

O s c u r o ' s O b l i v i o n O v e r h a u l

Official readme

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This is the official readme for Oscuro's Oblivion Overhaul 1.32. It contains information about various methods of installation, general information about the scope and vision of Oscuro's Oblivion Overhaul, a brief list, and a comprehensive description about the changes from default Oblivion, and information about each plugin file found within.

Dear adventurer of TES IV: Oblivion, I am Oscuro, the designer of Oscuro's Oblivion Overhaul. This gameplay modification to TES IV: Oblivion is the most popular to date, with more than 250,000 downloads from North American servers since April, 2006. This modification is set to revolutionize the way you experience TES IV: Oblivion. Although I am the main person responsible for its design and implementation, I could never have achieved this level of quality, sophistication, and variety without the help and support of many excellent contributors. In their name, and with great pleasure, I welcome you to Oscuro's Oblivion Overhaul!

I am sure that you feel excited and ready to begin immediately your adventures in the province of Cyrodiil as only Oscuro's Oblivion Overhaul makes possible. However, I strongly recommend that you take some time to review the readme files here included so that you can better understand how to customize your TES IV: Oblivion experience and resolve any installation questions that you may encounter.

Oscuro's Oblivion Overhaul is a very complex and extensive modification to TES IV: Oblivion. It changes thousands of variables of this excellent game and also merges into it several very popular third party modifications. It is vital that you review the information written below so that you can quickly begin your game without any setbacks.

In the event of encountering a problem that has no answer in the information I provided here, please refer to the Oscuro's Oblivion Overhaul homepage. There you will find a detailed "frequently asked questions" page that will help you find an answer to your questions. In addition, you can visit the TES Forums and find the latest thread dedicated to Oscuro's Oblivion Overhaul, where experienced OOO players or team members can answer your concerns.

— Oscuro

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How to read this readme

This is, as you may have noticed, a rather lengthy readme. Most of it is dedicated to listing and explaining various changes. What is important to read, that *any user* should read (apart from the section that you are reading right now), are the following sections:

- **Installation**, page 8
- **Important Compatibility Information**, page 20

New users should also read the section **A Word on Difficulty** on page 7.

All references in this readme, that being footnotes, the table of contents or just simple references to other pages or sections, are clickable, and will take you directly to the correct place in the document. Try it on the list above!

If you want to know in general what Oscuro's Oblivion Overhaul changes, you should read the section **Brief Summary of Changes and Additions**. If you want to get everything more in detail, check out the real deal – the section called **Detailed Summary of Changes and Additions**. Be prepared for a long ride, though!

Also, note that all relative folder references (i.e. all references that does not begin with a drive letter, like C:\ or D:\) refer to the OBMM/manual version of the Oscuro's Oblivion Overhaul download. For example, the path `Oscuro's Oblivion Overhaul\OOO-FULL\` refers to that folder *inside the downloaded archive*. This does of course not count for the fully automatic version, as this is only an .exe file.

The full names of otherwise abbreviated terms and names will normally be used at the first appearance below section headers. If not, they will be described in footnotes. The latter also goes for terms and names (e.g. mods) that are best known with their abbreviated title.

Terms used throughout document

These terms are used throughout the document without further explanation than this. You are expected to know and understand these terms when reading the text.

Actor

This is a collective term referring to both creatures and NPCs – any living entity in the game that is not the player.

Character

This term is used to refer to the player's character. This is also known as *avatar* or *PC (Player Character)*. *Character* will be used throughout this document, except in places where differentiation from non-player characters is needed, in which case *player character* will be used.

Creature

This term is used to refer to any living entity in the game that is neither the player nor an NPC (see below).

Mod

Modification. This term refers to any downloadable content (including mere texture replacers) that modifies anything in Oblivion.

NPC

Non-Player Character. Used to refer to any "intelligent" being (all playable races and some other humanoids, including Dremora) in the game that is not the player. This does not include animals, monsters, etc. Throughout this document, this term is used to describe in general any being in the game that you can expect to speak to and interact with (which, again, includes some Dremora).

OOO

Oscuro's Oblivion Overhaul. Used in this document to refer to this modification (though the full title is used at the first appearance below section headers).

A note about the authors of Oscuro's Oblivion Overhaul

Oscuro's Oblivion Overhaul is created by Oscuro. He led all development of the mod through version 1.32 RC3 (and an unreleased RC4), but real-life pressures prevented him from finishing the final release of version 1.32. Fortunately, he granted permission for several members of the development team to work on polishing the final release of his vision for this great mod.

What you see here is the result of those efforts. Our main focus has been to resolve the few remaining bugs left in the RC3 release, as well as to add a few improvements like an installer and better documentation. We can only hope that our work lives up to the high standard set by Oscuro.

— dev_akm, MadCat221, and MiSP

A Word on Difficulty

Oscuro's Oblivion Overhaul aims to make Oblivion a much more interesting, challenging, realistic, and dangerous place, and also offers great rewards for the daring adventurer regardless of your level.

You must be prepared to cast aside your previous notions about Cyrodiil. The world no longer revolves around you, the player. Do not expect to be able to beat every monster or NPC you meet. Previously familiar areas may now be much more dangerous and you will frequently be forced to retreat from enemies who are too powerful to beat until you are stronger. You will probably die a lot more often now. However, if you have the ingenuity, skill, and luck to survive the odds stacked against you then you will be justly rewarded for your bravery!

If you feel overwhelmed by the difficulty when you first start out in this dangerous new world, do not be discouraged. Be cautious at first. Upgrade your poor gear as often as possible. If you find yourself facing overwhelming odds, run away and return later when you are more powerful to reap revenge on your foes. If necessary, seek help from the guards and legion patrols along the roads. You will slowly begin to build your strength and eventually learn to crush your puny foes with ease!

Installation

There are two downloads available, providing a total of three methods of installation: A full stand-alone installer for automatic installation and an OMOD-ready¹ archive which allows for automatic installation through Oblivion Mod Manager (OBMM) or fully manual installation.

Automatic via Oblivion Mod Manager (Recommended)

This installation method requires an external application called Oblivion Mod Manager (OBMM) made by Timeslip, as well as the OMOD-ready archive for Oscuro's Oblivion Overhaul 1.32. This installation method will not work using the standalone installer. OBMM is available from <http://timeslip.chorrol.com/obmm.html>.

The OMOD install script provides extensive guidance in selecting the proper configuration options for OOO, and this is therefore the recommended method of installation. Installing through OBMM will make it possible to easily uninstall and reinstall Oscuro's Oblivion Overhaul, and OBMM also lets you change the load order. OBMM is a highly recommended tool for managing your mods, which is often necessary to make OOO work well with other mods.

When you have installed Oblivion Mod Manager and started the application, click the button **Create** at the bottom of the screen (Fig. 1). Then, at the screen that pops up, click the button **Add archive** (Fig. 2). Browse to the OMOD-ready archive that you downloaded, and add that. You might get several warnings, e.g. concerning .esp files in subdirectories and importing OMOD conversion data. Click **Yes** to everything that might arise. Now all the (necessary) fields should have been filled in, and the only thing missing is clicking **Create omod**. This may take quite a while, but rest assured that the extraction and the installation afterwards will be much quicker. After the process is complete, you will get a message saying so. It is advised you then restart OBMM to clean up any temporary files (several gigabytes due to the file size of the uncompressed mod).

If you plan to use the mod with an existing savegame that has never been used with any 1.32 version of Oscuro's Oblivion Overhaul before, then you need to do as described in the section below titled **Updating Savegames**.

If you want more information regarding OBMM, you should pay a visit to http://cs.elderscrolls.com/constwiki/index.php/Oblivion_Mods_FAQ#How_do_I_inst_all_mods.3F.

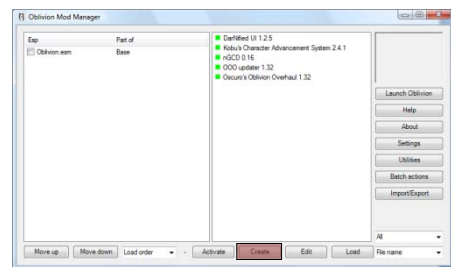


Fig. 1: The main OBMM screen, with the "Create" button at the bottom highlighted.

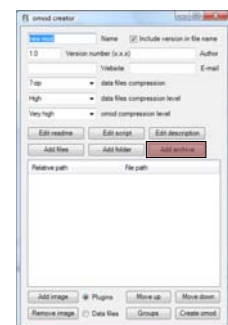


Fig. 2: The "omod creator" screen, with the "Add Archive" button highlighted.

¹ OMOD-ready archives are compressed archives (e.g. .zip, .rar, or .7z) which contain a folder with information that Oblivion Mod Manager can import. This information includes, among other things, the installation script that automates the installation process.

Automatic via stand-alone installer

The installation here is quite self-explanatory. Run the executable file you downloaded, and follow the instructions. Do not forget to activate all the plugins under “Data Files” in the Oblivion launcher before playing.

If you plan to use the mod with an existing savegame that has never been used with any 1.32 version of Oscuro’s Oblivion Overhaul before, then you should also follow the additional instructions described in the section below titled **Updating Savegames**.

Manual installation

To install Oscuro’s Oblivion Overhaul manually, you must have some basic knowledge both about file management in Windows (copying, moving and deleting files, etc.) and about the structure of the mod, including among other things 1) which plugin files fits with which other plugin files and 2) what to use and not use when choosing Full or Lite. It is highly recommended that you install via the foolproof methods of the stand-alone installer or Oblivion Mod Manager, but if you are certain you want to do it manually, be sure to read the descriptions of the various modules below in the section **Customizability Options**. That should give you enough knowledge to set up the mod manually.

For ease of installation, be sure to extract the archive to a temporary folder first. Then, copy or move the .esm file and all of the .esp files you chose to install, as well as the three included folders (**meshes**, **sound** and **textures**) into the “Data” folder in Oblivion’s installation directory. (The installation directory is typically `C:\Program Files\Bethesda Softworks\Oblivion\Data\`.)

Do not forget to activate all the plugins under “Data Files” in the Oblivion launcher before playing.

If you plan to use the mod with an existing savegame that has never been used with any 1.32 version of Oscuro’s Oblivion Overhaul before, then you should also follow the additional instructions described in the section below titled **Updating Savegames**.

If you have any difficulty with manual installation, please be sure to read the Oblivion Mods FAQ at http://cs.elderscrolls.com/constwiki/index.php/Oblivion_Mods_FAQ.

Updating Savegames

If you plan to use the mod with an existing savegame that has never been used with any 1.32 version of Osкуро's Oblivion Overhaul before, then you need to do the following (if your savegame has already been used with a 1.32 version, then skip both of these steps):

1. First, run **OOOupsave.exe** found in the base folder if you want to use an existing savegame that previously used OOO 1.31 or earlier. The automatic stand-alone installer will give you the option to run this at the end of the installation. This application will update your savegames to prevent any loss of items you have acquired from previous versions of OOO. This step is not necessary if you did not use OOO 1.31 or earlier versions with the savegame (i.e. if you have used any 1.32 version, or not used OOO at all, skip this step).
2. Next, update NPC Levels using Wrye Bash. Here's how to do it:
 - a. Download and install Wrye Bash (version 118 or later) from <http://wrye.ufrealms.net/>
 - b. Select the *Saves* tab
 - c. Right-click on the savegame you want to use
 - d. Select *Update NPC Levels*

All of the mods in your load order will be examined and the proper changes will be made to your savegame. Be sure to use Wrye Bash v118 or later when doing this.

Why using "Update NPC Levels" on your savegames is important

Oblivion's savegames store a list of the levels of every actor labeled as an NPC. There are more than a thousand of those actors in the original Oblivion. OOO changes all of them, in many cases giving them a new level range. This level range is responsible for the strength of the NPCs, and it is directly linked with how difficult, easy and rewarding your game will be. Each NPC's level offset (how much weaker or stronger they are than you) and their minimum/maximum levels (the range within which they can track your level) are stored in your savegame. OOO is designed to work best with the new NPC level data. Therefore, not updating your savegame will result in severe gameplay imbalances.

Updating your savegames is important even if you have just barely started a new character before adding OOO. NPC level data gets stored in your savegame the minute you get the autosave in the starting jail, right after starting a new game. You need to either start over from scratch (half an hour in the tutorial dungeon is well worth the many, many hours you will later enjoy the game without worrying about whether the levels got set right) or use Wrye Bash to Update NPC Levels. (Wrye Bash can also import a face onto your new game, if that is your concern.)

Customizability Options

Oscuro's Oblivion Overhaul 1.32 has several options to customize its changes. The Full version plugin contains the core changes (NPCs, creatures, spawn lists, loot lists, new content, and merged third-party plugins) and other changes to PC statistics, PC skills, the combat system, and the magic system. The Full version is how the author, Oscuro, envision the mod to be played and experienced. Below is a list of every plugin included in the full OOO download.

All of the plugins will be listed by their file names. They will get a short description, along with in which folder they are found and whether or not they are recommended, according to how OOO is meant to be experienced. (Recommendation does not apply to the plugins listed under **Options Only for Lite** – as the recommended option is the Full version, all of them are naturally recommended when using the Lite version).

Description of the groupings:

- **Base Plugins:** These are the plugins required for OOO to work.
- **Options for both Full and Lite:** These are plugins that may be used with both Full and Lite.
- **Options Only for Full:** These are plugins that may only be used with the Full version.
- **Options Only for Lite:** These are plugins that may only be used with the Lite version. They enhance the Lite version, making it more similar to the Full version.
- **Bundled Mods:** These mods are bundled in their entirety, and may be used with both Full and Lite.

Base Plugins

These are the required plugins no matter what other options you might (or might not) choose. There are two .esp files in this category with the same name – one for the Full version and one for the Lite version. *Use only one of them!*

Full Version

The Full version is how Oscuro's Oblivion Overhaul is meant to be. It consists of two plugins.

Oscuro's_Oblivion_Overhaul.esp

Resides in `Oscuro's Oblivion Overhaul\OOO-FULL\` and in the base folder

This is the main plugin file for the Full version. The other plugin with the same name, residing in `Oscuro's Oblivion Overhaul\OOO-LITE\`, is the main plugin file for the Lite version.

Oscuro's_Oblivion_Overhaul.esm

Resides in the base folder.

This is the main master file. It is the same for both Full and Lite, and is required for both versions of the mod to work.

Lite Version

The Lite version contains only the core changes of Oscuro's Oblivion Overhaul. It can be further customized by adding one or more plugins listed under **Options Only for Lite** below. Using the Lite version with all of the plugins mentioned there activated is the same as using only the Full version. The Lite version consists of two plugins.

Oscuro's Oblivion Overhaul.esp

Resides in `Oscuro's Oblivion Overhaul\OOO-LITE\`

This is the main plugin file for the Lite version. The other plugin with the same name, residing in `Oscuro's Oblivion Overhaul\OOO-FULL\`, is the main plugin file for the Full version.

Oscuro's Oblivion Overhaul.esm

Resides in the base folder.

This is the main master file. It is the same for both Full and Lite, and is required for both versions of the mod to work.

Options for both Full and Lite

These are options that can be used to add to (or remove from) both Full and Lite.

Level Rate Options

Here are a list of plugins that changes the rate at which your skills level. All of them slow the rate, making for a longer game. This is necessary because of the higher incidence of combat and skill usage while playing Oscuro's Oblivion Overhaul. Keep in mind that you can only use one of these plugins at a time, though you can change between them as you like without messing up your savegame. Use the one that you feel is best. If you are using the Full version, then the recommended option is going with the rates already included (i.e., do not use any of these plugins).

