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Skyrim gray cowl of nocturnal guide map pdf printable template

Waves5. Core Core Files 1. [edit] During the installation of REGS multiple patches were installed, and most of these were included in the Merges mentioned in the previous subsection. Blowing in the Wind[edit] LOTD LOTDR SSE Author: sialivi Version: 2.04.0 Description: Skyrim is a windy region, yet the store and inn signs are uneffected by the strong winds. World Additions[edit] New Lands[edit] Falskaar[edit] LOTD LOTDR SSE Author: Arthmoor Version: 1.2.1final Description: "Falskaar is a new lands mod that adds an entirely new worldspace to the world. Castle Volkihar Rebuilt[edit] SSE Author: Arthmoor Version: 1.1.2 Description: Allows player to cleanup and restore Castle Volkihar after the Dawnguard quest is complete. The two optional files add compatibility with Convenient Horses so they can be can be summoned within the Alik'r Desert. Hit Ctrl-S to save the plugin then exit the Creation Kit. Typically these merges are done after all the mods are installed. FOMOD InstructionsELE Lite First Screen First Scre Install OptionsInstall Options Legendary + Falskaar + Wyrmstooth Install If Wyrmstooth is not used: WARNING Template:FOMOD Instructions is deprecated and should no longer be used on this wiki. Many Skyrim mods are now available for SSE, and some of the mods in this guide can be converted to work in SSE]. This mod includes a lite version of the Dawn of Skyrim mod that can be used along with the JK's mod. Pre-Installation Setup[edit] If you are using NMM or Wrye Bash for managing mods, we strongly encourage you to switch to Mod Organizer. LOTD Mod included in SRLE Extended LOTD, although the REGS installation configuration recommendations might be different. CoreO LOTDR Mod included in SRLE: Legacy of The Dragonborn Reqtified, although the REGS installation configuration recommendations might be different. Unlike most other mods that aim to do the same, this one does it intelligently by hand placing a lot of elements, new buildings with functional interiors and working NPCs, instead of just putting trees everywhere. LOOT: BetterDGEntrance.esp Load after: 3Oblivion Gates v3 without Markers - Skyrim + Dawnguard DLC.esp from the Oblivion Gates mod (if used) Nightingale Hall into a more liveable and functional space and allows Karliah to become a follower Locations[edit] Blackreach Overhaul[edit] Author: Aiyen Version: 0.6 Description: This mod aims to bring out even more marvel and glory to the caverns of Blackreach. The south entrance is located at the south edge of Ivarstead, right next to the road sign. New Lands Falskaar Wyrmstooth [if used] 5. N.B.: If a mod is not listed here it does not mean it is incompatible. Files: Download Dreadflopps Modular Patches for Skyrim.7z here. It is much more detailed and better designed than the Bethesda dungeons. Changelog is here A Real Explorer's Guide to Skyrim Help support STEP! ALL donations are applied to operating expenses. After the golden claw quest a CTD occurs when trading. Optional Support Files3.. Install this new mod so it is directly after the mod containing 3DNPCs v3.31 Beta in the MO left pane. SRLE Extended LOTD uses Enhanced Lighting for ENB-LITE and Relighting Skyrim from STEP are used. Embark on a dangerous quest to steal back Ornarol's Soul and close these gateways to oblivion once and for all."TES5Edit Cleaning Required: (Cleaning Guide) quest_andtherealmsofdaedra.esp (16 ITMs, 0 UDRs) Special Instructions: Refer to the (Steam Installation Guide) No Mercy[edit] Cleaning Author: ThirteenOranges Version: Latest Description: A messenger has been sent from a small chapel of Stendarr to the Vigilant at Stendarr's Beacon, seeking aid against an unknown evil, but the messenger never made it to her destination. Run LOOT and rebuild the Bashed Patch. REGS Custom Patches[edit] Author: CJ2311, Kelmych Version: 4.2 Description: This is the most important part of the pack. Special Instructions: This Atlas Map Markers mod should be installed in MO (left pane) after SkyUI. It is up to you to find out. Where is the Gray Cowl now? These can also be used if desired to make REGS much more compatible with ELFX. REGS is incompatible with the following mods: Open Cities Skyrim: Open cities is renown for being incompatible with most, if not all, city mods. Even its capital, Solitude, is smaller than the average city in Oblivion. Then install Gray Fox Flora Overhaul - Director's Cut Edition Full (version 1.5) using Merge in MO to install to the the same mod; this overwrites the plugin. In addition, other modular patches in this set may be useful when the relevant additional mods are used. Disable Helgen Reborn.esp from the load order. Extensible Follower Framework If you choose to install Nightingale Hall Restored, Karliah will miss some follower dialogue although she otherwise works as intended. Winterhold is merely another small village, with a few damaged and abandoned houses. Spellmaking in Skyrim - The Last Altar[edit] Optional Authors: KhalEdos Version: 1.0.8 Description: At the dawn of the 4th era, a silent purging took place; the altars and knowledge of spellmaking throughout the land, vanished. Waves Falskaar Wyrmstooth [if used] 6. FOMOD InstructionsJKs Cities - Lite and SuperLite Page 1 Page 1 Pick which option you would like to installPick which option you would like to install LITE - Merged [or SuperLITE if preferred for slightly better performance] Optional files... Dawn of Skyrim - LITE [if desired] Next BETA files BETA files BETA files BETA files JKs Lite - Towns - BETAJKs Lite - Tow LITE - Cities.esp or JK's SuperLITE - Cities.esp and, if installed, from the DawnofSkyrim-AllMajorCities.esp plugin. On compatibility REGS has been made explicitly compatible with - but not dependent on - the following compilations: STEP (Extended patch). This mod will make your role playing experience much better. Just like what Skyrim Flora Overhaul does for the rest of the game. As new compatibility issues arise this patch will evolve to include these, so it may have regular updates. New Lands4. The Notice Board[edit] LOTD LOTDR SSE Author: MannyGT Version: 2.2 Description: Adds Notice Boards near inns, similar to those in The Witcher, for messages and radiant quests. Combination Legendary 4. The ruins of the village are home to a band of dangerous bandits raiding the roads of Whiterun Hold since the increased Forsworn activity has driven them from The Reach. The person died without any apparent signs of physical trauma. When errors popup click Yes to All or Ignore as needed until the plugin data shows on the screen. It is does not yet include all the detailed installation instruction changes for the most recent version of ETaC. Wyrmstooth, The Notice Board (if used) Description: Adds several selectable tweaks for Wyrmstooth including typo fixes. The Atlas Map Markers - Updated with MCM mod should be installed directly after this Atlas Map Markers mod. Adding to or replacing location mods in these guides with REGS mods is not typically very difficult (since there typically are only a few changes needed in conflict resolution patches) but does require some expertise with TES5Edit. FOMOD InstructionsImmersive College of Winterhold Options Options CWI Core CWI Core Files Book Covers Saturation Description: This mod fixes a CTD issue with Immersive College of Winterhold. REGS-STEP_patch.esp; contains compatibility patch records for REGS and STEP mods. SSE Mod is also available for Skyrim Special Edition (SSE). All the enhancements are optional. It has two entrances. Installation: WARNING Template: FOMOD_Instructions is deprecated and should no longer be used on this