Love Conquers All (LCA)

User Guide

Version 1.0.6

2023-09-11

Table of Contents

Revision History

Date	Version	Changes
2023-07-30	**1.0**	**Initial Release.**
2023-08-07	**1.0.1**	**Added Banter Timer section.**
2023-08-09	**1.0.2**	**Included reference to setup-LCA.exe.**
2023-08-15	**1.0.3**	**Added a link to the release version of the LCA_Explicit mod.** **Removed reference to the LCA_VoicePack mod.**
2023-09-05	**1.0.4**	**Added some more details on the changes made by the mod.**
2023-09-08	**1.0.5**	**Included descriptions of Corwin's Amulet, and the cutscene in Amkethran.** **Added the Compatibility table.**
2023-09-11	**1.0.6**	**Updated the LCA Assistant section to reflect that the player can switch Corwin's portrait between the SoD and LCA versions.**

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. The table below lists different mods and whether they are compatible with LCA[1].

Mod	Status	Install LCA After?
Corwin EET	Compatible	Yes
Cost of One Girl's Soul	Compatible	Yes
Cowled Menace	Compatible	Yes
LCA_Explicit	Compatible	No
Shine On Caelar	Not Compatible	N/A
SCS	Compatible	Doesn't Matter

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_Explicit mod, that mod must be installed *after* this mod (LCA) is installed.

---

[1] When LCA is installed on top of other mods, particularly the Cost of One Girl's Soul mod, certain content in LCA is heavily modified or removed outright for the sake of maintaining compatibility. For best results, I recommend playing LCA on its own, at least once, to experience all of the content as originally intended.

You can use the Weidu installation commands below, or the provided setup-LCA.exe file. If you use the Weidu commands, be sure to replace [GameDirectory] with the path to your Baldur's Gate 2 folder.

Weidu Installation Commands

If EET is Already Installed

- EET End: [GameDirectory]> weidu eet_end/eet_end.tp2

    o   Proceed using the Uninstall option.

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

- LCA_Explicit: [GameDirectory]> weidu lca_explicit/lca_explicit.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

- EET End: [GameDirectory]> weidu eet_end/eet_end.tp2

LCA Explicit Mod

The LCA_Explicit mod adds several graphic, sexual encounters intended for mature audiences only. Current release is available here: Releases · LCA-EET/LCA_Explicit (github.com)

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 banters.

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.

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

- Change Corwin's portrait to be either the SoD or LCA versions.

- 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("XAADBG")

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. I'd also appreciate any feedback or constructive criticism.

Useful Links

Love Conquers All (LCA) Github: https://github.com/LCA-EET/LCA

LCA_Explicit Github: https://github.com/LCA-EET/LCA_Explicit

WARNING- SPOILERS BELOW

Baldur's Gate 1 Changes

Dialog Changes

Various dialogues were changed to explain what Captain Corwin and other high-ranking Flaming Fist personnel were doing the events of BG1.

Siege of Dragonspear Changes

Tent Cutscene

In the Coast Way Crossing or the Siege Camp, talk to Thaird while Corwin is in your party. Choose to rest for the night. A special cutscene involving Corwin and the player will take place.

Trial Cutscene

Depending on the player's choices, Corwin will vouch for them during the trial in front of the Flaming Fist headquarters.

Escape from Avernus

If the player is male, and the LCA_Explicit mod is installed, a special cutscene will play after the escape from Avernus. Corwin must be in your party, and the player must be in a romance with her, in order for the cutscene to trigger.

Miscellaneous

A number of miscellaneous changes were made to dialogs, particularly the dialogs that occur after the player is arrested.

Corwin's Amulet

If you were in a romance with Corwin at the end of SoD, and you were exiled from the city, Imoen will give you a letter from Corwin that includes her amulet. The amulet adds some saving throw bonuses, but it can only be worn by the player.

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 letter[2], 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

---

[2] 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 sewers) in Siege of Dragonspear.

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.

Upon joining your party, if you still possess [Corwin's Amulet](), she will take the amulet back and it will be converted to an amulet that can only be worn by Corwin. The saving throw bonuses will be removed, but while wearing the amulet Corwin will be protected from permanent death. The item description does not indicate as such, but it is one of the effects of the item.

Slaver Stockade

If Corwin is in your party when you rescue the children from the Slaver Stockade, it will set one of the conditions necessary for the Slaver Conspiracy quest during the Return to Baldur's Gate.

Corwin and Hexxat

Be advised that Corwin and Hexxat, if in the same party, will eventually try to kill each other. Corwin will attempt to rally other good-aligned characters when the time comes.

