Love Conquers All (LCA) Mod for Baldur’s Gate Enhanced Edition Trilogy (EET) Last Revised 2022-08-14

Version 1.0

**General Overview**

The goal of this mod is to allow the protagonist to plausibly add Schael Corwin to their party in Shadows of Amn (SoA), and offer the option to continue the romance after the events of Siege of Dragonspear (SoD). Aspects of the mod will only apply when the following is true:

* The player romanced Corwin in SoD (Condition 1), OR the player elected to remain friends (Condition 2); and
* The player must have been freed by the Dukes and not have escaped through the sewers. (Condition 3)

The mod also offers resolution to the Soutltaker storyline, which is used as a plot device to ultimately bring Corwin to Athkatla, where she will be reunited with the protagonist.

**Prerequisites**

* EET, and associated fixes.
* CorwinEET mod. This mod, by RoxanneSHS, allows the player to add Corwin to their party in BG1, and makes a number of modifications to dialog and the Beno Famari storyline.

**New Items**

* Soultaker Dagger
  + This dagger weighs heavily in your hand and is warm to the touch. Merely having it on your person makes you fills you with a sense of dread. Holding it in your hand, you can almost hear the whispers of the souls trapped within. The gem mounted in the hilt seems to have an inner light of some sort, though how it can have such illuminations and still be so deathly black at its core, you do not know.
  + Irenicus’ Journal
  + TBD
* Letter to Corwin (Romance active)
  + My love,
  + I pray this letter finds you, Rohma and your father well. There is much that I need to tell you. After being forced to depart Baldur’s Gate, our party was set upon by thieves who quickly incapacitated us. We were delivered to Athkatla and held captive in the stronghold of a mad wizard named Irenicus – the very same “Hooded Man” that we encountered during the Dragonspear campaign. My recollection of events from that point is hazy… I do know that we were tortured and experimented upon for purposes that are unclear to me. We were not all fortunate to escape the wizard’s enclave with our lives. The bastard murdered Khalid and Dynaheir. By the time we found their corpses, nothing could be done to resurrect them.
  + While fleeing the stronghold, I came upon the dagger that is enclosed with this letter. I believe that this is the very same Soultaker Dagger that was used to murder Skie; if I am correct, the city priests can use it to restore Skie’s soul to her body and perform the resurrection. Please take the dagger to the city priests as soon as you are able. Once Skie is restored, she will be able to corroborate what I know to be true, that I was not responsible for her murder.
  + After our escape, Imoen and Irenicus were abducted by the Cowled Wizards for unsanctioned use of magical power within the city. They were taken to a prison for magic practitioners called Spellhold. I must venture forth to Spellhold, rescue Imoen, and exact my revenge on Irenicus. The mage will pay for what he did to Khalid and Dynaheir, for framing me for Skie’s murder, for my exile from the city, and for keeping us apart. I will see you again, my love, once my innocence is established and this matter with Irenicus is resolved.
  + Yours always, Charname
* Letter to Corwin (Friendship)
  + Schael,
  + I hope this letter finds you, Rohma and your father well. There is much that I need to tell you. After being forced to depart Baldur’s Gate, our party was set upon by thieves who quickly incapacitated us. We were delivered to Athkatla and held captive in the stronghold of a mad wizard named Irenicus – the very same “Hooded Man” that we encountered during the Dragonspear campaign. My recollection of events from that point is hazy… I do know that we were tortured and experimented upon for purposes that are unclear to me. We were not all fortunate to escape the wizard’s enclave with our lives. The bastard murdered Khalid and Dynaheir. By the time we found their corpses, nothing could be done to resurrect them.
  + While fleeing the stronghold, I came upon the dagger that is enclosed with this letter. I believe that this is the very same Soultaker Dagger that was used to murder Skie; if I am correct, the city priests can use it to restore Skie’s soul to her body and perform the resurrection. Please take the dagger to the city priests as soon as you are able. Once Skie is restored, she will be able to corroborate what I know to be true, that I was not responsible for her murder.
  + After our escape, Imoen and Irenicus were abducted by the Cowled Wizards for unsanctioned use of magical power within the city. They were taken to a prison for magic practitioners called Spellhold. I must venture forth to Spellhold, rescue Imoen, and exact my revenge on Irenicus. The mage will pay for what he did to Khalid and Dynaheir, for framing me for Skie’s murder, and for my exile from the city. I hope to see you again once my innocence is established and this matter with Irenicus is resolved.
  + Regards,
  + - Charname
* Letter to Duncan
  + Corporal,
  + I have reason to believe that the dagger included with this letter is the very same Soultaker Dagger that was used to murder Skie Silvershield. If I am correct, the city priests can use it to restore Skie’s soul to her body and perform the resurrection. Please take the dagger to the city priests as soon as you are able. Once Skie is restored, she will be able to corroborate what I know to be true, that I was not responsible for her murder. The dagger belongs to a mad wizard named Irenicus. He is the “Hooded Man” that murdered Skie and framed me for the act. Rest assured, he will pay a heavy price for his transgressions against Skie, the city of Baldur’s Gate, my companions, and myself.
  + Please give my regards to Captain Corwin and her father.
  + - Charname