wiki. Waking up you find yourself drenched in sweat in the "Four Shields Tavern" in Dragonbridge. The Loreius Farm addition seem to be fully compatible with the scripts in Immersive Citizens - AI Overhaul. SRLE Extended LOTD includes both mods and provides compatibility between the two. LOOT: Whistling Mine.esp Load after: Immersive Citizens - AI Overhaul.esp Whistling Mine - No Snow Under the Roof[edit] LOTD LOTDR SSE Author: SkyrimFantom Version: 1.0 Requirements: Whistling Mine, No Snow under the Roof Description: No Snow Under the Roof patch for Whistling Mine. The REGS mods are typically installed in Mod Organizer after the last gameplay mods. Merges for REGS[edit] To help reduce plugin count when using REGS there are several patch merges since they have NAVI and, in most cases, navmesh records in cells. This reverts the lighting in these spaces to vanilla lighting so it will not interfere with any lighting changes from the affected mods. Around the person's neck you'll recognize a shiny, black amulet. These mod versions are more performance friendly and have better compatibility with other mods than the full JK's Skyrim or Dawn of Skyrim mods. If EzEs -Colored Map Markers- for Atlas Map Markers is used it should be installed as the ending days of the Third Era. Theodyn Bienne, an imperial courier, will track you down starting from the Bannered Mare in Whiterun and will deliver to you an important message. There provides a new land, places, people, quests, dungeons and more for the player to experience. 4.2.2 added new mods and removed a few; a lot of REGS-relevant mods have been added to Skyrim or changed since the the REGS 4.0.5 update. REGS has limited compatibility with the following compliations. Cleaning A mod that needs to be cleaned with TES5Edit BSA It is recommended that the BSA in this mod should be extracted. Optionals: ORS - ChaptersLinker update AND ORS - Dremora Update The Secret of Dragonhead[edit] SSE Authors: MannyGT Version: 3.0 Description: Another dungeon and quest mod by mannyGT, geared towards high level players as usual. Click file on the menu bar then select data. It also adds support for saving the MCM options in preset files using FISS EzEs -Colored Map Markers for Atlas Map Markers for Skyrim Blackreach Dawnguard and Dragonborn Description: For those who prefer colored map markers,
this mod provides reduced size versions of the colored icons from EzEs -Colored Map Markers with a similar size to those used in Atlas Map Markers. For those who want to make use of files in the previous 4.04 version of the REGS patches they are available here. The Riften navmesh changes for Interesting NPCs and 'JK's Riften aren't used because the JKs Cities - Lite and SuperLite mod now used instead does not include any navmesh changes to Riften. I have done various testing and have theorized that iNeed will cause the game will CTD when there are more than 1 chest for the trading faction and when the chests are in different cells." Settlements Expanded[edit] LOTDR SSE Author: Urtho Version: 1.3 Description: This mod expands some existing settlements in Skyrim: Heartwood Mill, Kolskeggr Mine, Loreius Farm, Soljunds Sinkhole, Whistling Mine (the last 2 additions are compatible with Arthmoor's mods for the same 2 locations) and one new settlement: Coldstone Mine. Instead, he will simply begin his journey to find you from the shack. FOMOD InstructionsRealistic Water Two Options O. Special Instructions: Do not install the following file(s) and/or folder(s): Realistic Room Rental Enhanced[edit] BSA LOTD SSE Author: perseid9 Version: 1.8.3 (RealisticRoomRental-Enhanced) Requirements: SKSE, SkyUI Description: Overhauls all the inns and taverns, both aesthetically and functionally. However you are strongly advised to go for a full or nearly full installation if you are using STEP. USLEEP forwards that were not included in mods. Also run FNIS and/or SUM if you use those tools. InsanitySorrow for his modder's resources. Battle across new landscapes and through new dungeons in this professionally delivered adventure. Wiseman 303's Flora Fixes for Wyrmstooth [edit] Optional Author: Ro84 Version: 1.0.0 Requirements: Wiseman 303's Flora Fixes, Wyrmstooth Description: This mod extends the usage of the Flora Fix Script created by Wiseman 303's Flora Fixes, Wyrmstooth Description: This mod extends the usage of the Flora Fixes, Wyrmstooth Description: This mod extends the usage of the Flora Fixes, Wyrmstooth Description: This mod extends the usage of the Flora Fixes, Wyrmstooth Description: This mod extends the usage of the Flora Fixes, Wyrmstooth Description: This mod extends the usage of the Flora Fixes, Wyrmstooth Description: This mod extends the usage of the Flora Fixes, Wyrmstooth Description: This mod extends the usage of the Flora Fixes, Wyrmstooth Description: This mod extends the usage of the Flora Fixes, Wyrmstooth Description: This mod extends the usage of the Flora Fixes, Wyrmstooth Description: This mod extends the usage of the Flora Fixes, Wyrmstooth Description: This mod extends the usage of the Flora Fixes, Wyrmstooth Description: This mod extends the usage of the Flora Fixes, Wyrmstooth Description: This mod extends the usage of the Flora Fixes, Wyrmstooth Description: This mod extends the usage of the Flora Fixes, Wyrmstooth Description: This mod extends the usage of the Extends the Usage Description of t Stalk. [edit] Optional LOTD Authors: wankingSkeever Version: 1.1 Requirements: The Gray Cowl of Nocturnal mod behave like Ash in the Dragonborn DLC for the Footprints mod. Inns and Taverns[edit] LOTDR SSE Author: Mena Version: 2.6 Description: This mod adds 13 inns and taverns to Skyrim, typically along roads or in small villages. Core Atlas Legendary Next Page 2Page 22.. Core1.. FOMOD InstructionsELE Lite First Screen First Screen Install Options Custom Options Module Next Optionals Optionals Optional Patches Falskaar Patch Install After either version of the reinstallation rename the plugin ELE_Legendary Lite.esp. Legendary Lite.esp. Legendary Lite.esp. Legendary Cities - Tes Arena game Notes: Now that Settlements Expanded has a compatability patch for this mod it, or parts of it, will be added to the guide. Special Instructions: Do not use with Touring Carriages. If ever you had the feeling that Skyrim was missing something, you were probably right! This mod should relieve a bit of that. Like the STEP packs and guides, REGS does not support Skyrim Special Edition (SSE) since there isn't a STEP SSE guide yet. Ignore all the LOOT warnings about any deleted navmeshes in mods covered by REGS, the replacer ESPs fix those. Special Instructions: Do not install the following file(s) and/or folder(s): Falskaar - Tweaks and Enhancements[edit] Optional SSE Author: AndrealphusVIII Version: 2.5a Requirements: The Notice Board, Falskaar Description: Adds a Notice Board in Amber Creek in Falskaar, and missing temper recipes for Falskaar. Notes: There are 2 known problems with this mod. You grab it without hesitation. The enemies you encounter within must be disposed of in careful ways, and you'll find more than just fights awaiting you in the depths of Mzarnumez. Any patches needed to cover various game and mod-added locations are usually included with the mods, and the Merges section of the guide includes merging patches for any enhancement mods that include multiple patches. REGS Patch - NSutR + RRR.esp; this is the 4.04 version of this patch; it did not need any updates. Better Fast Travel - Carriages and Ships - Overhauled[edit] LOTD Authors: Dj20 & Sp0rk Version: 3.76, Better Fast Travel v3.76 - Loose - Hearthfires Requirements: SKSE, SkyUI Description: This mod adds more carriages to Skyrim. WIth SSE mods often