OOO-Level_Normal.esp

Resides in `Oscuro's Oblivion Overhaul\OOO-ADD-ONS\`

Use with: **Lite only**

Recommended (if using Lite)

This plugin is meant for the Lite version, and sets the leveling rates to that of the Full version (as used in version 1.31 and later). They are faster than those used in 1.3, on average about x3 slower than default Oblivion.

OOO-Level_Slow.esp

Resides in `Oscuro's Oblivion Overhaul\OOO-ADD-ONS\`

Use with: **Full and Lite**

This plugin turns the rate of skills' progression to the values used in OOO 1.3. All skills progress at much slower rates than in default Oblivion, falling somewhere between x4 and x6 times slower, depending on skill.

OOO-Level_Stock.esp

Resides in `Oscuro's Oblivion Overhaul\OOO-ADD-ONS\`

Use with: **Full and Lite**

Not recommended (unless you want to make your own skill rates or do not have much time to play the game)

This plugin uses the stock (fast) leveling rates of vanilla Oblivion. You can use this option with the Full version to regain the standard Oblivion level rates without losing the new OOO skill perk descriptions. In addition, you can use it with the Lite version to add the OOO skill perk descriptions while keeping the standard leveling rate. Since this plugin contains the proper skill perk descriptions, this is the plugin that should be used should you want to make your own leveling rates using the Construction Set.

Level_Rates_Modified_x2.esp

Resides in `Oscuro's Oblivion Overhaul\000-ADD-ONS\Level_Rates_Modified\`
 Use with: **Full and Lite**

This is part of *Bofra's Level Rates Modified*. This bundled mod has several different plugin files for setting the level rates to different values. This exact plugin file sets the level rates to an average of about **two** times slower than default Oblivion. The exact changes can be found the file `LRM_Charts_1.3.txt` residing in the same folder as the plugin file.

Level_Rates_Modified_x3.esp

Resides in `Oscuro's Oblivion Overhaul\000-ADD-ONS\Level_Rates_Modified\`
 Use with: **Full and Lite**

This is part of *Bofra's Level Rates Modified*. This bundled mod has several different plugin files for setting the level rates to different values. This exact file plugin sets the level rates to an average of about **three** times slower than default Oblivion. The exact changes can be found the file `LRM_Charts_1.3.txt` residing in the same folder as the plugin file.

Level_Rates_Modified_x4.esp

Resides in `Oscuro's Oblivion Overhaul\000-ADD-ONS\Level_Rates_Modified\`
 Use with: **Full and Lite**

This is part of *Bofra's Level Rates Modified*. This bundled mod has several different plugin files for setting the level rates to different values. This exact plugin file sets the level rates to an average of about **four** times slower than default Oblivion. The exact changes can be found the file `LRM_Charts_1.3.txt` residing in the same folder as the plugin file.

Level_Rates_Modified_x5.esp

Resides in `Oscuro's Oblivion Overhaul\000-ADD-ONS\Level_Rates_Modified\`
 Use with: **Full and Lite**

This is part of *Bofra's Level Rates Modified*. This bundled mod has several different plugin files for setting the level rates to different values. This exact plugin file sets the level rates to an average of about **five** times slower than default Oblivion. The exact changes can be found the file `LRM_Charts_1.3.txt` residing in the same folder as the plugin file.

LRM_Generic.esp

Resides in `Oscuro's Oblivion Overhaul\000-ADD-ONS\Level_Rates_Modified\`
 Use with: **Full and Lite**
Not recommended (use `000-Level_Stock.esp` instead)

This is part of *Bofra's Level Rates Modified*. This bundled mod has several different plugin files for setting the level rates to different values. This exact plugin file is meant for using as a basis for creating your own level rates using the Construction Set, but since `000` changes the skill perk descriptions, these would get overwritten when using this plugin file. You should therefore use the file `000-Level_Stock.esp` described above when creating your own level rates.

Respawn Rate Options

These optional mods increase the time that must pass before creatures and containers will respawn in the game world. They work with both the Full version and Lite version. The default for vanilla Oblivion is three days. Be warned that choosing longer respawn times (a month or longer) may drastically increase the size of your savegame file since the game must keep track of more data about what you've done in the world. Such

large savegames may lead to bugs, CTDs², and corrupted savegames, especially if you use the default Oblivion AutoSave function (it is always a good idea to disable AutoSave anyway when using mods).

OOO-Respawn_Month.esp

Resides in `Oscuro's Oblivion Overhaul\OOO-ADD-ONS\`

Use with: **Full and Lite**

Not recommended

This plugin file changes the respawn interval of respawnable entities to one month. Such a long respawn rate may cause your game to increase extensively in size over time, and may lead to buggy behavior.

OOO-Respawn_Two_Week.esp

Resides in `Oscuro's Oblivion Overhaul\OOO-ADD-ONS\`

Use with: **Full and Lite**

This plugin file changes the respawn interval of respawnable entities to two weeks.

OOO-Respawn_Week.esp

Resides in `Oscuro's Oblivion Overhaul\OOO-ADD-ONS\`

Use with: **Full and Lite**

This plugin file changes the respawn interval of respawnable entities to one week.

OOO-Respawn_Year.esp

Resides in `Oscuro's Oblivion Overhaul\OOO-ADD-ONS\`

Use with: **Full and Lite**

Not recommended

This plugin file changes the respawn interval of respawnable entities to one year. Such a long respawn rate may cause your game to increase extensively in size over time, and may lead to buggy behavior.

Compatibility Options

These are plugins that can be used with both the Full and Lite version, and that exists to fix problems one may encounter, that being conflicts with other modifications or just annoying functions in general.

OOO-Container_Trap_Instant_Effects.esp

Resides in `Oscuro's Oblivion Overhaul\OOO-ADD-ONS\`

Use with: **Full and Lite**

Fixes: CTDs when traps go off while using certain UI mods³

This plugin turns chest traps into instant-effects to avoid CTDs with UI mods that change spell timers to be displayed in text. This is only needed if you are using the official 1.2 patch along with a UI mod that has not yet been updated for compatibility with the official 1.2 patch from Bethesda.

² Crashes to Desktop – what happens when the game unexpectedly quits without any immediately apparent reason.

³ User Interface mods, e.g. BTMod, DarkUI, DarNified BTMod, Phinix Immersive DarkUI, etc. (These are only examples of UI mods, not necessarily the UI mods the problems occur with.)

OOO-Magic_Script_Effect_Fix.esp

Resides in `Oscuro's Oblivion Overhaul\OOO-ADD-ONS\`

Use with: **Full and Lite**

This optional add-on is meant for people who use another third-party mod that changes the script-effect spell entry. With this option enabled, script-effect spells will not produce any sound or visual effects. This is included already with the Full and Lite versions, but it may still be necessary also to install this plugin file in cases where another mod changes the script-effect MGEF entry and is loaded after Oscuro's Oblivion Overhaul. That is because this can cause some OOO custom features that rely on Area of Effect scripted spells to produce a bothersome sound and light. If that is necessary, just load this plugin after said mod.⁴ Use this only if you are using another mod that changes the script-effect MGEF entry.

OOO-No_Guild_Ownership.esp

Resides in `Oscuro's Oblivion Overhaul\OOO-ADD-ONS\`

Use with: **Full and Lite**

Fixes: Item stacking problems in inventory

Not recommended

The functionality concerning guild item ownership in vanilla Oblivion is that you can instantly help yourself to basically anything the guild has to offer once you have joined it. OOO makes changes to this system, as described on page 51 – items will become available to you only when you have the proper rank, i.e. taking equipment much too powerful for your current rank in the guild is reported as a crime. The downside to this functionality as it is currently implemented is that some items won't stack properly in your inventory (for example, you might see two identical-looking Alembics in your inventory instead of a single entry with a "2" on the icon telling you that you have two of them). This plugin reverts these changes to the way it was in default Oblivion, removing a significant exploit-preventing feature of OOO, but fixing the stacking bug.

Other Options

These are options for both Full and Lite not fitting elsewhere.

OOO-Water_Weeds.esp

Resides in `Oscuro's Oblivion Overhaul\OOO-ADD-ONS\`

Recommended

This plugin adds underwater weeds (only grass, nothing harvestable) to the rivers and lakes in Tamriel. This greatly enhances underwater realism, but also comes with a performance hit, especially for slower computers. This is why it is optional, though highly recommended.

OOO-Map_Markers_Stock.esp

Resides in `Oscuro's Oblivion Overhaul\OOO-ADD-ONS\`

Not recommended

By default, Oscuro's Oblivion Overhaul reduces the number of free start-game fast-travel markers to just those in the Imperial City (you can still fast-travel to the cities once you have visited them on foot). This optional plugin restores default city map markers to vanilla Oblivion behavior so you can fast-travel to all cities immediately after starting the game. This is of course not recommended, as it disables a function that exists to increase immersion and believability.

⁴ For details on how to set the load order, please see The Elder Scrolls Construction Set Wiki at http://cs.elderscrolls.com/constwiki/index.php/Oblivion_Mods_FAQ#Load_Order_and_Conflicts.2FOverlaps

Options Only for Full

The plugins listed in this section are options that are only to be used with the Full version.

OOO-DLT_Remover.esp

Resides in `Oscuro's Oblivion Overhaul\OOO-ADD-ONS\`

Not recommended

This removes the functionality of being able to drop lit torches, as described on page 51. Use this only if you really do not like that behavior. Using this plugin together with the Full version is the same as if you were using the Lite version with all plugins listed under **Options Only for Lite** except `OOO-DLT_Immersion.esp`.

Options Only for Lite

The following plugins are optional modules you can use to upgrade the Lite version. If you want to use all of them, then you should instead consider using the Full version (since it includes all of these options already). These plugins may not be used with the Full version (again, all of them are already included there). These plugins do not have “recommended” or “not recommended”, as they of course are all recommended for you to get the Oscuro’s Oblivion Overhaul experience as it is meant to be.

OOO-Armor_Perks_WearRate_Repair.esp

Resides in `Oscuro's Oblivion Overhaul\OOO-ADD-ONS\`

This plugin governs the changes to armor skill perks. With it, Heavy Armor will be more cumbersome at Master level, and Light Armors will offer 25% bonus protection at Master level instead of 50%. It also reduces the wear rate of weapons and armor to 30% of the original Oblivion’s values due to the increased and deadlier incidence of combat. Lastly, it increases the costs of armor repairing at stores.

OOO-BirthSigns.esp

Resides in `Oscuro's Oblivion Overhaul\OOO-ADD-ONS\`

This plugin changes the Birthsigns. The changes are described in detail on page 35.

OOO-Combat_Skills_Perks_Marksmanship.esp

Resides in `Oscuro's Oblivion Overhaul\OOO-ADD-ONS\`

This plugin upgrades combat skills perks and related game settings, namely higher sneak attacks, more successful special attacks, less Fatigue cost for special attacks, faster attacks, Hand to Hand skill upgrades, slightly higher jump, Marksmanship greater Fatigue cost and greater range, faster arrows, and changes to arrow physics.

OOO-DaedraLord_Quests.esp

Resides in `Oscuro's Oblivion Overhaul\OOO-ADD-ONS\`

This plugin takes away the level restrictions for Daedric Lord Quests and resets them to a minimum level of 2 in order to gain access to the quests. They are also updated to accept the new pelts of OOO's new animals.

OOO-Dangerous_Traps.esp

Resides in `Oscuro's Oblivion Overhaul\OOO-ADD-ONS\`

This plugin makes traps more damaging than in Oblivion’s default settings.

OOO-Deadly_Combat.esp

Resides in `Oscuro's Oblivion Overhaul\OOO-ADD-ONS\`

This plugin makes weapon and creature damage higher across the board. It also reduces the initial Health of players when they first create their characters. Creatures' Health is slightly higher and their "low" level status reduced.

OOO-DLT_Immersion.esp

Resides in `Oscuro's Oblivion Overhaul\OOO-ADD-ONS\`

This plugin is made to work in conjunction with the files that OOO will install in your `Data\Sounds\FX\` folder. It is a version of Drop Lit Torches that is designed for utmost immersion. This will, when used with the reduced swapping sound fixes, barely disturb your immersion when dropping torches on the ground while adventuring (read more on page 51).

OOO-Magic_Effects+Enchantments.esp

Resides in `Oscuro's Oblivion Overhaul\OOO-ADD-ONS\`

This plugin changes all tweaked magic effects and enchantments (which affect clothing, armor, and weapons). It also includes the changes that make enchantments with Grand Soul Gems more powerful in order to compensate for the more magic-consuming and more expensive costs of enchantments as a whole (read more on page 35).

OOO-Magic_Effects+Spells.esp

Resides in `Oscuro's Oblivion Overhaul\OOO-ADD-ONS\`

This plugin changes all tweaked magic effects and adds the pertinent changes to spells (default and OOO's new spell lines) which make magic spells more viable and less prone to exploitation (on those "bugged" spell effects, like Drain Health) (read more on page 34).

OOO-Magic_Game_Settings.esp

Resides in `Oscuro's Oblivion Overhaul\OOO-ADD-ONS\`

This plugin changes the gamesettings related to magic. Magicka regeneration base is slower than default, but the bonus earned by Wisdom to regeneration is much higher. Magicka pool per Intelligence point is greater. Magicka's target and area effects are less costly. Magic spell speed is much greater. Magicka's range is also greater. Finally, magic efficiency is reduced depending on the weight of armor that the user is wearing. (Read more on page 34.)

OOO-Potions.esp

Resides in `Oscuro's Oblivion Overhaul\OOO-ADD-ONS\`

This plugin adds new regeneration based potions for Fatigue, Health, and Magicka. These potions will be found in the usual suspects for your potion-supplying needs. (Read more on page 35.)

OOO-ThiefGuild_Difficult.esp

Resides in `Oscuro's Oblivion Overhaul\OOO-ADD-ONS\`

This plugin changes the difficulty of the Thieves Guild's quest that asks you to sell a certain amount of goods to the local fence. The value requirements are much higher, and much more suitable to OOO's new wares and values.

Bundled Mods

Here are mods that are bundled with Oscuro's Oblivion Overhaul. These are plugins that are not merged into the Full or Lite version, and that are included in their entirety.

Harvest [Flora]

These are modules that belong to the bundled mod *Harvest [Flora]*.

Harvest [Flora].esp

Resides in Oscuro's Oblivion Overhaul\000-ADD-ONS\Harvest_Flora

Use with: **Full and Lite**

Recommended

This is the main *Harvest [Flora]* plugin file. Generally, Harvest [Flora] makes parts of the plant (e.g. flowers) disappear when you harvest it. This greatly adds to the immersion, and it is highly recommended. Please refer to the Harvest [Flora] readme file (*Harvest [Flora] Readme.html* in the same folder as the plugin file) for more information and installation instructions.

Harvest [Flora] - DLCFrostcrag.esp

Resides in Oscuro's Oblivion Overhaul\000-ADD-ONS\Harvest_Flora

Use with: **Full and Lite**

This plugin is part of the *Harvest [Flora]* mod and adds harvest support for the new flora added by the official mod *Wizard's Tower*. Please refer to the Harvest [Flora] readme file (*Harvest [Flora] Readme.html* in the same folder as the plugin file) for more information and installation instructions.

Harvest [Flora] - DLCVileLair.esp

Resides in Oscuro's Oblivion Overhaul\000-ADD-ONS\Harvest_Flora

Use with: **Full and Lite**

This plugin is part of the *Harvest [Flora]* mod and adds harvest support for the new flora added by the official mod *The Vile Lair*. Please refer to the Harvest [Flora] readme file (*Harvest [Flora] Readme.html* in the same folder as the plugin file) for more information and installation instructions.

