Adventurer's Equipment

A modification for

TES IV: Oblivion
(Patch 1.2.0416 and the official addon Shivering Isles are required)

Version 1.1 -28.10.2007

Contents

1. Contents of the Modification

This modification adds a portable camp equipment to the game, various enclosed accessories, a wolfhound companion, some new spells and (optional) hunger and need for sleep for the Player-Character.

It requires Oblivion with **Patch 1.2.0416** and the official addon **Shivering Isles**.

In detail the modification includes the following stuff:

Large Tent

The Large Tent can not be acquired by just buying it. You will get it as a reward either after accomplishing the complete Fighter's-Guild-Quest or alternatively after the side-quest, that you are assigned to by Count Caro of Leyawiin, after the count has appointed the player to Knight-Errant of the Order of the White Stallion. The tent of the guild-master (yet the player) is then located in Chorrol near the Fighter's Guild. The Knight's Tent is to be found in a chest in the Knights-of-the-White-Stallion-Lodge near Leyawiin.

The Large Tent comes completely furnished and offers for example a double bed, an Armor-Mannequin and a couple of chests and sacks for storage.
Furthermore there is a:

- **Bathtub:** In order to take a bath, you have to heat the cold water in the bucket next to the bathtub on the stove till it is hot. Then pour the hot water into the bathtub, get undressed by activating the clothes-chest and sit down in the bathtub. Don't forget the soap. After a while you are getting a 24-hours-bonus for personality, speechcraft and mercantile.

- **Music Box:** Enables you to play your own music in the tent (more in chapter „Installation" and „Known Issues". <growl>

- **Kitchen:** Prepare various meals and beverages in the cooking pot and put them together in lunch packs. Recipes are to be found in the book „Adventurer's Cookbook" on the bookshelf.

- **Statuette of Mara:** Donates Mara's blessings and the blessings of the Nine (alike the altars in chapels).

- **Supply Barrel:** This barrel is filled up in regular intervals with the required items (wood, soap, some food and more). **Please never ever put any of your own items in the barrel, they will be lost!**

- **Map of Cyrodiil:** Enables you to teleport into the Fighter's Guilds of each city and to the Arcane University.

- **Ring of the Commander in Chief/ Ring of the Knight-Errant:** The rings can be used for the immediate return to the tent, wherever you might be.

The tent, which you will get when you are guild-master, contains furthermore the sword „Wayfinder", the shield „Diceturner" and a retextured (quite efficient) Legion Armor.

Medium Tent (Sleeping Tent)

This tent is expandable with a permanently installed Alchemy-Set and a bag for herbs with automatic storage of unused ingredients after the preparation of potions. Furthermore it offers a place to prepare lunch packs.

Small Sleeping Tent

The Small Sleeping Tent contains a permanently installed bedroll and a chest. The chest does not respawn. To strike tent, activate the chest in crouching position. The chest will open if you are in standing position.

Luggage Tent

The Luggage Tent includes containers for storage of water, flour, and a sack for free usage (not respawning). The tent can be expanded by a workshop for repair of your equipment and for forging of lockpicks and by a magic chest (sort of Everywhere-Chest, but with limited functions).

Bedroll

A portable bedroll for use with the Medium Tent.

Cooking Site and Camp Fire

Enables you to prepare different meals and beverages in the cooking pot.

Camp Torches

5 placeable torches for the illumination/decoration of the camp in the night.

Mobile Forge and Melting Pot

With the forge and the melting pot you are able to melt down useless items, that is shovels, pitchforks and other metal parts, to wrought iron and ashes. The wrought iron is used for the production of lockpicks in the workshop. Other small items made of metal (for example tableware, hourglasses and so on) are melted down to gold, silver, pewter and glass. These have no further function yet, but they can be sold.

Lumberjack Axe

If the additional module **bbLagerOptional.esp** (see: 2. Installation) is activated, this axe enables you to cut wood out of logs in the wilderness of the original game. Without the additional module the axe has no function. In this case the required wood is exclusively available at Sepp Uldinger's Grocery or on the Shivering Isles at certain merchants in Bliss and Crucibles.