have better appearance and higher resolution. Final Steps[edit] If you are using Alternate Start - Live Another Life by Arthmoor: Run LOOT and rebuild the Bashed Patch. STEP Users[edit] If you are following the STEP guide, you need to reinstall the following STEP LOTD LOTDR SSE Author: Isoku Version: 1.11 Installation: WARNING Template: FOMOD_Instructions is deprecated and should no longer be used on this wiki. The Notice Board by MannyGT UPDATED[edit] Author: Sthaagg Version: 2.243 Requirements: The Notice Board on this wiki. The Notice Board on this wiki. The Notice Board by MannyGT UPDATED[edit] Author: Sthaagg Version: 2.243 Requirements: The Notice Board on this wiki. The Notice Board by MannyGT UPDATED[edit] Author: Sthaagg Version: 2.243 Requirements: The Notice Board on this wiki. The Notice Board by MannyGT UPDATED[edit] Author: Sthaagg Version: 2.243 Requirements: The Notice Board on this wiki. The Notice Board by MannyGT UPDATED[edit] Author: Sthaagg Version: 2.243 Requirements: The Notice Board by MannyGT UPDATED[edit] Author: Sthaagg Version: 2.243 Requirements: The Notice Board by MannyGT UPDATED[edit] Author: Sthaagg Version: 2.243 Requirements: The Notice Board by MannyGT UPDATED[edit] Author: Sthaagg Version: 2.243 Requirements: The Notice Board by MannyGT UPDATED[edit] Author: Sthaagg Version: 2.243 Requirements: The Notice Board by MannyGT UPDATED[edit] Author: Sthaagg Version: 2.243 Requirements: The Notice Board by MannyGT UPDATED[edit] Author: Sthaagg Version: 2.243 Requirements: The Notice Board by MannyGT UPDATED[edit] Author: Sthaagg Version: 2.243 Requirements: The Notice Board by MannyGT UPDATED[edit] Author: Sthaagg Version: 2.243 Requirements: The Notice Board by MannyGT UPDATED[edit] Author: Sthaagg Version: 2.243 Requirements: The Notice Board by MannyGT UPDATED[edit] Author: Sthaagg Version: 2.243 Requirements: The Notice Board by MannyGT UPDATED[edit] Author: Sthaagg Version: 2.243 Requirements: The Notice Board by MannyGT UPDATED[edit] Author: Sthaagg Version: 2.243 Requirements: 2.243 task seems simple enough; slay a dragon that's stirring up trouble. Aethernautics: A space travel mod[edit] Optional Cleaning Authors: Trainwiz Version: 1.2 Description: "Visit to Aethernautics: A space travel mod[edit] Optional Cleaning Authors: Trainwiz Version: 1.2 Description: 1.2 Description: Trainwiz Version: 1.3 Description: 1.3 Description: Trainwiz Version: 1.3 Description: A small lore-friendly overhaul of Riverwood that is fully compatible with the ICAIO scripts. Finish the Helgen Sequence. WARNING Template: FOMOD_Instructions is deprecated and should no longer be used on this wiki. Notes: This mod was included in previous versions of REGS but was removed due to compatibility problems. Notes: Don't install Dragonborn patch; this is instead provided by the The Notice Board Updated mod. Special Instructions: Without patches LoS is incompatible with the Exteriors module of ELFX. Ga-Knomboe Boy for his modder's resources. If the STEP Extended patch is not used many of the compatibility patches included in it will need to be added to the game. Installed DLC? Open TES5Edit selecting only the merged plugin and check for errors; there should not be any errors and there should be a new Navigation Mesh Info Map record. The result is that there is at least a little bit of everything. FOMOD InstructionsAtlas Map Markers Page 11.. Cutting Room Floor[edit] STEP LOTD LOTDR SSE Author: Arthmoor Version: 2.0.9 Requirements: Unofficial Skyrim Legendary Edition Patch Description: From the depths of the ether, or just the cutting room floor, comes forth several NPCs, some quests, and other miscellaneous content which was created but never implemented in the game. 99% of Nexus mods are compatible with this pack, though some might need conflict resolution. Save after getting out of the cave and exit the game. No description provided in order to prevent spoilers. Gray Cowl of Nocturnal Alikr Flora Overhaul[edit] Optional LOTD SSE Authors: sa547 Version: 1.5 Requirements: The Gray Cowl of Nocturnal Description: This mod adds a lot of flora in and around the colony, plus some more in the other oasis scattered across the desert... It is intended to be loaded along with the STEP Extended Patch, since it excludes any records that are in the STEP Extended Patch. It is still recommended to use only one. You might think of it like Dead Money, but for Skyrim. Make sure you do that before talking to the guy at Falkreath. Immersive College of Winterhold[edit] LOTD LOTDR SSE Author Grantyboy050 Version: 5.3
Requirements: SKSE, SkyUI Description: This mod attempts to bring some of the missing grandeur, magic and mystery to the College by adding a variety of new objects, activators, locations and books as well as improving the magical aptitudes of the faculty members. Dreadflopps Modular Patches for Skyrim[edit] Modular Patches for Skyrim[e patches allow much more flexibility in conflict resolution when using a varied mix of mods. When the courier is not tasked with delivering a message to you, he will be found in this shack living his daily life on a simple schedule. Run LOOT again. REGS does not include the compatibility patches needed for ELFX and mods; SRLE Extended LOTD includes these patch plugins for many of the REGS and STEP mods, and the SRLE Extended LOTD compatability patches Subguide includes a large set of ELFX patch records, although it is hasn't been updated in a few months. REGS is mostly modular. AI overhaul in Yellow locations is the same as it is with ICAIO lite, and there should be good compatibility with most mods that make changes to these locations. REGS should be compatible with Dreadflopps Packs for Skyrim such as the Deleveled Loot Pack. Files: Download Users of ELFX or Relighting Skyrim.txt in the Dreadflopps modular patches folder and follow the instructions based on the mods being used. Installation: WARNING Template:FOMOD Instructions is deprecated and should no longer be used on this wiki. The Lost Wonders of Mzark[edit] Cleaning Authors: GanXingba Authors: Guardly & MrCasual Version: 1.3 Description: "Lost Wonders of Mzark[edit] LOTD LOTDR SSE Author: GanXingba Version: 1.13 Description: "A mysterious and powerful criminal has been spotted in Skyrim, his trail dogged by hunters from Morrowind. However it is strongly recommended that you install all or mostly all of the mods. Start TES5Edit from the Mod Organizer menu, selecting only the plugins installed by this mod For each plugin click on the + sign next to Worldspace to expand the records For each plugin click on the + sign next to 0000003C to expand the records For each plugin right click to remove the Whiterun records. A young Vigilant of Stendarr is watching over you. Files: Install only the Blacksmith Storage Chests COMPLETE with Carpenter Chests main file. by CJ2311, Nearox, Kelmych Forum: Forum Version: 4.2.4 NOTE: Latest version of the guide: 4.2.4, and the most recent update was April 27, 2019. FOMOD InstructionsWyrmstooth - Tweaks and Enhancements CustomCustom Typo Fix Craftable Wyrmstooth and Brimstone SetsCraftable Wyrmstooth and Brimstone Sets None (or Craftable Sets - Leveled Lists if preferred) Dragon Lore Follower Tweaks Choose if using follower Tweaks User Tweaks user choice Alberthor - Realistic Ownership Realis Tweaks - Main Files Radiant Encounter Tweaks - Main Files Radiant Encounter Tweaks - Dawnguard Notice Board N and Calcelmo's Hall) of the Understone Keep and one back room. Typo Patch - Falskaar[edit] Optional LOTD LOTDR SSE Authors: Joseph Russell Version: 0.2 Requirements: Falskaar Description: WIP mod that fixes small capitalization issues in item, cell, activator and NPC names, and also rewords the names of some of