CHAPTER 5: RANDOM ENCOUNTERS

ADDING RANDOM ENCOUNTER TRIGGERS

Random encounter triggers are used to spawn in NPCs from a roster of random encounters defined in the Story Manager.

For example, while traveling the road you may run into Talsgar the Wanderer, or a giant with a painted cow, or thalmor leading a prisoner, and so on.

We can add these random encounters to our own world space too, as well as set up new random encounters.

Let's start by adding a new random roadside encounter. The easiest way to do this is to copy an existing setup from the WarehousePrefabs interior cell.

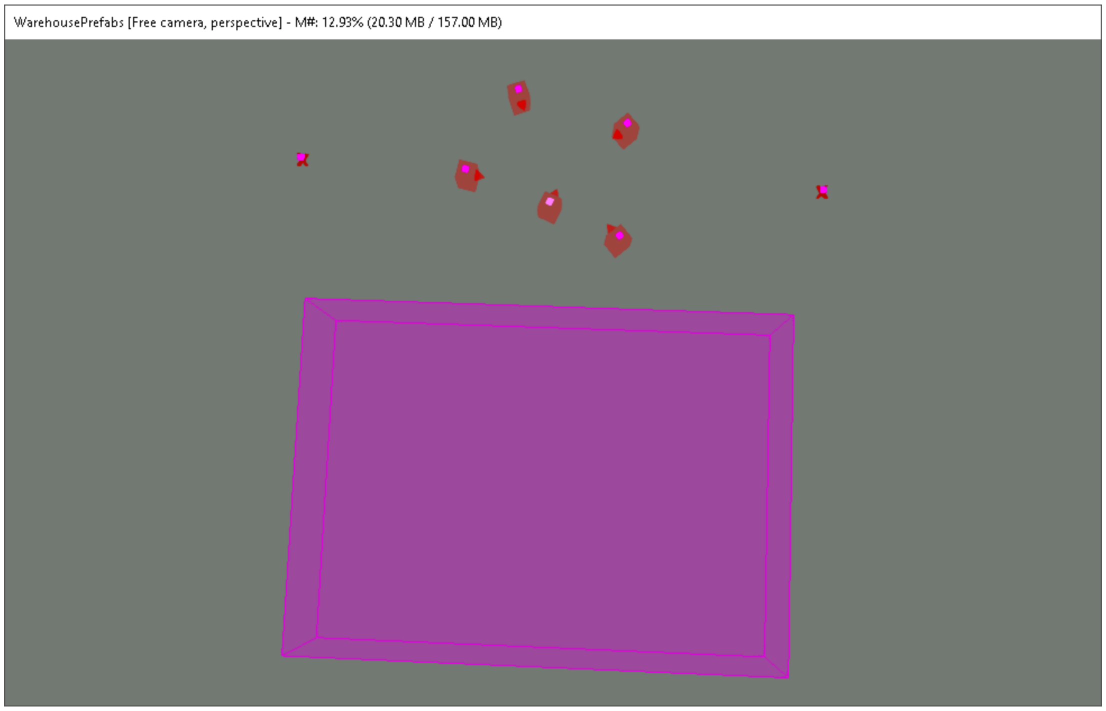

WarehousePrefabs [Free camera, perspective] - M#: 12.93% (20.30 MB / 157.00 MB)

Figure 602 - Random roadside encounter setup in WarehousePrefabs.

The random roadside encounter will consist of five XMarkerHeadings, two XMarkers, and a WETrigger box. Select them and press CTRL + C to copy or go to Edit > Copy Render.

WETrigger is also linked to a secondary trigger box, but in most cases we shouldn't need it.

Basically when the cell containing the WETrigger box loads, a random encounter is generated, placing NPCs at the XMarkers or XMarkerHeadings.

NPCs that travel the road, such as the thalmor leading a prisoner or stormcloak/imperial patrols, will walk back and forth between the two XMarkers, so you'd typically want to place these far apart from each other.

NPCs that stand in place, such as scavengers with dead bodies or the orc wishing for a good death, will stand at the XMarkerHeadings.

Press CTRL + V to paste in the copied random encounter setup.

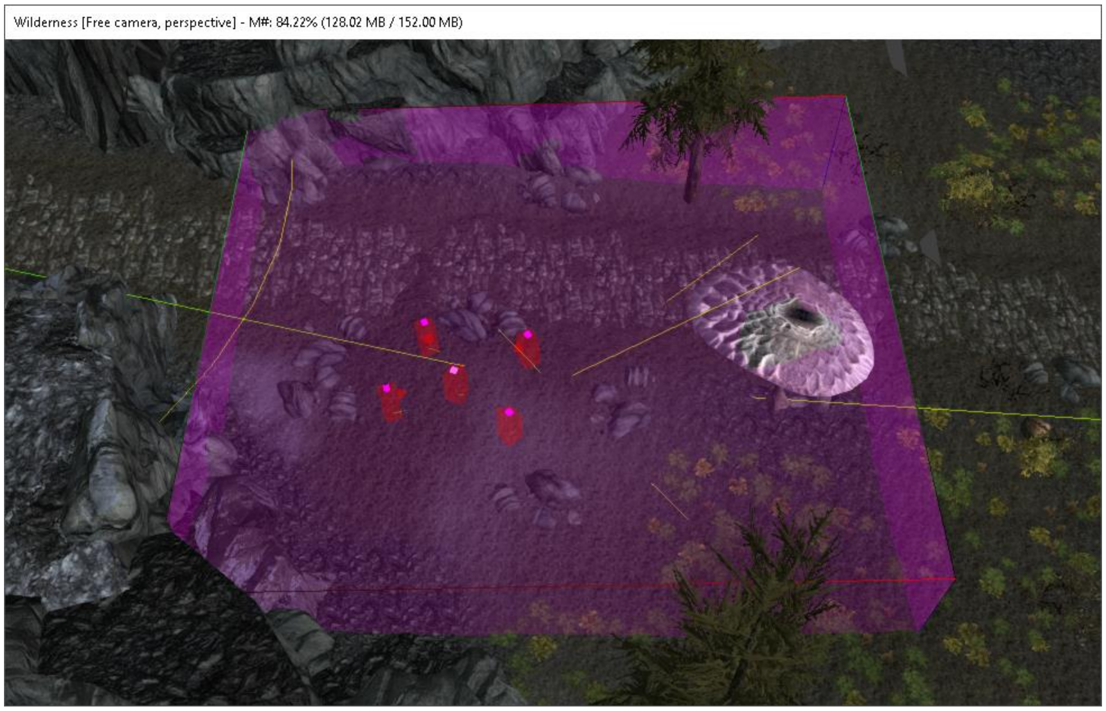

Wilderness [Free camera, perspective] - M#: 84.22% (128.02 MB / 152.00 MB)

Figure 603 - A random roadside encounter placed in a world space.

The screenshot above shows an example of a random roadside encounter placed in a world space. I put the XMarkerHeadings just to the side of the road and moved the two XMarkers up and down the road.

Once you positioned the random roadside encounter in your world space, double-click on WETrigger to bring up its properties.

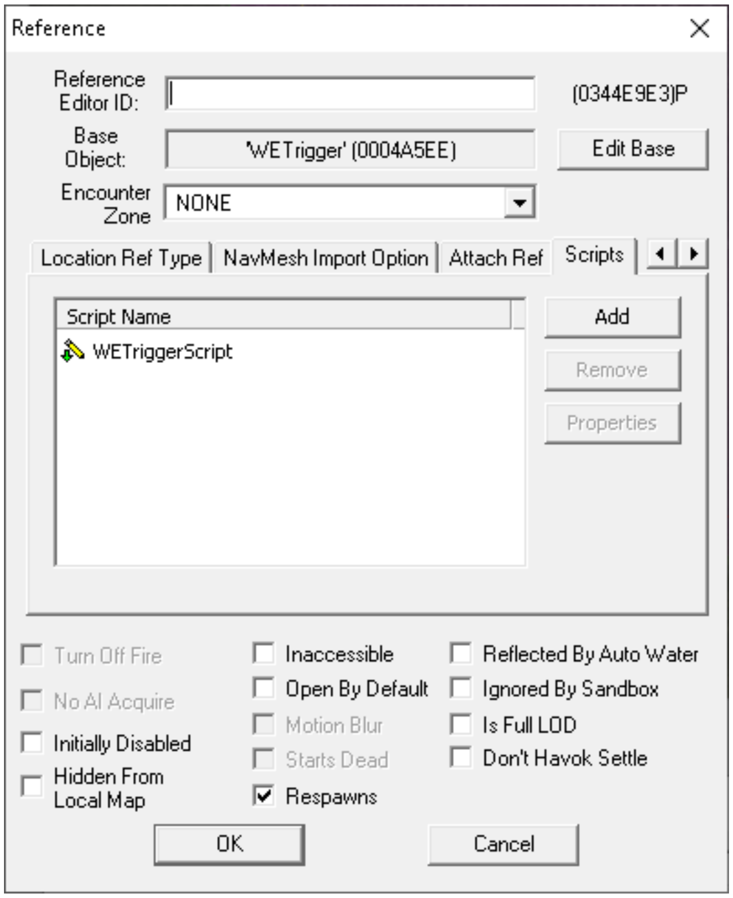
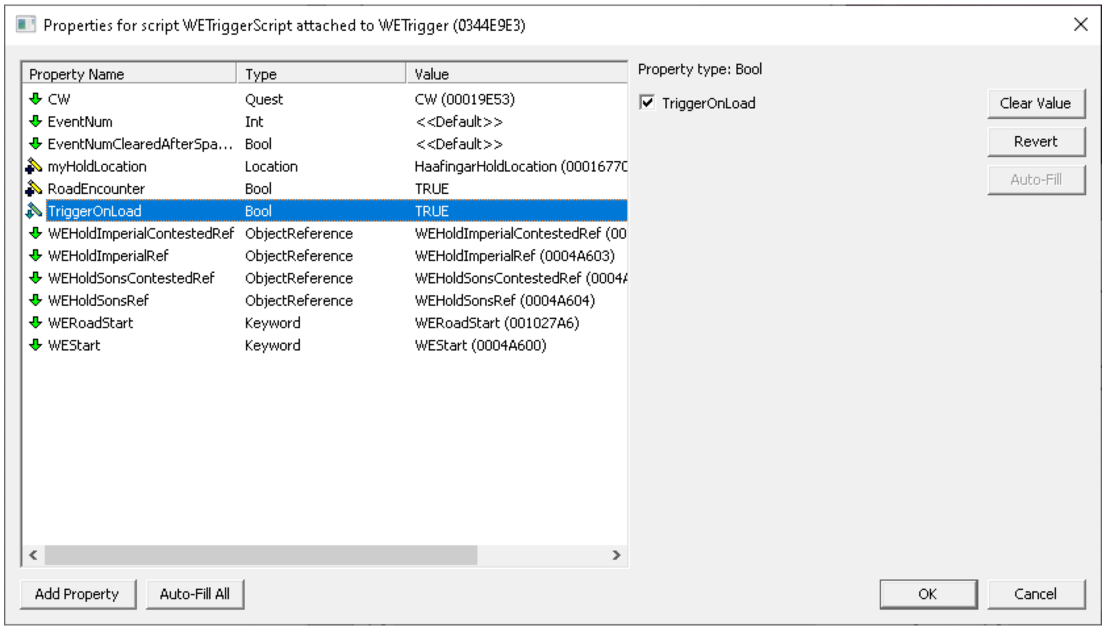


Figure 604 - WETrigger Reference.

Go to the Scripts tab, highlight the WETriggerScript and click on the Properties button.

Set RoadEncounter to TRUE, and TriggerOnLoad to TRUE.



Properties for script WETriggerScript attached to WETrigger (0344E9E3)

Property Name	Type	Value
CW	Quest	CW (00019E53)
EventNum	Int	<<Default>>
EventNumClearedAfterSpa...	Bool	<<Default>>
myHoldLocation	Location	HaafingarHoldLocation (0001677C
RoadEncounter	Bool	TRUE
TriggerOnLoad	Bool	TRUE
WEHoldImperialContestedRef	ObjectReference	WEHoldImperialContestedRef (00
WEHoldImperialRef	ObjectReference	WEHoldImperialRef (0004A603)
WEHoldSonsContestedRef	ObjectReference	WEHoldSonsContestedRef (0004A
WEHoldSonsRef	ObjectReference	WEHoldSonsRef (0004A604)
WERoadStart	Keyword	WERoadStart (001027A6)
WEStart	Keyword	WEStart (0004A600)

Property type: Bool

☑ TriggerOnLoad

Figure 605 - WETriggerScript properties.

Later we'll need to change WERoadStart and WEStart to point to our own keywords, but for now let's just leave them set at the defaults.

myHoldLocation can also be left at HaafingarHoldLocation for now.

Click OK when you're finished.

Next, let's add a random wilderness encounter. These spawn encounters that don't travel a road, such as two wizards duelling, spriggan vs. hagraven, and so on.

Go back to the WarehousePrefabs cell.

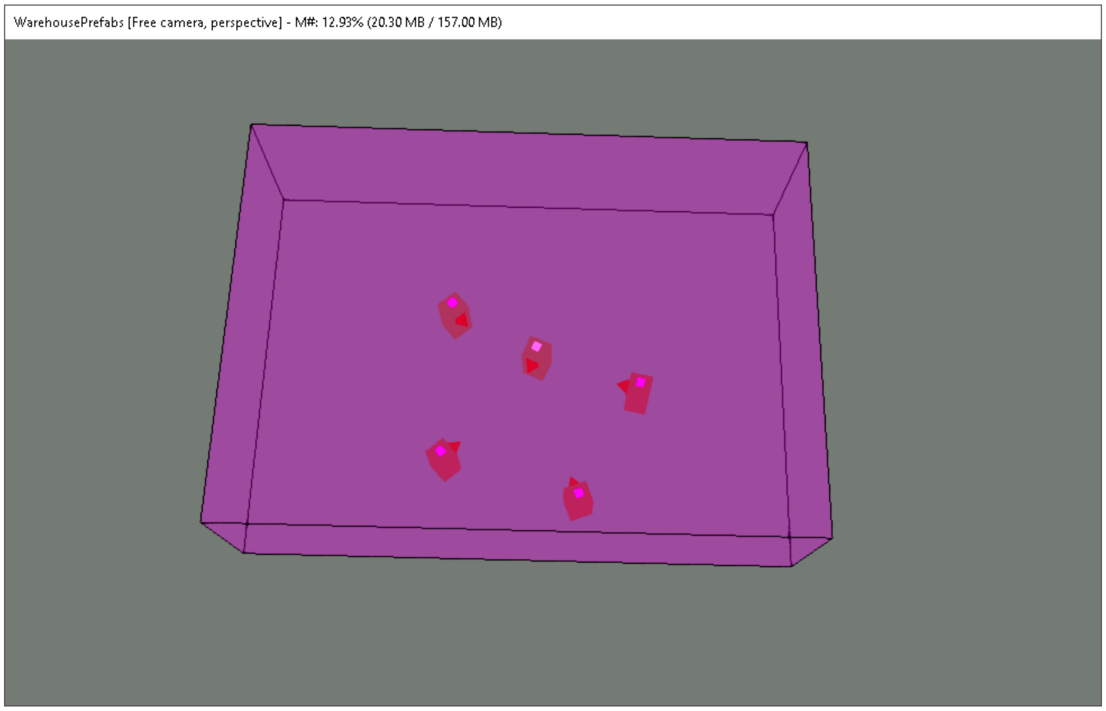

WarehousePrefabs [Free camera, perspective] - M#: 12.93% (20.30 MB / 157.00 MB)

Figure 606 - Random wilderness encounter.

The random wilderness encounter will consist of five XMarkerHeadings and a WETrigger box.

Select them and press CTRL + C to copy or go to Edit > Copy Render.

Press CTRL + V to paste in the copied random encounter.

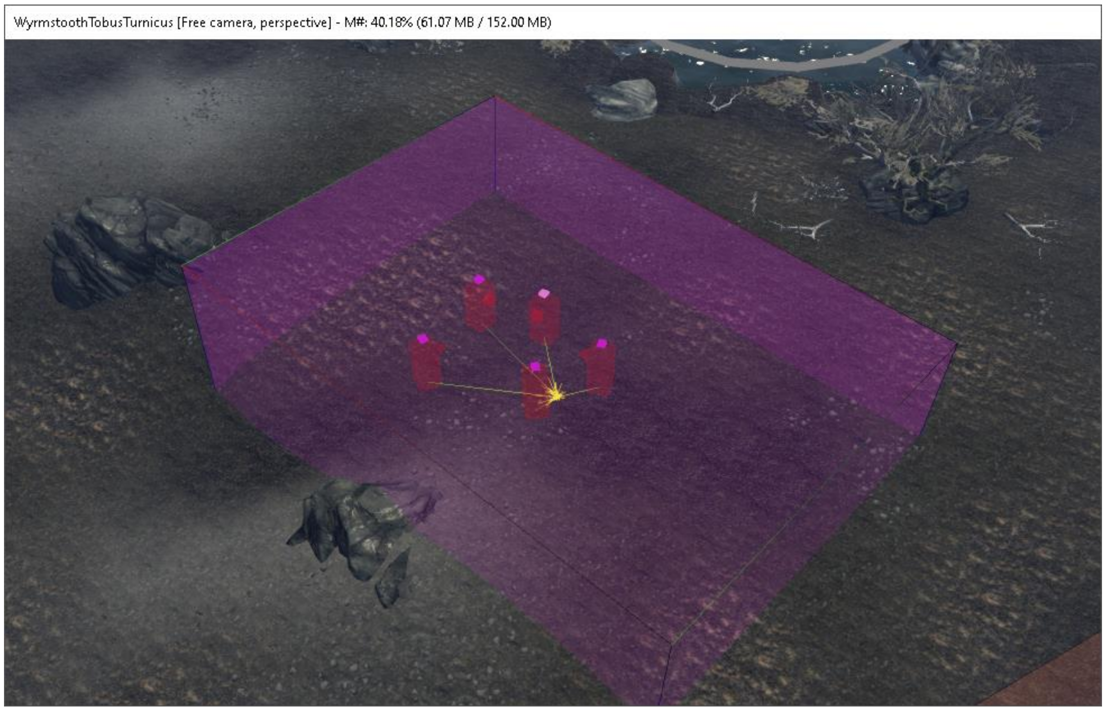
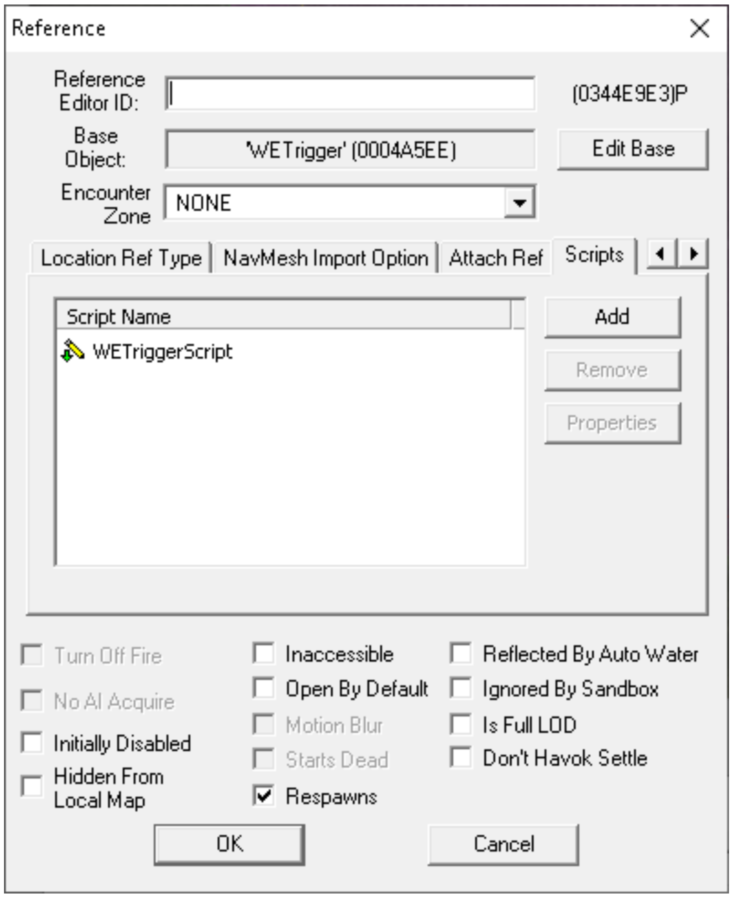

WyrmstoothTobusTurnicus [Free camera, perspective] - M#: 40.18% (61.07 MB / 152.00 MB)

Figure 607 - A random wilderness encounter placed in a world space.

The screenshot above shows an example of a wilderness encounter placed in a world space.

Right-click on the WETrigger and select Edit or double-click on the WETrigger to bring up its properties.



Reference

Reference Editor ID: (0344E9E3)P

Base Object: 'WETrigger' (0004A5EE)

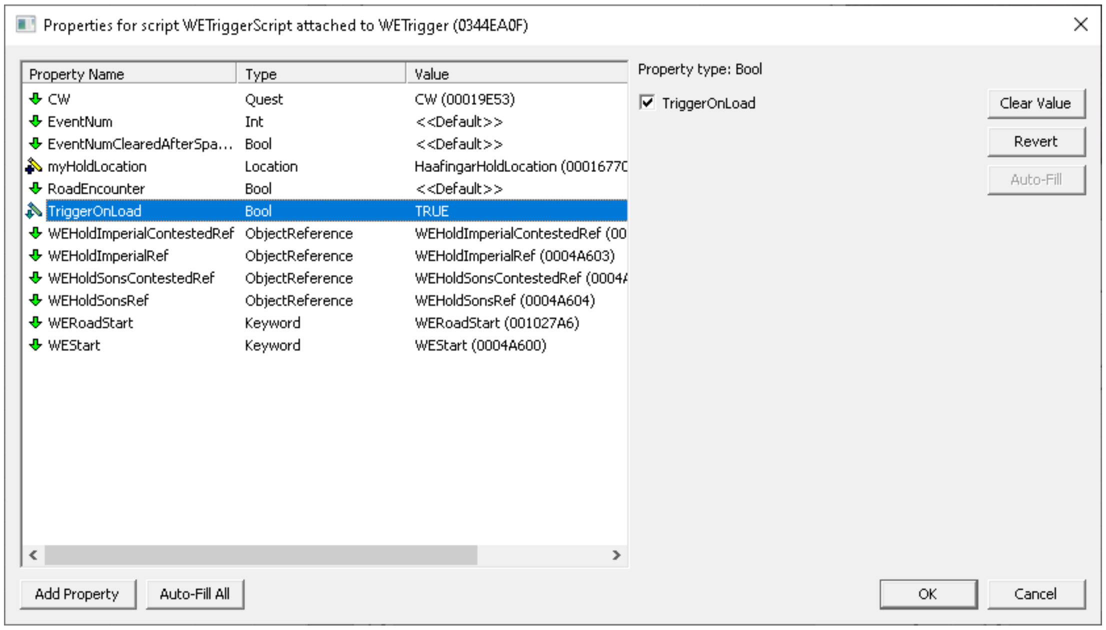
Encounter Zone: NONE

Script Name: WETriggerScript

- [ ] Turn Off Fire
- [ ] No AI Acquire
- [ ] Initially Disabled
- [ ] Hidden From Local Map
- [ ] Inaccessible
- [ ] Open By Default
- [ ] Motion Blur
- [ ] Starts Dead
- [x] Respawns
- [ ] Reflected By Auto Water
- [ ] Ignored By Sandbox
- [ ] Is Full LOD
- [ ] Don't Havok Settle

Figure 608 - WETrigger Reference.

Go to the Scripts tab, highlight the WETriggerScript and click on the Properties button.


Properties for script WETriggerScript attached to WETrigger (0344EA0F)

Property Name	Type	Value
CW	Quest	CW (00019E53)
EventNum	Int	<<Default>>
EventNumClearedAfterSpa...	Bool	<<Default>>
myHoldLocation	Location	HaafingarHoldLocation (0001677C
RoadEncounter	Bool	<<Default>>
TriggerOnLoad	Bool	TRUE
WEHoldImperialContestedRef	ObjectReference	WEHoldImperialContestedRef (00
WEHoldImperialRef	ObjectReference	WEHoldImperialRef (0004A603)
WEHoldSonsContestedRef	ObjectReference	WEHoldSonsContestedRef (0004
WEHoldSonsRef	ObjectReference	WEHoldSonsRef (0004A604)
WERoadStart	Keyword	WERoadStart (001027A6)
WEStart	Keyword	WEStart (0004A600)

Property type: Bool

☑ TriggerOnLoad

Figure 609 - Random wilderness encounter WETriggerScript properties.

For random wilderness encounters, we just need to set TriggerOnLoad to TRUE. Keep RoadEncounter set to <<Default>>.

Again, we'll need to come back later and set WERoadStart and WEStart to point to our own list of random encounters, but for now we'll leave these at the defaults.

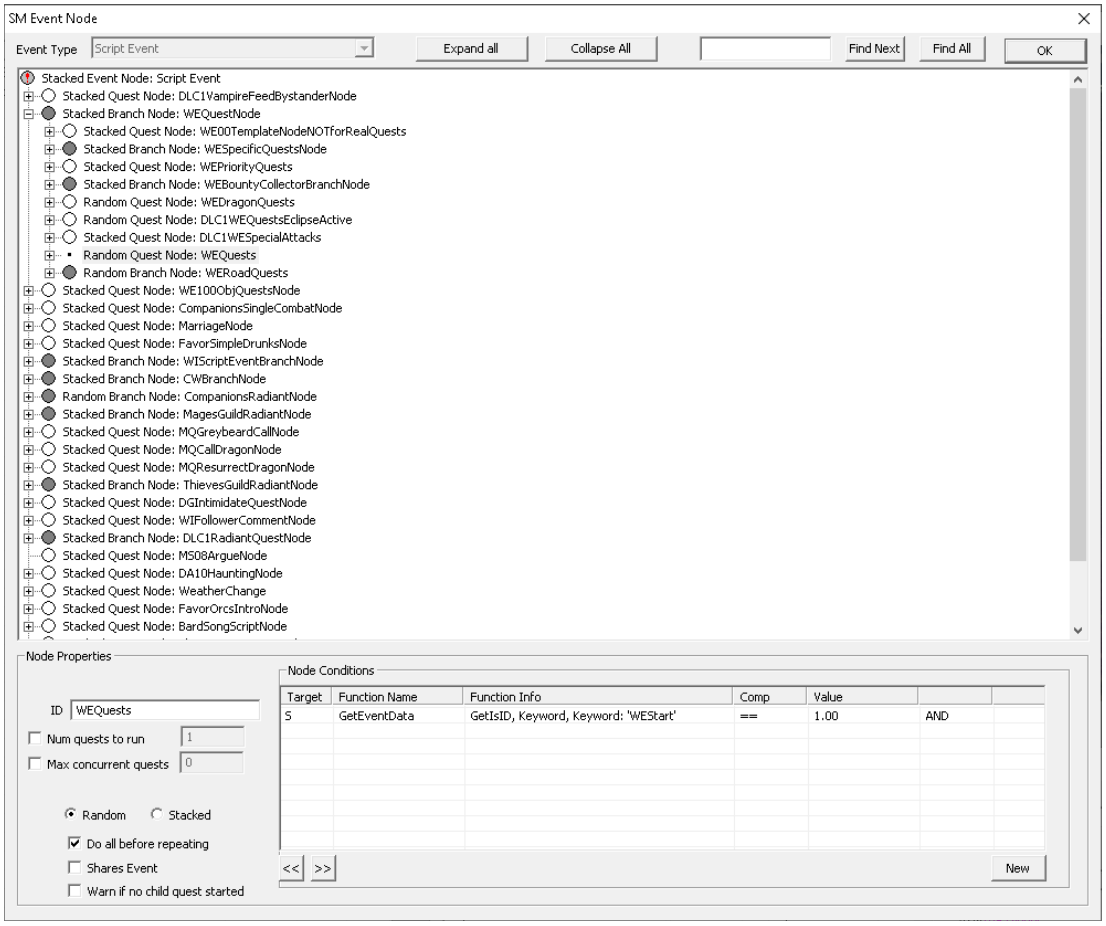
Click OK when you're finished.

CREATING OUR OWN LIST OF RANDOM ENCOUNTERS IN THE STORY MANAGER

By default, the random encounter spots we added are generating encounters based on the WEQuests and WERoadQuests lists in the Story Manager.

In the Object Window, go to Character > SM Event Node and open Script Event.

Expand WEQuestNode to show WEQuests and WERoadQuests.



