

LCA MOD REVIEW AND FEEDBACK

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1) Introduction

Hello there! I have just finished a playthrough of the Baldur's Gate Trilogy with your mod installed, and I felt compelled to send you some of my feedback. If you want the short version, I thoroughly enjoyed what you did. I came in only wanting a way to keep Corwin (I'm not going to call her Schael from now on, no particular reason but I want to remain consistent) around for BG2, but there was so much more than I ever expected that I just needed to write down how I felt.

I know modding can feel like a mostly thankless job, in particular when filling a niche as small as this (If I can be blunt, I don't think many people are still playing the OG Baldur's Gates in 2024, and the percentage of people who specifically played SoD, enjoyed it, and specifically wanted more Corwin only gets lower). I feel that what you did was a labor of love (it's in the title after all), and it shows.

Now, if you have the courage to keep on reading, I have a lot to say, and I hope it can be of some use to you, or at the very least give you the motivation to keep going.

2) A bit of context

As much as I would like to start talking about your work right away, I believe I need to tell you about myself, just so you know how I came by your mod.

First off, I need to warn you, I am not a native English speaker, so if there were any grammatical errors hidden in the many lines of dialogue and item description, they possibly flew past me. If, on the other hand, I made any such mistake writing this, I do apologize in advance.

My journey through the BG series is pretty simple: I heard that BG3 was one of the best games in recent years (it was), and after finishing it, I wanted to see where it all started and bought BG1+2 on switch. I almost gave up after a few hours, as the game felt both antiquated and overwhelming, but I pushed through, and by the time I finally reached the eponymous city, I started to really get the hype, and at the start of SoD, I was completely sold. I did the Corwin romance (of course) and I really felt that it was well done: it felt natural, awkward at times, but genuine, and more than everything, it enhanced the overall narrative. Then I saw the ending. I won't say I was disappointed, in fact, I expected it to end like that, but it still left me disheartened and wondering what could have been. It was then that I learned that there was a mod that actually allowed the "story" to actually continue in the next game when I was looking through the wiki. At the time I was still unconvinced, it was still my first playthrough and I wanted to keep things "pure", and besides, there was no way that I knew to mod my game on switch. What changed my mind? I think it was mostly the name of the mod, as silly as it might seem. "Love Conquers All" is such a powerful line, and it did echo through my mind ever since I first heard it in game. So it was that I downloaded all three games, the EET mod, and yours as well, and restarted SoD from scratch (It honestly was still pretty fun, the campaign is short enough, especially once you know what you're doing, although I have to confess, I did use a save editor to recreate the same character I had originally).

I hope you can now understand me bit better, as I feel the way I came to play this game shaped a lot of the opinions I formed on it later. If you want to know some things that are more gameplay related, I played on the normal difficulty (so if game balance was majorly affected by the mod, it's likely that I did not see it) with the following party composition:

SoD:

- My Human Fighter PC
- Corwin
- Viconia
- Minsc
- Dynaheir
- Glint

BG2:

- My PC
- Corwin
- Viconia
- Jaheira (replaced by Sarevok, then Caelar in ToB)
- Edwin
- Jan (replaced by Imoen ASAP)

3) General Review

3.1) BG1

As I explained previously, I did restart a playthrough to use the mod, but only in SoD, as I really did not have the energy to replay through BG1 so soon. Therefore, I'm only using the information contained in the User guide for this section. Honestly, I don't think I missed much, but it's probably fine that way. Introducing Corwin at any point other than her original introduction would have been a mistake, in my opinion, so just adding some background was probably the best course of action. It's a shame, however that not playing that part can lock you out of content later down the line.

3.2) SoD

SoD was of course where we all fell in love with Corwin for the first time. I don't think LCA adds much, but once again, I don't feel that it needed to, as there was already plenty of content in the base game. As for what was added, it honestly felt strangely distributed: there were 2 cutscenes available near the beginning, and then nothing new for a long time, until the major rewrite at the end. Speaking of the early cutscenes,

I am a big fan of the archery one, it felt both well researched and in character, although the specifics for triggering it are probably a bit obscure without a guide.

As for the tent cutscene, I am of two minds about it: on the one hand, it does fit the awkward flirting phase at the beginning of the relationship, on the other hand, I feel that it leads nowhere (it has to, given where it is placed and that it can't interfere with the regular romance). I don't really know what I would change, in all honesty. Maybe have it occur a bit later instead of at the start? Maybe give the PC some more options than just leave it or "are you single?". It's probably not a big deal anyway.

