

Making a Quest for Morrowind: A Very, Very, Very Basic Guide!

By Skydiver

Introduction and Background

Quests, to me, are the heart and soul of any good game, expansion, or mod. I really enjoy making quests in TESCS because it encompasses just about every aspect of modding in one package: item creation, possibly interior building or landscaping, NPC creation, dialogue, and scripting. Unfortunately, that means while you can find separate tutorials on each of those things, a good comprehensive quest-making tutorial is hard to find. I'm going to attempt to put it all together here. The main purpose of this isn't to cover every single dialogue function, but rather to give you a feel for the process needed to put a quest together.

I know there are a lot of great tutorials out there, but many of them are, quite frankly, hard to understand for the true newbie to TES Construction Set. What this tutorial attempts to do is fill the gap that exists for a good, basic tutorial on using dialogue, NPC's and the journal to make a quest in Morrowind. It also includes a small bit on making a unique "copy" of an item and adding a simple script. That being said, I will include screenshots of the construction set and describe what to do in excruciating detail, so many of the questions I see repeated on the forums will be answered. This is a "learn-by-doing" tutorial, so I've come up with two simple quests that you can make by following along. It doesn't cover scripting in any detail, except for a simple script on an item to add a journal entry. The best scripting documentation out there is Ghan Buri Ghan's Morrowind Scripting For Dummies. You'll need that for AFTER you finish this tutorial and want to start building more complex quests.

What this tutorial doesn't cover is the most basic stuff about using the CS. I'm talking about loading data files, placing an item in the world using the render window, etc. Hopefully you've played around in it some before trying to jump into making quests. If you haven't, I would recommend Dragonsong's tutorials as a good place to start. Also, I skim over some of the functions and conditions on dialogue. For more detailed explanations of what these do, see either Scripting for Dummies or Srikandi's Dialogue tutorial. All of the Tutorials I mentioned can be found by reading the Tutorials and Links thread in the TES Construction Set Forum on the Elder Scrolls Forums.

Glossary (because everyone just ASSUMES you know what all these mean...I know I didn't when I first started):

CS – Construction Set

NPC – Non-Player Character. The people you interact with in the game.

PC – Player Character. You!

AI – Artificial Intelligence. How the NPC acts according to certain scripts included in the game engine. For example, most NPC's have the Wander package activated, which causes them to move somewhat randomly around the point where they are placed in the CS, out to a certain radius.

Script – A "mini-program" written in the Morrowind scripting language that controls the actions of an NPC, item or any other countless things. Scripts are "attached" to objects.

Before you Start/General Quest-Creation Tips

1. Before you jump into the CS, I HIGHLY recommend you play through the game at least once to get a good feel for the many types of quests and actions that occur in the game, and to familiarize yourself with how Morrowind works.
2. Come up with a quest idea or two, and write it down. Some things you'll want to consider when coming up with a quest are:
 - a. Who will give you the quest? Will it be a new NPC? An existing NPC? Will it be a book? Some other item? Entering a place?
 - b. What type of quest will it be? "Fed-ex"-style (where the NPC tells you they need something, you get it, and bring it back)? Escort mission? Gathering information? Killing something?
 - c. How many "steps" will the quest have? Simple or complex? One-time or ongoing?
 - d. Will there be a reward when the quest is complete? Money, Item, status boost?
 - e. Will the giver NPC treat you differently once the quest is completed?
 - f. You may want to try to come up with quests that fit well into the "lore" of Morrowind. For example, it probably wouldn't make too much sense to a lot of players if you added a quest that had a member of the Fighter's guild helping a member of the Thieves Guild, or a Telvanni helping an outlander from House Hlaalu. But this is totally up to you!
3. Did I mention writing it down? This is very important, otherwise you'll end up not sticking to your original plan, and you may get lost in the details. See the next section...

The Sample Quest

I've come up with a simple quest to make in this tutorial. I'll just cut and paste what I wrote down when I thought it up. This is written from a "playing" point of view, rather than a modding point of view. Basically, I write down how I want it to flow *in-game*. The tutorial will cover how to implement it in the CS.

Quest Name: Lost Book

1. Quest: Find a rare book that the NPC lost
2. Reward: Gold
3. Steps:

- a. Player talks to NPC (quest-giver), who mentions she is upset about something. NPC is located in the South Wall Corner Club in Balmora. NPC is Madera Hleran, a female dark elf.
- b. Player can ask what NPC is upset about.
- c. NPC explains that she misplaced a rare book that is worth a lot of money.
- d. If PC asks about it, NPC will offer a reward if you could find her copy of this book (only hers will do). She also gives a hint on where she remembers last having it. (Ald-Ruhn, Mage's guild). (Journal entry)
- e. Book is located in one of the 2nd floor bedrooms in the Ald-Ruhn mage's guild, under the bed. (Journal entry)
- f. Bring the book back to quest-giver, quest-giver gives reward, likes the PC more, and now will greet the PC differently. (journal entry)

Now that we know what we want the game to do, let's get started on the quest!

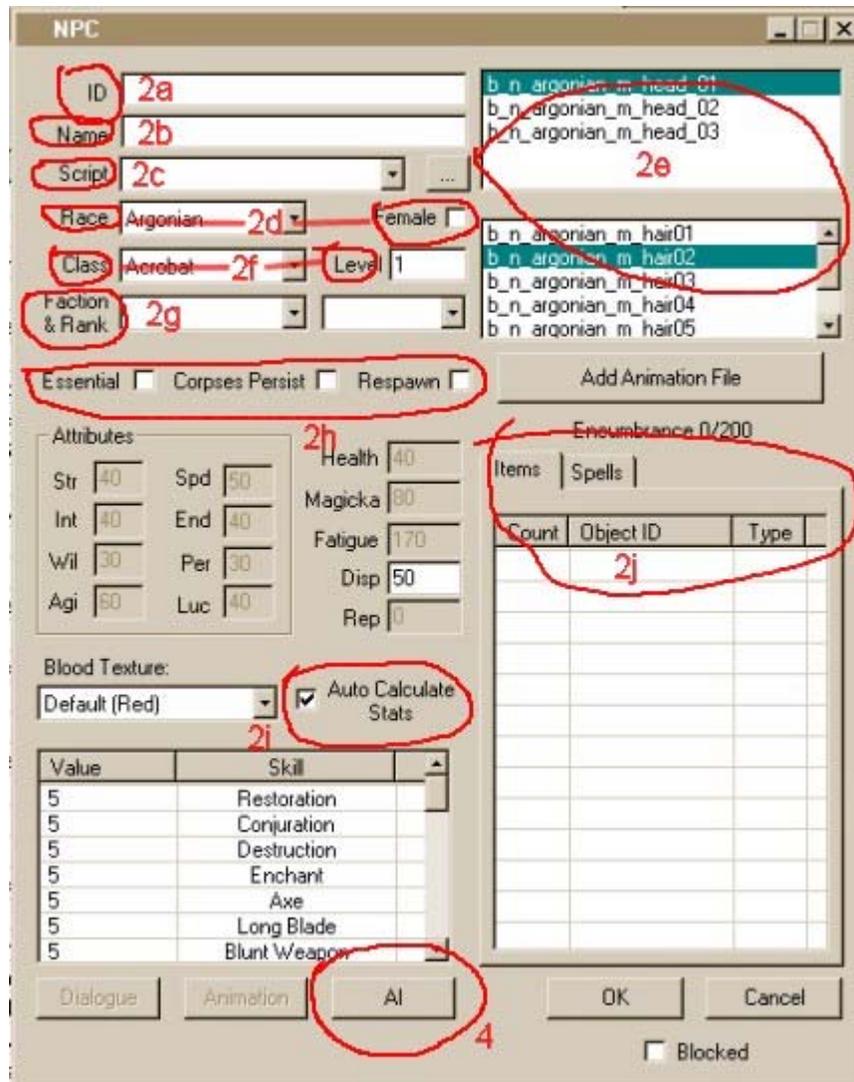
The Lost Book

First, the purpose of starting with a simple quest like this is that it covers many of the basics of dialogue and journal entries that you'll use in ANY quest in the future. There's even a tiny bit of item creation and scripting involved, but don't worry! I'll take you through it step by step. First, open the CS, and load the Morrowind.esm file. We won't need tribunal.esm or bloodmoon.esm for this one.

Adding the NPC and the Book

I like to add physical things (items, NPCs) first, since that's the easy part. So from the outline above, it looks like we need an NPC in the South Wall and a book in the Ald-Ruhn Mages Guild under the bed. WAIT! Don't just go do this yet...the book especially has some special requirements. So let's start with the NPC.