Harvest [Flora] - Shivering Isles.esp

Resides in Oscuro's Oblivion Overhaul\000-ADD-ONS\Harvest_Flora

Use with: **Full and Lite**

This plugin is part of the *Harvest [Flora]* mod and adds harvest support for the new flora added by the official expansion pack *Shivering Isles*. Please refer to the Harvest [Flora] readme file (*Harvest [Flora] Readme.html* in the same folder as the plugin file) for more information and installation instructions.

Living Economy

The following are plugins that belong to the bundled mod *Living Economy*.

Cutthroat Merchants.esp

Resides in `Oscuro's Oblivion Overhaul\OOO-ADD-ONS\Living Economy`

Use with: **Full and Lite**

Recommended

This plugin is part of the *Living Economy* mod and, described quickly, makes merchants a bit more “tight” when haggling: Initial sell values are lower, but can also be increased higher than they could in default Oblivion when your skill increases. This makes it worthwhile to increase your Mercantile skill. Please refer to the Living Economy readme file (`Living Economy README.htm` residing in the same folder as the plugin file) for more information and installation instructions.

Living Economy.esp

Resides in `Oscuro's Oblivion Overhaul\OOO-ADD-ONS\Living Economy`

Use with: **Full and Lite**

Recommended

This is the main *Living Economy* plugin file. However, it is not required for the mod to function (you can use just the other plugins if you like). Please refer to the Living Economy readme file (`Living Economy README.htm` residing in the same folder as the plugin file) for more information and installation instructions.

Living Economy.esp

Resides in `Oscuro's Oblivion Overhaul\OOO-ADD-ONS\Living Economy\Living Economy - No Barter Chatter ESP\`

Use with: **Full and Lite**

Recommended

This plugin is part of the *Living Economy* mod. It is a replacement for the main Living Economy .esp file (described above) and removes barter chatter. This means that you will not hear things as "You've bought that for a sum" or "I let that go too cheap" while bartering. Please refer to the Living Economy readme file (`Living Economy README.htm` residing in the parent folder of the plugin file) for more information and installation instructions.

Living Economy - Items.esp

Resides in `Oscuro's Oblivion Overhaul\OOO-ADD-ONS\Living Economy`

Use with: **Full and Lite**

Recommended

This plugin is part of the *Living Economy* mod. It grants dynamic prices to all the items in game, simulating a supply-and-demand system. This gives the player incentives for visiting different shops and cities to get the best deals when selling loot or buying new supplies. Also, items will sell for more in their respective shops (e.g. Repair Hammers at a smith's place), prices will be quantity based (meaning an item will cost more if the merchant only has a single one in stock), and different cities will offer different prices for various items.

Bofra's Level Rates Modified

Bofra's Level Rates Modified is a bundled modification in being included in its entirety, and not merged into Oscuro's Oblivion Overhaul. However, since it *replaces* functionality in OOO instead of *adding* to it, and since it works in the same way as the other level rate mods, it is described in detail above in the section **Level Rate Options** instead of here on its own.

Important Compatibility Information

Oscuro's Oblivion Overhaul is a massive mod. It changes a staggering amount of things in the world of Cyrodiil. These changes are bound to overlap with changes performed by other mods that also affect the same thing found in default Oblivion (overlaps do not occur with user made new things, like NPC's, Creatures, Lists, Dungeons, Quests, etc)

This means that you will have to ascertain what changes you are willing to let go should they overlap with OOO's changes. You can easily choose which change to keep by altering the load order of the mod. Altering the load order is very simple by using programs such as Oblivion Mod Manager (see the section **Load Order Guidelines** below).

In addition, you should consider the nature of the overlap itself. Many overlaps are not bad in any way. For example, some of the optional mods provided with OOO overlap with each other, but they will not cause any errors or deviations if they are used together.

Generally, it is advised to avoid using any mods that change leveled lists (whether they change items, creatures, or NPC's) with OOO, unless you know exactly the extent and effect of the resulting mixture.

OOO already develops to great extent what some other popular level-list mods do. OOO has leveled list tweaks for items, creatures, NPC's, spells and so forth. In addition, OOO aims to create a balanced static world whereas most other mods that change default lists rely on and emphasize leveling features (*leveling* in this context means that content remains locked, veiled, unavailable to the player until he or she reaches a specific level). Unless you prefer another mod's changes, and you know exactly what you miss in the trade, you should be very cautious about using them with OOO.

OOO merges several already popular mods to further enhance gameplay and achieve its true goals (see **General Overview of Oscuro's Oblivion Overhaul's Gameplay Vision** below). Most of these mods are, to a lesser or greater extent, modified to fit better with OOO, and thus the original ones is either unnecessary or flat-out incompatible with OOO.

Bundled Mods

These mods are bundled in their entirety, and therefore have no compatibility problems with Oscuro's Oblivion Overhaul.

- *Bofra's Level Rates Modified* by Bofra
- *Harvest [Flora] 3.0.0* by Quarn and Dejunai
- *Living Economy 3.63* by CreepyFellow

Merged Mods

These mods are merged into Oscuro's Oblivion Overhaul, and they will almost definitely conflict with OOO when used as stand-alone mods. If you have any of these, please remove them before installing OOO. If you do not, you will have to live with the incongruence of having items that look the same, but are found in radically different places with radically different stats and significance in the overall scheme of things. You may also lose significant integration features if you keep any of these active while using OOO (this is especially true for Harvest Containers, LockBash, and Security Rebalance).

Merged in both Full and Lite

- *Combat Behavior* by Lyronдор

- Potions Recolored by DoofDilla + *Better Potion Bottles* by Ceano + *Potable Pastiche* by Daeger, the latter includes the following:
 - Better Blood Bottles for Vampires by Hero2014
 - Better Beer Bottles by Laurinque
 - Better Wine by MarkQuinn's
 - Improved Potions of Exploration by Stabbey's
- *Ebony Blade Fix* by Dheer
- *Tamriel's Glittering Geology* by Gristle and XMarksTheSpot
- *Gem Dust* by Turgothh (Modified to enhance Tamriel's Glittering Geology)
- *Geomancy* by Momaw (Modified to enhance TGG)
- *Guild Item Ownership 1.2* by Tandem
- *Harvest [Containers] 0.99.08b* by Dejunai
- *Inebriation* by Lap
- *LockBash 1.1* by Scruggsywuggsy the Ferret (modified to work with Lap's *Security Rebalance*)
- *Security Rebalance* by Lap (modified to work with Scruggsywuggsy's *LockBash*)

Merged in Full Only

- *Drop Lit Torches 1.6* by Frugal
- *Independent Thievery Rebalance (Hard Setting)* by AdelieDreams

Merged Content

The following is merged content, e.g. weapons, armors, items, etc. This content is used one way or another in *Oscuro's Oblivion Overhaul*, and it should not be used separately along with OOO.

Armors and Clothing

- *Archmage Armor* by Axeface (2 sets)
- *Arctic Gear* by Perditio44
- *Battledress 1.1* by Chiz (plus a full set of an OOO-only retexture: *Dread Armor*)
- *Blades Ceremonial Armor* by Axeface
- *Capes and Cloaks 1.2* by Someone1074, textures by Belenos (special 1.3 versions: Elhoim and Praetorio)
- *Chain Bikini* by Aleanne
- *CM Iron Battle Shields and Orcish Nobility Shield* by Mark Quinn
- *Contessa Chromed/Queen Metalace* by Eyren (2 sets)
- *Dark Glass (Obsidian)* by Praetorio
- *Dark Rose* by Kafeid
- *Defensive Staves* by Kearsage
- *Draconic Armor* by BadAndy
- *Ethereal: Imperial Legion Armor* by DagothBalls
- *Ethereal: Imperial Legion Armor Re-Texture* by Elhoim
- *Female Dwemer model* by Mmmpld
- *Femme-Daedric armor* by Vagabond Angel
- *Gray Fox Armory* by Daeger
- *Griffin Armor* by Phitt
- *Growlf's Female Armor* by Growlf (4 sets)
- *New Daedric retexture* by Praetorio
- *Ivory Armor* by Sleeper25
- *More Shields* by Zynthar (4 shields)
- *Noble Plate* by Ulath
- *Pegasus Armor* by Gorgonzola3000
- *Shadowmail Armor* by NorrabMaster
- *Silver Dragon Armor* by The Atronach
- *Sin's Light Armor Pack 3.0* by Sin (9 sets)
- *Tegeal's Extra Robes* by Tegeal (15 sets)
- *Tornes' Blockade Shield* by Praetorio
- *Vermillion and Silverthorn robes* by Kafeid (2 sets)
- *Vella's Armor* by vine-au (2 sets)
- *White Rose* by Kafeid
- *Worn Armors* by Dieterweb (8 sets + 10 cuirasses)

Weapons

- *Arctic Bow* by Perditio44
- *Art of War Weapons 1.1* by RDjeke
- *Braided Weapons* by Chiz
- *Cutlasses* by The AshLad
- *Dark Rose weapons* by Kafeid
- *Elven Sabres and Bows* by Adonnay
- *Icsth Sword* by ThrottleKitty
- *Jounk's Polearms* by Jounk33 (Translation by Katan)
- *Maulers* by TemplarGFX
- *Meteoric Weapons* by Madcat and RDjeke
- *Noble Weapons* by Ulath
- *Offensive Staves* by Kearsage
- *Pegasus Weapons* by Gorgonzola3000
- *Rapiers* by Cethegus
- *Real Umbra* by Razhkul (original model and texture by Oriphier)
- *Scimitars* by Winter
- *Scythe Mod* by Thomas "tda" Bramall
- *Severian's Katanas* by Severian
- *Shadowmail Weapons* by NorrabMaster
- *Silver Dragon Weapons* by The Atronarch
- *Soul Wail* by Praetorio
- *Two-handed maces* by Rdjeke
- *VADaito* by VagabondAngel
- *Vella Glass Bow* by Au-vine
- *White Rose weapons* by Kafeid

Other

- *Leviathan's Soul Gems* by Star Boi (merged in Full and in the Lite optional addon **OOO-Magic_Effects+Enchantments.esp**)
- *Spell Icon Replace 1.0* by Forsaken32

General information about the inclusion of merged mods

Items statistics, names, owners, spell-effects, and values have changed drastically from how things were in the original stand-alone mods. You will not find them lying around in a chest in the middle of a plaza, or for sale at your local store. All items have new special owners, stories, resting places and meaning within the global design of Oscuro's Oblivion Overhaul.

Item statistics are all re-designed to take into account every other included item. This was done to achieve balance across every single new item addition. It also serves one of the main goals of the mod: to make the world more static, varied, balanced and unique all at once.

Read more about this on page 47.

Notable Known (In)compatibilities

Unofficial Oblivion Patch

Oscuro's Oblivion Overhaul merges parts of *Unofficial Oblivion Patch 2.1* where overlaps occur. If a newer version of UOP is released, there should be no problems using that – just make sure to load UOP before OOO.

Player House Markers

OOO adds player house markers. These will be revealed when you purchase a home. Many other house markers mods will conflict with OOO's changes to prices of the homes. Now you do not need to use those mods to get your house markers.

Knights of the Nine and other DLCs

The official plugin *Knights of the Nine* must be loaded after OOO. The rest of the official plugins should work properly with OOO.

Shivering Isles

OOO does not yet change anything in Shivering Isles, except for any leveled lists SI might use from default Oblivion. Shivering Isles will work perfectly together with OOO.

General

OOO will almost definitely conflict with mods that change a lot of NPCs or leveled lists, including *NPC New Clothes* by emyung and *RealSwords* by waalx.

In addition, OOO will conflict with any mod or content mentioned in the sections **Bundled Mods**, **Merged Mods**, and **Merged Content** above.

Compatibility patches can be found for many mods to make them compatible with OOO. Many of them are listed at <http://devnull.devakm.googlepages.com/oooadd-ons>.

Load Order Guidelines

For general load order guidelines, you should take a look at the information dev_akm has compiled and uploaded to his web site, devnull.devakm.googlepages.com. The load order guidelines may be found at the page <http://devnull.devakm.googlepages.com/loadorder>.

General Overview of Oscuro's Oblivion Overhaul's Gameplay Vision

Oscuro's Oblivion Overhaul changes the ways in which the core gameplay elements of TES IV: Oblivion relate to each other. The aim of these changes is to create a more immersive, rewarding, believable and enriching experience as you adventure in the world of Tamriel.

The structures responsible for gameplay could be divided into several areas. The lines separating them are somewhat arbitrary, and we could be more specific and nuanced, but first it is important to define these areas in general terms. OOO considers them in the following blocks:

- A. Gameplay meta-rules
 - 1. Immersion
 - 2. Risk
 - 3. Reward
- B. Gameplay mechanics
 - 1. Player Character (PC) abilities and Non-Player Character (NPC) abilities
 - 2. Quests
 - 3. Economy
- C. Gameplay resources
 - 1. Environment
 - 2. Inhabitants
 - 3. Objects

Each of these areas has subclasses, and each subclass can appear as the sum of lower rank classes. For example, the *PC abilities* include the statistics system, the skill system, the combat system, the magic system, and the faction system. Likewise, *Environment* is built by smaller resources, like sounds, music, architecture, flora, weather, etc.

OOO does not change every single variable responsible for gameplay, but it does affect many of those listed above. Each of these changes has been carefully measured against every other change to the gameplay structures in order to enhance the ultimate goal of gameplay: to absorb you into an exciting experience that entices you to overcome the many challenges you will face in Cyrodiil through rewarding your skill, ingenuity, and exploration.

The following two sections will give you a summary of how OOO sets out to accomplish this goal in each of the general areas of gameplay. It will also be mentioned (mainly in the detailed section) how each change relates to other facets of the game and why the connection is important for your best game experience.

Brief Summary of Changes and Additions

The following section is a very brief summary of the section **Detailed Summary of Changes and Additions** below, which lists the changes from default Oblivion. This section will list not as much *why* as *what*, so if you wonder why something is changed, see the appropriate description in the detailed section (you can click the page numbers, as mentioned under the section **How to read this readme**). Throughout you will find references to the page where it is described in more detail.

Please do not judge Osкуро's Oblivion Overhaul by the contents in this section, as it does not describe *why* the changes are made. Reading through the detailed section should provide you with a vastly superior picture of the comprehensive entirety of the mod, and why things were changed the exactly way they were.

Player Character Changes

Described in detail in the section beginning on page 30.

Osкуро's Oblivion Overhaul is *not* a character leveling mod, like KCAS⁵ or nGCD⁶ in that it does *not* change the way you level (like how many skills are needed for a level-up, or which skills are governed by which attributes, etc.). However, it does change several aspects of the player character's statistics:

Derived attributes

Described in detail on page 31.

- Special attacks cost less Fatigue to use, while ranged attacks have a higher Fatigue cost. (p 31)
- Player characters have lower starting Health. (p 31)
- Magicka has a slower rate of regeneration from the beginning, but higher Willpower will have Magicka regenerate quicker than before. In addition, players have a larger Magicka pool. Most spells are changed to better suit these changes (see a brief list of changes on page 26). (p 31)

Skills, Combat and Other Related Settings

Described in detail on page 32.

