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(Wizards are as brutal as guns) The ancient Ayleids were masters of magic and spells, and the daring adventurers found some of their incredible weapons and stacks soaked with powerful magicks in the ruins that dot Cyrodiil. And although many of the ancient towns have inhabitants in the form of bandits or the restless dead, there are still treasures to find. Although they can be guarded by more than just monsters. (Umbraco is said to have an extensive collection) Those who are brave enough, have been known to bring back these artifacts, and they can be seen in Guildhalls Fighters in all major cities. These weapons are also appreciated by Ayleid antique collectors. (Enchanted bows, enchanted arrows, dead enemies) The Ayleids were as profitem of arms as they were at magecraft, and they created a weapon suitable for any fighting style. Swords, daggers, mace, long arms, axes, bows and vicious arrows. It is even said that tips some of the deadly arrows, or so Pilins are called in Aleodoon, were set with fallen dark welyrind stone. But these elements are so rare that they are considered mythical. The weapons are heavy but worth their weight in gold against some of the deadly creatures that still live in the shining halls of The Heartland High Elves. Those with a sharp eye will find some of these items in the corners and crannies that many cannot access. Speed, magic and the ability to jump acrobatically in difficult places will be helpful to any collector. Oblivion Modding Guide Ahh. Oblivion, my favorite (and best) Game TES, I love you so much. My old 2015 modding guide for Oblivion can be found here, but this page is a new and improved version for the slightly more modern era! While I haven't rebuilt enough guide from the ground up, there are certainly enough new additions and modifications to officially mandate me to interrupt the old one. Also, the 69 steps were fun in 2015, but became more arbitrary as time went on, because we now have over 61 steps. Before we go any further, I know that I have selected all my very meticulous mods. While I don't mind getting suggestions on things to add, I won't pay much attention to being offered alternatives that I've researched well, tested, and turned out to be much worse than what I use. The specific reasoning for most of my mod choices can be found on the Oblivion Mod FAQ page. Also, please note that while this is definitely a guide that can be used by anyone, including modding beginners, you might be spoiled on most aspects of the game if you haven't played it before, but this guide assumes you have. If you are completely new to Oblivion (or even the TES series, in we recommend starting completely vanilla with no mods at all other than perhaps a few essential patches would be unofficial patches, if you feel adventurous, and after Through the game for your satisfaction (you don't have to 100% it, just finish the main search and all the guild questlines) you can then follow the guide. I would like to start by saying that users who want to mod Oblivion must be very careful because it is a whimsical beast and certainly much harder to mod than Skyrim and most other Bethesda games. The main reason for this is because Oblivion mods must be installed in order, so certain aspects of them override each other in ways that do not break the game and mods entirely, therefore the numbered steps, if you want everything to play nictogether. It took many hours of troubleshooting and reading comments and bug reports to finally land on a service installation command, so just ignore these instructions at your own risk. As with any other game guide on my site, I know that this is a comprehensive modding guide, which means that we will approach almost every category of content with as many mods as necessary, while minimizing hiccups and conflicts. We'll be strengthening gameplay, graphics, quests, immersion, stability, and much, much more – all while maintaining lore-friendship throughout the process. Purchasing Oblivion It is not difficult to get a copy of Oblivion nowadays, but what you want is the Game of the Year Edition Deluxe, which contains all released DLCs and expansions for the game. You can find Steam here. I personally recommend not to buy the game on Steam, simply because steam overlap can range from annoying interfering with, to catastrophic destruction, some aspects of the game. This usually only happens with certain ways, none of which are in my guide as far as I know, but if you are adamant about using steam then be sure to disable the overlap for Oblivion in particular. Also, apparently using ingame console developer will disable steam achievements for this session, but for Bethesda games it is almost essential to use it periodically to get yourself unstuck/fix a quest/etc problem, so you just wouldn't worry about achievements. For Steam users, see the very bottom of the guide for useful tricks. I ended up not playing the game on Steam? It's a secret! DLCs There are a total of 10 official DLCs that have been made for Oblivion. We'll only be using 8, leaving both (infamous) Horse Armor and Den Thieves