SM Event Node

Event Type: Script Event

Expand all | Collapse All | Find Next | Find All | OK

```
Stacked Event Node: Script Event
  Stacked Quest Node: DLC1VampireFeedBystanderNode
  Stacked Branch Node: WEQuestNode
    Stacked Quest Node: WE00TemplateNodeNOTforRealQuests
    Stacked Branch Node: WESpecificQuestsNode
    Stacked Quest Node: WEPriorityQuests
    Stacked Branch Node: WEBountyCollectorBranchNode
    Random Quest Node: WEDragonQuests
    Random Quest Node: DLC1WEQuestsEclipseActive
    Stacked Quest Node: DLC1WESpecialAttacks
    Random Quest Node: WEQuests
    Random Branch Node: WERoadQuests
  Stacked Quest Node: WE100ObjQuestsNode
  Stacked Quest Node: CompanionsSingleCombatNode
  Stacked Quest Node: MarriageNode
  Stacked Quest Node: FavorSimpleDrunksNode
  Stacked Branch Node: WIScriptEventBranchNode
  Stacked Branch Node: CWBranchNode
  Random Branch Node: CompanionsRadiantNode
  Stacked Branch Node: MagesGuildRadiantNode
  Stacked Quest Node: MQGreybeardCallNode
  Stacked Quest Node: MQCallDragonNode
  Stacked Quest Node: MQResurrectDragonNode
  Stacked Branch Node: ThievesGuildRadiantNode
  Stacked Quest Node: DGIntimidateQuestNode
  Stacked Quest Node: WIFollowerCommentNode
  Stacked Branch Node: DLC1RadiantQuestNode
  Stacked Quest Node: MS08ArgueNode
  Stacked Quest Node: DA10HauntingNode
  Stacked Quest Node: WeatherChange
  Stacked Quest Node: FavorOrcsIntroNode
  Stacked Quest Node: BardSongScriptNode
```

Node Properties

ID: WEQuests

☐ Num quests to run: 1

☐ Max concurrent quests: 0

[✓ Random] Stacked

☑ Do all before repeating

☐ Shares Event

☐ Warn if no child quest started

Node Conditions

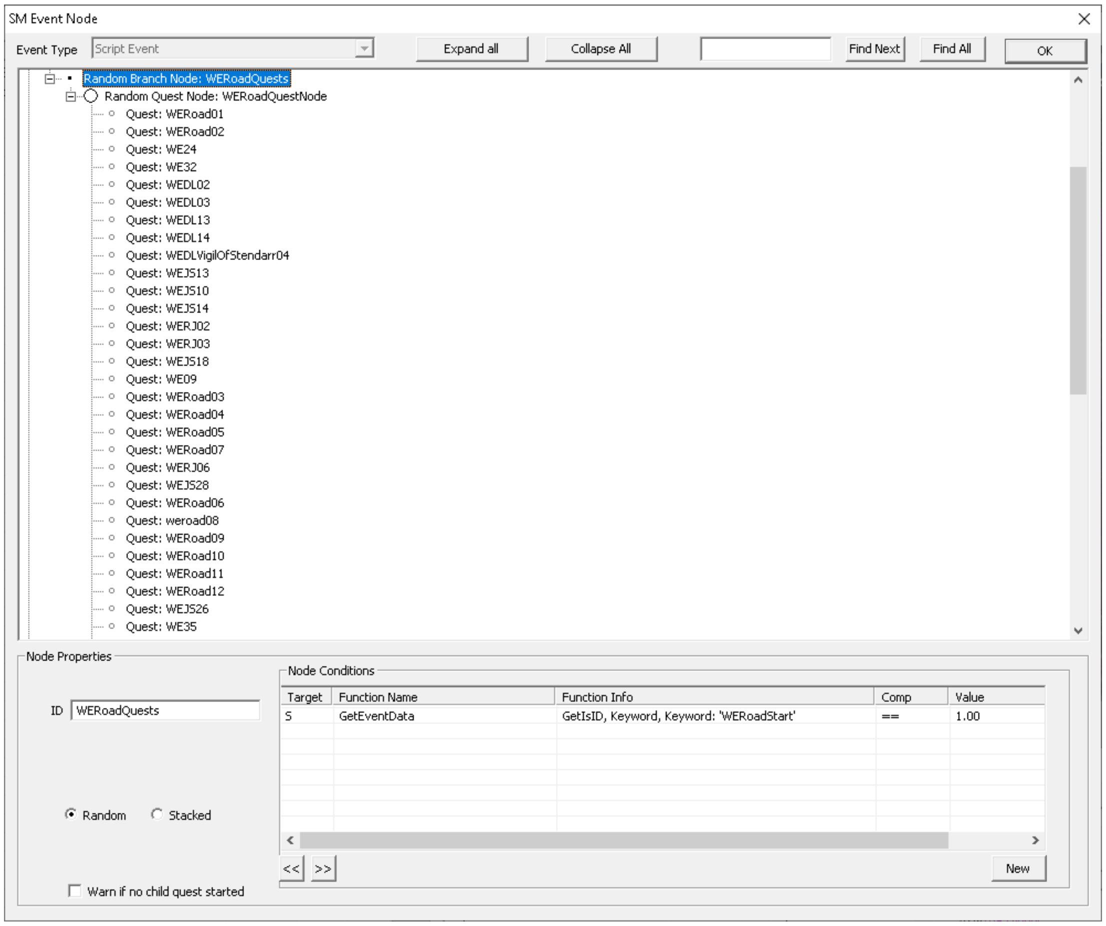
Target	Function Name	Function Info	Comp	Value	
S	GetEventData	GetIsID, Keyword, Keyword: 'WEStart'	==	1.00	AND

<< >> New

Figure 610 - WEQuests in the Story Manager.

If you click on WEQuests or WERoadQuests you'll see the keyword condition under Node Conditions. WEQuests has a keyword condition for 'WEStart' and WERoadQuests has a keyword condition for WERoadStart.

If you expand WERoadQuests and expand the WERoadQuestNode node beneath it, you'll see a list of all possible random roadside encounters.



Event Type: Script Event

- Random Branch Node: WERoadQuests
  - Random Quest Node: WERoadQuestNode
    - Quest: WERoad01
    - Quest: WERoad02
    - Quest: WE24
    - Quest: WE32
    - Quest: WEDL02
    - Quest: WEDL03
    - Quest: WEDL13
    - Quest: WEDL14
    - Quest: WEDLVigilOfStendarr04
    - Quest: WEJS13
    - Quest: WEJS10
    - Quest: WEJS14
    - Quest: WERJ02
    - Quest: WERJ03
    - Quest: WEJS18
    - Quest: WE09
    - Quest: WERoad03
    - Quest: WERoad04
    - Quest: WERoad05
    - Quest: WERoad07
    - Quest: WERJ06
    - Quest: WEJS28
    - Quest: WERoad06
    - Quest: weroad08
    - Quest: WERoad09
    - Quest: WERoad10
    - Quest: WERoad11
    - Quest: WERoad12
    - Quest: WEJS26
    - Quest: WE35

ID: WERoadQuests

[✓ Random] Stacked

☐ Warn if no child quest started

Target	Function Name	Function Info	Comp	Value
S	GetEventData	GetIsID, Keyword, Keyword: 'WERoadStart'	==	1.00

Figure 611 - The list of random roadside encounters.

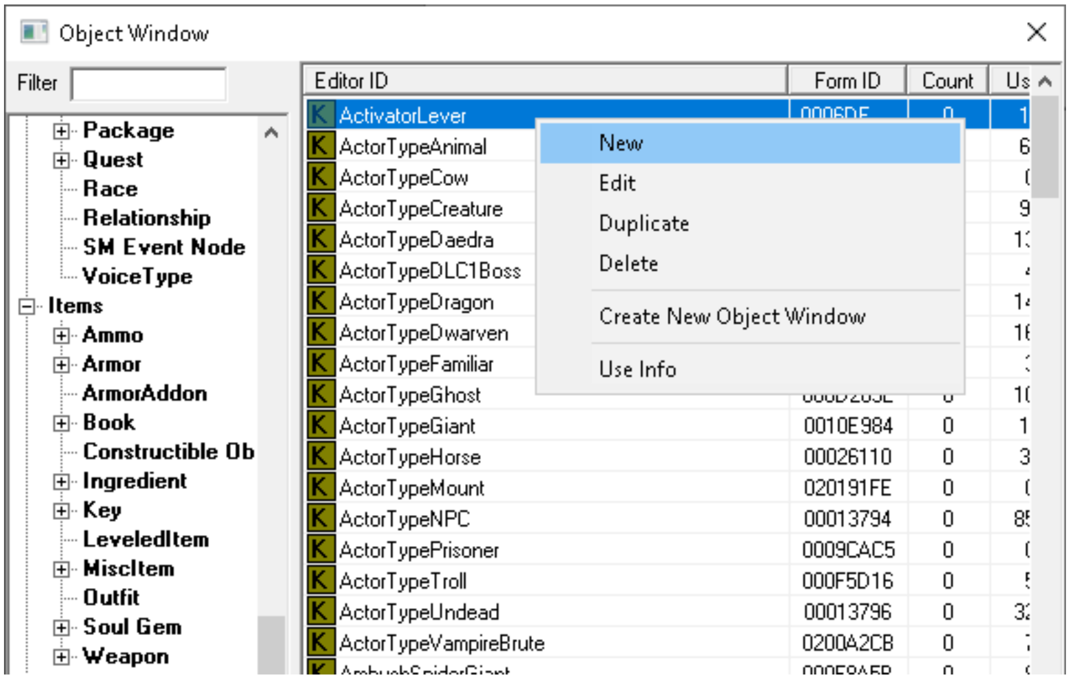
Similarly, if you expand WEQuests you'll see a list of all possible random wilderness encounters.

Let's get started on adding our own random wilderness and random roadside encounter branches for our custom world space.

The first thing we need to do is create new keywords for our own wilderness and roadside encounters.

In the Object Window go to Miscellaneous > Keyword.

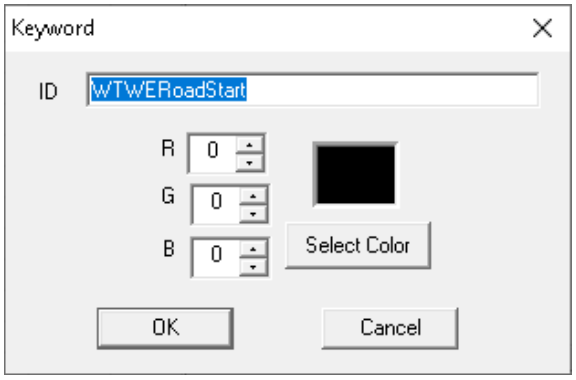
Right-click on one of the existing keywords and select New.



Editor ID	Form ID	Count	Us
ActivatorLever		0	1
ActorTypeAnimal			6
ActorTypeCow			(
ActorTypeCreature			9
ActorTypeDaedra			1:
ActorTypeDLC1Boss			
ActorTypeDragon			1
ActorTypeDwarven			1(
ActorTypeFamiliar			
ActorTypeGhost			1(
ActorTypeGiant	0010E984	0	1
ActorTypeHorse	00026110	0	3
ActorTypeMount	020191FE	0	(
ActorTypeNPC	00013794	0	8!
ActorTypePrisoner	0009CAC5	0	(
ActorTypeTroll	000F5D16	0	5
ActorTypeUndead	00013796	0	3:
ActorTypeVampireBrute	0200A2CB	0	7

Figure 612 - Adding a new keyword.

Using Wyrmstooth as an example, I kept the keyword names identical to the default keywords, but with an added 'WT' prefix. E.g.: WTWERoadStart for my own random roadside encounters.



ID: WTWERoadStart
R: 0
G: 0
B: 0

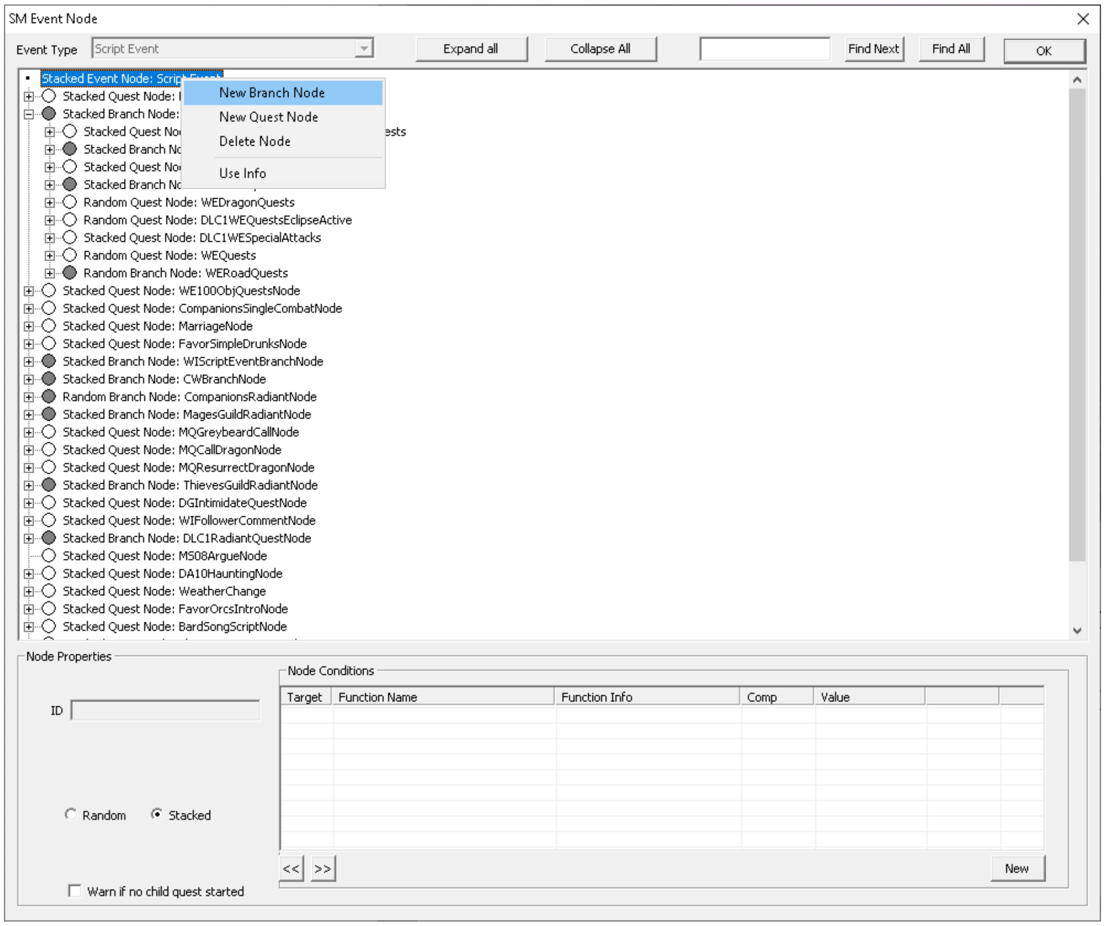
Figure 613 - Naming a new keyword.

Click OK to create a new keyword.

Repeat these steps to create a new keyword for wilderness encounters. E.g.: WTWEStart.

Once you've created two new keywords, we can continue.

Back in the Story Manager, right-click on 'Stacked Event Node: Script Event' and select New Branch Node.

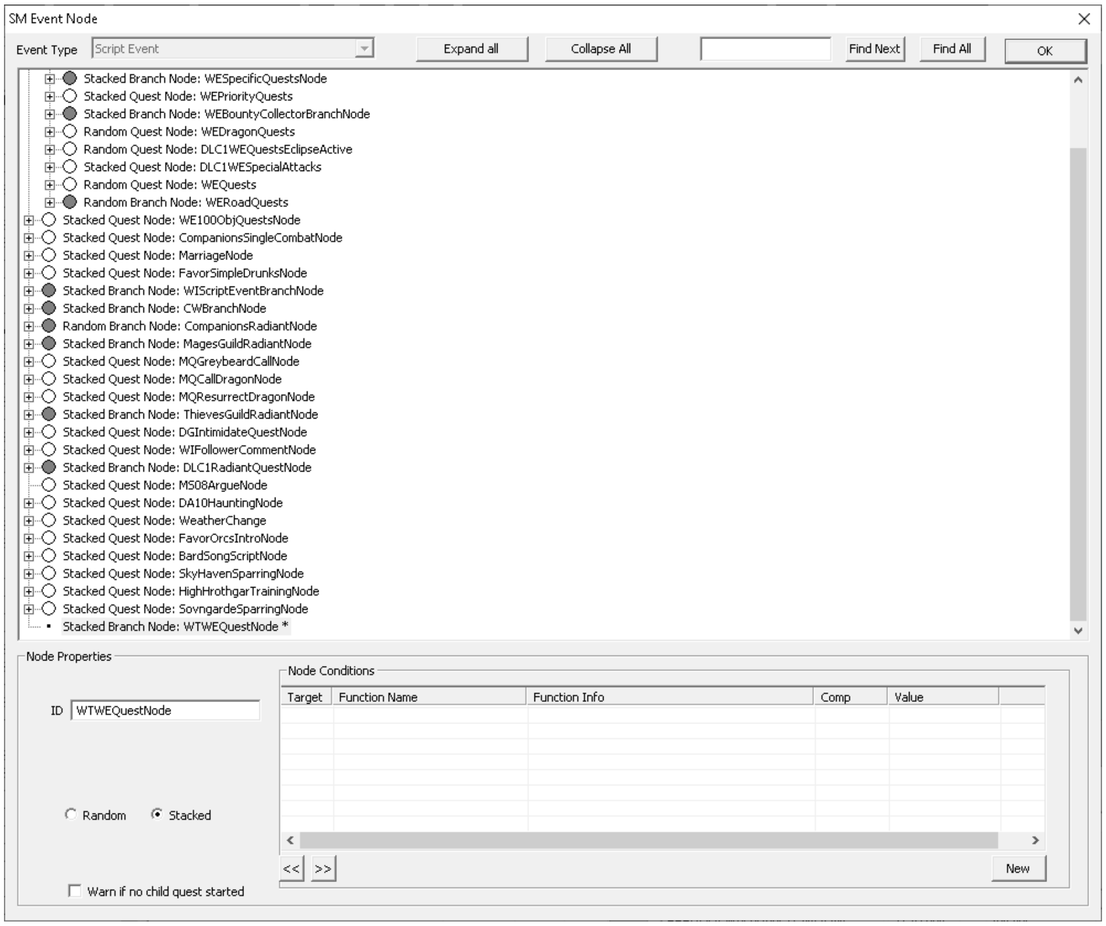


```
Stacked Event Node: Scrip
  Stacked Quest Node: I
  Stacked Branch Node:
    Stacked Quest No
    Stacked Branch N
    Stacked Quest No
    Stacked Branch N
    Random Quest Node: WEDragonQuests
    Random Quest Node: DLC1WEQuestsEclipseActive
    Stacked Quest Node: DLC1WESpecialAttacks
    Random Quest Node: WEQuests
    Random Branch Node: WERoadQuests
  Stacked Quest Node: WE100ObjQuestsNode
  Stacked Quest Node: CompanionsSingleCombatNode
  Stacked Quest Node: MarriageNode
  Stacked Quest Node: FavorSimpleDrunksNode
  Stacked Branch Node: WIScriptEventBranchNode
  Stacked Branch Node: CWBranchNode
  Random Branch Node: CompanionsRadiantNode
  Stacked Branch Node: MagesGuildRadiantNode
  Stacked Quest Node: MQGreybeardCallNode
  Stacked Quest Node: MQCallDragonNode
  Stacked Quest Node: MQResurrectDragonNode
  Stacked Branch Node: ThievesGuildRadiantNode
  Stacked Quest Node: DGIntimidateQuestNode
  Stacked Quest Node: WIFollowerCommentNode
  Stacked Branch Node: DLC1RadiantQuestNode
  Stacked Quest Node: MS08ArgueNode
  Stacked Quest Node: DA10HauntingNode
  Stacked Quest Node: WeatherChange
  Stacked Quest Node: FavorOrcsIntroNode
  Stacked Quest Node: BardSongScriptNode
```

Target	Function Name	Function Info	Comp	Value		

Figure 614 - Creating a new branch node in the Story Manager.

Enter an ID for this node in the ID field. In my example, I just added the 'WT' prefix to WEQuestNode.



SM Event Node

Event Type: Script Event

Expand all | Collapse All | Find Next | Find All | OK

- ● Stacked Branch Node: WESpecificQuestsNode
- ○ Stacked Quest Node: WEPriorityQuests
- ● Stacked Branch Node: WEBountyCollectorBranchNode
- ○ Random Quest Node: WEDragonQuests
- ○ Random Quest Node: DLC1WEQuestsEclipseActive
- ○ Stacked Quest Node: DLC1WESpecialAttacks
- ○ Random Quest Node: WEQuests
- ● Random Branch Node: WERoadQuests
- ○ Stacked Quest Node: WE100ObjQuestsNode
- ○ Stacked Quest Node: CompanionsSingleCombatNode
- ○ Stacked Quest Node: MarriageNode
- ○ Stacked Quest Node: FavorSimpleDrunksNode
- ● Stacked Branch Node: WIScriptEventBranchNode
- ● Stacked Branch Node: CWBranchNode
- ● Random Branch Node: CompanionsRadiantNode
- ● Stacked Branch Node: MagesGuildRadiantNode
- ○ Stacked Quest Node: MQGreybeardCallNode
- ○ Stacked Quest Node: MQCallDragonNode
- ○ Stacked Quest Node: MQResurrectDragonNode
- ● Stacked Branch Node: ThievesGuildRadiantNode
- ○ Stacked Quest Node: DGIntimidateQuestNode
- ○ Stacked Quest Node: WIFollowerCommentNode
- ● Stacked Branch Node: DLC1RadiantQuestNode
- ○ Stacked Quest Node: MS08ArgueNode
- ○ Stacked Quest Node: DA10HauntingNode
- ○ Stacked Quest Node: WeatherChange
- ○ Stacked Quest Node: FavorOrcsIntroNode
- ○ Stacked Quest Node: BardSongScriptNode
- ○ Stacked Quest Node: SkyHavenSparringNode
- ○ Stacked Quest Node: HighHrothgarTrainingNode
- ○ Stacked Quest Node: SovngardeSparringNode
- ▪ Stacked Branch Node: WTWEQuestNode *

Node Properties

ID: WTWEQuestNode

Random [✓ Stacked]

Warn if no child quest started

Node Conditions

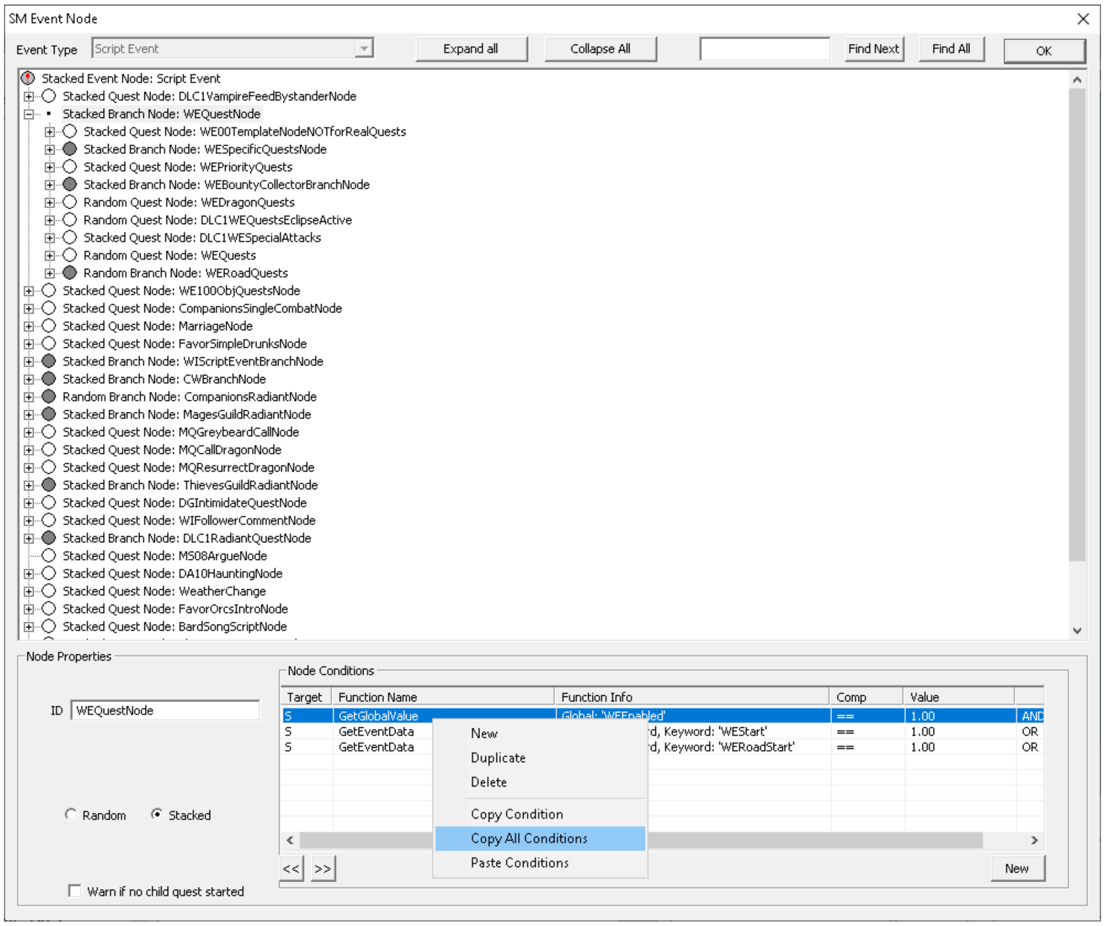
Target	Function Name	Function Info	Comp	Value

<< | >> | New

Figure 615 - Added a new root WE encounter branch.

Leave this node set to Stacked.

Click on WEQuestNode, right-click on a condition listed in Node Conditions, and select Copy All Conditions.



Stacked Event Node: Script Event
Stacked Quest Node: DLC1VampireFeedBystanderNode
Stacked Branch Node: WEQuestNode
Stacked Quest Node: WE00TemplateNodeNOTforRealQuests
Stacked Branch Node: WESpecificQuestsNode
Stacked Quest Node: WEPriorityQuests
Stacked Branch Node: WEBountyCollectorBranchNode
Random Quest Node: WEDragonQuests
Random Quest Node: DLC1WEQuestsEclipseActive
Stacked Quest Node: DLC1WESpecialAttacks
Random Quest Node: WEQuests
Random Branch Node: WERoadQuests
Stacked Quest Node: WE100ObjQuestsNode
Stacked Quest Node: CompanionsSingleCombatNode
Stacked Quest Node: MarriageNode
Stacked Quest Node: FavorSimpleDrunksNode
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Stacked Quest Node: MQResurrectDragonNode
Stacked Branch Node: ThievesGuildRadiantNode
Stacked Quest Node: DGIntimidateQuestNode
Stacked Quest Node: WIFollowerCommentNode
Stacked Branch Node: DLC1RadiantQuestNode
Stacked Quest Node: MS08ArgueNode
Stacked Quest Node: DA10HauntingNode
Stacked Quest Node: WeatherChange
Stacked Quest Node: FavorOrcsIntroNode
Stacked Quest Node: BardSongScriptNode

ID WEQuestNode

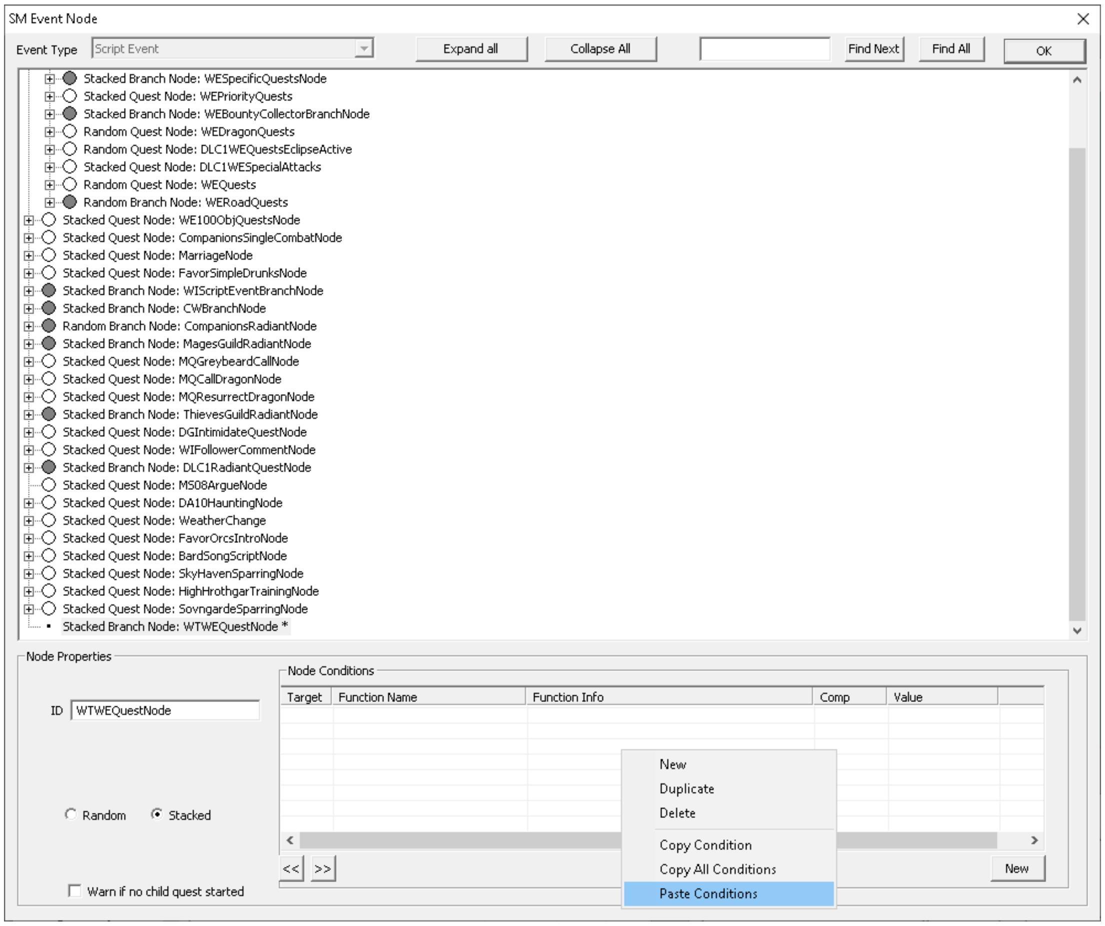
Random [✓ Stacked]

Warn if no child quest started

Target	Function Name	Function Info	Comp	Value	
S	GetGlobalValue	Global: 'WEEnabled'	==	1.00	AND
S	GetEventData	rd, Keyword: 'WEStart'	==	1.00	OR
S	GetEventData	rd, Keyword: 'WERoadStart'	==	1.00	OR

Figure 616 - Copying conditions on WEQuestNode.

Navigate back to your WEQuestNode, right-click on Node Conditions and select Paste Conditions.