Odds and Sodds

- Bag of Unlimited Capacity
- „Flame of the North": a bright white beaming torch, that is operated by the magic of Welkynd Stones.
- Staff and Spell of Return: a simple Mark/Recall-Spell with a point of destination and a point to return to.
- „Flight of Ikarus": A simple flying-spell for the player and his four-legged companion, in case the player has taken the dog with him.
- Magic Hourglass: displays the in-game-time, optional permanently or half-hour-wise.
- Keyring

The use of these items is explained in books, that can be bought in the game or in instructions, which are free of charge included in the purchase. For the begin the reading of the book „Living in the Wilderness" and the Catalogue „B&B Tool-Manufacture" is strongly recommended. Both books can be bought at Sepp Uldinger's.

In general the most items are dismantled by activating them in the crouching mode. An activation from the standing position causes the normal function.

If you have placed any other part of the Adventurer's Equipment in the game-world beside one of the three sleeping tents, the striking of the sleeping tent will cause an automatically packing of all these items. They will be found again later in the chests of the tents.

Sepp Uldinger's Grocery

There's a new merchant in Cyrodiil. He has opened his store in a hut on the Gold Road in the Great Forest east of Skingrad. Sepp sells the first components of the camp equipment and logs. Wood is required both as building material for tents and the cooking site (and consumed to a small extent by the set up) and as firewood for the campfire and the camp torches.

Tramp

If you like, you can buy Tramp, a young wolfhound-pup at Sepp Uldinger's and take him along as companion.

Feed Tramp once a day with meat or dog biscuits and he will grow and become stronger. But he'll never be large enough to be mounted.

In the first time, little Tramp will be running away and avoiding fights. But some time later he will support the player in fight. In the „Aggressive Fighting Mode" he is going to attack nearby enemies on his own will. In the „Passive Mode" he will only attack if the player has his weapon drawn. If you put away your weapon, Tramp will stop attacking and returns back to the player.

Tramp has the ability to scent enemies nearby and can lead the player to them. This is quite useful in case you are not allowed to sleep, use the Alchemy-Set or the workshop because there are enemies somewhere around the camp.

Tramp is not immortal (essential). If he is severely injured, you must perform a resuscitation by touch-spell. You'll get this spell automatically with buying the dog. But the pet is clearly weakened afterwards and you should nurse him back to health by giving him a health potion.

Additionally Sepp Uldinger will present you with a dog whistle, with which you can call Tramp at any time. Because there are some important things executed within the script of the whistle, the whistle is declared a quest-item and can therefore not be removed from the inventory.

Hunger and Fatigue for the Player

This part of the mod is not activated at the beginning. So if you want to play with this option, you have to turn on this feature separately (see: 2. Installation).

I have included this part, because I've always missed hunger and the necessity of sleep in Oblivion. The Hunger/Thirst/Sleep-Mods I know seemed either too complicated to me or they had too much influence on the game's functions. For more information see chapter 5.

2. Installation

Unpack the folder **Data** of the download-archive and copy it to the Oblivion-Directory. Normally this would be: **C:\programs\Bethesda Softworks\Oblivion\...**

Update-Installation:

If you have previously installed Version 1.0 of the plugin, just overinstall Version 1.1. Confirm any inquiries whether files should be overwritten with „Yes". A Mod-Reset is not necessary. Items, that were already bought, remain existent.

The plugin consists of several components. That's just to avoid incompatibilities with other mods as good as possible and to give the player the free choice, whether to use specific functions of the mod and accept hereby any possible issues.

Short Summary:

After unpacking and copying of the files from the archive, there should be the following files in the Data-Folder and displayed in the Launcher:

> **bbLagerBasis.esm** *(camp master file)*
> **bbLager.esp** *(camp main file*
> **GlobalSettingsInterface.esm**

These three modules must be activated (hooked) to run the plugin.

Furthermore there should be:

> **bbLagerOptional.esp** *(camp optional file)*
> **bbDunklereNaechte.esp** *(file for darker nights)*

These two parts may be activated additionally, but they are optional.

For those who want to turn on Hunger and Fatigue, please open the console in the game once by pressing the **^**-key. Enter:

> **StartQuest bbHSControl**

then confirm with the Enter-Key and close the console by pressing the **^**-key again. After some seconds there should be a message, that Hunger and Fatigue are activated now and there should be 3 filled water bottles and 3 lunch packs in your inventory. The water bottles are unique and can not be sold. Therefore please pay attention, that they won't get lost.