alone. While you can use all this without any conflict with other ways, we recommend you leave out said 2 mods for several reasons. Be sure to select what you want during the installation of the game. Only the two extensions The Knights of the Nine and the Shivering Islands are truly necessary. As for why we prefer some of the lower DLCs than others, please refer to the Oblivion Mod FAQ page. System Requirements As a disclaimer, fully modded setup will require a decent mid-range PC for the game. Many of the mods have options to tweak performance where within the recommended specifications. My PC is from 2012, and runs fully modded decently configuration well at usually a solid 40-50fps in most situations, and in heavy outdoor environments I tend to get 20-30fps. My specifications are: Windows 7 64-bit, i5 3570 @ 3.4GHz, 8GB RAM, and a single GTX 760. I also play and mods installed on an SSD instead of an HDD for better charging times, they are always lightning-fast and take about 5 seconds at most. Speaking of storage devices, the fully modded game takes up ~30GB of space (not including essential backups!) so make sure you have disk space. An update: From September 2020, I received a new computer with the following specs: Windows 10 Pro 64-bit, 17-9700 @ 3.0GHz, 16GB RAM, and an RTX 2060 SUPER. I reinstalled the whole game and all the same mods on an SSD exactly the same as I did for the old computer, and the difference in performance is surprisingly not that great. The game seems to stutter a lot less and crash so little less often, but even with my better framerate hardware is just marginally improved. It's probably because there's a limit to how good performance you can get on a powerful 32-bit modded game from 2006, so don't be discouraged if you don't even have a mid-range computer from 2012. Following the Guide + Modding Best Practices Guide is separated into numbered steps, most of which require only one way to be installed at a time, but some steps have several ways in them instead. Mods are first fully named, then, if necessary, with a short abbreviated form that will be mentioned to them later. Example: Oscuro's Oblivion Recou review / OOO The name of each mod at each step will also double as a link to its download page. For Nexus mod pages, click the Files tab to see the downloads. You also need a Nexus account to download from the site. Unless otherwise mentioned in one step, download only the latest numbered version of the mod, which is usually at the top of the file list. Most mods change the same game files, and you will notify when you install them that they would like to overwrite something that is already there. This is intentional and we will take advantage of this with our specific steps, so always allow them to overwrite. Just start a new game to start playing after you've finished the entire guide. Also, never uninstall mods or install any new mods during a playthrough after a save has already been created. This should go without saying, but some people may not know that they can break the game. You can save a test character Now, but remember not to use it for general gameplay/editing in full once you've finished the guide. We recommend that you use the wamnetinexterior bun control console that will place your character in a large open area to run around and test mods as you install them. 0. After installing the game with the desired DLCs, launch once, so generate configuration files, and create a new save – this is known as an unmodified vanilla install. After each step, you must launch the game and upload a random save/start a new game to make sure that there are no obvious conflicts. The main reason to do this is to ensure the game even runs at all, so if it crashes at the launch, then you've done something wrong. I know it's boring, but going slow is the safest way to mode – imagine installing everything at once without checking if the game works, but then a broken configuration mode, but you don't know who did it, and therefore having to start all over again! Also note that you don't have to use the Download Manager Mode button when you download Nexus Modes because we won't be using Nexus Mod Manager/Vortex (see here why) – you need to download each mode manually. Be sure to neatly put them in a folder all together too. Backups After the game is originally installed, create a backup copy of the Oblivion installation directory (the one that contains the Game Data folder and .exe), as well as the Oblivion document folder located in /Documents/My Games/. It is essential to keep a fully unmodified game backup for several reasons, mainly because you can simply delete the installation and replace it with backup instead of having to wait for the game to be redownloaded and reinstalled in the case of the setup getting broken as it did for me.