

# Love Conquers All (LCA) Explicit User Guide

Version 1.0

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## Mod Overview

The LCA\_Explicit mod adds several graphic, sexual encounters intended for mature audiences only. One occurs at the end of SoD, two occur in SoA, and two occur between SoA and ToB, during the Return to Baldur's Gate mini-quest. All encounters are written under the assumption that <CHARNAME> is male. Future versions of this mod will include encounters from a female perspective. The conditions that trigger the encounters are listed below:

### Siege of Dragonspear Encounter

Pre-requisites:

- The player must be in a romance with Corwin.
- 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.
- 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.
- 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.
- 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.

- 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.

## Compatibility

This mod requires the Enhanced Edition Trilogy (EET) mod to be installed, as well as the [Love Conquers All \(LCA\)](#) mod. Unzip the LCAExplicit\_EET.zip archive and place the LCA\_EXPLICIT folder in your Game Directory (the directory where BG2 is installed). LCA\_Explicit must be installed after EET core, and LCA, but before EET\_End.

You can use the Weidu installation commands below, or the provided setup-LCA\_EXPLICIT.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
  - 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

## 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 banter 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("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 and Feedback

If you encounter any bugs or unexplained behavior while playing the mod, please report it to [LCAMod@danielvalle.net](mailto: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](https://github.com/LCA-EET/LCA_Explicit)

### Revision History

Date	Version	Changes
2023-08-15	1.0	Initial Release.