- The Master perk in Heavy Armor does not completely negate the armor's weight. The Expert perk has also had its bonus reduced. (p 32)
- Light Armor has had its Master perk bonus of 50% extra protection reduced. (p 32)
- Hand to Hand is generally stronger. It has increased damage to enemies' Fatigue and Health, the block rate is better (though still lower than that of weapons), and the reach is slightly longer. (p 32)
- The chance of a successful bonus effect of power attacks (e.g. disarm, knockdown, paralyze) is increased, both for PCs and NPCs. (p 32)
- Damage for the backwards power attack is increased. (p 32)
- The range and speed of arrows is increased. (p 32)
- The chance of finding used arrows in fallen bodies is increased, as is the maximum number of arrows allowed to remain on the ground. (p 32)
- Sneak attacks are more powerful. (p 32)
- The number of potions you can use at once has been changed, and the progression follows your Alchemy skill. (p 33)

⁵ *Kobu's Character Advancement System* by Kobu, see <http://www.oblivionmodwiki.com/index.php?title=KCAS>
⁶ *not Galsiah's Character Development* by tejón, see <http://www.oblivionmodwiki.com/index.php?title=NGCD>

- The skill perk descriptions have been re-written to reflect a higher sense of pride and accomplishment, and to fit the new skill perks. (p 33)
- The descriptions of Birthsigns are updated to include the new changes and additions. (p 33)
- Weapons and creatures now do higher damage across the board – combat is in general a bit deadlier. (p 33)
- Weapons and armor only wear down at 30% of the default rate. (p 33)
- The cost of armor and weapon repairs at shops is much higher. (p 33)
- The cost of skill training at specialized trainers is higher. (p 33)
- Messages pertinent to in-game actions are changed to a first person point of view (e.g. “My skill increased” instead of “your skill increased”). (p 33)
- The maximum jump height threshold is slightly higher than in default Oblivion. (p 33)
- The option to fast-travel to all cities at the start of the game is removed. (p 33)

Factions

Described in detail on page 33.

- OOO introduces many new factions. These add a significant amount of functionality to the game. Generally, creatures are divided into different factions, so that you might see e.g. some rangers being friendly with many types of “good” creatures while killing evil ones. On the other hand, evil NPCs may be friendly towards “evil” creatures. (p 33)
- The player may gain faction with some of the new NPC factions, but might in turn lose faction with other opposing groups. Gaining factions with some groups will grant special boons to the player. (p 34)
- The player can do a quest to gain faction with all the “neutral” creature factions, which includes the possibility to befriend them. (p 34)

Magic Abilities

Described in detail on page 34.

- Spells generally require less Magicka, especially offensive ranged spells with area-of-effect. (p 34)
- The spell projectile speed is much higher. (p 34)
- Some spells effects, like Drain Health, cannot any longer be made into custom spells or enchantments due to being highly prone to exploitation. (p 34)
- Enchanting with Chameleon, as well as spells with Chameleon and Invisibility, have a much higher price due to the ease of abuse. (p 34)
- Every default spell has been made stronger, in accordance to the reduced Magicka cost. (p 34)
- Enchanting is much more expensive. (p 35)
- Many defensive enchantments have been toned down. (p 35)
- The enchanting capacity of Grand Soul Gems and Grand Souls are much higher. (p 35)
- Health, Fatigue, and Magicka restoration potions are now based on regeneration rather than instant effects. To compensate for this, potion effects are generally stronger. (p 35)

Other Player Character Changes

- All of the Birthsigns have been overhauled. (p 35)

Non-Player Character Changes

Described in detail in the section beginning on page 36.

Oscuro’s Oblivion Overhaul aims for a more static world. The features of “level scaling” are not completely taken away, but are tweaked to enhance the believability, immersion, and unpredictability of the Cyrodiil’s inhabitants. Most default NPCs are *more* static than default, but not *completely* static.

The changes here are too extensive to sum up quickly, so it is recommended that you read through the detailed changes.

Default NPCs

Described in detail on page 36.

- Most NPCs have been revamped to be much more unique than in default Oblivion. With thousands of new armor and item types, the variety of looks and possessions that NPCs boast increases immensely.
- NPCs' status reflects the items that may be found in their homes. *(p 36)*
- Lots of books and notes are added that gives depth to new and old NPCs, factions, and quests. *(p 37)*
- The fleeing script (that which controls when NPCs and creatures flee in combat) has been made very advanced; taking into account i.a. remaining Health, level difference and player fame/infamy. *(p 37)*
- Bandits, Marauders, Conjurers and Necromancers have been tweaked for added diversity and uniqueness. *(p 37)*
- Vampires have been divided into four types and degrees of difficulty. They have equipment and powers suiting their rank. *(p 37)*
- Dremoras are now significantly more powerful. This also makes the main quest harder. *(p 38)*
- Guards are now level-capped – no longer will they mop the floor with you no matter your level. In addition, female guards are added. *(p 38)*
- Citizens are now level capped. You will not easily be smashed to bits by anyone and his dog, though some NPCs, especially quest-related ones, will prove to be a more difficult challenge than before. *(p 38)*
- Arena combatants are completely overhauled; the difficulty is much higher the greater the rank. *(p 39)*

New 000 NPCs

Described in detail on page 39.

- Raiders are added. They are more powerful and better equipped than Marauders and Bandits. *(p 39)*
- Amazons are added. These are female warriors not easily defeated, but often carrying jewelry, making them attractive targets. *(p 39)*
- Guardians of Oblivions are added. These are skilled Conjurers. *(p 39)*
- The Putrid Hand, a new necromancer faction, is added. *(p 40)*
- Sylvan Rangers and Corrupted Followers of Jephre are added. These are highly skilled in ranged combat. *(p 40)*
- Skyrim Bandits are added. They reside in the Jerall Mountains north of Bruma. *(p 40)*
- Dunmer Slave Traders are added. These people, residing in the marshes of Blackwood, hunt Argonians and sell them as slaves. *(p 40)*
- Black Marsh Argonian Smugglers are added. They smuggle illegal goods into the Imperial Province. *(p 40)*
- Adventurers now explore dungeons and may also loot the chests. *(p 41)*

Creature Changes

Described in detail in the section beginning on page 41.

These are changes to the creature system.

- New animals, mythic creatures, and Daedra are added. *(p 41)*
- Many new creature factions have been introduced, which opens up for very varying creature-to-creature behavior, as well as creature-to-player-behavior. This cannot be explained in detail here, please see page 42 for more information.

- Now, dungeons typically house a single type of animal faction, and not every animal in the game stuffed together. (p 42)
- Animals will respond to events, that being from the player, from another NPC or from another creature, much more realistically than before. (p 43)
- Every creature has different behavior types that suit their nature. For example, wolves will hunt for preys, like boars, deer and so on, while herbivores will graze and eat plants. In addition, all animals will seek out water, especially at dawn and dusk. (p 43)
- It is possible to gain faction with animals. This will allow the player to befriend most animals. (p 43)
- There are now many types of creatures within each species, varying in size and with different items and statistics. In addition, every creature type has a magical weakness matching their specific nature. (p 43)
- An optional setting adds fishes swimming around in the water, living out their own carefree lives. (p 44)

Changes to Frequency and Difficulty of NPCs and Creatures

Described in detail in the section beginning on page 44.

Oscuro's Oblivion Overhaul makes the game overall much harder, but also provides great rewards when you have really earned it.

- Almost every dungeon in Cyrodiil has new hand-placed content. The difficulty increases the further into the dungeon you venture, but so does the rewards. (p 44)
- Dungeons are generally more unpredictable – no more can you guess, and always be right, about exactly where in dungeons you will find creatures. (p 44)
- You may now see several creatures/NPCs per spawn point, instead of only one, as often seen in default Oblivion. Weaker creatures will be more frequent than stronger ones. (p 44)
- Most dungeons have a fairly static degree of difficulty. If you cannot beat a dungeon now, come back later when you have grown stronger. (p 45)
- Guild quests now get more difficult the higher up in the guild's quest line they are. (p 45)
- The minimum level required to be able to receive quests at Daedra Lord Shrines is 2, for all quests. (p 45)
- Many creatures have new versions specific to their homes. For example, the northern lands of Cyrodiil are home to the "arctic" variety of creatures. (p 45)
- Creature types differ greatly between regions – for example, you will not find snow leopards in the marshes of Blackwood. (p 46)
- The difficulty of wilderness areas is proportional to their climate's harshness and their distance to urban centers. (p 46)
- Roads are much safer to travel. (p 46)
- There are several bosses for both NPCs and creatures. They are more difficult than their underlings are, but also have great treasures. (p 46)

Item changes

Described in detail in the section beginning on page 46.

Oscuro's Oblivion Overhaul makes extensive changes to the occurrence, type, and quality of items found in the game.

- Containers around the world have items appropriate to the status or difficulty of their locations. (p 47)
- Vendors have mid-end items in stock at any given point. (p 47)
- All "Dwarven" items are renamed to the more lore-appropriate "Dwemer". (p 47)

- Thousands of new weapons, armors, ingredients, pelts, house-wares, scrolls, and books are added. (p 47)
- Items are placed both in loot lists and as a part of the world, so you might find powerful items lying out in the open, if you have a clever eye. (p 47)
- Several thousand containers have been hand-placed to the world, containing items that are designed for the difficulty and status of the locations where they are found. (p 48)
- Weapons generally have shorter range and are slower. (p 48)
- Item values and service prices (repair, training, etc.) are higher across the board. In addition, on the economy side of things, OOO bundles Living Economy, a highly recommended mod. (p 49)
- Many new texts are added, ranging in length from a few lines to several pages. (p 49)

Merged Modifications

Described in detail in the section beginning on page 49.

These are mods that have been merged into Oscuro's Oblivion Overhaul.

- **Gems and geomancy:** *Tamriel's Glittering Geology* and *Geomancy/Gem Dust* has been merged into OOO. This greatly increases the usefulness of gems. (p 49)
- **Bashing containers:** *LockBash 1.1* is merged into OOO. This mod enables you to bash open containers, which enables fighter characters to open locks without specializing in Security. (p 50)
- **Trapping containers:** Containers you encounter during your adventures may now be trapped. (p 50)
- **Guild Item Ownership:** This mod by Tandem changes some guild items to be unavailable until later ranks. (p 51)
- **Inebriation:** This mod by Lap allows you do drink alcoholic beverages to get drunk. (p 51)
- **Harvest [Flora]:** This mod makes certain parts of the plants disappear when you harvest them. (p 51)
- **Harvest [Containers]:** This mod animates opening and closing of containers, from sacks to chests. (p 51)
- **Drop Lit Torches:** This mod allows you to drop lit torches on the ground. (p 51)

Detailed Summary of Changes and Additions

A Word on This Information's Format

The information in this text is presented with as little explicit revelations of the underlying mechanics of the mod's design for a reason: I do not wish to reveal the inner workings of every single change here documented because that, in my mind, simply detracts from the degree of immersion after which I designed this work. My intention has been, all along, to help this excellent game become as immersive, rewarding, deeper, and exciting as I could. To me, focusing too much on boring and repetitive statistics is a sure recipe to detract from this goal. To be sure, these statistics may clearly represent what one can expect of the mod's changes, but often this detracts from becoming immersed in the game and instead prompts you to keep an eye out for things that "should not be there". My design philosophy aims at bracketing the author of the mod and the authors of the game itself as far away as possible when you adventure within the world.

Some may say that I am less focused, or less rigorous, or less complex, because I am not providing you with statistics for every single thing here developed. That is, I think, a rather hasty judgment. I assure you that I have put extreme care in balancing all the elements of this work. Everything here changed has been carefully balanced with every other gameplay structure in mind. If things are sometimes not symmetrical, that is a purposeful design choice (despite what some may say, or try to create, life is everything but symmetrical and constant).

This mod has been an immense task. More than a year in the making, plus the almost one month of prior work in the first versions of OOO, have given me time to change the way TES IV: Oblivion plays and enhance its gameplay, in my opinion, to great degree. I hope that you understand my reasons, and can tolerate my fastidiousness, in presenting the information below with certain reservation from me.

With that said, I plan on working in future versions of Oscuro's Oblivion Overhaul and continue to support the existing ones. Should you need to ask questions about the mod's features, please feel free to visit the Oscuro's Oblivion Overhaul web page (<http://devnull.devakm.googlepages.com/ooo>) or pass by the official Bethesda Software forums and look for Oscuro's Oblivion Overhaul threads to discuss your experiences, questions, criticisms or whatever you would like to bring to our attention.

Thank you very much for your interest and for choosing Oscuro's Oblivion Overhaul.

— Oscuro

Player Character Changes

In Oscuro's Oblivion Overhaul, player character (PC) changes affect the defining characteristics of your characters. The PC changes can be grouped and summed up as the following:

- **Vital Statistics** (simulation of physical or mental characteristics)
- **Skills** (how PCs use their Vital Statistics to affect the world and themselves)
- **Combat Abilities** (how Skills interrelate with actors and items in action-oriented challenges)
- **Factions** (how the PCs interrelate with NPCs and creatures)
- **Magic Abilities** (how Vital Statistics, Skills, Combat Abilities and Factions interrelate with the PCs' selves, NPCs/creatures and items through Magic)

Note: OOO is not a mod that focuses on changing the mechanics of how PCs increase their defining characteristics. It is not a so-called “leveling mod” like AF⁷ or KCAS, which handle the mechanics behind your character’s level-up progression. OOO is compatible with these kinds of mods.

OOO changes how vital statistics, skills, and combat abilities work mainly through the tweaking of “gamesettings.” These gamesettings are hard-coded variables that specify a range of possible actions and their results. For example, the gamesetting *fPCMagickaReturnBase* governs how fast the PC regenerates Magicka.

The following sub-sections list the Player Character areas changed by OOO.

Derived attributes (Fatigue, Health and Magicka)

Fatigue

Special attacks are less tiresome to use than in default Oblivion. This is a balance tweak because of the higher weight of some weapons, and helps you to keep up with the now deadlier combat gameplay. The range of weapons’ reach is a bit shorter than in default Oblivion – close quarters combat is the norm for melee players. This change encourages the use of the slower but stronger special attacks in melee.

Fatigue costs for ranged attacks are a bit higher, however. It was previously too easy to use bows and backwards-running to avoid damage while peppering the enemies with arrows. The power of bows is higher, but their reload time slower. These changes help making Marksmanship a more tactical and involved combat skill.

Health

Player characters have lower starting Health than default. No changes are made to maximum Health gained per level. The player started with a large Health-pool advantage over enemies in default Oblivion. This change balances the difference and makes it more risky to engage in heavy combat right away. That is something you will have to earn, and not be given right off the bat as it happened previously.

Magicka

*Note: This section is about the derived attribute Magicka. Changes to spells, potions, and enchantments are described in more detail in the section **Magic Abilities**.*

Magicka’s rate of regeneration is slower than default but characters focusing in Willpower will gain Magicka faster than before. This change encourages players to focus on magical skills and attributes if they wish to be much more effective in situations where a lot of Magicka will be needed. It also balances out those classes who did not specialize in magic and previously could rival a mage’s casting power without any drawbacks characteristic of spellcasters (like having to use light armor, having usually poor Health rating, or having to forsake training in practical skills and attributes of combat and stealth in order to gain an edge as spellcasters)

Magicka’s pool is also larger than before. Expect to gain more than 20 points of Magicka for every 10 of Intelligence. This change will help casters use more costly spells, with more complex, lengthy or devastating effects. This change is designed to allow casters to keep up with the increased lethality of melee and ranged weapon combat.