SM Event Node

Event Type: Script Event

- Stacked Branch Node: WESpecificQuestsNode
- Stacked Quest Node: WEPriorityQuests
- Stacked Branch Node: WEBountyCollectorBranchNode
- Random Quest Node: WEDragonQuests
- Random Quest Node: DLC1WEQuestsEclipseActive
- Stacked Quest Node: DLC1WESpecialAttacks
- Random Quest Node: WEQuests
- Random Branch Node: WERoadQuests
- Stacked Quest Node: WE100ObjQuestsNode
- Stacked Quest Node: CompanionsSingleCombatNode
- Stacked Quest Node: MarriageNode
- Stacked Quest Node: FavorSimpleDrunksNode
- Stacked Branch Node: WIScriptEventBranchNode
- Stacked Branch Node: CWBranchNode
- Random Branch Node: CompanionsRadiantNode
- Stacked Branch Node: MagesGuildRadiantNode
- Stacked Quest Node: MQGreybeardCallNode
- Stacked Quest Node: MQCallDragonNode
- Stacked Quest Node: MQResurrectDragonNode
- Stacked Branch Node: ThievesGuildRadiantNode
- Stacked Quest Node: DGIntimidateQuestNode
- Stacked Quest Node: WIFollowerCommentNode
- Stacked Branch Node: DLC1RadiantQuestNode
- Stacked Quest Node: MS08ArgueNode
- Stacked Quest Node: DA10HauntingNode
- Stacked Quest Node: WeatherChange
- Stacked Quest Node: FavorOrcsIntroNode
- Stacked Quest Node: BardSongScriptNode
- Stacked Quest Node: SkyHavenSparringNode
- Stacked Quest Node: HighHrothgarTrainingNode
- Stacked Quest Node: SovngardeSparringNode
- Stacked Branch Node: WTWEQuestNode *

Node Properties

ID: WTWEQuestNode

Random [✓ Stacked]

Warn if no child quest started

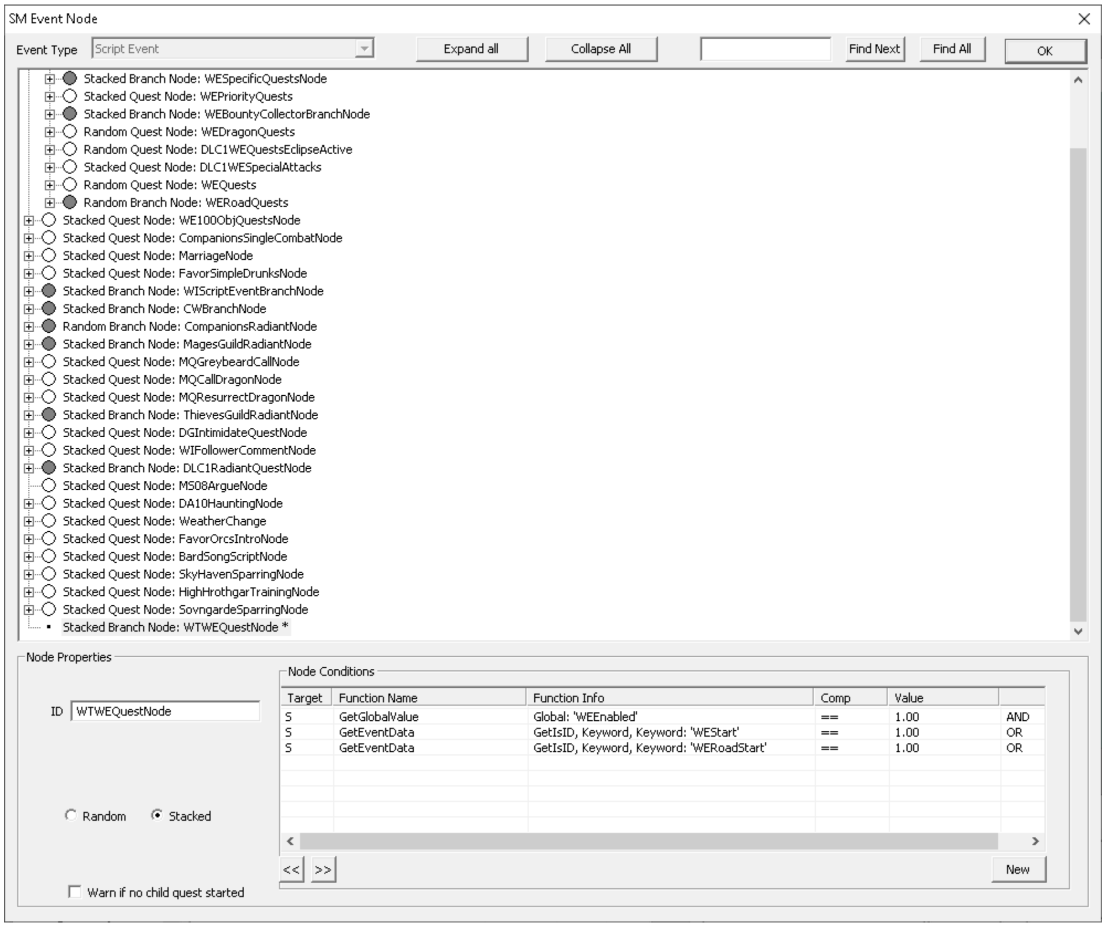
Node Conditions

Target	Function Name	Function Info	Comp	Value

Figure 617 - Pasting the copied conditions to our own branch.

You should now have the same three conditions listed under Node Conditions for your WEQuestNode branch.

Our Node conditions list should appear as follows:



Stacked Branch Node: WESpecificQuestsNode
Stacked Quest Node: WEPriorityQuests
Stacked Branch Node: WEBountyCollectorBranchNode
Random Quest Node: WEDragonQuests
Random Quest Node: DLC1WEQuestsEclipseActive
Stacked Quest Node: DLC1WESpecialAttacks
Random Quest Node: WEQuests
Random Branch Node: WERoadQuests
Stacked Quest Node: WE100ObjQuestsNode
Stacked Quest Node: CompanionsSingleCombatNode
Stacked Quest Node: MarriageNode
Stacked Quest Node: FavorSimpleDrunksNode
Stacked Branch Node: WIScriptEventBranchNode
Stacked Branch Node: CWBranchNode
Random Branch Node: CompanionsRadiantNode
Stacked Branch Node: MagesGuildRadiantNode
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Stacked Quest Node: MQCallDragonNode
Stacked Quest Node: MQResurrectDragonNode
Stacked Branch Node: ThievesGuildRadiantNode
Stacked Quest Node: DGIntimidateQuestNode
Stacked Quest Node: WIFollowerCommentNode
Stacked Branch Node: DLC1RadiantQuestNode
Stacked Quest Node: MS08ArgueNode
Stacked Quest Node: DA10HauntingNode
Stacked Quest Node: WeatherChange
Stacked Quest Node: FavorOrcsIntroNode
Stacked Quest Node: BardSongScriptNode
Stacked Quest Node: SkyHavenSparringNode
Stacked Quest Node: HighHrothgarTrainingNode
Stacked Quest Node: SovngardeSparringNode
Stacked Branch Node: WTWEQuestNode *

Node Properties

ID WTWEQuestNode

Random [✓ Stacked]

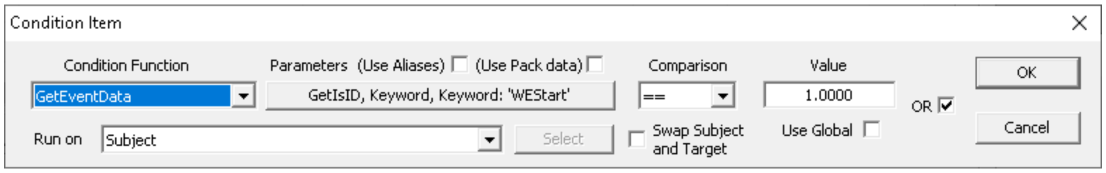
Warn if no child quest started

Node Conditions

Target	Function Name	Function Info	Comp	Value	
S	GetGlobalValue	Global: 'WEEnabled'	==	1.00	AND
S	GetEventData	GetIsID, Keyword, Keyword: 'WEStart'	==	1.00	OR
S	GetEventData	GetIsID, Keyword, Keyword: 'WERoadStart'	==	1.00	OR

Figure 618 - Copying the WEStart keyword condition.

Double-click on the keyword condition for WEStart to bring up its properties.

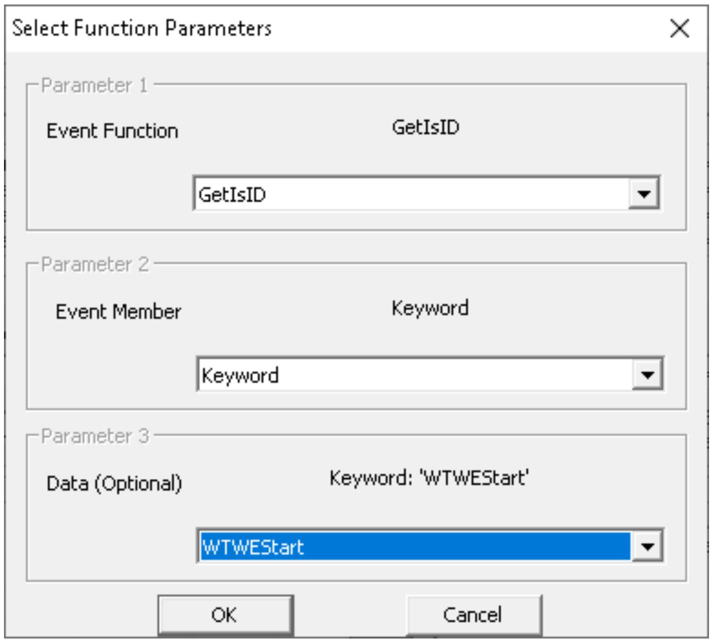


Condition Function: GetEventData
Parameters (Use Aliases) ☐ (Use Pack data) ☐: GetIsID, Keyword, Keyword: 'WEStart'
Comparison: ==
Value: 1.0000
OR ☑
Run on: Subject
☐ Swap Subject and Target
Use Global ☐

Figure 619 - Condition properties for the WEStart keyword condition.

Click on the button that reads: GetIsID, Keyword, Keyword: 'WEStart'

Under Parameter 3, set the drop-down menu to the WEStart keyword you created earlier. Following on with the previous example that would be WTWEStart.



Event Function: GetIsID — GetIsID

Parameter 2

Event Member: Keyword — Keyword

Parameter 3

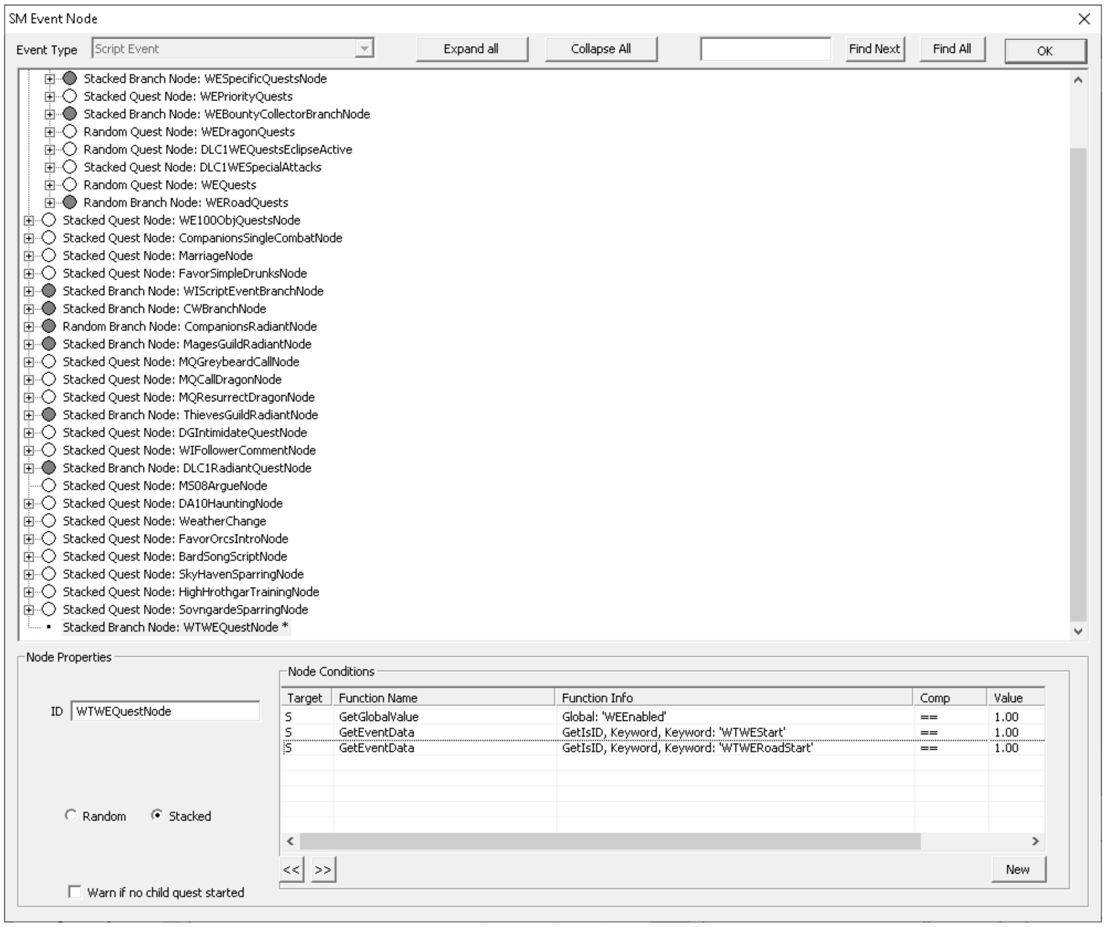
Data (Optional): Keyword: 'WTWEStart' — WTWEStart

Figure 620 - Setting our own WEStart keyword.

Click OK to close out of Select Function Parameters.

Click OK to close out of Condition Item.

Repeat those steps to change the keyword condition for WERoadStart as well.



Stacked Branch Node: WESpecificQuestsNode
Stacked Quest Node: WEPriorityQuests
Stacked Branch Node: WEBountyCollectorBranchNode
Random Quest Node: WEDragonQuests
Random Quest Node: DLC1WEQuestsEclipseActive
Stacked Quest Node: DLC1WESpecialAttacks
Random Quest Node: WEQuests
Random Branch Node: WERoadQuests
Stacked Quest Node: WE100ObjQuestsNode
Stacked Quest Node: CompanionsSingleCombatNode
Stacked Quest Node: MarriageNode
Stacked Quest Node: FavorSimpleDrunksNode
Stacked Branch Node: WIScriptEventBranchNode
Stacked Branch Node: CWBranchNode
Random Branch Node: CompanionsRadiantNode
Stacked Branch Node: MagesGuildRadiantNode
Stacked Quest Node: MQGreybeardCallNode
Stacked Quest Node: MQCallDragonNode
Stacked Quest Node: MQResurrectDragonNode
Stacked Branch Node: ThievesGuildRadiantNode
Stacked Quest Node: DGIntimidateQuestNode
Stacked Quest Node: WIFollowerCommentNode
Stacked Branch Node: DLC1RadiantQuestNode
Stacked Quest Node: MS08ArgueNode
Stacked Quest Node: DA10HauntingNode
Stacked Quest Node: WeatherChange
Stacked Quest Node: FavorOrcsIntroNode
Stacked Quest Node: BardSongScriptNode
Stacked Quest Node: SkyHavenSparringNode
Stacked Quest Node: HighHrothgarTrainingNode
Stacked Quest Node: SovngardeSparringNode
Stacked Branch Node: WTWEQuestNode *

ID WTWEQuestNode

( ) Random [✓ Stacked]

[ ] Warn if no child quest started

Target	Function Name	Function Info	Comp	Value
S	GetGlobalValue	Global: 'WEEnabled'	==	1.00
S	GetEventData	GetIsID, Keyword, Keyword: 'WTWEStart'	==	1.00
S	GetEventData	GetIsID, Keyword, Keyword: 'WTWERoadStart'	==	1.00

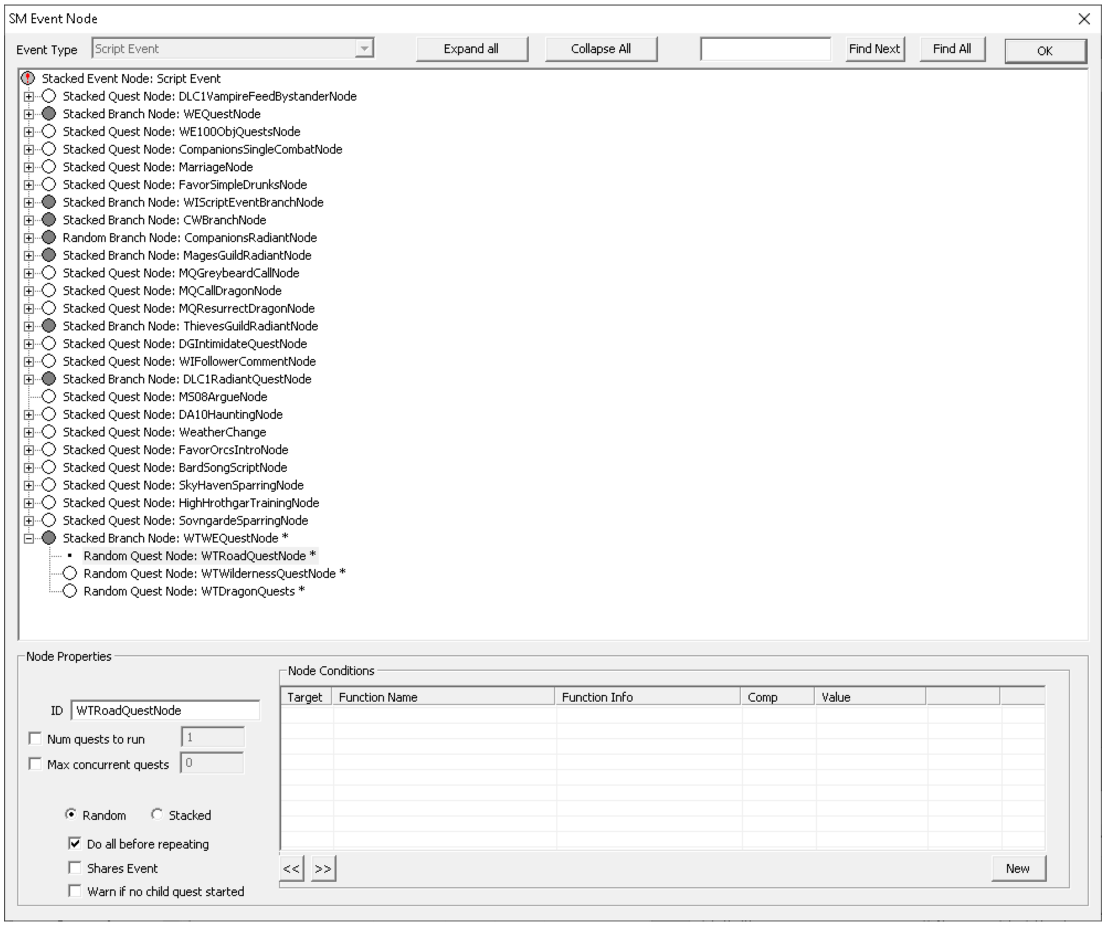
Figure 621 - Our WEQuestNode with new conditions added.

Our Node Conditions list should now appear as per the screenshot above.

Right-click on your WEQuestNode and create three new quest nodes.

Set the ID of the first branch node to RoadQuestNode, the second branch node to WildernessQuestNode, and the quest node to DragonQuests. In the example below I also added the 'WT' prefix.

The third node, DragonQuests, will be used to spawn random dragon encounters in our world space.


SM Event Node

Event Type: Script Event

```
Stacked Event Node: Script Event
  Stacked Quest Node: DLC1VampireFeedBystanderNode
  Stacked Branch Node: WEQuestNode
  Stacked Quest Node: WE100ObjQuestsNode
  Stacked Quest Node: CompanionsSingleCombatNode
  Stacked Quest Node: MarriageNode
  Stacked Quest Node: FavorSimpleDrunksNode
  Stacked Branch Node: WIScriptEventBranchNode
  Stacked Branch Node: CWBranchNode
  Random Branch Node: CompanionsRadiantNode
  Stacked Branch Node: MagesGuildRadiantNode
  Stacked Quest Node: MQGreybeardCallNode
  Stacked Quest Node: MQCallDragonNode
  Stacked Quest Node: MQResurrectDragonNode
  Stacked Branch Node: ThievesGuildRadiantNode
  Stacked Quest Node: DGIntimidateQuestNode
  Stacked Quest Node: WIFollowerCommentNode
  Stacked Branch Node: DLC1RadiantQuestNode
  Stacked Quest Node: MS08ArgueNode
  Stacked Quest Node: DA10HauntingNode
  Stacked Quest Node: WeatherChange
  Stacked Quest Node: FavorOrcsIntroNode
  Stacked Quest Node: BardSongScriptNode
  Stacked Quest Node: SkyHavenSparringNode
  Stacked Quest Node: HighHrothgarTrainingNode
  Stacked Quest Node: SovngardeSparringNode
  Stacked Branch Node: WTWEQuestNode *
    Random Quest Node: WTRoadQuestNode *
    Random Quest Node: WTWildernessQuestNode *
    Random Quest Node: WTDragonQuests *
```

Node Properties

ID: WTRoadQuestNode

- [ ] Num quests to run: 1
- [ ] Max concurrent quests: 0

[✓ Random] Stacked

- [x] Do all before repeating
- [ ] Shares Event
- [ ] Warn if no child quest started

Node Conditions

Target	Function Name	Function Info	Comp	Value

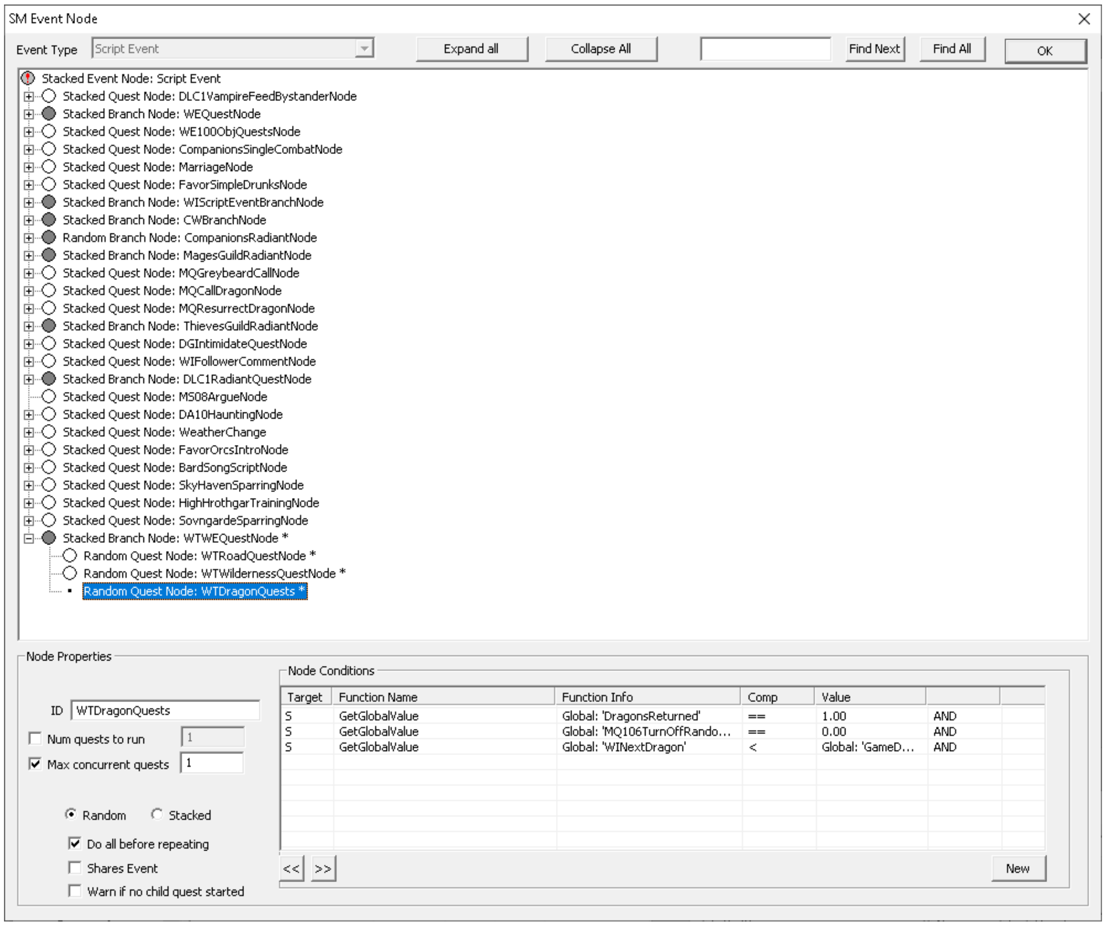
Figure 622 - Adding new branch nodes within our WEQuestNode branch.

Change all three from Stacked to Random. Quests added to stacked nodes will be processed sequentially, while quests added to random nodes will be processed in a randomized order.

Seeing as though we just want to game to choose the event randomly, we'll set these nodes to Random.

For our DragonQuests node, tick ‘Max concurrent quests’ and set the field next to it to ‘1’.

This helps ensure no more than one random dragon encounter can occur at a time.



Stacked Event Node: Script Event
Stacked Quest Node: DLC1VampireFeedBystanderNode
Stacked Branch Node: WEQuestNode
Stacked Quest Node: WE100ObjQuestsNode
Stacked Quest Node: CompanionsSingleCombatNode
Stacked Quest Node: MarriageNode
Stacked Quest Node: FavorSimpleDrunksNode
Stacked Branch Node: WIScriptEventBranchNode
Stacked Branch Node: CWBranchNode
Random Branch Node: CompanionsRadiantNode
Stacked Branch Node: MagesGuildRadiantNode
Stacked Quest Node: MQGreybeardCallNode
Stacked Quest Node: MQCallDragonNode
Stacked Quest Node: MQResurrectDragonNode
Stacked Branch Node: ThievesGuildRadiantNode
Stacked Quest Node: DGIntimidateQuestNode
Stacked Quest Node: WIFollowerCommentNode
Stacked Branch Node: DLC1RadiantQuestNode
Stacked Quest Node: MS08ArgueNode
Stacked Quest Node: DA10HauntingNode
Stacked Quest Node: WeatherChange
Stacked Quest Node: FavorOrcsIntroNode
Stacked Quest Node: BardSongScriptNode
Stacked Quest Node: SkyHavenSparringNode
Stacked Quest Node: HighHrothgarTrainingNode
Stacked Quest Node: SovngardeSparringNode
Stacked Branch Node: WTWEQuestNode *
Random Quest Node: WTRoadQuestNode *
Random Quest Node: WTWildernessQuestNode *
Random Quest Node: WTDragonQuests *

Node Properties

ID WTDragonQuests

☐ Num quests to run 1

☑ Max concurrent quests 1

[✓ Random] Stacked

☑ Do all before repeating

☐ Shares Event

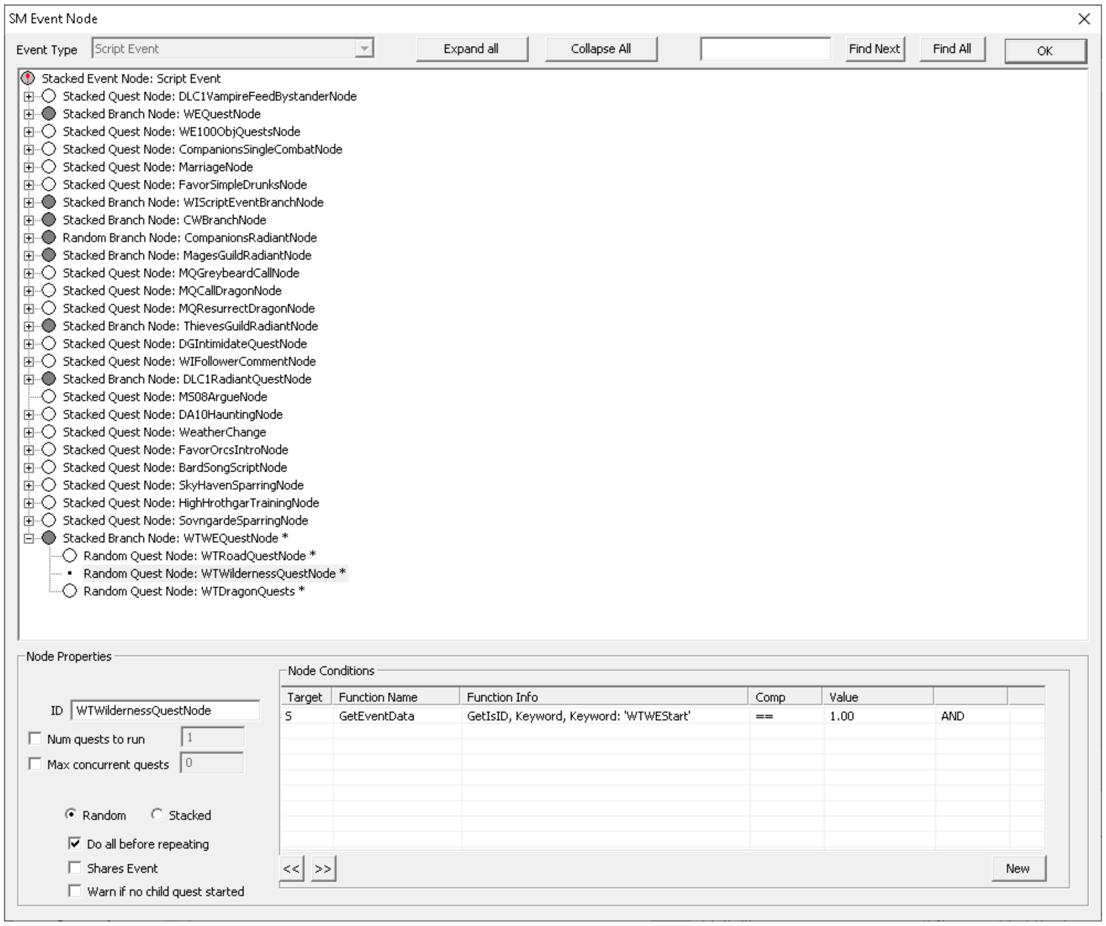
☐ Warn if no child quest started

Node Conditions

Target	Function Name	Function Info	Comp	Value	
S	GetGlobalValue	Global: 'DragonsReturned'	==	1.00	AND
S	GetGlobalValue	Global: 'MQ106TurnOffRando…	==	0.00	AND
S	GetGlobalValue	Global: 'WINextDragon'	<	Global: 'GameD…	AND

Figure 623 - Only ever run one event at a time from this node.

