RA-Quest

Overview

The mod adds a new side quest to the game, new daedra and a new and powerful sword.

You can find the daedra in either some planes of Oblivion or mainly in an alyied ruin called Mardo-Mana.

To start the quest, talk to a Breton called ‘Jonah the Swordless’ (he is in Chorrol.) (You will need the dialogue subtitles ON in the gameplay menu because Jonah does not have a voice he is silent but his dialogue appears as only text on screen – Morrowind style- This is because I am no good at voice acting for a character.)

Installation

Unzip the ‘RA-Quest.bsa’ and ‘RA-Quset.esp’ to ‘Oblivion\Data’, and then activate ‘RA-Quest’ in the Data Files of the Oblivion Launcher.