

Sandrah NPC Saga for Baldur's Gate EET

Readme for v 2.01 and higher



The Idea

EET has further enhanced the BGT possibility to play the Baldur's Gate Trilogy and a large number of side quests (e.g. IWD) as one continuous game, I tried to create a character with its very own storyline spanning the complete saga (and more) who can accompany the player throughout the game. Her story is connected in many ways to the Bhaalspawn's own quests.

Sandrah is a young priestess of Mystra (fighter/cleric) from Waterdeep, the daughter of a famous character of the Realms, who steps out of her father's mighty shadow to make herself an own name and also to discover the hidden part of her family history. This plot runs along the PC's own discovery of who he/she is. Sandrah is a specialized healer, on the battlefield but also for those companions that suffer in heart and soul.

Installation

Sandrah NPC requires a full installation of EET with all the "big mods" installed. Even though some mods are technically required, it does not mean you need to play them in full later on.

If you do so or have one installed it is no problem to install Sandrah very much at the end of it (after Aurora, as the mod adds to nearly every other installed before). It is also feasible to install her on top of a biffed version, provided you used general biffing for it. The mod is technically compatible with everything recommended by the Big World guys. For contents wise compatibility see "Mods" section below.

Important Details

You must start a new game in Candlekeep to meet her at all – you will not regret it if you play the game with an "innocent" view, as many things have been added to make it interesting for the seasoned game player. Follow Imoen's initial hint about Gorion's letter. Your PC can be a good or evil character– Sandrah is not a paladin and can accompany even an evil character through the whole game if you are cautious enough not to overstep a certain code of honor. She is independent from the reputation scheme used in the game and comes up with her own assessment of how you behave.

Romances

Two young people exploring the Sword Coast and themselves – of course there is a romance inevitable both for male and female players. Note that Sandrah will not kill any other romances but provides for many hopefully interesting interactions for a large number of cases. You can play any other romance in parallel until the end, just allow her the same freedom, i.e. she will have her own affairs with a number of NPCs unless the player does it. (As the mod is still growing, not all mod NPCs have yet been included, they will follow occasionally based on my personal interest in them.)

Her Equipment and Abilities

She comes with some of her own items and receives additional gifts from her goddess throughout the game. It is highly recommended to let her use her stuff, it is the best you can find for her for most of the game, although you may give her another weapon for one

or two fights in the game. Depending on the quests you solve with her she will gain some special experience and abilities apart from the standard priest/fighter progression which is very slow in her case.

You should not assign any AI script to her (nor to Jen'lig or Shauhana) as that may lead to strange behavior in combat as well as loss of some quest triggers and other oddities.

Talk to her often (PID). She can give you a lot of hints at many points in the game apart from the friendship and romance banter she has. Many of her quests evolve or get started when you take the initiative to ask her.

When you finished her initial set of quests and discovered her heritage the party will be rewarded with a special item (useable only by Sandrah). The magic parcel can do a lot of interesting things, the most important being a "lost and found" capability. The parcel can retrieve selected items you might have found in the game but have lost not knowing about their later use (example. The fibula found with the caravan bandits very early in the game has a purpose only later when you come to Entar's house.) You cannot cheat items into your inventory that you have not rightfully gained once before. Later in Amn, the parcel is enhanced with a capability to travel easily to areas you have visited before.

Particularities

Talking to Imoen at Candlekeep gives you a choice to select her as Mage, Mage/Thief or unchanged. The two Mage options offer you large additional contents and quests for the Sandrah/Imoen team in your party. Minsc finds his destiny with the future orc queen in SoA and will not be available for ToB. Both modifications are fully compatible with existing contents (original and modded) for both NPCs.

In order to travel through the RtF sequel you must have BP-BGT worldmap installed. Sandrah will automatically detect IWD installation and add her additional contents (Note that with Sandrah in party, IWD1 becomes accessible after you freed Cloakwood mines and HoW is added when you first travelled to Baldur's Gate City and met Scar to make her added plots reasonable.)

Sandrah contains a quest to make Baldur's Gate City areas available again after SoD final.

Some Hints

There are as many roads through the game as there are players. Sandrah has her main quest which runs throughout the complete trilogy and finds its end at the Throne of Bhaal itself. Beside that there are over 150 other quests, adventures and areas you may discover with her, some of them are dependent on other NPCs as well. Do not read further if you think the following hints are spoiler for you.