⁷ AF Leveling Mod by Aurnyn and Fraktyl,
see http://www.oblivionmodwiki.com/index.php?title=AF_Leveling_Mod

Skills

Heavy Armor

Armor skill perks have changed a little. No longer does mastery in Heavy Armor completely negate the movement penalties associated with wearing large and cumbersome armor pieces. This change serves to balance the otherwise obvious choice of Heavy Armor over Light Armor. Previously, you could wear a full suit of the heaviest of armors and remain unencumbered if you were a Master of this skill. Now, a small penalty remains even at complete mastery. The same is true of the perk gained in Expert level of Heavy Armor.

Light Armor

Light Armor does not give a 50% extra damage protection at Master level. This was reduced to avoid making Light Armor a potentially more defensive skill than Heavy Armor. Otherwise, the benefits of faster speed, less weight and lesser penalty to spell-casting gained by using light armors really skewed the benefits away from heavy armors.

Weapon Skills and Perks

Weapon perks usually add a new special attack type to the player's repertoire. These attacks have, aside from increased damage, other bonuses (like disarm, knockdown or paralyze). The chance of a successful bonus effect per hit has gone up. It is now easier to disarm, knockdown or paralyze enemies (but so it is for them to do the same to you!). This change helps to make combat more tactical. It encourages the use of special attacks, but it ties in with the greater risk of leaving your guard open because now, as mentioned, weapons are slower than in default Oblivion. The relative speed of these attacks is a bit higher to compensate for the overall slower speed of weapons in general. These changes apply also to range attacks.

Backwards Power Attack

Damage has increased for the backwards power attack perk, for all weapon skills. This is an important change because in default Oblivion it was much more difficult to connect back-attacks. This change will encourage their use (balance the risk vs. the reward of using it).

Hand to Hand

The Hand to Hand skill has some modifications. Hand to Hand was sorely lacking at release; its range is very short, its damage cannot hold a candle to powerful weapons, its rate of block was half that of wielded weapons and the player cannot use gauntlets to add offensive on-hit spell effects as with every other weapon.

Now, Hand to Hand has a slightly increased reach and increased damage to enemies' Fatigue compared to default Oblivion. In addition, its damage to Health is increased, as is the chances to successfully block attacks and stagger opponents during a successful block. Its block rate is lowest of all other weapons, but slightly increased from default Oblivion.

Arrows

The range and speed of arrows is greater now than in default Oblivion. Not only does this change balance out with the slower rate of fire and Fatigue burn of bows; it also enhances the realism of ranged combat. In addition, arrow physics have been slightly tweaked to reflect the changes in speed and range. The chance of finding used arrows in fallen bodies is increased, as is the maximum number of arrows allowed to remain on the ground.

Sneak Attacks

Sneak attacks now do slightly higher damage at Journeyman and Expert ranks, x7 and x8 respectively. Marksman Sneak attacks in the same ranks are x3.5 (displays just as the normal x3) and x4 respectively. This change encourages players to specialize in Sneak and makes stealth-tactics much more desirable.

Alchemy and Potion Capacity

The number of potions that you can use at once is changed. The progression follows your skill in Alchemy. Previously, there was always a limit of 4 effects at once. Now, it is scaled upwards – 3 for Novice skill in Alchemy, 3 for Apprentice, 4 for Journeyman, 4 for Expert and 5 for Master.

Perk and Birthsign Descriptions

Descriptions for the notices of skill perks when you reach the various levels of mastery (Apprentice, Journeyman, etc.) are re-written to reflect a higher sense of pride and accomplishment, rather than the same old text used in the prior perks' notices. Descriptions of Birthsigns differ so as to include the changes and additions. Finally, changes to the perks of Sneak also appear in the notices brought up when a player reaches a new rank.

Miscellaneous Game Setting Changes

Note: These changes, while not pertaining to specific skills per se, have a direct impact on how gameplay structures relate to skill usage and viability. Some are, however, independent, and their function serve other purposes.

- The overall damage done by weapons and creatures is higher across the board – combat is in general a bit deadlier.
- The rate at which weapons and armors wear down is 30% the value of default Oblivion settings. This change is needed due to the much higher and deadlier incidence of combat.
- The cost of armor and weapon repairs at shops is much higher.
- The cost of skill training at specialized trainers is higher.
- Every message pertinent to in-game actions about the player and the environment are now changed from the default second person tense to first person tense. This change is conducive to higher immersion in the game, for you are not constantly reminded that your actions are being viewed from the “outside”.
- The maximum jump height threshold is slightly higher than in default Oblivion.
- The ability to fast-travel at the beginning of the game to all cities is removed. Now, you need to discover the towns' landmarks before you can fast-travel to them. That is, you will need to walk at least once to each city in order to open fast-travel to their landmarks, just like with every other map marker.

Factions

Oscurio's Oblivion Overhaul introduces more than two dozen new factions. Most of these are creature factions, but there are also some additions to NPC factions. It is possible to gain the favor of some of the new NPC factions. The creature faction system is an exciting development that will completely change how you perceive the relations among the creatures of Cyrodiil. The following paragraphs outline a small summary of what you can generally expect out of the new factions.

NPC and Creature Interrelations

New NPC factions interact with existing NPC and creature factions in unique ways. “Good” factions may be allied with the governing factions of Cyrodiil's regions or remain neutral. “Evil” factions may also be allied with other existing evil factions or tend towards neutrality. In all cases, they interact distinctively with the new creature factions. For example, the sylvan rangers from Valenwood tend to be friendly towards many types of creatures, whereas their enemies, rangers corrupted by Molag Bal, have gained faction with the new evil creature types.

Gaining Faction

The player may gain faction with some of the new NPC factions if they accomplish deeds that would please them, but in turn will lose faction with the opposing groups. Gaining faction with some of these groups will grant special boons to the player.

Befriend Animals

It is now possible, thanks to an involved new quest, to gain faction with all “neutral” creature factions. This means that the player may be accepted among animals and even befriend them, so that they will follow and assist against threats.

Taking Advantage of the Faction System

The diversity of faction interactions allows you to develop different tactics based on them. For example, the hatred of Ogres and Minotaurs towards each other could work in your favor, were you to lure either one into the opposing faction’s lairs. In addition, should you run into battles carried out by creature or NPC factions, you can choose which side to support and hope that the survivors will remain friendly to you – some factions’ hatred is strong enough to prompt them to attack even the mightiest fortresses of their foes.

The section **Creature A.I.** describes more in depth about relations, actions, and dispositions towards the player character.

Magic Abilities

The magic system in *Oscuro’s Oblivion Overhaul* has changed significantly. Almost every spell effect, default spells, enchantments, and potions have been tweaked to enhance gameplay options and flow.

Spells

General Spell Changes

Almost every spell effect is now easier to cast (they require less Magicka), including defensive spells such as Reflect Spell, Shield, Resist Magic, Summon, etc. The changes are conservative; do not expect to be able to run around with 60-second Shield spells at magnitude 100 anytime soon. To add to the already dangerous combat, offensive spells now cost less. This will allow you to deliver more deadly attacks with less Magicka cost than in default Oblivion. It is easier to cast ranged versions of offensive spells, and having them explode in an area-of-effect is also less costly.

Every default spell has changed to reflect the stronger potency of their associated governing effects. This means that you could have access to stronger spells as soon as you visit your local spells’ store. It also means that NPCs will instantly have access to stronger spells than what they had in default Oblivion.

Finally, the speed of magic attacks is significantly higher than before. These changes will let you cast better offensive and defensive magic with a greater range of tactical options. They make it worthy to spend the extra energy in casting targeted area-of-effect spells. This also means that it is easier for the inhabitants of Cyrodiil (and Oblivion) to cast powerful spells against their foes.

Changes on Exploitable Effects

Some spells, due to the ease with which they could be exploited, cannot any longer be made into custom spells or enchantments. The notable case here is Drain Health, which was extremely easy to abuse. Now it is not possible to create new spells or enchantments with the Drain Health effect. To compensate, new spells using this effect are available in merchants and treasures across Cyrodiil. The new line instantly kills creatures below a certain threshold of Health. The spells are *Kill (weak)*, *Kill (moderate)*, *Kill (potent)*, *Kill (superior)* and *Kill (master)*.

In a similar light, but in the defensive-spells camp, it is much more expensive to enchant items with Chameleon effects. In addition, the enchantments have a lower magnitude cap. Spells of Chameleon are very Magicka-intensive now. The same is true of Invisibility. The potency and duration of Invisibility is now reduced to 25% of the original's efficiency. This means that the player will have to be extremely skilled in Illusion in order to cast long-lasting invisibility spells, and that this will be done at an increased cost. The changes to these effects were necessary because they could previously be exploited severely (they would render consequences to the player's actions irrelevant because they could always escape or avoid detection by the repeated use of these spell effects. The Shield spells' possible enchantment values have been decreased from 25% to 15%.

Enchantments

Enchanting now is much more expensive. Custom enchants will spend the Soul Gem's enchanting points quickly in proportion to increased magnitude, and the monetary cost is also much higher.

Many default enchantments associated with the changed effects are changed. Defensive enchantment effects have been toned down, while offensive enchantments are left as they were by default. The higher costs of enchanting items make the default enchanted gear found while adventuring or thieving more attractive. This was a necessary change because, previously, enchanted items were mere vendor fodder. Now you will actually find them useful until you can afford to enchant better items on your own. The enchanting capacity of Grand Soul Gems is now much higher, as it is the enchanting power of Grand Souls. This will allow you to craft some of the most powerful enchantments available, but only if you earn that right through ingenuity and skill.

Potions

Potion effects remain the same except in a few special cases.

Health, Fatigue, and Magicka potions are now based on regeneration rather than instant effects. This means that you will not be able to pause the game in the middle of a fight and heal immediately to your maximum limit of Health, Fatigue, or Magicka. The regenerative power of these potions encourages more tactical approaches to combat and leaves less room to exploit their use.

To compensate for the loss of instant healing while the game is paused, potion effects are overall stronger – although dispensed over time, their magnitude is greater. There are now several new types of these potions. Each increases its power significantly over the previous in line, but also become more expensive. Finally, there is one type of potion for each of these effects that acts immediately – it replenishes Health, Fatigue, or Magicka instantly. These potions are prized and very expensive, but are also the best that can be afforded when you face the strongest of challenges. The savvy and experienced adventurer always keeps some of these potions in stock, for those situations that require that last push to victory.

Birthsigns

Birthsigns have changed. The original spirit of each constellation is kept, but existing effects have been modified and new ones have been added to balance them out.

Birthsign effects are:

- ***Apprentice:*** +130 Magicka, 100% Weakness to Magicka
- ***Atronach:*** +200 Magicka, 50% Spell Absorption, Stunted Magicka
- ***Lord:*** Restore Health 90 pts Lesser Power, 40% Resist Frost, 25% Weakness to Fire
- ***Lady:*** +10 Willpower, +10 Endurance, 15% Resist Paralysis
- ***Lover:*** Lover's Kiss (unchanged), +10 Personality
- ***Mage:*** +30 Magicka, +10 Willpower
- ***Ritual:*** Restore Health 200 pts Ability, Turn Undead Ability, 15% Resist Disease
- ***Serpent:*** Serpent Spell, +10 Willpower

- **Shadow:** 60 seconds Invisibility Ability, +10 Agility
- **Thief:** +10 Agility, +10 Speed, +10 Luck
- **Steed:** +20 Speed, increased Fatigue Regeneration (2p/sec)
- **Tower:** Tower Key Power, Tower Warden, +15 Resist Poison
- **Warrior:** +10 Strength, +10 Endurance, increased Fatigue Regeneration (1p/sec)

Non-Player Character Changes

Oscuro's Oblivion Overhaul aims for a more static world, where NPCs do not constantly get stronger alongside the player's progression in skills and power. However, the features of "level scaling", as it is often called, are not completely taken away. These features are actually very useful in providing variety and diversity of challenges. They are used to enhance the believability, immersion, and unpredictability of the Cyrodill's inhabitants. OOO changes most of the default NPCs to make them more static in terms of how strong they may become or be right at the start of your game. This applies not only to their abilities but also to their equipment (no lowly bandits with glass armors and mighty enemies with worn iron swords).

OOO also introduces many new exciting features to old and new NPCs. The goal – to transform Cyrodill's NPCs into more alive, more believable, more challenging, and more unique beings – has been taken to extremes.

Here follows a summary of the most notable changes in this respect.

Default NPCs

Default types of NPCs, including citizens, characters of the main quest, guards, bandits, marauders, necromancers, conjurers, vampires and Dremoras are now much more unique than ever before. With the addition of thousands of new armor and item types, the variety of looks and possessions that NPCs boast increases immensely. Every type of NPC has now much more unique items, abilities, and spells that are proper to their profession and status. These features belong to them whether you are a fledgling adventurer or an acclaimed hero. This step was the first in creating a much more static and realistic world.

Listing every change here would spoil the sense of discovery that you will get when encountering all of these old NPCs in their new settings and apparels. The changes here are *massive*. Every type of default NPC has their own loot lists, with items designed, named, and balanced to fit their role and relative power. These changes apply to all almost all NPCs without exception.

All of the additions and changes were made with other concerns in mind, specifically the changes to their homes, their backgrounds, default quests, and interrelation with the new NPCs, locales, stories, and quests introduced by Oscuro's Oblivion Overhaul.

The following list is a quick summary of these factors:

1. NPCs' status reflects the items that may be found in their homes. This was a feature of default Oblivion, but OOO greatly expands upon this by introducing dozens and dozens of new house-wares, clothing, jewelry, armor, weapons, books, and so forth. Thousands and thousands of items all over the homes, caverns, lairs, manors, castles, camps and every other type of dwelling of the default NPCs have been placed by hand, and not through mere loot-list tweaking. A few lines cannot do justice to the amount of work and attention put in making every location seem more proper to its owner's role and class.
2. NPC's levels are tweaked to offer the greatest gameplay that mixes very static and slightly leveled features. These changes apply to all NPCs, whether friend or enemy, involved in the Main Quest, as well as every other Guild's Quests.

3. The backgrounds in lore for the different factions and individual NPCs were taken into account when designing their base abilities, spells, and gear. Whenever there was no such prior background, OOO tries to introduce new stories that appear in the form of books, notes, quest messages and the associated special items that go with them.
4. The interrelation of the old NPC factions and individuals was, whenever possible, given depth by the addition of the above noted books, notes and quests. It is relevant to the scope of the mod to keep developing the surrounding histories and events that are relevant to these NPCs and factions in order to make the world of Cyrodiil seem more alive and inheritor to the rich storyline tradition of past TES series' games.

New Fleeing Scripts

Another important feature of OOO is the perfection of the fleeing scripts included responsible for the fleeing of enemy NPCs. Previously, before version 1.3, these scripts were very simple and prone to overly unrealistic behaviors. Now, NPCs take into account their remaining Health, the level difference between them and the player and the fame or infamy of the player, in order to determine the chance of fleeing when they are hit by a player's weapon or spell. (So, if you are several levels over an enemy, and have a lot of fame, then the enemy may run away more readily than if the level difference was the same but you had very little fame – though level difference also changes the percentage.)

Infamy has a greater impact than fame in making enemies cower in fear away from you. Moreover, when they run away, depending on how low their Health may be, they will lose speed and become easy prey for your blows. However, beware – they will not sit idly and let you whack them while they run. Should you hit them enough times, they will turn again on you! This behavior is one of the most realistic available.

Specific changes to default Oblivion's factions

Bandits, Marauders, Conjurers and Necromancers

These NPCs are capped, and their loot lists are adjusted and spread at a variety of level ranges so that some difference between them is apparent. Bandits can range from very low level to early twenties. Some exceptions are the bandit bosses and the infamous Black Bow Bandit crew. Marauders tend to be slightly more powerful. Necromancers and Conjurers will give some trouble to the inexperienced adventurer, but later on, they will easily become cannon fodder. However, the boss versions are rather powerful. The expulsion of necromancers from the Mages Guild has bred resentment. Necromancers of Tamriel, under the guide of the experienced *Fayth Noor*, gather in Cyrodiil to plot against the Archmage.