Detailed Summary:

bbLagerBasis.esm *(camp master file)*

This provides some collectively used resources. It must be activated in the Launcher to enable playing the plugin.

GlobalSettingsInterface.esm (GSI)

GSI is an interface presented by NewRaven, that enables an overlapping „communication" between the different plugins. At this stage it enables the control, whether a teleport of the player should be not permitted in specific areas. The „Return-Spell" and the ring from the Large Tent considers such a restriction if another plugin demands it. For more information refer to NewRavens website:

http://tes.newraven.net/downloads/gsi.html

or the included GSI_Readme.html. The GlobalSettingsInterface.esm must be activated in the Launcher to play Adventurer's Equipment.

bbLager.esp *(camp main file)*

This is the main module of Adventurer's Equipment.

bbLagerOptional.esp *(camp optional file)*

This module provides additional expansions and may be activated if you are interested. However the module effects quite important changes of the game-world and changes objects of the original game, which will quite probably conflict with other mods. That is:

- All the logs in the wilderness are replaced by "harvest-able" specimen. You can obtain different fungus from the logs by random selection (similar to Qarls Harvest Mod). Among others there is growing the „Precious Mold", which can be used for the production of home-made cheese. However the main purpose of the logs is to provide yourself with wood by using the Lumberjack Axe.

- Most of the wells from the original game are replaced by wells, where you can fill up your water bottles.

- Food from the original game is attached with scripts, so that it becomes relevant for the nutrition supply (although with only a small value) if you eat it.

- Sheep can be milked to obtain milk for your home production of cheese. Milk bottles are sold by merchants (because of this some levelled lists have been changed). The use (drink out) of a milk bottle leaves an empty bottle, that can be filled again by milking a sheep. Just activate the sheep.

bbDunklereNaechte.esp *(file for darker nights)*

This small plugin makes nights darker, but simultaneously shorter. Just alike an early-summers-night here. I myself have been playing it quite a long time yet. The brightness of the torches, fire and candles is adjusted for this feature. Whoever likes it...

Install of Your Own Music for the Music Box

The Music Box in the Luxurious Tent plays up to 5 music samples if you wish. The music files must be dropped into the folder of the game directory **..\Data\Music\Brausebart** under the file names **bbTrack01.mp3** upto **bbTrack05.mp3**.

To cause the plugin to play the samples, you must enter their length later in game. Just activate the console (press **^**-key) and enter:

set bbPlayTime01 to *[length of track 1 in seconds]*
...
set bbPlayTime05 to *[length of track 1 in seconds]*

So if the third music sample is 2:35, the input should be: **set bbPlayTime03 to 155.**

Close the console afterwards and save your game.

Without changes the two enclosed samples will be played.

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3. Game Start

After the installation of the mod you will „find" an advertisement-brochure of Uldinger's Grocery in your inventory.

Go there, buy and read the „B&B Catalogue" and „Life in the Wilderness". The Catalogue contains a list of merchants.

There are no quests in this mod. All items (with the exception of the Large Tent) can be simply purchased. The items are not quite cheap, but I think they are not overpriced either.

If your character has successful completed the career of the Fighter's Guild, the Large Tent will be unlocked. The tent in the White-Stallion-Lodge will not be available any more then. On the other hand you can't acquire the Guild-Tent, as soon as you got the Knight-Tent.

4. Uninstall

<div style="border: 2px solid #7a1a1a; padding: 1em;">

Important

If the Hunger-/Sleep-Mode has been activated, this mode must be deactivated <u>before</u> the plugin itself is deleted or deactivated in the Launcher.

Otherwise the impairment of the character's attributes from hunger or fatigue would remain permanently after uninstall!

For this purpose open the console (press **^**-key) and enter:

      StartQuest bbxPrepareUninstall

confirm with Enter and close the console by pressing the **^**-key again. There should be a message shortly after, that the plugin can be removed.

Hunger and Fatigue are now turned off and possible impairment of the character's attributes is removed.

Now save and end the game.

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Remove the hooks of the .esp- and .esm-files belonging to the plugin and start the game again afterwards. Ignore the warning message concerning missing contents. After the loading of the save-game save the game again.