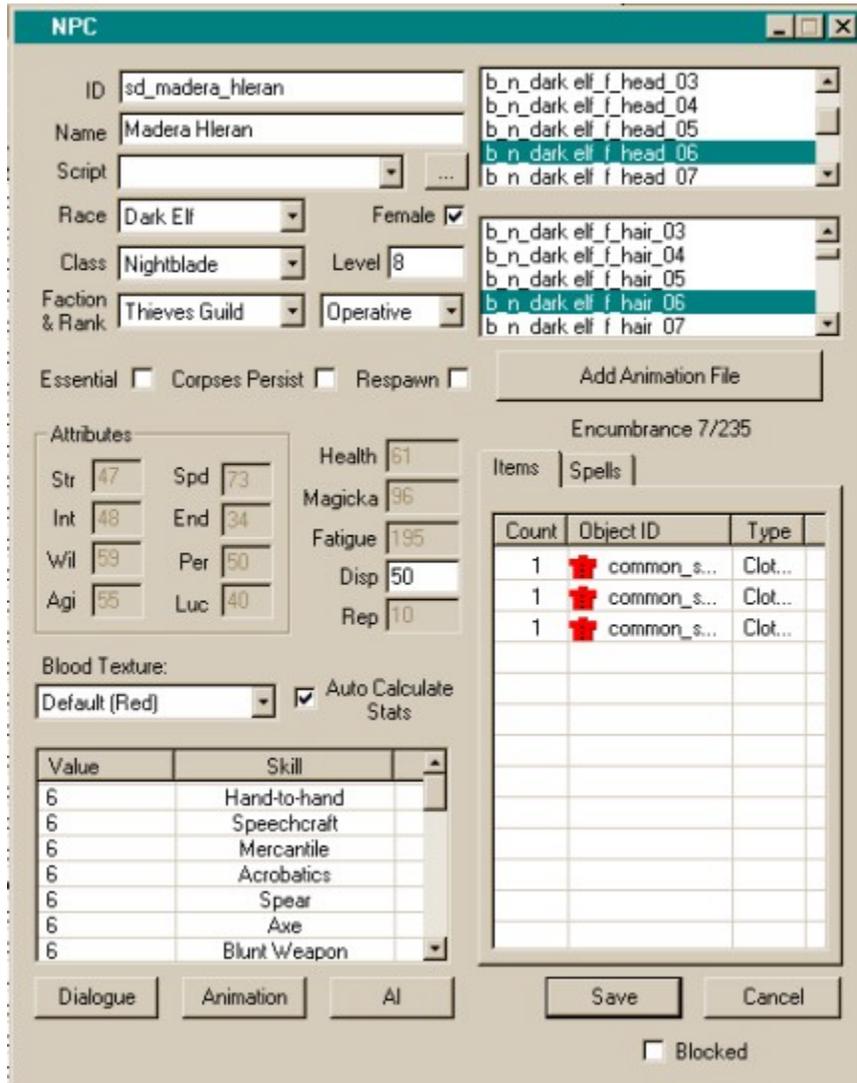
1. Click on the NPC tab in the Object window of the CS. Now right-click on any of the entries and select "new". A box should come up that looks like this (I've labeled each area with the number of the step below that explains it). Just ignore the Argonian acrobat stuff for now:



2. Now, once we fill in all the boxes (or most of them), we'll have a new NPC. I try to keep my NPC names as "morrowind-ish" as possible, which is why I chose the name I did.
 - a. We need a unique ID for Madera, and I like the naming convention of using my initials at the front of the ID. The ID is what the game uses to identify the object. So in the ID box I type "sd_madera_hleran" without the quotes. I use underscores because spaces, while acceptable to the CS, may cause problems later if I want to use my NPC in a script, for example.
 - b. In the Name box I type in Madera Hleran, just how I want it to appear in-game.
 - c. Leave the Script drop-down box blank. We won't be needing it for now. If there were a script attached to this NPC to make her do something, like move around or disappear, we would need to write her script, then select it in this box. Fortunately, there isn't, so don't worry about this right now.

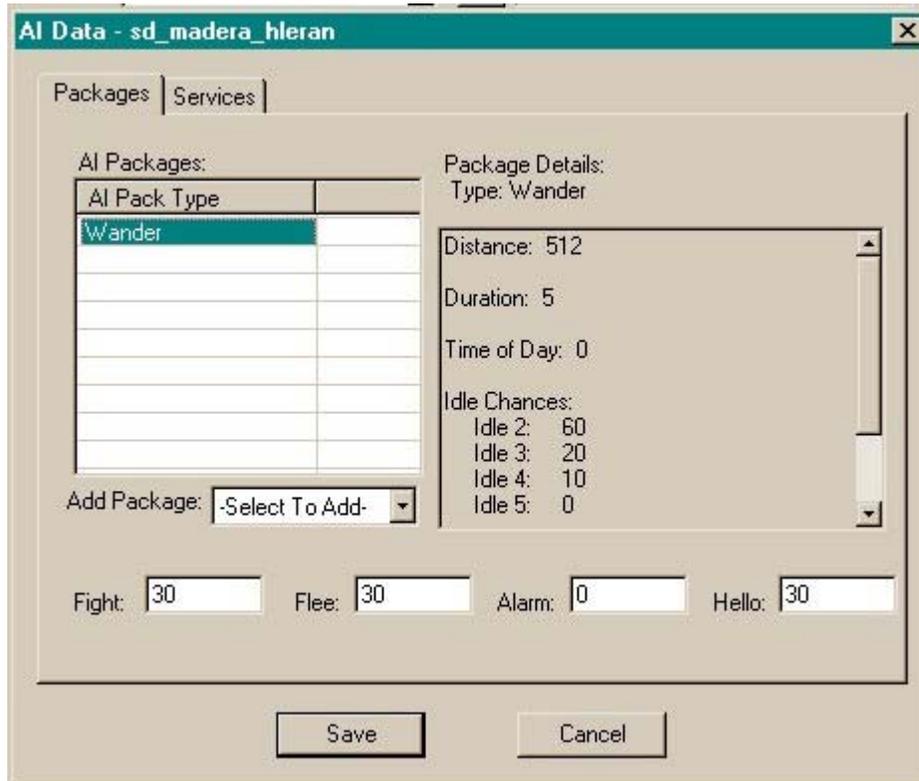
- d. In the Race drop-down, choose Dark Elf, then check the little box next to it that says “Female”.
- e. You may have noticed when you did step D, the lists in the two scroll boxes to the right changed. These are the face and hair choices you have for this character. You can select whatever you want for these. I just left them on whatever was highlighted when they came up.
- f. Next we see the Class and Level boxes. What you choose here for the NPC’s class will affect what dialogue options she has as a default. Otherwise, it doesn’t matter too much in our case, but for completeness, I chose Madera to be a Nightblade, level 8. I chose this because then it makes sense for her to be hanging around both the Thieves guild and the Mages guild.
- g. Like the Class choice, the choice of Faction will also influence default dialogue options, but it also doesn’t matter in our case. I set Madera as an Operative in the Thieves Guild. She is in the South Wall, after all! NPC’s aren’t like the PC; they can only belong to one faction.
- h. The three check boxes below this should be left blank for now. Essential means that if you killed the NPC, you’d get the little box in game that says “with this character’s death you have broken the train of prophecy...” or whatever the exact words are. Obviously Madera is not essential to the main quest, so we leave this unchecked. Corpses Persist means that if you kill her, her corpse would stay forever and not disappear. Respawn means if you killed her, her corpse would disappear after 72 game hours, then when you came back she’d be alive again! This is mainly used for creatures, not NPCs. A good example of creatures that respawn are the rats in the Vivec Arena storage (where you go to join the Morag Tong).
- i. Now, it’s up to you whether you want to manually choose the numbers for ALL of Ms. Hleran’s stats. If you want to, go to the box that says “Auto-Calulate Stats” and un-check it. Now you can play with the numbers all you want. As for me, I left it checked. The CS calculates the stats based on the class and level you choose, and they look OK to me.
- j. One last thing. Madera Hleran needs clothes! Well, I guess you could have her stand there naked, but that would be kind of strange. Move the box so you can see the object window, and click on the Clothing tab. Scroll down a little until you find all of the “common” clothes. Click and drag a common shirt over into the Items area of the NPC box. Do the same with a skirt or pants, and some shoes. Now she’ll be dressed when you place her in the world. If you want, click on the Spells tab and it will show a list of spells that come “standard” with a level 8 Nightblade. You can add spells to her if you want by clicking and dragging from the Spellmaking tab in the Object window, but I’m leaving those as is.

- k. Just leave the Blood Texture, Animation, and Blocked boxes alone for now. No need to mess with those! This is a BASIC tutorial, remember?
- l. Now, before you click OK, double check that your NPC box looks similar to the screenshot below. If it does, click OK, and you'll have created Madera Hleran.



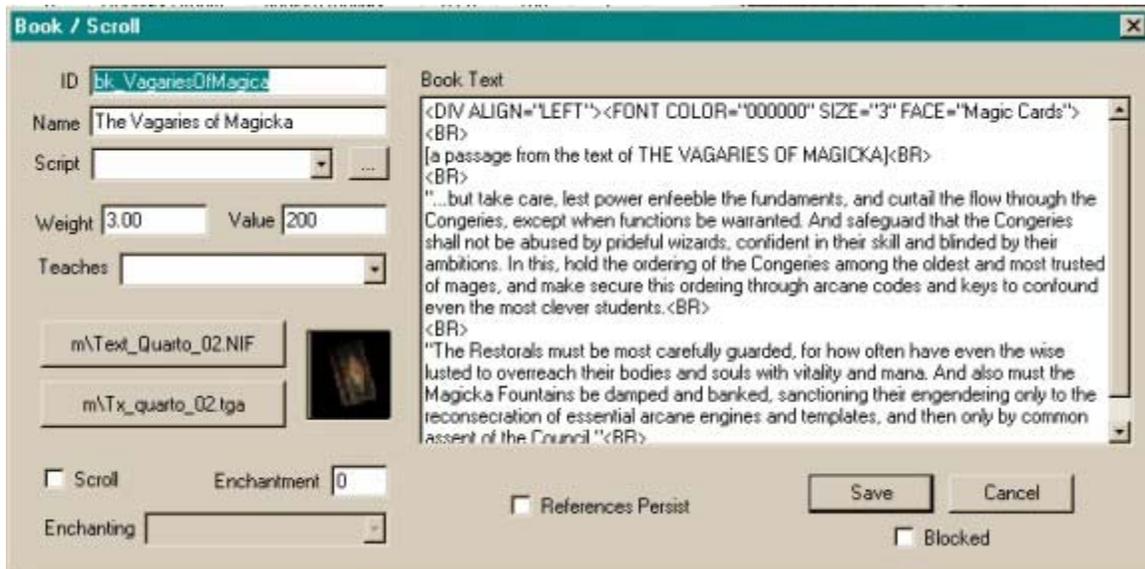
3. Now would be a REALLY good time to save your mod. Give it a name like "Quest_Tutorial.esp" or something like that.
4. Right now, Madera only exists in the CS, not in the world. We need to place her where we want her to be. In the Cell View Window, find the cell titled Balmora, SouthWall Cornerclub and double click on it. It should load in the render window. Find your new NPC in the object window, and click and drag her into the render window. I'm assuming you know how to move stuff around in there, so put her wherever you want in the cornerclub. I put her down in the basement in the far corner.