However, new players in this game of betrayal and revenge have appeared in the scene. Now there are even more factions vying for power that clash directly with these default Oblivion factions. It is up to you to discover the nature of their intended plans and the locations from whence their power flows.

Vampires

NPC vampires are very different now. There are four different types of vampires: Regular, Fearsome, Deadly and Ancient. Many of these are "leveled" so they will appear in the usual vampire havens and dungeons based on the strength of the player. The space between the intervals allows the player to experience both challenge and a good ol' fashioned vampire-killing spree. However, many lairs house extremely powerful vampires that appear regardless of the player's level. They are of course geared accordingly and they also guard treasures of great value.

Vampires have special abilities and equipment depending on their type and class. Deadly and Ancient vampires have, naturally, very powerful skills that they will unleash upon all who dare enter their havens.

Rumor has it that a very powerful vampire lord has brought to Cyrodiil a feared relic and seeks to taint its dangerous power. Now, he is aided by even more special vampires, who have their own unique items and treasures after centuries of un-life.

Dremoras

Dremoras are now significantly more powerful. Markynaz and Valkynaz have their levels capped but with a range where they keep up with the player. Every leveled list that included Dremoras, even quest ones, is now updated. This means that some quests, especially the main quest, will be more difficult and the player will not be able to complete them at low levels. Roughly, a level 20-25 will stand a chance, anything below that and it will be a world of hurt. At a player level of 40+, almost all Dremoras will be lower than the player level, with the exception of some special cases. At level 50, the player should be able to mop the floor with just about every creature in Cyrodiil. (Example: Kynval are level 12, in most cases they will not spawn unless the player is level 13 – the intervals of Dremora reach near level 40)

In addition, new Dremoras now guard special items and stages of the Main Quest. These terrible new foes have unique Daedric items of amazing power. Be ready, saving Cyrodiil from the threat of the Daedra will be a very challenging task.

Guards

All guards in the game are now level-capped. They are not lowly beginners, but you will not get the feeling that they are so powerful that your presence in Cyrodiil is a nuisance. At high levels, you will be able to school most guards. Some towns have stronger regiments, while others have weaker. Guards in the stages of the main quest are leveled appropriately, stocked with some healing potions and ready to rumble. Still, powerful enemies will take them down more easily than they can do the same to you. This also applies to the blades and the imperial guards.

Guards in the wilderness are battle-hardened and will usually be stronger than those found in the comfort of cities will.

Without fail, the Imperial Legion has the strongest of members. The Imperial City houses several types of ranks. Each guard has their own distinctive armor and attire to distinguish their position in the hierarchy of the Legion. Their armors are the best kept of the entire Legion, to honor the privilege of guarding the Imperial Capital. Imperial Legion's soldiers that patrol the wilderness have suffered many years of harsh living. Therefore, in contrast, their armor shows the ravages of time and climate. The further away from civilization that they may patrol, and the deeper into the wild that they may venture to root out evil, the more worn and ragged will their attires look.

The number of patrols in the wilderness is now doubled. Some guards will patrol in pairs, and others will do so alone, but their numbers are certainly much higher – which is a blessing to those who need to travel the oftentimes-dangerous wilderness of Cyrodiil.

Lastly, and most importantly, now there are many guards who are female. They were sorely unrepresented in the original Oblivion. OOO seeks to bring them back a more rightful position within the lore of TES. Their strengths and power have nothing to envy to those of men.

Citizens

All citizens of Cyrodiil, friendly or not, are level capped, when possible, accordant with the difficulty of the quests with which they are associated. They are given a generous level range so as not to stifle or demean the quest progression. With that said, a lot of NPCs involved in quests have minimum level caps which means that you may not be able to finish the hard guild quests early on. A great feature of this change is that you will no longer get your ass handed down to you by a hoe-wielding punk of a farmer after you pilfer his house clean or take his daughter to the "barn".

Those citizens involved in the stages of the Main quest and Guild's quests are now progressively harder to beat, when possible. This change is part of the re-balance of important quests done by OOO.

Citizens have had their personal belongings adjusted and tailored to their status and nature. Each citizen's house now holds items suited to reflect their role. Moreover, every home of middle-, upper- and noble-class citizens has special containers that safe-keep items appropriate to their status.

Arena Combatants

The progression of strength and skill in the Arena ranks is completely revamped in OOO over default Oblivion. The difficulty is much higher the greater the rank. The Champion of the Arena has also grown in power considerably and now carries even more unique items.

New OOO NPCs

There are several new types of NPCs in Oscuro's Oblivion Overhaul. These NPCs not only bring diversity and life to the province of Tamriel, but they are crucial for the new gameplay structures. The very static nature of rewards and challenges in OOO creates a need for more variety of NPC encounters and NPC factions. The additions are tailored to mesh seamlessly with the world of Nirn⁸ and with the lore of the TES Series. They also have their own unique dungeons, items, lore, and association to existing stories and quests.

Raiders

Raiders are heavily armored and prefer to fight with blades, although they will resort to other means whenever they do not have a trusted edge at hand. They are more powerful than Marauders, and they will crush the inexperienced player. However, they are also better equipped than most lowly Bandits and Marauders, so if you can take them down then you can expect some decent rewards for your efforts! Raiders count among them not just those experienced in melee combat, but also ranged fighters and magic users. Their elite ranks will make short work of you without hesitation – better be prepared for a fight if you venture within a raider stronghold. Their leader is a mighty Nord known as The Arctic Bear. However, he is getting ready to pass on the leadership of this mighty force down to a suitable replacement before the coming tide of strife about to ravage the lands of Cyrodiil, brought about by the discovery of ancient artifacts of undead power, creates a void in the existing power structures of the Imperial Province.

Amazons

Amazons are female warriors specialized in nimble and agile combat. They prefer blunt weapons but they are also skilled in archery and swordsmanship. A few among them are fierce priestesses, with the power to heal their clan members and bring destruction upon their foes. Amazons do not like to fight encumbered, and rarely if ever wear heavy armor. Some possess very fine light armors, which are crafted by their wearers with skills learned only by members of their rank in the Amazon hierarchy. Some prefer to fight almost naked. However, they have a long tradition of adorning their bodies with jewelry, which makes of them an attractive target to those inclined to thievery. Amazons do not share space with men... unless they are dead! They will not give females outside of their clan any quarter either. The priestess of the Amazon clan of Cyrodiil is secretive and not many know what she looks like, or even what her name is.

Guardians of Oblivion

Guardians of Oblivion are Conjurers of great skill and power. They specialize in Summoning magic, though they have learned a few tricks beyond what the usual Summoners of Cyrodiil can muster. These enemies are dangerous magic users, even if unarmored and weak to physical attacks, they can conjure very powerful Daedra to aid them in battle, using them as shields while they hurl magic from safe distance. These Conjurers are much more powerful than their lesser brethren are. It is rumored that a woman of great skill and presence

⁸ Nirn is the celestial body in which the Elder Scrolls is set, see <http://www.uesp.net/wiki/Tamriel:Nirn>.

commands these outcasts from the community of the Mage's Guild. However, she may not be the only leader of these fearsome Daedra-worshippers.

The Putrid Hand

Necromancers of the Putrid Hand are very skilled in the dark arts of magic. Resenting their imposed exile from the Mage's Guild, they have formed their own enclave where to expand their knowledge and power. Since they are officially considered enemies of the ruling Mage class in the Imperial City, they do not take kindly to those that intrude on their newfound lairs. Renowned for his skill in commanding the occult forces of life and death, *Master Lien Valeth* quickly became the leader of this rising sect of fearsome necromancers. Their now secretive existence has forced them to become acquainted with those schools of magic that would aid them in remaining unseen and unheard. Recently, Master Valeth discovered the trace of ancient relics of undead power that, if found and harnessed, may change the future of Cyrodiil itself.

Sylvan Rangers and Corrupted Followers of Jephre

The region of the Gold Coast has recently been subject to unusual numbers of rangers from the forests of Valenwood, who have set camps in the wilderness and occupied ruins and caves. It is not clear what the purpose of the ranger's occupation of the Gold Coast means, but local authorities have issued warnings to citizens and travelers alike. Rangers, often loosely associated to Druidic Grove Circles, rarely seem as organized as some of the invading Bosmer appear. This suggests that there is a common cause, or a common leadership, behind their activities. Interested adventurers would do well to seek information and clues in Anvil before venturing near these skilled and powerful inhabitants of the wild.

Skyrim Bandits

The northern lands of the Imperial Province, covered in snow and ice, have for many years dealt with the threat of marauding bands of pillagers and bandits. As of late, more organized than usually, clans of Skyrim bandits have set encampments in the whereabouts of Bruma and all along the steep walls of the Jerall Mountains. These bandits have proven to be a greater source of danger than any previous band of thieves Captain Burd has had to face during his years at the head of the Bruma Guard. Perhaps eradicating the source of union among these otherwise hostile clans would help to prevent further damage to the citizens of Bruma and to the travelers of the northern mountains.

Dunmer Slave Traders

After the events that took place in the Isle of Vvanderfell thanks to the intervention the Nerevarine, the authorities of the province of Morrowind banned the custom of slave trade. Without other recourse than to change their ways of life drastically, many slavers continued their trade illegally, in a veil of secrecy. This black-market of slaves has spilled its activities onto the eastern regions of Cyrodiil. Slave traders have set up encampments, headquarters, and supply routes that reach into the marshes of the Blackwood. There they hunt for Argonians, who traditionally used this region as a sanctuary, due to its remote location and humid climate. Slave traders are in no friendly terms with the local authorities, but they will not be aggressive outright to most citizens of the province – provided that they do not belong to one of the races that they seek to enslave! Should one gain favor with the traders, they may be willing to offer their services and goods to even the most unlikely folk.

Black Marsh Argonian Smugglers

Argonians from the black marsh have created smuggling lines for contraband trade into the Imperial Province, supplying its citizens with hard to find, and often forbidden, goods. These Argonians inhabit some of the most remote and hidden caves in the marshes, often choosing underwater caverns to gain extra security and cover. These smugglers have little reason to be outright aggressive against citizens of Cyrodiil and travelers, since they depend on them for trading. However, they will not take kindly upon those that aid the newly arrived Slave Traders, or to those that harm the leaders of their smuggling groups. Should one aid these Argonian smugglers

against those who threaten them then it is possible that they may decide to engage in trade directly, bypassing their usual suppliers and contacts.

Adventurers

Adventurers regularly explore dungeons, and they may also loot clean dungeon containers. If the containers are locked, then the adventurers will use their lockpicks to open them. If they run out of lockpicks, they will not be able to open the container. Finally, OOO traps now affect adventurers as well. You now have the dilemma of whether to let adventurers loot containers or not. They could get rid of a trap for you, and receive the damage themselves, but by the same token, they could survive and take whatever was found inside the container.

Creature Changes

This is one of the most exciting features of Oscuro's Oblivion Overhaul; creatures are now much more unique and particular. Not only are there now many more sizes, items, special behaviors and characteristics to all old creatures; OOO also adds many new ones into the world, each with their own specific behaviors, items, lairs and spawn lists.

New Creatures

These are some of the new creatures introduced in Oscuro's Oblivion Overhaul:

Animals

- Jaguars (Gosu's textures)
- Polar Bears (Tegeal's textures)
- Shadow Wolves (Gosu's textures)
- Snow Leopards (Gosu's textures)
- Snow Mountain Lions (Gosu's textures)
- Tundra Wolves (Elhoim's textures)

Mythic Creatures and Daedra

- Bog Ogres (Mark Quinn's textures)
- Daedra Seducer (Zardalu's textures)
- Hell Hounds (Elhoim's textures)
- Frost Minotaur (Maelmorán's textures)
- Giant Flame Atronach (All Golems by Demonizzer)
- Golem of Blood
- Golem of Ebony
- Golem of Iron
- Golem of Glass
- Golem of Gold
- Golem of Magma
- Golem of Mithril
- Golem of Mud
- Golem of Water

As usual, the additions are not limited to new models, like the ones above, but also include many other types of creatures that are slight variations of existing types. Examples include Prowler Wolves, which are highly aggressive and tend to travel on packs; or Ravenous Ogres, who are solitary, although at times gregarious, Ogres of great power and might; and many, many more!

The following is a list of the most important changes given with the addition of these new creatures.

Creature Factions

There are now more than 24 creature factions. There is one for each of the creature types and several new ones for creatures added by Oscuro's Oblivion Overhaul. Each faction interacts differently with every other faction. Some are friendly to each other, some are neutral, and some are aggressive. Even within each faction, some of its members, which may be a bit more aggressive than the rest, will react aggressively against members of an otherwise friendly faction. For example, some Crazy Imps are violent enough to dislike Shadow Wolves, and they will attack them on sight even if most Crazy Imps will not. This applies to all faction relations.

Generally, however, there are two main groups of factions: "Neutral" and "Evil". Each group is generally on friendly terms with creatures from the same group and on unfriendly terms with creatures from the opposing group.

Shadow Wolves, Ogres, Goblins, and Trolls, for example, will tolerate each other in most cases, and will dislike animals, Minotaurs, Land Dreughs, and even Spriggans.

Animals are usually neutral to each other, although some may, more than others, tolerate (and even have a liking for) members of a different faction within the general "animal-faction" group. For example, bears generally tolerate boars, and vice versa. Only a few bears, from time to time, if hungry or inexperienced, may be aggressive enough to attack boars, whereas they would be much more suspicious of wolves. Lions will be aggressive against horses or boars a lot more readily than they would ever be aggressive against bears.

Of course, this change meant that the creature spawns could not remain as they were set in default Oblivion. Previously, all creatures would be on the same faction, and all of them could appear together, clumped, inside a creature lair. This is no longer the case. This leads to the second big change.

Creature Lairs

Some dungeons have "Evil" group factions. These dungeons are highly dangerous and difficult, with the corpses of brave adventurers littering the floors. Great treasures await those that can defeat these dark places.

Other dungeons are now home to specific faction types. In default Oblivion, all animals would appear together in dungeons like a happy family. Wolves, bears, lions, and boars would share living space. This is not the case anymore.

Every animal dungeon has been changed to belong to one type of animal faction. Now there are wolf dens, tundra wolf dens, bear dens, boar dens, and feline (lions, snow lions, jaguars, snow leopard) dens. Some of these dens may have very old and powerful animal "bosses" who command the rest of their pack and herd.

Creature A.I.

Earlier versions of Oscuro's Oblivion Overhaul used Tag's excellent Natural Wildlife mod to change the behavior of creatures towards the player. Now, the original script is modified heavily to the point that it has become a completely new script with many distinctive and unique functions.

This script is probably the most sophisticated animal behavior enhancement for Oblivion to-date. Not only is it prepared to handle many more response types, dynamically, than older wildlife scripts; it is also perfected to work in tandem with several of the new features of OOO, such as the greatly expanded creature faction diversity and the possibility of gaining creature faction through a quest (see the section **Creature Faction Quest** below).

Animal-to-Player Behavior

Now, animals may respond to the player in several ways. They may be outright aggressive, cautious, shy, or even friendly. Each of these responses depends on many factors. The creatures' reactions are calculated dynamically as the situations change around them, and the calculations take into account the following:

- The creatures' aggression rating (remember, creatures of the same type may be more or less aggressive, confident, strong, fast, etc., than others of their kin)
- The creature's confidence
- The player's Personality and Willpower
- The demeanor of the player (weapon sheathed or unsheathed)
- The actions of the player (pestering the animal by getting too close, attacking it from a distance, etc.)

