

Hints and Troubleshooting Guide

for

Brausebart's Oblivion Modification

Adventurer's Equipment

(will be updated from time to time)

This mod is quite elaborate and offers a lot of various possibilities. Some of these you should activate in any case to enjoy the mod and some are optional. Give them a try if you like, but just don't use them, if you are not content.

Don't abandon hope, if something isn't working for the first time. It will take some time until you get used to the controls and the mod's conception as I had to find out myself, when I began to play the mod.

It's not a mod, where you get everything spawned in your inventory or you find a sword and armor in a nearby chest. No – you have to work for it. You got to find out, who is selling which part of the equipment and what you need most. You must keep up your supply of building- and firewood . It will take some time, until you have gathered all the items you desire. There is a lot to read - and you really should read it – to understand the whole thing.

Getting Started

Load order

The load order has a most significant influence on whether a mod is running reliably or whether you get issues. So, assuming you have already installed the German version first and over-installed the English patch files you should have a look at the load order (use the Oblivion Mod Manager).

GSI.esm (Global Settings Interface) should be right after the Oblivion.esm. GSI adjusts the interaction of different mods. In this mod is states where teleporting is allowed and where not.

bbLager.esm is always loaded before the other .esp files.

bbLager.esp, bbLagerOptional.esp and should never be loaded before the game- and effect-changes.

I would recommend the use of BOSS (Better Oblivion Sorting Software).

Don't forget to activate (hook) at least

GSI.esm

bbLager.esm

bbLager.esp

Activate *bbLagerOptional.esp* for chopping wood and having food, that satisfies hunger for the optional Hunger and Sleep module.

Activate *bbDunklereNaechte.esp* for darker but shorter nights and brighter torches. Don't use this file, if you already have a mod, that is affecting changes on the nights or torches.

If the activation has done its job, you will get a message, that you have found an advertisement-brochure of a certain Sepp Uldinger. (Sepp is the abbreviation of Josef in southern Germany, Austria and especially in the Alps. Pronounce "Uldinger" as "Oolding-er.) Sepp sells the basis equipment.

The brochure is in your inventory. Read it to know, which items he sells. There is also a map, which displays the location of Sepp's Grocery.

Now, where is this Sepp? Sometimes he isn't easy to find.

There is no location marker and no quest marker on the map of Cyrodiil. The brochure says: on The Gold Road between the Imperial City and Skingrad. So you will travel from the Imperial City on this road, because there's simply no other way to Skingrad. On your way through The Great Forest, the road will lead around on both sides of some bushes and trees. From now on you have to watch out for a hut on your right hand side. If the road is leading upwards and you notice an Ayleid-Well on the hill to your left, you've already missed Old Sepp. Turn back then. The first time I searched for Sepp's Grocery, I ran past it, because it is set back some steps in the wood. And it doesn't look like a shop at all, more like a Lumberjack's cabin. Please note his opening times on the sign.

What do I need first?

You should get used to the fact, that you will always need some logs to build up your camp. They are consumed as firewood for the campfire and the camp torches as well. And Sepp is the only vendor of logs in entire Cyrodiil. So I presume your decision as an independent adventurer will be to provide self-supply. And so the first thing I would recommend to do is activate the `bbLagerOptional.esp` (if you haven't done it yet) and buy the:

Lumberjack Axe

This thing is not only useful, it's also fun and works fine. On your off road travels, you might have noticed the fallen tree trunks, the large logs, lying in the forest. They are your wood supply. Please refrain from cutting wood from living trees in the sense of environmental protection! Although these logs are sometimes hard to find, especially just in the moment your wood is running out of stock.

