

Castle Wolfspike

by Centurion



A plugin for "The Elder Scrolls IV, Oblivion"

Created with AS-version 1.2.0416

This plugin adds a buyable castle south-southwest of Bruma on the "Orange Road" which can be bought by the player.

Talk to "Hiloria Darrow" (a woman with a red hood) to buy it (she can be found in the courtyard of Castle Wolfspike from 06:00 am - 06:00 pm).

Requirements:

- "Shivering Isles" is required!
- "Cobl" ("Common Oblivion") is required!

Downloadlinks for Cobl:

Planet Elder Scrolls: <http://planetelderscrolls.gamespy.com/View.php?view=OblivionMods.Detail&id=3508>
TES Nexus: <http://tesnexus.com/downloads/file.php?id=21104>

Features / usage of that plugin:

- Full furnished Castle built out of Mr Siika's castle-meshes containing all rooms and NPCs you would expect to see in a castle (including several secret areas).

- All needed "DistantLOD"-files included to show up the castle in far distance

What else to know?

- The dialogue "Castle Wolfspike" of the NPC "Hiloria Darnow" uses "silent" mp3-files (there is no voice-acting!)

- All your storage should be save inside the walls of Castle Wolfspike (no respawning containers beside the ones marked with a foreign ownership ("Wolfspike Servant Food Cupboard" is used to "feed" the servants)

- There are five (!) ingredient sorters inside Castle Wolfspike (three can be found inside "Castle Wolfspike, Second Floor, Living Quarter": the left one sorts all ingredients out of "vanilla Oblivion" and the right one will handle the ingredients out of "Shivering Isles". The sorter can be activated by touching one of the crystalballs standing on the left (Oblivion-sorter) or right (Shivering Isles sorter) side of the table: the ingredients will be sorted into the shelves above the stone table. There is also one additional ingredient out of "Cobl" on the right: this sorter can sort all kind of ingredients (and if used in common with OBSE it can even handle ingredients out of any plugin). And inside "Golbert's Lair" and "Old Lair" there can also be found "Cobl"-ingredient sorters".

- Static (master) alchemy apparati (can be found inside "Castle Wolfspike, Second Floor Living Quarters" and inside "Golbert's Lair" (secret area) and "Old Lair" (secret area)) of the castle: the activator apparati act just like the spellmaking and enchanting altars. Simply activate them. A set of master apparati will be added to your inventory and you will be informed that an alchemical experiment has begun as the alchemy window appears. Closing the alchemy window removes the apparati from the players' inventory until he reactivates the static apparati.)

-smith selling his goods from 08:00 am - 06:00 pm inside the "Basement" of "Castle Wolfspike".

-Alchemist selling her goods from 08:00 am - 06:00 pm inside the "Castle Wolfspike, Mainkeep"

-Masseuse offering her services from 08:00 am - 06:00 pm inside "Lofi, East Wing" (just click on that massage-mat to start her services: and don't wonder if that massage-mat isn't there while the masseuse has left that room - she will take it with her and bring it back as soon as she reenters that room)

-Priest selling some spells and offering Restoration-training from 08:00 am - 06:00 pm inside the chapel

-Two teleportation spells which can be learned by reading a scroll (one scroll can be found inside "Castle Wolfspike, Second Floor, Living Quarter" and the other one inside "Patrick's Lair".

-Forge raising the players' smithing ability and two anvils allowing repairs without having hammers (inside the basement)



I nstallation:

- Unzip "Castle_Wollspike.Z3" anywhere you wish,
- copy all unzipped files out of "Castle_Wollspike.Z3" ("Castle_Wollspike.esp" plus all complete directories!) into your "Oblivion\Data" directory.
- When you run Oblivion, click on Data Files, then check off "Castle_Wollspike.esp" and run the game.

U ninstallation:

First step:

When you run Oblivion, click on Data Files, then uncheck "Castle_Wollspike.esp"

Second step:

Due the LOD-files you must also delete following files in following directories (or the distant land/castle out of "Castle Wollspike" will stay visible in the game);

Directory: "...Oblivion\Data\DistantLOD"

Files:

"Tamriel_0_29.lob", "Tamriel_0_30.lob", "Tamriel_1_29.lob", "Tamriel_1_30.lob", "Tamriel_1_31.lob",
"Tamriel_2_29.lob", "Tamriel_2_30.lob",

Directory: "...Oblivion\Data\Meshes\LandscapeLOD"

File: "60.00.00.32.NIF"

K nown problems:

Up to now, none!

redits:

I added a directory to the files called "Special_Credits_Readmes_of_used_Plugins_in_Castle_Wolfspike" which contains all readmes of the used models/mods in "Castle Wolfspike" (if available). If you wish to use some of the models in your own plug-in you should have a look into it. In no special order I used the work of the following authors in "Castle Wolfspike";

Mr Siika

-Griffin Fortress

-Castle Seaview

-Mr_Siika's Siege Engines

PS33:

-scripts for the ingredient sorter

Wormheart:

-Working Gales

Phoenix:

-Ingredient Storage Shelves

Shawn Dworshak a.k.a. Academician Nwabs

-"Oblivion Static Alchemy Mod"

Xiamara:

-Full Wine Racks

Barabus/Razorwing:

-Cryptset for Oblivion

Loth:

-Loth's Better Weapon Racks (V2.0)

Garak:

-Garak's Booksets

Phitt:

-Fishlamps

-Mad Mage's Tower

Hel Borne

- empire throne resource
- bookshelf resource
- empire altar resource
- alchemy wall chart resource
- upper class weapon racks
- wolf statue resource

throttlekitty/Da Mage

- Real water mesh

Meo:

- Globes
- Booksets
- Castle Carpets
- Basement Addons
- Modular Fireplaces
- City Maps
- Celtic Tombstones

Vality:

- 3d map of Cyrodiil

css aka css0101:

- Ancient Elven Furniture

Khugan & JDFan:

- Animated Collaps

Chjoco15:

- Anvil of repairing

Auryga:

- Aurygas Akavir Kuyohin Island

Puff:

- Puff's Ye Olde Jacuzzi

kalikut:

- Cauldrons Resource

DragonBlade:

- Map Resource

Lady Li / Malo:

-Paradise Birds

Lady Li:

-Vertico

Sachiel:

-Rock Resource

Argoniano, Zimnel and Kalikut:

-Tablecloths

David:

-Table Settings

Phaedra

-for proofreading



↑ If you find any bugs or having problems with this plugin "pm" me at the elderscrolls-forum or send me an e-mail (UdoSpringalla@AOL.com) so that I can try to fix them.

ecret Area Spoiler:

Castle Wolfspike has two independent secret areas.

The first one can be entered inside "Sir Patrick's Tomb" (watch out for a "movable pillar")

The second one can be entered inside "Maintower" (watch out for a "strange candle")