This means that you could approach an animal, and it may decide to run away from you. Then you could try to chase it, and if you get too close to it (depending on their aggression and confidence they will consider you as "too close for comfort" differently) it will try to defend itself and attack you. Now, you could decide to run away. If you make enough distance in between you and the beast, it will stop chasing you and will try to get on with its own business. However, you may decide to go chasing after it again, at which point you may fire an arrow and provoke the beast, which decides to run instead of fight (or may decide to fight instead).

Now, imagine the possibilities this opens when seen in light of the other changes pertaining creatures. The beast, the second time you go looking for it, may decide to run after you instead, right on sight, and without giving you time to draw the bow. Then, as you try to run again, a different animal appears nearby, this new animal may be aggressive to the creature chasing you more than to you, so it would try to attack it and save your hide in the process. Literally, the possible gameplay scenarios are multiplied several fold thanks to OOO's changes to creatures.

Animal-to-Animal Behavior

Last, but not least, every creature has now different behavior types that suit their nature. For example, wolves will routinely hunt for preys, like boars, deer, and so forth. Bears and other vegetarian animals will graze and search for ingredients with which to feed themselves. All animals will seek water to drink, especially at dawn and dusk.

Creature Faction Quest

It is now possible, thanks to an involved new quest, to gain faction with animals. This will allow the player to befriend most animals, except maybe the most aggressive of their kind, and of course depending on the player's Personality, Willpower, and aggressive demeanor (like approaching creatures with a weapon unsheathed). Should the player gain faction with the natural world, many new possibilities will open up for the player, who would be able to summon animals to aid in battle, and also pick up a few along the way, when they are found near places of need.

Creature Diversity

Creatures have great variety and clear differences even within each species, or "type". They may come in different sizes, with different values for their aggression and confidence ratings, with different items and statistics.

In addition, now, every creature type has magical weaknesses assigned to them that match their specific nature. For example, Clannfears are cold-blooded Daedra of lizard-like qualities, they are thus more susceptible to frost-based magic, however, they are, by the same token, more resistant to poisons (for they do not act as efficiently in slow-moving and cold bloodstreams.) Minotaurs are somewhat opposite; they resist cold very

well, but their hot-blood makes them weaker against poison attacks. Every creature has similarly assigned weaknesses and strengths.

Water Life

If you wish, you can enable fishes for the previously rather dead-looking underwater environments of default Oblivion. These fishes will wander around and do their own thing. They can be killed, and they may also follow the player, curious. However, they may also get a little alarmed should you approach them quickly. This change is paired with many fixes to the underwater world (floating rocks, etc.) as well as with the inclusion of water reeds, weeds, and other underwater “grass” (optional, included in the plugin **OOO-Water_Weeds.esp**).

To enable the fish, enter the following into the console:

```
Set OOOFishSpawn to 1
```

The reason this is optional is the performance impact it has. If you experience slow-downs when near water-bodies, change the 1 for 0 to disable the fishes again.

Changes to Frequency and Difficulty of NPCs and Creatures

Progressive Dungeon Difficulty

This is a massive change. Almost every single pertinent dungeon in Cyrodiil has been edited to adjust the type of encounters one finds. The difficulty grows proportionally to the depth to which one may adventure – the same is true of the quality of treasures that may lie deep into the darkest corners of the land.

More Unpredictable Encounters

Not only are enemies more difficult and rewarding as you progress down the levels of a dungeon, but the form in which you encounter them is also very different. Previously, most dungeons had enemy spawn points placed at regular intervals – you would end up fighting most of the time you entered a dungeon also at regular intervals (every-other room or hallway). The location and orientation of most of the spawns for every tweaked dungeon have been changed. Now, encounters are more unpredictable. They lend themselves to better experience of exploration and suspense. It is never clear whether enemies may lie in the next corridor or only at the end of the dungeon. This change will force you to stay alert and engaged with your surroundings while adventuring in-doors, rather than disinterested because of the obvious patterns with which encounters were previously found.

Unaffected Dungeons

There are some dungeons that remain unaffected by this change. Usually these may be quest-related locations. Some of the Main Quest locales are left untouched on purpose, or only tweaked slightly to provide rewards after special occasions. In addition, the Oblivion gate realms have not been altered as extensively as Cyrodiil. Future changes will be more in-depth.

Spawn Rate

Significant changes have been made in this area of Oscuró's Oblivion Overhaul. Now, when adventuring both in the wilderness and indoors, you are bound to find more creatures/NPCs than before. Instead of only finding a single actor per spawn point in the world, now you may see several. The maximum number of creatures differs among types. Weaker creatures will appear in higher numbers than strong ones. Rarely will you see more than four creatures in a single spot, if ever. Usually between one and three is much more likely. No more actors than that are wanted for two reasons:

1. OOO already increases the difficulty of many NPCs, offers a much wider range of enemies. The last thing that the fledgling adventurer needs is a mob of angry enemies in hot pursuit every time he enters a dungeon or explores the wilderness.
2. Oblivion is a demanding game in terms of computer-processing power. It is not desirable to hamper the enjoyment of the game for those that do not have the latest and most shiny hardware. The maximum number of actors on-screen is as far as possible kept within what could be found in the original version of the game. With that said; if you decide to enter a dungeon and run from one end to the other, then it is likely that you will have a throng of pissed-off baddies chasing their next meal and, odds are, they will get it.

Static Difficulty

Many dungeons and enemies have a fairly static degree of difficulty. As with everything else in Oscuro's Oblivion Overhaul, this is somewhat fluid, for all types of enemies and locations, so that a sense of unpredictability, variety, and realism are enhanced. Even within the same types of enemies, it is possible to find both powerful and weak instances of them. For example, a group of bandits may have powerful members that could be 10 or even 16 levels above the weakest members, depending on the level of the player. The way this works is by using offset flags in the level data of NPCs. What this means is that some NPCs may be a number of levels above you (governed by the offset) up to a max cap that they will never pass (a bandit will never be over level 22, for example) or they may be a number of levels below you (again governed by offset) down to a minimum cap under which they can never go (for example, an Amazon Raging Priestess will never be lower than level 14 or 16, even if her offset is set to go 8 levels below the player).

*Note that if you use an existing savegame started before you added OOO, then the updated stats for NPCs will not show up in-game. This problem can be corrected by using Wrye Bash to Update NPC Levels on your savegame, as described in the section **Updating Savegames**.*

Guild Quests

Guild quests – those that define the main thread of each guild's story – are now scaled in progressive difficulty. Early guild quests remain largely untouched, except for hand placed rewards in the locations where they take place and except for the capping of their difficulty at a suitable level. Once you complete those beginning quests, and as soon as the main quest of each guild begins, you can expect the difficulty to increase progressively – culminating in dangerous and epic battles that will offer great rewards.

Daedra Lord Quests

The minimum levels necessary to receive Daedra Lord's quests at their shrines are now almost completely changed. No longer do you need a high level to begin some of these quests. You can start them at any time. Whether you succeed or not will not depend on the abstract measure of your level, but instead on your skill, ingenuity, and creativity. Now, in order to be a worthy champion, you are going to need to know how to skin some beast other than sheep!

Regional Wilderness Difficulty and Changes

New Regional Creature Types

There is much more variety now between each region's inhabitants than before. As listed above, there are now several new types of creatures that are specific to each region. The northern lands of Cyrodiil are home to the "arctic" variety of creatures, such as polar bears, tundra wolves, snow mountain lions, snow leopards and frost titans. The marshes near Blackwood and other areas along the eastern border of Cyrodiil are inhabited by bog ogres and jaguars.

Variety in Regional Creature Percentages

Each region has greater or lesser percentages of each animal type. Boars, for example, are much more common in humid, forested areas than in plains. The same is true of Will-o-the-Wisps and trolls. These are just a couple of examples – every creature type, and every class within each type, has much more specific homes. These changes really help to make the regions more distinct and special.

Regional Difficulty

The difficulty of wilderness areas is proportional to their climate's harshness and their distance to urban centers. This is also no mere trick of leveled list editing. Many special spawn points have been added to the world, by hand, in several areas that before lacked specificity. For example, snow-creature spawn points have been placed in the northern mountains, from one end to the other. This is also the case in the eastern borders, near the marshes and rainforests, where proper spawn points were lacking severely.

Traveling by Road

Roads are now much safer to travel. Spawn points around roads have been removed, displaced, or changed, so that they might offer safer passage. In addition, patrols on the roads have doubled, which should help those who run into trouble while traveling along the roads of Cyrodiil.

Bosses

"Bosses", traditionally NPCs of great power, are a staple of Oscuro's Oblivion Overhaul. Not only NPCs, but also creatures, have a high numbers of bosses. These special characters have unique names and homes. They are also keepers of very special items of power.

OOO revamps every "boss" found in default Oblivion. Now they are deadlier, tougher, diverse, and unique, with dozens of very high-level rewards.

New Quests

Oscuro's Oblivion Overhaul adds some new large quests to the game. These have items of vast power waiting at the top should you finish them. All of them have journal updates, and they are very open-ended, some of them providing dozens of routes to the finish.

A Path of Iron

This is a large quest featuring the lonely and rather underused Paladin in stock Oblivion, Melus Petilius. This quest is very lengthy and it will reward one of the best sets of gear in the game. However, choose your allegiances wisely. Molag Bal will refuse to help those who side with Melus and his gods – neither will the Nine grant their blessing upon those who desecrate the honor of their chosen Paladin.

Light through the Darkness

You know her; you love her or you hate her. She is the bane of vampires, and one of the most coveted relics in Cyrodiil. The blade *Light of Dawn* has a full-fledged quest, just waiting for you to unravel it. The sword has a unique personality, unusual powers, and it gives immersive feedback as you progress through the stages of the quest to revitalize its power.

Shadows in a Struggle for Power

This quest involves the Dread Artifacts and the many factions that vie for power in an effort to collect them for themselves, and thus unlock their spectral power to their own ends. This quest involves other sub-quests, like Jephre's Heart of Wild Woods, and the Raiders' missions to Forts in the Nibenay Basin.

Skyrim Bandit Trouble

This quest deals with the bandits troubling Bruma. More information is given on page 40.

Slavers and Smugglers

This quest deals with the slave traders and the Argonian smugglers. More information is given above in the sections **Dunmer Slave Traders** and **Black Marsh Argonian Smugglers**. This quest is dynamic. It has no end-point, unless all of its important NPCs are killed, of course. You can go back and forth between your allegiances to these factions, although it will take you a long time to switch sides – once you begin to favor one of the two factions, turning the other way around will be more costly. The clearest reward is the possibility of trading with them. They offer items not available to any other vendor in the realm. In addition, there are good role-play opportunities for those that want to flesh out their avatar's character.

Item Changes

Changes in NPC Gear and Item Lists

A major feature of Oscuro's Oblivion Overhaul is risk vs. reward. Not only do NPCs and creatures carry items appropriate to their level range; containers around the world also have items appropriate to the status or difficulty of their locations. Now you can be rewarded as you deserve for defeating a powerful enemy and looting their chests, or by stealing the wealthy coffers of a local noble. Previously, in the original version of Oblivion as well as in some instances of the first releases of OOO, you would not get this kind of satisfaction often, because even if you managed to defeat a powerful foe, its loot tables, and its guarded treasures' loot tables, were adjusted according to the level of the player, thus rewarding less than what the challenge was worth. Now many NPCs carry items suitable to the challenge that they pose. Not every single enemy, or container, always carries items proper to their level or status, however, because that is also rather predictable. The goal was to keep the sense of expectation and uncertainty pretty high, so that surprises can keep you entertained and intrigued. Also, keep your eyes peeled for stashes of long forgotten very powerful goodies while you explore wilderness, dungeons, caverns and any other remote location.

Vendor Items

Vendors, as in previous versions of OOO, may have mid-end items in their stores' stock at any given point. They will have many more items of basic and low quality, but often they will have acquired much nicer items that adventurers may purchase whenever they can afford them.

Dwarven Renamed to Dwemer

All "Dwarven" items are renamed now to the more lore-appropriate "Dwemer".

New Player Armors and Weapons

Oscuro's Oblivion Overhaul includes fantastic new types of armor that can be found both on NPCs and in merchant's stores. The current additions are listed in the section **Merged Content**. There are, literally, thousands of new weapons, armors, ingredients, pelts, house-wares, scrolls and books.

Item Placement

These items are not only placed in loot lists for NPCs and containers, but are also placed as part of the world. Hundreds of world cells have been edited individually and have had items placed in them, several thousand items by hand total. This was done for several reasons. The most important of them is that it helps to create a more static and believable world. Another important reason is that it would make thievery and adventuring a lot more interesting because it is always guaranteed that you will find appropriate rewards to the difficulty of the challenge and magnitude of deed. The last very special reason for this change is that it renders locales more uniquely – it makes them less generic. This is ideal for building back-stories that rely on context; a context that is impossible to convey by the default appearance of the world cells that has been modified.

Container Additions to the World

As of version 1.3, more than 2,200 hand-placed containers have been added to the world. These are found in dungeons and dwellings, both of enemies and friends. These containers have items that are designed for the difficulty and status of the locations where they are found. Their contents are not utterly static, though they are not *leveled* – they are *chanced*. This means that you could be a very fledgling thief, sneak into a lord's manor, and steal very valuable items, should you make it out without alerting the guard. It also means that you could be a very powerful warrior who happens to find a container in the depths of an easy dungeon and its contents will not suddenly become godlike just because you are level 40.

These containers have a special characteristic. They never respawn their contents once you have opened them and stolen whatever was inside them. This feature should be self-explanatory; some of the containers that are added have chances of granting very powerful items – if they respawned their contents then they would become an endless well of wealth and exploits. You have one single chance with them, and then it is time to move on.

Jewelry Boxes

There are now many special jewelry boxes hidden in homes. Many of these can only be opened by unique keys that are found somewhere in the homes or in possession of the container's owners. These boxes are of course highly sought after by skilled thieves.

Weapon Rebalance

Oscuro's Oblivion Overhaul has its own weapon rebalance. The values and general feel of the rebalance are very close to what is specified by MOBS⁹.

OOO uses similar values to MOBS in many instances, but it also departs from it in several other ways. Generally, the shorter range and slower speed of weapons is conserved as it was in MOBS, although there are some changes. Claymores are made faster, but less damaging, whereas battle axes are made slower and more damaging – there are other important differences, especially in regards the new items. A few other differences are found in the speed of weapons that border 1.0 in MOBS – some of those were changed to 1.0 in order for the faster swing sound to be used by the engine.

Notably, Dwemer weapons are now as damaging as Elven weapons, but much heavier and cumbersome to use. Finally, the relative brittleness of glass weapons was increased even more – they wear faster down, because they represented a rather large upgrade from Elven and Dwemer weapons in MOBS.

Overall, you can expect the weapons to handle very similarly to MOBS' excellently developed values.

OOO does not include parts of MOBS, however, having to do with modified backwards speeds when using weapons. MOBS can be acquired as a stand-alone and it is perfectly compatible with OOO, however, its effects may be very drastic considering the much higher challenge that OOO presents compared to default Oblivion and most other gameplay mods.

Note: The Oscuro version of MOBS is sometimes referred to as OMOBS.