Alright then, let's suppose you found a log: Take a stable stand in front of the middle of the log. Often the log will show up its name: I am birch log or something else. But sometimes to your surprise it works even on logs without a name as well. You equip your new and sharpened Lumberjack Axe and then – let your wrath run free. Just imagine it's a Troll or anything as sympathetic. It depends on your muscles and skill, how long you must be flogging the poor tree trunk until the first small logs are falling from it. But you will increase also your blunt skill by chopping wood. Do this until you are soaked with sweat and there is message, that you cannot obtain more logs from this trunk. Now gather the logs, which isn't easy sometimes, because the high grass is often hiding them. Well done so far.

General Hints for the Set Up and Disassembly of the Equipment

First of all you should know the basic controls of this mod. Just think what you would do in reality to set up a tent. You would take the tent's canvas from your backpack, go down on your knees and

roll the canvas out. You would do the same thing packing the canvas again but in reverse sequence. So, as in reality you are doing the set up and the disassembling of the most items always in crouching/sneaking position. In standing position you will use (activate) the item in their specific function.

Now, this is meant for all the **tents**, the **Campfire**, **Cooking Pot**, **Forge** and the **Melting Pot**.

How to take an item from the inventory into the game world:

1. I suggest you get down into crouching (sneaking position) and toggle the first person view. (This is not really necessary at this stage, but handling the item seems to be easier in my opinion.)
2. Take care, you have enough room around you. Best look in the level of the horizon.
3. Open your inventory
4. Click on your item and hold the left mouse key down permanently. After two to three seconds the inventory menu is closed and you see the canvas, campfire etc. floating in front of you. Put the canvas on the ground and let go the mouse key. The position of the canvas of the tent does not matter. The front opening of the tent will always point to you.

How to set up the item:

1. Stay down as you are - in crouching position.
2. Don't look above the horizon, look down on the item.
3. Now press the Activate-Key and – like magic, there's a tent or whatever just in front of your nose.
4. Stand up and stretch your aching knees.

Campfire and Cooking Site

Hints to set up the Cooking Site:

I recommend crouching from the beginning on.

1. Take out the Campfire and put it down on the ground. Let go.
2. Take out the Cooking Pot and move one or two steps forward. Put it down in the middle of the Campfire. The Cooking Pot has no collision, so it will sink into the log pile. Then let go.
3. Activate the Cooking Pot, and the Cooking Site will be set up.
4. Stay in the same position and activate the Campfire shortly afterwards and it will ignite.
5. Stand up and use (activate) the Cooking Pot as a container in which you put ingredients from your inventory.

It depends on the composition of the ingredients, which meal you will get afterwards. There is a cook book in the Middle Tent with recipes. For example a combination of meat and vegetable will result in Hunter's Stew, which will satisfy your hunger for half a day, with the Hunger and Sleep module running.

Disassembling of the Cooking Site:

Dismantle the Site in crouching position by activating one of the posts of the stand. Then get up and gather the Cooking Pot and the burnt Campfire. Don't forget the ashes. They are precious alchemical ingredients and can also be sold at a reasonable price.

The seats of the cooking site are set up in mid air. Is this how it is meant to be?

Well, not really. It might happen if you look up, just in the moment you are activating the Cooking

Pot. The cooking stand is then positioned correctly but the seats are hovering some feet over ground. This might be appropriate if you like to sit up there and enjoy the view, but I presume that you actually want the seats down on the ground. So dismantle the stand in crouching position and gather the cooking pot again in standing position. Then go down again and give it another try, now looking more down to the ground.

Start modest with the Small Sleeping Tent

Your primary desire will be to buy a sleeping tent to rest your weary head. So do it if you got the bucks. The Small Sleeping Tent is the right choice for adventurer-newbies with a slender coinpurse. It is light weight and handy but not that comfortable. But it's much better than sleeping on the hard ground, the rain pouring on you therefore even more rusting Rusty Iron Armor. The Small Sleeping Tent provides a spartan cosiness with its permanently installed bedroll and the romantic candlelight.

How do I strike the Small Sleeping Tent?

