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## **Arthmoor's patch pack**

You can't do this right now. You're signed in with another tab or window. Reload to refresh your session You have signed out on another tab or window. Reload to refresh your session We have detected that JavaScript is disabled in.com this browser. You can find a list of supported browsers in our Help Center. CJ2311 Help Center Guide and Nearox and KelmychA Real Explorer Guide Skyrim FORUMTHREAD 4.2.4CURRENTVERSION Announcement: Latest Edition Guide: 4.2.4 and the latest update is April 27, 2019 Changelog, here is a guide of Real Explorer to help Skyrim! NOTICE: This guide is compatible with step guide version 2.10.0 as the REGS evolutionary step guide is still compatible. Version 4.2 is the first part of an important updated the manual list as the current version of the mods and uses the ETaC modular version to provide better ICAIO compatibility. 4.2.2 Added new mods and a few removes; Does the Great Empire consist of small settlements with some farmers in them? The city is too small and has too few populations. Even the capital of Solitude is smaller than the average city in Oblivion, the Guide of Real Explorer (REGS) will give players a mod compilation that will transform Skyrim into a lively country without derailing from the style of the traditional game. You won't find any more of the top mods here. RegS tries to hold on to the intended spirit of the game and is generally lore-friendly, just as the STEP series and REGS guide do not support Skyrim Special Edition (SSE), as there is no STEP SSE Mods guide that supports SSE has been notified. At the same time, SSE users should search for a special edition of Tech Skyrim and Lexy's: Legacy of The Dragonborn Special Edition. City and Quest mods lore-Friendliness treatment means mods that differ greatly from the game's vanilla feel are not on the list. However, you should go for a full or almost all installation if you use the steps. The section that affects gaming is always optional and it is recommended to use the Updates and Quests section, but as an option, an overview of the places affected by MODS can be seen in this spreadsheet. If the extended patch step does not use many compatibility patches included in it, it must be added to the game, REGS has clearly been made compatible (most likely) with - but not based on - following mods: unofficial Skyrim legendary version of the immersive citizen patch - AI Overhaul (ICAIO), especially places with full (green code) or almost full (green code). The overhaul stipulated in this description. The AI overhaul stipulated in this description. be compatible with Dreadflopps Packs for Skyrim, such as Deleveled Loot Pack N.B.: If the mod is not listed here, it does not mean that it is incompatible with this set, although some may want conflicting resolutions. Ask in the support forum thread if you are not sure REGS is incompatible with the following mods: Open Cities Skyrim: Open Cities is famously incompatible with most, if not all, regs city mods with limited compatibility with the following requirements. Adding or changing location mods in these manuals with MODS REGS is often very difficult (since there are generally a few changes needed in the conflict resolution patch). But it requires some expertise with TES5Edit SRLE Extension: The legacy of Dragonborn REGS mainly uses expanded towns and villages (compared to some Arthmoor Villages mods used by SRLE LOTD) and the variant of JK's Skyrim for improving srle locations, expanding LOTD using enhanced lighting and FX as the main light mod while reg. REGS does not include the compatibility patches required for ELFX and SRLE extension, as well as these patch plugins for many REGS and STEP mods, and SRLE extension LOTD subguide compatibility patches, including a large set of ELFX patch notes, even if they do not. Updated in a few months It can also be used to make REGS more ELFS compatible with ELFX, REGS such as STEP does not include ENB and does not add parallax surfaces used by SRLE. EXTENSION LOTD ENBs, including these for those who use SRLE ENBs, extended LOTD, including Ordinator - Perks of Skyrim, which makes big changes in the Skyrim perk system, unlike STEP and REGS SRLE: The Legacy of Dragonborn Regtified Manual. This includes many landmark mods such as ETaC used in REGS, not on ICAIO compatibility, and includes mods for places where REGS is not included for compatibility reasons of ICAIO Unilke SRLE LOTD Regtified, REGS is considered to have used phase light mods, although this can be changed according to previous SRLE LOTD Regtified, including Phinix Natural ENB; REGS such as STEP does not include ENB only SRLE LOTD Reqtified, including Requiem - role overhaul, which made large changes in the Skyrim perrk system, in addition to other changes, unlike STEP and REGS Note, that the patch plugin expands the step, combining a number of compatibility patches from various mods, while both the above instructions include many mods that REGS users may find interesting to improve immersion and regs gameplay, there is limited compatibility with the following mods: enhanced lighting and FX, if you are going to use elfx external modules and Skyrim lamps, then use skyrim elfx lamps, external consistency patches are still recommended only one. What's more, if ELFX Exteriors are used with STEP Lighting, elfx compatibility patches are required, and there will be a lot of patch logs required for external lighting compatibility. These are not included in the REGS thre SRLE Extended LOTD manual, with both mods and compatibility between the two. With an extended follower frame, if you choose to install Nightingale Hall Restored, Karliah will miss the follower conversation, even if she does the work as intended. Read the nexus description for more information. There are also reports of problems using EFF with interesting NPC followers, this mod requiem