⁹ MOBS (*Medieval Oblivion (Equipment) Balance System*) is a system developed by Jaga Telesin and Francesco, to which Oscuro also provided input, that expands the concepts introduced by Kalamar's and Neilius' weapon rebalance mods: shorter ranges, slower speeds, more weapon material differentiation, higher damage for two-handed weapons, etc.

Prices

As it is custom of Oscuro's Oblivion Overhaul, prices are now very different than in default Oblivion. Generally, their values are higher, especially for certain item types (like fine clothes, fine house-wares, jewels, armors, and so forth – these items are not cheap to make with a medieval material production's system, you know).

The increase in prices of items you sell will be balanced with the money reductions introduced by enchanting costs, repair costs and training costs.

Houses are also more expensive – *much* more expensive. Whereas the prices in default Oblivion ranged from 2,000 to 25,000, they now range from 4,000 to 125,000(!).

Living Economy

Living Economy, The excellent mod by CreepyFellow, is bundled with OOO – it is strongly recommended that you use it along with OOO. In fact, the intention was to merge it with the Full version, but in order to allow easier updating of CreepyFellow's mod, it was decided to bundle it instead. Should you use it (which, you should), you may like to know that any of its changes to economy's prices and general features can be easily turned on and off through an in-game menu called up by a simple console command.

Please take some time to review the bundled Living Economy folder, found inside the folder `Oscuro's Oblivion Overhaul\OOO-ADD-ONS\Living Economy`. You will see several files that will help you understand the power of Living Economy's flexible scripts. This mod is an outstanding addition to any game.

Books

Oscuro's Oblivion Overhaul adds more than 180 new texts to the game. Some of these are as small as a few lines or a couple of paragraphs, while others are many pages long. All of them are tied to previous TES lore or are made with that lore in mind, plus whatever additions to the lore contributors, or Oscuro, have added by their inclusion in OOO's world. Several authors have contributed to the new texts. Some of them are already named above in the section **Important Compatibility Information** since their mods included text. For example, Momaw's Geomancy mod included texts, so did Gristle's *Tamriel's Glittering Geology* and Madcat/RDJeke's *Meteoric Weapons*.

Merged Modifications

Gems and Geomancy

The mods *Tamriel's Glittering Geology* and *Geomancy/Gem Dust* have been merged into a unique blend that greatly expands the use of gems. These excellent mods, previously incompatible, are now enhanced into a single package that also partakes of other changes specific to Oscuro's Oblivion Overhaul, such as the updated price-ranges. TGG adds several new kinds of precious stones and metals, as well as transforming their icons and models into what real gems of valued beauty and rarity deserve. G/GD scripts every default Oblivion gem to give them arcane forces that the player may unlock. OOO expands on their concept, after rebalancing its effects in view of the mod's gameplay as a whole, to include all the additions made by TGG.

In order to gain geomantic powers, you must find and acquire a copy of a study on *Ayleid Geomancy*. It is advised that you search in the whereabouts of magic user's homes or associations in order to find one its copies. If you want to disable Geomancy after reading this book, type the following in the console:

```
Set GeomancyEnabled to 0
```

If you want to enable it again, replace 0 with 1:

```
Set GeomancyEnabled to 1
```

Trapped Containers, Bashing Locks, Picking Locks

Containers now can be bashed if locked. Of course, this applies only to certain containers. Bags, for example, cannot be bashed open (if there even is such thing as a locked bag...).

Containers may also be trapped. Whether they are trapped or not is not random – it is specified which containers are trapped and which ones are not. Very few respawnable containers will be trapped, so you can usually be sure that once a trap is disarmed, or fired, then it will not be active again.

This new functionality is based off Scruggsywuggsy the Ferret's great *LockBash 1.1* mod and Lap's excellent *Security Rebalance* mod. Here is how it works:

Bashing

You can bash any lock, provided that you meet certain criteria. You must first, **with a weapon drawn**, activate the container, as you normally would to open or lockpick them. This cannot be done in sneak mode, as this would activate the standard lock-picking procedure. The drawn weapon may be any kind of melee weapon, i.e. not bows. You can bash with your fists too, although it will not be as effective as bashing with e.g. a two-handed hammer. When you activate a locked container with a weapon drawn, then the container will begin to glow. This tells you that it is targeted for bashing.

Then, you need to use *special attacks (power attacks)* on the container until the lock breaks. The formula responsible for the damage calculations takes your Strength, skill, weapon type and lock difficulty into account. Every time you hit the container, a loud noise will be made, which could potentially alert guards or enemies of your nearby presence and mischief. In addition, every time you hit a container your weapons will suffer slight wear. Once you hit the lock enough times, it will break and the container will open for you.

You can change the difficulty of the lock by typing the following in the console:

```
Set LapBashLockDifficulty to X
```

X is a number between 1 and 100. Higher number means the locks will be harder to break. The default setting is 30.

Now, if you are attacked while bashing a lock, the targeted container will reset to normal and you will not be able to continue until the threat is gone. The same is true of lock-picking; you will not be able to lock-pick a container if you are engaged in combat at the same time. Note that you can change this feature by typing the following in the console:

```
Set LapNoCombatLock to 0
```

The container will also get un-targeted should you lose it from sight or move too far away from it while it is targeted for bashing.

If you want to lockpick a container with a weapon drawn, get in sneak mode and that will let you switch straight into lockpick mode, rather than bashing mode.

Traps

These are pretty self-explanatory. Containers can have traps. These traps can be detected by the use of Detect Traps spells, which you may find in the form of scrolls or as spells that you may learn. When using any of the spells of the Detect Traps line, trapped containers will glow red, letting you know that they hold a trap.

You may also have a chance to detect traps when activating a container. This may happen if your skill in Security is high enough, although of course there is an element of randomness. If you fail to detect the trap based on your Security skill, then you still have some chance of detecting it based on your Luck.

If you detect a trap, you will be given the option to open the container (risking setting off the trap) or leaving it alone. If you decide to open the trapped container, then you will have a chance to disarm the trap based on your Security skill and Luck. In addition, you may even be able to extract a poison from the trap itself and add it to your inventory. Finally, if you fail to disarm the trap, then you may be blasted by it, or you may dodge its spell (that is, only if a check against your Luck and Agility is successful).

Picking Locks

Security now plays a role in determining whether or not you actually are able at all to pick a lock. If you have low Security skill and try to pick a hard lock, then you will only get a message saying that you are not skilled enough to pick it. This can be disabled by entering the following console command:

```
Set LapMinLock to 0
```

If you disable it with the above console command and want to enable it again, just replace 0 with 1:

```
Set LapMinLock to 1
```

Guild Item Ownership

Tandem's very popular mod changes the objects inside guilds to belong to different ranks in the faction. This means that certain items of the guild will be available to you only if you are sufficiently high in the guild's hierarchy. Otherwise taking possession of such items will be considered a crime. Tandem's features have been kept intact, but are expanded to include all the new items included in the existing guilds.

Inebriation

Lap's mod turns alcoholic beverages into drinks that will get you drunk. This was not possible in default Oblivion. It also allows the player to craft alcoholic beverages. There are instructions on how to use the new brewing barrels in the form of books on the subject. (Perhaps a certain manual can be found somewhere in those fertile vineyards of Skingrad...)

You can drink as many alcoholic beverages as you want without worrying about the hard-coded limit of potion-consumption, though you will still have to exit and re-enter the inventory screen after drinking 3 to 5 bottles of booze (depending on your Alchemy skill). It is recommended that you use alcohol before any of the regular potions that are tied to the variable of consumption-limit, because if you for example have three possible potion "slots", and you drink two long-lasting potions, you can only drink a single alcoholic beverage before having to exit and re-enter the inventory.

Your Endurance has a clear effect on how much alcohol you can consume before getting drunk. If you have a low Endurance, then you may get drunk very easily. If you have a high Endurance, then you may not be able to get drunk without consuming very large quantities of alcohol. In addition, drinks give different effects and they do not count all the same in your level of drunkenness (for example, a beer is much less potent than a brandy).

Harvest [Flora]

Quarn and Dejunai's excellent Harvest [Flora] 3.0.0 is bundled into Oscuro's Oblivion Overhaul. This great mod has several customizability options. It is suggested that you look into the readmes included with this mod, which is placed in the folder `Oscuro's Oblivion Overhaul\OOO-ADD-ONS\Harvest_Flora`.

Harvest [Containers]

Oscuro's Oblivion Overhaul has fully built-in Harvest [Containers] functionality alongside OOO's container scripts (chests animate, just as in H[C], but they also can be bashed and have traps). The included versions of H[C]'s container models are the fixed versions that do not have problems with animations in games patched with the official 1.2 patch. However, a certain feature of H[C] code – the unlocking of chests in a cell owned by

a faction to which the player belongs – has been taken out for balance reasons given OOO's container loot's risk vs. reward structure.

Various Harvest [Containers] functionality may be disabled by entering the following commands in the console:

<code>Set OOOHCPlayerHouse to 0</code>	Turns off HC for player house containers:
<code>Set OOOHC to 0</code>	Turns off HC for chests, cupboards, desks, drawers and lecterns
<code>Set OOOHCBarrelsAndCrates to 0</code>	Turns off HC for barrels and crates
<code>Set OOOHCSacks to 0</code>	Turns off HC for sacks

Drop Lit Torches

Drop Lit Torches is a mod that allows you to drop lit torches on the ground as you adventure in dungeons. In addition, a “hotkey torch” is added to your inventory. If you map a hotkey to this instead of a standard torch, then you will not have to reassign the hotkey every time you drop your torch. Drop Lit Torches is merged into the Full version, but can be removed by using the plugin **OOO-DLT_Remover.esp**.

Credits

Oscuro Thanks...

Note: This section is used as-is from the original 1.3 readme.

This section is last, but to do the contributors justice, for their level of dedication, help, passion, skill, and ingenuity, it should be right on top. However, that would be too distracting for those of you with too much eagerness to get the game started. I hope, my dear contributors, that you understand why I left you at this last spot in the list. As they say, the best is better saved for last! So, without further ado, let me mention a list of special thanks:

First and foremost, I would like to thank the extremely dedicated **beta test team** for their incredibly hard work. They have given me an amazing amount of help and support for the almost six weeks that we have been testing and perfecting the functions of these mods. OOO 1.3 is a creation of my stubbornness and passion for games, but by now it is also a creation with many more parents. This group of beta testers are right on top of the list, for their efforts have synthesized, changed, suggested, and perfected many of the features that you will find in OOO 1.3.

So, with all my thanks and gratitude, I'd like to praise the efforts of this great group of people:

- **Shakes**
- **Addikt**
- **Baksheesh**
- **Bo Straightarrow**
- **BradRinWI**
- **creepyfellow**
- **dev_akm**
- **doofdilla**
- **ElementalNimbus**
- **Elhoim**
- **iron golem**
- **Josef K.**
- **Kal Choedan**
- **Lyronдор**
- **Madcat**
- **Natalia**
- **OmegaRED**
- **osprey15**
- **Praetorio**
- **Soor**
- **Ubik**

I would also like to make special mention to the help given by **Praetorio** and **Elhoim**, whose excellent texturing and modeling skills have made it possible to have exciting features such as the tailored guard capes, the new imperial tarnished armor and many other items that have been added to the world. Moreover, they were always available and ready to fix any oversights or problems with the resources used by OOO 1.3. Thank you guys!

Also very importantly, I would like thank **Bo Straightarrow**, **Dev_akm**, **Dejunai**, and **Lyronдор** for their constant administrative help and counsel in technical matters. These guys have gone to great lengths to help support OOO 1.3 and to solve problems of the most diverse nature as they arrived – not only during beta, but since the very beginning.

The next mention goes to **OmegaRED**, whose work as a master editor created two of the most exciting trailers made for any Oblivion production. Thank you Omega, also for your tireless support and help in getting things done in the forums and in the beta process.

And, of course, I'd like to thank very much the gameplay nuts who so often prodded me for changes and reminded me of where the good gameplay rules. You know who you are, right, **Shakes**, **Baksheesh**, **Brad**, **Creepy**, **Doof**, **Elemental**, **Kal**, **Madcat**, and especially, **Ubik** and **Natalia** (these last two are high maintenance! Very good pair to keep me on my toes!). Thank you all!

JosefK, who helped me very much with the addition of a lot of A.I. packages upon which I built a very large base of new unique A.I. behaviors, deserves a big mention! Thanks Josef! I look forward to work with you more in future releases and do with behaviors all those fantastic ideas we discussed.

But really, every single one of you guys and gals from the team has given me a lot of help and support. It is hard to make any serious distinctions after so much work together. The people who will enjoy OOO 1.3 owe your work for it.

Next in line are those contributors of content. Thank you very much everyone for your permission and support in using your fine works as part of the OOO experience! I look forward to more fruitful collaborations. These fine contributors are:

Mods

- | | | |
|----------------|------------------|-----------------|
| • Adeliereams | • Frugal | • Stabbey |
| • Bofra | • Gristle | • Phoenixamon |
| • Ceano | • Hero2014 | • Tandem |
| • Creepyfellow | • Lap | • Turgothh |
| • Daeger | • Laurinque | • XMarksTheSpot |
| • Dejunai | • Lyronдор | • Xui' al |
| • Dheer | • Mmmpld | • Quarn |
| • Doofdilla | • Momaw | |
| • Eikona | • Scruggsywuggsy | |

Weapons, Armor and Items

- | | | |
|---------------|----------------|-----------------|
| • Adonnay | • Growlf | • Sin |
| • Aleanne | • Jounks | • Sleeper25 |
| • AshLad | • Kafeid | • Someone1074 |
| • Atronarch | • Kearsage | • Tda |
| • Axeface | • Mark Quinn | • Tegeal |
| • Belenos | • Meal Moran | • TemplarGFX |
| • Cethegus | • NorrabMaster | • ThrottleKitty |
| • Chiz | • Orophier | • Ulath |
| • DagothBalls | • Perditio44 | • VagabondAngel |
| • Daeger | • Phitt | • Vine-Au |
| • Demonizzer | • Praetorio | • Winter |
| • DieterWeb | • Rdjeke | • Zardalu |
| • Elhoim | • Razkhul | • Star Boi |
| • Eyren | • Severian | |
| • Gosu | • Silverthorn | |

Again, thank you very much everyone!

And, finally, thank you, dear player, for downloading and playing *Oscuro's Oblivion Overhaul!*

Enjoy!

dev_akm Thanks...

First, I must thank Oscuro for letting us put the final touches on his grand masterpiece. I was incredibly lucky to work with Oscuro on earlier versions of the mod and I hope this one lives up to the high standard he set. It has truly been a great experience.

The RC5 and final versions owe a huge debt to Oscuro for the additional work he did on RC4. In addition, I would not have been able to make any of these final changes without the persistent help, advice, and support of both MadCat221 and MiSP. Thanks so much, guys!

Here's some additional detail on the contributors who helped make this release possible:

- Final version OMOD-installer scripts and updated readme by MiSP
- Final version EXE-installer by dev_akm
- OOOUpsave.exe by dev_akm based on original code by Wrye
- Harvest Flora 3.0 by Quarn, Dejaside, XMarksTheSpot, mmmpld, and DragonFireSG.
- Huge thanks to Wolfbain5 for the OOO-No_Guild_Ownership option.
- None of this would've been possible without these great fan-made tools: TES4Gecko, NifSkope, TES4Edit, and Wrye Bash.
- Numerous players contributed greatly to fine-tuning the hotfixes and RC5 releases. I really couldn't have done this without your feedback and support.

You guys rock!

You really read through all this? Wow, that's indeed impressive. Here, have a fishy stick! You deserved it.