^( You'll also want to make another backup after you've finished the guide - it helps you have a modded backup if you decide to change the configuration and want to restore it. You may also want to compress backups with an archiving tool to save disk space. Let's jump in the water! Mode Types There are three types of mod files for Oblivion, and three ways to install them. There are OMOD-installed files and BAIN-installed files that are installed through their own programs thanks to having unique installation scripts that only said programs can use, and regular mode files that are manually installed by simply fixing them in either Oblivion/data folder or Oblivion Mods/Bash Installers folder. More information about OMOD/BAIN mods and their respective programs are below. For each step or mode in one step, you will notice what mode method needs to be installed with - OMOD, BAIN, or manually with Wrye Bash (see Step 3). Some manually installed mods don't just work in the Data folder; will see where else to place them when they appear. Essential Utilities Before we even start downloading mods, first we'll have a few utility programs. If you don't have a free archive extraction program, it would be winRAR or 7zip, download it now. 1. Oblivion Script Extender/OBSTE - TRUE Manual (Place the .zip content in the main Oblivion folder install, not the data folder). From now on, always launch the game game obse\_loader.exe. If you are using the Steam version of the game, read the readme file of .zip for other ways in which the game should be released instead. 2. Better Oblivion Sort Software / BOSS - Use the file boss\_installer.7z and run installer.exe, we recommend you install it at oblivion install folder in a new folder called something like Utilities. If somehow you don't know, this tool sorts the load order, which determines which mods the game tasks in order when released. If there are load order conflicts, the game will be affected in different ways; ranging from quests being broken to crashing automatically to launch, so BOSS will fix that. You must run BOSS each time a step past #6 is completed. 3. Wrye Bash / WB - Run installer.exe found in the archive. NOTE that if you already have WB installed for Skyrim, when launching its installation for Oblivion make sure to uncheck the box that says you will install for Skyrim too, or else you will overwrite the files that are already there for Skyrim. And of course, navigate the installer to the directory where you installed Oblivion to, WB is for ban installations, Bashed Patches, and almost any other way unless otherwise stated. Simply drop an archived .zip/rar/etc in your Oblivion Mods/Bash installers folder, click on the installers tab under the Wrye Bash program, and right-click install archive there. This is what you should do when a mod says to install it manually, unless it is mentioned otherwise. The reason to do this instead of actually manually placing files in the game's data folder is so that WB can easily remove them if necessary, and to perform something called Archive Invalidation, which is a problem of the Oblivion engine that causes the loaded texture mods not to be applied, but the WB does not archive automatic invalidation. When something says to install it TRUE Manual, then you must actually drop manually where it needs to go rather than use WB. Some ways ask you questions through a Wizard installation; if a mod has the Wizard option when you right-click it, make sure you select that instead - this is known as a BAIN installation. BAIN installation options are fully up to you, unless otherwise stated. In any page mode downloads section, always go for downloads tagged BAIN in order to install them properly via Wizard. Never use the 'Download with Manager' button, always place the downloaded archives in the 'WherehereyouinstalledWB/Oblivion Mods/Bash Installers' folder manually. Work on Bashed Patches makes exactly is combine all the different way changes that make changes to the leveled game lists (lists that the game uses to determine what enemies spawn, what items are found in the loot, and so on) to make sure that everything works well together. By default, one mode that changes leveled lists will overwrite the other according to the load order, so you won't see changes from both modes use a bashed patch. Many many mods change the leveled lists, so for a t.d.r: just be grateful that Wrye Bash exists. To use a bashed patch: You will notice a new mod/.esp file called Bashed Patch at the bottom of the upload command now under the WB's Mods tab. Right-click it, and then select Rebuild Correction and a new window will open. Make sure that on the left side of the window that Leveled Lists is checked on so if it isn't already - don't touch anything else if you don't know what you're doing. Then select the Generate Correction button and wait for it to finish. You did it! Don't forget to activate .esp of course. You must rebuild the bashed patch every time you complete a step past #6. 4. Oblivion Mod Manager /OBMM - Use the OBMM Extended file &data&g; - Setup and run installer.exe. OBMM is for OMOD installations. With OBMM, click the Create button, click Add Archive, and select .zip that you will turn into a .omod, select Yes if it prompts you to import omod conversion data, and click Create Omod. Activate mode when decompression is finished and will usually ask you additional questions, you can answer accordingly. The OMOD installation options are fully as good as not mentioned otherwise. Unless a mod also has a BAIN installation option, go for OMOD labeled downloads. Never use the 'Download with Manager' button, always place the manually downloaded archives. 