is incompatible with more realistic room rentals. There is a separate SRLE guide for those who use requiem pre-installation if you use NMM or Wrye Bash for mods management. Mod Organizer: TES5Edit v4.0.2 LOOT v0.14.3 Wrye Bash v307.beta3.ini; Make sure that under the [General] section, bAllowMultipleMasterLoads=1 is set under the [Archive] section, the SResourceArchiveList2 line should read SResourceArchiveList2=Skyrim - Shaders.bsa, Update.bsa, Update.bsa installed in Mod Organizer after the last gaming mod, ignoring all LOOT warnings about deleted navmeshes in mods covered by regs agents at ESP to fix them. Keep in mind that REGS is modular. However, it is recommended that you install all or most mods. Mod Installation Legend is a useful mod option, but for a number of reasons, not everyone uses it, including mods that may cause performance issues in some systems, making changes to the gameplay and/or lore's friendliness adequately or having known compatibility issues. In some cases, mods must be reinstalled to add compatibility to other mods included in the REGS LOTD Mod included in the SRLE extended LOTD, although the REGS installation configuration instructions may vary, LOTDR Mod included in SRLE: Dragonborn Regtified legacy, although the instructions for installing THE REGS installation may vary. In addition, SSE Mod for Skyrim Special Edition (SSE) WIth SSE mods often looks better and higher resolution. There are now many Skyrim mods in this guide can be converted into works in SSE], for those who use the best location steps in the left pane of Mod Organizer to install updated positions and mods guests from REGS, usually after part 2.M.Gameplay and before 2.N.Patches to improve the world, the city of extended citizens - Author Whiterun of JK: Jkrojmal, Arnaud dOrchymont Version: 1.0 Details: Adapted version of JK Whiterun compatible with immersive citizens - AI Overhaul LOOT: Extended Immersive Citizenship - Whiterun.esp Loaded After: Jk City-Lite and SuperLite BSA LOTDR SSE Author: Nazenn, Jkrojmal Version: 1.3 Description: lite version of JK Skryim; If this BSA plugin is installed from the main file in Dawn of Skyrim, it is also necessary to FOMOD Instructions JKs City-Lite and SuperLite page 1 page 1, select the option you want to install, the option you want to install lite -merge [or SuperLITE if you want a little better performance]. Option file... The plugin installed by this mod for each plugin, click the + sign next to Worldspace to expand the record for each plugin, click the + sign next to 0000000C to expand the record for each plugin, right click on save 0001A26F Whiterun, select Delete, then left click to delete whiterun records. When done for all the plugins used, turn off TES5Edit and save the modified plugin. If the DawnofSkyrim-AllMajorCities.esp plugin is being used: Now start the build set from MO, click the file on the menu bar, then select Data. When the data menu loads, double click on the merged plugin and set the plugin to Active, then click OK to open the file. When an error appears, click Yes to All or ignore as necessary until the plug-in information is displayed on the screen. Press Ctrl-S to save the plug-in and exit the build. Open TES5Edit, select only the merged plugins and check for errors. There should be a new data net map navigation record. Off TES5Edit Understone Fountain Collection and Author of Rubble: Venatoris Version: 1.4 Description: Overhaul three main open spaces (the main entrance hall and Calcelmo's hall) of Understone Keep and one back room. Better City Entrance SSE Author: Zebra0 Version: 1.0, Better City Entrance - The Whiterun (Outskirts) version of JK Details brings more detail around the main city's gate area due to those empty feelings in the vanilla game. The recommended version does not include Whiterun Outskirts Nernie's City and Village Expansion Author: Nernie Version: REGS Version (download here) Description: This mod aims to make the towns and villages outside of Skyrim feel more varied, detailed and lively. For this guide, this modified version is suitable for REGS users using a drain-focused system. Windhelm Lighthouse BSA LOTD SSE Author: MannygT Version: 1.1 Description: A city with a broken harbour, a lighthouse. This mod adds a lighthouse located in the northeast of Windhelm Settlement, expanded town and city BSA LOTDR {indicator|8| 16|#1ab2ff|#80d4ff|#00131a | Requirements: SKSE, SkyUI file: ETAC - Modular (version 14.3.1), ETaC- Modular- patch (version 14.3.1) Description: The most comprehensive module for small town replacement, unlike most other mods that aim to do the same, this one is done wisely by hand, putting a lot of new building elements that are functional NPC, instead of just putting trees everywhere. This is the most complex part of the REGS installation instructions continue here before installing any ETaC mods in the global addition section of regs pack with the ETaC patch used should be installed, since the ETaC FOMOD patch expects these plugins to be installed, then JK's Riverwood SSE Author: JKrojmal Version: 1.3a Description: A friendly overhaul of Riverwood's ETaC is completely compatible with the ICAIO script. Note: There are 2 known issues regarding this mod, this mod does not forward subrecord USLEEP patches for Riverwood traders and may cause CTD when trading STEP patch. More serious problems arise if using iNeed mod after the golden claw, CTD quests occur when trading. This mod adds an additional bust, XJKMerchantRiverwoodOutChest, to lucan's vanilla inventory merchant chest, This bust, coupled with some original mods breasts, such as iNeed can not handle the combination of the two merchant chests. Hishutup creates a solution; once you are in the game, you can disable the breasts from the console and use the trade. The position is in the storage locked to the left of the trader when looking at the door. I've done various tests and have theorized that iNeed