- Placing her made me realize that I don't want her to wander away from that spot, as many NPCs are likely to do. How do we fix this? Easy! Find her ID in the Object window, NPC tab, and double click it. This should bring up her information box (the same one as above). Click the button at the bottom that says AI. This will open the AI Data Box, as shown below.



- Double Click "Wander" in the AI Packages box. Another box will come up with several options. Change the Distance number from 512 to 0. This will make Madera stay in one spot. Change the Duration number from 5 to 0. This will make her stay in one spot all the time! If you want, you can re-distribute the Idle chance numbers among the Idle options. This will control how often she'll say different Idle voice files ("Where is that slave.." or "I could kill that guar...", etc). Click Save. Don't worry, this will only affect Madera's AI Wander package.
 - Take a look at the Services tab...we're not going to change any of this for now, but this is where you would indicate if you wanted her to barter or provide repair, training, or travel services.
 - Click Save, then Save again.
- Save your mod again!

7. OK, let's leave Madera for now and move on to her special book. Click on the Book tab in the object window, and scroll down to find the book with the ID "bk_VagariesOfMagicka". This book is titled The Vagaries of Magicka, and since there are only nine in the game, its value is higher than most. Double click on it and the following window should pop up.



- a. First, change the ID to something unique, using the naming convention. My unique ID is "sd_bk_Vagaries_unique". Do NOT click Save until you have changed the ID, or else every copy of The Vagaries of Magicka will be changed. That would be bad.
- b. I also changed the name to "Madera's Vagaries of Magicka", so you can be sure in-game that you have the right one.
- c. Don't mess with the actual text of the book. Notice that it's in HTML. If you ever want to add your own original books to the game, you'll have to be able to use basic HTML to properly format the book's text, or find Argent's BookGen program...I think it's on TheLys's site.
- d. Uh-oh. Look back at the plan for this quest. We want to have the game add a journal entry when you pick up this book. We have to do this with a small script which will be attached to the book. Let's come back to this later. Click Save, and a box will pop up asking you if you want to create a new object. Click YES. Let's not place it until we've got the script done and attached to the book.
- e. Save your mod. Again.

The Dialogue Window!

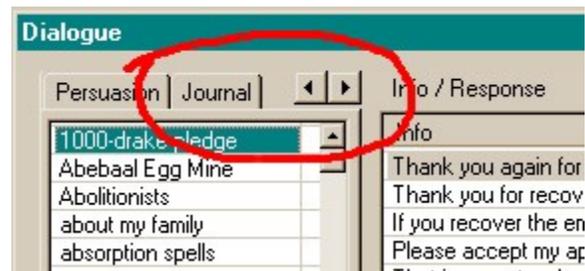
OK, it's time to delve into the Dialogue window. Click on the little speech bubble button on the toolbar. It looks like this:  This will bring up the Dialogue options window. I know it looks imposing... There's a lot of words and boxes in there! Don't worry, I'll go through it, and slowly.

When I do a quest, I like to start with the Journal Entries, move on to the Greetings, and finish with the Topics. So let's get going, shall we?

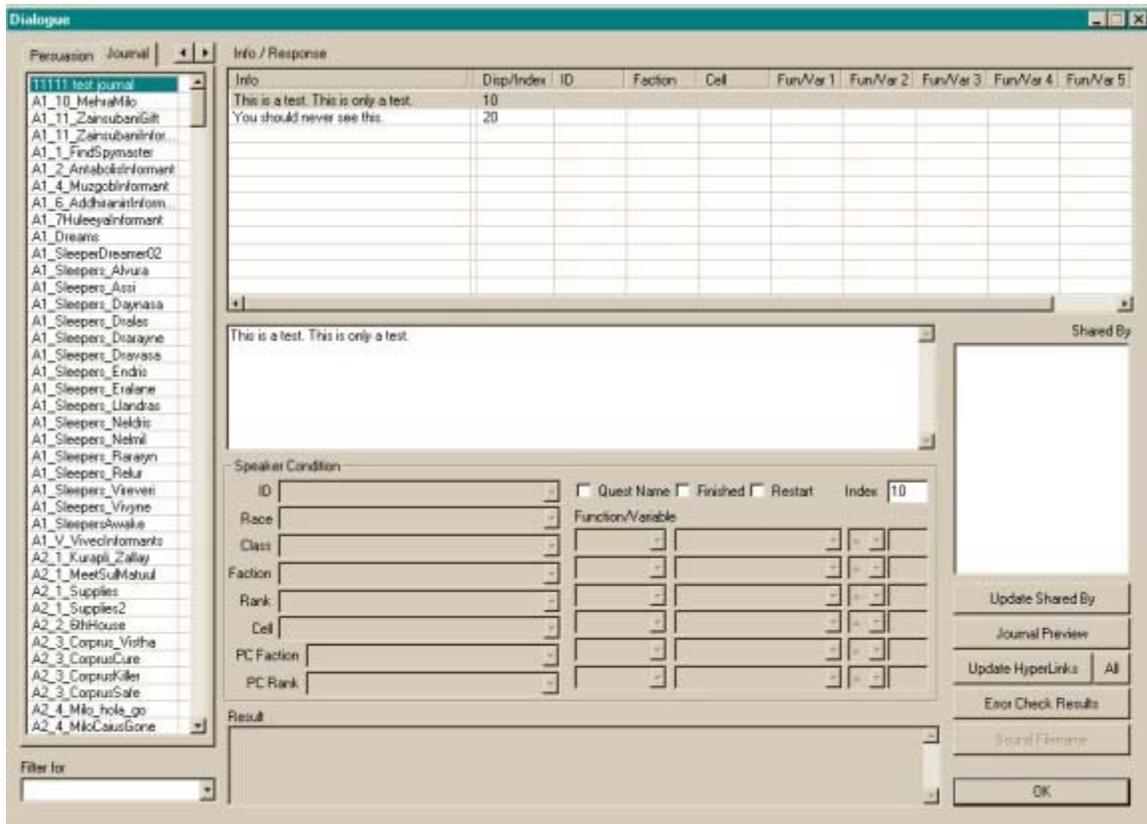
Journal Entries

This section will cover adding the Journal entries into the CS for the Lost Book quest. I like to do this first because most of the dialogue and any scripts we need will probably depend on or call these entries, so it's best to have them in place before we try to write the actual quest.

1. See the little arrows near the top left corner of the window?



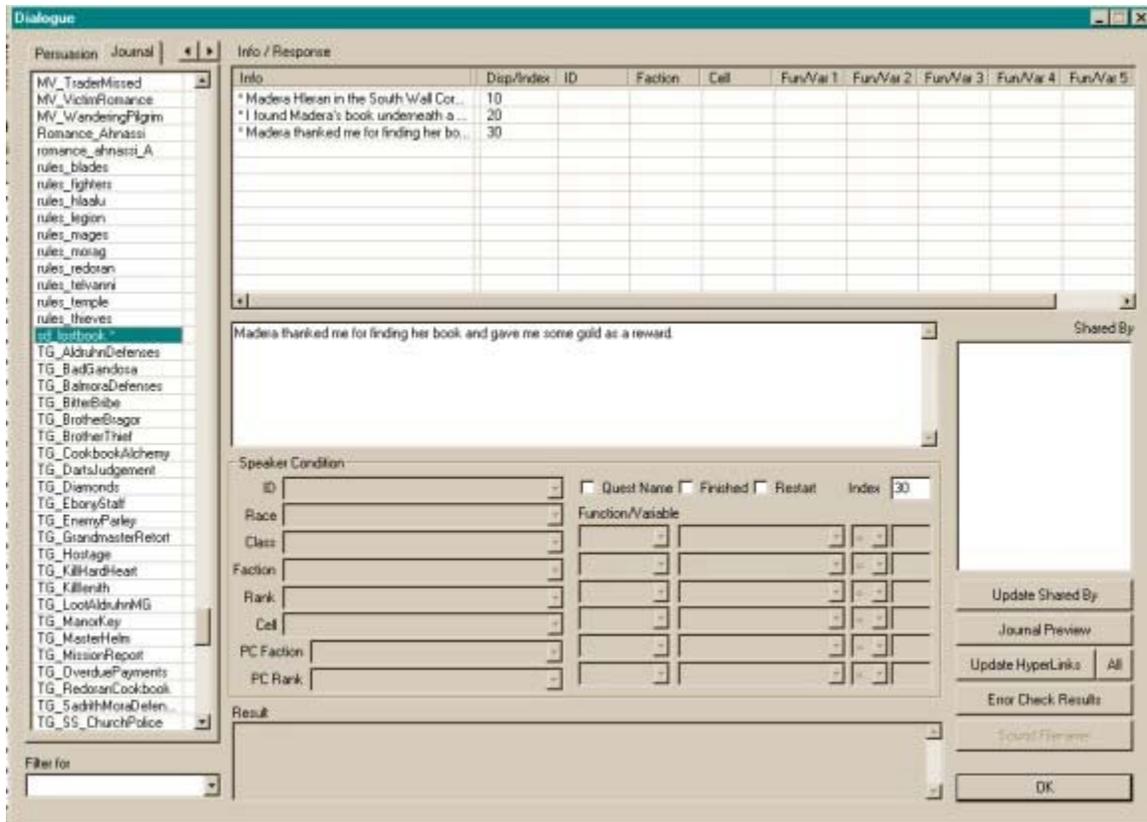
Click on the arrow pointing right until you see the Journal tab. Click it. The Window will change to the following:



