

Love Conquers All User Guide

Version 1.0.1

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Mod Overview

This mod allows Corwin to be added to the party in Shadows of Amn, and Caelar to be added in Throne of Bhaal. Players can either continue the romance they started with Corwin in Siege of Dragonspear, or they can start a new romance with her after her arrival in Athkatla. The mod adds more than 200 new dialogs spread across the four games of the Bhaalspawn saga. Moreover, there are dozens of new items, quests, and cutscenes to enjoy. I hope that you have as much fun with the new content as I did in creating it.

Compatibility

This mod requires the Enhanced Edition Trilogy (EET) mod to be installed. Future versions of this mod will include compatibility with the CorwinEET mod from RoxanneSHS, and the very popular [Cost of One Girl's Soul](#) mod by Lava del Vortel.

Two companion mods are being worked on to enhance some of the content.

- [LCA_Explicit](#): Includes graphic, sexual content for mature (18+) audiences.
- [LCA_VoicePack](#): Includes AI-generated voices for certain key dialogues.

Installation Instructions

Unzip the LoveConquersAll_EET.zip archive, and place the LCA folder in your Game Directory (the directory where BG2 is installed). LCA must be installed after EET core, but before EET_End. If you plan to install the LCA_VoicePack and LCA_Explicit mods, those mods must be installed *after* this mod (LCA) is installed.

Installation Commands (Replace [GameDirectory] with the location on your machine where BG2 is installed).

If EET is Already Installed

- EET End: [GameDirectory]> weidu eet_end/eet_end.tp2
 - Proceed using the Uninstall option.
- LCA Installation: [GameDirectory]> weidu lca/lca.tp2
- LCA_Explicit: [GameDirectory]> weidu lca_explicit/lca_explicit.tp2
- LCA_VoicePack: [GameDirectory]> weidu lca_voicepack/lca_voicepack.tp2
- EET End: [GameDirectory]> weidu eet_end/eet_end.tp2

If EET is Not Installed

- EET Core: [GameDirectory]> weidu eet/eet.tp2
- LCA Installation: [GameDirectory]> weidu lca/lca.tp2

- LCA_Explicit: [GameDirectory]> weidu lca_explicit/lca_explicit.tp2
- LCA_VoicePack: [GameDirectory]> weidu lca_voicepack/lca_voicepack.tp2
- EET End: [GameDirectory]> weidu eet_end/eet_end.tp2

Banter Timers – How do they Work?

Corwin's (and Caelar's) scripts have one primary banter timer, and a secondary banter timer for each party character. When the primary banter timer expires, the script will check to see if there is a secondary banter timer that has also expired. If both the primary and secondary banter timers have expired, the character associated with that secondary banter timer will engage in banter with Corwin. If a secondary banter timer expires, and the primary banter is not expired, the secondary banter timer will be reset to a random value between one and twelve hours. What this means for you is that, assuming the banter pool is not exhausted, [PRIMARY BANTER INTERVAL] + [0 to 12 hours] will elapse between banter.

NOTE: The interval for the primary banter timer is configurable with the use of the [LCA Assistant](#). By default, it is set to 12 hours. The secondary banter timer intervals cannot be configured.

Shadows of Amn Changes

Adding Corwin to Your Party

To add Corwin to your party, you must first obtain the Soultaker Dagger from the Djinn in the Plane of Air in Irenicus' stronghold. Once you have the dagger, speak to Brega in the Athkatla magistrate. He will offer to send the dagger, along with a letter¹, to Baldur's Gate if you help him solve the case of the murders in the Bridge District.

Once the letter is sent, a two-day timer will start. When the timer expires, you will see a cutscene that plays when you choose to sleep. The conclusion of the cutscene will trigger a four-hour timer, that, when expired, will show a second cutscene depicting the restoration of Skie Silvershield. The conclusion of the second cutscene starts the two-day timer that, when expired, will cause Corwin to appear in the Athkatla magistrate building (the same building where you meet Brega). The player will receive a dialogue prompt when this second timer has expired, so you will know when Corwin has arrived.

To experience the most content possible, it is recommended that you add Corwin as soon as you are able. Hold off on performing quests or even exploring Athkatla (beyond what's necessary to solve the bridge murders) until Corwin is in your party.