will make CTD games when there are more than 1 bust for the trade department and when the breasts are in different cells. Settlement LOTDR SSE Author Extension: Urtho Version: 1.3 Description: mod This extends some existing settlements in Skyrim: Heartwood Mill, Kolskeggr Mine, Loreius Farm, Sarethi Farm, Soljunds Sinkhole, Whistle Mine (the last 2 additions are compatible with Arthmoor's Mods for 2 same locations) and resettlement. The addition of Loreius Farm appears to be compatible with scripts in immersive citizenship - AI Overhaul version 1.3 consists of several patches for collaboration with other mods, including Arthmoor Village and the legendary city. - Legendary version Extended Settlement - Skyrim Village Patch of Arthmoor, Extended Settlement - Legendary Urban Patch - AIO, Extended Settlement - Whistling Mine Patch Winterhold - Expanded Ruins SSE Authors: Rhinala70 & Settlement - Soljunds Sinkhole Patch, Extended Settlement - Whistling Mine Patch Winterhold - Expanded Ruins SSE Authors: Rhinala70 & Soljunds Sinkhole Patch, Extended Settlement - Whistling Mine Patch Winterhold - Expanded Ruins SSE Authors: Rhinala70 & Soljunds Sinkhole Patch, Extended Settlement - Soljunds Sinkhole Patch, Extended Settlement - Whistling Mine Patch Winterhold - Expanded Ruins SSE Authors: Rhinala70 & Soljunds Sinkhole Patch, Extended Settlement - Whistling Mine Patch Winterhold - Expanded Ruins SSE Authors: Rhinala70 & Soljunds Sinkhole Patch, Extended Settlement - Soljunds Sinkhole Patch, Extended Settlement - Whistling Mine Patch Winterhold - Expanded Ruins SSE Authors: Rhinala70 & Soljunds Sinkhole Patch Winterhold - Expanded Ruins SSE Authors: Rhinala70 & Soljunds Sinkhole Patch Winterhold - Expanded Ruins SSE Authors: Rhinala70 & Soljunds Sinkhole Patch Winterhold - Expanded Ruins SSE Authors: Rhinala70 & Soljunds & amp; Solar Tails Version: 2.25 Winterhold is just another small village with damaged houses and only a few abandoned houses. But the history of holdings tells you that once a big city in Skyrim that attracted tourists from all over Tamriel, this mod extended the ruins to match the myth by adding several new buildings behind the small (but neglected) market and the ruins of a mighty wall with doors. Legendary City - Tes Arena - Skyrim Frontier Fortress Author: Jabr Version: 5.0 Description: Add a historic city from TES Arena Game Notes: Now the extended settlement has a compatriot patch for this mod, or some of it will be added to the guide. Blackreach Overhaul Author: Aiven Version: 0.6 Description: This mod aims to bring even more magic and glory to Blackreach's caves. Book of Skyrim LOTD SSE Author: MannyGT Version: 1.1 Description: Add a bookstore in solid jude castle Volkihar create a new SSE author: Arthmoor version: 1.1.2 Description: Help players clean and restore The Castle Volkihar after dawnquard quest completes floor cutting room STEP LOTD LOTDR SSE Author: Arthmoor version: 2.0.9 Requirement: Skyrim legend Description: From the depth of the ether or just the floor, the room cuts out several NPC quests, some quests and other miscellaneous content created but never used in the game. They are mostly general NPC with no complete quest objectives, but cut for some reason or just a random bit of what is found. Author Saarthal Greater: Sa547 Version: 1.0 Description: Add some walls and doors, structures, NPC guards and some facilities to make the external part of the Saarthal site more realistic, author of Helarchen Creek LOTD SSE: Arthmoor Version: 1.0.. Details: A village in the mountains southeast of Dawn Star city, based on cut content from Skyrim LOOT: Helarchen Creek.esp Loaded After: Immersive Citizenship - AI Overhaul.esp High Hrothgar LOTD Overhaul SSE Author: MannyGT Version: 1.0 Description: This mod adds some elements to the outside area of High Hrothgar for a better visual experience. Winterhold LOTD LOTDR SSE Author: Grantyboy050 Version: 5.3 Specifications: SKSE, SkyUl Description: This mod tries to bring some Greatness, lost magic and mystery to the college by adding a variety of new objects, stimulating places and books, as well as improving the magical aptitude of the faculty. Installation: FOMOD InstructionsImmersive College of Winterhold CWI Core CWI Core CWI Core CWI Core Files Book Options Cover Facial Saturation - No Record in Teleport Script Fix LOTD Author: jdsmith2816 Version: 1.0 Description: This mod fixes CTD issues with immersive winter colleges. More immersive Dawnguard Entrance SSE Author: Abzaab Version: 1.0 Description: The entrance of the Dayspring Valley never makes much sense, you enter a small hole on the side of the mountain and find yourself in the valley, this mods fix that by turning the entrance into a real valley and moving the Dawnguard map mark, which was placed in the wrong place by Bethesda LOOT:BetterDGEntrance.esp loaded after: 3 doors 30blivion v3 without a mark - Skyrim + Dawnguard DLC.esp from Obionliver Gates mod (if used) Nightale Restoration Author: krypypyrer Description: Upgrade Nightingale Hall into a more lively and usable space and help Karliah become a follower, add portal to Twilight Sepulcher, the ability to elevate Nightingale devices and other features. Special Tip: Do not install the following files and/or folders: Realistic room rentals, add BSA LOTD SSE Author: perseid9 Version: 1.8.3 (RealisticRoomRental-Enhanced) Requirements: SKSE. SkyUl Description: Overhaul all hotels and taverns. both aesthetically and functionally. Installation: FoMOD Instructions For RealisticRoomRental Bathroom Update Options PatchesPatchesCWI01 RR ELFX Patch 02 RRR 3DNPC-Patch update [if npc is used interesting] Sky Installer More Temple Haven merchants and BSA authors: brokendeck version: 3.31 file-only options (traders measure Sky Haven and more blacksmiths only) Description: This mod makes several additions to the Sky Haven temple without breaking the infusion. Author of SSE Lotdr Lothole SSE: Arthmoor