arynns Galadhrim armor

Galadhrim of
Lothlórien

BACKGROUND

How does Nirn look outside the borders of Tamriel? Are there other islands except the known empires of Akavir, Yokuda, Pyandonea and Summerset?

Or even unknown continents?

Obviously - since in Leyawiin the ambassador of foreign people is staying. He expects urgent news from his native country which should be delivered to him by ship. However, this ship is overdue.

What has happened?

Go to Leyawiin and speak with the ambassador. Find out what happened to the ship, his crew and his passengers. Your reward will be unique.

DESCRIPTION

This modification adds a brand-new armament into the game. It consists of a suit of armour, greaves, boots, gauntlets, helmet and coat. In addition, the player receives a long sword, a claymore and a dagger. All armament parts and weapons are unenchanted and orientate themselves by the values of the elf's armament or weapons in Vanilla Oblivion.

PREFACE

Plugin:	Arynns Galadhrim Armor
Author:	Arynn
File size:	36 mb
Dependence:	The Skeletonbeast.nif or the added Skeleton.nif must be used instead of the original Skeleton.nif, otherwise the coat is wrong shown.
Language version:	English
Oblivion patch version:	1.2.0416

INSTALLATION

After extraction of the 7z archive simply copy the files according to the folder structure. Afterwards enable the .ESP file in the Launcher.

galadhrim of Lothlórien

BUGS

Should bugs or mistakes be found, send me a PN please. You will find me on „Spieleabend", „PAGAN TES-Mods", the „Scharesoft-Forum", on the „TESNexus"-board or on the official Bethesda-board.
If the cloak should not be properly shown, use the Skeleton.nif added by me or the „Skeletonbeast.NIF" instead of the original. Save the original files before copying, insertion and renaming!

LEGAL

Do not distribute this .7z/.ZIP/.omod or any files within without my written permission, and similarly do not claim any work within to be your own. All content within, with the exception of „Coronerras Maximum Compatibility Skeletons-Ressource", is the property of Bernd „Arynn" Weickert and Bethesda Softworks®.
You can find me as „Arynn" on „Spieleabend", „PAGAN TES-Mods", the „Scharesoft-Forum", on the „TESNexus"-board or on the official Bethesda-board.

CREDITS

I'ld like to thank:

- Eddy Kaschinski for the fantastic support by the production of the Quest. My thanks will crawl after you forever;-)
- Rigani and Dunkelherz for the translation into English
- Eddy Kaschinski, Rigani and Dunkelherz for beta testing
- To the Spieleabend-Forum for the completely constructive criticism
- To the board PAGAN TES-Mods for hosting and the excellent support
- Gildur for his auxiliary readiness
- Coronerra for his mod „Coronerras Maximum Compatibility Skeletons"
- Ren for a wig I used.
- To all which have supported me with this project directly or indirectly by praise and reprimand.
- Bethesda for a cool game which still ties me up after nearly four years.

A lot of fun with the PlugIn!

<Salute>

Arynn