Moving on, the "honorable duel" outcome was very welcome, I was a bit disappointed that in the original game that this decision did not count towards the "good deeds", and even more so that no one, let alone the person you are dating would speak out for you during your trial, so this was a much-appreciated change. I will leave the explicit cutscene for a later section, but I will say that having it occur at that moment probably makes the most sense.

The changes to the ending are probably the most important, yet I don't have much to say besides the fact that it was everything I wanted. If I had to nitpick something, it would probably be the fact that, out of the three dukes that end up on our side, I would probably see Belt being the one on the fence rather than Eltan, given he's the one we know the least and that Corwin could probably win over her boss fairly easily given how highly he thinks of her, but the reasoning you presented is convincing enough.

The letter and the amulet are just the cherry on top of an already great cake (although the amulet is pretty great, we don't get much time to use it). Overall, aside from the ending which needed to be changed to allow for a continuation, the few changes you did were for the better, I think.

3.3) SoA

This is the part where it gets interesting. I followed the user guide to recruit Corwin as fast as possible, and I indeed think it's necessary to get the full experience. However, what surprised me were the various way to mess up at this point: you can either miss the dagger entirely, write a letter to Duncan (who in their right mind would do that?) or simply tell Corwin to go home when you meet her (once again: why?). It's not really a big deal, mind you, the bad options are really obvious, and the dagger is not particularly hard to find, but the fact that one could miss 90% of the new content right at the start, especially when later on, there are no way to actually "lose" can feel a bit jarring. At the very least, it does tie up all the loose ends from SoD (which would on the other hand create a massive plot hole) pretty nicely.

The recruitment process itself is probably as good as it gets, it's fairly easy to stumble into the quest naturally and, even though the Bridge District does have some fairly dangerous enemies for a low-level party, solving the murder case is still perfectly doable. I felt pretty good once it was done because I earned the right to get a great character rather than having her without needing to put in the effort.

Once recruited, it was a delight travelling with her. I did not expect much in the way of dialogue, but she had a lot to say, surprisingly. All her comments felt relevant, in character and actually added a lot to the story. There was a great attention to detail, as there was dialogue even with minor NPCs like a random courtesan on the Docks or the creep in the Copper Coronet. Speaking of that place, I really liked the way you used the already existing assets in the slaver quest to build up to something bigger (although the name Tina Bennett does feel a little too "normal" for the setting, if you ask me).

Regarding the other events in the early game, the Neb encounter was very well done as well, but the one that was the most memorable was probably with Nalia's aunt, I was expecting a reaction, since I assumed Corwin was used to dealing with annoying noble, but I did not see that kind of outburst coming and was very pleasantly surprised. I won't go over every single detail but suffices to say I was pleased with the amount of reactivity. Could there have been more? Probably, in fact I could see her having a few things to say during Neera's quest, seeing as there are several children involved, and being a mother is such a big part of her character.

Moving on to the Midgame, the Spellhold changes were... interesting, to say the least. Losing her at this point is a good way raise the stakes (even though it was probably unnecessary, seeing as they were already very high to begin with). What you will need to explain however, is what reasons does Irenicus have to kill the dukes of Baldur's Gate? It makes very little sense to me, his main target has always been the city of Suldanessellar, and he is probably does not really care if the Flaming Fist is sent after him, seeing as he is on the cusp of godhood. Does he do that just because he's evil? To

torture the party even more, although he already had what he wanted from them? I don't dislike the idea, in fact I think it makes for a pretty cool scene, but I would like some more explanations there.

From there until the end of the game, I think the only thing of note is the Bodhi cutscene. It is my understanding that at that point in the vanilla game, the player's romantic partner would die no matter what. Having Corwin survive and instead being put on a timer is a great idea. Said timer is very generous, and there should be no trouble killing every vampire in town in less than 24h. Out of sheer morbid curiosity, I checked what would happen if her time ran out, and I have to say, I was pleasantly surprised by the dialogue quality. I got a comment from Jaheira that felt very fitting, and Corwin's last words felt appropriately sad (although I don't think anyone in their right mind would ever go to that point, so that good dialogue is pretty much wasted).

Aside from the main story, there were also the character banters. I did read a few but not all of them, probably. The ones I remember were Keldorn (x2), Edwin(x2), Amonem and Imoen. All of them were pretty great but I assume there were more that I missed. The ones I saw happened at some very specific points, so I assume I probably missed the triggers for the others. At the end of the day, I don't think it's that big a deal, the ones I read were nice, but they are by design completely optional.