On the Sword Coast rescue at least Viconia and Dynaheir even if you do not want them in the party. Visit the Firewine and Waterdeep.

Take Imoen along at least until you return to Candlekeep.

Play the Dark Side and if you do, do not use Breagar's shortcut in the cave system – a lot of background information and extra quests are here.

Play Grey Clan – the original mod was called Part 1 although I never found a sequel yet – now it has a part 2 and 3 with Sandrah.

Play the Drizzt Saga, many new things have been added and Drizzt himself is an important figure in Sandrah's life and the life of her grandmother.

Play Northern Tales – the events around Ghotal and the Fields of Dead have been incorporated in the main plot and given some extra meaning. The quests started here will continue into SoA when you meet Shauhana - and finally segue into the part Four of the Trilogy "Return to Faerun".

Most important of all: Have Sandrah in your party when you face Sarevok! (Unless you do not want her in the following parts.) N.B. to get the most of her many interactions, quests and abilities you may best keep her all the time anyway.

In Amn You should keep her with you as the possibilities here are almost infinite and you may miss valuable quest links and items. As a minimum she needs to go to Spellhold and Underdark with you, as well as the final battle with Jon. In addition you must do at least one Mystra related quest (Tales of Anegh, Planar Sphere or my own sequel to Grey Clan - Return to the Academy). By the end of SoA you must know what the "Book That Writes Itself" has to reveal about her. If you are interested to continue a new episode after ToB you must also do the Shauhana quest which starts in the Slums and with a visit to Nib Jansen on the Promenade.

In ToB To have her play with you and finish her quest with you she must be in the party when you talk to the stone heads in the grove. If not you will receive a notice of where she is when trying to summon her to your pocket plane. She will only reappear in the final scenes depending on how you did ToB without her, you will miss all the rest. Depending on your final decision at the throne itself you may gain a chance to join her for the next episode "Return to Faerun".

Return to Faerun for the Baldur's Gate BGT Trilogy

The only way to start this new chapter of Baldur's Gate is to finish the original game with Sandrah in your company and having finished her own quest by then. In the final conversation with the Solar she will make the choice about her further fate before you are asked to make your own. Provided your answer is adequate the game will continue into the new part.

While you have recovered from your adventures in your new home for what seems a short time for you, in reality a decade has passed on the primary plane. Old and new enemies have used the interim to plot against you and Sandrah. There is only one place to face them and stop their intrigue - your old home on the Sword Coast.

Sandrah, Pelligram and Haiass will be your initial companions when you return to the areas of the initial game. You will find old and new companions to fill your ranks while the plot evolves.

Game area

RtF adds about 100 new areas to the original game. The sequel takes place in areas from all three parts of the original game and their mods. You can travel between those areas with the worldmap, buy ship cruises between Waterdeep, Amn and Baldur's Gate or use Sandrah's parcel and spells. As many things have changed on the Prime, you need to explore your worldmap anew for most areas. Throughout the story, the new areas become available, e.g. Thay, Cormyr and Ravenscrest.

Old and new Companions

At the start of the quest Sandrah will inform you about some old friends you can still find to accompany you again. Some original characters however are no longer available, they have followed their own career and appear throughout the game as the plot evolves (e.g. Nalia, Imoen, Keldorn, Sarevok, Shar-Teel, Branwen, Edwin).

Replacing them is a new generation of adventurers who have grown from some acquaintances you once have made. Each of the new generation has an own quest if you take them into the party, a large number of interactions and a romance with either you, Sandrah or another party member.

Giran, the little errand boy who was later adopted by Shauhana and Minsk, has become a ranger and berserker of some experience, equipped with his stepmother's famous bow. You find him when visiting the Stormhorns in the initial phase of the plot.

Isobel (Izzy) - you met her if you did Imoen's orphanage quest in BG1- she has grown up to follow her pink dressed idol in every way, she is a thief/mage to be found in Beregost.

Mellicamp, yes...the everlasting apprentice, the sorcerer is experimenting with spells too advanced for him once again at the old Sune temple between Waterdeep and the Stormhorn passage. He will renew his old feelings for Sandrah if you take him along.

Levala was once rescued by you and Sandrah at the Waterdeep temple and has stayed there for her education as a monk. The young nun follows the new god/goddess of Love and Hope.