To get rid of the affiliated resources of Adventurer's Equipment completely, delete the following files in the Data sub-folder in the Oblivion game directory:

      bbDunklereNaechte.esp
      bbLager.bsa
      bbLager.esp
      bbLagerBasis.bsa
      bbLagerBasis.esm
      bbLagerOptional.esp

and the folder with contents:

      \Music\Brausebart*.*

5.   Hunger and Need for Sleep

If Hunger and Fatigue is activated, the player has to sleep in bed in regularly intervals and is bound to feed himself. The basic principle is deliberately kept simple. I had more in mind the role-playing aspect, to enabled the self-supply with food, than to create a highly complex system, thinking of which impairment caused by hunger and lack of sleep when and how arises. And I didn't want to make the whole thing a nuisance. You should not be forced to eat or sleep.

Hunger and fatigue of the player are increasing linearly with advancing time in a sector between 0 (no hunger, no fatigue) up to 100 maximum (completely exhausted). There is no dependency on the race's attributes, specific activities and so on. Hunger reaches its maximum after 48 in-game-hours, the fatigue after 72 hours. The time-line is based on the in-game-time, so that the mod should be independent from the actually chosen time-scale.

Every 10 points the player is cursed with a spell, which decreases the attributes progressively with advancing time after the last meal or the last rest.

Hunger reduces s*peed*, *agility* and *endurance*.

Fatigue affects *intelligence* and *willpower.*

Above 30 points of fatigue or hunger, there is a slowly increasing general exhaustion, that has additionally a negative influence on s*trength.*

The momentary influence of hunger, fatigue and exhaustion can be checked any time in the statistics-menu by the present pending effects.

If the player is in prison, the time there is considered as rest. So you'll emerge fully refreshed from the clink. But the food supplies for prisoners are simply disgusting, so you will always leave the jail with an ravenous hunger (40).

Vampires simply shouldn't feel any hunger or fatigue. I for myself have never played a vampire and I have no desire to do so for testing or to think about any special treatment for this species.

Sleep

To get rid of the maximal fatigue (100) requires 8 hours of sleep. Less sleep decreases the fatigue proportionally. If you sleep longer than you actually need, you are building up an additional "Sleeping-Reserve" (up to 8 hours). In other words: you can practice a certain amount of pre-sleeping. The first signs of tiredness occur therefore proportionally later. All beds or bedroll are suitable equally.

Food Supply

If the additional module **bbLagerOptional.esp** has been activated, all the food of the original game and some extras from the Shivering Isles can be eaten and are reducing hunger. These things can naturally also be eaten without the additional module, but they have no influence on hunger then. In this case the food supply can be managed only by lunch packs and self-made House Servant Pie. Lunch packs are offered for sale in a small quantity by the innkeepers of all guest houses outside the cities. Furthermore there is a tavern in each city (commonly the most primitive) where you can buy lunch packs. In New-Sheoth you can buy lunch packs as well.

The same inns sell also flour in sacks and barrels with water. So you are able to fill the water barrel and the flour sack in your camp.

Each food has been assigned a specific nutrition value. This value ranges from 1 (the most fruits and vegetables) up to 50 (lunch packs). The Hunter's Stew has a nutrition value of 25. A detailed list is written in the cookbook, which can be found in the sleeping tent.

Each time you are eating, the hunger-level is reduced by the nutrition value of the consumed food. So the ingestion of a lunch pack covers the daily requirements. Alternatively you could eat 50 apples (with the additional module).

I have chosen the nutrition value of the food of the original game deliberately this low, to make the self-employed cooking more relevant. There is just too much food in the game to create a "realistic" and simultaneously interesting (imho) system.

Similar to sleeping you can eat more than would be necessary to get the hunger down to 0. If you do this, you'll get tummy rumbles some hours later than usual .

Water

There is no thirst in true sense in this mod. But lunch packs and the Hunter's Stew can only be consumed together with a drink. In case of the lunch pack it has to be water. Together with the Hunter's Stew a bottle of a good wine (if not possible a cheap wine will do), a nice beer or an invigorating mead is much better. As generally known, alcohol is making tired... . The one who wants to prevent this from happening should not carry alcohol with him when he eats this meal. In this case you will drink a sip of simple water with the exquisite meal – if water is available anyhow. ;-)

Furthermore the water and the flour is needed for the preparation of bread and you can pour it over your head and dispel the fatigue a bit.