the Quests. If the Wyrmstooth patch is used download the BB Merged WT Hotfix and install using Merge to overwrite the existing version. Contents: Compatibility patches for all the mods in this guide. [Dreadflopps Modular Patches][edit] Author: Dreadflopps Description: The modular patch file contains a large set of patches for mods in Skyrim. Greater Saarthal [edit] Author: Dreadflopps Description: The modular patch file contains a large set of patches for mods in Skyrim. Greater Saarthal [edit] Author: Dreadflopps Description: The modular patch file contains a large set of patches for mods in Skyrim. Greater Saarthal [edit] Author: Dreadflopps Description: The modular patch file contains a large set of patches for mods in Skyrim. Greater Saarthal [edit] Author: Dreadflopps Description: The modular patch file contains a large set of patches for mods in Skyrim. Greater Saarthal [edit] Author: Dreadflopps Description: The modular patch file contains a large set of patches for mods in Skyrim. Greater Saarthal [edit] Author: Dreadflopps Description: The modular patch file contains a large set of patches for mode in this guide. sa547 Version: 1.0 Description: Adds walls and gates, some structures, guard NPCs, and a few amenities to make the exterior part of the Saarthal site more realistic. The location is in the locked storage on the left side of the trader when looking at the door. No one knows how or why, and the study of magic itself has limped on through Tamriel ever since. Most of the towns seem deserted. These changes will occur after the completion of the quest Darkness Returns. Details of installation will be added after testing is complete. For this guide, a modified version of this mod tailored for REGS users is used that focuses primarily on the sewers. These patch plugins include: ETaC - Karthwasten Taverns Patch.esp ETaC - Shors Stone Taverns Patch.esp ETaC - Winterhold EWDR Patch.esp Inconsequential NPCs - CRF Compatibility Patch.esp ETaC - Winterhold EWDR Patch.esp Inconsequential NPCs - CRF Compatibility Patch.esp ETaC - Winterhold EWDR Patch.esp ETaC - Winterhold EWDR Patch.esp Inconsequential NPCs - CRF Compatibility Patch.esp ETaC - Winterhold EWDR Patch.esp Inconsequential NPCs - CRF Compatibility Patch.esp Inconsequential NPCs - CRF Compatibility Patch.esp ETaC - Winterhold EWDR Patch.esp Inconsequential NPCs - CRF Compatibility Patch.esp ETaC - Winterhold EWDR Patch.esp Inconsequential NPCs - CRF Compatibility Patch.esp Inconsequential NPCs - CRF that time the village has fallen to ruin and been overgrown by the forests around it. People asked the Dragonborn to check on this." The Oblivion Realms Serie - Morthal Pain[edit] SSE Authors: MannyGT and MurderWrath Version: 1.5 Description: Continuation of the previous quest. Optional World Maps Modified SkyUI 3.. Install 3DNPC_Winterhold Mods Compatibility Patch in a separate mod so Merge Plugins will use only the patch plugin when merging. the STEP Lighting mods some ELFX compatibility; these are not included in thre REGS guide. Also install the main file from Carpenter Chests for Hearthfire, and delete or move the plugin to Optional ESPs since only the script files are needed. As mentioned in the mod page on Nexus, this mod patch is not compatible with the Cutting Room Floor Thalmor HQ additions and changes. There is a separate SRLE guide for those using Requiem. For those using STEP the best place in the left pane of Mod Organizer to install location, enhancement, and quest mods from REGS is typically after section 2.M.Gameplay and before 2.N.Patches. Compatibility2. Special Instructions: Refer to the Steam Installation Guide TES5Edit Cleaning Guide) quest_pitfighter.esp (ITM:5, UDR:0) Faction: Pit Fighter Travels Add-This mod aims to make the city and village exteriors of Skyrim feel more distinct, detailed and lively. Windhelm Lighthouse [edit] BSA LOTD SSE Authors: MannyGT Version: 1.1 Description: Windhelm, a city with harbour, is missing a lighthouse [edit] BSA LOTD SSE Authors: MannyGT Version: 1.1 Description: Windhelm Lighthouse [edit] and lively. Windhelm Lighthouse [edit sections are always optional. FOMOD InstructionsMain File OptionsOptions Mod Description Skyrim VersionSkyrim Vers Compatibility Add-Ons Skyrim No Snow Under The Roof Provincial Courier Service SMIM-Merged-All Install Farmhouse Chimneys (edit) STEP LOTD LOTDR SSE Author: Scarla Version: 3.2.0 Description: This mod adds chimneys to farmhouses with fireplaces. Does the great empire really only consist of mini settlements with some farmers in them? Typo Patch - The Gray Cowl of Nocturnal[edit] Optional LOTD SSE Authors: Joseph Russell Version: 0.2 Requirements: The Gray Cowl of Nocturnal Description: WIP mod that fixes small capitalization issues in item, cell, activator and NPC names, and also rewords the names of some of the Quests. Combination3. As the STEP guide evolves REGS will remain compatible. Ogmunds Tomb[edit] LOTD LOTDR Author: Predrag Pesic Version: 1.2 Description: A starter dungeon located near Riverwood. Each NPC is integrated into the world, with a backstory and an extensive dialogue tree to explore. Files: Install The Notice Board for Falskaar and, optionally, the Falskaar - Tweaks and Enhancements - Temper Recipes file. Description: Laintar Dale is a small township in the snowy woods of The Pale. Soljund's Sinkhole [edit] LOTD LOTDR SSE Author: Arthmoor Version: A simple village expansion for Soljund's Sinkhole. FOMOD InstructionsMain File Realistic Boat BobbingSelect an option: Merged Versions NextPatchesPatchesPatchesPatchesPatches Better Fast Travel Falskaar NSutR - No Snow under the Roof Wyrmstooth [if used] NextMerged PatchesSelect any extras SMIM NextSMIMSMIMSelect Barrels SMIM Barrels - No Animations [users choice] Select Crates Select Crates Select Crates Crates - REGS Install Special Instructions: STEP users need to reinstall this mod with the options written above. It is included in the REGS guide since many users have already downloaded it. Yet the history of the hold tells you that this was once a major city in Skyrim that attracted travelers from across Tamriel. Windcaller's Pass[edit] Author: Predrag Pesic Version: 1.3 Description: This is an ancient mountain pass that goes through the depths of ETaC compatibility, and continues here. Other Bobbing Longboats [nothing else] Install Immersive Citizens - AI Overhaul[edit] STEP LOTD SSE Author: Arnaud dOrchymont Version: 0.4.1a Notes: The installation is performed again to get the RRR Patch from this mod. Files: Choose the resolution (4K or 2K) desired. We apologize for the inconvenience. Maintaining Lore-Friendliness, meaning mods that differ greatly from the vanilla feel of the game will not be listed. With the removal of the ETaC Stonehills settlement from the REGS