Version: 1.0.1 Description: Simple Village Expansion for Soljund's Sinkhole.esp Load After: Immersive Citizen - AI Overhaul.esp Tactical Valtheim LOTD SSE Author: Epic Crab Version: 1.05 Description: Turn Valtheim into a more fortress. Unique Border Gate SSE Author: Duinnin Version: 2.2, UniqueBorderGates-All-PointTheWay Details: Unique Border-crossing design doors of Cyill, Hammerrodfell and Morrowind Doors have no two in common and the design reflects the space well. Each place is visible and you can travel quickly after discovery. Lotd Lotdr SSE Whistle Mine Author: Arthmoor Version: 1.0.3 Description: Simple Village Expansion for Whistle Mine Mine.esp Loaded After: Immersive Citizen - Al Overhaul.esp Mine Whistle - No snow under the roof LOTD LOTDR SSE Author: SkyrimFantom Version: 1.0 Requirements: mine whistle, no snow under the roof Details: no snow under the roof patch for mine whistle The update is intended to improve the immersion of the game. All updates are optional, any patches needed to cover various games and mod add locations are often included in mods and merging patches for any updated mods with multiple patches. Atlas map markers for Skyrim Blackreach Dawnguard and Dragonborn LOTD SSE Author: Kronixx version: 1.7 Description: Exploring the key parts of Skyrim and having several places that are difficult to find and easy to lose or miss these mods by adding map help to hundreds of locations. Core Atlas Legend next page 2Page 22. 3.. Additional Support Files 3.. Optional support files are not installed: after installed: after installation, move the Atlas Legendary.esp plugin to esp auxiliary, the plugin from the next mod will be used instead of special instructions: Should install this Atlas map marker in MO (left pane) after The SkyUI Atlas Map Marker - updated with MCM mod should be installed directly after this Atlas Map Markers mod, if using the EzEs color map marker - for Atlas Map Markers - Updated with MCM LOTD SSE Author: Kronixx, kryptopyr Version: Specification 2.0: Atlas Map Mark for Skyrim Blackreach Dawnquard and Dragonborn, SkyUI, FileAccess Interface for Skyrim Script - FISS (optional) Description: Add MCM options with full control, not only new map markers, but all. It also adds support for saving MCM options in preset files using FISS EzEs - color map markers - for Atlas Map Markers. Kronixx and Learwolf version: Specification 1.1: Atlas map marking for Skyrim Blackreach Dawnguard and Dragonborn Description: For enthusiasts, this mod color map provides a downsized color icon from EzEs-Colored Map Markers with a similar size to that used in the Atlas Map Markers installation: Download and install ezes color map markers - for Atlas Map Marker v1.1 files, faster journeys - transportation and ships - LOTD author overhauled: Dj20 & Sp0rk: 3.76, faster journey than v3.76 - Description: This mod adds more transport to Skyrim, now you can travel with carriages to all towns and villages. This mod also increases sea freight. You can see the ship to transport you in the photo. This mod will make your role-playing experience much better. Special Instructions: Do not use on touring vehicles. Blacksmith's Storage Chest - Automatic storage for Smithing Supplies Author: kryptopyr Version: 2.0 Description: This mod adds a non-respawning interlocking storage chest with blacksmiths in five major cities plus Riverwood, Sky Forge, Fort Dawn Card, three home sites, Hearthfire, Raven Rock and Severin Manor, also added carpenter's non-respawning storage chests to three BYOH homes added by Hearthfires files: install only the Chests. Note: The Blacksmith's chest does not appear at hearthfires until some smith equipment is added, blowing in Wind LOTD LOTDR SSE Author: sialivi Version: 2.04.0 Details: Skyrim is a windy region, but signs, shops and inns have not been affected by strong winds. This simple immersion mod allows all signals to respond to wind, FOMOD instructions, file options, Main Mod. Description Skyrim Model Skyrim Model Skyrim Sign Design Labels Smim Sign Weight Medium Weight (Default) Hanging Lamp Design Lamp Mixer Lamp (Recommended) Weight Lamp Weight Lamp Weight Compatibility Add-On Add-On City & Complete) Ci city and city, Orc Strongholds Add-On Falskaar Helgen Inns and Taverns JK's Cities LITE, merging JK's Riverwood lamp of Skyrim No Snow under the roof. SMIM-Merged-All Install Farmhouse Chimneys STEP LOTD LOTDR SSE Author: Scarla Version: 3.2.0 Description: This mod adds a chimney to the farmhouse with a fireplace. It includes smoke effects for chimneys. Installation is quite complicated due to ETaC compatibility and continue here, SSE Holiday Author: Isoku Version: Specification 2.0: SKSE, SkyUI Description: Village/City will change sight as the holiday according to TES lore come and go. NPC will also respond to these changes by attending various events suitable for the holidays. Requirements: SKSE, SkyUI Description: This mod adds lamps to main roads, villages, towns and NOTE: Step: Extended users will have this mod installed and will not use the external module ELFX Special Instructions: If there is no los patch incompatible with elfx external module, all other ELFX modules are compatible with LoS SRLE EXTENSION LOTD, including patches for using the two mods together. SSE LOTD Lotdr SSE Author: Prometheus Version: 2.3 Description: This mod adds new 3D snow to the structure and snow area. It also improves snow in the wilderness. Installation: FOMOD InstructionsMain File No Snow Attic 2.3BSA TypeBSA T Patch - Dawnstar Dock Install Cutting Room Floor - No Snow Under Roof LOTD LOTDR SSE Author: SkyrimFantom Model: Compatibility Requirements 1.5: No Snow Attic Cutting Room Description: This new 3D snow add mod from no snow under the roof to cut the floor structure of Helarchen Creek No Snow Under the Roof SSE Author: SkyrimFantom Version: 1.0 Specifications: No Snow Under The Roof Helarchen Creek Description: This mod adds new 3D