Get down on your knees and activate *the chest* in the tent. Now you have the option whether to strike only the Small Sleeping Tent or your entire camp site. If you choose to strike only the tent, the Small Sleeping Tent will always be put into your inventory. But if you choose to strike the entire camp, all the equipment you have acquired up to this stage will be moved into the chest of the Small Sleeping Tent. There you will find your Luggage Tent as well – in case you have bought it of course. Take your equipment out of the chest in standing position. You may store other goods there as well.

The Luggage Tent, or better - your mobile workshop and store

The Luggage Tent enables you to forge lock picks and repair your armor. And it is the place where the Magic Chest is installed. There are storage options for water, flour and other things.

How do I repair my armor or weapons?

That's is easy enough. *Activate the anvil* on the chest – standing or crouching doesn't matter. Repair your armor in the usual way and don't worry about the repair hammers. If you haven't done all your scrapped equipment in the first session, you just need to start anew.

How do I forge lock picks?

Activate (open) the chest (the toolbox). It contains a blacksmith hammer and at first use a small amount of wrought iron. The wrought iron is the red sticks lying on the anvil. They will only appear, if there is enough wrought iron in the chest. If there is no wrought iron, you have first to melt it down from otherwise useless items containing iron with the Melting Pot and the Forge and put it in the chest. Take the blacksmith hammer out of the chest. You will be then equipped with the blacksmith hammer automatically. Then give the wrought iron the heat. Bash the wrought iron on the anvil until it is really glowing. It'll take some time if you are not skilled enough. But you are practising your blunt skills by doing this. After that, the wrought iron will disappear from the anvil and the blacksmith hammer is removed. What now. Just have look in the chest. There you will find not only the blacksmith hammer, but also a bunch of freshly forged lock picks for your border-criminal intentions.

How do I strike the Luggage Tent?

There is a sack leaning at the outside of the tent. Activate it – how? - in crouching position of course. Then the Luggage Tent will be sent into your inventory.

The Medium Tent

The Medium Tent enables you to prepare lunch packs which cover your daily requirement of food. You'll find the cook book their with different recipes. If you have purchased an Alchemy-Set, this will be installed in the Medium Tent. Just activate it, and it will work in the usual way.

To sleep in the Medium Tent you have to buy a bedroll first. But:

My bedroll is falling through the ground!

Now, that's something a bedroll should never do. That's a problem with the load order. The Global Settings Interface should be located directly after the Oblivion.esm and the .esp files should be between the mods, which are changing game effects and controls and mods with armor or clothing. I would advise you to load down BOSS (Better Oblivion Sorting Software).

What's the best way to install the bedroll in the Medium Tent if you have a companion?

Enter the tent and stand with your back to the chest at the right side of the tent. The entrance is to your left then. Go on your knees and take the bedroll from your inventory and put it onto the ground about in the middle of the tent. Then activate the bedroll. It is rolled out with the head end to your left, that is to the entrance.

Why do this? If you have a companion, she or he will climb into bed beginning at the head end. So if the bedroll is lying with its head end pointing to a closed side of the tent, your companion will go through the closed side of the tent because the tent has no collision. I think this is quite immersion-breaking. But if the head end is pointing to the entrance, your companion will use the entrance.

The Large Tent

The Large Tent requires a spacious flat area to be set up. Try not to set it up, if persons (or companions) are in this area. They will get caught inside the tent, because this tent has collision. It may happen, that after the set up, you will only see the entrance with the canopy. The corpus of the tent is missing. Just wait a bit or move some steps forward in the direction of the tent. Then the tent will be set up completely. Well, it takes some time to set up such a large tent, doesn't it?

How do I strike the Large Tent?

Just go sneaking and move to one of the corners of the tent and activate the corner. That's it.

Let's get inside the gorgeous tent. The first time you enter you will hear a beautiful music playing. It is coming from the music box next to the double bed. The music box emits an animation of soaring notes.

I got problems with the music box and crashes.

There are really bugs with the music box. The idea to have music of your own in the tent is striking, but there are undoubted issues. So I would advise you to turn the music box off if you experience anything unusual.