5. TES4Edit - Place the contents of the archive in the Oblivion/Utilities folder that we made in Step 2. TES4Edit is for cleaning dirty mods, we will do this at the end. It can also be used to tweak the game/mods extensively if you are in that, but this is not recommended for most people. Dirty Edits are named as such because they are unnecessary changes made inadvertently by modders and can clutter up, slow down, or even catastrophically damage the game if they are not taken care of. You will be aware of which mods are dirty and those that are clean whenever you run BOSS. See the end of the guide for more information. NOTE that you should never clean a way if the mod author says not to on their mod page, even if there are dirty edits discovered by BOSS. The reason being that some mods intentionally make dirty edits in order to work properly, so be careful what clean. 6. Patch 4GB - Install it anywhere and run it when you need to use it. The 4GB patch allows the game to allocate more than the default amount of memory, and will improve performance + prevent crashing. Apply to 'obse\_loader.exe' and 'OblivionLauncher.exe'. Note that it seems that the GOG version of the game has patches applied to executables already, but it wouldn't hurt to apply again just in case it isn't, and you need to use it on obse\_loader.exe anyway. Recap: AFTER EVERY STEP: CHECK THE MOD PAGE (E) FOR DETAILED INSTALLATION INSTRUCTIONS ONLY IN WHICH, INSTALLED WITH THE NOTED PROGRAMME (E), A ALERG &lt;/data&g; &lt;/data&g; REBUILD PATCH BASHED, AND START THE GAME TO SEE WHERE IT IS EXECUTED! IF YOU HAVE AN ACCIDENT RIGHT AWAY, YOU DID SOMETHING WRONG! Modes 7. Unofficial Oblivion Patch / UOP - Unofficial Shivering Isles Patch / USIP - Unofficial Oblivion DLC Patches / UODLCP - Manual for All, Remember to do it through WB, see Step 3 Delete .esps patches for dLCS that are not installed or you will CTD when you launch the game (ignore this if you use all official DLCs). Also disalbe UOP Vampires Aging &amp; Face Fix.esp as we will be able to fix the said bug without using a slot.esp later. You should be around this point that you notice that some mods appear automatically as Mergeable when you try to rebuild patches. Follow this image in order to successfully merge them into patches - this is very handy because the games on this engine have a limit of 255 active .esp files at a time (the game will not launch with any more than that), but merging them into the patch allows you to use more than 255 mods enabled at a time! The image looks WB for Skyrim, but the same principle applies to Oblivion. While we don't come close to hitting the limit-esp in this guide, you'll still want to merge merge mergeable mods into patch Bashed in order to increase performance from having fewer plug-in files loaded, and also future-proof this loading order if you ever want to add more mods than what's listed in the guide. 8. The following OBSE Plugins (TRUE Manual, but NOT in the data folder, place their files in Oblivion / Data / OBSE / Plugins folder): a) Oblivion Stutter Remover / OSR - Open its .ini and change the value of bReplaceEnhanced to 1. b) Fleac - Open its .ini and change the value of PatchMusic to 0 (ini will not appear until the game is released after File.dll is installed). c) ConScribe d) MenuQue e) Enhanced Music and Control 2/EMC2 f) RuntimeEditor/DR/REID g) Elys Universal Silent Voice/h) AV Uncapper - Also comes with a .esp, but don't use it/activate it. i) Pluggy j) ShadeMe Enhanced k) EngineBugFixes i) New Vegas Anti Crash/NNVAC – Yes, it's for Fallout New Vegas, but it works for Oblivion too because of them using the same engine. m) WalkBones Diagonal Move n) Blockhead for steam users only, see the very bottom of the guide o) OneTweak – yes, it's for Skyrim, but it works for Oblivion too because of them using the same engine. 9. DarkUld DarN - OBMM, DarNifiedUI Config Addon - Manual, then AV Uncapper Fixed Settings - Manual There is a . OMOD darkUld DarN file already available for download, which you can use instead of manually turning the archive into a . OMOD. Place. OMOD in the 'Oblivion/OBMM/Mods' folder, OBMM, click Upload and find the file, select it, and then click Enable. Click Select Components, and see this picture for installation instructions. Select only the first sub-package on the Installer tab for AV Uncapper Settings Fix - click 10. QZ Easy Menus - Manual, and Display Stats - OMOD The only installation option for Display Stats is to select what UI mode you have installed. Obviously, select DarkUld DarN. 11. Enhanced Quick Keys and Quest Log Manager - OMOD for both Installation Options for Enhanced Quick Keys. I recommend defaults for each, and Read key bindings.ini file the first time. For the installation options of Quest Log Manager; obviously, UI mode is DarkUld DarN, and leave the other as the default. 