snow from under the roof to the Helarchen Creek structure, realistic ship Bobbing LOTD LOTDR SSE Author: Gandaganza Specifications: 2.4.8 Description: Ever wondered why a boat isn't bob while in the water? Great work to add idle animations to the boat, but unfortunately never added to the game due to clipping issues. Now you can enjoy splashing gently while not staring at the cut object! Installation: FOMOD InstructionsMain BobbingRealistic Ship File BobbingRealistic BobbingRealis water patch, two NextExtrasSelect specials. Select any special SMIM NextSMIMMIMSelect Barrel SMIM Barrel - No Animation [User Options] Select Crate -REGS Install Special Instructions: Step users need to reinstall this mod with the options written above. If the Wyrmstooth patch is used, download the WT MERGE BB hotfix and install it using Merge to overwrite the existing version. Lotd Announce Board LOTDR SSE Author: MannyGT Version: 2.2 Description: Add a notice board near the hotel, similar to in Witcher for messages and glowing quests. Note: Do not install dragonborn patches; The board announced by MannyGT Update Author: Sthaagg Edition: 2.243 Specification: Board Description Notice: Provides and revisions for board announcements and iincludes Board - Dragon Bourne DLC - Better Solstheim Quest mod Board Announces New Definition - New Mesh and Textures Supplement author: Fadingsignal Version: Specification 1.0: Board Announcement Details: Add real high resolution 3D paper and nail mesh with notes hi-res all new and wood surfaces to replace those on the announcement board. File: Select the desired resolution (4K or 2K) special instructions: Do not install the following files and/or folders: Falskaar - Customize and update sse author supplement: Andrealphus Falskaar Description: Add a notice board in Amber Creek in Falskaar and a missing mood formula for Falskaar files: Install the announcement board for Falskaar and in addition Falskaar - customize and optimize - mood recipe files. World Added New Land Falskaar LOTD LOTDR SSE Author: AlexanderJVelicky Version: 1.2.1final Description: Falskaar is a new mod territory that adds a whole new world to the world. It was accessed by the dungeon first, then by boat, then out. Falskaar's goal is to secretly my skills in almost every area around the board, focusing on level design and dungeons. The result is at least a little bit of everything, with new land, people places, dungeon guests and more so that players can experience it. Falskaar and Wyrmstooth maps are better along the lotd lotdr option road author; dastrokes version; specification 1.2; Falskaar and Wyrmstooth files, select the included file if Wyrmtooth is available or select the Falskaar Typo patch option file. - Falskaar LOTDR Option SSE Author: Joseph Russell Version: Definition 0.2: Falskaar Description: WIP mod that fixes small caps in the stimulator cell list and NPC name, and also corrects the name of some quests Falskaar Wildlife Add-on LOTD Author Options: Dean Corso Version: Requirement 1.0: Falskaar: This mod adds spawning points for passive animal hunters across the island. Wyrmstooth SSE Author: Jonx0r Version 1.7b available but may not be compatible with the patch below) Description: A new sound line guest that takes you across Skyrim to the huge island of Wyrmstooth, fighting across new landscapes and passing through new dungeons in this professionally delivered adventure. Theodyn Bienne, the emperor's courier, will follow you from scratch from the Mare banner in Whiterun and will send you an important message. Note: This mod is no longer available on Nexus or other reputable websites, it is included in the REGS guide. Many users have already downloaded Wiseman303 Crop Editor for Wyrmstooth Author Options: Ro84 Version: Specification 1.0.0; Wiseman303 Crop Correction, Wyrmstooth Description; mod This extends the use of Flora editing scripts created by Wiseman303 to 3 new harvest crops available in Wyrmstooth: Bog Beacon, Elf Cup Cap and Fungus Wyrmstooth - customization and supplemental author updates: Andrealphus VIII. Version: 1.6 Specifications: Wyrmstooth, Board Announcement (if Applicable) Details: Add several selectable customizations for Wyrmstooth, including typo correction, FOMODWyrmstooth instructions - CustomCustom Typo customization, Wyrmstooth and Brimstone Sets none (or set-up-level entry if desired) Choose if using landmark mod followers - WIPLandmarks - WIP Landmarks - WIP Landmarks - WIP Landmarks - WIP Landmarks - WIPLandmarks - WIPLandmarks - Realistic Ownership Author of Clean Pit Fighter: ThirteenAnges Version: Last Description: Mod This includes all new facts to join complete with NPC progression through unique reward rankings and side quests. Note: This mod has not been tested in tht build, including immersive citizen - AI Overhaul and unlikely to dissolve it compatible with this mod quest pitfighter. Version: Latest Description: This mod is an add-on for Faction: Pit Fighter and provides new fighting pit locations and rewards, including new creatures, weapons and armor. Note: This mod has not been tested in tht build, including an immersive citizen - Al Overhaul and unlikely to dissolve it compatible with this mod quest pitfighter dlc01. New Place & amp; Settlement Apple Garden LOTD Author: Improbabile Version: 2.0 Description: Contrary to the name of the mod may suggest, this is a nice little add-on in the area around Honingbrew Meadery Inn and LotDR Tavern SSE Author: Mena Version: 2.6 Description: This mod adds 13 hotels and taverns to The Skyrim, generally along a small village in a rather cool place. Note: This mod is included in earlier versions of REGS but has also been removed due to compatibility issues. Of the ETaC Stonehills settlement from the REGS guide, there is no important compatibility issue anymore. The other two locations with compatibility patches included in the ETaC Stoney Hills Inn from this mod, compatible with adding