Therefore it is recommended to keep your water bottles filled at any time.

You can purchase water in barrels in the guest-houses and afterwards fill it into the barrel in the camp. From the barrel in the tent again, you fill the water bottles. If you carry filled bottles with you, you can pour their contents into the barrel and increase your water supply in this way.

Apart from the water barrel, empty water bottles can be filled from every open water in Cyrodiil. Just wade in a few steps until the swimming-animation is shown and take the water bottles out of your inventory and let them drop in the water. They are swimming on the surface and after a few seconds they they will be filled again (and still be swimming on the surface yet– yes, yes... ;-).

With the activated additional module you can finally fill empty water bottles from nearly every well of the original game.

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6. Known Issues

- The smaller tents and the cooking site have no collision.

  This is made deliberately, because otherwise NPCs tend always to get stuck in these items. So they are just walking through them. Looks daft, I know, but in my opinion it's better than your companions endlessly wriggling around. But however, the Large Tent has collision. So it might happen here, that NPCs get stuck or get caught "inside".

- If you use the music box in the Large Tent, the transitions of the samples are sometimes not played correctly. For a few seconds there is the normal background music inbetween. If you save the game in the Large and you load the save-game later there's first the normal background music playing before your own music begins.

- The door of the Large Tent displays sometimes falsely "Door to Chorrol", although the tent is in fact somewhere else. You'll be always coming out at the correct location. That's mostly if you have saved in the interior of the tent, have ended the game and loaded anew afterwards.

- The "steam" hovering over the bathtub appears mostly with some delay and sometimes not at all.

- If you use the flight spell, it might happen, that you bump into an invisible barrier and you are uncontrollably thrown back. This effect takes place as it seems more likely with weaker computers and it appears so often there, that you nearly won't get on.

- If you are flying full speed against an obstacle, the collision-check is not fast enough and it might happen, that you get stuck in the obstacle. Often it helps to cast the flying-spell again to be set free. But sometimes the character dies instantaneously. :-(

- When you are landing (especially from high altitude) the character is gliding under the ground level. So one should always get into low altitude before landing.

- The keyring can cause a noticeable delay in the opening of the inventory or a container. The more items in the inventory/the container, the more annoying the delay. Well, the keyring doesn't cost anything and if you don't like it, don't use it.

- Sometimes if you are using the keyring, messages are suppressed, in case the container is opened and closed in rapid succession. Then there is a sequence of nasty messages: "Key XY was removed". But this only means, that the keys are temporarily removed from the inventory by the script of the keyring. They are not really lost.

- The water bottles are integrated in the game as "ingredients". So you can process them in the potion maker together with other ingredients into potions. In this case the bottles would be gone of course. Just don't do that! ;-)

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7. Compatibility

The modules **bbLager.esp** and **bbLager.esm** should be compatible with the most other plugins, because they change only little of the existing.

Exceptions:
The exterior cells -8/5 und -8/4 are changed; they are the location of Sepp Uldinger's hut. But the cells are chosen in a way, that they do not collide with "UL – Ancient Redwoods".

Furthermore the plugin changes the cell ChorrolExterior05 (location of the Large Tent)
and a chest is place in the White Stallion Lodge.

The magic effect „Resist Water Damage" is used in its original form (that is without any effect). This may cause, that another plugin, in which this effect was modified won't run if the Adventurer's Equipment is loaded after. If a plugin changes "Resist Water Damage" and is loaded after the Adventurer's Equipment, there possibly might be nasty optical and acoustical effects.

The merchant's supply with wares of this plugin is consistently managed by script and should be unproblematic.

bbLagerOptional.esp changes the logs in the wilderness of the original game – and of course (with exception of some critical cells) all the cells where these logs lie. I do not know whether this causes conflicts with landscape mods. I have walked through some of the regions of the Unique Landscape series and – to my suprise – I couldn't find any falsely placed logs. But that doesn't mean, that there are none.

The module is not compatible with other mods that change the logs either. For example I think of "Qarls Logs" or "Qarls Harvest".