From our WEQuestNode parent, copy the keyword condition for our WERoadStart keyword and paste it to the Node Conditions on RoadQuests. Copy the keyword condition for our WEStart keyword and paste it to the Node Conditions on WildernessQuests.



```
Stacked Event Node: Script Event
  Stacked Quest Node: DLC1VampireFeedBystanderNode
  Stacked Branch Node: WEQuestNode
  Stacked Quest Node: WE100ObjQuestsNode
  Stacked Quest Node: CompanionsSingleCombatNode
  Stacked Quest Node: MarriageNode
  Stacked Quest Node: FavorSimpleDrunksNode
  Stacked Branch Node: WIScriptEventBranchNode
  Stacked Branch Node: CWBranchNode
  Random Branch Node: CompanionsRadiantNode
  Stacked Branch Node: MagesGuildRadiantNode
  Stacked Quest Node: MQGreybeardCallNode
  Stacked Quest Node: MQCallDragonNode
  Stacked Quest Node: MQResurrectDragonNode
  Stacked Branch Node: ThievesGuildRadiantNode
  Stacked Quest Node: DGIntimidateQuestNode
  Stacked Quest Node: WIFollowerCommentNode
  Stacked Branch Node: DLC1RadiantQuestNode
  Stacked Quest Node: MS08ArgueNode
  Stacked Quest Node: DA10HauntingNode
  Stacked Quest Node: WeatherChange
  Stacked Quest Node: FavorOrcsIntroNode
  Stacked Quest Node: BardSongScriptNode
  Stacked Quest Node: SkyHavenSparringNode
  Stacked Quest Node: HighHrothgarTrainingNode
  Stacked Quest Node: SovngardeSparringNode
  Stacked Branch Node: WTWEQuestNode *
    Random Quest Node: WTRoadQuestNode *
    Random Quest Node: WTWildernessQuestNode *
    Random Quest Node: WTDragonQuests *
```

Node Properties

ID WTWildernessQuestNode

☐ Num quests to run 1

☐ Max concurrent quests 0

[✓ Random] Stacked

☑ Do all before repeating

☐ Shares Event

☐ Warn if no child quest started

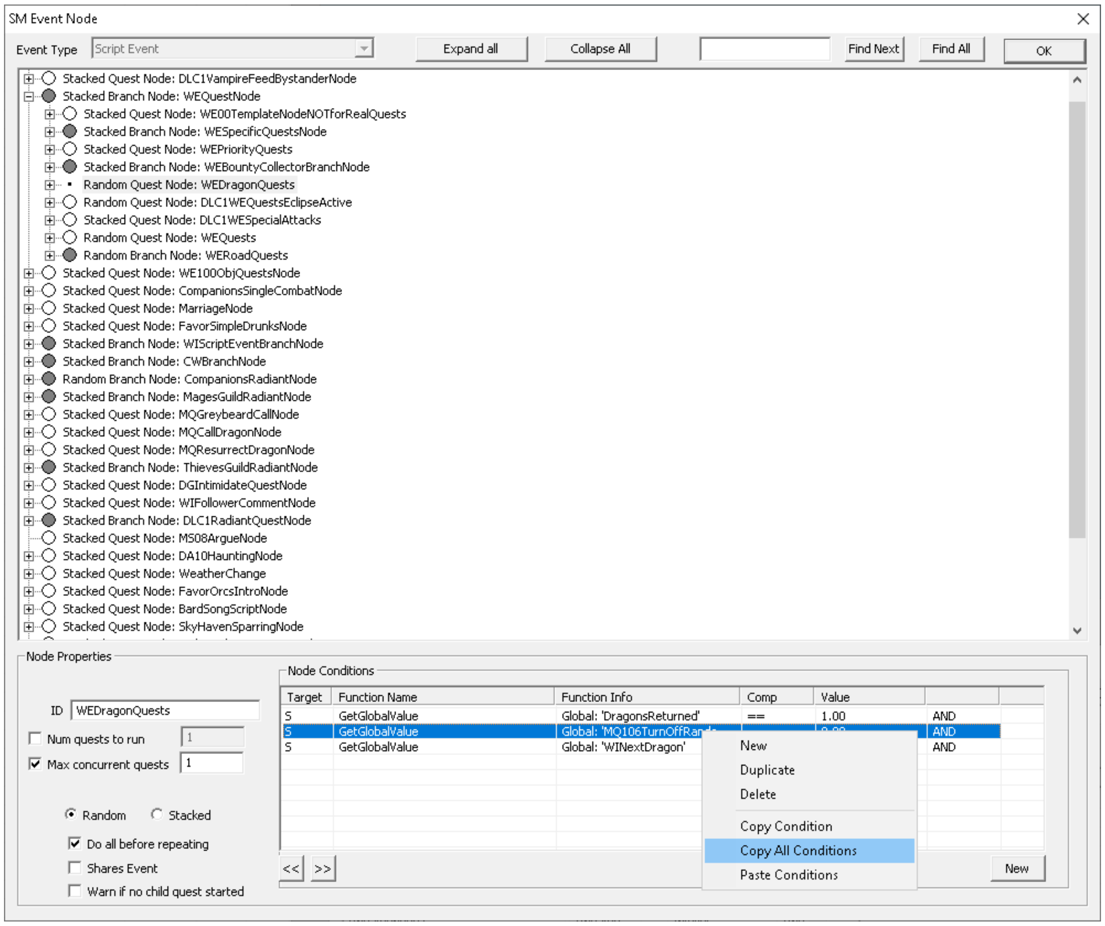
Node Conditions

Target	Function Name	Function Info	Comp	Value		
S	GetEventData	GetIsID, Keyword, Keyword: 'WTWEStart'	==	1.00	AND	

<< >> New

Figure 624 - Copied conditions to our RoadQuests and WildernessQuests branches.

Browse to the original WEQuestNode branch above, expand it and click on WEDragonQuests.



SM Event Node

Event Type: Script Event

Stacked Quest Node: DLC1VampireFeedBystanderNode
Stacked Branch Node: WEQuestNode
Stacked Quest Node: WE00TemplateNodeNOTforRealQuests
Stacked Branch Node: WESpecificQuestsNode
Stacked Quest Node: WEPriorityQuests
Stacked Branch Node: WEBountyCollectorBranchNode
Random Quest Node: WEDragonQuests
Random Quest Node: DLC1WEQuestsEclipseActive
Stacked Quest Node: DLC1WESpecialAttacks
Random Quest Node: WEQuests
Random Branch Node: WERoadQuests
Stacked Quest Node: WE100ObjQuestsNode
Stacked Quest Node: CompanionsSingleCombatNode
Stacked Quest Node: MarriageNode
Stacked Quest Node: FavorSimpleDrunksNode
Stacked Branch Node: WIScriptEventBranchNode
Stacked Branch Node: CWBranchNode
Random Branch Node: CompanionsRadiantNode
Stacked Branch Node: MagesGuildRadiantNode
Stacked Quest Node: MQGreybeardCallNode
Stacked Quest Node: MQCallDragonNode
Stacked Quest Node: MQResurrectDragonNode
Stacked Branch Node: ThievesGuildRadiantNode
Stacked Quest Node: DGIntimidateQuestNode
Stacked Quest Node: WIFollowerCommentNode
Stacked Branch Node: DLC1RadiantQuestNode
Stacked Quest Node: MS08ArgueNode
Stacked Quest Node: DA10HauntingNode
Stacked Quest Node: WeatherChange
Stacked Quest Node: FavorOrcsIntroNode
Stacked Quest Node: BardSongScriptNode
Stacked Quest Node: SkyHavenSparringNode

Node Properties

ID: WEDragonQuests

☐ Num quests to run: 1
☑ Max concurrent quests: 1

(●) Random ( ) Stacked

☑ Do all before repeating
☐ Shares Event
☐ Warn if no child quest started

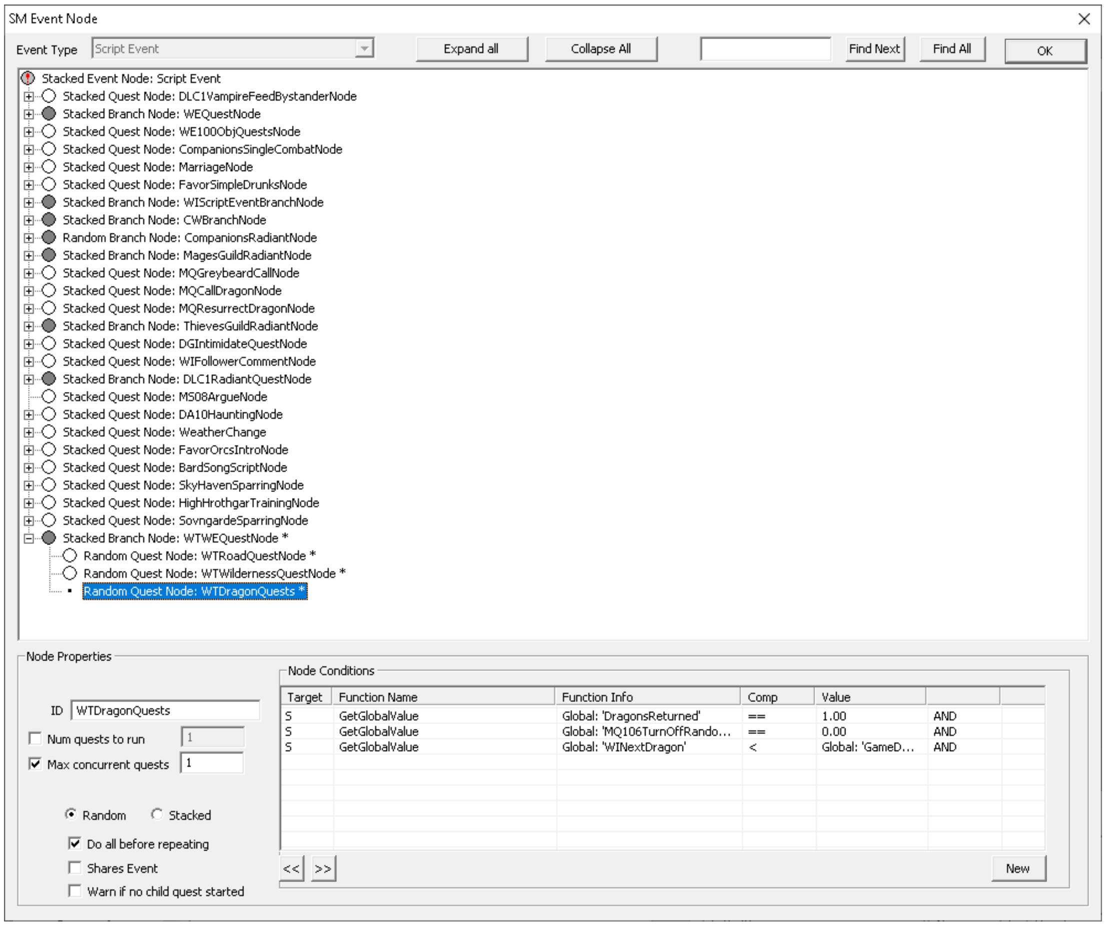
Node Conditions

Target	Function Name	Function Info	Comp	Value	
S	GetGlobalValue	Global: 'DragonsReturned'	==	1.00	AND
S	GetGlobalValue	Global: 'MQ106TurnOffRand		0.00	AND
S	GetGlobalValue	Global: 'WINextDragon'			AND

Figure 625 - Copying the conditions from WEDragonQuests.

Right-click on one of the conditions under Node Conditions and select Copy All Conditions.

Navigate to your DragonQuests branch, right-click in Node Properties and select Paste Conditions.



SM Event Node

Event Type: Script Event

- Stacked Event Node: Script Event
  - Stacked Quest Node: DLC1VampireFeedBystanderNode
  - Stacked Branch Node: WEQuestNode
  - Stacked Quest Node: WE100ObjQuestsNode
  - Stacked Quest Node: CompanionsSingleCombatNode
  - Stacked Quest Node: MarriageNode
  - Stacked Quest Node: FavorSimpleDrunksNode
  - Stacked Branch Node: WIScriptEventBranchNode
  - Stacked Branch Node: CWBranchNode
  - Random Branch Node: CompanionsRadiantNode
  - Stacked Branch Node: MagesGuildRadiantNode
  - Stacked Quest Node: MQGreybeardCallNode
  - Stacked Quest Node: MQCallDragonNode
  - Stacked Quest Node: MQResurrectDragonNode
  - Stacked Branch Node: ThievesGuildRadiantNode
  - Stacked Quest Node: DGIntimidateQuestNode
  - Stacked Quest Node: WIFollowerCommentNode
  - Stacked Branch Node: DLC1RadiantQuestNode
  - Stacked Quest Node: MS08ArgueNode
  - Stacked Quest Node: DA10HauntingNode
  - Stacked Quest Node: WeatherChange
  - Stacked Quest Node: FavorOrcsIntroNode
  - Stacked Quest Node: BardSongScriptNode
  - Stacked Quest Node: SkyHavenSparringNode
  - Stacked Quest Node: HighHrothgarTrainingNode
  - Stacked Quest Node: SovngardeSparringNode
  - Stacked Branch Node: WTWEQuestNode *
    - Random Quest Node: WTRoadQuestNode *
    - Random Quest Node: WTWildernessQuestNode *
    - Random Quest Node: WTDragonQuests *

Node Properties

ID: WTDragonQuests

☐ Num quests to run: 1

☑ Max concurrent quests: 1

(●) Random ( ) Stacked

☑ Do all before repeating

☐ Shares Event

☐ Warn if no child quest started

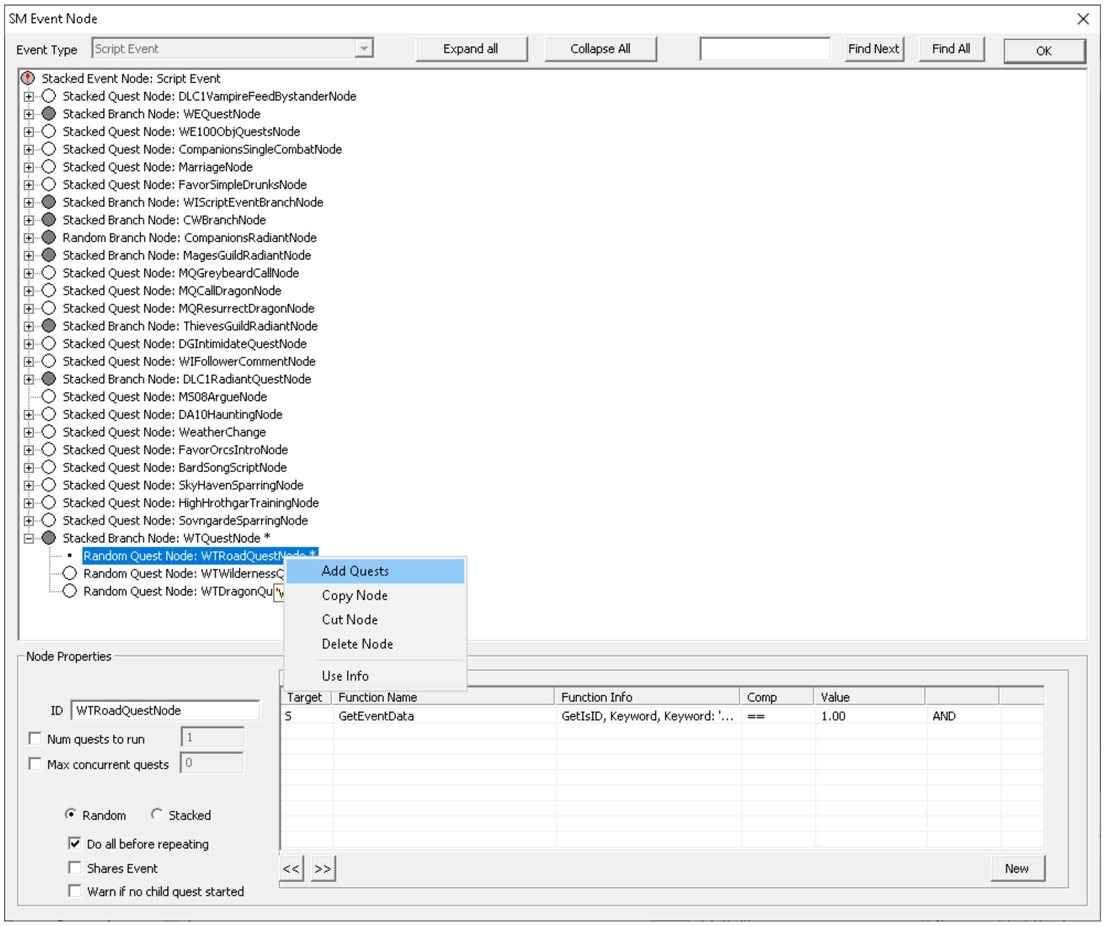
Node Conditions

Target	Function Name	Function Info	Comp	Value	
S	GetGlobalValue	Global: 'DragonsReturned'	==	1.00	AND
S	GetGlobalValue	Global: 'MQ106TurnOffRando…	==	0.00	AND
S	GetGlobalValue	Global: 'WINextDragon'	<	Global: 'GameD…	AND

Figure 626 - Pasting conditions to our DragonQuests quest node.

Now we can start adding the random encounters we want to see in our world space.

To add random encounters to our RoadQuestNode, right click on your RoadQuestNode and select Add Quests.



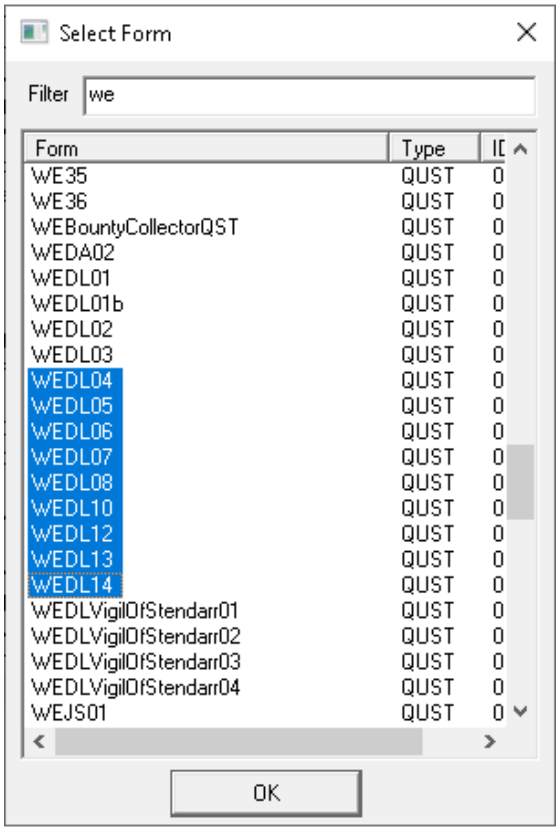
Stacked Event Node: Script Event
Stacked Quest Node: DLC1VampireFeedBystanderNode
Stacked Branch Node: WEQuestNode
Stacked Quest Node: WE100ObjQuestsNode
Stacked Quest Node: CompanionsSingleCombatNode
Stacked Quest Node: MarriageNode
Stacked Quest Node: FavorSimpleDrunksNode
Stacked Branch Node: WIScriptEventBranchNode
Stacked Branch Node: CWBranchNode
Random Branch Node: CompanionsRadiantNode
Stacked Branch Node: MagesGuildRadiantNode
Stacked Quest Node: MQGreybeardCallNode
Stacked Quest Node: MQCallDragonNode
Stacked Quest Node: MQResurrectDragonNode
Stacked Branch Node: ThievesGuildRadiantNode
Stacked Quest Node: DGIntimidateQuestNode
Stacked Quest Node: WIFollowerCommentNode
Stacked Branch Node: DLC1RadiantQuestNode
Stacked Quest Node: MS08ArgueNode
Stacked Quest Node: DA10HauntingNode
Stacked Quest Node: WeatherChange
Stacked Quest Node: FavorOrcsIntroNode
Stacked Quest Node: BardSongScriptNode
Stacked Quest Node: SkyHavenSparringNode
Stacked Quest Node: HighHrothgarTrainingNode
Stacked Quest Node: SovngardeSparringNode
Stacked Branch Node: WTQuestNode *
Random Quest Node: WTRoadQuestNode *
Random Quest Node: WTWildernessQ
Random Quest Node: WTDragonQu

ID WTRoadQuestNode
☐ Num quests to run 1
☐ Max concurrent quests 0
(●) Random ( ) Stacked
☑ Do all before repeating
☐ Shares Event
☐ Warn if no child quest started

Target	Function Name	Function Info	Comp	Value	
S	GetEventData	GetIsID, Keyword, Keyword: '...	==	1.00	AND

Figure 627 - Adding a new random encounter to the Story Manager.

Random encounters from the base game are prefixed with 'WE' so filter by 'WE'.



Filter: we

Form	Type	ID
WE35	QUST	0
WE36	QUST	0
WEBountyCollectorQST	QUST	0
WEDA02	QUST	0
WEDL01	QUST	0
WEDL01b	QUST	0
WEDL02	QUST	0
WEDL03	QUST	0
WEDL04	QUST	0
WEDL05	QUST	0
WEDL06	QUST	0
WEDL07	QUST	0
WEDL08	QUST	0
WEDL10	QUST	0
WEDL12	QUST	0
WEDL13	QUST	0
WEDL14	QUST	0
WEDLVigilOfStendarr01	QUST	0
WEDLVigilOfStendarr02	QUST	0
WEDLVigilOfStendarr03	QUST	0
WEDLVigilOfStendarr04	QUST	0
WEJS01	QUST	0

Figure 628 - Selecting the random encounters to add.

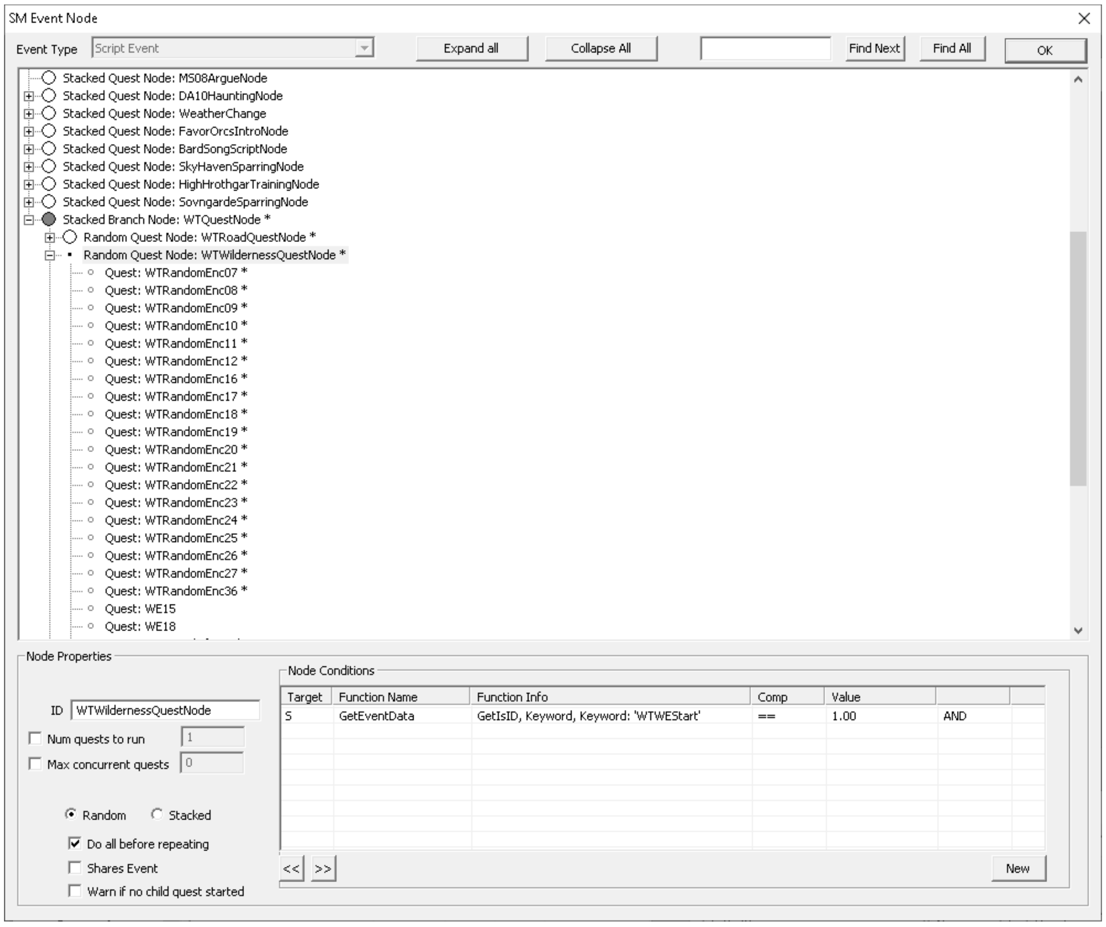
Highlight the random encounters you want to add and press OK.

To get a list of random encounters, browse to Character > Quests in the Object Window and filter by 'WE'. A description of the random encounter is generally found in the Name column to the right.

You can adjust the position of the random encounter quests added to the Story Manager by left-clicking on them and dragging them to the preferred location. You can even drag quests from one branch to another.

Steps for creating our own random encounters will be covered in Creating New Random Encounters.

For Wyrmstooth, I use a mix of my own custom random encounters plus a few random encounters from the base game as you can see in the screenshot below. Random encounters prefixed with 'WE' are from the base game. The ones with the 'WT' prefix are custom random encounters that I created.



```
Stacked Quest Node: MS08ArgueNode
Stacked Quest Node: DA10HauntingNode
Stacked Quest Node: WeatherChange
Stacked Quest Node: FavorOrcsIntroNode
Stacked Quest Node: BardSongScriptNode
Stacked Quest Node: SkyHavenSparringNode
Stacked Quest Node: HighHrothgarTrainingNode
Stacked Quest Node: SovngardeSparringNode
Stacked Branch Node: WTQuestNode *
    Random Quest Node: WTRoadQuestNode *
    Random Quest Node: WTWildernessQuestNode *
        Quest: WTRandomEnc07 *
        Quest: WTRandomEnc08 *
        Quest: WTRandomEnc09 *
        Quest: WTRandomEnc10 *
        Quest: WTRandomEnc11 *
        Quest: WTRandomEnc12 *
        Quest: WTRandomEnc16 *
        Quest: WTRandomEnc17 *
        Quest: WTRandomEnc18 *
        Quest: WTRandomEnc19 *
        Quest: WTRandomEnc20 *
        Quest: WTRandomEnc21 *
        Quest: WTRandomEnc22 *
        Quest: WTRandomEnc23 *
        Quest: WTRandomEnc24 *
        Quest: WTRandomEnc25 *
        Quest: WTRandomEnc26 *
        Quest: WTRandomEnc27 *
        Quest: WTRandomEnc36 *
        Quest: WE15
        Quest: WE18
```

Node Properties

ID: WTWildernessQuestNode

[ ] Num quests to run: 1
[ ] Max concurrent quests: 0

(●) Random ( ) Stacked

[✓] Do all before repeating
[ ] Shares Event
[ ] Warn if no child quest started

Node Conditions

Target	Function Name	Function Info	Comp	Value	
S	GetEventData	GetIsID, Keyword, Keyword: 'WTWEStart'	==	1.00	AND

Figure 629 - Random encounter quests added.

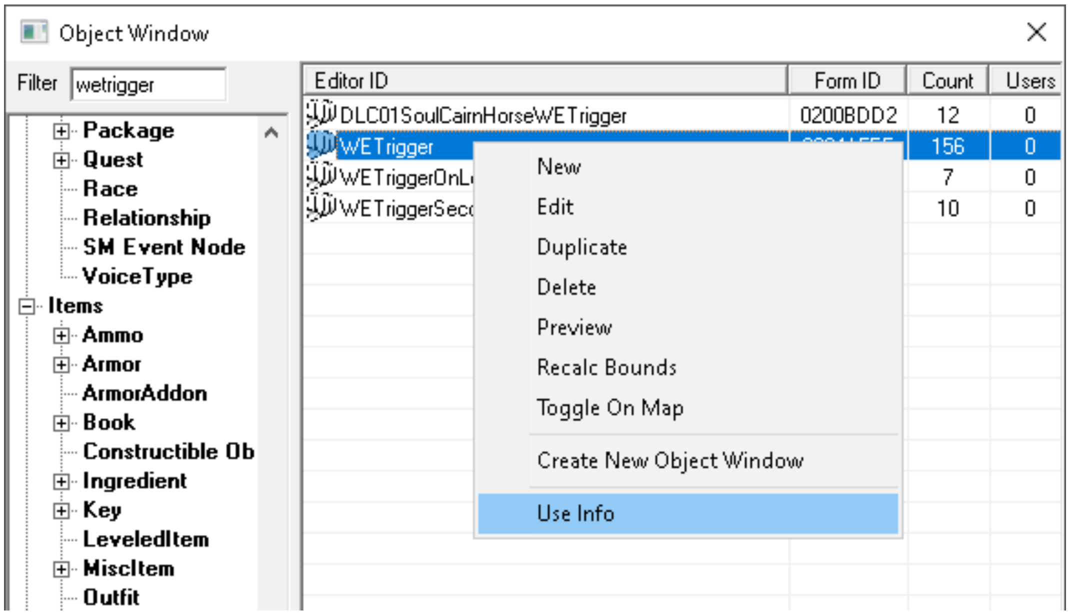
For example, WE11 will be sabre cats hunting mammoths, WEDL02 will be Talsgar the Wanderer, WEJS25 will be two wizards duelling, and so on.

Add WE04 and WE08 to your DragonQuests quest node. WE04 will create a random encounter involving a dragon attacking the player, while WE08 will create a random encounter involving a dragon flying around the player before flying away.

Lastly, we'll need to change our WETriggers we placed in the world earlier to use the new keywords we created.