Stone Hill from the mod cutting room floor. SSE Author Provincial Delivery Service: Arthmoor Version: 2.0.0 Specification: SKSE, SkyUl Description: This mod is a simple immersion/realistic mod that provides a small cottage outside Whiterun along the main road next to Honningbrew Meadery. If needed, the courier will no longer be pulled out of the ether like magic, but he will begin his journey to find you from the cottage. Description: Add the village of Dunmer, mainly to the snowy mountains beneath The Falklands. Optional files for installation: Snowbound Acres - Roadsign Patch Compatibility Point - HiRes Road Signs Model 3 invaded the streets of Whiterun Hold since the increasing Forsworn activity has pushed them out of reach tos\_amber\_guard. Author of Granite Hall Cleaning: ThirteenAnges Version: Last Description: Granite is a small village built around an imperial fortress of the same name. Rumors and folk tales recount the great tragedy many years ago and the mysterious girth around it. Since then, the village has fallen, destroyed and cluttered around it tos granitehall. Version: Latest Description: Laintar Dale is a small town in the snowy forest of Pale, this place is located near the main road between Whiterun and Dawnstar hidden in the forest tos lainterdale hf. These new NPC mods are marked as optional for several reasons, but it is recommended that many Skyrim users have one or both or both of them in their playlist, and the two mods below have many fans of npc discrete NPC author option: Ripple version: 1.9e Description: Discrete NPC'. To add more NPC to Skyrim in a non-disproportionate way to help them blend into the social fabric of the land. Note: This mod has not been updated for a long time. This is noted on the mod page on nexus mod patch, this is incompatible with the addition and change of the cutting room Thalmor HQ option is whether to use this mod and CRF patch, which will remove all changes to Thalmor HQ made by CRF optional files for installation: discrete NPC- patch cutting compatibility of the room compatibility interesting NPC lotddr option SSE SSE AUTHOR: Kris Takahashi Version: 3.4 Description: Interesting NPC is a project to add color and life to Skyrim through three-dimensional characters, each NPC is integrated into the world with a backstory and extensive conversation tree to explore. Note: This mod is optional because it is a very intensive script which can cause problems with less capable PCs than It.compatibility with immersive citizens - AI Overhaul, as long as it loads before ICAIO, fix for dialog errors with Carlotta Valentina caused by this mod found here option: Dawnquard Mesh for Vampire NPC, 3DNPC Winterhold Mods to install the compatibility patch: Install the main 3DNPC v3.2 main file using Formod, then install 3DNPC v3.31 beta using Formod, when installing dawnguard mesh for vampire NPC, combined with the 3DNPC v3.2 file installed, installed, installed 3DNPC Winterhold mods compatibility in a separate mod, so the integrated plugin will only use the plugin. Install this new mod so that it is directly after mod with 3DNPCs v3.31 beta in the left pane MO LOOT:Immersive Citizen - AI Overhaul.esp Load after: 3DNPC.esp (from this mod) New Quest and Adventure Helgen Reborn LOTD LOTDR SSE Author: Mike Hancho Version: 105.3 Description: Add new guests to create Hellgen. Lots of Pairs Sheath Redux SSE LOTD Patch Author: Slothability Version: 1.6 Specifications: Double Redux Pods Description: Mesh pack for use with Dual Sheath Redux for a large set of mods for regs grey cow of Nocturne, Sse Author: GanXingba Version: 1.13 Description: Mysterious and powerful criminals have been seen in Skyrim, his dodgy path by hunters from Morrowind. Grey Cow of lotd author SSE At Night: MannyGT version: 2.0 Description: For a long time no one claimed that the grey bull's nocturnal. The last one was the finale of the Syrodil Championship.Of the third generation, however, what happened after the obedience crisis? Where is the grey cow now? It's up to you to find out. Grey Cow's Nocturnal Alikr Flora Overhaul LOTD Option SSE Authors: Model sa547: Specification 1.5: Grey Cow of the Night Description: This mod adds a lot of plants in and around the colony, plus some in other oasis scattered throughout the desert, as well as what Skyrim Flora Overhaul does for the rest of the game. Two optional files add compatibility with convenient horses so they can be retrieved within the Alik'r Desert files: Grey Fox Flora Overhaul (version 1.2), Grey Fox Flora overhaul - directed, cut full version (version 1.5) and grey bull compatibility patch for convenient horse installation: Then install Gray Fox Flora Overhaul - the cut version of the full director (version 1.5) using Merge in MO to install it with the same mod. This will overwrite the plug-in. Finally, install the grey Cowl compatibility patch for horses conveniently using Merge in MO to install it with the same mod. LOTD author added: WankingSkeever version: 1.1 specifications: Grey bull's nocturnal footprints Description: Make the sand in the grey cow of nocturnal mod works like ash in DLC Dragonborn for mod footprints Patch Typo - Grey Cow's Nocturnal Lotd Option SSE Author: Joseph Russell Version: 0.2 Specifications: WIP mod that fixes small caps in the cell list, actuator and NPC name, and also rewords the name of some guests, author Ogmunds Tomb LOTD LOTDR: Pred Pesragic Version: 1.2 Description: The default dungeon is located near Riverwood. It is more detailed and better designed than the Bethesda Dungeon, the lost wonders of Mzark Cleaning Authors: Guardly & Description: 1.3 Description: Mzark's Lost Wonders is a mod guest/dungeon for those who want a game that focuses more on puzzles. Enemies you find inside must be eliminated in a cautious way, and you will find more than a fight waiting for you in the depths of Mzarnumez. Must-have Cleaning TES5Edit: (Cleaning Guide) MzarkWonders.esp (23 