers 1d10+5 points of fire damage. It lasts for 1 turn at level 1 and increases in duration by 5 rounds every 5 levels (up to a maximum of 4 turns at level 30).

- 18th level: Gets and additional casting of Greater Flame.

Disadvantages:

-Cannot use Lay on Hands
-Cannot use Stunning Blow
-Cannot use Quivering Palm
-Starts with -20% resistance to cold.

Restriction:

- Must be lawful neutral

CHILD OF THE PASSIVE VOICE: An order of learned monks whose members protect many libraries and abbeys. They normally will only agree to join adventuring parties if they have reason to believe a library elsewhere is threatened or that rare reading materials can be found on the journey.

Advantages:

- Level 1: Gains 10 lore. Gains an additional 10 lore every three levels.

- Level 4: Can cast Clairvoyance once per day.
- Level 7: Can cast Farsight once per day.
- Level 13: Can cast Scribe Scrolls once per day.

SCRIBE SCROLLS

This ability allows a monk to create priest scrolls. The scrolls that the monk can create are randomly chosen from the following list:
1) Protection from Acid
2) Protection from Cold
3) Protection from Electricity
4) Protection from Fire
5) Protection from Magic
6) Protection from Poison
7) Protection from Undead
8) Raise Dead
9) Heal
10) Resurrection

Disadvantages:

- Cannot use Lay On Hands
- Cannot use Stunning Blow
- Cannot use Quivering Palm

Restrictions:

- Can be lawful good or lawful neutral.

DISCIPLE OF THE CHANGELESS FACE: Members of this order seek to preserve all knowledge of how things currently are in order to restore them to their former status should things change. They are a stoic and spartan order who wishes to carry on the wish of Grumbar and maintain stability in the realms.

Advantage:

- Gains the ability to cast Rock Fists at level 2. Gets an additional use every 8 levels.

ROCK FISTS :Activating this ability coats your fists in a thin layer of rock, causing each hit you make to do an additional 4 crushing damage. The ability lasts for one turn, after which your fists return to normal.

- Level 3: Gets 10% Crushing resistance. Continues to gain 10% crushing resistance every 3 levels, up to a maximum of 100% at level 30.

- Level 7: Gains the ability to cast Stoneskin once per day.

Disadvantage:

- Cannot use Lay on Hands.
- Cannot use Stunning Blow.
- Cannot use Quivering Palm.

Restriction:

- Must be lawful neutral.

DISCIPLINE OF THE PHOENIX: Disciples of the Phoenix see the church of Kossuth as a means of advancing towards purity. Amongst this order other clergy members of Kossuth are to be viewed as expendable, particularly those of evil alignment. Disciples of the Phoenix strongly believe that everyone should be given a chance to prove themselves as being worthy of their lords graces.

Advantages:

- 1st level: Can use Flaming Fist once per day.

FLAMING FISTS: The Monk channels his/her fire into his/her unarmed attacks, turning his/her fists into flaming weapons that deal an additional 2d6 fire damage per hit for the next round. The duration increases to 3 rounds at level 5, 5 rounds at level 8, 7 rounds at level 11, and 1 turn at level 14. This special ability automatically modifies normal attacks; no weapon-switching needs to be done.

- 5th Level: Can cast Resist Cold/Fire once per day.

- 7th level: Can cast Greater Flame once per day.

GREATER FLAME: The Monk wreathes him/herself in flames that act as a Fireshield (Red), granting the Monk 50% Fire Resistance and protecting him/her from attacks made within a 5-ft. radius. An opponent that hits the Monk with any weapons or spells within this radius suffers 1d10+5 points of fire damage.

- 18th level: Gets an additional casting of Greater Flame.

Disadvantages:

-Cannot use Stunning Blow.
-Cannot use Quivering Palm.
-Starts with -20% resistance to cold.

Restriction:

- Must be lawful good

DISCIPLE OF THE SALAMANDER: Disciples of the Salamander see the church of Kossuth as a means of advancing towards purity. Amongst this order other clergy members of Kossuth are to be viewed as expendable, as are any others who stand in their way.

Advantages:

-Level 1: Can use Flaming Fists once per day.

FLAMING FISTS: The Monk channels his/her fire into his/her unarmed attacks, turning his/her fists into flaming weapons that deal an additional 2d6 fire damage per hit for the next round. The duration increases to 3 rounds at level 5, 5 rounds at level 8, 7 rounds at level 11, and 1 turn at level 14. This special ability automatically modifies normal attacks; no weapon-switching needs to be done.