3.4) Return to Baldur's Gate

Now, for this part, you did not need to go that hard, I would have been fine with just doing the essential: meeting the family, spending a night together, attending the debriefing and giving Corwin the ring. But there is actually so much more to do here, I am very impressed, especially since it's all new and original content.

So first thing first, having party members leave, I would call that a pretty bold move. Since there's not much combat in that part, I think it's fine, and the extra experience hardly matters in the long run, but having a thief and a cleric seems essential given the content of the various encounters. Who leaves and who stays makes sense, in my case I was lucky that Viconia and Imoen chose to stay, but I don't know if the same goes for every party composition.

As for the setting itself, it's taken directly from BG1, and it led to some interesting things. First off, and completely my fault, I messed something up during the install process and everyone in the city was talking in Polish. It wasn't an issue, in fact it made it easier to find the new dialogue options, but I still found that pretty funny (at least it did not break anything on the mod itself, so it's foolproof in that regard).

But most importantly, since I did not play BG1, a lot of events from that game were happening now. A few of note were the Ogre assassin hired by Sarevok who showed up more than a little late, the lawful stupid paladin who offers a much-needed opportunity to lower one's reputation(to avoid losing party members after the Hall of Wonders cutscene) and finally, it was a good opportunity to grab some unique items, most importantly the cloak of Balduran that has managed to remain pretty good even this late in the game.

That aside, I really enjoyed the new content. The Elfsong quest was really good, the dream sequences were really unexpected, but they fit very well, I welcome in particular the opportunity to talk to Gorion, it feels like an important moment for the main character that could have been part of the base game.

The Slaver Conspiracy was really good as well, I really enjoyed the dialogue options at the end, and it was a great chance for Corwin to shine as well.

Tianna's quest also featured some very interesting options, and I was glad to see Glint as well as it makes sense for him to be here, I just wish I had the opportunity to ask him why he didn't say anything during the trial (the answer should be obvious, no one would actually be willing to listen to his ramblings, and since Imoen did not know who he was, he was not invited when it was time to leave the city).

If anything, I just wish there were more dialogue options for Skie and Corwin's family but it's fine as it is, I think.

What really made that part stand out was the implementation of two timers. The 24h one is fine, but the one that really matters is the timer for Corwin to leave the party, which is much shorter. Obviously, for the best experience, you want her along for all the various events, and while it's definitely possible, it requires a good amount of metagaming to find the most efficient path.

Finally, the ending is pretty satisfying as well, it honestly feels like a fairy tale at times, but after all the turmoil from the base game, it feels deserved. The ring scene in particular is very wholesome, and I'm glad to be thrust back directly into the action at that moment with the kidnapping. It really does help make ToB a lot more personal rather than it just being about destiny and the bigger picture.

Overall, a very enjoyable experience, if I had anything to change, I would simply add more dialogues with the characters we don't get a lot of time with, as well as maybe a few companion reactions, if possible.

3.5) ToB

The last stretch of the game is where one would expect this kind of project to lose some steam, but surprisingly, there are still some good times to be had here.

Let's start by addressing the elephant in the room: the pregnancy. I can't say I did not expect it, but it did contribute to making the game a bit more interesting by encouraging the player to wrap things up quickly. Now, I don't think there are any actual consequences to it: no gameplay changes, no special dialogues, aside from a pretty cute conversation with Imoen if you tell her, and I don't think waiting for too long has any effect at all, seeing as Corwin will not leave the party, even after waiting for 16 weeks to pass (which is a very long time, unlikely to be reached normally). If there was any place where more content would be needed, that would be it, but once again, it feels very selfish of me to ask.

The meeting with the soldiers from Tethyr was actually a good surprise, it's good to see Corwin stand up for us there, although at that point it's pretty much a given. Having to send a letter afterward is a nice touch, but I think by the time it reaches its destination, the entire crisis might already be over.

Aside from that, ToB also gives a good conclusion to the Beno side plot and wraps it up alongside everything related to the Soultaker Dagger in what is probably the best way possible.

The ending itself is also the perfect end to wrap up both the games, the individual character arcs and romance as well, provided you pick the "reject divinity" option (the other one simply does not make sense to me, I can understand why it has to exist, but it feels simply inferior).

You may have noticed that I have avoided talking about Caelar so far, I did so for the simple reason that I don't have much to say about her here. The quest to get her back is fun and challenging, she is fun to use and has a lot of aspects that make her stand out as a game piece, but I don't feel like her presence was necessary at all, since this is no longer her story. Don't get me wrong, I'm very glad

she's part of this and I had a blast using her but she feels a bit like a last minute addition. Not helping that is the fact that I was only able to see one conversation, between her and Sarevok. Sadly, I don't really know what could be improved about her as it feels like the only possible way of bringing her back into the story.