ITMs, 0 UDRs) The Oblivion Realms Serie - Gates of Solitude SSE Authors: MannyGT and MurderWrath Version: 1.7 Description: There are rumors of strange things on the air. In the environment, the solitary is said to testify to an unusual sunset during the day. Just blink and the sky is red. As soon as it happens, it disappears later. People are asking dragons to investigate this, The Oblivion Realms Serie - Morthal Pain SSE Authors: MannyGT and MurderWrath Version: 1.5 Description: Continuation of previous quests No explanation provided for Spoiler Option: ORS -ChaptersLinker Updates and ORS-Dremora Update Dragonhead Secrets SSE Authors: MannyGT Version: 3.0 Description: Another dungeon and mod quest by mannyGT, geared towards the usual high-level players. Shadow Of The Author Cleaning Meresis: Hebrock Version: 1.1.2 Description: You will be found dead on the shores of the River Kharath. The man died without any signs of physical injury. You grab it without hesitation. Watch out for Stendar watching you. When you close your eyes, you can hear it in the distance again: the painful sound and shadows haunt you in the fevered delirium... must have cleaned TES5Edit: (cleaning guide) Hebrock Der Schatten von Meresis-EV.esp (1 ITM, 0 UDRs). Temple of Black Rock SSE Authors: MannyGT and MurderWrath Version: 1.2 Description: Closed by Mzulft, missing since the countless years of the abandoned site has been discovered recently, leading to an ancient Nordic temple. The smell of death gets violent and stronger near the ruins, ancient evil rules, this place and collect forgotten treasures along with the freckles spirits. The author of Windcaller's Pass: Predrag Pesic Version: 1.3 Description: This is an ancient mountain pass that passes through the depths of Hrothgar High, with two entrances to the nNorth entrance located east from Whiterun, near the Stormcloak Whiterun camp, the south edge of Istead, next to the street signs, and the kingdom of Daedra Author: Thirteen Oranges. Version: The latest description: In the early days of the early days, warlord Chimer Ornarol contracted daedra before betraying them to his asunder soul, each part of his spirit as a trophy, leaving a bridge between his corpse and their kingdom of obedience. Embark on a dangerous quest to steal back the spirit of Ornarol and close these gateways to obedience once and for all. TES5Edit cleaning guide) quest andtherealmsofdaedra.esp (16 ITMs, 0 UDRs) Special Instructions: Refer to (Steam Installation Guide) No Mercy Cleaning Author: Thirteenth Edition: The Last Description: The Messenger was sent from the unknown evil. Check out the events at Stendarr Church and explore the dark and dangerous underwater sewers and caves below. Special Tip: See (Steam Installation Guide) TES5Edit must be cleaned: (Cleaning Guide) quest nomercy.esp (19 ITMs, 4 UDRs) Gameplay affecting the warning quests: mods listed in this section. Some mechanics of the game may not always be compatible with some popular overhauls. Aethernautics: Space Travel mod Cleaning Options Author: Trainwiz Version: 1.2 Description: Aetherius visits occur even less than Oblivion for space, it is a long expansion, and only stars offer a portal for air travel or use meticulous magic. The journey of the Reman dynasty and the sun bird of Alinor is the most famous endeavor in our history, and it is a cosmic irony that the couple were eventually dissolved for the same reason: the uncontrollable cost requires cleaning TES5Edit: (cleaning quide) Aethernautics.esp (9 ITMs, 2 UDRs). Spectrum - Magic of Magna-Ge Supplement Author: Enai Siaion Version: 1.11 Description: Spectraverse There are quests with several audio characters swirling around your children's Magnus Prize for intervening in war in heaven as an alternative of 42 unique destructive spells with script effects, spelling in Skyrim - author of the last altar option: KhalEdos version: 1.0.8 Description: In the dawn of the 4th century, silent removal took place; the altar and spelling knowledge across the lost earth. No one knows how or why, and the study of magic itself has trampled through Tamriel since then, but legends say the existence of the final altar does not seem untouched by a silent purge. User steps if you are following the step instructions, you need to install the following mods steps to add the files or special functions required by REGS: Realistic Water Two Steps LOTD LOTDR SSE Author: Isoku Version: 1.11 Installation: FOMOD Water Instructions Two Options 0 Core0. Main file 1. Resolution1. High resolution [using media for less capable systems] 2. Compatibility2. Next option, start compatibility3. Next option, start compatibility4. Next option, start compatibility4. Next option, start compatibility4. Next option, start compatibility5. boats [nothing else] Immersive Citizen Installation - AI Overhaul STEP LOTD SSE Author: Arnaud dOrchymont Version: 0.4.1a Note: The installation will be performed again to obtain the RRR patch from this mod. First screen overhaul, installation options, installation options, full options, custom options, main custom options. PartMain Main Part - Full enhanced lighting for ENBEnhanced lighting for ENB, no enahnced lights and FX no open city, SkyrimOpen Skyrim city, no Moonpath to ElsweyrMoonpath to Elsweyr, no realistic room rental (updated version only), realistic room rental (updated version only) patches for RealisticRoomRental.esp installed for ENB patches are not included in the expansion patch, SkyFalls and SkyMills STEP Author: SjoertJansen Version: 3.3.1 Note: The installation will be performed again to get falskaar and/or