12. Clean Up - OMOD, Floating Weapons Fix - Manual, and RefScope - OMOD Open kuerneeCleanUp.ini located in Oblivion/ Data/ini and change the set line kCUQuest.cleanArts to 0. It will avoid potential problems with actors labeled as Quest Items. 13. Atmospheric Dark UI Loading Screens – OMOD, and DarkUI Menu Video Landscapes Replacement – Manual Installation Options for Loading Screens are up to you, I prefer Random Quotes for Upload Text. The main video replacement menu is optional, I really like the way it looks. 14. Coroneras Maximum Compatibility Skeletons/CMCS, and BlockHead Animations Compilation – Manual for both Grab the main download and the NewIdleAnimations package for BlockHead Animations compilation. It's a very subtle change to most vanilla walking and idle animations by offering different breeds of personal touches, we recommend not straytoo far from what not to download any similar mods. 15. Unidirectional Attack, and Colored Enemy Health – Manual for both Unidirectional Attack is similar to Mortal Enemies for Skyrim. IE preventing tracking the egregious enemy during their attacks. Open .ini in Oblivion/Data/ini and change the line 'set UAQuest.UseOnPlayer' to 0. Colored Enemy Health is a surprisingly useful little way, not overlooked. 16. Expanded Greetings - OMOD, Dialogue Tweaks Sets and Restorations / DTRF - Manual, and Realistic Player Dialogue Revision / RPDO - Manual Open Ini for DTRF in Oblivion / Date / Ini and change the TresspassDialogRestore set line to 0, the rest of the options should be left as their defaults. 17. Put it in its place Enhanced Grabbing / PiIP - OMOD Open Enhanced Grabbin.ini in Oblivion / Date, and change the following lines: Set zPPPVarsQ.zToggleGrabAutoFinger to 0 Set zPPVarsQ.sGrabAnimIs to 0 Set zPPVarsQ.sSLaper to 0 Leave all other settings alone as default. 18. Qart's Texture Pack II Rezimed/QTP3 - OMOD, QTP/UOP Compatibility Patch - Manual, Bonnret's Texture Patch for Shivering Isles/BTE - Manual, and QTP3 Custom Road Texture - Manual It is normal that QTP3 takes about ~20 minutes to compress and convert into . OMOD format. See this picture for installation instructions for custom road QTP3. 19. New Shadows for Trees - Manual, Enhanced Vegetation - OMOD, and Improved Vegetation Darker - Manual Choose Only One Size of for improved vegetation. I recommend the version of high res. Then grab the archive of optional files and select one of the larger vegetation variants (we recommend 25% larger), and then select the version for a time scale of 30 (default game, which should not change). Get textures the same size for darker trunks that match the size you've chosen for the main enhanced vegetation textures. 20. Gecko's Ayleid Rules Textures, and Gecko Imperial Dungeons Textures - Manual for all three. Grab NO Parallax version of Ayleid Ruins textures, they will unfortunately mess with some graphics mod/texture other than alpha. 21. The following various texture mods (Manual for all but F and N): a) HIRex Dark Statues b) HIRex Daedric Shields c) STATUES HD d) Cathedral HD e) Improved Bone Skulls and Ironwork - Get non-OMOD version. f) High-Res Varla and Welynd Textures - See this image to install options. g) High Quality Carpets - Grab Shivering Isles Rug Alpha Fix as well. h) Improved fires and flames - Grab the non-OMOD performance version. i) Retextured road signs - Just grab the first main file. j) Touch Painters - Grab the bigger version. k) Enhanced Fruit Vegetables and Meat - Grab both the main file and the Update file. l) Retextured amulets m) Retextured rings n) Nightyeye Shader Replacement - OMOD. I recommend the edgedetect option, the rest are almost as bad as vanilla. If you're worried about performance, feel free to skip any of the high-resolution stuff. 22. Following various armor/mesh weapons and texture mods (Manual for all): a) Madness's Improved Army Compilation – Requires registration for TESalience to download. Grab the non-OMOD version and select these installation options. b) Madness's Ebony Sword Replacement – Quite optional, but it looks great and we use this in Skyrim too, I hate Ebony vanilla swords in both games. Manual go into optional archive folder, take Oblivion-style retexures, and use them to override EbonySword.dds and Scabbard.dds found in data/Textures/Madness/Arms/Ebony. c) Weapon Improvement Project /PN - Use PN .esp that comes with as well. d) AwesomeSauce Reflections Maps 23. Open Cities Classic/OCC - BAIN Select these options when installing Open Cities. 24. Unique Build/ UL Landscapes - OMOD or BAIN, up to you to simply select LFP when you install UL, you want all its additions. Do not select Complete However, you want individual .esps for compatibility's sake (some patches require individual UL modules as coordinators). It is NORMAL for UL and OCC to be incompatible with some seams and landscape at the moment. We'll do the patch in a bit. 25. Reconstructed Kvatch - Manual, Weather - All Natural - OMOD or BAIN, DOWNPOUR Rain Retexture - Manual, Falling Leaves - OMOD or BAIN or Manual, and Detailed Land / DT - OMOD Leave All AI options as defaults for installing All Natural. Select Large in DOWNPOUR subpackages. Falling Leaves is neat but inconsequential, skip if if you're worried about performance. select Yes during installation for the UL Lush Woodlands Patch. Get each DT file from the Files tab. Home Beta I OMOD, Shader Patch, Shivering Isles Texture Pack, and Unique Landscapes Texture Pack - 4 OMODs in total. 