¹ Corwin will only come to Athkatla if you choose to write her a letter (either romantic or not). If you instead choose to write the letter to Duncan, Corwin will not go to Athkatla. The option to send a letter to Corwin will not appear if the player's relationship with her ended badly (by escaping through the sewers¹) in Siege of Dragonspear.

Obtaining Corwin's Bow + 3

To obtain Corwin's Bow + 3, Corwin must be in your party during the battle for Suldanessellar, the party must be in possession of Corwin's Bow + 2, and you must save the lives of the Master Bowyer. The bowyer is located in one of the houses in the city. If all three conditions are satisfied, Corwin's Bow + 2 will be transformed into the + 3 version after Irenicus is defeated.

Obtaining Corwin's Armor + 4

To obtain Corwin's Armor + 4, Corwin must be in your party during the battle for Suldanessellar, the party must be in possession of Corwin's Armor + 2, and you must save the lives of the Elven Armorsmith. The Armorsmith is located in one of the houses in the city. If all three conditions are satisfied, Corwin's Armor + 2 will be transformed into the + 4 version after Irenicus is defeated.

Trademeet Archery Competition

If Mazzy and Corwin are both in your party, and they've completed three rounds of banter, you'll have the option of visiting Trademeet and have them join an archery competition.

Returning to Baldur's Gate

If Corwin is in your party at the conclusion of the events of Shadows of Amn, you will return to Baldur's Gate, instead of proceeding immediately with the events of Throne of Bhaal. Upon your arrival, a one-day timer will start, that when expired will initiate the debriefing to the Dukes. The conclusion of the debriefing sets off a series of events that culminate in the player's arrival in Saradush. Some people and places you will want to check out while in Baldur's Gate are listed below:

- Elfsong Tavern²
- Hall of Wonders
- Corwin's Home (Located in SE Baldur's Gate)
- Flaming Fist Headquarters L1 and L2
- Haspur the Diviner
- Low Lantern
- Silvershield Estate
- Iron Throne Headquarters, particularly if you rescued the slaver children in BG2 while Corwin was in your party.
- If the player is in a romance with Corwin

² The one-day timer will halt while the player is in the demon's prison.

- Merchant's League (assuming Aldeth didn't die during the events of BG1)
- Seven Suns (assuming Jhasso didn't die during the events of BG1)
- Sorcerous Sundries, after visiting the Merchant's League or Seven Suns and obtaining the engagement ring (if the player is in a romance with Corwin).

Throne of Bhaal Changes

Obtaining Corwin's Bow + 4

To obtain Corwin's Bow + 4, bring Corwin's Bow + 2 and the Bowstring of Gond to Cespenar. He will create Corwin's Bow + 4 for 5,000 gold.

Obtaining Corwin's Bow + 5

To obtain Corwin's Bow + 5, bring Corwin's Bow + 3 and the Bowstring of Gond to Cespenar. He will create Corwin's Bow + 5 for 5,000 gold.

Rescuing Caelar

Conditions A or B, and Condition C, must hold to initiate the timer that starts the Rescue Caelar quest.

- Condition A: The player must have defeated the Incubus during the Return to Baldur's Gate mini quest.
- Condition B: The player must have defeated Demogorgon in Watcher's Keep.
- Condition C: The player must have entered Saradush.

Using the Configuration Assistant

A configuration assistant has been provided to help you adjust certain characteristics of the mod. The assistant can be accessed by selecting the "LCA Assistant" special ability from Player1's special ability menu. The ability is granted to you in Candlekeep upon the creation of your player. If you want to add this ability to a player that has already left Candlekeep, you can do so through the LCA Debugger. Some of the capabilities of the assistant are listed below:

- Adjust banter intervals for Corwin and Caelar
- Advance the time
- Allow or disallow banters while in a dungeon
- Launch the LCA Debugger (see below)

LCA Debugger

A debugging utility is provided to assist testers with debugging the mod. To access the debugger, type the following command:

CLUAConsole:CreateCreature("XAADBQ")

Talk to the creature that is spawned to access the debugging options. Use of the debugger is recommended for testing purposes only.

Bug Reports

If you encounter any bugs or unexplained behavior while playing the mod, please report it to LCAMod@danielvalle.net. Including your save game with the bug report is helpful, though optional.

Revision History

Date	Version	Changes
2023-07-30	1.0	Initial Release.
2023-08-07	1.0.1	Added Banter Timer section.