In the Object Window, go to World Objects > Activator and filter by 'wetrigger'.

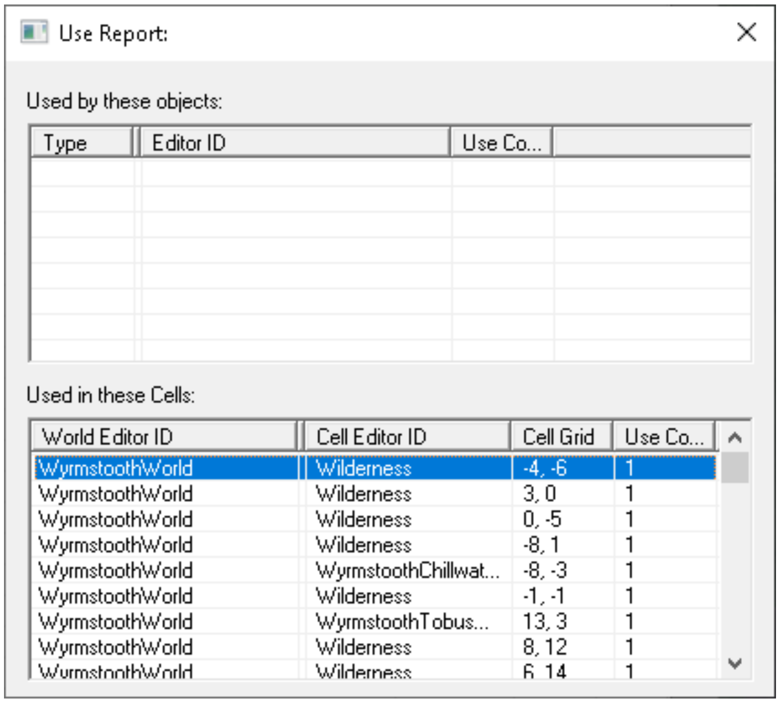
Right-click on WETrigger and select 'Use Info'.



Editor ID	Form ID	Count	Users
DLC01SoulCairnHorseWETrigger	0200BDD2	12	0
WETrigger		156	0
WETriggerOnL		7	0
WETriggerSec		10	0

Figure 630 - Use Info.

This will bring up a list of every instance of WETrigger. Click on the World Editor ID column to sort by world space name.



World Editor ID	Cell Editor ID	Cell Grid	Use Co...
WyrmstoothWorld	Wilderness	-4, -6	1
WyrmstoothWorld	Wilderness	3, 0	1
WyrmstoothWorld	Wilderness	0, -5	1
WyrmstoothWorld	Wilderness	-8, 1	1
WyrmstoothWorld	WyrmstoothChillwat...	-8, -3	1
WyrmstoothWorld	Wilderness	-1, -1	1
WyrmstoothWorld	WyrmstoothTobus...	13, 3	1
WyrmstoothWorld	Wilderness	8, 12	1
WyrmstoothWorld	Wilderness	6, 14	1

Figure 631 - Every instance of WETrigger.

Double-click on an instance in the 'Used in these cells' list to jump to that instance in the render window.

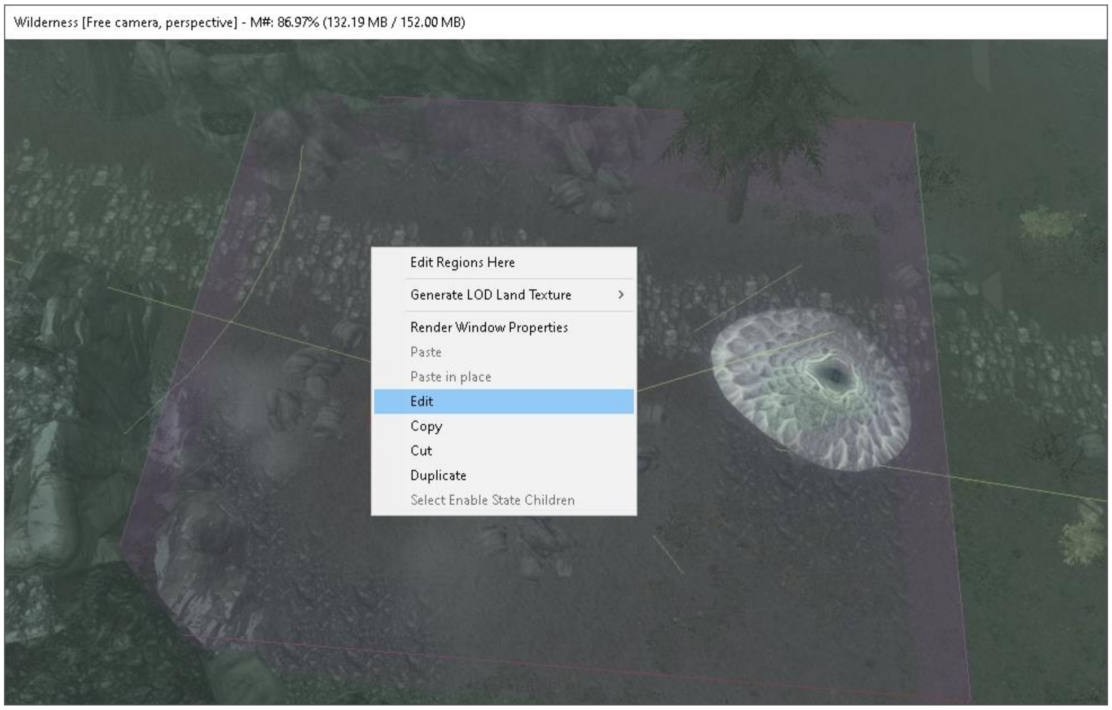
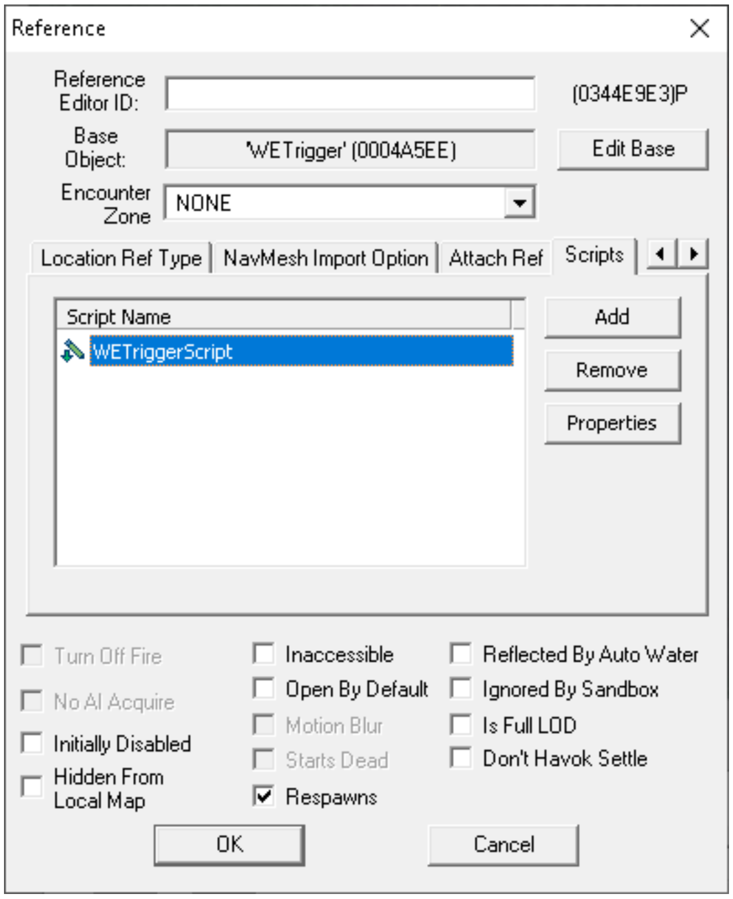

Wilderness [Free camera, perspective] - M#: 86.97% (132.19 MB / 152.00 MB)
Edit Regions Here
Generate LOD Land Texture
Render Window Properties
Paste
Paste in place
Edit
Copy
Cut
Duplicate
Select Enable State Children

Figure 632 - Opening reference properties for the instance of WETrigger.

Right-click in the render window and select Edit or double-click on the WETrigger to bring up the properties for that instance.

Go to the Scripts tab, highlight the WETriggerScript and click on the Properties button.


Reference

Reference Editor ID: (0344E9E3)P

Base Object: 'WETrigger' (0004A5EE)

Encounter Zone: NONE

Location Ref Type | NavMesh Import Option | Attach Ref | Scripts

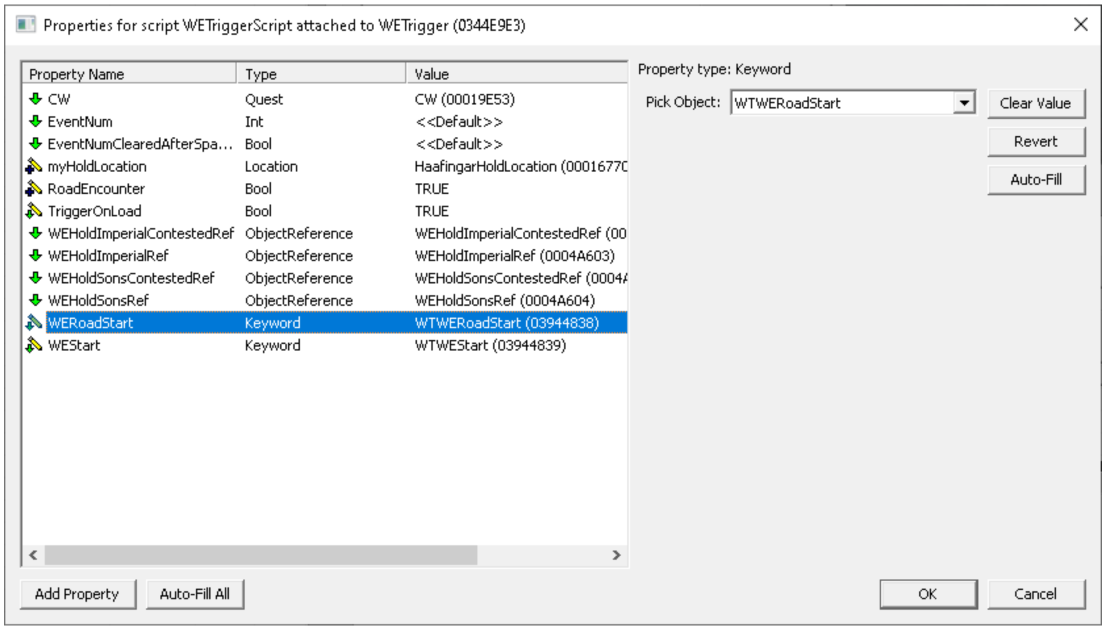
Script Name
- WETriggerScript

- [ ] Turn Off Fire
- [ ] No AI Acquire
- [ ] Initially Disabled
- [ ] Hidden From Local Map
- [ ] Inaccessible
- [ ] Open By Default
- [ ] Motion Blur
- [ ] Starts Dead
- [x] Respawns
- [ ] Reflected By Auto Water
- [ ] Ignored By Sandbox
- [ ] Is Full LOD
- [ ] Don't Havok Settle

Figure 633 - Scripts tab in reference properties.

Change WERoadStart and WEStart to point to the new keywords you created earlier instead.

In the screenshot below I changed WERoadStart to WTWERoadStart and WEStart to WTWEStart.


Properties for script WETriggerScript attached to WETrigger (0344E9E3)

Property Name	Type	Value
CW	Quest	CW (00019E53)
EventNum	Int	<<Default>>
EventNumClearedAfterSpa...	Bool	<<Default>>
myHoldLocation	Location	HaafingarHoldLocation (0001677C
RoadEncounter	Bool	TRUE
TriggerOnLoad	Bool	TRUE
WEHoldImperialContestedRef	ObjectReference	WEHoldImperialContestedRef (00
WEHoldImperialRef	ObjectReference	WEHoldImperialRef (0004A603)
WEHoldSonsContestedRef	ObjectReference	WEHoldSonsContestedRef (0004A
WEHoldSonsRef	ObjectReference	WEHoldSonsRef (0004A604)
WERoadStart	Keyword	WTWERoadStart (03944838)
WEStart	Keyword	WTWEStart (03944839)

Property type: Keyword

Pick Object: WTWERoadStart

Figure 634 - Changing the keyword values in script properties.

Click OK to close out of the script properties.

Click OK to close out of the reference properties.

Go back to the list of WETrigger instances in Use Report, double-click on the next instance and repeat these steps.

Continue this until you've changed all instances of WETrigger in your world space.

CREATING NEW RANDOM ENCOUNTERS

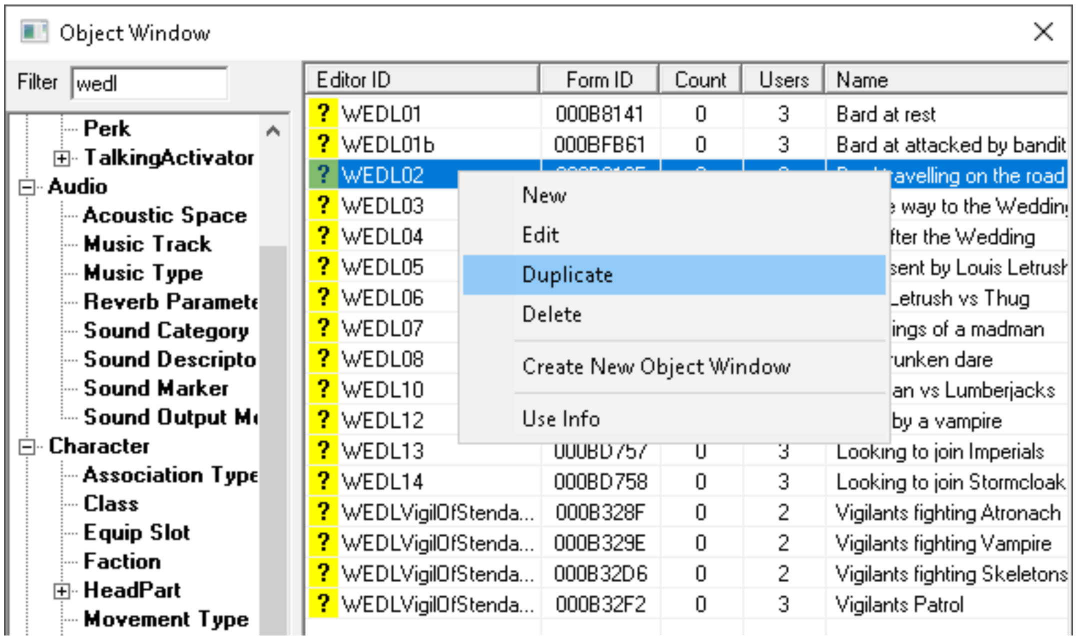
This section will cover creating our own random encounters that we can then add to the Story Manager.

The easiest way to create a new random encounter is to duplicate an existing one that closely matches what we want to create.

Let's say we wanted to create a random encounter that spawns in an NPC that travels to the nearest settlement. Well, the random encounter WEDL02 already does that. It spawns in Talsgar the Wanderer, and when he spawns in he'll path to the nearest settlement and wander there until his event ends.

In the Object Window, filter by 'WEDL' and search for WEDL02.

Right-click on WEDL02 and select Duplicate.

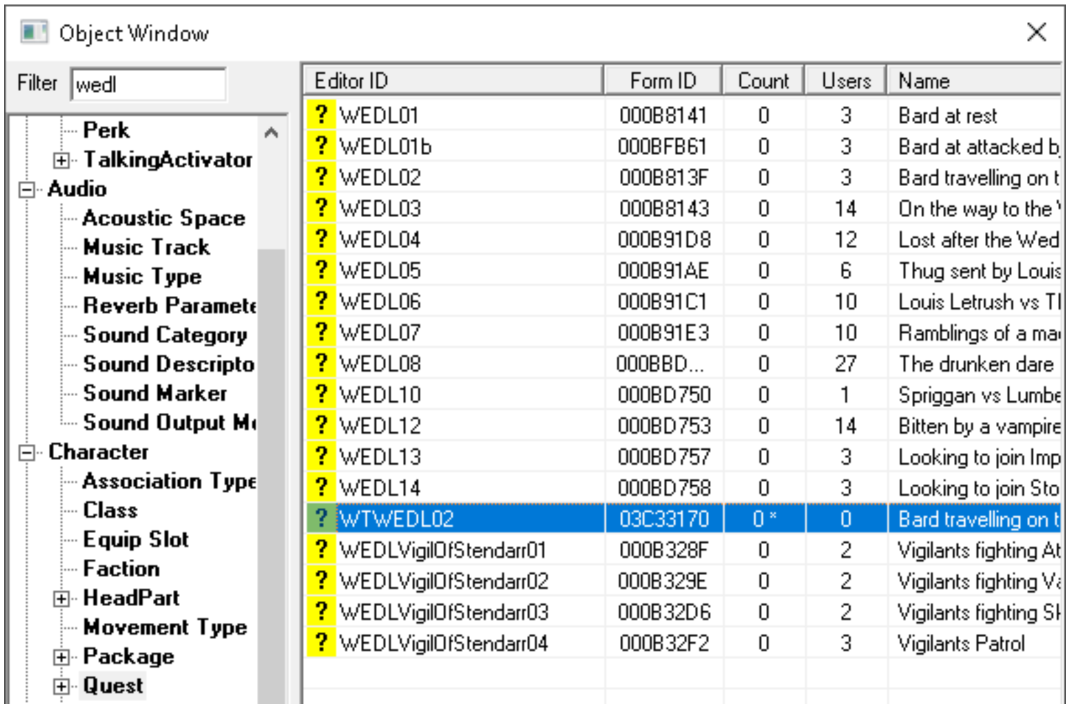


Editor ID	Form ID	Count	Users	Name
WEDL01	000B8141	0	3	Bard at rest
WEDL01b	000BFB61	0	3	Bard at attacked by bandit
WEDL02				ravelling on the road
WEDL03				way to the Weddin
WEDL04				fter the Wedding
WEDL05				sent by Louis Letrush
WEDL06				Letrush vs Thug
WEDL07				ings of a madman
WEDL08				runken dare
WEDL10				an vs Lumberjacks
WEDL12				by a vampire
WEDL13	000BD757	0	3	Looking to join Imperials
WEDL14	000BD758	0	3	Looking to join Stormcloak
WEDLVigilOfStenda...	000B328F	0	2	Vigilants fighting Atronach
WEDLVigilOfStenda...	000B329E	0	2	Vigilants fighting Vampire
WEDLVigilOfStenda...	000B32D6	0	2	Vigilants fighting Skeletons
WEDLVigilOfStenda...	000B32F2	0	3	Vigilants Patrol

Figure 635 - Duplicating WEDL02.

This will create a duplicate quest that will be named WEDLDUPLICATE003.

Highlight WEDLDUPLICATE003, press 'F2' and rename it.

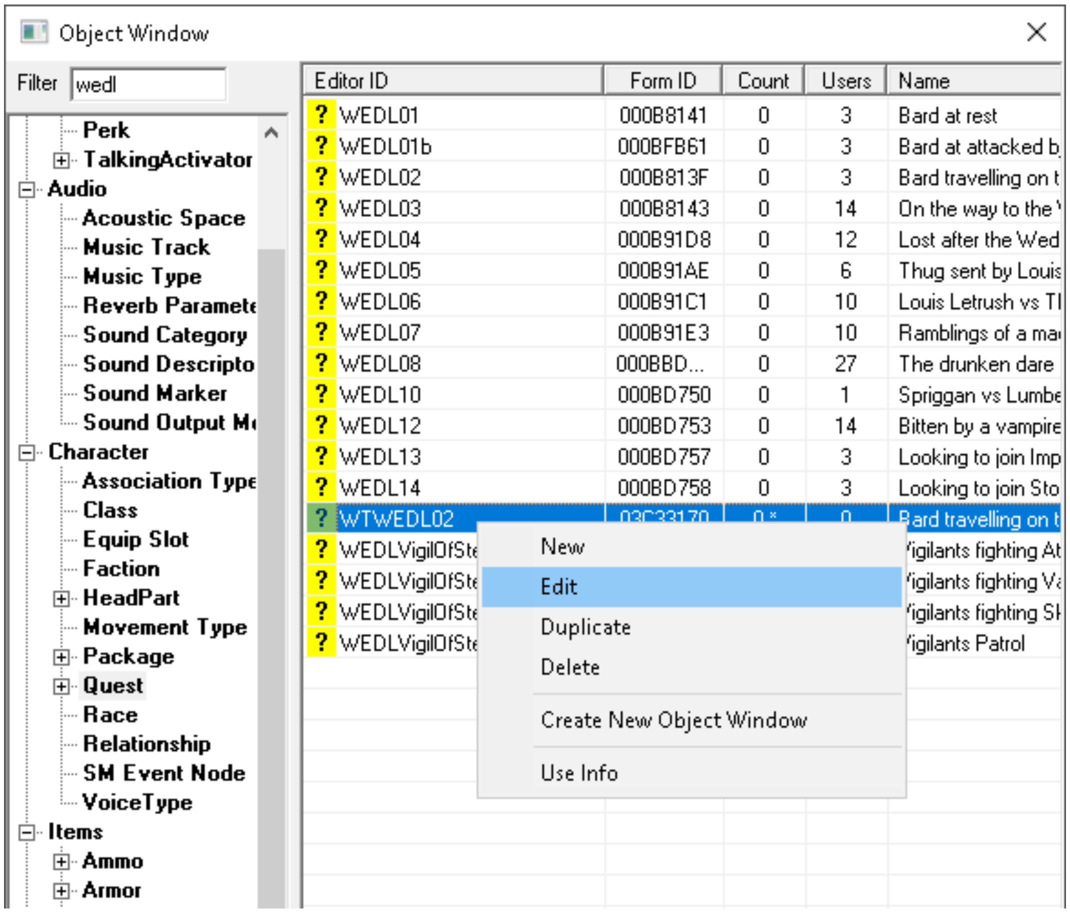


Editor ID	Form ID	Count	Users	Name
WEDL01	000B8141	0	3	Bard at rest
WEDL01b	000BFB61	0	3	Bard at attacked b
WEDL02	000B813F	0	3	Bard travelling on t
WEDL03	000B8143	0	14	On the way to the
WEDL04	000B91D8	0	12	Lost after the Wed
WEDL05	000B91AE	0	6	Thug sent by Louis
WEDL06	000B91C1	0	10	Louis Letrush vs Tl
WEDL07	000B91E3	0	10	Ramblings of a ma
WEDL08	000BBD...	0	27	The drunken dare
WEDL10	000BD750	0	1	Spriggan vs Lumbe
WEDL12	000BD753	0	14	Bitten by a vampire
WEDL13	000BD757	0	3	Looking to join Imp
WEDL14	000BD758	0	3	Looking to join Sto
WTWEDL02	03C33170	0 *	0	Bard travelling on t
WEDLVigilOfStendarr01	000B328F	0	2	Vigilants fighting At
WEDLVigilOfStendarr02	000B329E	0	2	Vigilants fighting V
WEDLVigilOfStendarr03	000B32D6	0	2	Vigilants fighting Sl
WEDLVigilOfStendarr04	000B32F2	0	3	Vigilants Patrol

Figure 636 - Random encounter renamed.

For this example, I just reverted the name back to WEDL02 and added the 'WT' prefix.

Double-click on the new random encounter or right-click on it and select Edit.


Object Window

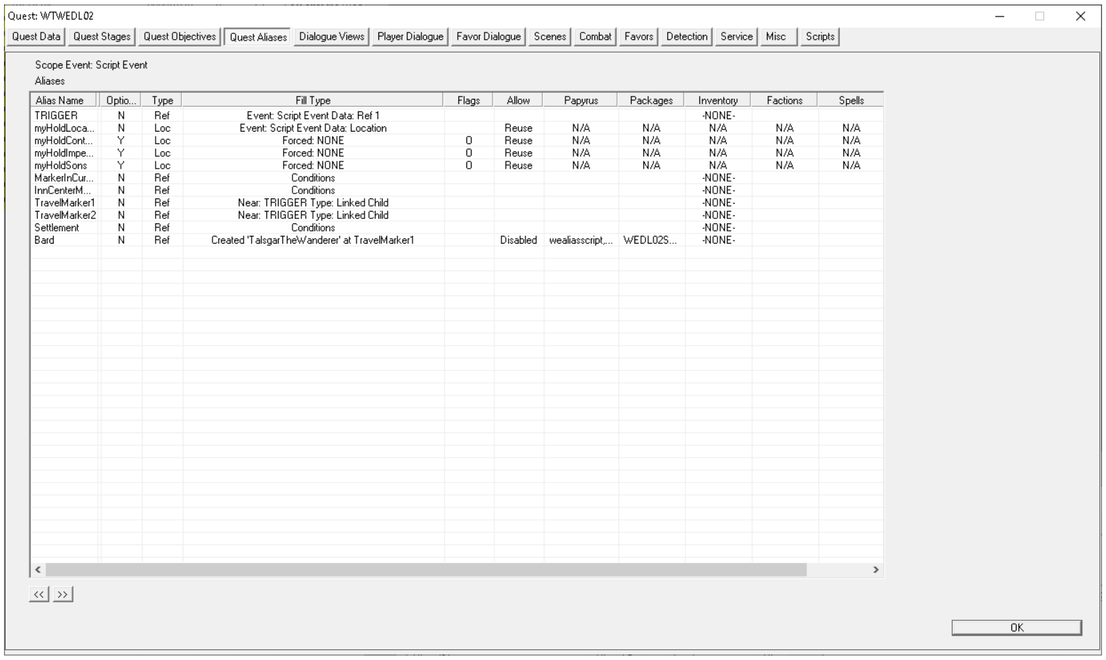
Filter wedl

Perk
TalkingActivator
Audio
Acoustic Space
Music Track
Music Type
Reverb Paramete
Sound Category
Sound Descripto
Sound Marker
Sound Output Mo
Character
Association Type
Class
Equip Slot
Faction
HeadPart
Movement Type
Package
Quest
Race
Relationship
SM Event Node
VoiceType
Items
Ammo
Armor

Editor ID	Form ID	Count	Users	Name
WEDL01	000B8141	0	3	Bard at rest
WEDL01b	000BFB61	0	3	Bard at attacked b
WEDL02	000B813F	0	3	Bard travelling on t
WEDL03	000B8143	0	14	On the way to the
WEDL04	000B91D8	0	12	Lost after the Wed
WEDL05	000B91AE	0	6	Thug sent by Louis
WEDL06	000B91C1	0	10	Louis Letrush vs Tl
WEDL07	000B91E3	0	10	Ramblings of a ma
WEDL08	000BBD...	0	27	The drunken dare
WEDL10	000BD750	0	1	Spriggan vs Lumbe
WEDL12	000BD753	0	14	Bitten by a vampire
WEDL13	000BD757	0	3	Looking to join Imp
WEDL14	000BD758	0	3	Looking to join Sto
WTWEDL02	03C33170	0 *	0	Bard travelling on t
WEDLVigilOfSte				'igilants fighting At
WEDLVigilOfSte				'igilants fighting Va
WEDLVigilOfSte				'igilants fighting Sk
WEDLVigilOfSte				'igilants Patrol

Figure 637 - Editing WTWEDL02.

Under the Quest Aliases tab, we'll see the Bard alias. This defines the NPC the encounter will be spawning in. Let's edit that first.



Scope Event: Script Event

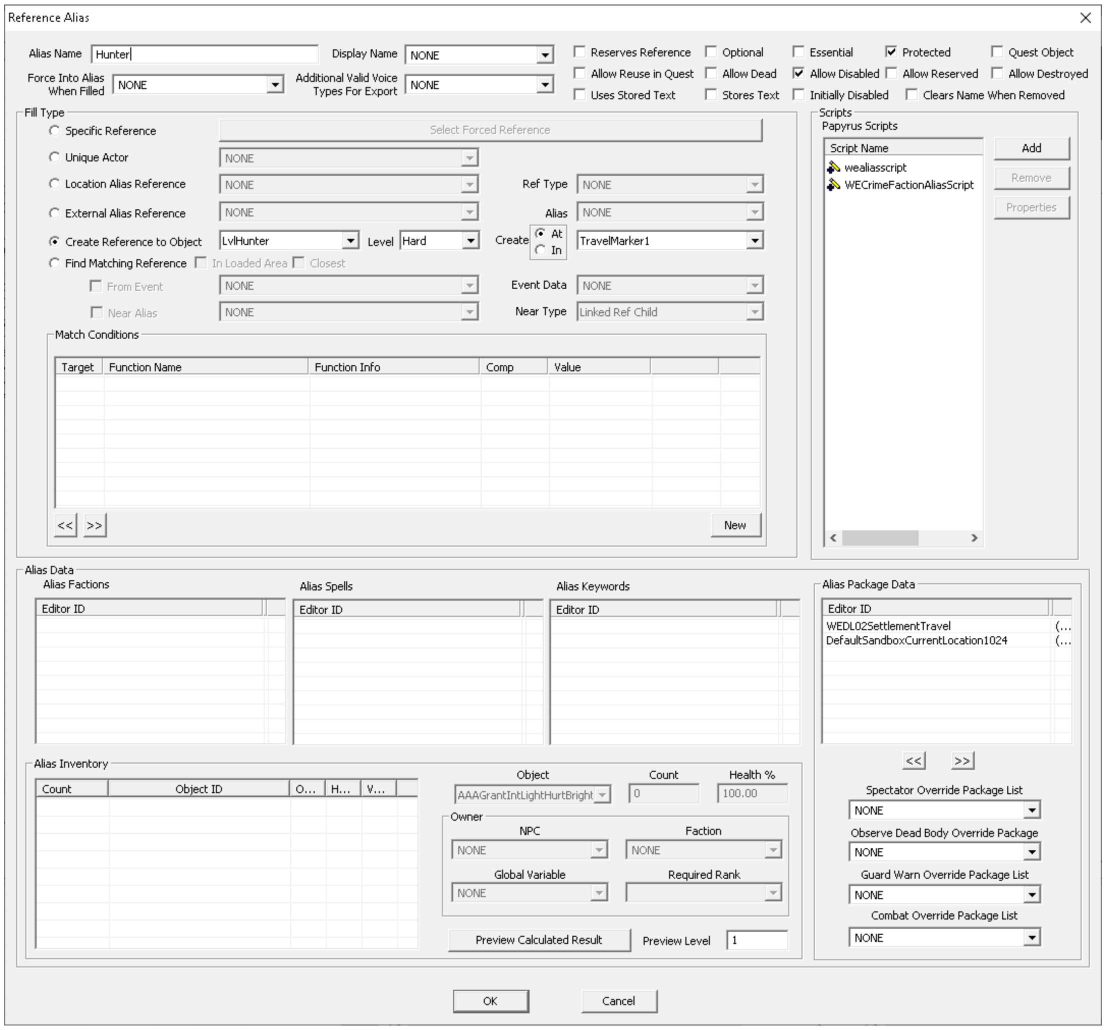
Aliases

Alias Name	Optio...	Type	Fill Type	Flags	Allow	Papyrus	Packages	Inventory	Factions	Spells
TRIGGER	N	Ref	Event: Script Event Data: Ref 1					-NONE-		
myHoldLoca...	N	Loc	Event: Script Event Data: Location		Reuse	N/A	N/A	N/A	N/A	N/A
myHoldCont...	Y	Loc	Forced: NONE	0	Reuse	N/A	N/A	N/A	N/A	N/A
myHoldImpe...	Y	Loc	Forced: NONE	0	Reuse	N/A	N/A	N/A	N/A	N/A
myHoldSons	Y	Loc	Forced: NONE	0	Reuse	N/A	N/A	N/A	N/A	N/A
MarkerInCur...	N	Ref	Conditions					-NONE-		
InnCenterM...	N	Ref	Conditions					-NONE-		
TravelMarker1	N	Ref	Near: TRIGGER Type: Linked Child					-NONE-		
TravelMarker2	N	Ref	Near: TRIGGER Type: Linked Child					-NONE-		
Settlement	N	Ref	Conditions					-NONE-		
Bard	N	Ref	Created 'TalsgarTheWanderer' at TravelMarker1		Disabled	wealiasscript,...	WEDL02S...	-NONE-		

Figure 638 - WTWEDL02 Quest aliases.

