

Sandrah NPC for the Baldur's Gate EET

Readme for v 2.05 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 her 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.

The Sandrah Saga consists of three parts

- Sandrah NPC adds a joinable NPC and her story to the original game plot from Candlekeep to ToB
- Sandrah RtF (Return to Faerun) continues the Saga of the bhaalspawn PC and Sandrah with a new plot, old and new companions, old and new areas, old and new enemies, etc
- Sandrah ToT (Time of Troubles Revisited) is an option to continue the game after RtF while storywise it takes you back into the time before the other events and you become the witness of the events that led to your birth in Baldur's Gate.

Installation

Sandrah NPC requires a full installation of EET with all the "big mods" installed

It is recommended to make use of the EE/EET Install Tool

<https://baldursextenedworld.com/Install-Tool/> for a full and correct install sequence of EET with Sandrah.

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 as the mod adds to nearly every other installed before. The mod is technically compatible with all WEIDU mods. Some sequence requirements should be observed for compatibility (if those mods are chosen):

- ☐ Sandrah after Scales of Balance component122
- ☐ Sandrah after SCS components 1000, 4110, 4120, 4190
- ☐ Sandrah after xpmod
- ☐ Sandrah after EET_Tweaks components 3030, 2060-70
- ☐ Sandrah after Faith and Powers
- ☐ Sandrah prior SoD Banters
- ☐ Sandrah prior BP_BGT-Worldmap

□ Sandrah prior EET_end

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 SoA 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.

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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. The mod is not compatible with Story Mode.

Talk to Sandrah often (PID). She can give you a lot of hints at many points in the game apart from the friendship and romance banters 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.

The mod adds Haiass the wolf companion to the game. This resurrects an old BGT mod by Immortality which has been technically enhanced and adopted to the EET world.

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. (Sandrah restores Skie during SoA - this is considered an intermediate solution until the topic is picked up by a dedicated mod)

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 nearly 50 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 Gothel 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. 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. Leyala 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 Qilandrha. 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.

Times 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 Times 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 Lionsbane, 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 Eilistrae, 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.)

Chapter Overview

Sandrah uses and extends the EET continuous chapter system.

Chapter 1 Start ----> Entering Nashkel

Chapter 2 Entering Nashkel -----> Nashkel Mine Finish

Chapter 3 Picking up documents in Nashkel Mines, Mulahey dead -----> Looting Tazok's chest in Bandit Camp

Chapter 4 Looting Tazok's chest in Bandit Camp -----> Killing Daevorn in Cloakwood Mine

Chapter 5 Killing Daevorn in Cloakwood Mine -----> Receiving Book from Duke Eltan

Chapter 6 Receiving Book from Duke Eltan -----> Coming out of Candlekeep Catacombs

Chapter 7a Coming out of Candlekeep Catacombs -----> Transition to SoD

Chapter 7b (SoD) Clearing Sarevok's remains + Start of SoD quest -----> Leaving Baldur's Gate

Chapter 8 (SoD) Leaving Baldur's Gate -----> Reaching Boareskyr Bridge

Chapter 9 (SoD) Reaching Boareskyr Bridge -----> Reaching Coalition Camp

Chapter 10 (SoD) Reaching Coalition Camp -----> Reaching Dragonspear Castle

Chapter 11 (SoD) Reaching Dragonspear Castle -----> Entering the Portal to Avernus

Chapter 12 (SoD) Entering the Portal -----> Arrested for murdering Skie

Chapter 13a (SoD) Escaping from Baldur's Gate + Being captured by Irenicus

Chapter 13b Starting Irenicus Dungeon -----> Having talked to Gaelan

Chapter 14 Having talked to Gaelan -----> Deciding for either Bodhi or Gaelan offer

Chapter 15 Decision on path to Spellhold made --- (running jobs for your ally) ---->

Starting the Journey

Chapter 16 Journey to Spellhold -----> Entering Underdark

Chapter 17 Entering Underdark -----> Back to Surface, Elhan's Camp

Chapter 18 Back on Surface after Underdark -----> Entering Suldanessalar

Chapter 19 Entering Suldanessalar -----> Transition to ToB

Chapter 20 Begin of ToB -----> Reaching Amkethran

Chapter 21 Reaching Amkethran -----> Entering ToB Final

Chapter 22 Final Fight at Throne of Bhaal

Chapter 23 Start Return to Faerun (RtF) The Hornswamp Intrigue

Chapter 24 RtF Cerameon's Seal (starts when Wallrick notifies attack on Summer Camp)

Chapter 25 RtF Journey to Thay (starts when reaching Thay Cyric Temple)

Chapter 26 RtF Alliances (starts after defeating Talos at Black Hand)

Chapter 27 RtF The Spell Plague

Chapter 28 RtF The Citadel

Chapter 29 RtF A Revelation

Chapter 30 Time of Trouble Revisited (ToT) Companions
Chapter 31 ToT Liriel's quest (starts with Liriel's story about Windwalker)
Chapter 32 ToT Kelemvor Lyonsbane's quest (starts leaving Suldaneassalar)
Chapter 33 ToT Myrkul's Defeat (starts Night after Kelemvor's Cure)
Chapter 34 ToT Adon's quest (starts End of Celestial Stairs, Transport to Athkatla)
Chapter 35 ToT Cyric's quest (Bhaal hunt) starts with Bane + Torm death in Tantras
Chapter 36 ToT Ascensions (starts leaving Bhaal temple in Thay, Bhaal alive)

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.

Ascension

>> 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)

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.

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.

Rescue Mystra

>> At least one of the mods relating to Mystra being endangered is required to complete Sandrah's SoA part and let her follow you into ToB - either Tales of Anegh 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 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 Vynd Xulaye Yikari Adrian Aurora Aran Whitehand Thael Dorn Neera Rasaad Sirene Afaaq Tenya

E. NOT RECOMMENDED

Sandrah should be technically compatible with any other Weidu based mod compatible with EET.

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

- Mods that spawn pure BG1 creatures in further chapters.
- Mods that skip Candlekeep
- Mods that remove or disable vanilla or required mod's resources

F. THANK YOU

- ☐ K4thos - first for making EET possible, second for the enduring support provided to modders - most of all to me - in making EET mods
- ☐ The makers of BGT - without them neither this mod nor EET itself probably would exist, nor would BG modding community be what it is today
- ☐ Immortality for original Haiass and also for the inspiration for Pelligram
- ☐ argent77 - for keeping NearInfinity updated and improved and providing its EET support from day 1 onwards
- ☐ all those who gave Sandrah an early chance in BGT - even if the mod failed in BGT, the feedback and encouragement was invaluable.