- Level 4: Can cast Protection from Fire once per day.

PROTECTION FROM FIRE:

Level: 3
Range: 0
Duration: 1 turn/level
Casting Time: 3
Area of Effect: Self
Saving Throw: None

This spell confers complete invulnerability to fire damage.

- Level 7: Can cast Fireball once per day.

FIREBALL:
(Evocation)

Level: 3
Range: Visual range of the caster
Duration: Instant
Casting Time: 3
Area of Effect: 30-ft. radius
Saving Throw: 1/2

To cast fireball, the monk points his/her finger and speaks the range at which the fireball is to burst. A streak flashes from the pointing digit and blossoms into a fireball, delivering damage proportional to the level of the monk who cast it: 1d6 points of damage for each level of the monk (up to a maximum of 30d6). Those who roll successful Saving Throws manage to dodge, fall flat, or roll aside, taking only half damage.

- Level 12: Can cast Fire Storm once per day.

- Level 18: Gets an additional casting of Fireball.

Disadvantages:

-Cannot use Lay on Hands
-Cannot use Stunning Blow
-Cannot use Quivering Palm
-Starts with -20% resistance to cold.

Restriction:

- Must be lawful evil

DISCIPLE OF THE WHITE ROD: Loviatar teaches that the world is full of pain and torment, and the best one can do is to suffer those blows that cannot be avoided and deal as much pain back to those who offend. Disciples of the White Rod respect this view of the world and train themselves in the art of inflicting pain on others.

Advantages:

- Level 1: Gains the ability to cast Painful Punch once per day. Gains an additional use of this every 5 levels thereafter.

PAINFUL PUNCH

Each successful hit within the next 5 rounds will spread a powerful contact poison onto the target, dealing an extra 2 points of damage per second with no Saving Throw (up to a maximum of 12 points of damage per hit). Moreover, if the target fails a Saving Throw vs. Poison, he/she will suffer 1 additional point of damage per round for 4 rounds. The Disciple of the White Rod who uses this ability is immune to its poisonous effects.

- Level 5: Gains the ability to cast Greater Pain once per day.

GREATER PAIN: The Monk wreathes him/herself in magic that acts as a shield, granting the Monk 50% Magic Damage Resistance and protecting him/her from attacks made within a 5-ft. radius. An opponent that hits the Monk with any weapons or spells within this radius suffers 1d10+5 points of magic damage.

- Level 10: Gains the ability to cast Symbol, Pain once per day. Gains additional castings of this at level 20 and 30.

Disadvantages:

- Cannot cast Lay on Hands.
- Cannot use Stunning Blow.

Restrictions:

- Must be Lawful Evil

DISCIPLE OF THE YIELDING WAY: Sometimes known as the Brothers and Sisters of the Open Palm. These monks guard sacred sites where many peacemen and peacewomen dwell and travel the countryside gathering information for isolated groves and fastnesses. They do not ever seek to provoke violence, but are quite deceptively deadly when defending themselves, their charges, and their holy sites.

Advantages:

- 1st level: Can cast Sanctuary once per day. Gains additional castings once every 5 levels thereafter (level 6, 11, etc).
- 5th level: Can cast Remove Fear once per day.
- 7th level: Can cast Silence once per day.
- 11th level: Can cast Otiluke's Resilient Sphere once per day
- 13th level: Gains a second casting of Silence on per day.
- 15th level: Gains a second casting of Otiluke's Resilient Sphere.

Disadvantages:

- Cannot use Quivering Palm.

Restrictions:

- Must be either Lawful Good or Lawful Neutral.
- Must have at least 9 intelligence.

MONK OF THE OLD ORDER: Monks of the Old Order do not worship any deity, but are devoted to the philosophy espoused by a deity who is either now dead or has never existed on the Material Plane of Toril. The monks contradict themselves on this point, but the deity's identity isn't important to them, it's the message they care about. The Old Order never has huge monasteries, but has spread widely throughout Faerûn.

Advantages and Disadvantages:

- None (same as non-kitted monk)

Restrictions:

- Can be of any lawful alignment.