Double-click on the Bard alias or right-click on it and select Edit.

In this example, we'll be spawning in a hunter instead, so change the drop-down menu next to 'Create Reference to Object' to 'LvlHunter' and change the Alias Name to 'Hunter'.


Reference Alias

Alias Name: Hunter
Display Name: NONE
Force Into Alias When Filled: NONE
Additional Valid Voice Types For Export: NONE

☐ Reserves Reference ☐ Optional ☐ Essential ✓ Protected ☐ Quest Object
☐ Allow Reuse in Quest ☐ Allow Dead ✓ Allow Disabled ☐ Allow Reserved ☐ Allow Destroyed
☐ Uses Stored Text ☐ Stores Text ☐ Initially Disabled ☐ Clears Name When Removed

Fill Type
- ○ Specific Reference — Select Forced Reference
- ○ Unique Actor — NONE
- ○ Location Alias Reference — NONE — Ref Type: NONE
- ○ External Alias Reference — NONE — Alias: NONE
- ● Create Reference to Object — LvlHunter — Level: Hard — Create: ● At ○ In — TravelMarker1
- ○ Find Matching Reference ☐ In Loaded Area ☐ Closest
- ☐ From Event — NONE — Event Data: NONE
- ☐ Near Alias — NONE — Near Type: Linked Ref Child

Match Conditions

Target	Function Name	Function Info	Comp	Value

Scripts — Papyrus Scripts

Script Name
wealiasscript
WECrimeFactionAliasScript

Alias Data

Alias Package Data

Editor ID	
WEDL02SettlementTravel	(...
DefaultSandboxCurrentLocation1024	(...

Alias Inventory — Object: AAAGrantIntLightHurtBright — Count: 0 — Health %: 100.00
Owner — NPC: NONE — Faction: NONE — Global Variable: NONE — Required Rank:
Preview Calculated Result — Preview Level: 1

Spectator Override Package List: NONE
Observe Dead Body Override Package: NONE
Guard Warn Override Package List: NONE
Combat Override Package List: NONE

Figure 639 - Spawning in a hunter instead.

If you wanted to spawn in a unique NPC instead, such as Aela the Huntress, you would change the Fill Type to 'Unique Actor' and select 'AelaTheHuntress' from the drop-down menu.

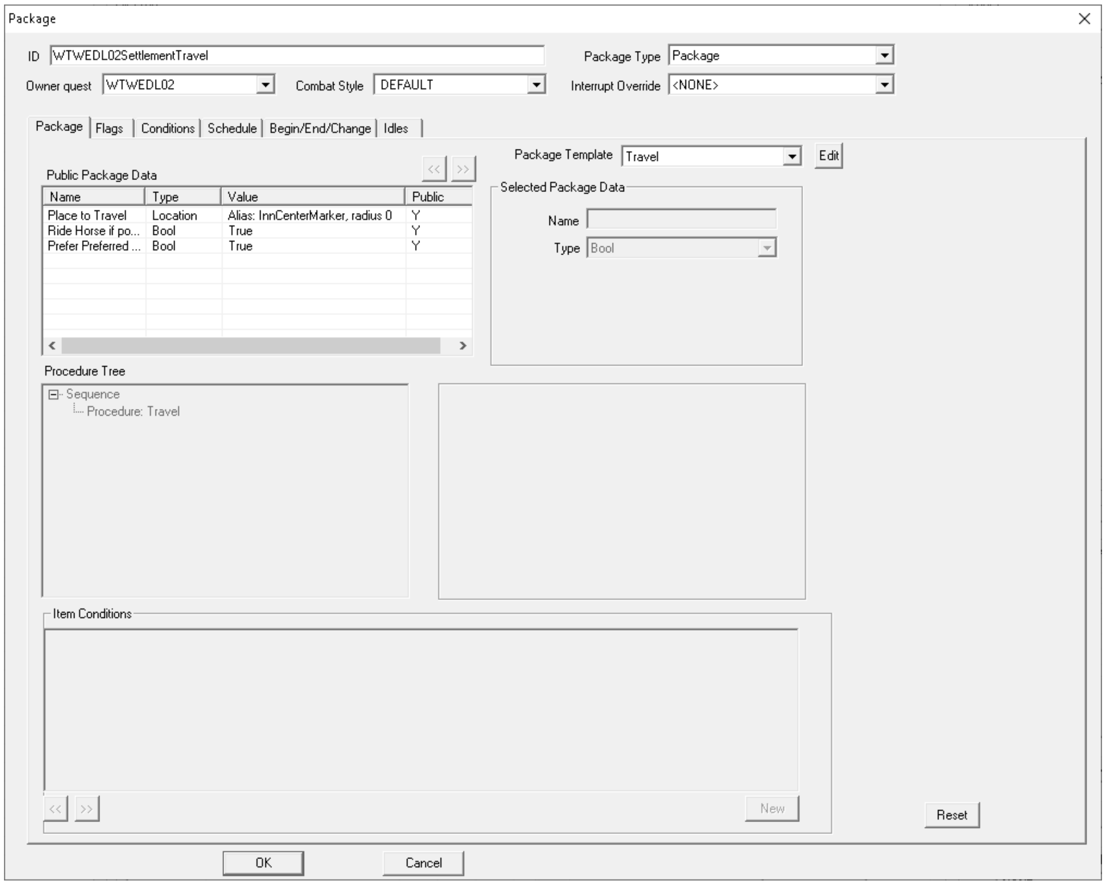
When referencing a unique NPC, try using their unique ID where possible rather than a specific reference. If I set the Fill Type to Specific Reference instead and selected Aela's reference in the render window, this may create an unnecessary cell edit.

Near the bottom right you'll see the Alias Package Data list. This is a list of packages assigned to the NPC when the random encounter is running. These packages will override any packages already assigned to an NPC in their actor properties.

This alias is assigned two packages; WEDL02SettlementTravel and DefaultSandboxCurrentLocation1024.

So basically, when the NPC spawns in, they'll travel to the nearest inn. When they arrive, the travel package will end, and the sandbox package takes over to make them wander around that location.

Double-click on WEDL02SettlementTravel to open its properties.



Package

ID: WTWEDL02SettlementTravel
Package Type: Package
Owner quest: WTWEDL02
Combat Style: DEFAULT
Interrupt Override: <NONE>

Package Template: Travel

Public Package Data

Name	Type	Value	Public
Place to Travel	Location	Alias: InnCenterMarker, radius 0	Y
Ride Horse if po...	Bool	True	Y
Prefer Preferred ...	Bool	True	Y

Selected Package Data
Name:
Type: Bool

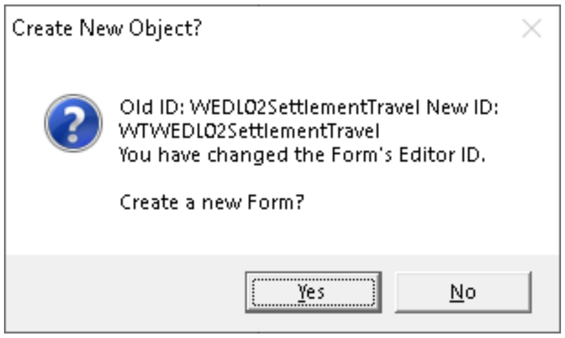
Procedure Tree
Sequence
Procedure: Travel

Figure 640 - Changing the package ID and Owner Quest.

In the screenshot above, I added the 'WT' prefix to the package ID and changed the Owner Quest to point to WTWEDL02 instead of WEDL02.

Click OK.

If prompted to create a new form, click Yes. We don't want to change the existing WEDL02SettlementTravel package, we want to create a new one for our new random encounter.



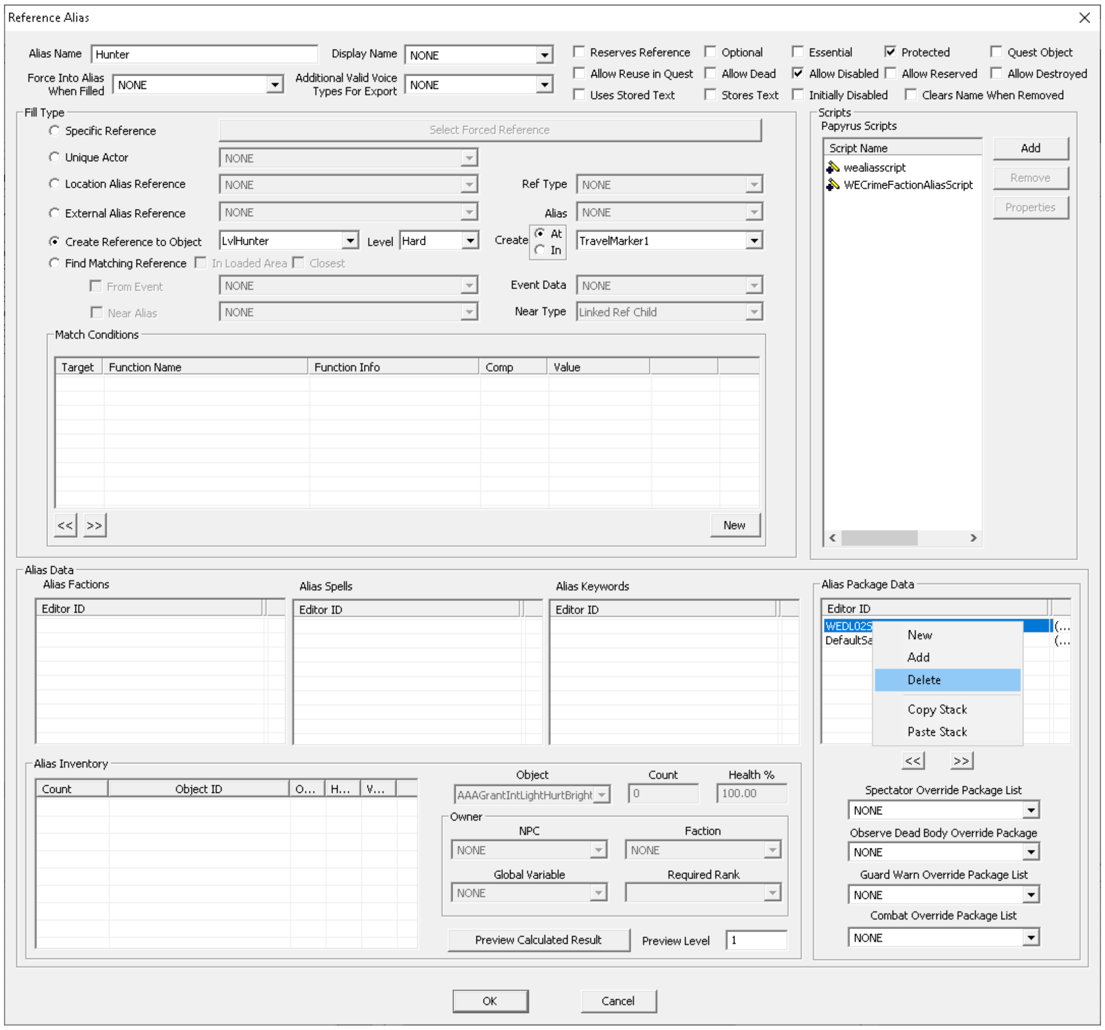
Create New Object?

Old ID: WEDL02SettlementTravel New ID: WTWEDL02SettlementTravel
You have changed the Form's Editor ID.

Create a new Form?

Figure 641 - Create a new form.

Highlight WEDL02SettlementTravel in the Alias Package Data list and press Delete, or right-click on it and select Delete.



Reference Alias

Alias Name: Hunter
Display Name: NONE
Force Into Alias When Filled: NONE
Additional Valid Voice Types For Export: NONE

☐ Reserves Reference ☐ Optional ☐ Essential ☑ Protected ☐ Quest Object
☐ Allow Reuse in Quest ☐ Allow Dead ☑ Allow Disabled ☐ Allow Reserved ☐ Allow Destroyed
☐ Uses Stored Text ☐ Stores Text ☐ Initially Disabled ☐ Clears Name When Removed

Fill Type
- Specific Reference: Select Forced Reference
- Unique Actor: NONE
- Location Alias Reference: NONE — Ref Type: NONE
- External Alias Reference: NONE — Alias: NONE
- [✓ Create Reference to Object]: LvlHunter — Level: Hard — Create: [✓ At] In — TravelMarker1
- Find Matching Reference ☐ In Loaded Area ☐ Closest
- ☐ From Event: NONE — Event Data: NONE
- ☐ Near Alias: NONE — Near Type: Linked Ref Child

Match Conditions

Target	Function Name	Function Info	Comp	Value

Scripts — Papyrus Scripts

Script Name
wealiasscript
WECrimeFactionAliasScript

Alias Data: Alias Factions (Editor ID), Alias Spells (Editor ID), Alias Keywords (Editor ID)

Alias Package Data

Editor ID
WEDL02S…
DefaultSa…

Alias Inventory

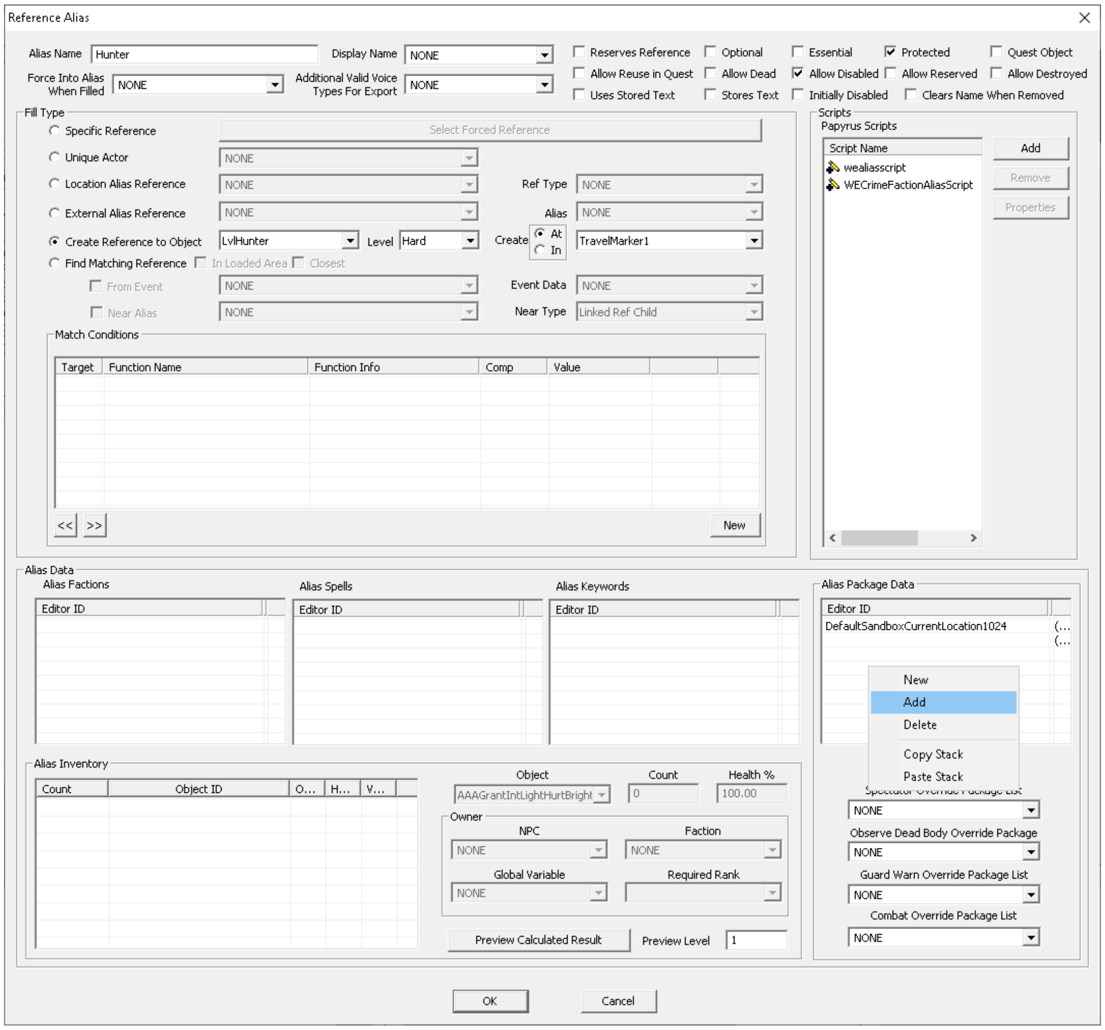
Count	Object ID	O...	H...	V...

Object: AAAGrantIntLightHurtBright — Count: 0 — Health %: 100.00
Owner — NPC: NONE — Faction: NONE — Global Variable: NONE — Required Rank:
Preview Calculated Result — Preview Level: 1

Spectator Override Package List: NONE
Observe Dead Body Override Package: NONE
Guard Warn Override Package List: NONE
Combat Override Package List: NONE

Figure 642 - Deleting the existing WEDL02SettlementTravel package.

Right-click in Alias Package Data and select Add.



Reference Alias

Alias Name: Hunter
Display Name: NONE
Force Into Alias When Filled: NONE
Additional Valid Voice Types For Export: NONE

Reserves Reference [ ] | Optional [ ] | Essential [ ] | Protected [✓] | Quest Object [ ]
Allow Reuse in Quest [ ] | Allow Dead [ ] | Allow Disabled [✓] | Allow Reserved [ ] | Allow Destroyed [ ]
Uses Stored Text [ ] | Stores Text [ ] | Initially Disabled [ ] | Clears Name When Removed [ ]

Fill Type
- Specific Reference — Select Forced Reference
- Unique Actor — NONE
- Location Alias Reference — NONE — Ref Type: NONE
- External Alias Reference — NONE — Alias: NONE
- [✓] Create Reference to Object — LvlHunter — Level: Hard — Create: [✓ At] In — TravelMarker1
- Find Matching Reference — In Loaded Area [ ] Closest [ ]
- From Event [ ] — NONE — Event Data: NONE
- Near Alias [ ] — NONE — Near Type: Linked Ref Child

Match Conditions

Target	Function Name	Function Info	Comp	Value

<< >> New

Scripts
Papyrus Scripts

Script Name
wealiasscript
WECrimeFactionAliasScript

Add / Remove / Properties

Alias Data

Alias Factions — Editor ID
Alias Spells — Editor ID
Alias Keywords — Editor ID

Alias Package Data

Editor ID	
DefaultSandboxCurrentLocation1024	(...
	(...

Alias Inventory

Count	Object ID	O...	H...	V...

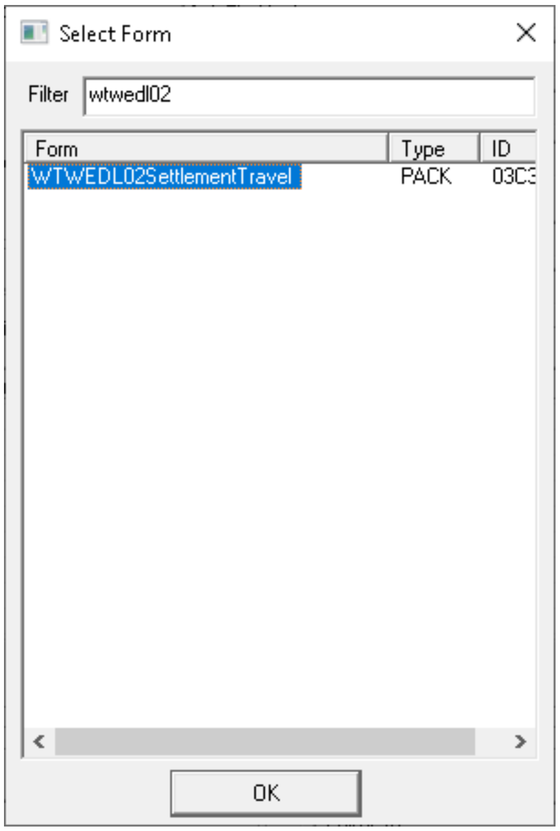
Object: AAAGrantIntLightHurtBright — Count: 0 — Health %: 100.00
Owner — NPC: NONE — Faction: NONE
Global Variable: NONE — Required Rank:
Preview Calculated Result — Preview Level: 1

Spectator Override Package List: NONE
Observe Dead Body Override Package: NONE
Guard Warn Override Package List: NONE
Combat Override Package List: NONE

OK Cancel

Figure 643 - Adding a new package.

Search for the package you just created, highlight it and click OK.



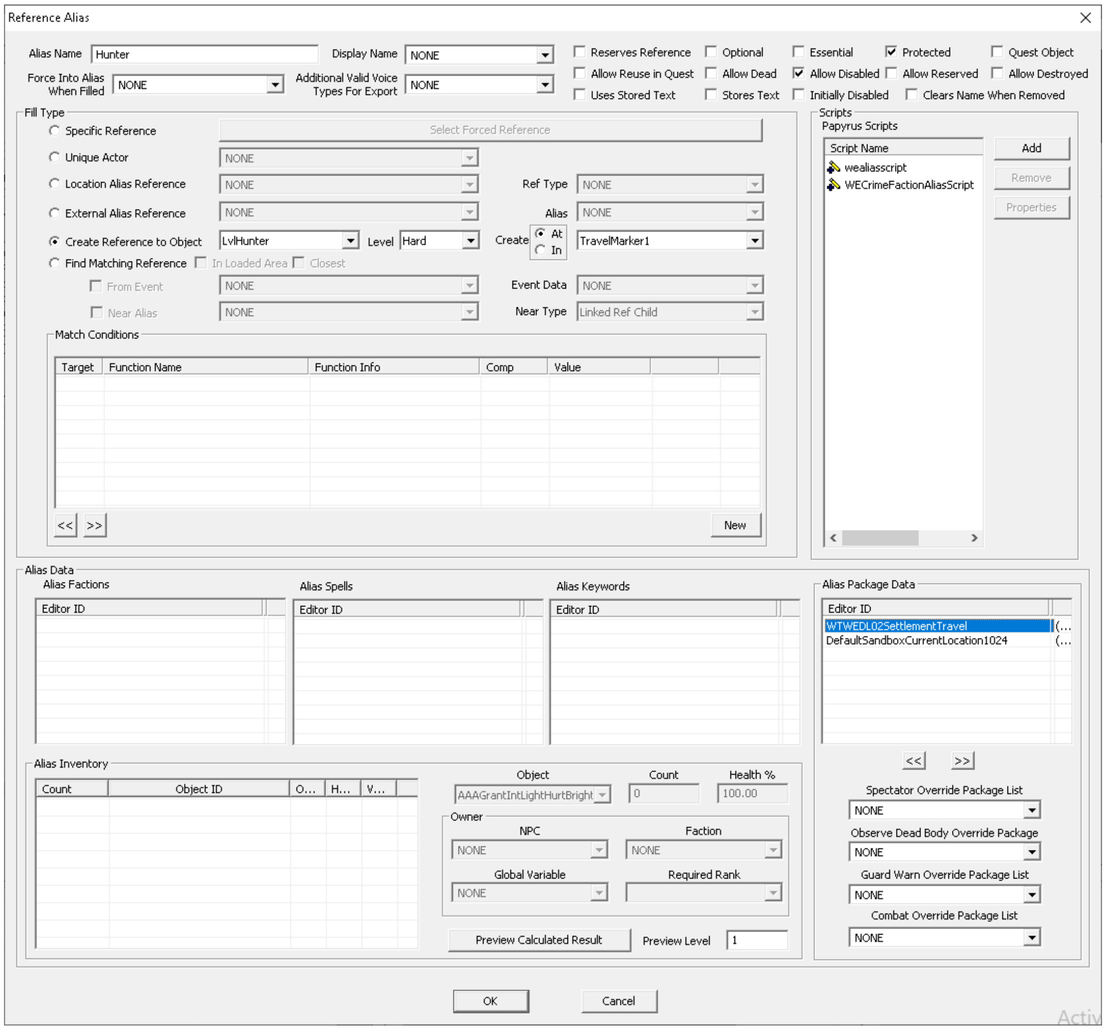
Filter: wtwedl02

Form	Type	ID
WTWEDL02SettlementTravel	PACK	03C3

Figure 644 - Selecting the package we just created.

It'll appear at the bottom of the Alias Package Data list. We'll need to move it above DefaultSandboxCurrentLocation1024 so it goes first.

Highlight the new package and click on '<<' to move it above DefaultSandboxCurrentLocation1024.


Reference Alias

Alias Name: Hunter
Display Name: NONE
Force Into Alias When Filled: NONE
Additional Valid Voice Types For Export: NONE

[ ] Reserves Reference [ ] Optional [ ] Essential [✓ Protected] [ ] Quest Object
[ ] Allow Reuse in Quest [ ] Allow Dead [✓ Allow Disabled] [ ] Allow Reserved [ ] Allow Destroyed
[ ] Uses Stored Text [ ] Stores Text [ ] Initially Disabled [ ] Clears Name When Removed

Fill Type
- Specific Reference
- Unique Actor: NONE
- Location Alias Reference: NONE — Ref Type: NONE
- External Alias Reference: NONE — Alias: NONE
- [✓ Create Reference to Object]: LvlHunter — Level: Hard — Create: [✓ At] In — TravelMarker1
- Find Matching Reference [ ] In Loaded Area [ ] Closest
  - [ ] From Event: NONE — Event Data: NONE
  - [ ] Near Alias: NONE — Near Type: Linked Ref Child

Match Conditions

Target	Function Name	Function Info	Comp	Value

Scripts — Papyrus Scripts

Script Name
wealiasscript
WECrimeFactionAliasScript

Alias Data

Alias Factions — Editor ID
Alias Spells — Editor ID
Alias Keywords — Editor ID

Alias Package Data

Editor ID	
WTWEDL02SettlementTravel	(...
DefaultSandboxCurrentLocation1024	(...

Alias Inventory

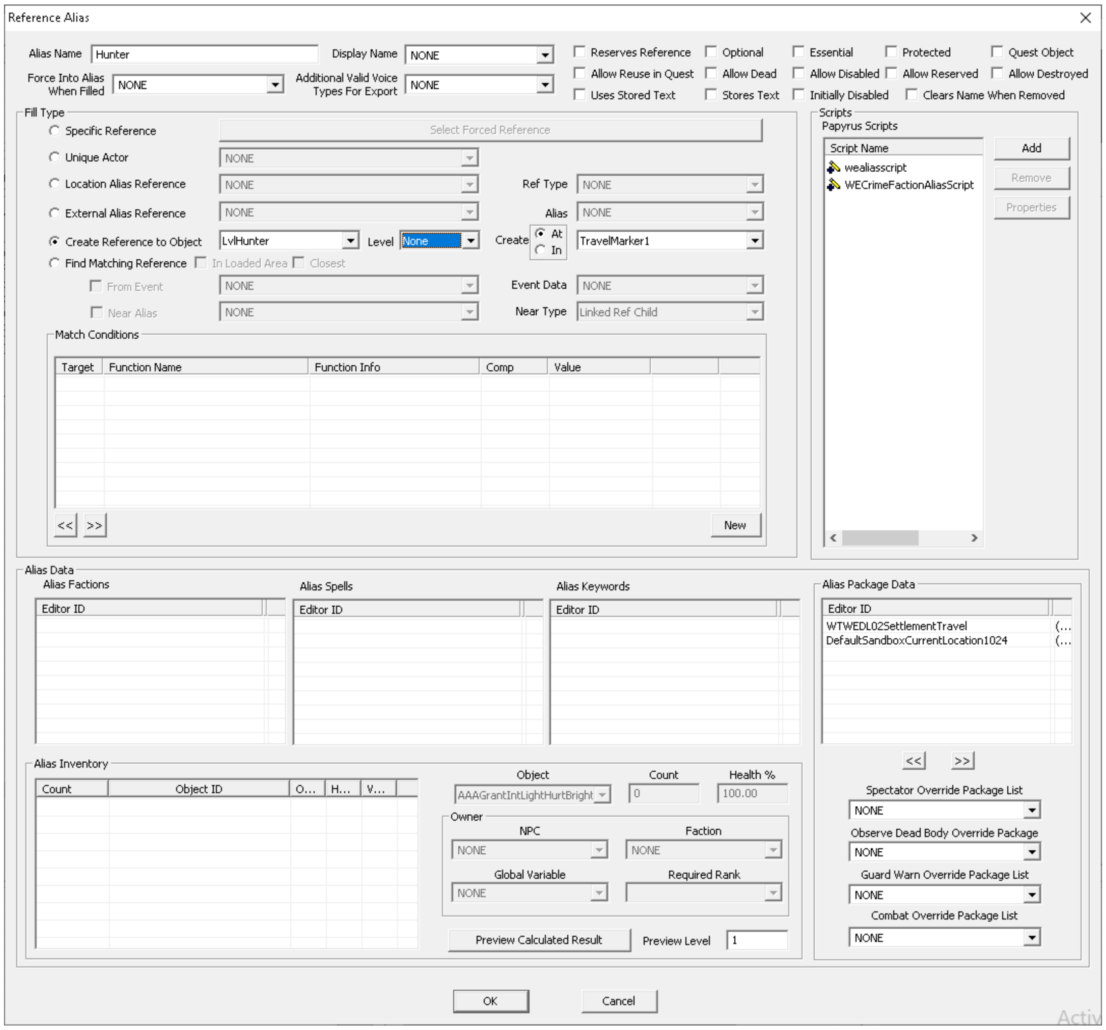
Count	Object ID	O...	H...	V...