If somenone is using already another Hunger/Thirst/Sleep-Plugin shouldn't either activate **bbLagerOptional.esp** at all, or put it in the loading sequence before the other plugin. Otherwise there will be conflicts because of the modified food and wells.

8.   Credits

Many thanks to:

Beolo for his textures from our collective Triana project.

Scanner for his great help by testing the new version and some precious hints concerning scripts.

Bulwyf for his final beta-test.

Nerdus for the original idea and the formerly given permission to use the Adventurer's Equipment with our Triana project. This present plugin stands in tradition of Nerdus' work and ideas.

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wildkarrde for the oven in the Luxurious Tent.

DagothBalls for the *Legions Armor*

guidobot101 and **scruggsywuggsy** for all their helpful and precious contributions to the scripts in the official forum and in the TES-Wiki.

ScripterRon, **KomodoDave** and **dev_akm** for TES4Gecko. Without this tool, it wouldn't have been possible to create this plugin.

The **NifSkope-Team**.

Bethesda Softworks for a brilliant game – and the Construction Set, that reveals endless possibilities to carry out your own ideas.

9. Copyright/Contact

This modification is a completely non-commercial project. All rights of the game and the entire original contents belong to Bethesda Softworks.

The music samples are from the „Freestuff V1"- package by *hartwigmedia.* All rights of the music belong to hartwigmedia.

The rights of the self made meshes and textures belong to Beolo and Brausebart. I may ask you, not to offer this present modification for download or distribution in any other way without previous permission. Furthermore I aks you, not to use parts of this mod in other mods without asking me.

Many thanks!

Brausebart
(Brausebart@gmx.net)

Egg of Time

10. Version History

Vers. 1.1 – 28.10.2007

The addon Shivering Isles with Patch 1.2.0416 is required for V1.1.

+ a new large, closed tent.

+ a new small sleeping tent with enclosed bedroll and a chest.

+ all the tents have illumination depending on the time of day, the large tent emits smoke from the stove-pipe, when the oven has been heated.

+ the setting up of the equipment is no longer limited to the Tamriel Worldspace.

+ in advanced stage hunger and fatigue cause a disturbance of orientation, fainting and finally hallucinations (the player is attacked by imaginary ghosts).

- Tramp isn't attacking the toolbox any more, while the player works at the forge.
- the aggressive fighting behaviour of tramp is now working as desired.
- Tramp isn't attacked by the guards any more in fight (almost).
* Tramp's growth is now depending on the level offset to the player. The higher the level of the player, the more he will grow per feeding.
+ Tramp's health can be restored by giving him a health potion (strength of potion doesn't count)

- there is no wood consumed, if the tents can't be set up.

* the set up of some items was changed internally to prevent possible mod-conflicts (Kvatch Aftermath).

* the Welkynd-Torch uses only one mesh now.

* most of the equipment items can now be purchased at two different merchants because of redundancy reasons. Exceptions are the wares of Sepp Uldinger's assortment and the alchemical equipment for the medium tent (previously sleeping tent).

+ various adaptations for Shivering Isles:
the teleport-spell considers the necessary settings of the transition between SI/Tamriel or vice verse.

the herb-bag in the medium tent incorporates automatically the ingredients of SI.

The keyring collects the keys of SI.

With activated **bbLagerOptional.esp** some of the ingredients from the Shivering Isles can be eaten to decrease hunger: "Smoked Baliwog-Leg", "Grummite-Eggs", Hunger-Tongue", "Alocasia-Fruit", "Aster Bloom Core", "Flame Stalk".

At the statue on the well in Bliss the water bottles can be refilled.

The above ingredients can be furthermore be used to prepare lunch packs. Grummite-Eggs and Hunger-Tongue must be cooked previously.

If Hunger and Need for Sleep for the player was activated (startquest bbHSControl in the console), the merchants in Bliss and Crucibles sell water and flour supply for the Luggage Tent and some lunch packs.(S
(Raven Biter, Sickly Bernice, Tilse Areleth, Ahjazda).

Wood can also be bought in small quantity.
(Dumag gra-Bonk, Cutter, Tilse Areleth, Ahjazda).

Vers. 1.0 – 01.09.2007

First Release