

ReadMe ShotN Release 01: Vorndgad Forest

Spanning the heartland of Markarth County, the Vorndgad Forest is a lush, rugged landscape hiding countless secrets and untold perils beneath its virgin canopy. Fearsome beasts stalk the forest floor and ravines that carve out the famous mesas of the Reach. The settlement of Karthgad is the only bastion of civilization in the midst of this untamed wilderness. Thane Grondyrd holds an uneven sway over his village, his authority constantly checked by the fierce and defiant Bear Clan. Those brave enough to stray off the beaten path might find a warmer welcome at the secluded hunting village in the heart of the forest or at a friendly camp of Orcs pitched atop a soaring mesa.

The Vorndgad Forest is calling for you. Do you have the courage to enter?

The Skyrim: Home of the Nords Team are proud to present the first release in our efforts at bringing the province of Skyrim to the world of TESIII: Morrowind. It represents the work of many talented modders over the past few years and includes the following features:

- 48 exterior cells of meticulously detailed wilderness
- 31 interior cells, ranging from spikeworm-infested caves to a Nord-infested mead hall.
- 52 non-hostile NPCs, each with snippets of unique dialogue that flesh out their personalities.
- 1 fully-fledged settlement and 2 mini-settlements to visit
- 3 new creatures introduced to the Vorndgad Forest
- 4 new sets of armor to collect in-game
- 7 new books and documents that flesh out the lore of Skyrim.
- 20 "Skyrim lore" dialogue topics composed by our lore experts.

SHotN is designed to be played by reasonably high-leveled characters. Your character should at least be able to survive enemies on the level of Tribunal and Bloodmoon. Our team also recommends using MGE (Morrowind Graphics Extender) while playing our mod. Our mod is designed with it in mind and it will also aid in navigating our lands, which are located outside the bounds of Morrowind's in-game map. Please also note that currently no quests are included in this release.

Teleportation to the Vorndgad Forest is available from Jurid Fast-Travel in the Skyrim Mission in Ebonheart. Alternately, players may reach the lands by typing: "CoC Karthgad" into the Console.

--- State of the Project ---

Our team is focusing its efforts on creating Skyrim one Hold at a time, with our current focus being on completing the The Reach, Skyrim's most culturally diverse Hold. Our talented modelers have crafted a wealth of new models needed for this task, even as progress has been made in other modding departments as well. The Reach exterior is already around 50% finished and steady progress is also being made in interiors as well, with the most work being done on interiorizing the massive city of Karthwasten. Karthwasten is currently planned to be the crowning jewel of our next release, County Karthwasten, the land that runs along Skyrim's border with Hammerfell. While it isn't slated for release in the near future, SHotN's founder and chief exterior modder, Lestat recently

finished work on the vast forest that covers half of Haafinheim, the snowy Hold to the north of the Reach.

Our project is only made possible by passionate volunteers. If you're a modder or willing to learn about becoming one, please consider submitting a showcase of your work at our forum. Every little bit of help counts!

Sincerely --- The Skyrim: Home of the Nords Team

Lestat DeLioncourt – Project Leader, Forum Administrator, and Head of Exteriors

Worsas/Muspila - Head of Modeling

French Ninja – Head of Lore

Scamp – Head of Interiors

Yeti – Head of NPCs

Dirnae

Praedator – Reviewer

SamirA- Reviewer

Lady Nerevar – Honorable Member

SGMonkey - Original creator of SHotN's heightmap

Wollibeebee

TerrifyingDaedricFoe

wild_luxray

Alex25

Rattfink333

cawdeen

Jack Pot

Tes96

Hayabusa153

Not

SirEyeball

Lord Berandas

INSTALLATION:

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Extract Skyrim_Data.bsa, Skyrim_Data.esm, ShotN_TheReach_v1.0.ESM and ShotN_TheReach_v1.0_Groundcover.ESP to the Morrowind\Data Files\ directory.

If you use MGE the ShotN_TheReach_v1.0_Groundcover is only needed for generating distant land, don't load it when you are play the mod since the groundcover will be rendered twice.

If you DON'T use MGE just activate the ShotN_TheReach_v1.0_Groundcover in the MW Launcher.

You will need to use the BSAREg utility. Simply run the executable and select Skyrim_Data to be registered.

You may also register the BSA file manually if you prefer, or if BSAREg does not work - it is known to be inconsistent on newer operating systems. To do so, simply open the Morrowind.ini file located in your Morrowind directory and add this line to the [Archives] section:

Archive X=Skyrim_Data.bsa

Where X is the next available number. If you have no other mods that use BSA files, you should see this:

[Archives]

Archive 0=Tribunal.bsa

Archive 1=Bloodmoon.bsa

Archive 2=Skyrim_Data.bsa

The BSA (Bethesda Softworks Archive) is a packaged collection of the files needed to run the mod, so it is important that these steps are carefully followed to avoid issues. Once the BSA is registered, move the Sound folder into Data Files.

CREDITS:

Bethesda Game Studios for making this great game

Tamriel Rebuild

Salamisound.de

Dongle

Cait

N'Dib

CG Textures

Mayang Textures

If anyone was forgotten please contact me (Lestat DeLioncourt) and we will fix it.

A special thanks goes to Darknut and Vurt for their support.

@ Darknut: the black wolf and the black bear are not part of this release because they are used in Haafinheim and the bear in other areas of The Reach. The next release will also include the black bear.

USAGE OF SHOTN CONTENT:

The models and textures are NOT free to use in other mod projects except with permission of the modeller or texture artist who has made the game asset.

Every modeller has it's own policy about his models, so if you want to use some of the assets please make a request at ShotN Forums and it depends on the modeller to give permission or not.

We can't give a general permission, please respect that the 3d modellers spent a lot of time in creating new stuff or making remakes and some of them want to decide where their models will be used.

FILES USED AND THEIR PROPER DIRECTORIES:

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~~~~~README FILE~~~~~

SHOTN Readme.PDF

~~~~~ESP & ESM FILES~~~~~

\Data Files\ ShotN_TheReach_v1.0.ESM

\Data Files\Skyrim_Data.ESM

\Data Files\ ShotN_TheReach_v1.0_Groundcover.ESP

~~~~~BSA FILES~~~~~

\Data Files\Skyrim_Data.bsa

~~~~~SOUND~~~~~

\Data Files\Sound\Sky\beehive.wav

\Data Files\Sound\Sky\vorndgad_birds.wav

\Data Files\Sound\Sky\Cr\RakiMoan.wav