Corwin and Dorn

Corwin and Dorn do not like each other, but they will not come to blows unless Dorn boasts of murdering children while in the service of his patron.

Corwin and Neb

If Corwin sees Neb, they will come to blows. If Neb isn't killed in Athkatla, he will appear in the central sewers, during the Return to Baldur's Gate quest.

Spellhold Encounter

Significant changes were made to the Spellhold encounter with Irenicus. These changes are triggered by Corwin being in the party when the party is captured. A video showing the encounter is available here: https://www.youtube.com/watch?v=eMl_1RYQ37w&t=113s

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.

Drizzt Encounter

If the player attacked Drizzt in Baldur's Gate 1, Corwin will vouch for the player if she is in the party when Drizzt and his party confront them after the escape from the Underdark.

Trademeet Archery Competition

If Mazzy and Corwin are both in your party, and they've completed three rounds of banters, 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 Tavern[3]

- Hall of Wonders Cutscene – Requires Corwin to be in the party.

- Hall of Wonders – Returning the Farseer (Triggers if the player stole the Farseer telescope in BG1)

- Corwin's Home (Located in SE Baldur's Gate)

- Flaming Fist Headquarters L1 and L2 – Be sure to speak to Marshal Nederlok on the second floor to receive a special gift.

- Haspur the Diviner

- Low Lantern (Tianna's Problem) – Requires Corwin to be in the party.

- Central Sewers, if Neb wasn't killed in Athkatla

- Silvershield Estate

---

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

- 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

    o Merchant's League (assuming Aldeth didn't die during the events of BG1)

    o Seven Suns (assuming Jhasso didn't die during the events of BG1)

    o 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).

The miniquest ends with Rohma's abduction at the hands of Ilasera and Beno. Depending on the choices the player has made, at the end of the encounter Beno will be imprisoned, beheaded, or have his soul imprisoned through the use of the Soultaker Dagger. If he is beheaded or has his soul imprisoned, keep the appropriate item (either the head, or the dagger) through Amkethran to trigger a humorous cutscene.

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.

Intimate Encounters

The logic to initiate the following encounters is built into this mod, however, the content cannot be experienced unless the LCA_Explicit mod is installed. If the conditions to initiate an intimate encounter are achieved, but the LCA_Explicit mod is not installed, you will see the following message:

"(Install the LCA_Explicit mod to experience this content.)"

Siege of Dragonspear Encounter

Pre-requisites:

- The player must be in a romance with Corwin, and be male.

- Corwin must be alive and in the player's party.

This encounter occurs immediately after the player's escape from Avernus.

Shadows of Amn Encounter 1

Pre-requisites:

- The player must be in a romance with Corwin, and be male.

- Corwin must be alive and in the player's party.

- One of the following conditions must be satisfied:

  - A: The player must have been in a romance with Corwin in SoD.

  - B: The player must have defeated Bodhi.

For condition A, this encounter can be initiated by speaking to Madame Nin in the Copper Coronet, while the player has a charisma of 15 or greater.

For condition B, this encounter will be initiated by Corwin, approximately one day after Bodhi's defeat.

For both conditions, the encounter will only occur if the player rests in a suitable location:

- Sea Bounty

- Five Flagons

- Inn at the Bridge District

- Mithrest Inn

- Den of the Seven Vales

- Imnesvale Inn

- Brynnlaw's Inn

- Trademeet's Inn (Vyatri's Pub)

Shadows of Amn Encounter 2

Pre-requisites:

- The player must be in a romance with Corwin, and be male.

- Corwin must be alive and in the player's party.

- The player must have completed SoA Encounter 1.

Corwin will initiate this encounter roughly four days after SoA Encounter 1. To complete the encounter, the player must rest in a suitable location:

- Sea Bounty

- Five Flagons

- Inn at the Bridge District

- Mithrest Inn

- Den of the Seven Vales

- Imnesvale Inn

- Brynnlaw's Inn

- Trademeet's Inn (Vyatri's Pub)

Return to Baldur's Gate Encounter A

Pre-requisites:

- The player must be in a romance with Corwin, and be male.

- Corwin must be alive and in the player's party.

- Corwin and the player must have met Neoma in BG0800 (East Baldur's Gate), and the player must have expressed interest in the possibility of engaging in a threesome with the two of them.

- The player must rest in the inn that they told Corwin they would be staying in.

Return to Baldur's Gate Encounter B

Pre-requisites:

- The player must be in a romance with Corwin, and be male.

- Corwin must be alive and in the player's party.

- The player must rest in the inn that they told Corwin they would be staying in.