MONK OF THE ORDER OF THE LONG DEATH: These monks seek for the secrets of life by studying death. It is the condition of being dead that concerns them most, and not what lies beyond. Obtaining the perfect death, whatever form that happens to be, is something that they revere. Their laboratories are full of decaying, dying, and dead animal and plant specimens that they study with detached interest. They frequently purchase rare specimens that they cannot obtain easily themselves from adventurers and merchants and rarely adventure themselves.

Advantages:

- Level 1: Can cast Quivering Palm once per day. Gets an additional use of it every five levels.
- Level 6: Can cast Death Spell once per day.
- Level 8: Can cast Deathblow once per day.
- Level 12: Can cast Greater Deathblow once per day.

Disadvantages:

- Cannot use Lay on Hands
- Cannot use Stunning Fist

Restrictions:

- Must be lawful neutral or lawful evil.

MONK OF THE SHIMMERING WIND: An isolationist group of monks who worship the god Akadi. These monks frequently are found in monasteries in high elevation areas. They train and read extensively about the wind and weather, hoping to gain each time new insight into it that will help them in battle.

Advantages:

- Level 2: They gain the ability to cast Speed of the Wind once per day.

SPEED OF THE WIND: For the next 3 rounds this ability doubles the monks normal walking speed. Other movement-altering effects, such as Haste and Slow, cannot affect the caster while this spell is in effect. Chinook Charge may not be active while this ability is in effect.

- Level 5: They gain the ability to use Blast of Wind on an opponent once per day. They get an additional casting of Blast of Wind at level 9.

BLAST OF WIND

This ability does 2d6 cold damage and knocks the target and anyone near them backwards. It also stuns

them for 1 round. This ability does not work against large creatures.
- Level 7: They can cast Zone of Sweet Air once per day.

- Level 13: Can cast Chinook Charge once per day.

CHINOOK CHARGE

Through intense training a monk can learn to utilize the air and winds to increase their speed and attacks during a single round. At level 13 this grants a monk 6 attacks per round. It increases by 2 attacks per round every 4 levels thereafter, reaching a maximum of 10 at level 21.

Speed of the Wind may not be active while this ability is in effect.

Disadvantages:

- Cannot use Stunning Blow
- Cannot use Quivering Palm
- Cannot use Lay on Hands

Restrictions:

- Must be lawful neutral or lawful evil

MONK OF THE SHINING HAND: The Shining Hand is one of the oldest monk orders of Amn, mixing faith in Azuth, and the practice of wizardry with monastic devotions. Amn's crackdown on the practice of wizardry has sent some Shining Hand groups underground and sent others out into the wider world.

Advantages:

- Level 2: Can cast the Fists of Spells once per day. Gets an additional use once every four levels.

FIST OF SPELLS: When this ability is activated the Monk channels his/her magic into his/her unarmed attacks, turning his/her fists into magic weapons that deal an additional 2 magic damage per hit for the next turn. This special ability automatically modifies normal attacks; no weapon-switching needs to be done.

- Level 3: Gains 5 lore. Gains an additional 5 lore every three levels.

- Level 5: Gains +3 to their save vs spells.

- Level 10: Can cast Spell Deflection once per day.

Disadvantages:

- Cannot use Lay on Hands
- Cannot use Stunning Blow
- Cannot use Quivering Palm

Restriction:

- Must be lawful good, lawful neutral, or lawful evil.
- Must have at least 9 intelligence.

MONK OF THE WEEPING FRIARS: The Weeping Friars are an informal order of monks known throughout most of the Savage Frontier. They claimed to believe there to be only a finite amount of pain and suffering in the world and that if they take on someone else's burden it will ultimately lessen suffering in the world. They offer to undergo suffering on a person's behalf in exchange for money or items, usually taking the form of alcohol or trinkets. The Weeping Friars are considered to be a fringe order by mainstram Ilmatari, with even some even claiming them to be heretics for refusing to take the vow of Purity.

Advantages:

- Level 1: Gets +2 to saving throws vs death
- Level 1: Gains an additional casting of Lay on Hands. Lay on Hands cast by this monk can also work on others.
- Level 5: Can cast Favor of Ilmater once per day.
- Level 13: Can cast Entropy Shield once per day.

Disadvantages:

- Does not gain Stunning Blow or Quivering Palm.