Object: AAAGrantIntLightHurtBright — Count: 0 — Health %: 100.00
Owner — NPC: NONE — Faction: NONE — Global Variable: NONE — Required Rank:
Preview Level: 1

Spectator Override Package List: NONE
Observe Dead Body Override Package: NONE
Guard Warn Override Package List: NONE
Combat Override Package List: NONE

Figure 645 - Moving our package up in Alias Package Data.

Lastly, let's just change the Level drop-down menu to None, untick Allow Disabled and untick Protected.



Reference Alias

Alias Name: Hunter
Display Name: NONE
Force Into Alias When Filled: NONE
Additional Valid Voice Types For Export: NONE

☐ Reserves Reference ☐ Optional ☐ Essential ☐ Protected ☐ Quest Object
☐ Allow Reuse in Quest ☐ Allow Dead ☐ Allow Disabled ☐ Allow Reserved ☐ Allow Destroyed
☐ Uses Stored Text ☐ Stores Text ☐ Initially Disabled ☐ Clears Name When Removed

Fill Type
- ○ Specific Reference — Select Forced Reference
- ○ Unique Actor — NONE
- ○ Location Alias Reference — NONE — Ref Type: NONE
- ○ External Alias Reference — NONE — Alias: NONE
- ● Create Reference to Object — LvlHunter — Level: None — Create: ● At ○ In — TravelMarker1
- ○ Find Matching Reference ☐ In Loaded Area ☐ Closest
  - ☐ From Event — NONE — Event Data: NONE
  - ☐ Near Alias — NONE — Near Type: Linked Ref Child

Match Conditions

Target	Function Name	Function Info	Comp	Value

Scripts — Papyrus Scripts

Script Name
wealiasscript
WECrimeFactionAliasScript

Alias Data
- Alias Factions: Editor ID
- Alias Spells: Editor ID
- Alias Keywords: Editor ID

Alias Package Data

Editor ID	
WTWEDL02SettlementTravel	(...
DefaultSandboxCurrentLocation1024	(...

Alias Inventory

Count	Object ID	O...	H...	V...

Object: AAAGrantIntLightHurtBright — Count: 0 — Health %: 100.00
Owner — NPC: NONE — Faction: NONE — Global Variable: NONE — Required Rank:
Preview Calculated Result — Preview Level: 1

Spectator Override Package List: NONE
Observe Dead Body Override Package: NONE
Guard Warn Override Package List: NONE
Combat Override Package List: NONE

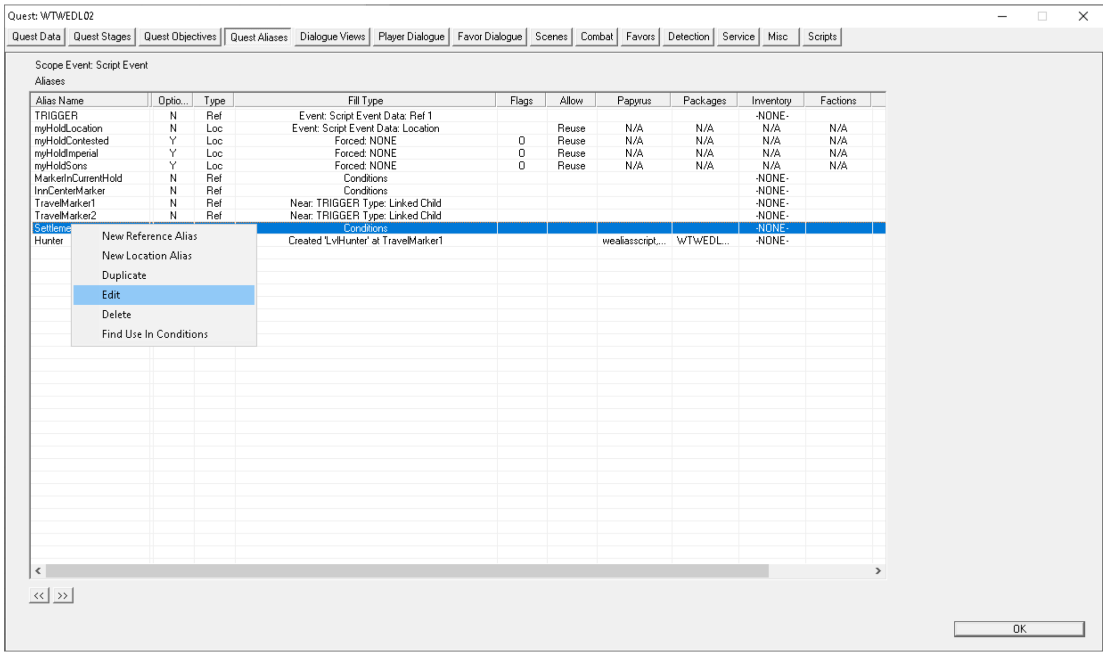
OK Cancel

Figure 646 - Removed level scaling on the hunter.

Click OK to close out of the Reference Alias properties for the Hunter alias.

Now let's take a look at where exactly our hunter will be going.

Double-click on the Settlement alias or right-click on it and select Edit.



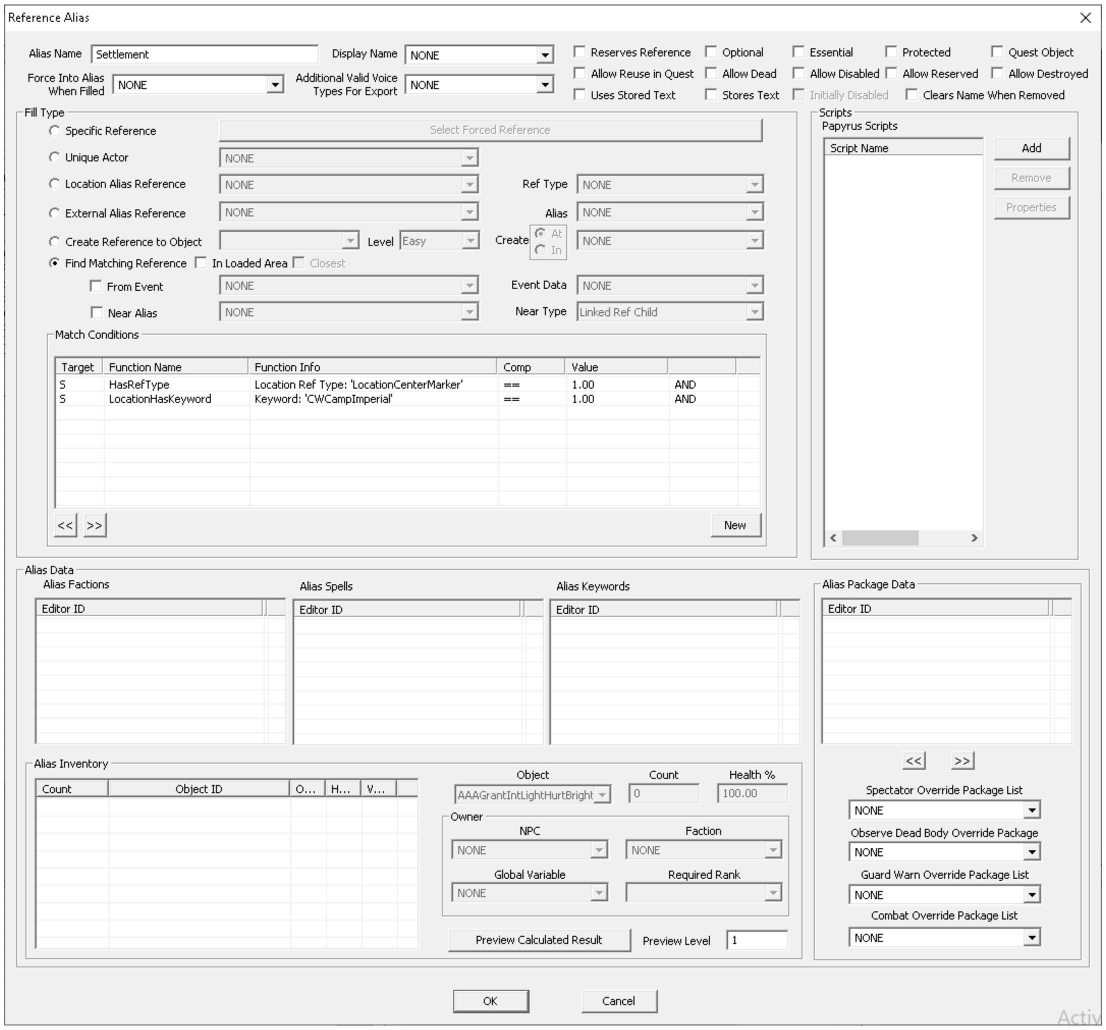
Scope Event: Script Event

Aliases

Alias Name	Optio...	Type	Fill Type	Flags	Allow	Papyrus	Packages	Inventory	Factions
TRIGGER	N	Ref	Event: Script Event Data: Ref 1					-NONE-	
myHoldLocation	N	Loc	Event: Script Event Data: Location		Reuse	N/A	N/A	N/A	N/A
myHoldContested	Y	Loc	Forced: NONE	0	Reuse	N/A	N/A	N/A	N/A
myHoldImperial	Y	Loc	Forced: NONE	0	Reuse	N/A	N/A	N/A	N/A
myHoldSons	Y	Loc	Forced: NONE	0	Reuse	N/A	N/A	N/A	N/A
MarkerInCurrentHold	N	Ref	Conditions					-NONE-	
InnCenterMarker	N	Ref	Conditions					-NONE-	
TravelMarker1	N	Ref	Near: TRIGGER Type: Linked Child					-NONE-	
TravelMarker2	N	Ref	Near: TRIGGER Type: Linked Child					-NONE-	
Settleme			Conditions					-NONE-	
Hunter			Created 'LvlHunter' at TravelMarker1			wealiasscript,...	WTWEDL...	-NONE-	

Figure 647 - Opening the properties for the Settlement alias.

So based on the conditions listed under Match Conditions, the location chosen must have a LocationCenterMarker and the CWCampImperial keyword.



Reference Alias

Alias Name: Settlement
Display Name: NONE
Force Into Alias When Filled: NONE
Additional Valid Voice Types For Export: NONE

Fill Type: Find Matching Reference
Near Type: Linked Ref Child

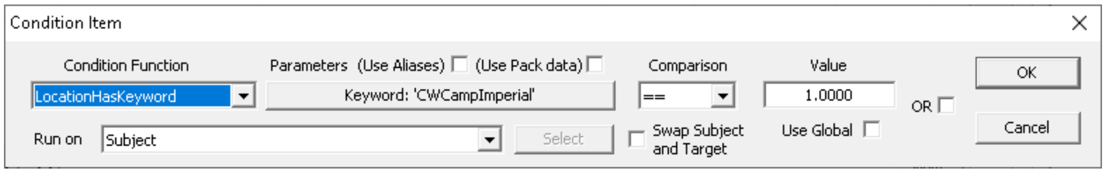
Match Conditions

Target	Function Name	Function Info	Comp	Value	
S	HasRefType	Location Ref Type: 'LocationCenterMarker'	==	1.00	AND
S	LocationHasKeyword	Keyword: 'CWCampImperial'	==	1.00	AND

Figure 648 - Match Conditions for potential locations.

Let's change that keyword so our hunter actually goes to a settlement.

Double-click on the LocationHasKeyword condition.



Condition Item

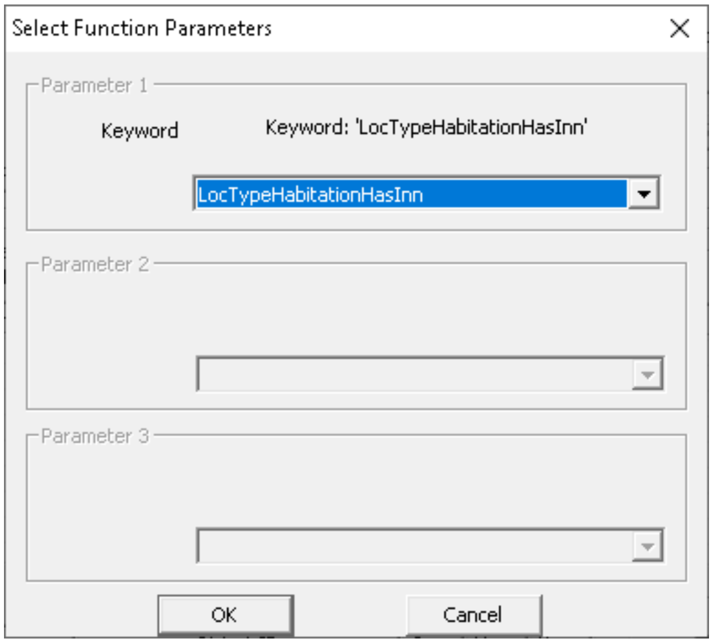
Condition Function	Parameters	Comparison	Value
LocationHasKeyword	Keyword: 'CWCampImperial'	==	1.0000

Run on: Subject

Figure 649 - Condition properties for the location keyword.

Click on the button with the CWCampImperial keyword.

Change CWCampImperial to LocTypeHabitationHasInn, then click OK.

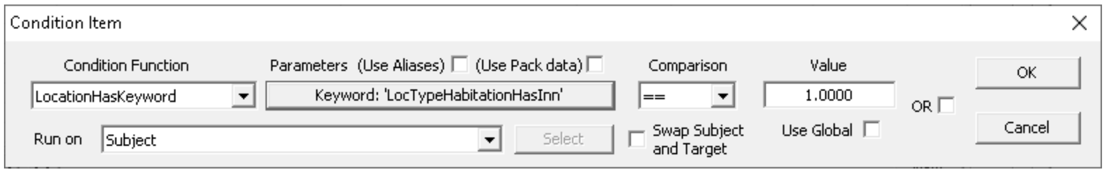


Keyword: Keyword: 'LocTypeHabitationHasInn'

LocTypeHabitationHasInn

Figure 650 - Changing the keyword to LocTypeHabitationHasInn.

Our Condition Item properties should now look like this.

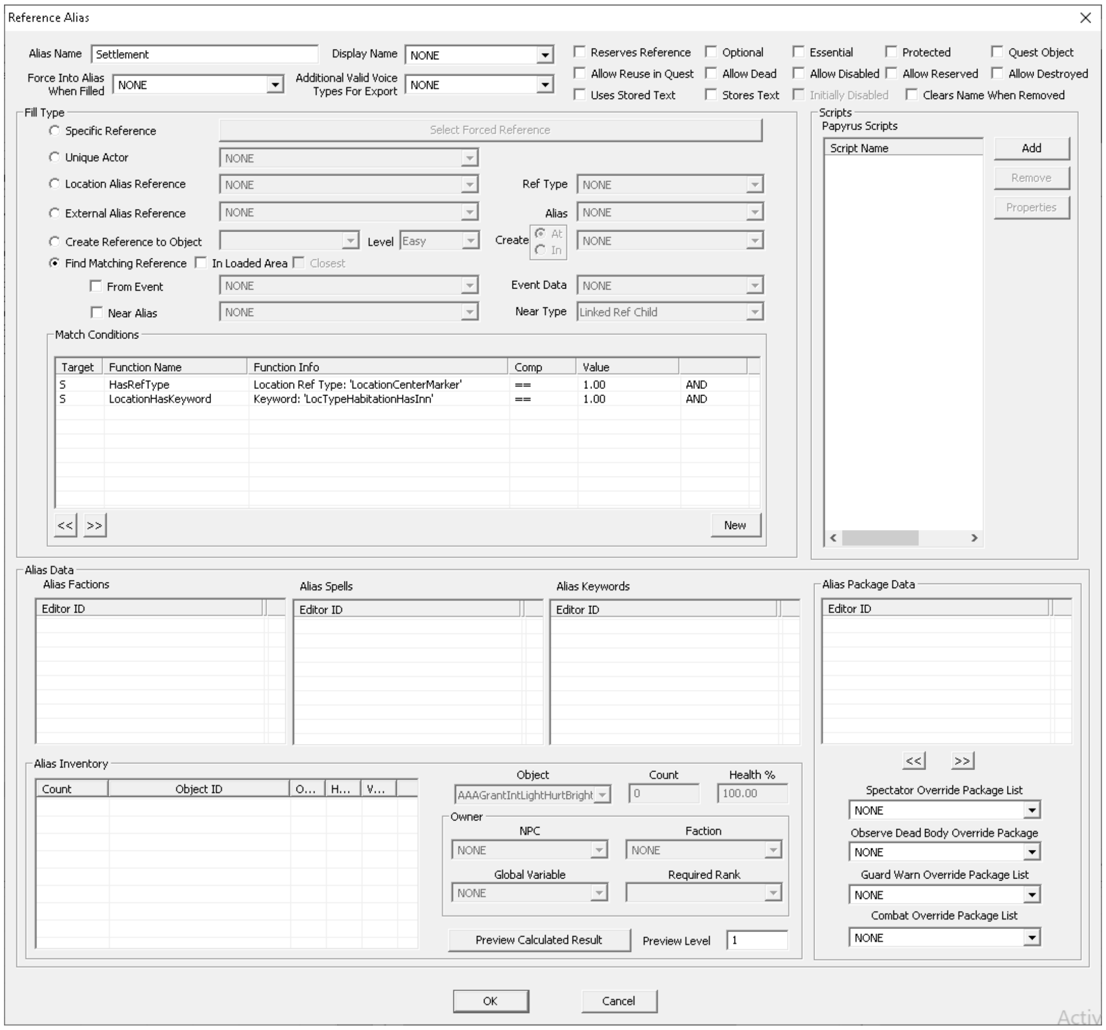


Condition Function: LocationHasKeyword
Parameters (Use Aliases) ☐ (Use Pack data) ☐: Keyword: 'LocTypeHabitationHasInn'
Comparison: ==
Value: 1.0000
OR ☐
Run on: Subject
☐ Swap Subject and Target
Use Global ☐

Figure 651 - Updated Condition Item with new keyword.

Click OK.

Our Reference Alias for the Settlement alias should now look like this:



Reference Alias

Alias Name: Settlement
Display Name: NONE
Force Into Alias When Filled: NONE
Additional Valid Voice Types For Export: NONE

☐ Reserves Reference ☐ Optional ☐ Essential ☐ Protected ☐ Quest Object
☐ Allow Reuse in Quest ☐ Allow Dead ☐ Allow Disabled ☐ Allow Reserved ☐ Allow Destroyed
☐ Uses Stored Text ☐ Stores Text ☐ Initially Disabled ☐ Clears Name When Removed

Fill Type
- ○ Specific Reference — Select Forced Reference
- ○ Unique Actor — NONE
- ○ Location Alias Reference — NONE — Ref Type: NONE
- ○ External Alias Reference — NONE — Alias: NONE
- ○ Create Reference to Object — Level: Easy — Create: ● At ○ In — NONE
- ● Find Matching Reference ☐ In Loaded Area ☐ Closest
  - ☐ From Event — NONE — Event Data: NONE
  - ☐ Near Alias — NONE — Near Type: Linked Ref Child

Match Conditions

Target	Function Name	Function Info	Comp	Value	
S	HasRefType	Location Ref Type: 'LocationCenterMarker'	==	1.00	AND
S	LocationHasKeyword	Keyword: 'LocTypeHabitationHasInn'	==	1.00	AND

Scripts — Papyrus Scripts: Script Name (Add, Remove, Properties)

Alias Data: Alias Factions, Alias Spells, Alias Keywords, Alias Package Data (Editor ID)

Alias Inventory: Count, Object ID, O..., H..., V...
Object: AAAGrantIntLightHurtBright — Count: 0 — Health %: 100.00
Owner — NPC: NONE — Faction: NONE — Global Variable: NONE — Required Rank:
Preview Calculated Result — Preview Level: 1

Spectator Override Package List: NONE
Observe Dead Body Override Package: NONE
Guard Warn Override Package List: NONE
Combat Override Package List: NONE

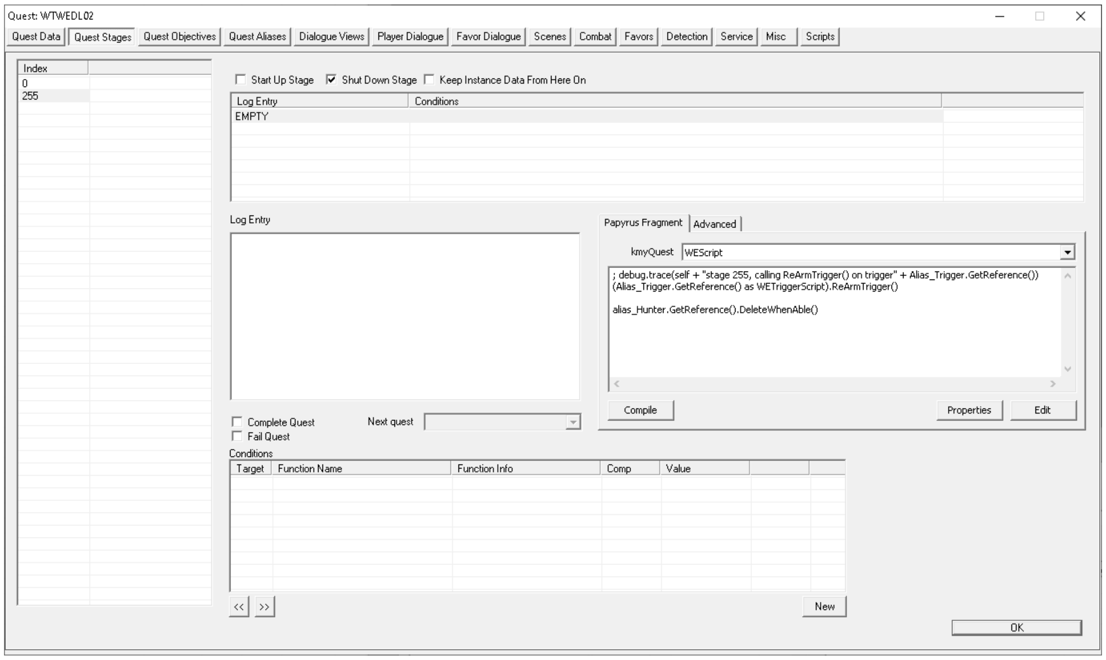
OK Cancel

Figure 652 - Updated keyword condition in Reference Alias.

Click OK to close out of the Reference Alias properties.

Next, we need to update the scripting for the random encounter.

Go to the Quest Stages tab and click on stage 255.


Quest: WTWEDL02

Index	
0	
255	

☐ Start Up Stage ☑ Shut Down Stage ☐ Keep Instance Data From Here On

Log Entry	Conditions
EMPTY	

kmyQuest: WEScript

```
; debug.trace(self + "stage 255, calling ReArmTrigger() on trigger" + Alias_Trigger.GetReference())
(Alias_Trigger.GetReference() as WETriggerScript).ReArmTrigger()

alias_Hunter.GetReference().DeleteWhenAble()
```

☐ Complete Quest
☐ Fail Quest

Figure 653 - Stage 255 of our random encounter.

To explain what's going on here, the scripting on stage 0 is run when our random encounter starts up. Seeing as though we're spawning in an NPC at TravelMarker1, we don't need to do anything here.

The scripting on stage 255 is run when our random encounter ends. We need to ensure any NPCs or objects generated by our random encounters are cleaned up to prevent save game bloat.

Change the line that reads:

```
alias_Bard.GetReference().DeleteWhenAble()
```

To:

```
alias_Hunter.GetReference().DeleteWhenAble()
```

Then click on the Compile button.

If you, for example, created an adversary for our Hunter to fight, like a bandit, you would also need to delete the bandit reference as well.

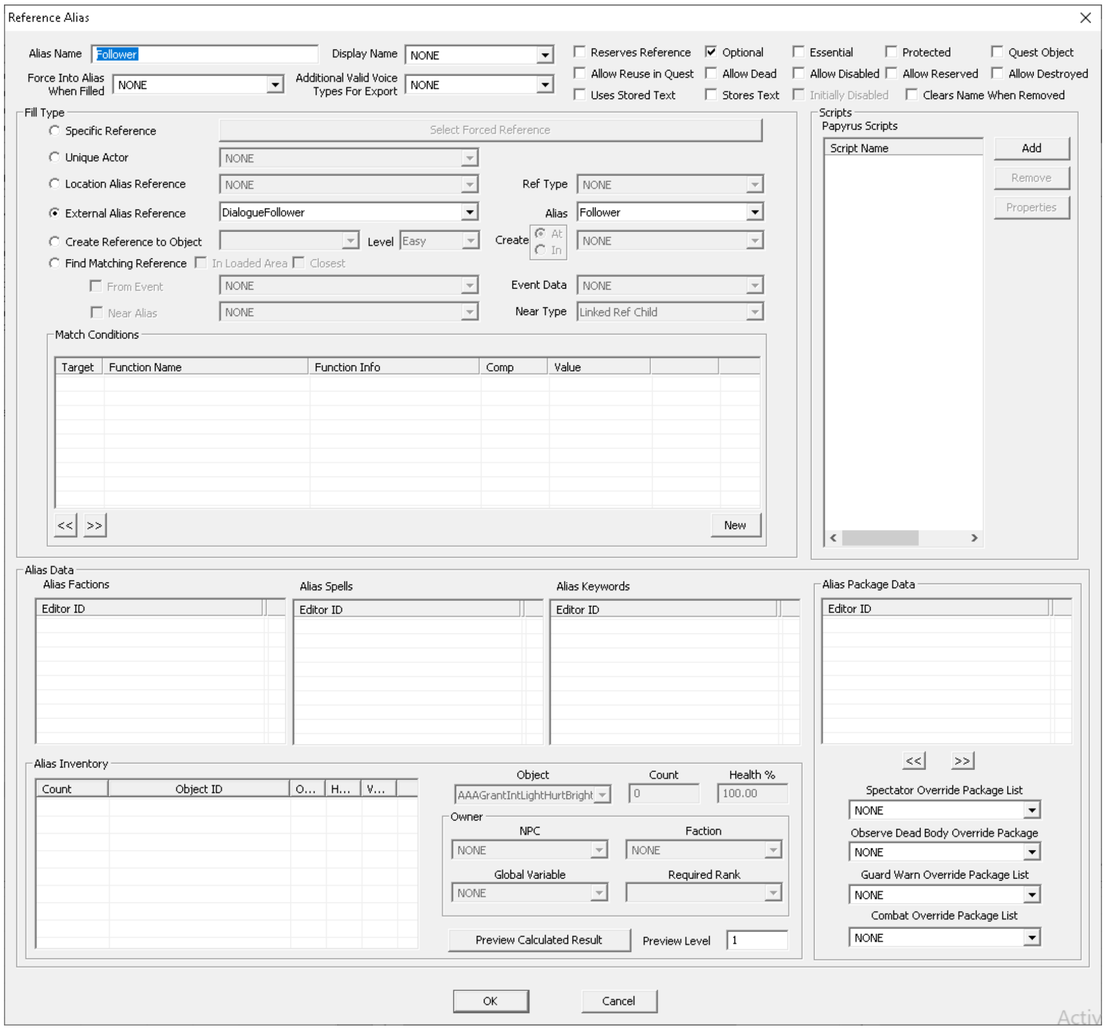
When dealing with unique NPCs, obviously we shouldn't be deleting them on stage 255.

For stage 0, we can move them into place with the following code:

```
if Alias_Aela.GetReference() != Alias_Follower.GetReference() &&
Alias_Aela.GetActorRef().IsDead() == false &&
Alias_Aela.GetActorRef().IsDisabled() == false

Alias_Aela.GetReference().MoveTo(Alias_TravelMarker1.GetReference())

endIf
```

So basically we're checking whether our unique NPC, Aela in this example, is our current follower, is dead, or is currently disabled. If all three conditions are False, then we'll move her to TravelMarker1. Otherwise, do nothing.

To check whether a unique NPC is our current follower, you would need to create a new Reference Alias named Follower and link it to the Follower alias in the DialogueFollower quest like so:



Reference Alias

Alias Name: Follower
Display Name: NONE
Force Into Alias When Filled: NONE
Additional Valid Voice Types For Export: NONE

☐ Reserves Reference ☑ Optional ☐ Essential ☐ Protected ☐ Quest Object
☐ Allow Reuse in Quest ☐ Allow Dead ☐ Allow Disabled ☐ Allow Reserved ☐ Allow Destroyed
☐ Uses Stored Text ☐ Stores Text ☐ Initially Disabled ☐ Clears Name When Removed

Fill Type
○ Specific Reference: Select Forced Reference
○ Unique Actor: NONE
○ Location Alias Reference: NONE — Ref Type: NONE
◉ External Alias Reference: DialogueFollower — Alias: Follower
○ Create Reference to Object — Level: Easy — Create: ◉ At ○ In — NONE
○ Find Matching Reference ☐ In Loaded Area ☐ Closest
☐ From Event: NONE — Event Data: NONE
☐ Near Alias: NONE — Near Type: Linked Ref Child

Match Conditions

Target	Function Name	Function Info	Comp	Value

Scripts — Papyrus Scripts

Script Name

Alias Data: Alias Factions (Editor ID), Alias Spells (Editor ID), Alias Keywords (Editor ID), Alias Package Data (Editor ID)

Alias Inventory

Count	Object ID	O...	H...	V...