**Baldur’s Gate Siege of Dragonspear**

* Add a global variable, V\_Fugue, upon completion of Halathier’s return to the Fugue Plane. This variable will be used in a later ToB tie-in.
* Add global variables associated with the three conditions described in the general overview section (V\_Condition1, V\_Condition2, V\_Condition3).

**Baldur’s Gate II SoA**

* If Conditions 1 and 3 hold, add an option to the romance initiation dialogs in BG2. The option will allow the protagonist to state that they are holding out hope that they can continue their relationship with Corwin, once they are proven innocent of the murder of Skie Silvershield. Selecting this option will set a global variable, V\_CorwinRomance, that when set will prevent initiation of further romance dialogs with the SoA characters (Corwin excluded).
* The conversation with the magistrate after killing Neb the fugitive will include a new back and forth. When the magistrate says that the Flaming Fist will be notified of Neb’s death, the protagonist will ask if they could send a letter containing an item of great importance to the Flaming Fist. Dialog options:
  + Write a romantic letter to Schael Corwin of the Flaming Fist. (Available only if Condition 1 holds).
  + Write a letter to Captain Corwin of the Flaming Fist. (Available if either of Conditions 1 or 2 hold).
  + Write a letter to Corporal Duncan of the Flaming Fist. (Available if neither Condition 1 nor Condition 2 hold).
  + Do not write a letter to

**Future Development**

* Phase II will incorporate a quest, at the end of SoA, but before the transition to ToB. After defeating Irenicus, Corwin will ask the protagonist if they would like to go back to Baldur’s Gate, to brief the Flaming Fist and to check on Rohma. If the protagonist declines, Corwin will leave the party. If the protagonist agrees, the party will head to Baldur’s Gate. Upon the protagonist’s return, it will be revealed that Rohma was kidnapped by Beno Famari, during a trip to the Hall of Wonders with her grandfather. Her grandfather survived the assault. Corwin and the protagonist will resolve to rescue Rohma and eliminate Beno Famari once and for all. If the party still has the Soultaker dagger in their possession, the protagonist will have the option of using the dagger on Famari’s corpse to imprison his soul, thus ensuring that he cannot harm Rohma or Corwin ever again. If the dagger is used in this way, a global variable (V\_FamariSoul) will be set, that will be used in Phase III of the mod. If the party does not possess the dagger,
* Phase III will take place in ToB. If V\_FamariSoul is set, Corwin will begin to feel remorse for imprisoning Beno’s soul in the dagger. Speaking to Cespenar will reveal that casting the dagger into the Fugue plane will allow the souls imprisoned in the dagger to be freed and move on to the afterlife. Corwin and the protagonist will recall that beneath Dragonspear castle is a rift into the Fugue Plane. The party will venture back to the caverns beneath the castle. Upon casting the dagger into the rift, the souls within the dagger will be released. The souls will express gratitude to the protagonist before departing. Beno’s spirit will tell Corwin that, after having much time to reflect, he regrets the actions he took life, and that he should have been a husband to her and a father to Rohma. He will also ask her to tell Rohma that he is sorry. He will thank the protagonist for helping rescue Rohma, and ask that they continue looking after her (if the protagonist is romancing Corwin). Lastly, he will ask for Corwin’s forgiveness before departing to the afterlife. Corwin will forgive him, and that will complete the quest.
* Phase IV will take place in ToB. If the protagonist’s party defeats Demogoron in Watcher’s Keep, they will have the option of returning to Dragonspear to re-open the portal to the Nine Hells, and battle him there.