Restrictions:

- Must be Lawful Good or Lawful Neutral.
- Must have 16 constitution

ZEALOT OF THE WRITTEN WORD: Also sometimes called Carmendines after their (long-dead) founder. These monks are followers of Deneir. They spend their time recording information, developing their theses on various forms of unarmed combat, earning money for their church (usually by making books, paper, and ink, or working as scribes), and even accompanying clerics of the faith on quests. When traveling, a Zealot normally carries a small book or bundle of scrolls showing the next martial arts form she intends to master, all of which have complex and flowery names.

Advantages:

- Level 3: Gains 10 lore. Gains an additional 10 lore every three levels.
- Level 5: Can cast Clairvoyance once per day.
- Level 7: Can cast Farsight once per day.
- Level 13: Can cast Scribe Scrolls once per day.

SCRIBE SCROLLS

This ability allows a monk to create priest scrolls. The scrolls that the monk can create are randomly chosen from the following list:
1) Protection from Acid
2) Protection from Cold
3) Protection from Electricity
4) Protection from Fire
5) Protection from Magic
6) Protection from Poison
7) Protection from Undead
8) Raise Dead
9) Heal
10) Resurrection

Disadvantages:

- Cannot use Stunning Blow.
- Cannot use Quivering Palm.

Restrictions:

- Must be lawful good.
- Must have at least 9 intelligence.

MOUSEBURGLAR: These stealthy characters are consummate spies and sneak thieves who in some ways behave more like halflings than the average gnome thief. Striving to be as quiet as mice, they infiltrate lairs, mansions, or enemy camps. They rely upon secrecy, disguise, and silence in order to conceal their presence. Preferring very much to flee rather than fight, they consider a truly successful mission one which is concluded before the victim even learns that the gnome has been there.

Advantages:

- Can become specialized in shortbows, daggers, slings, darts, and short swords.

- Level 1: Gains +5% towards Move Silently. This repeats every 3 levels up to a maximum of +50% at level 28.
- Level 2: Gains +5% towards Hide in Shadows. This repeats every 3 levels up to a maximum of +50% at level 29.
- Level 3: Gains +5% towards Find Traps. This repeats every 3 levels up to a maximum of +50% at level 30.

Disadvantages:

- Gets -1 to their Thac0 when using melee weapons.
- Cannot become proficient in crossbows.

Restrictions:

- Must be a gnome.
- Must have at least 13 dexterity and 13 intelligence.

PEST CONTROLLER: Though there are dwarven thieves in the realms that engage in practices of theft, many dwarf thieves actually seek to improve their mechanical knowledge instead of their sleight of hand. Pest controllers for instance are experts at removing rats, giant spiders, centipedes, carrion crawlers, kobolds, and other pests from strongholds and homes. They typically work as part of larger guilds, taking on apprentices as needed. They are also experts on improving an areas defensibility by laying elaborate traps, and are often hired for such a purpose.

Advantages:

- You gain access to an additional use of Set Snare every four levels instead of every five levels.
- Level 1: You gain access to Pest Snare. You can additional uses of this every 5 levels.

PEST SNARE

Over numerous centuries Pest Controllers have passed on the technique for making these traps to their apprentices. Like traditional traps this trap is designed so that it can strike a target, or even a set of targets, from a distance. However, its teeth and mechanisms make it harmless against larger creatures. Its damage and effects vary by your characters level.

Level 1: 5 missile and 10 crushing damage to small and medium sized creatures.
Level 11: 10 missile and 20 crushing damage to small and medium sized creatures.
Level 16: 10 missile and 25 crushing damage to small and medium sized creatures. Will slow any target affected by it for three rounds.
Level 21: 15 missile and 25 crushing damage to small and medium sized creatures. Will slay a target affected by it if they fail a save vs death (with a +2 bonus). Creatures that survive are slowed for three rounds.

- Starts with +5 towards Move Silently, +5 towards Find Traps, and +10 towards Set Traps.

Disadvantages:

- May only distribute 15 points each level towards thieving skills.
- Starts with -10 towards Pick Pocket.

Restrictions:

- Cannot have higher than 14 charisma.

SCOUT: A Scout is a thief, usually solitary, who operates in a wilderness setting. Besides working as a guide, spy, or saboteur for hire in the wilderness, many Scouts are involved in such illicit activities as poaching. Though they lack the "silly ethics" of the ranger class they are not prohibited from being good, and in many ways they are more dependable than thieves in general. In fact their rugged individualism and harsh judgment often endears them to adventurers.