Object: AAAGrantIntLightHurtBright — Count: 0 — Health %: 100.00
Owner — NPC: NONE — Faction: NONE — Global Variable: NONE — Required Rank:
Preview Calculated Result — Preview Level: 1

Spectator Override Package List: NONE
Observe Dead Body Override Package: NONE
Guard Warn Override Package List: NONE
Combat Override Package List: NONE

Figure 654 - Pulling alias data from another quest.

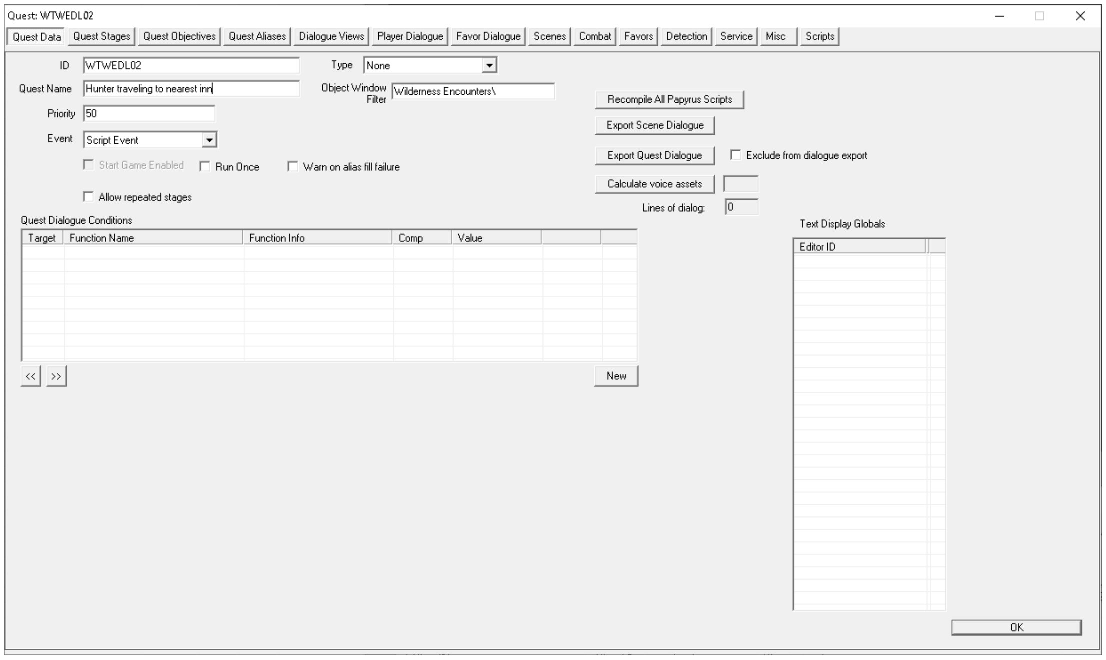
For stage 255 we can return a unique NPC to their original location with the following code:

```
if Alias_Aela.GetReference() != Alias_Follower.GetReference() &&
Alias_Aela.GetActorRef().IsDead() == false &&
Alias_Aela.GetActorRef().IsDisabled() == false

Alias_Aela.GetReference().MoveToMyEditorLocation()

endIf
```

Again, we're checking whether our unique NPC is currently our follower, is dead, or is currently disabled. If those conditions are all False, then we'll move the NPC back to their original location.

So let's get back to our Hunter random encounter.

Go to the Quest Data tab and change the Quest Name to provide a short description of what the random encounter is about. In my example, I set this to 'Hunter traveling to the nearest inn'.



ID: WTWEDL02
Type: None
Quest Name: Hunter traveling to nearest inn
Object Window Filter: Wilderness Encounters\
Priority: 50
Event: Script Event
☐ Start Game Enabled ☐ Run Once ☐ Warn on alias fill failure
☐ Allow repeated stages
☐ Exclude from dialogue export
Lines of dialog: 0

Figure 655 - Changing the description of the random encounter.

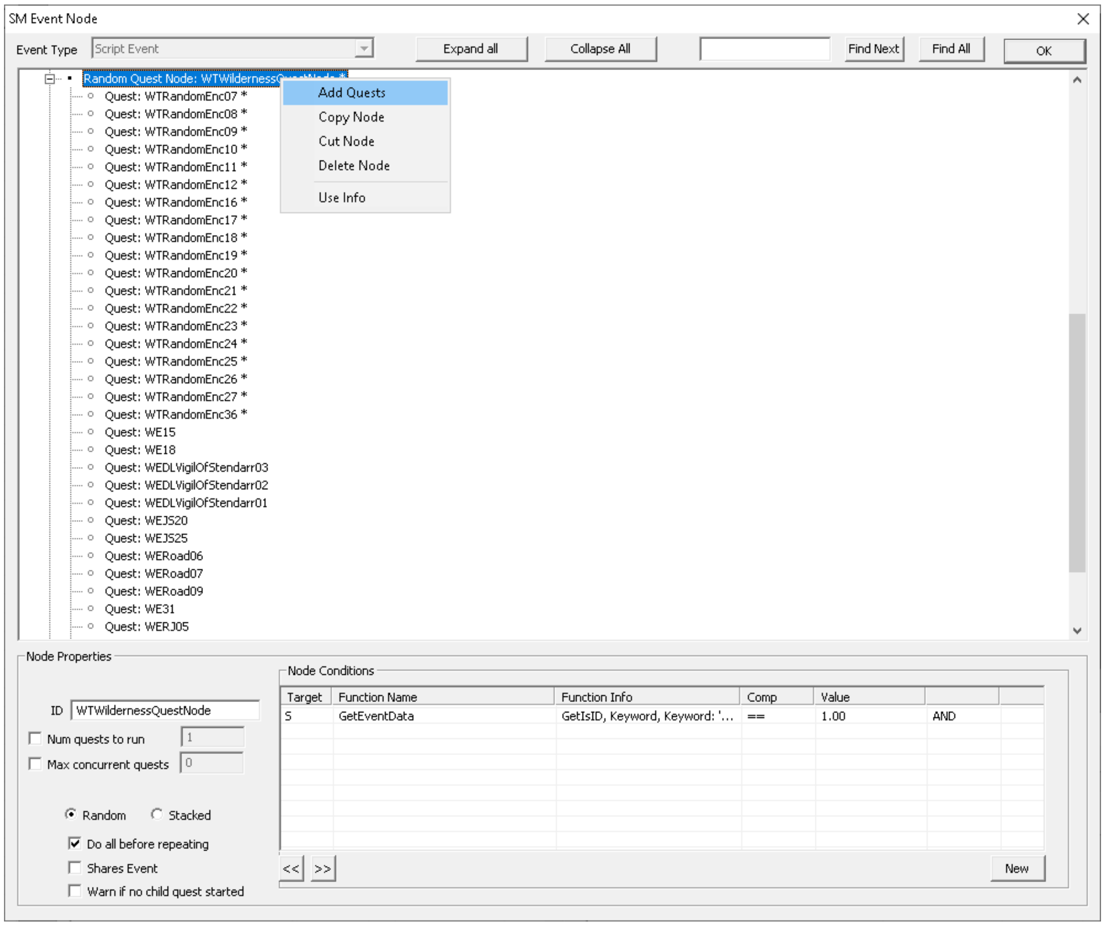
Click OK to close out of the Quest properties for our random encounter.

Now we need to add our random encounter to the Story Manager.

In the Object Window, go to Character > SM Event Node and double-click on Script Event or right-click on it and select Edit.

Expand the WildernessQuestNode you created in the previous section.

Right-click on WildernessQuestNode and select Add Quests.



Event Type: Script Event

Random Quest Node: WTWildernessQ

- Quest: WTRandomEnc07 *
- Quest: WTRandomEnc08 *
- Quest: WTRandomEnc09 *
- Quest: WTRandomEnc10 *
- Quest: WTRandomEnc11 *
- Quest: WTRandomEnc12 *
- Quest: WTRandomEnc16 *
- Quest: WTRandomEnc17 *
- Quest: WTRandomEnc18 *
- Quest: WTRandomEnc19 *
- Quest: WTRandomEnc20 *
- Quest: WTRandomEnc21 *
- Quest: WTRandomEnc22 *
- Quest: WTRandomEnc23 *
- Quest: WTRandomEnc24 *
- Quest: WTRandomEnc25 *
- Quest: WTRandomEnc26 *
- Quest: WTRandomEnc27 *
- Quest: WTRandomEnc36 *
- Quest: WE15
- Quest: WE18
- Quest: WEDLVigilOfStendarr03
- Quest: WEDLVigilOfStendarr02
- Quest: WEDLVigilOfStendarr01
- Quest: WEJS20
- Quest: WEJS25
- Quest: WERoad06
- Quest: WERoad07
- Quest: WERoad09
- Quest: WE31
- Quest: WERJ05

Node Properties

ID: WTWildernessQuestNode

- [ ] Num quests to run: 1
- [ ] Max concurrent quests: 0

(●) Random ( ) Stacked

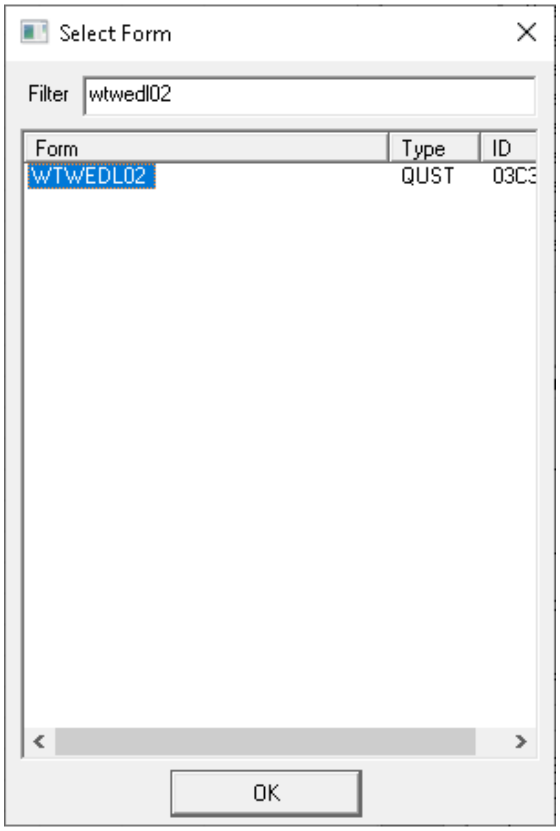
- [x] Do all before repeating
- [ ] Shares Event
- [ ] Warn if no child quest started

Node Conditions

Target	Function Name	Function Info	Comp	Value	
S	GetEventData	GetIsID, Keyword, Keyword: '...	==	1.00	AND

Figure 656 - Adding a new random encounter to WildernessQuestNode.

In my example I named the random encounter WTWEDL02 so that's what I'll be adding.



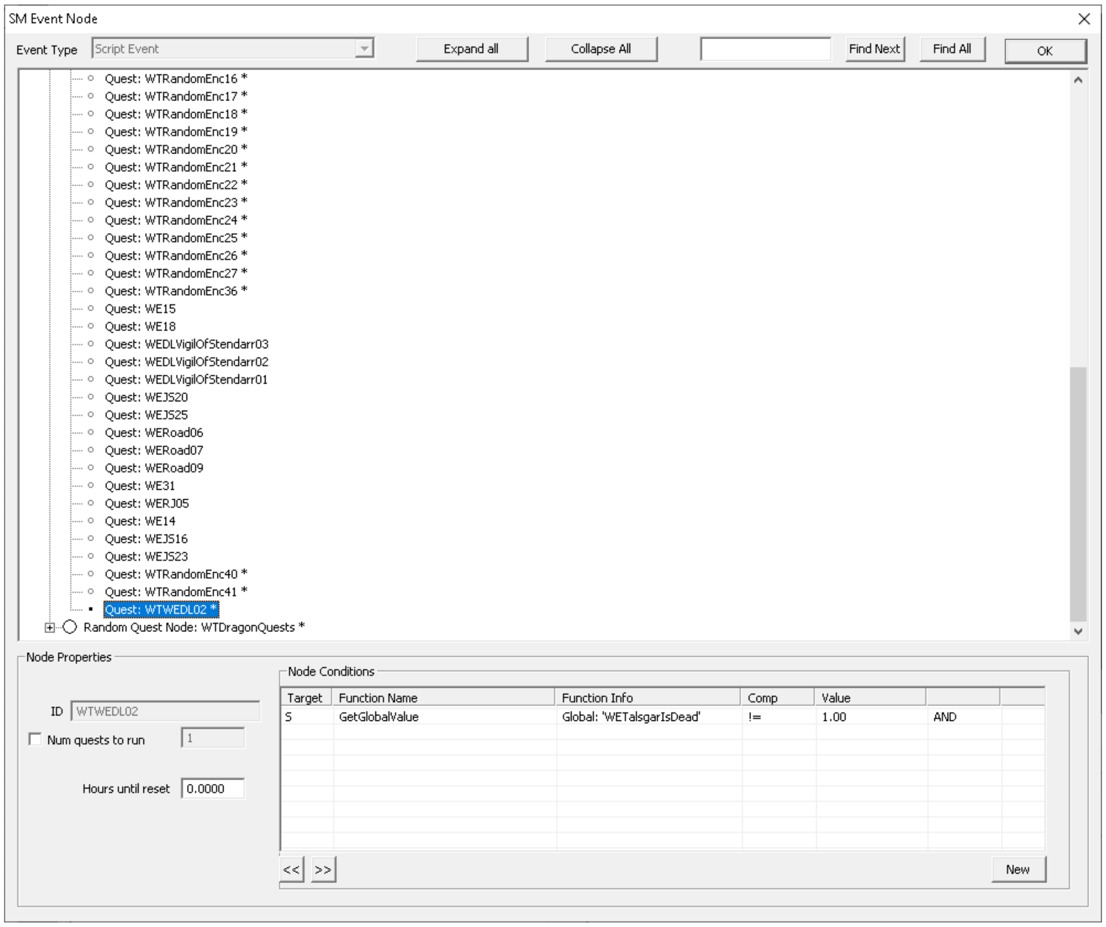
Filter wtwedl02

Form	Type	ID
WTWEDL02	QUST	03C3

Figure 657 - Filtering by the quest ID of the random encounter we just made.

Click OK to add the random encounter to the Story Manager.

Confirm that the random encounter has been successfully added to the Story Manager.



Event Type: Script Event

```
Quest: WTRandomEnc16 *
Quest: WTRandomEnc17 *
Quest: WTRandomEnc18 *
Quest: WTRandomEnc19 *
Quest: WTRandomEnc20 *
Quest: WTRandomEnc21 *
Quest: WTRandomEnc22 *
Quest: WTRandomEnc23 *
Quest: WTRandomEnc24 *
Quest: WTRandomEnc25 *
Quest: WTRandomEnc26 *
Quest: WTRandomEnc27 *
Quest: WTRandomEnc36 *
Quest: WE15
Quest: WE18
Quest: WEDLVigilOfStendarr03
Quest: WEDLVigilOfStendarr02
Quest: WEDLVigilOfStendarr01
Quest: WEJS20
Quest: WEJS25
Quest: WERoad06
Quest: WERoad07
Quest: WERoad09
Quest: WE31
Quest: WERJ05
Quest: WE14
Quest: WEJS16
Quest: WEJS23
Quest: WTRandomEnc40 *
Quest: WTRandomEnc41 *
Quest: WTWEDL02 *
Random Quest Node: WTDragonQuests *
```

ID: WTWEDL02
Num quests to run: 1
Hours until reset: 0.0000

Target	Function Name	Function Info	Comp	Value	
S	GetGlobalValue	Global: 'WETalsgarIsDead'	!=	1.00	AND

Figure 658 - Our new random encounter added to the Story Manager.

Highlight the GetGlobalValue condition checking the current value of 'WETalsgarIsDead'.

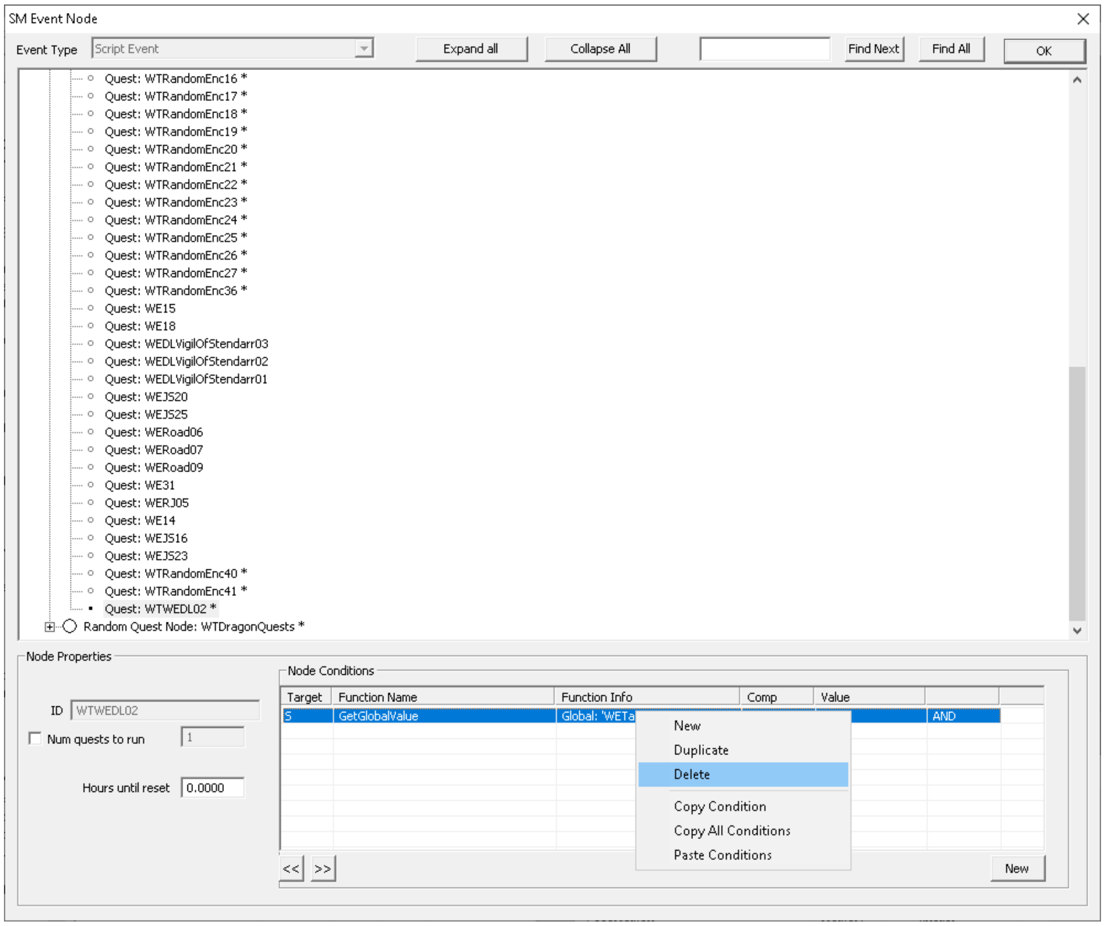


Figure 659 - Removing an existing condition.

Press Delete or right-click on it and select Delete to remove the condition.

Lastly, say for example we only want our random encounter to occur during the day. Well, we can add our own conditions to the random encounter in the Story Manager.

Right-click on Node Conditions and select New.

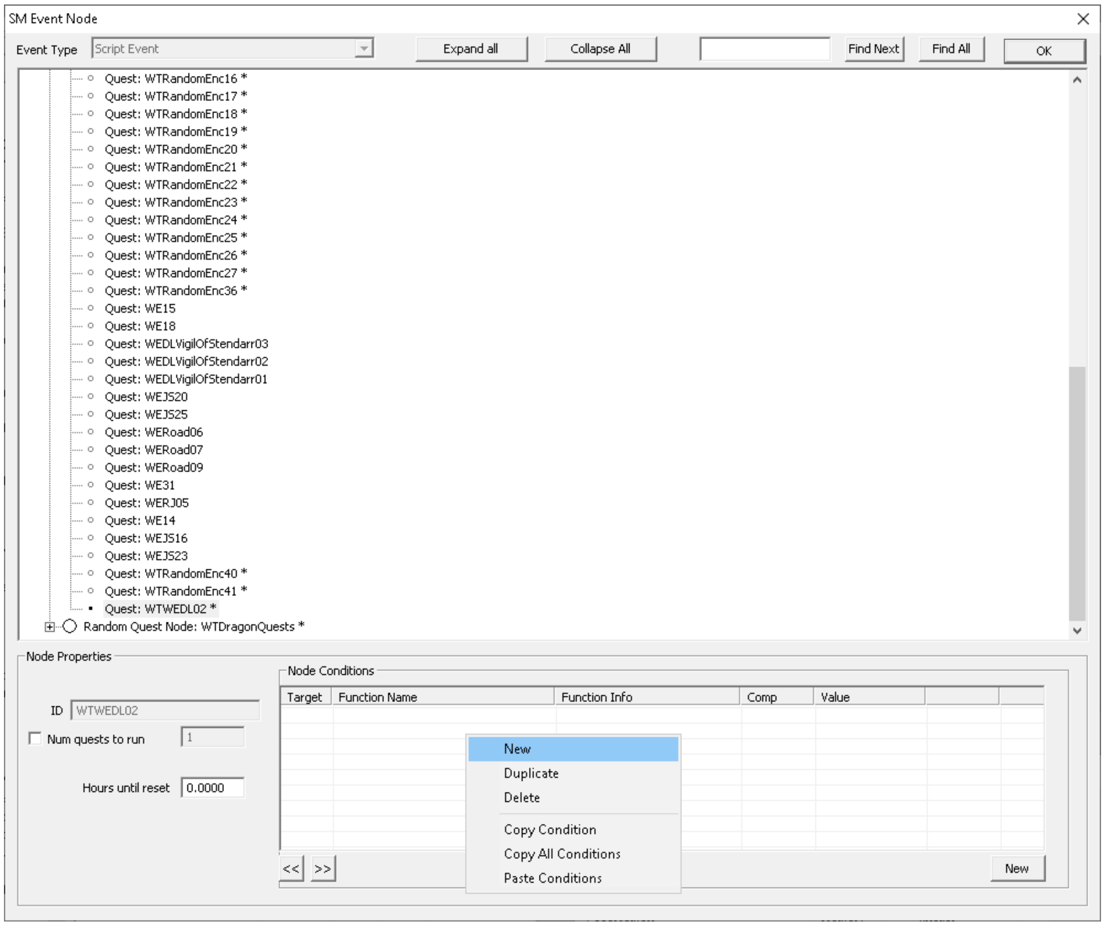


Figure 660 - Adding our own condition.

Set the Condition Function to GetCurrentTime. Set the Comparison operator to '>' and set the value to '7'. This means that it needs to be at least 7:00 AM for this random encounter to occur.

Click OK to close the Condition Item properties.

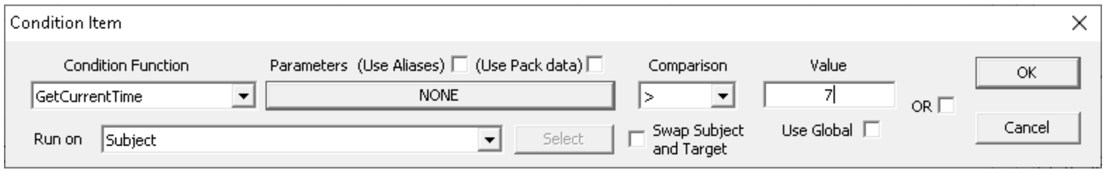
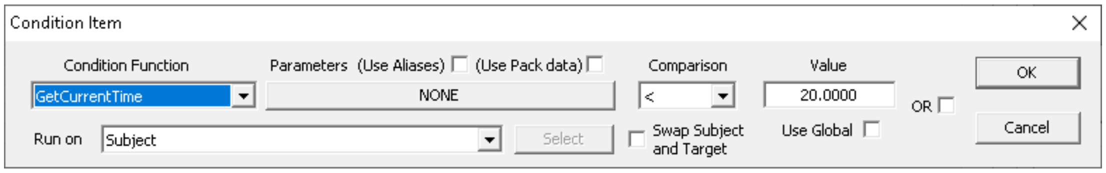


Figure 661 - Setting the first time condition.

Right-click and create another new condition.

For this one, set the Condition Function to GetCurrentTime, set the Comparison operator to '<' and set the Value to '20'. This means the random encounter can't occur later than 8:00 PM.



Condition Item

Condition Function	Parameters (Use Aliases) ☐ (Use Pack data) ☐	Comparison	Value
GetCurrentTime	NONE	<	20.0000

Run on: Subject

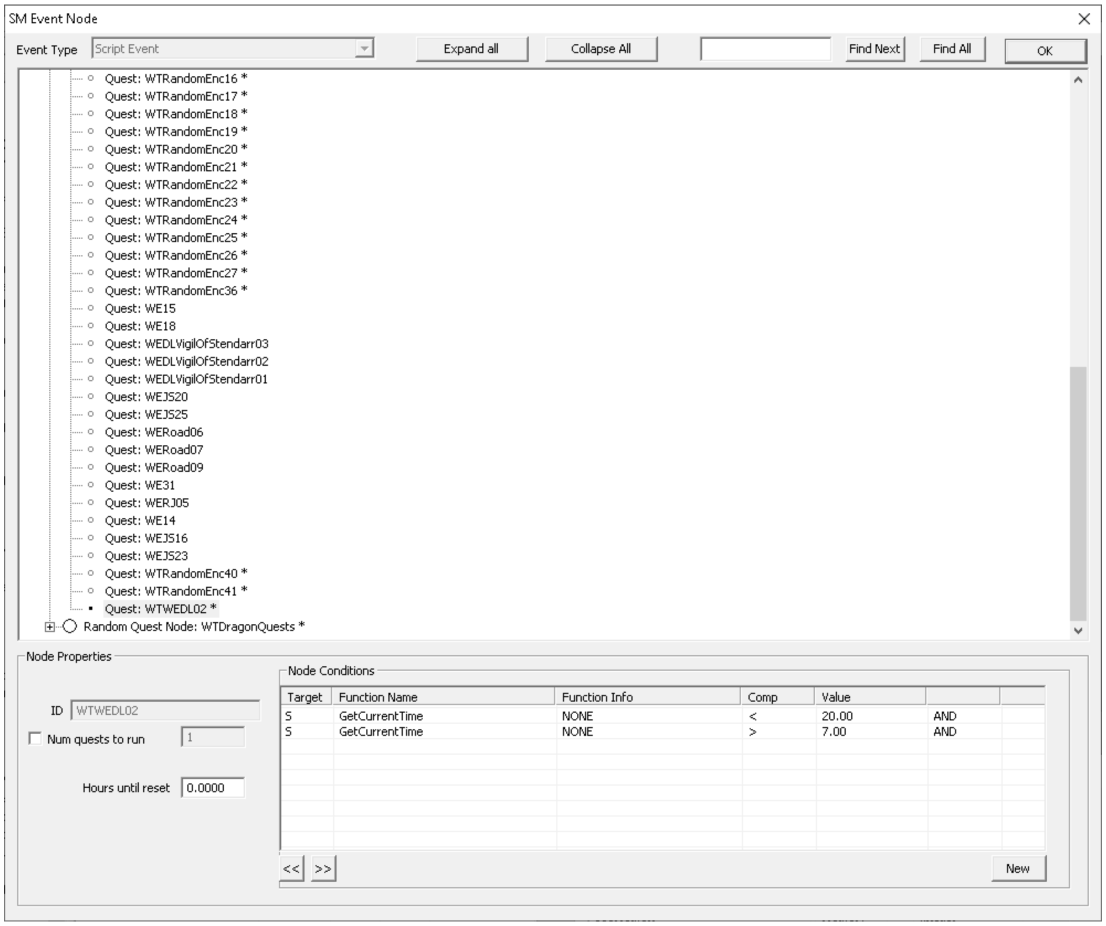
☐ Swap Subject and Target

Use Global ☐

OR ☐

Figure 662 - Setting the second time condition.

Click OK to close out of the Condition Item Properties.



SM Event Node

Event Type: Script Event

```
Quest: WTRandomEnc16 *
Quest: WTRandomEnc17 *
Quest: WTRandomEnc18 *
Quest: WTRandomEnc19 *
Quest: WTRandomEnc20 *
Quest: WTRandomEnc21 *
Quest: WTRandomEnc22 *
Quest: WTRandomEnc23 *
Quest: WTRandomEnc24 *
Quest: WTRandomEnc25 *
Quest: WTRandomEnc26 *
Quest: WTRandomEnc27 *
Quest: WTRandomEnc36 *
Quest: WE15
Quest: WE18
Quest: WEDLVigilOfStendarr03
Quest: WEDLVigilOfStendarr02
Quest: WEDLVigilOfStendarr01
Quest: WEJS20
Quest: WEJS25
Quest: WERoad06
Quest: WERoad07
Quest: WERoad09
Quest: WE31
Quest: WERJ05
Quest: WE14
Quest: WEJS16
Quest: WEJS23
Quest: WTRandomEnc40 *
Quest: WTRandomEnc41 *
Quest: WTWEDL02 *
Random Quest Node: WTDragonQuests *
```

Node Properties

ID: WTWEDL02

☐ Num quests to run: 1

Hours until reset: 0.0000

Node Conditions

Target	Function Name	Function Info	Comp	Value	
S	GetCurrentTime	NONE	<	20.00	AND
S	GetCurrentTime	NONE	>	7.00	AND

Figure 663 - New Node Properties on our random encounter.

We should now have two GetCurrentTime conditions on our WEDL02 random encounter as per the screenshot above.

For a full list of Condition Functions, see the article on the Creation Kit wiki.

Click OK to close out of the Story Manager.