You first met L'Urieet Yantyr in Tethir after you had defeated her mother, the drow Sendai, in the fight over the Throne of Bhaal. The cleric/mage made it to the Undermountain enclave of Qilindrha. Her resistance against Lolth is the topic of her quest that leads you back to the Underdark.

(Pelligram, Sandrah's companion who has followed both of you since your first visit to Waterdeep, joins you in her human incarnation fighter/cleric as NPC for a specific portion of the quest.)

Apart from the new generation and excluding those original characters who have become gameplay figures in RtF, you should be able to take into your company all those NPCs who have a ToB part. However, I made no attempt to add any new contents for them - this is left to the original creator or anyone wishing to add to RtF.

Time of Trouble Revisited

What do they do in Hollywood when a trilogy has come to its end but there is still public demand for a sequel? Right, they serve you Episode One.

In case of the Bhaalspawn story and the Sandrah Saga this leads us to the Time of Trouble where and when it all was set in motion.

A new game experience

In order to experience his/her own background and history, the PC needs to give up the own personality and role. The Goddess of All Magic transfers you back in time and into another body and memory set. You are Midnight, Sandrah's legendary grandmother and heroine who set out to fight renegade gods.

Not only the PC role thus is defined, you are also limited to some degree in your choice of companions - Cyric, the thief, Kelemvor Lyonsbane, and Adon the Sune cleric are fixed party members. Loose one of them prematurely and you will lose the game.

Dealing with the Past

You arrive at a time prior to your own birth but inside of events that lead to your conception and later story. The choices you make with your knowledge of a possible future may have ripple effects. You may influence the events of the Time of Trouble but you have to take into account the effects that it will have on the future - this future being your own story that has brought you back here. You will notice soon that trying to tweak your past can have disastrous effects, including your own extermination by - yourself.

Companions in ToT

Most of the companions you had before are not yet born or too young yet to join you. Some party members are fixed by the historic background - additionally, each of your friends has his own quest and contributes to the main quest of ToT, i.e. the search for

the Tablets of Fate and the fight against the Dead Three. But there are also some other possible candidates

Liriel Baenre, a drow mage and follower of Eilistraee, in search of an artifact that allows the use of drow items and magic on the surface - an artifact stolen by the Dragon Hoard, a powerful drow criminal organization.

Drizzt do'Urden, a bit younger but even at that time a seasoned adventurer and personality in the Realms.

Pelligram, her human impersonation this time.

Haiass, or at least a wolf of the same name and with the same loyalty to you.

There is also the possibility to meet Alienna, Melissan, Sandrah's mother Khalindra and many others who play a role in your later life - again, be careful of how you deal with them.

Game area

ToT takes place all over Faerun as it has been explored by the Sandrah Saga up to this point. Still, not all the towns and places will be known by their later names or will have the same inhabitants or social structures you had known (in the future where you came from.)

Sandrah and recommended mods interactions

A. ESSENTIAL

Northern Tales of the Sword Coast

>>the events around the Field of Death and General Ghotal are essential starting point for the Clan Orc/Shauhana saga that appears in SoA part and is a major element of Return to Faerun

Dark Side of the Sword Coast

>>with Jet'laya (respectively her sister) Sandrah is confronted to accept the limits of her healing ambitions - she may receive an ability if killing the forest dragon - the vampire encounter is extended, she teaches PC how they can produce stakes against vampires themselves - they discover the connection of Bregan D'aerthe with Iron Throne - Jen'lig has several specific encounters during DSOTC.

The Drizzt Saga

>>Drizzt is an important figure in Sandrah's youth, in the story of her grandmother, her mother and father, their relationship is a red thread through the trilogy - Sandrah mod enables you to play Drizzt without the necessity to get rid of your other companions (i.e. you only need Drizzt but not his friends) Additional content is available through Sandrah while some overpowered encounters have been rebalanced.

Grey Clan Episode 1

>> Sandrah provides three sequels to the episode 1 that center around the Academy and Xephistagoras, they are essential for Return to Faerun and require to go through the original episode first.

BG1NPC (with all quests and romances)

>> There is crossmod contents between Sandrah and all the NPCs of this mod - you will get a lot of insight into her background and personality as well as special abilities depending on which party members you chose. Installation of the complete mod is required as the multitude of possible constellations in your party is otherwise not manageable, however there is no hard requirement to pursue any of the offered romances.

The Darkest Day

>> Sandrah uses areas, NPCs, events and items from this mod which is installed throughout the SoA part of the game. The final episode of TDD is important for Return to Faerun as it clarifies the relationship between Sandrah, her grandmother and Cyric.