To conclude that part, excuse me if I sound like a broken record but it has been a very enjoyable experience, from beginning to end.

4) Characterization

Writing for a preexisting character can be a double edged sword : on the one hand you do have a lot to pull from (especially with Corwin since SoD tells pretty much her entire life story, as opposed to, say, Alora from BG1 who is (no offense to her fans) not much of a character), but on the other hand you do have a lot to live up to if you want your adaptation to be faithful to the original depiction. This is particularly difficult in this case due to the romance content: it's difficult to differentiate between what you would want her to say, and what she would actually say. Of course, there is still a lot left up to interpretation, everyone will develop their own headcanon (me included, although I won't bore you with it) but by putting your own into the actual game, it needs to be judged with the same level of scrutiny as the OG story and characters.

Luckily, despite being the best SoD had to offer, Corwin is very easy to understand as a character, as she has a few traits that make her who she is. First off is the most obvious, she's basically a cop, that's an aspect that was very well played off in the mod, as one might expect.

More than that, she does have an absolute dedication to her mission, that means that despite the fact that she's not one to usually complain, she would do so if she thinks the party is getting sidetracked (unless it is for a good cause, obviously). That of course, is also well represented in the mod, although the line between duty and love is a bit blurry in the case of the romance, but it's probably for the best.

What is great about her is that, despite being classified as lawful good, she is surprisingly flexible in what she will accept to do : accepting to work with Edwin and Viconia (it's extremely important for me as I would hate to have to part with those two), being OK with committing minor crimes or allying with the Shadow Thieves in order to ensure the success of the mission, even letting the player lay with Pharae if necessary (although she probably should be a bit more upset if the player choses an unapologetic answer after the encounter).

Her limits however, are very clearly established, she will be the first person to leave due to low reputation, she will not want to work with Bodhi(although that's more common sense than any moral stance if you ask me), and more importantly she will not like Dorn and Hexxat. The Dorn one is completely understandable given her personality, and Hexxat is just flat out unlikable (I only wish I had the option to side with Corwin when she gives her first warning, in a similar way as you can side with Keldorn against Dorn if both are in the same party).

The other half of her character is her motherhood. She does have a lot of good interactions with both parents and children in Athkalta, I think her involvement in Keldorn's family issues is very fitting in particular. She could probably talk about her daughter a bit more as she would always bring up that subject back in SoD but I could also see it becoming annoying, so it might very well be perfect the way it is. One thing that did shock me a little bit is how chill she is when "dying" at the end of the base game, she should probably freak out a little more.

More importantly, I think is how this should define the relationship: she is looking for a parent for Rohma as much as she is looking for a romantic partner for herself, perhaps even more so. She is extremely upfront when you meet her that her daughter would always come first, and I think that is one of the aspects that might not be explored enough in LCA. Is there a distinct possibility that she would eventually come to love the player as much as her daughter? Yes, and that would be the desired outcome, but it should be more gradual than it currently is. In the same vein, I think Corwin should be judging both the willingness and ability of the player to be a father for Rohma during their travels together, and failure to meet these criteria would be one of the only things that could cause a breakup.

To summarize my thoughts on the romance and Corwin's character as a whole, I think it's great, but it's almost too perfect at times, I don't see many things wrong with the content as is.

Regarding the new content you added, you gave Corwin an official age (which could already be inferred based on the information available, so no issues here), a name for her late mother (again, no issues), the reasons she went to prison(it makes sense, although I imagined it to be a lot more violent), the reasons why she broke up with Tianna(this one is handled perfectly) and finally a childhood friend/lover in Neoma (this one I am more on the fence: Corwin having a previous relationship that did not end terribly feels a bit inconsistent, and I get the feeling she exists only to give the player the option to have a threesome, which, while completely understandable feels a bit clumsily put together). All in all, I have no issue with the new content, at least the parts I have seen.

Now, I normally should not really talk about the characterization of the player character, since, it should be a blank slate allowing for endless roleplay options. In truth, it's obviously more limited, but your mod further limits it by assuming a certain type of player. A good-aligned player is of course a must for the relationship to work at all, so I have no issues with that decision. I would add to that my own interpretation: the player has no real reason to be "good" in BG1, as I see that part as a story of revenge before anything else. Given that the player is thrown into a hostile world, with no resources, few allies and assassins waiting for them at every corner, survival should be their absolute priority, even if that involves making some questionable choices. Of course, they end up as the Hero of Baldur's Gate, but mostly because the people they sought revenge from happened to be terrible people for the city as well. I think this does change upon meeting Corwin however, where the player really starts doing good out of a desire to impress her, or at the very least to gain her trust. The feeling of becoming a better person thanks to her is one of the things that made me think that romance option was exceptional to begin with.

