

Some profiles of priests present a "small benefit" much less than Viki et her 65% magic resistance, this does not inspire me playing priest. To change this, here it is:

Priest Profile: PREACHER OF FLAMES:

Fire has often been admired among humanoids. Pyromancers light it for the simple pleasure of seeing it consuming all things. Mages (notably of Thay) admire it for its destructive power. Tacticians use it to scare, repel, corner the enemies.

Sometimes it also happens that clerics fall in admiration for this force of nature. Some less reasonable than others may even find that power worthy of veneration. Rejecting their worshipped gods of the origins, they are deprived of their skill to cast spells of divine origin. Among these fallen priests, the most fanatics towards fire and destruction it can cause are sometimes marked by dark powers, mostly of demonic origin. These fanatic clerics then want to have back the skill to cast spells, though corrupted by the power of fire and having no more restoration abilities. The dark powers that thus boost the power into these deprived clerics make them a tool of pure and simple destruction, although they don't necessarily get in touch with them to explain...

Advantages:

- He gains additional spells, all based upon fire:
 - Level 1: Agannazar's Scorcher, Burning Hands, Flame Dart.
 - Level 2: Boiling Rain Storm, Explosion, Fire Seeds, Lava Bomb, Lower Fire Resistance.
 - Level 3: Burning Weapon, FireBall, Fire Shield (Red), Flame Arrow, Lava burst, Melf's Minute Meteors.
 - Level 4: Blazing, Conjure Lesser Fire Elemental, Fire Breath, Fire Form, Lower Fire Resistance II.
 - Level 5: Ardent Mantle, Call Fire Servant, Fire Mark, Mass Protection From Fire, Pulverisation.
 - Level 6: Aura of Eath, Conjure Fire Elemental, Detonate, Elemental FireBall, Exploding Mephits.
 - Level 7: Fire Trap, Incineration.
- He gains 10% fire resistance at level 1, then 3% for each following level.
- At level 10 and all the following 3 levels, he can use "Burning Palm" once a day.
- At level 13 and 20, he can charm a Fire Elemental once a day.

Disadvantages:

- The Preacher of Flames has not access to ANY healing, recovery or restoration spell.
- He can not reject the undead.
- His alignment can only be neutral, or neutral evil.
- Obsessed by fire, he will never take under consideration embarking on another career. (can not dual-class)
- He does not receive a divine symbol at level 21, no longer having any connection with any "god" whatsoever.

BURNING PALM:

Once the spell is cast, the pyromancer has two turns to touch his enemy, burning him for 1D6 fire damage points for two levels of the pyromancer. If the pyromancer fails to touch the enemy, the spell is lost.

CHARM FIRE ELEMENTAL:

The pyromancer may attempt to control any elemental of fire by casual contact. The target is entitled to a saving throw with a -1 bonus for every 5 turns of the pyromancer to stand, otherwise it falls under the control of the pyromancer for 5 turns.

Notes on the possible ways to choose after accessing hla:

The Way of the Elementalist:

- Change of alignment to neutral.
- Modification of all spells that inflict fire damage in order to inflict extra 20% more damage (more at higher levels) and from now on they can not be blocked by a protection against evocation school. The spells "Detonate" and "Elemental FireBall" are not affected. These spells can not be blocked by a protection against school of evocation.
- Provides access to title (hla) "FireLord".

Notes over the hla "FireLord":

- Grants a new spell: "Fireflies Plague".
- Changes the gift Charm Elemental in order that it affects any creature of fire, from distance and negating a saving throw.
- Modifies all the spells of Animal Summoning according to the following schema:

Animal Summoning I randomly invokes, instead of the original creatures: 4 Fire Spiders, 4 Fire Tritons, 2 Baby Fire Dragons, 1 Copper Beetle.

Animal Summoning II randomly invokes, instead of the original creatures: 2 Salamanders, 2 Hell Hounds, 3 Pyrophorus, 1 Yuan-ti Pyromancer.

Animal Summoning III randomly invokes, instead of the original creatures: 2 Ash Snakes, 2 Magma Trolls, 2 Meteoric Worms, 1 Fire Giant.

Conjure Animals invokes instead of bears: 1 or 2 Tshalas

Fire Servant proposes more powerful versions of basic invocations, as well as new: Fire Plasm, Hell Spider, Fire Bats and Blazing Mephits.

Notes over the new creatures invocable by the hla "FireLord":

- **Fire Bats** inflict a bite that burns inside the victim for 3 rounds after biting. They naturally benefit of True Sight.
- **Noble Fire Salamander** can cast the spells FireBall, Flame Arrow and Burning Hand. It also casts a shorter duration version of the spell Fire Mark and conjures, if needed, a fire elemental to help it.
- **Fire Plasm** is an ethereal creature who suffers in the material plane 1D6 +2 points of damage per round. It resist up to 90% damage caused by weapons and creates, when it has lost half of its life points, a minor incendiary cloud. It can also create another plasm if it gets points of life thereafter. Every time it is hit by a fire source, it absorbs it and regains 1D6 +1 point of life (Note: under the cover of spells "Heating Aura" and "Incendiary Cloud", it is no longer affected by degeneration caused by material plane).
- **Hell Spider** can weave 3 times a day a blazing web that burns everything that got caught. Its blazing body burns at touch, and its venom is caustic.
- **Meteoric Worm** has the particularity to absorb fire, that it turns into energy.
When it has accumulated enough energy, it divides to create a self replica, which has half of its life points. It is immune against non-magical weapons.
- **Magma Troll** has a powerful power of regeneration and is immune to fire, but it depends upon the volcano where it lives: it can not survive at 0 points of life unless it quenches a part of its body in the magma. Without it, it dies like any other creature.
- **Tshala** is a whirlwind of living fire that can cast some spells and use FireBall at will (once per round).

The Way of the Pyromaniac:

- Change of alignment to neutral evil.
- Grants a new spell: "Explosive Combustion".
- Makes accessible the spell "Unholy Word" (inaccessible by default).
- Makes inaccessible the spells: "Protection From Evil", "Protection From Evil 3 meters radius", "Fire Servant" and "Mass Protection From Fire".
- Changes the spell "Conjure Fire Elemental" in order to make it a level 7 spell.
- Modifies all the spells allowing saving throws in order to create a -2 penalty (more at higher levels).
- Modifies some spells into more effective/sadistic/merciless versions:

***Fire Mark** improves*

Fire Column** becomes **Hell Fire Column

Bombing Mephits** becomes **Pyrokamizake Quasits

Fire Trap** becomes **Deadly Fire Trap

***Incineration** becomes **Immolation**.*

Note over the pyromaniac spell: "Recall of the Fire Army":

If you have the luck to resurrect a Pyromancer Mage, think that after having cast his most powerful area and/or summoning spells et unleashed his sequencers and/or contingencies, he still has a bunch of spells to cast at your orders (to allow you the choice of the target). Thus don't let him rest, and use him as a complete mage affiliated to the party.

Think, at the same time, that it's not a lich but a reincarnated spirit. Consequently, he is not immune low level spells but has some of common resistances to skeletons.

Special Note:

The installation of the profile also adds a powerful item hidden somewhere in BG2 / BG2EE, which can be found only if the party includes a preacher of fire.