Necromancy (Version 1.0)

OVERVIEW

This mod adds the following to Oblivion:

= The ability to transform yourself into a Flesh Atronach.

= The ability to dig up graves and use the corpses for ‘experiments.’

= Assist Necromancers to earn Gold.

= Conjure Wraiths by practising a ritual.

Transforming Yourself into a Flesh Atronach

To start you must go to ‘Best Goods and Guarantees,’ in Leyawin. Purchase a book titled: ‘Necromancers and their ways.’ The book explains the items you will need for the ritual of transforming yourself into a Flesh Atronach and where to go. Once you have all the required items, find ‘The Shrine of Worms.’ (It is near Bravil.) Once you are there, activate the Altar.

Grave Digging

There are three graves that you can dig up: one is in the graveyard in Chorrol, (Near the Chapel), another is in the Cheydinal graveyard. The last one is at the graveyard near Weynon Priory. To dig up a grave you will need a shovel. Once you raid the grave, take the body to the shrine of worms and activate the candle in the circle.

Assisting Necromancers

Before you are contacted by the Necromancers, you must be expelled from the Mages’ Guild for murdering someone twice. When you help the Necromancers, members of the Mages’ Guild will hunt you.

Conjuration Ritual

If you take a Mandrake root to the shrine of worms and use the candle, you can permanently summon a wraith.

INSTALL

Unzip to ‘Program Files/Bethesda Softworks/Oblivion/’

When asked to merge files or overwrite select ‘Yes to all’ or ‘Yes’.

Remember when you launch Oblivion; activate ‘Playable Flesh Atronach.esp’ in the Data Files.

COMPATABILITY

This mod MAY NOT be compatible with Modular Oblivion Enhanced: Realistic Law Enforcement Part 1/2. (By Postal\_Dude.)

CREDITS

This mod was created by ICE EYES

Meshes/Textures in this mod were created by ICE EYES

LEGAL

YOU DO NOT HAVE PERMISSION TO USE ANYTHING FROM THIS MOD.