There are also some other aspects of the player's behavior that are also assumed: including a good relationship with Gorion and Imoen (while the base game will always give you some option to disavow Gorion and be a jerk to Imoen), personally, that was how I envisioned it anyway, but I can imagine some disconnect for other players.

Then, the romance from the point of view of the player. I think it is correct to assume that this would be their first serious relationship (possibly also their first love and first intimate relationship depending on your interpretation), so having them completely smitten feels like a normal course of action. I would, however, like some options to be a little more assertive at some point and maybe some indication that some opinions are subjective (for instance I don't think Corwin is the perfect woman by any means, but I am convinced she is the perfect match for the Bhaalspawn, and every time they're gushing about how beautiful she is or how great she is, it should probably be added that this is how they feel rather than an objective statement from the narrator).

Another point of note would be how the player character handles fame and everything that comes with it. In your interpretation of things, they happily accept everything, including living in the Ducal Palace (if you'll allow me to go on a little tangent here, what even is the Ducal Palace? Do all the Dukes live here? We already know the Silvershields don't, and I can't really imagine three noble families living under the same roof. If not, is it only used for banquets and council meetings? Are they making us live inside the city hall? This has always bugged me; I apologize for the unrelated rant). Personally, I don't know if I would have accepted, given the choice. Giving up on adventuring is hard enough as is but doing it for the family makes it acceptable. Wanting to live a stuffy noble's life is another matter entirely, and especially when raising children is involved, as I fear it would hamper their growth. The most I could see coming out of it is accepting the Title of Duke after being pestered for many years. This just goes to show how different people would approach the same situation and maybe why more options are needed (not so much so that a big part of the plot needs to be rewritten, mind you).

The last point that I feel could be explored a little more in depth is the guilt and doubts of the main character. At the start of SoA, three people close to them already died simply by associating with them, and their little sister got tortured and kidnapped for the same reason. That would leave them in a very poor state of mind when meeting Corwin again, and while her presence would definitely help, it would also be another source of concern. Every time she mentions her daughter, every time her life is put in danger, it would be the player's fault. Add to that the fact that many of the people we meet, despite being "good" utterly fail at family life (Keldorn and Cernd come to mind, although Jan is kind of a mess as well), it would also be a huge cause for doubt. Exploring this anguish and how a couple would deal with them together would be an interesting idea, and you've already started scratching the surface of what it could be.

As for the mandatory Caelar segment, I think she's fine. Her character was pretty straightforward in SoD: she's strong, she's charismatic, she's arrogant, self-righteous, and a complete and utter fool. She's not evil enough to be hateable, but not tragic enough to be likeable, so she kind of sits in the middle, at least for me. While she is very much a different person when recruited, I think the excuse of "her time in Avernus changed her" works fine to justify it. If Sarevok can be redeemed, I don't see why she could not be as well.

In summary, I think you really understood Corwin as a character, and although I still think there are a lot of possible improvements (but then again, that's the case for most things in life) you did a fine job.

5) Gameplay

I want to start this section by stating the obvious: yes, bringing a new character into an existing game, especially with stats this high and very good personal equipment does break the game balance a bit. But in all honesty, I don't really care, and in fact I really enjoyed it.

I don't need to tell you how good Corwin is when you get her. She comes with incredibly high stats, starting with a good strength and a dexterity score that should not be humanly possible (which can be raised all the way to 24 over the course of the game).

Her base equipment is so good that it's all she will ever need, especially since it does scale as the game goes on. Giving her a good selection of powerful arrow is no challenge either, and she also gets a lot of powerful items like the archer's eyes for which there is little to no competition and that will make her even deadlier (and sadly, render her own amulet completely obsolete).

Adding to that the fact that she can stack AC from multiple sources since her armor and the LCA ring (which is probably the best, most versatile item in the game) can stack with rings of protection and some cloaks to get to the point where she has one of the lowest ACs in the entire game by the end.

Not that it matters much since for the most part she will be sniping enemies with her bow, as is the main role of the archer class, and probably her only weakness, seeing as there are a lot of enemies who are immune to piercing damage, resistant to it, or require a very high weapon enchantment to even be damaged. When faced with such enemies, there is not much she can do, as her performance with other weapons pales in comparison. But in most situations, she is mowing down enemies very efficiently.