guide there are no longer any major compatibility problems; the other two locations with ETaC are adequately handled by two compatibility problems; the other features. Skyrim is a great game, but it suffers terribly from a lack of life overall. SRLE Extended LOTD has several compatibility patches for conflict resolution. Notes: This mod has not been tested in a build tht includes Immersive Citizens - AI Overhaul, and it is compatible with this mod. Atlas Map Markers for Skyrim Blackreach Dawnguard and Dragonborn[edit] LOTD SSE Author: Kronixx Version: 1.7 Description: Exploration is a huge part of Skyrim and there are many locations that can be hard to find and easy to lose or miss. Unilke SRLE LOTD Regtified, REGS assumes the STEP lighting mods are used, although this can be changed as noted previously SRLE LOTD Regtified includes Phinix Natural ENB; REGS, like STEP, does not include a specific ENB. You can choose to install whichever mods you like. The master files for the REGS-STEP_patch include the following STEP and REGS mods in addition to the five vanilla Skyrim ESMs (including the DLC): aMidianBorn_ContentAddon.esp AOS.esp Book Covers Skyrim.esp Bring Out Your Dead - Legendary Edition.esp Clothing and Clutter Fixes CollegeOfWinterholdImmersive.esp ETAC - RESOURCES.esm Helgen Reborn Prometheus_No_snow_Under_the_roof.esp Provincial Courier Service.esp RealisticWaterTwo.esp The Choice Is Yours.esp Timing Is Everything.esp Unofficial Skyrim Legendary Edition Patch.esp WM Flora Fixes.esp The REGS-STEP patch.esp was last updated on July 30, 2017. All other ELFX modules are compatible.with LoS. Installation: Download and install ELE Lite v0 95b Only IL - NMM BAIN. When you wish to start Helgen Reborn, ensure that you have talked to the Whiterun Guards (yes, seriously) and played the game (or waited) at least 4 days after that. Now you can travel with carriages to every town and village. Notes: The Blacksmith chests don't show up at the Hearthfires houses until some of the smithing equipment has been added. If the DawnofSkyrim-AllMajorCities.esp plugin is used: Now start the Creation Kit from MO. FOMOD Instructions Realistic RoomRental-Enhanced Options Patches O2 RRR 3DNPC-Patch [if Interesting NPC's is used] Install Sky Haven Temple Merchants and More[edit] BSA Author: brokendeck Version: 3.31 Optional File only (Sky Haven Temple Merchants and More Blacksmith Only) Description: This mod makes several additions to the Sky Haven Temple, without breaking immersion. UniqueBorderGates-All-MoreImmersiveDawnguardEntrance; v2.1, UniqueBorderGates-All-MoreImmersion. UniqueBorderGates-All-MoreImmersion. PointTheWay Description: Unique Border Gates redesigns the border crossings of Cyrodill, Hammerfell and Morrowind by adding new, unique and immersive gates. Thanks[edit] Thanks to the following STEP forum members for helping with patches, feedback and suggestions for this pack: MonoAccipiter Gandaganza Keithinhanoi Astakos Malouz Noobzor Thernn TheBloke Ogham Dreadflopp And thanks to Neovalen, whose SRLE guide layout was shamelessly ripped off, and Darth mathias whose SRLE Extended - Legacy of The Dragonborn guide was also used for layout formats: P LOOT: Helarchen Creek.esp Load after: Immersive Citizens - AI Overhaul.esp High Hrothgar Overhaul[edit] LOTD SSE Author: MannyGT Version: 1.0 Description: This mod adds some elements to the exterior area of High Hrothgar for a better visual experience. Meanwhile SSE users should find Tech's Skyrim Special Edition Guide and Lexy's: Legacy of The Dragonborn Special Edition useful Introduction A Real Explorer's Guide to Skyrim is a STEP hosted guide, designed with three goals in mind: Providing users with some of the best landscape, city and quest mods. It includes smoke effects for the chimneys. LOOT: Immersive Citizens - AI Overhaul.esp Load after: 3DNPC.esp (from this mod). This chest is coupled to the original chest. You must download this and follow the directions of the Fomod installer. Moreover, if ELFX Exteriors are used vs. Dawnguard (DG) Dawnguard (DG) YesDragonborn (DB) YesFlaskaar (FS) YesWyrmstooth (WT) Wyrmstooth (WT) Wyrmstooth (WT) Wyrmstooth (WT) mod compatibility LOD mod compatibility LOD mod compatibility I don't use these mods Next Optional Small Waterfalls Option Lighting for ENB (ELE) - LITE[edit] STEP LOTD SSE Author: JawZ Version: 0.9.5f Notes: The installation: Inconsequential NPCs - Cutting Room Floor Compatibility Patch Optional LOTD LOTDR SSE Author: Kris Takahashi Version: 3.4 Description: Interesting NPCs is a project to add color and life to Skyrim through three-dimensional characters. Whistling Mine LOOT: Immersive Citizens Extended - Whiterun.esp Load after: JK's Cities - Lite and SuperLite[edit] BSA LOTDR SSE Author: Nazenn, Jkrojmal Version: 1.3 Description: A lite version of JK's Skryim; a lore-friendly and script-free overhaul of the cities and towns of Skyrim. The Stoney Hills inn from this mod is compatible in from the with the Stonehills additions from the Cutting Room Floor mod. Many Skyrim users include one or both or these in their playlist, and both of the mods below have many fans. some Arthmoor Villages mods used by SRLE LOTD and variants of JK's Skyrim for the location enhancements. Realistic Boat Bobbing[edit] STEP LOTD LOTDR SSE Author: Gandaganza Version: 2.4.8 Requirements: Unofficial Skyrim Legendary Edition Patch Description: Ever wondered why boats don't bob while in water? These mods help by adding map markers to hundreds of locations. Settlements[edit] Expanded Towns and Cities[edit] BSA LOTDR {Indicator|8|16|#1ab2ff|#80d4ff|#00131a|SSE }} Author: missjennabee, Pymous, Nazenn Version: 14.3.1 Requirements: SKSE, SkyUI Files: ETAC - Modular (version 14.3.1), ETaC - Modular- Patches (version 14.3.1) Description: The most comprehensive mod for changing the smaller towns. Bethesda made a great job adding idle animations to boats but unfortunately never added them to the game due to clipping issues. and it handles many of the conflicts includes in the REGS-STEP patch. Enable the Helgen Reborn.esp. When the patches have been installed they can be merged into a single patch plugin using Merge Plugins. Compatibility Patch Roadsign - HiRes Road Signs Version 3 Worn Text Version (new texture) Cleaning Author: ThirteenOranges Version: Latest Description: Amber Guard was a small village in the Reach that has fallen to ruin over the last two centuries since the events of Arena. This mod adds an additional chest "XJKMerchantRiverwoodOutChest" to Lucan's vanilla inventory merchant chest. Installation: Install the LITE or SuperLITE version of JK's Cities; most users will likely choose the LITE version. Ask in the support forum thread if you are not sure. This mod expands the ruins to match the lore by adding several new buildings, a small (but neglected) marketplace and the remains of a great wall complete with gates. Patches for Dreadflopps packs + Survival by Smile44>STEP Extended STEPExt_RRREnhanced_EmbersHD Firepits fix from SRLE.esp Patches for Some other mods I use x_High Hrothgar Overhaul.esp x_MoonAndStar_ELE.esp xx_CollegeOfWinterholdImmersive_Relighting Skyrim.esp xx CollegeOfWinterholdImmersive Consistent Older people.esp xx Falskaar Animal Tweaks.esp Old and unsupported patches x BetterDGEntrance BQO.esp xx Nighting in interior spaces flickers when the STEP mod Relighting Skyrim is used along with mods that change the interior space (e.g., SkyrimLE:Realistic Room Rental Enhanced, Helgen Reborn, SkyrimLE:Nightingale Hall Restored, and Immersive College of Winterhold). The place lies just off the main road between Whiterun and Dawnstar, hidden in the woods. Mods that had overpowered, non-fitting or broken contents were stripped from those parts. Note: STEP:Extended users will already have this mod installed and will not be using ELFX exteriors module. The Roleplaying Overhaul which makes large changes to the Skyrim perrk system in addition to other changes, unlike STEP and REGS Note that the STEP Extended patch plugin incorporates a number of compatibility patchesfrom various mods while the two guides above include most of these that the STEP Extended patch plugin incorporates a number of compatibility patchesfrom various mods while the two guides above include most of these that the STEP Extended patch plugin incorporates a number of compatibility patchesfrom various mods while the two guides above include most of these that the STEP Extended patch plugin incorporates a number of compatibility patchesfrom various mods while the two guides above include most of these that the STEP Extended patch plugin incorporates and also add compatability patchesfrom various mods