2. Click on a few of the existing Journal items if you want, just to see what they are. You'll notice that most of the boxes in the bottom part of the screen are greyed out. That's good! We'll get to those later. You don't have to worry about that stuff for the Journal entries. The three check boxes (Quest Name, Finished, and Restart) were added with Tribunal. If you don't have Tribunal or the GOTY edition, they will not be there. It's OK, that's just how the newer functionality of sorting the journal by quest was added. I'll add an appendix to this tutorial on how to use those later.
3. Before we add the actual entries, we need to make a new Journal category in the long list to the left. Right click anywhere in there and choose "New". Type in a unique name for the set of journal entries. ** Make sure the name you choose isn't the same as any topics! Another good reason for using the initials naming system! I chose "sd_lostbook". Hit enter or click outside the list, and the new journal item will be sorted alphabetically in the long list. Find it again and click on it.
4. Now we need to add the Entries, or what will actually appear in your in-game journal at certain points of the quest. Note: make sure the "Filter For" drop down box at the bottom left of the window is BLANK. If it isn't, click in there and scroll to the top of the choices to find the blank entry.
 - a. Right click on the first empty line of the empty "Info/Response" box at the top of the window and choose New. You'll get a cursor on that line, but it's easier to type in the big box below, so click in there and type the following:

Madera Hleran in the South Wall Cornerclub has asked me to find her personal copy of “The Vagaries of Magicka”. She thinks she may have left it in the Ald-Ruhn Mages guild, but she’s not sure. She promised me a reward if I find it.

- b. When you’ve typed that in, click in the little box titled “Index”, and put in 10. Basically, the journal entries act like variables, and you are “setting the value” of this particular entry to 10. You’ll see why this is necessary when we get into adding actual dialogue. If you forget to add an index, you’ll get errors on loading either the game or the CS. Don’t hit enter here, because the dialogue window will close and you’ll just have to open it again. You don’t have to use 10, 20, 30, etc, you could use 1,2,3 or 2,4,6, as long as the journal entries go in numeric order. Meaning the first journal entry that appears in-game should have the lowest index, and so forth.
- c. Go redo step (a), except this time type: **I found Madera’s book underneath a bed in the Ald-Ruhn Mages guild. I should take it back to her.**
- d. Redo step (b), except set the Index for this entry to 20.
- e. Redo step (a) again, except this time type: **Madera thanked me for finding her book and gave me some gold as a reward.**
- f. Finally, redo step (b) again, but set the index for this entry to 30. When you’re done, your window should look like the following:



5. That's it! Easy, huh? The Journal entries should now be taken care of. It's time to move on to the unique greetings for this NPC.
6. Save your mod!

Greetings

Now we're getting into it. Greetings and topics probably cause people the most trouble when they try to start a mod. Once you understand how the game executes the dialogue, it becomes much simpler. I'll try to explain as we go.

1. Go back up to the little arrows in the upper left corner, and click over to the Greetings tab. Click it. In the list of greeting categories to the left, you'll see Greeting 0, Greeting 1, etc. Each group of greetings is generally used for a different purpose...if you read through some of them I think you'll get the idea. Greeting 1 and Greeting 5 are usually used for quests, so let's put Madera's greetings in Greeting 1. So click on Greeting 1 in the left box, and a long list of greetings will appear in the Info/Response list. Because we aren't filtering the dialogue for a particular NPC (that Filter For box is still blank, right? Good!), you're seeing EVERY greeting for many NPCs that have unique quest-related greetings.
2. Click on the third greeting (All is silence...) so it's highlighted, then right-click and select New. Notice this added a new line above the greeting you had highlighted. It

also notes the “All is silence...” and “Who’s there” greetings as being changed, but don’t worry, they aren’t really, and this won’t give you a “dirty” mod. Just like you did in the Journal entries, click in the large box below and type in: **Hmmmm? Oh, hello. I’m sorry if I seem distracted. I’m so upset I can’t seem to concentrate!**

3. You just added Madera’s first greeting! This is what you want her to say when you first talk to you, and you only want her to say it once, so we need to tell the game to execute the dialogue that way. The way to do that is down below in the area labeled “Function/Variable”. In the first drop-down box in that section, select “Function”. There are several other options there, and we’ll cover some of those later. Basically what we are doing here is adding a *condition* to this greeting.
4. Once you choose “Function”, the drop-down boxes to the right of it become available. Go to the next one to the right and find the option “TalkedtoPC”. This is a check the game runs to see if you have ever interacted with the NPC before. It’s equal to zero if you haven’t and 1 if you have.
5. The next drop down box has a list of operators which are pretty self-explanatory, except that != is “not equal to” in Morrowind language. Choose the = (equal to) sign.
6. In the final box to the right, type in 0 (zero). This will tell the game to use the greeting you just typed only when it’s the first time you talk to Madera (or so you hope). After that, the game will set TalkedtoPC to 1 for her, and the condition for this greeting will no longer be met. Unfortunately, this isn’t the only condition you’ll need on this greeting...
7. OK, let’s talk some about how the game executes dialogue. Basically, it starts at the top of Greeting 0 and runs down the list in order until it finds a greeting that meets every current condition EXACTLY. This means that we have to choose conditions very carefully, and that the ORDER the greetings appear in the CS matters a lot. So can you see a problem with what we just did? Right...if we leave the greeting we just added as it is, every single NPC who you haven’t talked to yet will greet you like this the first time! The only condition we have right now is that TalkedtoPC equals zero...for every NPC! So we need to limit this a little more.
8. Go over to where it says “Speaker Condition” and click in the drop-down box labeled ID. There are tons of NPCs, so type in the first couple of letters of the ID you gave Madera, and it should bring it up in the box. Select it. Now the first time you talk to Madera, the game will start with Greeting 0 and go down the list until it hits this greeting, at which time the conditions will be met (you’re talking to Madera, and only Madera, for the first time). Here’s what it should look like:

greeting to make sure that Madera won't greet the PC this way before the quest is done.

12. Go back over to the Function/Variable area, and click in the first drop-down. Find the "Journal" option and select it. Now move to the next drop-down to the right and click in the box. You'll see all the possible journal categories, so once again, type in the first few letters of what you named the journal category. In my case, it was `sd_lostbook`. Select it. Now, choose the \geq (greater than or equal to) operator from the next drop down, and type 30 into the last box. What you just did is tell the game to only allow Madera to greet you this way when the value of the `sd_lostbook` Journal category Index is 30 or higher.
13. There's one more condition to add to this. It would be boring if Madera said this every time she talked to you from now on, so let's allow this greeting to be just one of the many random "generic" greetings that are available for NPCs to say in the game. The way to do this is add another condition based on the `Random100` global variable. This is a variable that is reset every "frame" by a random number generator. It ranges from 0 to 100, only in whole number values (1, 2, 3, etc, no fractions).
14. In the next empty Function/Variables drop-down, choose "Global". In the next box to the right, you'll now see a list of every global variable in the game. Scroll down until you find the one called "`Random100`" and select it. In the next two boxes to the right, choose less than or equal to (\leq) 40. What this means is that Madera has a 40% chance of saying this greeting. When the PC talks to her, if `Random100` is 40 or less, this greeting will appear. If it's greater than 40, one of the other generic greetings will appear. This is a great way to add NPCs with personality, since you can add a bunch of different random greetings for them to say. Anyway, here's what this one should look like:

Topics and greetings are very similar in how they work. Just like greetings, you'll need to pay attention to the order in the CS and the conditions on the topics. So we're going to use what we just learned and add on to it by looking at how to effectively use that box at the bottom of the window labeled Result. In short, the Result box allows you to add "mini-scripts" to dialogue, which will execute when the dialogue is said. It's a very powerful tool, and lets you avoid writing complicated scripts to do many of the things that you see Morrowind NPCs doing. Sounds complicated, but I'll show you what I mean.