Her racial enemy still being skeleton has almost no bearing on most of the game, except that one time where it came in handy against the lich in ToB, where for some reason no one was able to go up the godsdamned ladders and she had to finish off the skeleton archers all by herself. I don't think it needs changing, and even if it does, I can't think of any monster that would make sense, not that skeleton makes any to begin with.

Regarding the overall difficulty, I did not find anything out of the ordinary, except for the first Incubus fight which can go one of two ways: With protection from evil, his summons will be friendly and the fight becomes trivial. On the other hand, trying to fight it legitimately with a party that may or may not be missing some key players can feel nearly impossible. Trying to account for that can be pretty difficult at that point, and while, yes, there is always the possibility of accepting his deal, it does feel anticlimactic and locks you out of a very good amulet as well as Caelar for a very long time. In fact I feel that if you had to defeat Demogorgon in order to recruit her, there is nothing she brings to the table that you don't already have, and there is not much game left to play at this point, I assume.

Speaking of Caelar, she was very fun to play with. Since my PC was already using Two-handed swords, she was of more use to me than Sarevok ever was, and she replaced him right away. Luckily, I gave all his equipment to her because her personal stuff does not feel up to par for that point in the game, given that all her gear was meant to be used against the final boss of SoD, it feels underpowered/situational otherwise. There is no shortage of good equipment however, so it did not cause much of an issue to me at least.

Finally, the last thing I want to bring up is the use of AI. The few lines that were voiced by an AI model were actually fine, but I'm glad you did not go all the way with that, it would have been uncanny. The narration sequences are already almost too robotic (the voice is on point, but the intonation is extremely weird). As for the new portrait, I have to say I am torn on that matter as well: On the one hand, the picture looks really good, the color palette fits SoA better than the original, and most importantly, she looks significantly happier in that one, and it fits the overall tone pretty well. On the other hand, the scars are definitely her distinguishing features and seeing her without it feels a little off. I ended up going with the new portrait anyway, and I appreciate being given the choice, but I feel that none of them are a perfect fit.

6) Lore

I want to preface this section by admitting that I'm not a huge D&D nerd myself: I did play a few games back in high school, and around the same time, I played Neverwinter Online when it came out and read the Drizzt novels (I still hold the first 3 in very high regard to this day). Aside from that I played the Baldur's Gate series this year and that sums up my knowledge of the general lore. I don't know how vast your knowledge of this particular setting is, but there were several inconsistencies

that I couldn't help but notice. I apologize in advance because I am going to sound both nitpicky and pedantic when criticizing some minute details that most people would probably never notice:

- If anyone would resurrect Skie Silvershield, that would be a cleric and not a mage. I believe the one who revived her father was called Fenster.
- The shadow thieves and the Tthieves' guild in Baldur's gate are not, in fact, affiliated with one another. There are actually three shadow thieves in BG1, a friendly(?) one named Husam as well as Slythe and Krystin, both working for Sarevok. They are all shown to be entirely separate from the regular guild.
- You seem to be under the impression that the Hall of Wonders is a regular museum, when in fact, being dedicated to Gond, the god of invention, it only contains significant inventions, like for instance the Farseer telescope, but it would not display things like Balduran's gear or priceless jewels. It's a shame because I really like what you did with it but it does not really fit with the pre-established lore, nor is there another place quite like that in Baldur's gate where the new events could be moved.
- Unlike what the solar affirms at the end of the game, Bhaal's taint is indeed hereditary, at least according to Baldur's Gate 3. Honestly, it's hard to fit that game with the others anyway, as much as I'd like to, especially given the fact that Bhaal should never be able to get revived after the events of ToB. I won't blame you if you don't want to open that can of worms.
- During a conversation between Edwin(a) and Corwin, the later mention having been exiled for criticizing the "ruling class". Now I love the concept and I think it's completely in character for him to do that, the concept of "ruling class" is a bit inaccurate in the context of Thayan (or Thayvian if you prefer, both are valid and used ingame) politics. Thay is a nation led by a council of wizards called Zulkirs, each representing a school of magic. You might actually remember meeting their leader, Szass Tam at the end of Neera's quest. Edwin being a high-level conjurer would naturally answer directly to the Zulkir of conjuration, which would be some guy named Nevron at the time. If there was someone he badmouthed that would cause him to get exiled, that would probably be that guy, unless you can come up with a more convincing explanation.
- The incubus you used is a very cool demon, but the D&D version is significantly different from the classical version that you used. In D&D, an incubus is just the male form of a succubus (there is actually no difference between the two, they can change their appearance at will). I'm going to be honest, that version is way lamer than what you intended, especially for the purpose it's meant to fulfill, but when people associate the words incubus and Baldur's Gate, they are likely to think of the standard D&D monster. I would advise you to just rename it to something more appropriate but to be completely honest, I can't think of any dream demon that whacks people with a big sword (most of them tend to be more abstract). Just invent a new species if you have to but if you keep using incubus, you run the risk of confusing people.
- The biggest flaw in your narrative would probably be your confusion between the devils of Hell and the demons of the Abyss. The difference between the two is pretty simple, devils live in the Nine Hells (of which Avernus is the first layer) and are lawful evil, meaning they follow a strict hierarchy and mostly keep to their word, although they are always liable to betray literally anyone for their own gain. On the other hand, demons are chaotic evil, and, true to their alignment they are chaos incarnate: disorganized, violent, unpredictable, and so forth. It becomes relevant when dealing with the events of ToB. First off, Sarevok's soul was sent to the Abyss after his death (he says so himself), not Hell. Both the pocket plane and the