Advantages:

- They get +15 to Hide in Shadows and Move Silently.
- Once per round Scouts can attempt to make a Surprise Attack against an opponent.

SURPRISE ATTACK

Once per round Scouts can attempt to make a surprise attack against an opponent. They only have a 1/6 chance of successfully positioning themselves to make this surprise attack. If they are successful they are granted an additional +4 Thac0 and an additional attack per round for the next round (success is represented by a Called Shot icon). There are no penalties for not being successful.

- Level 3: They can track like rangers.

Disadvantages:

- The get -5 to Open Locks, Find Traps, Detect Illusion, Set Traps, and Pickpocket.
- They can only distribute 20 points each level.

TUMBLER: The Tumbler is a gnome who employs creative and vigorous means to get into places, meanwhile performing tricks and feats for the edification of his or her fellow villagers. Adept at climbing and falling, the Tumbler can walk a rope stretched between two high points, scale a sheer surface, and bob and evade his or her way through deadly combat--often rolling right between a larger opponent's legs!

Advantages:

- Level 1: Can use Tumble once per day. Gains additional uses of this ability once every three levels.

TUMBLE

When activated the Tumbler gains a -6 AC bonus for the next round. This cannot be used in conjunction with Climb Walls.

- Level 3: Can use Climb Walls once per day. Gains additional uses of this ability once every four levels.

CLIMB WALLS

The Tumbler can climb walls or any vertical structure or rock formation in an effort to avoid an enemy. For the first round the ability is active the Tumbler is unable to attack, as they are instead looking for a ledge to attack back from. During the five rounds this ability is active the Tumbler's AC is improved by 4 and ranged attacks made by them get a bonus of -4 Thac0. This cannot be used in conjunction with Tumble.

Disadvantages:

- They start with a 15 point penalty to their Open Locks skill.

Restrictions:

- Must be a gnome
- Must have a dexterity of at least 14.

VERMIN SLAYER: The Vermin Slayer is a highly skilled specialist who enters the tunnel systems of monsters such as kobolds and goblins with the intention of eradicating them. Vermin Slayers are also adept at negotiating the constricted passages created by giant rats, centipedes, and other pests and vermin. They are used to fighting in confined spaces and are experts at hiding in shadows, where they wait to surprise their prey. Vermin Slayers are similar to Pest Controllers, but where a Pest Controller uses traps to catch his prey, Vermin Slayers actively hunt victims with light crossbows and other assorted weapons.

Advantages:

- Can specialize in any weapon or weapon style (*** for Two-Weapon Style), receives specialisation bonuses like a fighter would, gets level attack per round bonuses like a fighter (at levels 7 and 13), and gets only a +2 penalty to Thac0 when using a weapon without proficiency.
- Gets +1 Thac0 and +2 damage when attacking carrion crawlers, spiders, beetles, kobolds, and goblins.
- Gets +5% Hide in Shadows, +5% Move Silently, and +5% Find Traps
- Level 2: Gets a +1 bonus to Thac0. Gets this bonus every 2 levels, to a maximum of +5 Thac0 at level 10.
- Gets hit dice of 1d8. After level 10 it gains 3 hit points a level.

Disadvantages:

- Gets -10 to pickpocket
- Can only distribute 15 thief points every level.
- You only get access to a new use of Set Snare every 6 levels (levels 1, 7, 13, etc).
- Backstab multiplier, sneak attacks, and critical strikes progress more slowly than an unkitted Thief:

Backstab multiplier
  Level 1-6: x2
  Level 7-10: x3
  Level 11-14: x4
  Level 15+: x5

Sneak attacks (if 3E Sneak Attack is enabled):
  Level 1-5: +1d6
  Level 6-9: +2d6
  Level 10-13: +3d6
  Level 14-17: +4d6
  Level 18-21: +5d6
  Level 22-25: +6d6
  Level 26-29: +7d6
  Level 30: +8d6

Crippling strikes (if 3E Sneak Attack is enabled):
  Level 7-10: -1 to target’s hit and damage rolls
  Level 11-14: -2 to target’s hit and damage rolls
  Level 15-18: -3 to target’s hit and damage rolls
  Level 19-22: -4 to target’s hit and damage rolls

Level 23-26: -5 to target's hit and damage rolls
Level 27-30: -6 to target's hit and damage rolls

Restrictions:

- Must be a dwarf.
- Must have at least 14 strength and 14 dexterity.