Does the double bed work with companions?

The double bed is absolutely companion friendly. Mods in which you can see yourself sleep work with the double bed as well (but not with the bedroll or the Small Sleeping Tent!).

I have conquered an absolutely stunning armor for my female companion and I want the Armor-Mannequin to show it, but the Armor-Mannequin displays only the usual leather gear. The Armor-Mannequin has the gender of the tent's proprietor. So if you are male, it will always display the male version of a cuirass. Some Armor-Mods are exclusively made for women. So there are no male versions of a "Goddess- or Amazon-Armor" (I wonder how it would look in a male version ;)). But the game requires a male version, so they use often one of the standard armors. If you are familiar with the Construction Set, you can choose the same female meshes for the male slot as well.

Where do I get soap for the bath-mod?

Soap is to be found in the Supply-Barrel. The Supply-Barrel covers your urgent needs. You will find there a small amount of wood and some food and it is the only supply for soap. The Supply-Barrel will be filled up automatically after some days.

How do I take a bath?

You will notice, that the water in the bath-tub is quite icy out there in the wilderness. But blessed by Jove are those, who have a stove. First of all you have to get the stove working. This requires wood from your inventory. Just activate the oven and it will be heated and radiating a cosy warmth. Next to the bath-tub there is a bucket. Activate the bucket. It is vanishing into your inventory. Now activate the oven again. The bucket is placed upon the stove. It will take some time until the water is hot. (You may skip 1 hour, if you are impatient). Activate the bucket with the hot water. Go to the bath-tub and activate the bath-tub. You will hear how the hot water is poured into the tub. The bucket has been reset by now. Now it is time to get rid of your clothes. Activate the clothes-chest opposite of the bath-tub and confirm that you want to put your entire inventory in the chest. Don't be afraid, you'll get everything back. Then take a piece of soap. Did you think you are getting clean without soap? The benefits of an cleaning bath won't work without soap! Then activate the seat in the bath-tub and you see yourself stepping in the bath-tub and taking a heavenly bath. Sorry, but it is impossible to take a bath together with your companion and there is no rubber duck. After you are done, you will get a bonus for personality, speechcraft and mercantile for some time. In the end you need to jump out of the bath-tub. Then activate the chest and "Take All". You will find yourself wearing a bathing-gown of the latest fashion. Please don't forget to change your clothes before leaving the tent!

How do I prepare lunch packs?

There is a shelf on the left side of the oven, which you can use as a food container. Upon the shelf there is a cooking pot. So, the first thing you got to do is, to heat the oven if it isn't already burning after you have taken a bath. Therefore you need wood. When the oven is roaring, activate, that means open, the cooking pot. Put in a piece of meat of any sort you would like to eat. Don't add vegetables or spices. Otherwise you'll get Hunter's Stew. But for a lunch pack you will only need to cook the meat itself. You may skip the time for one hour and the meat is well done. Sorry, but there is no version for veggies. Activate the cooking pot and take the boiled meat into your inventory.

Now focus on the second board of the shelf and activate it. This is the package of your lunch pack. A lunchpack, which lasts for one day without tummy rumble, must be of balanced composition. So you are packing

1. the boiled meat (or smoked baliwog leg etc.) for your muscles,
2. vegetables for the vitamins and
3. carbohydrates (bread loaf, sweetrolls etc.) for your belly and your brains.

Then, and only then this may call itself a lunch pack. Other compositions do not work! Now you will hear, how the pack is wrapped together and the package will appear on the shelf. Take it as supply for your next adventure.

Can I take companions inside the Large Tent?

Yes, you can. If the load order is correct there won't be severe conflicts. I tested it with CM-Companions, some customized companions and Vilja of course. It might happen, that other companions won't find out. But if you *use a Summon-Companion-Spell* it'll always work. The companions will use the bed, they will sit down and eat. I've also seen Vilja sweeping the floor of the tent with a broom. You can tell Vilja, that this is her home, and she will find back there again. But you have to tell here each time you have been moving to a new location. Otherwise she will lead you to your last location.