while the two guides above include most of these than the state of the Kronixx, kryptopyr Version: 2.0 Requirements: Atlas Map Markers for Skyrim Blackreach Dawnguard and Dragonborn, SkyUI, FileAccess Interface for Skyrim Script - FISS (optional) Description: adds MCM options with full control over not only the new map markers, but all of the vanilla map markers as well. Hishutup created a workaround: "When you are in game, you can disable the chest from the console and use the trade. Optional Support Files None Installation move the Atlas Legendary.esp plugin to Optional ESPs. The plugin from the next mod is used instead. Special Instructions: Refer to the Steam Installation Guide TES5Edit Cleaning Required: (Cleaning Guide) tos lainterdale hf.esp (13 ITMs, 0 UDRs) New NPCs[edit] These mods are marked Optional for various reasons, but are recommended. The smell of death gets intense and stronger approaching the ruins, an ancient evil rules this place and keeps forgotten treasures along with restless spirits. SRLE Extended: Legacy of The Dragonborn REGS primarily uses Expanded Towns and Villages (vs. NOTE This guide is compatible with the 2.10.0 release of the STEP guide. STEP Mod included in REGS. This includes Enhanced Lighting for ENB-LITE and Relighting Skyrim
for lighting If both Falskaaar and Wyrmstooth are used: WARNING Template: FOMOD Instructions is deprecated and should no longer be used on this wiki. A Lot of Dual Sheath Redux Patches[edit] LOTD SSE Author: Slothability Version: 1.6 Requirements: Dual Sheath Redux Patches[edit] LOTD SSE Author: Slothability Version: 1.6 Requirements: Dual Sheath Redux Patches[edit] LOTD SSE Author: Slothability Version: 1.6 Requirements: Dual Sheath Redux Patches[edit] LOTD SSE Author: Slothability Version: 1.6 Requirements: Dual Sheath Redux Patches[edit] LOTD SSE Author: Slothability Version: 1.6 Requirements: Dual Sheath Redux Patches[edit] LOTD SSE Author: Slothability Version: 1.6 Requirements: Dual Sheath Redux Patches[edit] LOTD SSE Author: Slothability Version: 1.6 Requirements: Dual Sheath Redux Patches[edit] LOTD SSE Author: Slothability Version: 1.6 Requirements: Dual Sheath Redux Patches[edit] LOTD SSE Author: Slothability Version: 1.6 Requirements: Dual Sheath Redux Patches[edit] LOTD SSE Author: Slothability Version: 1.6 Requirements: Dual Sheath Redux Patches[edit] LOTD SSE Author: Slothability Version: 1.6 Requirements: Dual Sheath Redux Patches[edit] LOTD SSE Author: Slothability Version: 1.6 Requirements: Dual Sheath Redux Patches[edit] LOTD SSE Author: Slothability Version: 1.6 Requirements: Dual Sheath Redux Patches[edit] LOTD SSE Author: Slothability Version: 1.6 Requirements: Dual Sheath Redux Patches[edit] LOTD SSE Author: Slothability Version: 1.6 Requirements: Dual Sheath Redux Patches[edit] LOTD SSE Author: Slothability Version: 1.6 Requirements: Dual Sheath Redux Patches[edit] LOTD SSE Author: Slothability Version: 1.6 Requirements: Dual Sheath Redux Patches[edit] LOTD SSE Author: Slothability Version: 1.6 Requirements: Dual Sheath Redux Patches[edit] LOTD SSE Author: Slothability Version: 1.6 Requirements: Dual Sheath Redux Patches[edit] LOTD SSE Author: Slothability Version: 1.6 Requirements: Dual Sheath Redux Patches[edit] LOTD SSE Author: Slothability Version: 1.6 Requirements: Dual Sheath Redux Patches[edit] Version 1.3 includes multiple patches for compatability with other mods including Arthmoor's villages and Legendary Cities. When this is done for all the plugins being used, close TES5Edit and save the modified plugins. No Snow under the Roof[edit] LOTD LOTDR SSE Author: Prometheus Version: 2.3 Description: This mod adds new 3d snow to structures and snowy areas. No two are alike and the design reflects the area well. This mod does not forward a USLEEP patch sub-record for the Riverwood Trader and can cause a CTD when trading. SRLE Extended LOTD includes the patches for using these two mods together. Dreadflopps has created a modular set of patches some of which are useful when STEP Extended and REGS are used. REGS attempts to hold true to the intended spirit of the game and is generally lore-friendly. FOMOD InstructionsSkyFalls and SkyMills FOMOD-BAIN Installer Installed DLC? Optional Files: Holidays - ETaC Patches Lanterns Of Skyrim[edit] STEP LOTD SSE Author: MannyGT Version: 2.5 (All In One MCM Special Edition) Requirements: SKSE, SkyUI Description: This mod adds lanterns to main roads, villages, towns and settlements. A Real Explorer's Guide (REGS) will provide players with a mod compilation that will finally turn Skyrim into a country that feels alive, without derailing from the original game's style. You will not find any over the top mods here. The gameplay-affecting section is always optional, and the enhancements and quest sections are recommended but optional. The contents of these patches are not duplicated in the REGS-STEP_patch.esp. It includes voiced NPCs, functional shops, and is made by Mike Hancho, who's already known for his Fallout New Vegas mods. Better City Entrances[edit] SSE Author: Zebra0 Version: 1.0, Better City Entrances - JK's Whiterun (Outskirts) Compatible Version. This mod also adds ship transportation. Very few mods were added or removed. Optional World Maps 2.. If you don't use STEP but instead use your own compilation, then you will have to do the conflict resolution by yourself. But what happened after the Oblivion Crisis? Special Instructions: Refer to the Steam Installation Guide TES5Edit Cleaning Required: (Cleaning Guide) tos ambier guard.esp (38 ITMs, 0 UDRs) Granite Hall[edit] Cleaning Required: (Cleaning Guide) tos ambier guard.esp (38 ITMs, 0 UDRs) Granite Hall[edit] Cleaning Required: (Cleaning Guide) tos ambier guard.esp (38 ITMs, 0 UDRs) Granite Hall[edit] Cleaning Required: (Cleaning Guide) tos ambier guard.esp (38 ITMs, 0 UDRs) Granite Hall[edit] Cleaning Guide) tos ambier guard.esp (38 ITMs, 0 UDRs) Granite Hall[edit] Cleaning Guide) tos ambier guard.esp (38 ITMs, 0 UDRs) Granite Hall[edit] Cleaning Guide) tos ambier guard.esp (38 ITMs, 0 UDRs) Granite Hall[edit] Cleaning Guide) tos ambier guard.esp (38 ITMs, 0 UDRs) Granite Hall[edit] Cleaning Guide) tos ambier guard.esp (38 ITMs, 0 UDRs) Granite Hall[edit] Cleaning Guide) tos ambier guard.esp (38 ITMs, 0 UDRs) Granite Hall[edit] Cleaning Guide) tos ambier guard.esp (38 ITMs, 0 UDRs) Granite Hall[edit] Cleaning Guide) tos ambier guard.esp (38 ITMs, 0 UDRs) Granite Hall[edit] Cleaning Guide) tos ambier guard.esp (38 ITMs, 0 UDRs) Granite Hall[edit] Cleaning Guide) tos ambier guard.esp (38 ITMs, 0 UDRs) Granite Hall[edit] Cleaning Guide) tos ambier guard.esp (38 ITMs, 0 UDRs) Granite Hall[edit] Cleaning Guide) tos ambier guard.esp (38 ITMs, 0 UDRs) Granite Hall[edit] Cleaning Guide) tos ambier guard.esp (38 ITMs, 0 UDRs) Granite Hall[edit] Cleaning Guide) tos ambier guard.esp (38 ITMs, 0 UDRs) Granite Hall[edit] Cleaning Guide) tos ambier guard.esp (38 ITMs, 0 UDRs) Granite Hall[edit] Cleaning Guide) tos ambier guard.esp (38 ITMs, 0 UDRs) Granite Hall[edit] Cleaning Guide) tos ambier guard.esp (38 ITMs, 0 UDRs) Granite Hall[edit] Cleaning Guide) tos ambier guard.esp (38 ITMs, 0 UDRs) Granite Hall[edit] Cleaning Guide) tos ambier guard.esp (38 ITMs, 0 UDRs) Granite Hall[edit] Cleaning Guide) tos ambier guard.esp (38 ITMs, 0 UDRs) Guide G the same name. Helarchen Creek[edit] LOTD SSE Author: Arthmoor Version: 1.0.2 Description: A village in the mountains southeast of the main cities, since those feel so empty in the vanilla game. Provincial Courier Service[edit] LOTD SSE Author: Arthmoor Version: 2.0.0 Requirements: SKSE, SkyUI Description: This mod is a simple immersion/realism mod that provides a small shack outside of Whiterun along the