Wyrmstooth patches from this installation mod: FOMODSkyFalls instructions and SkyMills FOMOD-BAIN install DLC? Install DLC check your options, check your selection, check your selection, both DG + DB, next to LOD mod mod, lod modmod compatibility, lod compatibility mods, mall waterfall option, no patch, wind turbine, boat size, 1.5x vanilla windmill (default) Choose your water mod, choose two realistic water mod water (default). Enhanced Light Installation for EN B (ELE) - LITE STEP LOTD SSE Author: JawZ Version: 0.9.5f Note: The installation will be performed again to get falskaar and/or Wyrmstooth patches from this mod NMM BAIN ELE Lite v0 95b Only. If using both Falskaaar and Wyrmstooth: FOMOD InstructionsELE Lite, first screen install legendary option + Falskaar + Wyrmstooth installed if not using Wyrmstooth: FOMOD InstructionsELEELE LITE Installation Options, Custom Options, Skyrim Options, Dawnguard Modules, Hearthfire Modules, Dragonborn ModulesNext Modules, Optional Patch Options, Supplemental Patch, Install Falskaar Patch After Any Version of The New Installation, Rename Plugin ELE Legendary Lite.esp Custom Patch REGS REGS - Patch Author: CJ2311, Kelmych Version: 4.2 Description: This is the most important part of the pack. You must download this and follow the instructions of the Formod Content Installer: Compatibility record from the REGS patch - extended steps in REGS v4.05 and SRLE extended versions of the LOTD Subguide compatibility patch are intended to load along with the extended patch step because ELE Lite it does not include any notes contained in the extended patch step. The problem with this patch will evolve to include these, so it may be a regular update. The main files for REGS-STEP patch include the following steps and REGS mods in addition to the five vanilla Skyrim ESMs (including DLC): aMidianBorn ContentAddon.esp AOS.esp book covers Skyrim.esp brings out your dead - Legend Edition.esp clothing and Clutter CollegeOfWinterholdImmersive.esp Kraft Overhaul Remade.esp Cutting Room Floor.esp ELE Legendary Lite.esp ETAC-Complete.esp ETAC-RESOURCES.esm Helgen Reborn Prometheus No snow Under the roof.esp Delivery Service Province.esp RealisticWaterTwo.esp The Choice Is Yours. esp Timing Is Everything. esp The unofficial Skyrim legendary version of Patch. esp WM Flora Fixes. esp patch. esp was last updated on July 30, 2017 for those who want to take advantage of the files in the previous REGS patch version 4.04 they have provided here. The ModLite mod now instead of excluding any navy changes with The Riften Patch Dreadflopps Modular for Skyrim modular patches allows for greater flexibility in conflict resolution when using a wide mix of Dreadflopps mods, having created a modular patch set, some of which are useful when using STEP Extended and REGS [Dreadlopps Modular Patches]. Description: The modular patch file contains a large patch pack for mods in skyrim files: Download modular Dreadflopps patch for Skyrim.7z here. Note: Dreadflopp allows us to host these things at least until he provides a backup host so that it can be used with this guide. The following patches have been confirmed to be useful when using STEP Extended and REGS. The contents of these patches are not duplicated in REGS-STEP\_patch.esp. Once the patches are installed, they can be integrated into a single patch plugin using the integrated plugin. Merge plugins are required because Wrye Bash doesn't automatically include many of these patches. Patches for Dreadflopps Pack + Survival by Smile44>STEP Extended STEPExt RRREnhanced.esp STEPExt RRREnhanced EmbersHD Firepits Fix from SRLE.esp Patch for other mods I use x High Hrothgar Overhaul.esp x MoonAndStar ELE x High 3 <8&gt;.esp xx CollegeOfWinterholdImmersive Relighting Skyrim.esp xx CollegeOfWinterholdImmersive Consistent Elders.esp xx Falskaar Animal Esps.Esps. Old and unsupported patches x BetterDGEntrance BQO.esp xx Nightingale Hall ELE.esp users ELFX or Relighting Skyrim Author: Dreadflopps Description: Light in the interior area flashes when STEP mod Relighting Skyrim is used along with mods that change interior space (e.g. realistic room rental, Rose, Hellen Reborn, Nightingale Hall and immersive winter college). This solution is contained in these patch instructions, which explain how to remove notes in Skyrim relighting in the cell place where the mods have changed the area inside. Files: Download users of ELFX or Relighting Skyrim.txt in the Dreadflopps modular patch folder and follow the instructions based on mods that use MERGES for REGS to help reduce the number of plug-ins when using REGS. The six patch plug-ins are released from deliberate merging because of navi, and in most cases navmesh records in cells, they can be merged, but it is usually a rather complicated task to do so. These patch plugins include: ETaC - Karthwasten Taverns Patch.esp ETaC - Shors Stone Taverns Patch.esp ETaC - Winterhold EWDR Patch.esp compatibility extended settlement - Inns and Taverns Patch.esp Conflict Resolution Steps - Extended Users: Patches have been made in FOMOD installation if you do not use the procedure, but use your own compilation, instead you will need to do STEP patch a conflict resolution by yourself. - Live another life by Arthmoor: Run LOOT and create bash patches. When you want to start Helgen Reborn, make sure you talk to the Whiterun Guards (yes, seriously) and play the game (or wait) at least 4 days later. Make sure you do that before talking to the man at Falgreat. Disable Helgen Reborn.esp from the load command, run loot, and create bash patches. Start a new game, finish the sequence of helgen. Save after leaving the cave and out of the game. Enable Helgen Reborn.esp to run LOOT again. You can see The Full Changelog here, credit Nernie for his modder InsanitySorrow for his adaptor's resources. Thank you to the following STEP forum members for help with patches, suggestions and suggestions for this series: MonoAccipiter Gandaganza Keithinhanoi Astakos Malouz Noobzor TheBloke Ogham Dreadflopp and thanks to Neovalen with srle manual layout. Infamously ripped off and Darth mathias with SRLE extension - the legacy of the Dragonborn guide is also used for layout layout:P format:P

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