1. First thing's first. A topic will not show up in an NPC's dialogue options unless they have "heard" it or said it somewhere before. The easiest way to make sure of this is to use a word or phrase from their greeting(s) as a topic. From Madera's initial greeting, I think a good topic to add would be "upset". It isn't already used by Morrowind in an existing quest, and she says the word in her first greeting to you. So go back to the top left and scroll over to the Topics Tab and click it. Every possible topic in the game comes up in the list to the left. Right click anywhere on that list, select New, and type in "upset" without the quotes. Hit enter, then find it again and highlight it.
2. Let's add some things for her to say about this topic. From the way the quest will work, we're going to need three different things for her to say about "upset" at different points in the quest. You should add these just like you added the greetings.
3. First, we need one that she says to you before you get the quest. Before you get the quest, the Journal sd_lostbook (or whatever you called it) index is less than 10. So right-click in the Info/Response box, select New, and type in: **Oh, yes. It seems I've misplaced my book! It was a family heirloom, and very special to me.** Just like the greetings, put Madera's ID in the Speaker Condition: ID drop-down. Now, we only want her to say this before you've received the quest, so go over to the Function/Variable section and add Journal sd_lostbook (or your name for it) less than (<) 10. Because this is the most restrictive response for this topic, leave it at the top.
4. Now right click on the next line in the Info/Response box and select New. Type in: **Please, I would feel so much better if you found my book!** This will be what she says about "upset" after you've given her the quest but before you've returned her book to her. Once again, set the Speaker ID condition to Madera's ID, and over in the Function/Variable area set Journal sd_lostbook (or your name for it) to be less than (<) 30. I hope you see what this does. Now when the PC clicks "upset" in the game when speaking to Madera, the game will check the value of the journal index. If it's less than 10, the player will get the first response (from step 3). If it's not less than 10, but less than 30 (any value from 10 to 29), the player will get this newer response.
5. We need one more response to the "upset" topic, for Madera to say after the PC has completed the quest (i.g. when the Journal index is set to 30). Right click on the next line in the Info/Response box, select New, and type in: **I'm not upset anymore thanks to you!** Just like before, add the Speaker ID and Journal conditions, but this

time have the Journal `sd_lostbook` (or your name for it) be greater than *or equal to* (\geq) 30. Here's what my "upset" topic looks like in the Dialogue window. Note the order:

Info / Response					
Info	Disp/Index	ID	Faction	Cell	Fun/Var 1
* Oh, yes. It seems I've misplaced my ...		sd_mad...			sd_lostb...
* Please, I would feel so much better if ...		sd_mad...			sd_lostb...
* I'm not upset anymore thanks to you!		sd_mad...			sd_lostb...

6. Errr....save your mod. Please.
7. OK, we've covered one topic, and it was pretty basic. Let's get to the meat of the quest. If you didn't notice, we really haven't added anything yet that actually gives the PC the quest or updates the journal. We can do that now by adding another new topic, "my book". Madera first says the phrase "my book" when the PC chooses the "upset" topic for the first time. She says it later in a few things, as well. Once again, we'll need several different responses for Madera to say when the PC clicks on "my book" in the game.
8. Go over to the list of topics on the left, right-click anywhere and choose New. Type in "my book" (without the quotes, of course) and press enter. Find it again and click on it.
9. First, we need one response that explains what Madera's book is and what happened to it, and actually gives the PC the quest by updating the journal.
 - a. Right click on the first line of the Info/Results box, choose New, and type in:

My personal copy of 'The Vagaries of Magicka' has been in my family for many years, and I somehow managed to lose it! If you could find it for me, I am prepared to give you a substantial reward. The last place I remember having it was when I was a guest at the Ald-Ruhn Mages Guild. Please, help me find my book!
 - b. Add the Speaker ID condition just like before.
 - c. We only want her to say this once, when the Journal hasn't been updated yet, so set the Journal `sd_lostbook` (or your name for it) condition to be less than ($<$) 10 over in the Function/Variables area.

- d. OK, we need to add one more thing in order to make this update the journal. Down in the Result box, type in the following: **Journal "sd_lostbook" 10** with the quotes. Also, use whatever you called your journal category if it is different than sd_lostbook. Down here, "Journal" is a command that tells the game to set the index for that journal category to the number you give. In this case, you're telling the game that when Madera says this to the PC, it needs to set the journal index to 10. This causes the entry that is assigned the index of 10 to appear in the PC's journal. The PC will also get the message that their journal has been updated in-game. Voila! Now the PC has the quest! This is what the Result box should look like for this dialogue response:

The screenshot shows a dialogue editor window with the following content:

My personal copy of 'The Vagaries of Magicka' has been in my family for many years, and I somehow managed to lose it! If you could find it for me, I am prepared to give you a substantial reward. The last place I remember having it was when I was a guest at the Ald-Ruhn Mages Guild. Please, help me find my book!

Speaker Condition

ID	sd_madera_hleran	Sex		Disp	0
Race		Function/Variable	Journal	sd_lostbook	< 10
Class					=
Faction					=
Rank					=
Cell					=
PC Faction					=
PC Rank					=

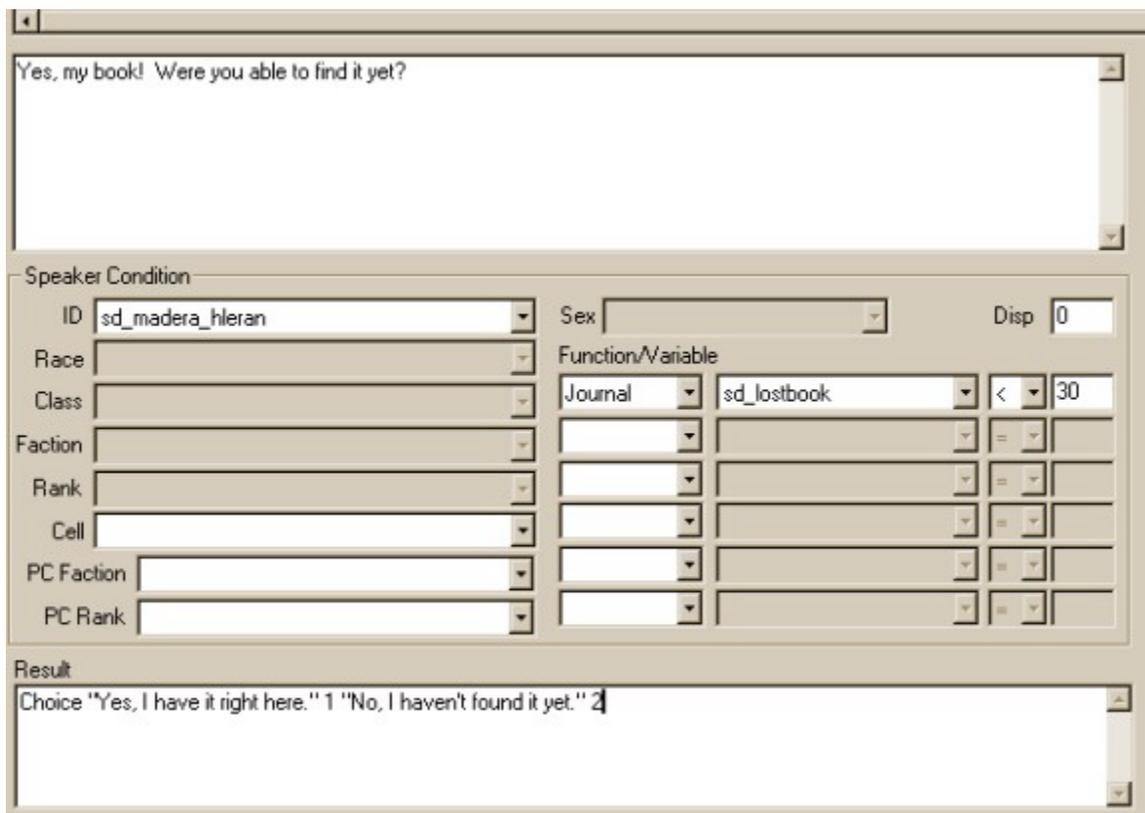
Result

Journal "sd_lostbook" 10

10. The next response we add will be what Madera says to the PC before the quest has been completed, like in step 4 above. However, we're going to add a little something extra to this one to learn some more capabilities of dialogue and as a way to resolve the quest. Madera will ask the PC if they have her book, and provide two choices for the PC. You've seen this in the game before. A good example is when you first report to Caius Cosades and he asks you if you're ready to give him the package you were handed off the boat in Seyda Neen, and you have to choose Yes or No.