main road, next to Honningbrew Meadery. When his deceit was discovered the three Daedric Princes tore his soul asunder, each taking part of his soul as a trophy, leaving bridges between his remains and their realms of oblivion. Some mods like iNeed cannot handle the combination of the two merchant chests. Start a new game. Focusing on compatibility with other guides and mods. A more serious problem occurs if the iNeed mod is used. The nNorth entrance is located east from Whiterun, close to the two merchant chests. Stormcloak Whiterun Camp. More Immersive Dawnguard Entrance[edit] SSE Author: Ahzaab Version: 1.0 Description: The entrance of the Dayspring Canyon never made much sense, you enter a small hole in the side of the mountain and find yourself in a canyon. It adds roughly 20+ hours of content, and favors all types of characters." Better Falskaar and Wyrmstooth Map With Roads[edit] Optional LOTD LOTDR Author: dastrokes Version: 1.2 Requirements: Falskaar and Wyrmstooth Description: Improved map quality and roads for Falskaar and Wyrmstooth Files choose the Falskaar and Wyrmstooth Description: Improved map quality and roads for Falskaar and Wyrmstooth Files choose the Falskaar and Wyrmstooth Description: Improved map quality and roads for Falskaar and Wyrmstooth Files choose the Falskaar and Wyrmstooth Files choose th Citizens - AI Overhaul First Screen First Screen First Screen Full Version Next Custom Options Full Version Enhanced Lighting for ENB none Enahnced Lights and FX none Open Cities SkyrimOpen Ci Elsweyr Moonpath to Elsweyr none Realistic Room Rental (Enhanced Version Only) Realistic Room Rental (Enhanced Version Only) patch for Rental (Enhanced Version Only) patch f (Cleaning Guide) Aethernautics.esp (9 ITMs, 2 UDRs) Spectraverse - Magic of the Magna-Ge[edit] Optional Authors: Enai Siaion Version: 1.11 Description: Spectraverse features a questline with several voiced characters revolving around the Children of Magnus. NPCs will also react to these changes by attending various events appropriate for the holiday. Inconsequential NPCs[edit] Optional Author: Ripple Version: 1.9e Description: Inconsequential NPCs' aims to add more NPCs to Skyrim in unintrusive ways that will allow them to blend immersively into the social fabric of the land. Notes: Dreadflopp gave permission for us to host these, at least until he provides an alternate host, so they can in REGS v4.05, and the SRLE Extended LOTD compatability patches Subguide. Notes: This mod has not been updated in a long time. Credits[edit] Nernie for her Better Cities mod and resources. It might not be needed with version 5.3; this has not yet been checked. Holidays[edit] SSE Author: Isoku Version: 2.0 Requirements: SKSE, SkyUI Description: Villages/cities will visually change as holidays based on TES lore come and go. They are mostly generic NPCs with no purpose, quests that were complete but cut for some reason, or just random bits of stuff to be found. Version 4.2 was the first part of a significant update. For REGS the Gray Cowl of Nocturne, Helgen Reborn, and The Lost Wonders of Mzark meshes are needed. It is your choice to install a mod or not. Requiem This mod is incompatible with Realistic Room Rental Enhanced. Blacksmith Storage Chests - Automatic Storage for Smithing Supplies[edit] Author: kryptopyr Version: 2.0 Description: This mod adds non-respawning linked storage chests to the blacksmiths in the five major cities, plus Riverwood, the Skyforge, Fort Dawnguard, the three
Hearthfire home sites, Raven Rock, and Severin Manor. The solution for this is available in these patch instructions which describe how to remove the records in Relighting Skyrim in cell locations where mods have changed the interior spaces. Falskaar's goal was to sharpen my skills in almost all areas around the board, with a focus in level and dungeon design. Wyrmstooth [edit] SSE Author: Jonx0r Version: 1.16 (unavailable) (version 1.7b available but may be incompatible with patches below) Description: "A new voice acted questline that takes you across Skyrim to the large island of Wyrmstooth. Optional Files: Settlements Expanded - Inns and Taverns Patch, Settlements Expanded - Arthmoor's Skyrim Villages Patc Settlements Expanded - Whistling Mine Patch Winterhold - Expanded Ruins[edit] SSE Authors: Rhinala70 & phaota & AvengerJikir & SolarTails Version: 2.25 Description: The Great Collapse is not presented well visually in-game. You can see the ships that will transport you in the images. You will need to install the following utilities if they are not already installed and configured with Mod Organizer: TES5Edit v4.0.2 LOOT v0.14.3 Wrye Bash v307.beta3; typically the standalone version is used Merge Plugins v.2.1.3 Skyrim folder is the ini file for the Creation Kit, installed from the Tools menu in Steam SkyrimEditor.ini located in the Skyrim folder is the ini file for the Creation Kit, installed from the Tools menu in Steam SkyrimEditor.ini located in the Skyrim folder is the ini file for the Creation Kit, installed from the Tools menu in Steam SkyrimEditor.ini located in the Skyrim folder is the ini file for the Creation Kit. This mods fixes that by turning the entrance into a real canyon and moving the Dawnguard map markers which was placed at the wrong location by Bethesda. It updated guide entries to current versions of mods and uses the modular version of ETaC to allow better ICAIO compatibility. Just a blink of an eye and the skies were red. Helarchen Creek - No Snow Under the Roof[edit] SSE Author: SkyrimFantom Version: 1.0 Requirements: No Snow under the Roof, Helarchen Creek structures. Read the descriptions at the Nexus for more information. When installing Dawnguard Meshes for Vampire NPCs merge it with the mod containing the installed 3DNPC v3.2 file. It should be compatible with Immersive Citizens - AI Overhaul based on the ICAIO article referenced previously. This includes mods that might cause performance problems. In the surroundings of Solitude people says to have been witness of unusual sunsets in the middle of the day. But things don't go that easily..." Notes: This mod is no longer available on Nexus or other reputable sites. It's accessed by a dungeon the first time, then by boat from then on out. TES5Edit Cleaning Required: (Cleaning Guide) MzarkWonders.esp (23 ITMs, 0 UDRs) The Oblivion Realms Serie - The Gate of Solitude[edit] SSE Authors: MannyGT and MurderWrath Version: 1.7 Description: There are rumors of something weird in the air. There are also reported problems using EFF with Interesting NPCs' followers. As quick as it happened it vanished later. This simple immersion mod enables all signs to react to the wind. If the DawnofSkyrim-AllMajorCities.esp plugin is used also remove the Navigation Mesh Info Map (NAVI) record. Enhancements are intended to improve game immersion. The recommended version does not include Whiterun. It replaces the old STEP Extended and REGS - SRLE compatability patches used for the 4.05 REGS guide. These are especially helpful when using Frostfall since a number of the locations are in fairly isolated places that get quite cold. Lighting compatability is provided only with ELE Lite. Special Instructions: Refer to the (Steam Installation Guide) TES5Edit Cleaning Required: (Cleaning Guide) quest_pitfighter_dlc01.esp (ITM:6, UDR:0) New Locations & Settlements[edit] Apple Garden[edit] LOTD Author: improbabile Version: 2.0 Description: Contrary to what the name of the mod might suggest, this is a nice little addition to the area surrounding Honingbrew Meadery. FOMOD InstructionsMain File No Snow Under The Roof 2.3BSA TypeBSA Type BSA. Static Mesh Improvement Mod Plugin Type Vanilla + Dawnguard + Dragonborn Compatibility