26. Immersive Interiors / I, Immersive Interiors Bravil and Leyawiin, Immersive Interiors Imperial City, and Immersive Interiors Landscape Addon - Manual for All Grab Open Cities Outer Districts Patches for Imperial City as well. I TRUE Manual for B and C): a) OOD - KotN b) OOD Misc Files - TRUE Manual, take xulPantherRiver/OOD Patch.esp from UL patches (separate) subfolder, and OOOExtended.esp from OOO Extended (No Real/SSO) subfolder and let it overwrite OOOExtended.esp from Step 33. 35. Common Oblivion /Cobl - OMOD Select these options when installing Cobl. Grab cobl cosmetic file resources as well. Install it manually, be sure to select THE FIRST and if you use Robert's Male Bodies sub-packages before installing. 36. Next player home mods (Manual for all except C): a) Chorrol Arborwatch House Basement b) Battlehorn Castle Modernized - Grab the cobl features the file for it as well. NOTE: You must disable 'DLCBattlehornCastle - Unofficial Patch.esp' if you get this, because most of the patch changes are embedded in it. c) Frostrac Reborn - Select only Core and Cobl Sub-package additions when installing it, Kvatch Reborn 3.0 automatically detects Frostrac Reborn and patches for it. This is a newer version of/isolated of this great old mode, which means you can use its unofficial patches.esp with it. They are all pretty much optional, depending on your tastes. I just really get the stress that Frostrac reborn gets for the amazingly long and beautiful search that comes with it. If you want, I also recommend the author for other house part mods, found here. The reason I use more DLCs and mods that all add/improve player homes is for the sake of the variety. I won't use the same house on every character I do (and neither should you), but I can still go through every search for their rewards - this is especially obvious with Frostrac Reborn and a few other great quest mods that come with their homes too. 37. Khagenris Death Quest / KDQ, Reclaiming Sanctre Tor / RST, and KDQ-RST Patch - Manual for all Grab all four main files for RST; Eyes, sounds, textures, and Esp. Use the separate UL version for the KDQ-RST patch. 38. Let people drink /LPD - OMOD, and Alternative Start Arrive with ship - Manual Select NO when asked to install for LPD, without shipping and aqueduct. Arriving with the ship is my favorite alternative startup mode. There are a few others that you could use instead, or just don't use one at all and just play vanilla intro. 39th Vampire Hunting - Order of Virtuous Blood, Dark Darkness Chronicles, and Mannimarco Revisited - Manual for all Grab each file for Mannimarco Revisited - including OOO patches and v11 patches that override the main .esp. Don't activate the Chest.esp Wardrobe, it's just for troubleshooting. You can delete the date/ Sound/Voice/Vampire Hunting - Order of Virtuos Blood.esp file. We already have Elys Universal Silent Voice OBSTE plugin, so ~700MB of silent voice files installed with mod are useless. NOTE: Mannimarco Revisited is not properly placed within the load command when running BOSS, both .esps must be placed manually below Oblivion\_Character\_Overhaul.esp or the meeting will be heavily bugged and not working. Don't worry about changes to the manual load command until the end of the guide. 40. Oblivion Uncut, Oblivion Uncut Compatibility Patches, Oblivion Uncut OOO Adaptation – Manual for All Oblivion Uncut Patches Compatibility, Just Grab Battlehorn Castle, UL Yews Ancient, UL Chorrol Hinterlands, and UL Entius Keys Patches. Select only separate UL versions for ancient Yews and Entius Keys patches, and disable better cities (BC6) Patch for Chorrol Hinterland because we don't use it. 41. Better Dungeons, Ayleid Steps, Lost Spires, and DarkUI Load Screens for Lost Spires – Manual for All Grab First Main File and BSA File for Better Dungeons. Lost Spires has a Nexus page where its patches can be found, but uses its own website to host downloads, so grab both the main download from its website and then the latest patches from Nexus. 42. Knights of Nine Revelation/KoNR, Imperial Dragon Armor Reforged, Knights of the New Revelation Continuation/KoNRC, and KoNtNR Ayleid Armor HGEC Conversion – Manual for all Grab the BAIN package for converting Ayleid Armor and select only hgec br cup sizesub-package you selected in Step 27 to match. 43. Ayleid Loot Extended / ALEX - OMOD, Treasure Chest - OMOD or BAIN, and immersive Portable Runes - Manual Select Yes that you use OOO when installing ALEX. Leave all options as their defaults when installing Treasure Chest. 