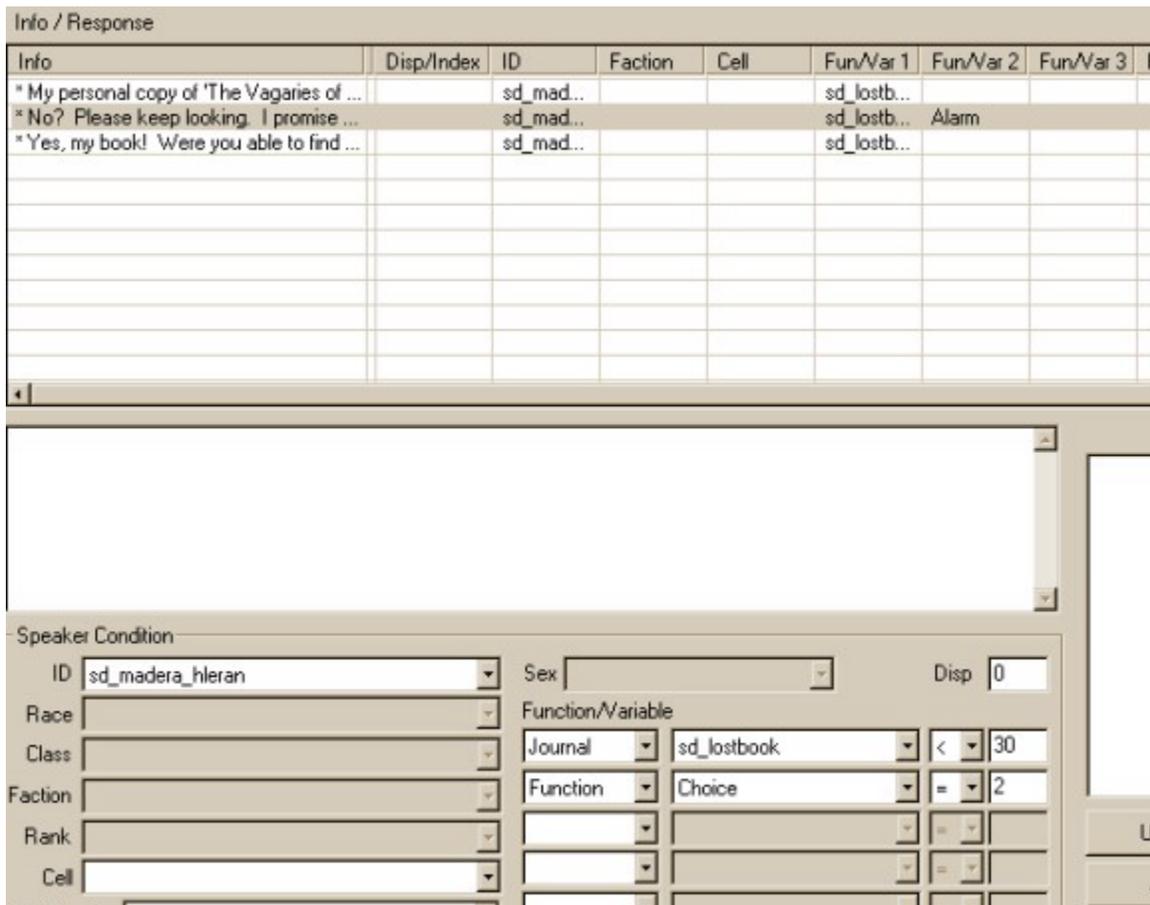
- a. Right click in the first empty line in the Info/Response box, choose New, and type in: **Yes, my book! Were you able to find it yet?** (demanding, isn't she?)

- b. Add the Speaker ID condition as before.
- c. Like we did in step 4, we only want her to ask this before the PC has actually returned the book to her. So set the Journal `sd_lostbook` (or your name for it) to be less than (`<`) 30.
- d. Now, how do we make it so the PC is forced to choose an answer? Yep, the Result box! Click in the Result box and type in: **Choice “Yes, I have it right here.” 1 “No, I haven’t found it yet.” 2** *just like that*, quotes and all. This will put two choices for the PC at the end of this bit of dialogue, and the stuff in the quotes is what will be printed on-screen. Here’s what it should look like in the Dialogue window in the CS:



- e. Now the player is forced to make a choice, so we need to add Madera’s responses to both possible choices. Once again, order is important. The responses to a choice like the one we just added must go ABOVE the original question in the Info/Response window. If you think about how the game executes dialogue, you’ll understand why this is so. So click on the line of dialogue you just added in the Info/Response box, right-click, and choose New. Type in: **No? Please keep looking, I promise to reward you well if you find it.** This will be Madera’s response if the PC chooses the second option (“No, I haven’t found it yet”).

- f. Add the Speaker ID condition as before, and just to be sure, set the Journal condition to be the same as that in step 9c.
- g. There's one more condition we need to add to this response. In an empty Function/Variables drop-down, choose Function. Now move one box to the right, and look down the list until you find "Choice". Choose it, and set it equal (=) to 2. This tells the game to only output this response if the PC chose the second choice when asked the question above. Basically, when the PC clicked on the "No, I haven't found it yet" choice, the game set the function "Choice" equal to 2, and this condition is checking for that value. Here's what it should look like:



- h. What happens if the PC tells Madera that yes, he has the book, but he really doesn't? (Liar!) Let's add a response for Madera in case that happens. Right-click on the line you just created in step 9e and choose New. Type in: **What? Where is it? I thought you said you had the book!** Add the speaker ID and Journal conditions like you did in step 9f.
- i. Now, you need to add a condition for the Choice function. Go over to Function/Variables and in an empty drop-box, choose Function, then to the

right of that choose “Choice”, and set it equal to 1. This tells the game to only use this if the player chose “Yes, I have it right here”.

- j. We need one more condition, because if we left it like this, the game would say this even if the PC had the book. We need to add a check to see that the PC does NOT have the book in his inventory. In the next empty Function/Variable drop-down box, scroll down until you see “Item”. Choose this, then in the next box you’ll see a loooooong list of every item in the game! We need to find the ID of the unique book we made a while ago. Type in the first few letters of the ID you gave Madera’s Vagaries of Magicka, and it should come up. Select it, then set it less than (<) 1. What this does is tells the game to check the PC’s inventory, and if the PC has less than one copy of Madera’s Vagaries of Magicka (meaning the PC doesn’t have it at all), then this dialogue response will be used. Here’s what it should look like:

The screenshot shows a dialogue editor interface. At the top is a table titled "Info / Response" with columns: Info, Disp/Index, ID, Faction, Cell, Fun/Var 1, Fun/Var 2, Fun/Var 3, and F. Below the table is a "Speaker Condition" panel with various dropdown menus and input fields.

Info	Disp/Index	ID	Faction	Cell	Fun/Var 1	Fun/Var 2	Fun/Var 3	F
* My personal copy of 'The Vagaries of ...		sd_mad...			sd_lostb...			
* What? Where is it? I thought you sai...		sd_mad...			sd_lostb...	Choice	6th bell ...	
* No? Please keep looking. I promise ...		sd_mad...			sd_lostb...	Choice		
* Yes, my book! Were you able to find ...		sd_mad...			sd_lostb...			

Speaker Condition

ID: sd_madera_hleran Sex: [] Disp: 0

Race: [] Function/Variable: Journal sd_lostbook < 30

Class: [] Function: Choice = 1

Faction: [] Item: sd_bk_Vagaries_unique < 1

Rank: [] [] = []

Cell: [] [] = []

- k. Whew! Now it’s time to add the line that Madera will say when the PC actually has the book and answers yes to her question. This will also remove the book from the PC’s inventory, add the reward (gold) to the PC’s

inventory, AND update the journal! Sounds like a lot, but it can all be done in the Result box.

- i. First, Right-click on the dialogue you created in step 9h, select New, and type in: **Oh, thank you! You don't know how much this means to me. I know you went to a lot of trouble to find this, so please take this gold as a reward.**
- ii. Set the Speaker ID, Journal, and Choice conditions like you did in step 9h and 9i.
- iii. We need to add an Item check condition similar to the one we made in step 9j. This time, set it to be greater than or equal to (\geq) 1. This will make the game only execute this dialogue if the PC actually has the book in his inventory.
- iv. Now we can move down to the Result box. We need to add three lines of code to make everything happen that we want to have happen. First, type: **player->removeitem "sd_bk_Vagaries_unique",1** but replace the thing inside the quotes with your unique ID for the book. This will remove Madera's Vagaries of Magicka from the PC's inventory. Hit return, then type: **player->additem "gold_100",250** As I'm sure you know, this will add 250 gold to the PC's inventory. Hit return again, and type: **Journal "sd_lostbook" 30** except use your name for the journal category inside the quotes. This will add the final journal entry to the PC's journal and finish the quest. It should look like this when you're done:

Info	Disp/Index	ID	Faction	Cell	Fun/Var 1	Fun/Var 2	Fun/Var 3
* My personal copy of 'The Vagaries of ...		sd_mad...			sd_lostb...		
* Oh, thank you! You don't know how ...		sd_mad...			sd_lostb...	Choice	5th be
* What? Where is it? I thought you sai...		sd_mad...			sd_lostb...	Choice	sd_bk
* No? Please keep looking. I promise ...		sd_mad...			sd_lostb...	Choice	
* Yes, my book! Were you able to find ...		sd_mad...			sd_lostb...		

Oh, thank you! You don't know how much this means to me. I know you went to a lot of trouble to find this, so please take this gold as a reward.

Speaker Condition

ID	sd_madera_hleran	Sex		Disp	0
Race		Function/Variable			
Class		Journal	sd_lostbook	<	30
Faction		Function	Choice	=	1
Rank		Item	sd_bk_Vagaries_unique	>=	1
Cell					
PC Faction					
PC Rank					

Result

```

player->removeitem"sd_bk_Vagaries_unique",1
player->additem"gold_100",250
Journal "sd_lostbook" 30

```

11. We need to add one last dialogue response to the “my book” topic. This will be what Madera says to the PC after the quest is completed.

- a. Right-Click in the first empty line in the Info/Response box, select New, and type in: **It is an old family heirloom. I'm very glad to have it back.**
- b. Set the Speaker ID condition to Madera's ID again.
- c. This time, set the Journal condition to be greater than or equal to (\geq) 30. This should ensure that Madera only says this after the PC has already given the book back to her. Here's what the “my book” topic should look like. Note the order of all the responses in the Info/Response box. If yours aren't in

the same order, remember, you can move each one up and down by selecting it then using the right and left arrow keys on your keyboard.