Your wolfhound companion Tramp is not allowed in the tent and is waiting outside and watching the camp. Actually you can call him with the dog whistle into the tent, but he won't sleep in the bed and won't take a bath. Afterwards you have to use the dog whistle outside the tent to get him out there. Tramp will lead you back to your camp, wherever you are.

The Large Tent has collision but is not static. So it might happen, that your companion gets stuck in the tent. But a good companion will follow you where ever you go. Just don't mind and go on. If it doesn't work, get a summon spell.

Lucien Lachance, the messenger of the Dark Brotherhood, is no companion in the strict sense. Though he will find you and haunt you in the night even in the Large Tent. But it might happen, that he won't find out. So let him stay for the rest of the night. However, he is invisible. He won't be there any more, if you go out and then in again.

The case of the missing camp equipment

Did you ever strike your camp and - by looking into your inventory afterwards - you are surprised that nearly the entire camp equipment except one tent is missing? A shock for a lifetime! Now, now. There's a solution.

Just set up the tent that was left in your inventory. Then look into the chest of this tent which is supposed to contain the whole camp equipment and you will be relieved.

This is done to make it easier for you. If you give the command "Strike Entire Camp" to the largest tent in your possession, all your equipment which you have acquired up to this stage is stored in the chest of this tent and won't appear in your inventory. So the whole load of the equipment doesn't add to your inventory. It's only the weight of one tent left for you to carry.

If your largest tent is the Small Sleeping Tent, the entire equipment and for example the Luggage Tent will be stored there in the chest. If you are additionally in possession of the Medium Sleeping Tent the Small Sleeping and all other items will be stored in the chest of the Medium Tent. That works up to the Large Tent, where you will find all the equipment in the Camp Equipment Chest in the interior.

But there is one problem: If you are mountaineering in the Jerall Mountains for example, it is really hard to set up your Large Tent, because there is nearly no levelled surface, that is appropriate. And your Small Sleeping Tent is just now in the chest of the Large Tent. What to do now?

The solution: Always think of where you want to go next. Then don't dismantle your entire camp, but begin with the Luggage Tent and the small items, as there is the campfire and the camp torches etc.. Proceed with the Small Sleeping Tent, the Medium Tent and only at the end the Large Tent. Then you'll have it all in your inventory and you can set it up each at a time. Great so far.

But - bad luck! You are over-encumbered. Let your delicate female companion carry the whole bunch or use *Emma's Packdonkeys mod*. (not included!). If you have already spent so much money and sweat on an entire camp equipment, you could also buy a packdonkey at the Chorrol Stables. Now you have your own caravan and each single item of the equipment at your disposal whenever you need it.

The Camp Torches

It is quite easy to set out the Camp Torches. Hold the left mouse key down until the torch is in your "hand" and release the key. But if you look up and release the mouse key, the torch will be set in mid air and it might be difficult to get it down from there. Therefore I prefer to set the Camp Torches in 3. person view.

My Activate-Key isn't working any more!

If you try to set and ignite a Camp Torch in the interior, in a house or where else, I encountered, that the torch gets lost and the Activate-Key loses its function. You are caught in the house, for you can't activate the door. It seems this can happen any time, when you willingly or accidentally use items in a way they are not meant to be used. Ffalmf discovered, that hitting the Jump-Key can kill this bug and cure the Activate-Key.

The Hourglass

The Hourglass seems to have incompatibilities while running in the half- and full-hour mode. The permanent display is quite an improvement but it may overwrite some messages. I for myself prefer the COBL-Clock every five minutes while playing in 10 x time scale.

The Keyring

The small disadvantages of the Keyring are already shown up in the ReadMe. The delay in opening of the inventory menu may be annoying, but it is also annoying if you have to scroll down over a great number of keys until you end up at the item you wanted. Try out the different option and see what's fitting you best.