CLERIC KITS

EARTHWALKER OF GRUMBAR: Though there are few clerics who still worship Grumbar those that remain are granted a handful of special spells from the Earthlord. Their task is to preserve stability and the status quo in the realms, organizing as necessary to stop the expansion of the churches of other powers. Their resistance to change is not limited only to other churches, and they have even been known to oppose changes in governments and organizations from time to time as well.

Advantages:

- Level 5: Can summon an 8HD earth elemental once each day. This improves to a 12 HD earth elemental at level 9 and a 16 HD earth elemental at level 13.
- Gains the ability to cast Stoneskin (4th level), Spiked Stone (5th), and Conjure Earth Elemental (7th) out of your priest spellbook.

Disadvantages:

- Cannot cast Raise Dead, False Dawn, Aerial Servant, Resurrection, Energy Drain, and Greater Restoration.

Restrictions:

- Must be a gnome or dwarf.
- Must be lawful good, lawful neutral, true neutral, or lawful evil.

ICEGUARDIAN OF ULUTIU: Iceguardians of Ulutiu are as much community leaders as they are warriors and clerics. Their communion with nature and the animals that they hunt is strong and like druids high level Iceguardians have even been known to reach the point of being able to turn into these animals as needed. Though he is in a deep slumber Ulutiu still continues to protect his most trusted servants with immunity to the cold, as well as access to a number of additional water and ice spells.

Advantages:

- Level 1: Immunity to Cold
- Level 5: Polar Fury is added as an innate ability that can be activated.

POLAR FURY

For 1 turn the Iceguardian calls upon a totem bears beast power to grant himself bear claws. This sets their strength to 18/72 and gives them 2 attacks per round. Each of their attacks now do 1d10 damage and each attack has a 15% chance per hit of doing an additional 3d6 damage.

- Level 10: Gains the ability to transform into the polar bear druid form once per day.
- Can get up to 20 wisdom at character creation.
- Has access to Chill Touch, Snilloc's Snowball Swarm, Protection from Cold, Cloudburst, Icelance, Ice

Storm, Smashing Wave, Cone of Cold, Conjure Water Elemental, Otiluke's Freezing Sphere, and Mist of Eldath.

Disadvantages:

- Must be human
- Cannot use Flame Strike and False Dawn,
- Cannot cast Cure Critical Wounds, Mass Cure Light Wounds, Mass Cause Light Wounds, Heal, and Regeneration.

Restrictions:

- Requires a minimum of 12 strength and 14 wisdom.

ICEPRIEST OF AURIL: Few who serve the Frostmaiden do so strictly out of reverence. Auril retains a strong presence in the North, largely due to the fear her name still has over its inhabitants, and many see her priesthood as a way of advancing their own interests. The acquiring of wealth through blackmail and the acquiring of power are two very common concerns expressed by members of her priesthood.

Aurilites themselves are not surprisingly looked down upon by most common folk, though their immunity to cold has granted them a reputation for being able to complete tasks during the winter months that others could not do. Ultimately amongst her priesthood the cold is an ally. Auril herself has seen to granting her priests spells that protect against it and project it.

Advantages:

- Level 1: Is immune to cold.
- Has access to the spells Chill Touch (1st), Snilloc's Snowball Swarm(2nd), Protection from Cold (3rd level), Icelance (3rd level), Ice Storm (4th), Cone of Cold (5th) and Otiluke's Freezing Sphere (6th).
- Can cast Frost Fingers as a 1st Level spell

FROST FINGERS

Sphere: Combat, Weather
Range: 0
Duration: Instant
Casting Time 3
Area of Effect: 3 foot cone with 120 degree arch
Saving Throw: Special

Frost Fingers is a cold form of the burning hands 1st-level wizard spell. When cast, it causes freezing cold and shards of ice to blast from the caster's fingertips to a distance of 3 feet in a 120 degree arc in front of the caster. Any creature in the area of effect suffers 1d3 points of damage plus 2 points for every level of the spellcaster, to a maximum of 1d3+20. Those who make a successful saving throw vs spells recieve half damage.