Info / Response

Info	Disp/Index	ID	Faction	Cell	Fun/Var 1	Fun/Var 2	Fun/
* My personal copy of 'The Vagaries of ...		sd_mad...			sd_lostb...		
* Oh, thank you! You don't know how ...		sd_mad...			sd_lostb...	Choice	sd_b
* What? Where is it? I thought you sai...		sd_mad...			sd_lostb...	Choice	sd_b
* No? Please keep looking. I promise ...		sd_mad...			sd_lostb...	Choice	
* Yes, my book! Were you able to find ...		sd_mad...			sd_lostb...		
* It is an old family heirloom. I'm very gl...		sd_mad...			sd_lostb...		

My personal copy of 'The Vagaries of Magicka' has been in my family for many years, and I somehow managed to lose it! If you could find it for me, I am prepared to give you a substantial reward. The last place I remember having it was when I was a guest at the Ald-Ruhn Mages Guild. Please, help me find my book!

Speaker Condition

ID: Sex: Disp:

Race: Function/Variable

Class: Journal:

Faction:

Rank:

Cell:

PC Faction:

PC Rank:

Result

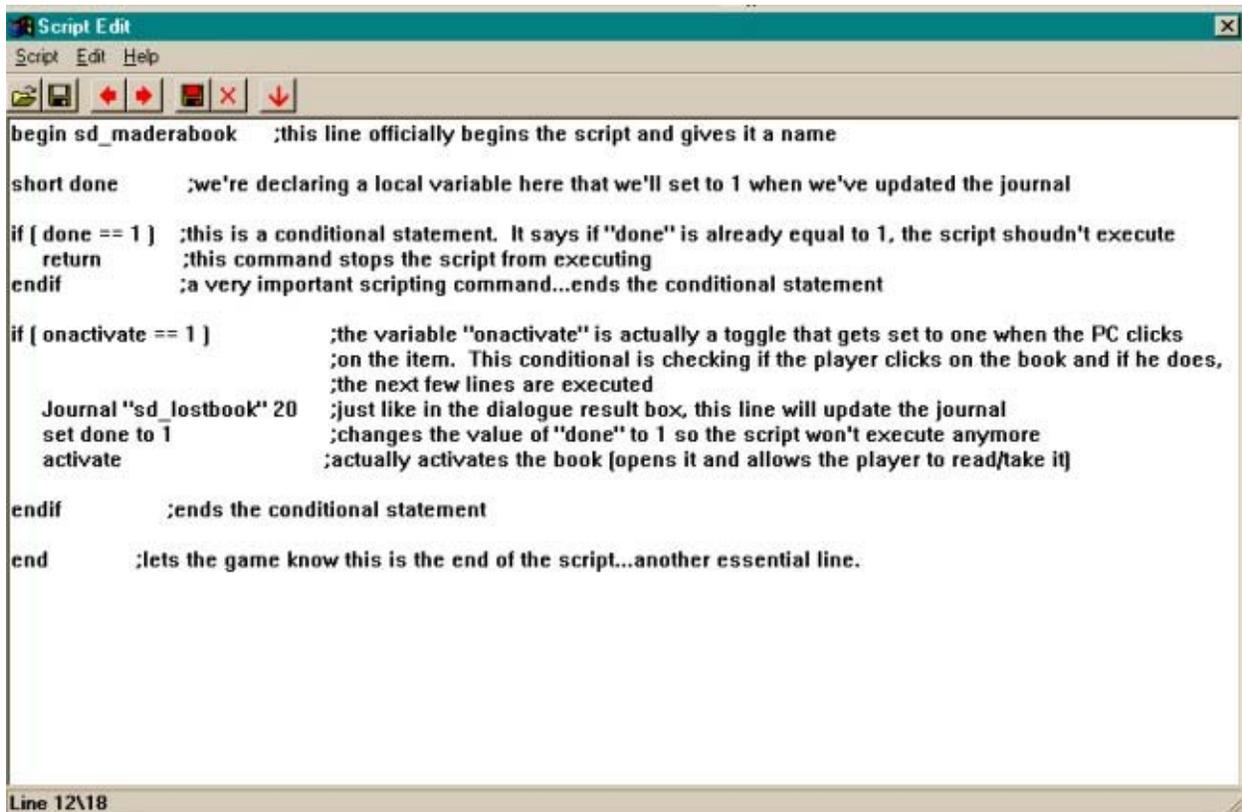
Journal "sd_lostbook" 10

And can you believe it? We're done with topics! There's only a little bit more to go and this quest will be done and ready for testing...but before we do, (yeah, you know what I'm going to say) save your mod!

The Script

OK, I said this wasn't a scripting tutorial, and it isn't. However, you may remember we need to have the journal update when you pick up Madera's Vagaries of Magicka from the floor of the Ald-Ruhn Mages Guild. This requires a very short, simple script to be attached to the book. Here's how we do it.

1. Click the little pencil icon on the toolbar in the CS. It looks like this:  This will bring up the Script Editor window. In the Script pull-down menu, select New, and a blank white screen will appear. I know, nothing is more imposing than a blank screen awaiting a script, especially for a newbie scripter!
2. Here's a screenshot of what you should type in. Make sure everything is spelled correctly! I included comments for every line that explains what the script is doing at that moment. You don't have to type in anything that is past a semi-colon (;) since those are just comments and have no effect on the execution of the script:



```

begin sd_maderabook ;this line officially begins the script and gives it a name

short done ;we're declaring a local variable here that we'll set to 1 when we've updated the journal

if [ done == 1 ] ;this is a conditional statement. It says if "done" is already equal to 1, the script shouldn't execute
  return ;this command stops the script from executing
endif ;a very important scripting command...ends the conditional statement

if [ onactivate == 1 ] ;the variable "onactivate" is actually a toggle that gets set to one when the PC clicks
  ;on the item. This conditional is checking if the player clicks on the book and if he does,
  ;the next few lines are executed
  Journal "sd_lostbook" 20 ;just like in the dialogue result box, this line will update the journal
  set done to 1 ;changes the value of "done" to 1 so the script won't execute anymore
  activate ;actually activates the book (opens it and allows the player to read/take it)

endif ;ends the conditional statement

end ;lets the game know this is the end of the script...another essential line.

```

Line 12\18

3. All you have to do is save this, either by clicking the disk icon at the top of the window, or selecting save from the Script menu. When you save it, the script will automatically compile. If there's an error, the CS will tell you and the script will NOT save, but this is only for syntax. If there's a logic error in your script, you won't find out until you test it in-game. For example, if I left out the line that says "activate", the script would compile and save just fine, but when I try to pick up the book in the game, the journal will update, but the book won't open...it will just sit there and there would be no way for me to take it. The script will automatically be saved as "sd_MaderaBook", the title from the first line of the script.
4. Now we need to attach this script to our special book. Find the ID of the book in the Object window under the Book tab and double click it. In the Drop-down box labeled

“Script”, type in the first few letters of the script’s name and it should come up. If you want to double-check if it’s the right one, click the little button with three dots on it, and the script edit window should open with your script in it. Click Save.

5. Now all we have to do is place the book. I put mine under the bed in one of the upstairs “guest rooms” of the Ald’Ruhn Mages Guild.
6. Save your mod.

Guess what? It’s time to test!

Testing the Mod

Just a little note about testing. Always, always, ALWAYS use a “clean” save to test your mods. If you can, try to start a whole new game without any mods running to use for testing. If you’re making a mod for a high-level character, you can always use the console to adjust the character’s stats to the appropriate level. Also, don’t save with your mod running, then edit the mod, then try to load that save. It will lead to the infamous “doubling” bug and possibly cause other problems. Try to run the quest all the way through without saving, and if you have to edit the mod, start the quest over from the beginning.

So start Morrowind, and in the Data Files menu, check your new mod, uncheck everything else except the main game esm file(s) and start the game. One good thing about this quest is you don’t need to be an uber-character to complete it, so why not start a new character? Go find Madera in the South Wall, and run through the quest. It shouldn’t take you long. Try to talk to her several times, including at least once after she’s given you the quest but before you find the book. Basically, you want to test every possible dialogue option you added.

Did you find any bugs? If you followed the tutorial closely, you shouldn’t have. However, there are a few things you might do to make the gameplay a little bit more enjoyable.

Additional Tweaks, and What Tribunal Added (these are optional)

When you talk to Madera, she has a bunch of other topics available, like latest rumors, Morrowind lore, etc. If you don’t like all that chatter, there’s a way you can fix her dialogue so she’ll only talk about her quest and a few other topics that are hard-coded in. This is totally optional, and if you want her to have those additional standard topics, then you can skip this part. If this sounds interesting to you, read on...

1. Load up the morrowind.esm and your mod in the CS. Remember to set your mod as the Active file.
2. There already exists a script to limit Madera’s dialogue, and a lot of NPC’s already use it. It’s called “nolore” and it’s in the list of scripts.
3. Find Madera’s ID in the Object window, NPC tab, and double click on it.
4. In the “Script” drop-down, find “nolore” and select it. Take a look at the script by hitting that button with the three dots. Pretty simple, huh? All this does is “activate”

(so to speak) the NoLore toggle for any NPC it's attached to, so most of the random greetings and standard topics will not be available for that NPC's dialogue.