44. Fighters Guild Quests / FGQ, Mages Guild Quests / MGQ, and Guild Advancement - Manual for all Grab Snowdale UL PATCHs and new roads and patch bridges for FGQ as well. Turn off the BGU Patch for Guild Advancement because we don't use it. 45. Moskar's Oblivion Recou revision / MOO - OMOD Select these options when installing MOO. It is also normal to take ~20 minutes to compress into an OMOD. MOO has a very big.ini detailing many options, we'll tweak it at the end. 46. Vanilla Combat Enhanced / VCE, Crossbows of Cyrodiil, and Shooting with Rebalance - Manual for all Do not get the Nehrim version for VCE, only the regular main version, and select these options when installing it. Cyrodiil crossbows do not come with animations suitable for the operation of crossbows So Skyrim gets a one-up over oblivion when it comes to crossbows. I'm still really fun to use, though. We'll do ini tweaking for VCE and Archery Rebalance at the end. 47. Bladsmans Better Birthsigns, Bladsmans New Birthsigns, Passive Skill Bonuses This step is quite optional. I feel that with my difficulty settings increased I need every advantage I can get. New Birthsigns bladesare definitely not lore-friendly, however it adds enough variety to the game that I feel that they are worth it to have. Just grab the OBSE-required Silent version of passive skill bonuses. NOTE: Passive skill bonuses are not correctly placed in the load order when running BOSS, .esp or must be placed manually above Patch.esp bashed. Don't worry about changes to the manual load command until the end of the guide. 48. Supreme Magicka / SM - OMOD or BAIN, More Effective Spells - OMOD, and Useful Orrery Buffs - Manual Select these options when you install SM. We will do .ini tweaking for it at the end. Useful Orrery Buffs is a small but useful little tweak to the higher powers you get at the end of the Orrery DLC quest, you can skip it if you don't care about them either way. I prefer the 10x Vanilla Enchantments option for more efficient enchantments. If you get any errors find that your weapons (i.e. custom-charmed ones) have very low uses and/or don't work at all, set the option to use the spell in to 1, which will give enchanted weapons the same number of uses as they charge fees. 49. Realistic Leveling/RL - OMOD, Basic Physical Activities - OMOD and A Champions Death - Manual When installing RL, select DarkUI Levelup Menu as interface mode, select Sleep or Verbose Leveling for a leveling mode, Medium(65) for Leveling Speed and Triple(15) for training sessions. 50. The following files from Open Cities Patches (Manual for All): a) COBL Baggage b) COBL Wells c) Dark Brotherhood Chronicles d) Frostrac Spire e) Knights of the Nine f) Kvatch Reconstructed g) The Lost Spires h) New Roads &amp; Bridges + UL Imperial Isla + Let the People Drink / LDP - OMOD, and Alternative Start Arrive with ship - Manual Select NO when asked to install for LPD, without shipping and aqueduct. Arriving with the ship is my favorite alternative startup mode. 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Lost Spires.esp - 165 ITM and and UDR records - Salmo Baker, Cobl.esp - 34 ITM records - Better Dungeons.esp - 5 ITM records - SM\_ShiveringsLes.esp - 1 ITM record Now we will start cleaning these plugins with TES4Edit. NOTE that you can only clean one plugin at a time, having more than one loaded at a time can cause cleaning to mess up or be incomplete. If the steps below are too overwhelming, then I recommend watching the excellent Start to Finish video guide by GamerPoets – I took these steps from following the video myself. For more information on how to clean up and the terms used within, read this article (it's for Skyrim, but this applies to Oblivion as well). a) Launch of TES4Edit. When the Master Selection/Plugin window appears, right-click the window, and then click Select Without so that everything is deselected. Check the box for the plugin you want to clean (start at the top of the list and work your way down for which plugins need cleaning) and it will load into TES4Edit. b) Right-click the uploaded plugin you want to clean. Click Apply the filter to clean up and wait for it to process. When it's over, right-click the plugin again and select Remove Identical to Master records. If a warning window appears, click Yes that you are absolutely sure that you know what you are doing. Now for most plugins, only identical to Master/ITM REGISTRATIONS need to be removed, but for those in the list above that sending deleted references, you need to also use The Undelete and Disable References/UDR option from the right click menu, so make sure you are aware of what exact parts of mods need cleaning. c) Mode is cleaned! Now you can close TES4Edit (click OK in the window that appears to make sure that cleaning is saved in the plugin) and start it again to start the cleaning process for the next mode in the list. Continue the process until you are finished and all listed modes are cleaned. 