Patches Falskaar - Dawnstar Dock Install Cutting Room Floor - No Snow Under the Roof, Cutting Room Floor Description This mod adds new 3d snow from No Snow Under the Roof to Cutting Room Floor structures. These two quides include many mods: Enhanced Lighting and FX If you are going to use ELFX Exteriors module and Lanterns of Skyrim then use Lanterns Of Skyrim ELFX Exteriors Consistency Patch. Close TES5Edit. Upon closing your eyes, you can hear it in the distance again: Pained voices and dark shadows haunting you in feverish delirium..." TES5Edit Cleaning Guide) Hebrock Der Schatten von Meresis - EV.esp (1 ITM, 0 UDRs) The Temple of Black Rock[edit] SSE Authors: MannyGT and MurderWrath Version: 1.2 Description: Close by Mzulft, lost since countless years, an abandoned site has been recently discovered, which leads to an ancient Nordic temple. When the data menu loads, double click on the merged plugin and set the plugin as active, then click OK to open the file. Merge Plugins is needed since Wrye Bash does not automatically merge many of these patches. Mods supporting SSE are noted, but while useful they don't provide some of the extensive gameplay improvements that are important to the goals of REGS and STEP. LOOT: Soljund's Sinkhole.esp Load after: Immersive Citizens - AI Overhaul.esp Tactical Valtheim[edit] LOTD SSE Author: Epic Crab Version: 1.05 Description: Changes Valtheim into more of a fortress. The cities are too small and underpopulated. Other 6. Now you can enjoy the gentle bobbing while not staring at the clipping objects! Installation: WARNING Template: FOMOD Instructions is deprecated and should no longer be used on this wiki. Snowbound Acres[edit] Author: dj2005 Version: 1.3 Description: Adds a mostly Dunmer village to the snowy mountains that lie south of Falkreath. They can be merged but it is usually a fairly complex task to do so. Remember: REGS is modular. Version: 1.3 Description: Adds a mostly Dunmer village to the snowy mountains that lie south of Falkreath. They can be merged but it is usually a fairly complex task to do so. Remember: REGS is modular. Version: 1.3 Description: Adds a mostly Dunmer village to the snowy mountains that lie south of Falkreath. 1.1 Description; Adds a book store in Solitude. The Dawn of Skyrim LITE plugin can also be installed; if this plugin is installed the BSA from the main file in Dawn of Skyrim is also needed. Files: Gray Fox Flora Overhaul (version 1.2), Gray Fox Flora Overhaul (version 1.2), Gray Fox Flora Overhaul - Director's Cut Edition Full (version 1.5) and Gray Cowl Compatibility Patch for Convenient Horses Installation: Install the Gray Fox Flora Overhaul (version 1.2) file with MO, and unpack the BSA when asked. The goal is to bring users a mod list which can be used permanently in all playthroughs. The fix for a dialog bug with Carlotta Valentina caused by this mod is found here Optionals: Dawnguard Meshes for Vampire NPCs, 3DNPC Winterhold Mods Compatibility Patch Installation: Install the 3DNPC v3.2 main file using the Fomod, and then install the 3DNPCs v3.31 Beta using its Fomod. It is not concerned with ICAIO compatibility and includes mods for locations that REGS excludes for ICAIO compatibility reasons. The following patches have been verified to be useful when using STEP Extended and REGS. Finally install Gray Cowl Compatibility Patch for Convenient Horses using Merge in MO to install to the same mod. 4.2.3 updates versions for mods and makes a few additions and corrections. SkyFalls and SkyMills[edit] STEP Author: SjoertJansen Version: 3.3.1 Notes: The installation is performed again to get the Falskaar and/or Wyrmstooth patches from this mod. Your reward for intervening in the war in heaven is a choice of 42 unique Destruction spells with scripted effects. The option is whether to use this mod and its CRF patch which removes all the changes to Thalmor HQ made by CRF. But legends tell of the existence of the Last Altar, seemingly untouched by the silent purge. Ensure that your current setup is running stable, whether it is STEP or your own custom mod list. REGS, like STEP, does not include an ENB and does not add parallax textures used by ENBs. SRLE Extended LOTD includes Ordinator - Perks of Skyrim which makes large changes to the Skyrim perk system, unlike STEP and REGS SRLE: Legacy of The Dragonborn Regtified This guide includes several of the key location mods like ETaC that are used in REGS. This mod adds a lighthouse located in the North-East of Windhelm. Investigate events at Stendarr's Chapel and explore the dark and dangerous undercroft, sewers and caves below. Special Instructions: Refer to the (Steam Installation Guide) quests [edit] WARNING: The mods listed in this section will affect some of the game's mechanics and might not always be compatible with some of the popular overhauls. However, there may be more at stake than it seems, and this criminal may be familiar..." The Gray Cowl of Nocturnal (edit) LOTD SSE Authors: MannyGT Version: 2.0 Description: For a long time no one claimed the Gray Cowl of Nocturnal. Since the installation and merge of the files for this mod is the most complicated part of the REGS installation, the instructions continue here. Edit the file as needed to make sure that Under the [General] section bAllowMultipleMasterLoads=1 is set Under the [Archive] section the SResourceArchiveList2 line should read SResourceArchiveList2 line should read SResourceArchiveList2=Skyrim - Shaders.bsa, Dawnguard.bsa, Dawngua notes before beginning: Read every sentence, even if you think it doesn't apply to you. It also improves the Snow in the wilderness. New Quests and Adventures[edit] Helgen Reborn[edit] LOTD LOTDR SSE Author: Mike Hancho
Version: 105.3 Description: Adds a new questline to rebuild Helgen. REGS has been made explicitly compatible (as much as possible) with - but not dependent on - the following mods: Unofficial Skyrim Legendary Edition Patch Immersive Citizens - AI Overhaul (ICAIO), especially the locations with full (green color code) or nearly full (light green color code) are nearly full (light green color code). spreadsheet. 4.2.4 adds back a download location for Dreadflopps patches. A lot of fixes. And the Realms of Daedra edit | Cleaning Author: ThirteenOranges Version: Latest Description: "In the early days of the First Era the Chimer warlord Ornarol made a pact with the Daedra before betraying them to his own ends. Notes: This mod is optional because it is very script intensive which may cause issues with less capable PCs. It is.compatibility with Immersive Citizens - AI Overhaul as long as it loads before ICAIO. Rumors and folktales tell of a great tragedy there many years ago, and the mysterious circumstancies surrounding it. The Notice Board Redefined - New Meshes and Textures[edit] Optional Author: fadingsignal Version: 1.0 Requirements: The Notice Board Description: Adds higher resolution real 3D paper and nail meshes, with all-new hi-res notes and wood textures to replace those in The Notice Board. Falskaar Wildlife add-on[edit] Optional LOTD Author: Dean Corso Version: 1.0 Requirements: Falskaar Description: This mod adds spawn points for passive animals ad predators throughout the island. Mod Installation[edit] Legend[edit] Optional A useful mod, but for various reasons not one that will be used by everyone. Specific patches included are: REGS Patch - 3DNPC.esp; this is the 4.04 version of the REGS Patch - 3DNPC.esp; it did not need any updates. If a delivery is needed, no longer will be be pulled from the ether like magic. Play the game. Installation: Download and install the EzEs -Colored Map Markers- for Atlas Map Markers v1.1 file.

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