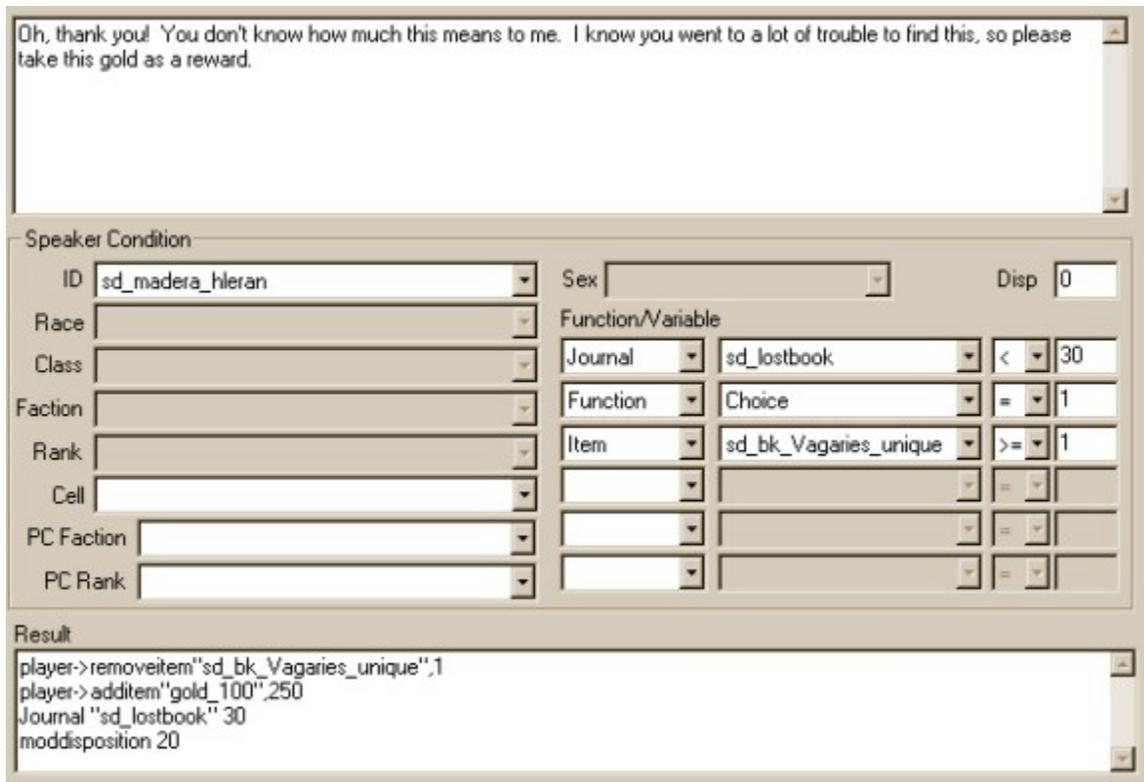
5. Click save, and test the mod again. Now Madera should have a lot fewer topics to choose from.

Remember those check boxes in the Journal window that I told you to ignore? Well, if you have Tribunal or Bloodmoon (or both), we can use those to make life easier on the PC. If you don't have Tribunal or Bloodmoon, just skip to the next part!

1. Open the dialogue window by clicking the button on the toolbar.
2. Find the Journal tab and click it, and select the Journal category we created in the tutorial.
3. Now, right click on the first entry in the Info/Response box, and select New. Type in: **The Lost Book**. This should be in the very top line of the Info/Response box. If it isn't, move it up using the left arrow key.
4. Now, this isn't your typical journal entry. We aren't going to give this an index, but what you do need to do is go down and put a check in the little box labeled "Quest Name". This will allow all of these entries to be sorted by the journal and kept under this heading in the game.
5. Click on the final journal entry (the one with an index of 30), and check the box labeled "Finished". This will remove the quest from the list of active quests in the journal, so the PC doesn't have to worry about it anymore.

Wouldn't it be nice if Madera liked you a little bit more after you find her book for her? This is very easy to do in the Result box.

1. Click the Dialogue button to bring up the dialogue window. Find the "my book" topic in the list at the left and click it. Find the response that starts with "Oh, thank you!" This is the one where she rewards you and the quest is resolved.
2. In the results box, add a line (it can be anywhere) like this: **moddisposition 20**
3. This will make her disposition toward you go up when you give her book back. Nice, huh? Here's what mine looks like:



One thing that the player might appreciate is a little hint on just where to find that book. I mean, the Ald-Ruhn Mages Guild is a pretty large building...that book could be anywhere! Let's allow one of the NPCs in the Mages Guild to talk about the "my book" topic and give the PC a little hint. This is completely extra, for those players who get a quest, are stumped, and like to ask around about it. There's no neon sign that says "ASK THIS NPC!" This is just a little nice-to-have addition that the PC may or may not stumble across.

1. I looked at the existing NPCs in the Ald-Ruhn Mages Guild to find a suitable one to add this dialogue to. I stayed away from Edwinna, since she already has plenty of dialogue and quests attached to her (for PCs in the Mages Guild), as well as the mysterious Morag Tong guy on the bottom floor. I ended up choosing Orrent Geontene, the guy selling spells who hangs out right by the entrance to the Guild. He's pretty generic, so adding a line or two to him won't interfere with anything else in the game. Besides, he's the first NPC the player meets when they enter the Guild, so it makes sense.
2. Let's add two possible responses to the "my book" topic for Orrent. The first will be the actual hint, given anytime before you give the book back to Madera, and the second will be what he says about the topic after you've completed the quest. We don't need one for before the quest is given, since you need to talk to Madera about "my book" before the topic will appear anywhere. So if you talk to Orrent before getting the quest, "my book" will not be one of his dialogue options.
3. Open the dialogue window, find the "my book" topic, and click on it. Right click on the first empty line in the Info/Response box, choose New, and type in:
Hmmmm...you might check one of the second floor guest rooms. I seem to

recall Madera Hleran staying in one of them when she was here. Set the Speaker ID to “orrent geontene” and the Journal condition to less than (<) 30, as shown below:

Info	Disp/Index	ID	Faction	Cell	Fun/Var 1	Fun/Var 2	Fun/Var 3	Fun/Var
* My personal copy of 'The Vagaries of ...		sd_mad...			sd_lostb...			
* Oh, thank you! You don't know how ...		sd_mad...			sd_lostb...	Choice	sd_bk_...	
* What? Where is it? I thought you sai...		sd_mad...			sd_lostb...	Choice	sd_bk_...	
* No? Please keep looking. I promise ...		sd_mad...			sd_lostb...	Choice		
* Yes, my book! Were you able to find ...		sd_mad...			sd_lostb...			
* It is an old family heirloom. I'm very gl...		sd_mad...			sd_lostb...			
Hmmm...You might check one of the ...		orrent g...			sd_lostb...			
* It seems you found it already.		orrent g...			sd_lostb...			

Hmmm...You might check one of the second floor guest rooms. I seem to recall Madera Hleran was staying in one of them when she was here.

Speaker Condition

ID Sex Disp

Race Function/Variable

Class Journal

Faction

Rank

Update S

4. In the next empty line, right-click, choose New, and type in: **It seems you found it already**. Set the speaker ID to orrent geontene, and the Journal condition to greater than or equal to (>=) 30, as shown in the screenshot below.
5. There you go! Save your mod and test again. Be sure to talk to Orrent both before and after you've completed the quest.

Info / Response								
Info	Disp/Index	ID	Faction	Cell	Fun/Var 1	Fun/Var 2	Fun/Var 3	Fun/Var 4
* My personal copy of 'The Vagaries of ...		sd_mad...			sd_lostb...			
* Oh, thank you! You don't know how ...		sd_mad...			sd_lostb...	Choice	sd_bk_...	
* What? Where is it? I thought you sai...		sd_mad...			sd_lostb...	Choice	sd_bk_...	
* No? Please keep looking. I promise ...		sd_mad...			sd_lostb...	Choice		
* Yes, my book! Were you able to find ...		sd_mad...			sd_lostb...			
* It is an old family heirloom. I'm vey gl...		sd_mad...			sd_lostb...			
* Hmm...You might check one of the ...		orrent g...			sd_lostb...			
* It seems you found it already.		orrent g...			sd_lostb...			

It seems you found it already.

Speaker Condition

ID: Sex: Disp:

Race: Function/Variable:

Class:

Faction:

Rank:

Update

Final Notes

1. I hope this tutorial helped you at least understand the process of making a quest using dialogue and the journal. It's an incredibly simple quest, but the concepts are the same no matter how complicated you want to get.
2. You may be wondering how I learned how to do this. When I got the game and started modding, there weren't any tutorials for anything but making a house or new landscape. Once I got familiar with the CS, I started just trying things. Never underestimate the power of trial and error! But there are better ways.
 - a. Play the game as much as possible with many different characters. Join all the guilds, do as many side-quests as you can, just so you can familiarize yourself with as many of the different styles of quests as possible.
 - b. When you're ready to make a quest, think back to all your playing experience and try to remember a place in the original game where you did a quest that had a similar structure to what you want to do.
 - c. Open the CS, load up the master file(s), and find the NPC who gave you the quest. Now that you know how to navigate the dialogue, journal, NPC stats, and script windows in the CS, you can find where the quest starts and follow it through in the CS to see how Bethesda implemented it.
 - d. Tailor it to your new quest, and there you go! Most of the good ideas have already been done, if not by Bethesda then by one or more of the incredible modders out there. If you find a quest in a mod that is unique, load up that mod in the CS and see how they did it.

Thanks for using this, and if you made it all the way to the end, then even more thanks! Please, if you have any comments, gripes, complaints, or suggestions about this tutorial, send me an email at skydiver8888@yahoo.com or shoot me a PM on the Official forums. My screen name there is, obviously, Skydiver. Thanks again!