60. Ini Tweaking (Essential to prevent conflicts and accidents, and to increase stability): Here is a link to an archive that contains my edited .inis for the following: - Oblivion.ini, found in My Documents / My Games / Oblivion - Change W ISize and ISize H lines to reflect screen resolution if you do not use a 1920x1080 monitor. - ShadeMe Enhanced - Oblivion Stutter Remover - Fleac 61. Ini Tweaking (highly recommended for maximum fun, realism, immersion, and difficulty) Here is a link to an archive that contains my edited .inis for the following: - Basic Physical Activities - Enhanced - Maskar's Oblivion - Realistic Leveling Review - Supreme Magicka - Dialogue Tweaks Sets and Restorations - AV Uncapper - A Champion's Death - Oscuro's Oblivion Recoundere - Vanilla Enhanced Combat Instead of going into these .inis and trying to reduce the number of difficulty to reduce difficulty, I simply recommend lowering the difficulty slider of the game instead as I have optimized all this for more just difficulty, but it's up to you. I love a tough game! Now you're done modding Oblivion! Congratulations! Conclusion And with that, now you're ready to play! Please read below for some more information about the gameplay. After being mentioned before, you may also want to create another backup for the modded game. Best game practices and recommended controls Please read the Help Mode page for things would be recommended controls, new mod control reminders, and vanilla help notes/quest mode. Extra Notes/To-Do List/Help Wanted Nighteye Shader Replacement (Step 21n) This suddenly stopped working for me one day (shader nighteye returned to the default ugly blue oblivion one), but if this happened to you too I found a solution for it from a comment on the Modpage user Nexus Lordae. First download the file manually. -Pop it into the obmm/mods folder in the Oblivion directory. -Open OBMM and find Nighteye shader Replacement 1.1.1, right-click it, and select the extract in the folder. Extract it to a temporary folder of your choice. -Navigate to the folder where you extracted the mod. Inside the Nighteye Shader Replacement folder should be all nighteye effects with their respective names, choose the one you want, and rename it to NIGHTEYE00, and copy it over to the Data/Shader/OblivionReloaded/NightEye folder. Replace the old file. -Navigate to the Data/OBSESS/Plugins folder and edit the OblivionReloaded configuration file. Look for the NightEye setting under [Shaders] and change it from 0 to 1. This may or may not work depending on the Oblivion Reloaded version. For people with a new installation that follows the guide, please let me know if installing the replacer after or makes it work smoothly, and/or if doing the above editing fixes the problem where it happens to you. Quest Log Manager (Step 11) This mode suddenly stopped working for me one day (the Hidden Show button in the search menu simply stopped appearing). I'm not sure why this happened, but it could be because it was installed in an incorrect order with other ways that I'm not aware of. If this happened to you, I found what appears to be a fix from a comment on modpage user Nexus DuchessOfKvetch, which claims that adding the next line to mod's .ini makes it work: setmenufloatvalue map\_backgroundmap\_contents\_3\_4\_5map\_log\_windowmap\_log\_current\_hidden\_enableQLM 1023 1Take this fix with a grain of salt however, as I have not tried this myself and the apparent reason for the way does not work correctly is due to an incompatibility between it and a DarkUI Addon that I do not even use. For people with a new installation follow the guide, please let me know if installing Quest Log Manager after all the other UI modes makes it work smoothly, and/or if doing the editing above fixes the problem where it happens to you. Vanilla screenshot function (Printscreen key) This has not worked for me to redo this guide and reinstall game+mods in 2019. I'm not sure why this happened, and I made sure that the option in Oblivion.ini to allow the function is working correctly, but just doesn't want it to work. This may seem insignificant to most people, but only the vanilla screenshot function allows screenshotting of things like hud items, items in inventory, and NPC conversation subtitles, while the OR screenshot function automatically hides all those when used, so whenever I want to screenshot something like a conversation or cool item that I have from my inventory I am unable to do so. After doing some research, it seems that the vanilla screenshot function does not work with the HDR graphics setting enabled, but said the setting is required for the OR to work. The ability to use both the OR and vanilla screenshot function did the job once in a while when I did my first guide in 2015, so probably then or had a functionality different enough to allow both methods of screenshot. Other people have this problem nowadays as well, but unfortunately it doesn't seem to be a fix at the moment. If anyone discovers a solution to this, please let me know - it would be much appreciated! Steam Version Troubleshooting I received a message from the User Nexus Chaozrez, which kindly explained how they set some problems were with the steam version of the game: OBSE plugins do not work at all unless Steam is released as an Administrator. Make sure that Steam.exe and GameOverlayUI.exe (these can be found in Program Files (x86)/Steam/ by default) are set to run as an Administrator from their property menus and, of course, make sure you have sufficient access rights. The ONETweak OBSE plugin (see Step 8o) fixes Alt-Tabbing causing problems and crashing with Steam client overlap. Overlay.

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