

Eine Spielerweiterung für TES IV : Oblivion

Von

Eddy Kaschinski

Version 1.2



Game: TES IV - Oblivion

Name of the Plugin: The Black Abbot

Version: 1.2

Date of Release: 5.3.2009

Category: Companion

Author: Eddy Kaschinski

Translator: Saldruir

What is it? :

The "Black Abbot" is a companion of a special kind. Mostly suited for strong magicians, but also for people, who simply want to have a companion of "another kind".

* he follows

* he talks (if necessary)

* he sneaks

* he can get very angry

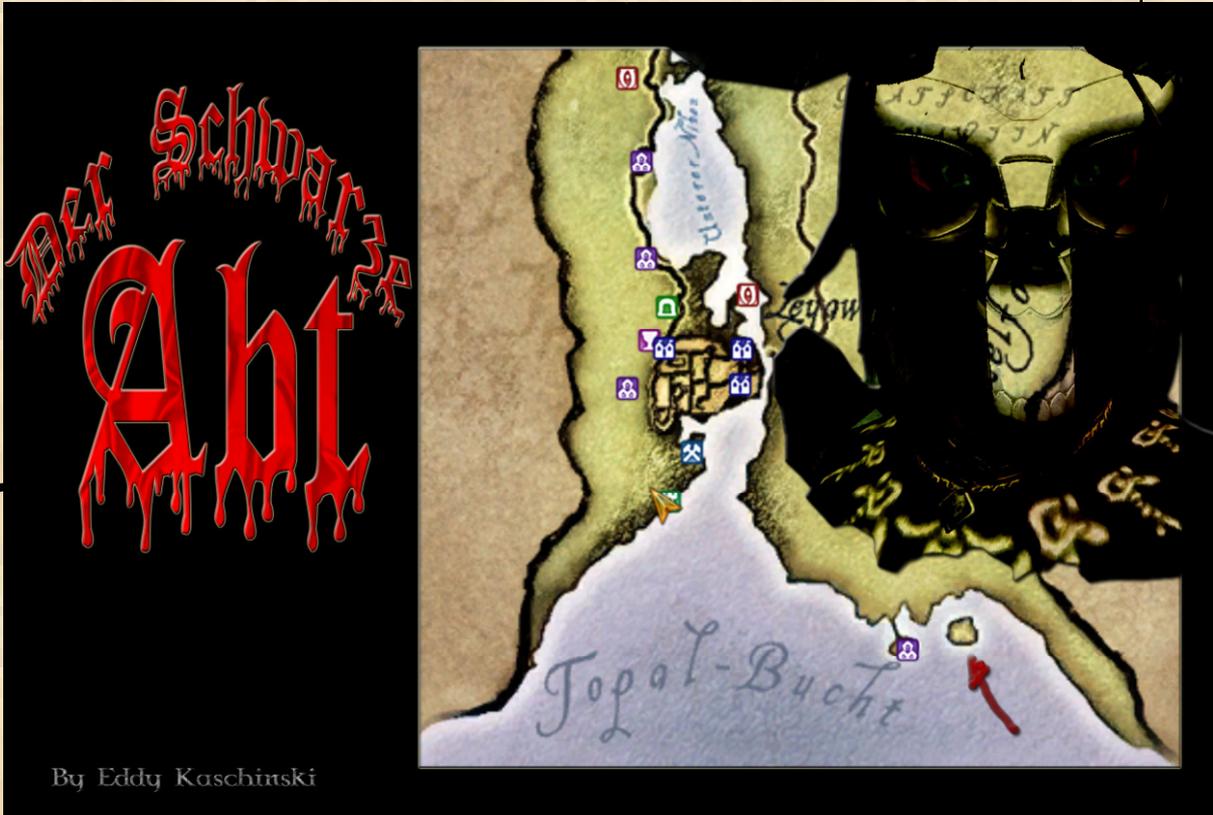
The "Black Abbot" is a being from another world. He has to do a task, which is an examination in his world.

You can

summon him with a spell, and stays with strong magicians up to 5 minutes.

A mighty, sinister being, fighting by your side and able to get you out of some ticklish situations.

How do I get him?



There he is to find. You will find out how, it's not very tricky.
Requirements: Oblivion + latest patch, SI, OBMM

Credits:

* Najaknevrec for the amazing robe.

...from the original readme:

Credits: Bethesda for making this game (uses work from oblivion, Shivering Isles and Knights of the Nine) (without it my mod would be sort of useless) Myself (Najaknevrec): all the meshes and textures with these exceptions: Alien Slof: textures for mage's, arch-mage's, elven priest's robe and both texture and mesh for Lich robe (remake of Slof's Robe of the Dark Arts) BAB team: pauldrons for Dark Wizard and Dark Brotherhood Robes and wristparts of all female robes

* Demonizer for the mask

* Hel Borne's Imp Statue Resource

With best regards,

Eddy