Throne of Bhaal are part of the Abyss as well. On the other hand, on Avernus you would find devils instead of demons (well there are demons, but they are fighting in the Blood War, and certainly don't go around like they own the place). So no Balor in Avernus, no Marilith, and certainly no Demogorgon. While the "Incubus" could probably fit in Avernus somehow (if you set aside the fact that its allies are demons and not devils), he certainly could not claim ownership of the entire place, seeing as the Archdevils who rule each layer of the Nine Hells are extremely difficult to dethrone. I understand you wanted to use high level monsters in that quest in particular, and it so happens that there are more high-level demons than high level devils but putting them in Avernus is just a big no-no. I can't really think of a better alternative that would not require a fairly big rewrite one way or the other, sadly.

7) The Explicit Mod

This part is going to be a little awkward. Normally, I would not be interested in that kind of content, but since I was modding this game anyway, I thought I might as well go all the way. I am clearly not the target demographic for this kind of content, but I still want to share my thoughts on it.

First off, the writing: if you were going for classic porno vibes, then congratulations, you succeeded. As for each specific scene, the one in SoD was pretty original, I understand why they would not go all the way at that time, and it was already implied heavily in the base game that something did happen on that fateful night. This is probably as good as it can be, I guess, but we're already close to fetish territory.

The first one in SoA is probably my favorite, it feels very natural and, dare I say, romantic? I did chuckle a little bit when Gorion was mentioned, the idea of thinking of your foster father and how proud he would be of you as you're getting blown feels a bit bizarre, but it's not completely out of place either.

As for the second encounter, it certainly goes places. The intro is pretty great, I was a bit worried at first when she hit me with the "we need to talk" and "I don't like what I'm seeing" as those phrases are rarely followed by pleasant moments, but luckily it wasn't the case. For the "combat practice" part, her remarks felt pretty justified since my combat tactics were mostly just "hit bad guy with big sword, and if that doesn't work, try a bigger sword", but it would feel weird with, say, a monk, who is supposed to be a master of unarmed combat. For the sex portion of the encounter, it did escalate real fast since it should only be their second time together. I think it would be better to add an option to say that you either don't vibe with that at all or that you don't intend to be defeated next time. It could also serve as a great character moment to liken it to the main character's months long torture at the hands of Irenicus, in which case the options would be to use that kind of roleplay as a way to overcome past trauma, in particular since Corwin would be the only person the player could trust with such a personal matter, or on the other hand to refuse to do it ever again, as one would not want to be brought back to that state of helplessness ever again. Those are just suggestions though, do with them as you please.

I have been mostly positive so far, but this is the only thing that irked me and that I urge you to change. I do not want to get aroused when I watch helplessly as the woman I love gets the life choked out of her. In case you did not get it, I'm referring to the first Spellhold encounter, it's supposed to be the "all is lost" moment, and this is not only distracting, but it ruins the mood of the scene. I know things like that can happen in nature, but this is the last thing I want to be reminded of at that point, and the only thing I flat out disliked in the whole experience.

Fortunately, the next scene that occurs in Baldur's Gate is significantly better. I am not sure what to think of the hour-long edging session that precedes but it does not really bother me either, so I guess it's fine. Out of the 2, I am more drawn to the vanilla one but I did try out the threesome, and it was a bit kinkier than I expected, but still contained some pretty unexpected character moments, which is good, although having it locked behind that encounter is less ideal (the only other option would be to have a talk with Neoma in some tavern when Corwin is not around, and that would be more work for you as well).