- Can cast Ice Blade as a 4th level spell

ICE BLADE

Sphere: Combat, Weather
Range: Caster
Duration: 1 round/level
Casting Time 4
Area of Effect: Caster
Saving Throw: None

This spell creates a swirling sword-shaped formation of jagged, fast swirling ice shards extending from the casters hand. It is considered a +2 enchanted weapon for purposes of determining what it can hit and strikes at Thac0 6, regardless of the casters normal combat abilities. It deals 3d4 slashing damage as well as an additional 1d6 cold damage.

- Can cast Heart of Ice as a 7th level spell

HEART OF ICE

(Alteration, Necromancy)
Sphere: Combat, Necromantic
Level: 7
Range: Touch
Casting Time: 1 round
Duration: Permanent
Area of Effect: 1 creature
Saving Throw: Yes

This spell requires intense concentration (hence the long casting time) and can be delivered only by touch. Subjects must make a successful saving throw vs. death or else find themselves frozen. Those who successfully save suffer 5d8 points of internal damage instead. Undead and Constructs are immune to the spell.

- Level 12: Can cast Summon Ice-Para Elemental once a day starting at level 12.

Disadvantages:

- Has no access to Flame Strike or False Dawn

Restrictions:

- Must be of an evil alignment

LEAFTENDER: The Leaftender is similar in many ways to the druid--he or she is a priest who lives in and watches over the wild places that are so important to the halfling race. Despite the fact that his or her home and burrow is located deep in the woods, the Leaftender is not antisocial--halfling visitors will always find a warm welcome and be invited in to share a cup of a tea, a bit of conversation, and a warm fire.

The Leaftender works to slowly tame a forest without destroying it. He or she will plant nut trees and berry bushes to provide more food for the local wildlife, tend sick trees, and generally make the woods he or she dwells in a healthier, friendlier place.

Advantages:

- Has minor access to plant and animal spells. Plant spells include Entangle (1st), Shillelagh (1st), Barkskin (2nd), Goodberry (2nd), Spike Growth (3rd), Mold Touch (3rd), and Thorn Spray (4th). Animal spells include Charm Person or Mammal (2nd), Hold Animal (3rd), Summon Insect (3rd), Animal Summoning I, Call Woodland Beings, and Giant Insect.
- Level 2: They become immune to entangle
- Level 5: They become immune to charm magic

Disadvantages:

- He can only become proficient in clubs, quarterstaves, slings, and any of the weapon styles.
- Loses access to Animate Dead, Slay Living, and Finger of Death.

Restrictions:

- Must be a halfling
- Must be neutral or good alignments (you get spell access based on your alignment).
- Must have at least 9 charisma.

PRIEST OF LUTHIC: Those who serve the Cave Mother know her to be wise but firm in her beliefs. Amongst her clergy there is a strong sense of connection to the earth as well as a value placed in the practice of minor healing. Of those in the Orc Pantheon she is the only one who has placed any interest in the art of healing, a view that her followers have noted. As a result in the midst of battle her followers can often be found on the front lines caring for the wounded, and, in rare cases, raising the fallen.

Advantages:

- Unlike other evil priests they gets access to all healing spells and healing-related necromancy spells (this includes Cure Critical Wounds, Mass Cure Light Wounds, Raise Dead, Heal, Greater Restoration, Regeneration, and Resurrection).
- They can also cast “Blistering Disease” as a 4th level spell. Its description is as follows.

Blistering Disease

Sphere: Necromancy
Range: Touch
Duration: 8 rounds
Area of Effect: Single target
Casting Time: 4
Saving Throw: Save vs death

This spell afflicts one creature the priest targets with a disease that saps the target of 5 points of Strength. The bursting of blisters on the victim inflicts an additional 5 poison damage/ round for 8 rounds. A successful Save vs. negates all effects. This spell has no effect on undead, constructs, or extraplanar creatures.

Disadvantages:

- Loses access to spells in the "Combat" sphere above level 4. This includes Righteous Magic, Righteous Wrath of the Faithful, Flame Strike, Slay Living, Bolt of Glory, and Unholy Word.

Restrictions:

- Must be evil.
- Must be a half-orc.

SHAMAN OF GRUUMSH: Few in Gruumsh's priesthood are willing to make the sacrifices that are demanded of his shamans. Long ago it is said that Gruumsh lost an eye in a battle with Corellon Larethian, the head of the pantheon of the elves. Though followers of Gruumsh firmly maintain that he always had one eye, and that he only lost the battle due to trickery by Corellon, shaman's of Gruumsh continue to this day to pluck out their left eye in order to show solidarity with their god. Today this is required to become a shaman of the god, and while having one eye creates its own set of difficulties Gruumsh rewards those who make this sacrifice. Provided of course they follow through with his wishes.