Region of Terror

If you did the Drizzt Saga in BG1 with Sandrah and Drizzt, you have the option to send Drizzt ahead on his own from Irenicus Dungeon and still play the mod - Drizzt will join you for the showdown but is not required in the party.

Any Ascension variation

>> essential to conclude the main quest of Sandrah and to continue with RtF

B. HIGHLY RECOMMENDED

i.e, you can play the main story without them but may experience some gaps (some references are made even if you have not encountered the corresponding episode)

The Vault

>> numerous interactions - one real important episode within the Zernan Book Quest and return to Nashkel Mines

BG1 Mini Quests and Encounters

>> Several quests are extended with additional content

The Stone of Askavar

>> Sandrah's relationship to the Harpers and her relation to Talos

Finch

>> triggers the Bookhunters/Pirate Island quest (if the mod is not installed a non-joinable Finch is introduced to start the quest)

Planar Sphere

>> At least one of the existing mods relating to Mystra being endangered is required to complete Sandrah's SoA part and let her follow you into ToB - either this one or Tales of Anegh (PS is preferred for the better story and better translation, even if harder) or the third part of Grey Clan, which comes with Sandrah.

C. RECOMMENDED

Longer Road >>> Sandrah and Irenicus - and what to do with REAL power (for this purpose the mod delays Watcher's Keep until ToB) Her interactions with Irenicus make her decision at ToB final much clearer, unless your PC is evil character himself.

Secret of Bone Hill >>> At least part one, a return into Sandrah's youth (especially if you take Fabio along while on the island)

Haer'dalis and Viconia in SoA >> add major quests with Sandrah

Dark Horizons >>> they return in SoA if you met them on the Sword Coast

Thief Stronghold >>> better to rule over organized bandits yourself than to leave them uncontrolled

Arena >>> Sandrah is qualified for fighter and magic competition

The Lure of the Sirine's Call

>> incorporated in the Bookhunters/Pirate Island quest

D. CROSSMOD PROVIDED

BG1 Mini Quests and Encounters

Ascalons Breagar

Ascalons Questpack

Fishing for Trouble

Kivan (and Deheriana Companions)

Yasraena

Saerileth

Chloe

Indira

Isra BG1

Mur'Neth

Valerie
White
Aeon
Alora
Amber
Angelo
Arath
Ariena
Auren
Beyond the Law
Coran BG2
Dace Linton
Ellistraee
Fade
Faren
Gavin
Haldamir
Hanna
Isra BG2
Iylos
Kari
Kelsey
Keto
Kiara-Zaiya
Kido
Kim
Kindrek
Kitanya
Luxley Family
Nathaniel
Nephele
Nikita
Ninde
Sarah
Sarevok
Shadows Over Soubar
Sheena
Silverstar
Skie
Solaufein
Summon Bhaalspawn
Tashia
The Undying
Tiax SoA Friendship
Tortured Souls
Tsujatha
Tyris Flare
Vampire Tales

Varshoon
Vynd
Xulaye
Yikari
White
Adrian
Aurora
Aran Whitehand
Thael
Dorn
Neera
Rasaad

E. NOT RECOMMENDED

Sandrah should be technically compatible with any other Weidu based mod as listed for BWP/BWS compatible with EET.

Sandrah may have game play issues when installed together with certain mods.

- mods that spawn pure BG1 creatures in further chapters.
- NPC_EE (picks up the concept of BG1 NPCs for BG2:SoA and can invalidate most crossmod contents depending on user's choices.-
- Turnabout is only useable to a limited extent with SandrahNPC because you cannot call creatures for support at the Throne of Bhaal final battle when Sandrah is with you.
- - AjantisBG1 and AjantisBG2, Sandrah leaves party when PC romances Ajantis

F. UNKNOWN

NEJ2

>> there has been some discussion and analysis regarding NEJ (contentswise it is not compatible), it may be technically compatible with Sandrah but there are certainly issues that have not been tested. (NEJ2 failed to install in all my mega BGT installs so far). There may be problems with the BG1 to SoA transition, multiple NPCs in SoA and the time triggered second part of NEJ during SoA may collide with the Shauhana plot from Sandrah (you may be unable to follow NEJ's call while you are in Clan Orc Land and NEJ will kill the PC for it).

G. OTHER