Another thing to consider, is the female side of things. It's obvious why the mod only works for a male player character, but I really think there needs to be a female version as well, given that Corwin is one of the rare openly bi characters, and compounded by the lack of good romance options for female characters (males at least have Jaheira and Viconia who are legitimately interesting alternatives, but females characters are stuck with Amonem and Raasad for good aligned characters, and Dorn or Hexxat for the evil aligned, while I'm sure they have their fans, I really think the selection is lacking). However, It will definitely be difficult to write those scenes, given how easily it would be to fetishize this kind of relationship. I'm afraid I am not particularly qualified to review this kind of content, let alone offer some (unwanted?) advice.

8) Bugs

As someone who had to deal with a lot of bugs, both personally and professionally, I am pleased to say that this mod in particular is honestly pretty stable. There were still a few I noticed during my playthrough, so I want to bring them to your attention. I will preface this by saying that I played with an older version (v1.0.11) and did not think of updating until it was too late, so some of the bugs might have been corrected (I won't bother mentioning those like portrait changes and the Kanaglym bug that were mentioned in the release notes). Also of note, since it was my first playthrough, I lack a frame of reference, so if I encountered a bug, I automatically assumed it was due to the mod (except if it was related to the EE companion quests, those were always a broken mess).

- The first one and the most important: the mod does not seem to recognize that a playthrough was started in SoD. Upon starting SoA, I was immediately presented with the options menu as though I had just started here. The game itself dealt properly with all the imports from SoD, so I think the problem lies with the mod, but I really don't know where it comes from.
- This one on the other hand, I understand. When Edwin transitions into Edwina, Corwin cannot wait a single second to make a snide comment. This does, however, prevent Edwin from delivering his normal lines, and he will remain stuck, unable to do anything permanently. Dismissing him does nothing, but saving and then reloading will cause his dialog to trigger normally. I think it should be fairly easy to fix by ensuring the two don't overlap.
- Another one in the same vein occurred during the Spellhold cutscene where the party got captured. This time the game just broke midway through Irenicus's dialogue, I regained control of my character (and Viconia for some reason), but the cutscene would not progress. I had to reload a previous save, and it worked normally the second time. I don't know how easy it would be to reproduce.
- When recruiting Dorn, Corwin is supposed to attack (kill) him when he talks about killing children, however, she will only do so if the player asked about his patron previously. The

line about the children occurs no matter what dialogue option is chosen, but only a specific one will lead to violence.

- In Baldur's Gate, if you don't have the doll in your inventory when first meeting Rohma, you can still buy it later, but there is no opportunity to give it to her, making it a useless inventory filler (not that it really matters at this point).
- Some journal entries are written from a third person perspective, I don't know if this has already been fixed.
- After receiving Lyriel's Gratitude, I actually ended up with another amulet of the Seldarine in my backpack, I don't know how or when it got there, only that at some point, I had both.
- The last one is something I don't want you to correct, but I would be remiss to not mention it. Did you know that the first intimate encounter can occur on the same night as some of the Irenicus dream sequences? This resulted in what was probably the funniest scene in the game where Jaheira complained about the noise inside the dream, right as Irenicus was about to start his evil monologue. Unlike some of my earlier complaints, I really don't mind if it ruins a serious moment, but it's up to you if you want to do something about it or just leave it be.

9) Conclusion

This is the end, at last. I congratulate if you actually managed to sit through all my ramblings, and I won't fault you if you skipped to this part.

I have to admit, I did not plan on writing this much or taking so long. This is the first time I do this kind of thing, maybe I went overboard analyzing every minute detail (I actually had to cut some parts) but I hope this has provided you with some new perspective. I probably did this for me above everything else, I've been playing these games for about two months, and having them and the LCA mod in particular has helped me during some very tough times, so thank you for that.

I hope I did not come off as too critical, as my experience with the mod has been overwhelmingly positive. Any change I suggested is just that, a suggestion. I am well aware of all the work that already went into making this possible, and the amount that would be needed to update everything I mentioned would be greater still. Ultimately, I respect your right to do with your work as you see fit, regardless of all the unsolicited advice you might receive.

To conclude, you have my contact information, if you're interested in further conversations (to be honest with you, I don't know many people that would be interested in the Baldur's Gate series, so I won't be able to recommend your work to anyone, sadly) but if you want to leave it at that, I understand. I wish you a good day and good luck in your future endeavors.