Advantages:

- Level 1: Every time an enemy is killed by the priest the priest is healed by 1d8 health.
- Level 1: Gets + 1 to hit elves, half-elves, duergbar, and dwarves
- Level 1: Can cast Aid on themselves once per day.
- Can inspire themselves as well as other party members and summons once per 10 levels with the unique ability “Gruumsh’s Rage”. This ability can be stacked with itself.

GRUUMSH'S RAGE

Sphere: Combat
Range: 0
Duration: Special
Casting Time 3
Area of Effect: 30 foot. radius.
Saving Throw: None

Amongst his shamans Gruumsh bestows only his greatest gifts, the most significant being the ability to call upon the rage and brutality of Gruumsh in battle. The duration of this assistance is typically short, namely because channelling the rage requires significant mental fortitude. Lower level shamans that use it have even been known to fear the loss of Gruumsh favour the moment that it ends.

Level 1: +1 Thac0, +3 damage, + 1 to save vs death, Lasts for 2 rounds. After 2 rounds the caster has a 75% chance of being panicked.
Level 6: +2 Thac0, +3 damage, +2 save vs death, +5% physical damage resistance. Lasts for 3 rounds. After 3 rounds has a 50% chance of being panicked.
Level 11: +2 Thac0, +4 damage, +4 save vs death, +1 AC, 10% physical damage resistance. Lasts for 4 rounds.
Level 16+: +3 Thac0, +6 damage, +4 save vs death, + 2 AC, 15% physical damage resistance. Lasts for 6 rounds.

- Level 7: Gets access to Blood Rage (4th level spell) despite alignment

Disadvantages:

- Due their partial blindness they have half the normal visual range and have a Thac0 and AC penalty of +2.

Restrictions:

- Must be lawful evil.
- Must be a half-orc.
- Must have at least 15 strength.

TREETENDER: Although they rarely interact with other gnomes on a daily basis, these nature priests are highly respected for helping to preserve the environment in which their fellows live. Like the druid of humankind, the Treetender takes a fierce interest in his or her domain and will vigorously strive to protect it against all threats. He or she is not a complete recluse, however, and will usually make it to a local village for all the major festivals, as well as helping gnomes (and, sometimes, halflings) who pass through his or her woods.

Advantages:

- Level 1: Has immunity to Entangle.
- Level 1: Once per day the Treetender can gather herbs and use them to concoct a Potion of Healing.

HEALING POTION BREWING

Level 1: Creates a Potion of Healing.
Level 10: Creates a Potion of Extra Healing.
Level 20: Creates a Potion of Superior Healing.

- Level 3: Gains immunity to charm.
- Can cast minor spells from the Plant sphere. This includes Entangle (1st), Shillelagh (1st), Barkskin (2nd), Goodberry (2nd), Spike Growth (3rd), Mold Touch (3rd), and Thorn Spray (4th).

Disadvantages:

- They can only become proficient in clubs, quarterstaffs, slings, and any of the weapon styles.
- Cannot cast Animate Dead, Slay Living, or Finger of Death.

Restrictions:

- Must be a gnome.
- Must be a neutral or good alignment.

DRUID KITS

HIVEMASTER: The Hivemaster druid lives to foster Insectoid and Arachnid life wherever it exists. The approach a druid takes in this regard can vary considerably and many consider them to be enigmatic. Still, Hivemasters have an unusual affinity towards insects that changes their approach to any given battle.

Advantages:

- Level 1: Has immunity to poison.
- Level 9: Gains immunity to Web
- Learns (and therefore can memorize) Summon Insects, Giant Insect, Insect Plague, and Creeping Doom as though you were three levels higher as a druid. This means that you can cast Summon Insects as a 1st level spell once you hit level 2, you can cast Giant Insect as a 2nd level spell once you hit level 4, you can cast Insect Plague as a 3rd level spell once you hit level 6, and you can cast Creeping Doom as a 6th level spell once you hit level 11. You cannot however cast them at their normal level.

Disadvantages:

- Can only shapeshift into a Boring Beetle.
- Cannot wear greater than leather armor.