

Onglet 1

Reign Of The Septims - 000 Edition

Welcome to the Oscuro's Edition of ROTS, the infamous guide that no-one wants to download!

Because many people around the place have been wanting something like this for some time, I figured it was about time something was done about it. This is a WIP as far as I'm concerned so feel free to tell us what's wrong with it or what's missing.

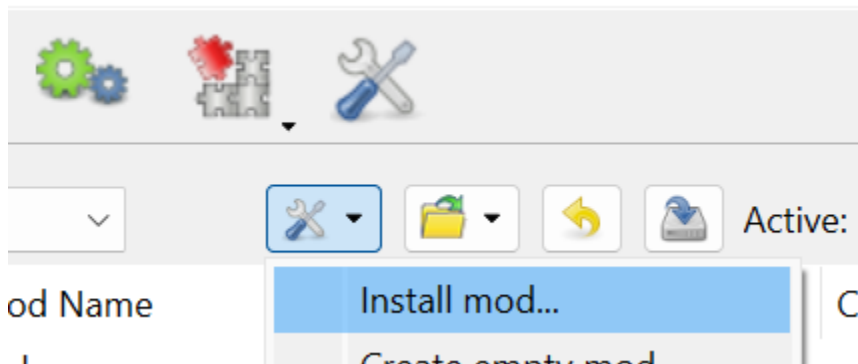
This edit includes most of the work originally made by Yinsolaya and others on discord, so credit goes to them. In order to make the edits stand out from the rest of the guide, I've currently decided to mark thoovedse additions in italics, exactly like what you're reading right now, so you know what's different!

Sections that have **green text** are mandatory to follow. This is to ensure a quality experience in case the user does not wish to use the full mod list. Users with low VRAM are advised to limit their use of high resolution texture packs. Low end PC users in general may wish to avoid generating LOD as well, due to performance concerns.

We also have a Discord server [here](#).

Note: Oscuro's *heavily* changes the gameplay experience and it's highly recommended that you read the mod page if you aren't familiar with it – [You Have Been Warned!](#)

Note 2: After you are done with Setup and the Core mods, if a mod mentions being “manually installed” you will want to do it through MO2



Requirements

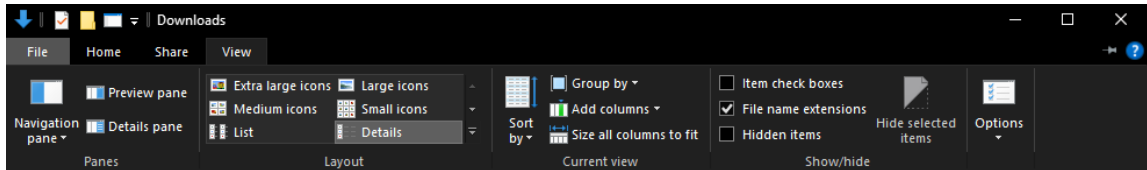
- A copy of the game with all DLCs from either [Steam](#) or [GOG](#).
 - The Microsoft Store version is not supported.
- Approximately 70 GBs of free space.
- Windows 10 or higher (64-bit).
- A text editor ([Notepad++](#) is recommended, but the default Windows notepad will work).
- An archiving tool ([7-Zip](#) is recommended).
- The latest GPU drivers (either [NVIDIA](#), [AMD](#) or [Intel](#)).
- An account on [Nexus Mods](#) and [AFK Mods](#).

Setup

Enabling File Extensions

By default, the File Explorer will not show visible file extensions (such as .exe, .ini, .esp). File extensions being visible are necessary when going through the guide.

1. Open File Explorer.
2. Select the **View** tab at the top. (Windows 11 users will need to go to the **Show** section afterwards).
3. Enable **File name extensions**.



Key Terminology

There are two folders that will be referred to in the guide often:

- **Root** folder: Where the game is installed.
 - For Steam: `Steam\steamapps\common\Oblivion`
 - For GOG: `GOG Galaxy\Games\Oblivion` (unless you manually changed the installation path).
- **Data** folder: Where all of the game's assets are located.
 - For Steam: `Steam\steamapps\common\Oblivion\Data`
 - For GOG: `GOG Galaxy\Games\Oblivion\Data`

Install Location

A clean installation is recommended to make sure the game is installed in a safe location. Here is what must be done:

1. **Avoid any default Windows folders:** Examples would be `C:\Program Files`, `C:\Program Files x86`, your Desktop, or your Documents folders.
2. **It is recommended to use an SSD:** Having Oblivion on an SSD will decrease stutter and improve loading times.

Uninstalling the Game

Skip this and the following section if you have not installed Oblivion yet.

Steam

1. Go to the Steam **Library**, and find **The Elder Scrolls: Oblivion**.
2. Right-click ->Manage ->Uninstall
3. Navigate to **Steam\steamapps\common** and, if present, delete the **Oblivion** folder.
4. Navigate to **Documents\My Games\Oblivion** and delete all INI files inside it.

GOG

1. Go to the Installed tab, and find **The Elder Scrolls: Oblivion - Game Of the Year Edition Deluxe**.
2. Right-click ->Manage installation ->Uninstall

Installing the Game

After the uninstall is complete, proceed with reinstalling Oblivion.

Steam

1. Go to the Steam **Library**, and find **The Elder Scrolls: Oblivion**.
2. Right-click ->Manage ->Install

GOG

1. Go to the Installed tab, and find **The Elder Scrolls: Oblivion - Game Of the Year Edition Deluxe**.
2. Right-click ->Manage installation ->Install

Fresh INI File Generation

Generating INI files is needed to generate registry keys, and to prevent issues from running the game altogether.

1. Run the game from Steam, GOG Galaxy, or through OblivionLauncher.exe.
2. Click OK to both pop-ups that say **Detecting Video Hardware**.
3. If there aren't any pop-ups, navigate to Documents\My Games\Oblivion and delete the **Oblivion.ini**, then try again.

4. Select **Options**, then select the **Ultra High** preset.
5. Set the Resolution to your monitor's maximum resolution.
6. Select **Windowed** mode.
7. Click OK.
8. Click **Play** to launch Oblivion.
9. Immediately exit the game.

Ini Tweaks

The following tweak will be necessary to prevent issues with certain mods in the guide:

1. Navigate to the **Documents\My Games\Oblivion** folder.
2. Open the **Oblivion.ini** and set the following ini suggestions:
[General]
bBorderRegionsEnabled=0

Mod Manager

Why **Mod Organizer 2**:

- User-friendly interface
- known to many modders from Skyrim/FNV/FO4
- more straightforward downloading of mods, as you can use MO2 as a download manager and download mods directly to the manager
- easier to disable mods if needed

Mod Organizer 2

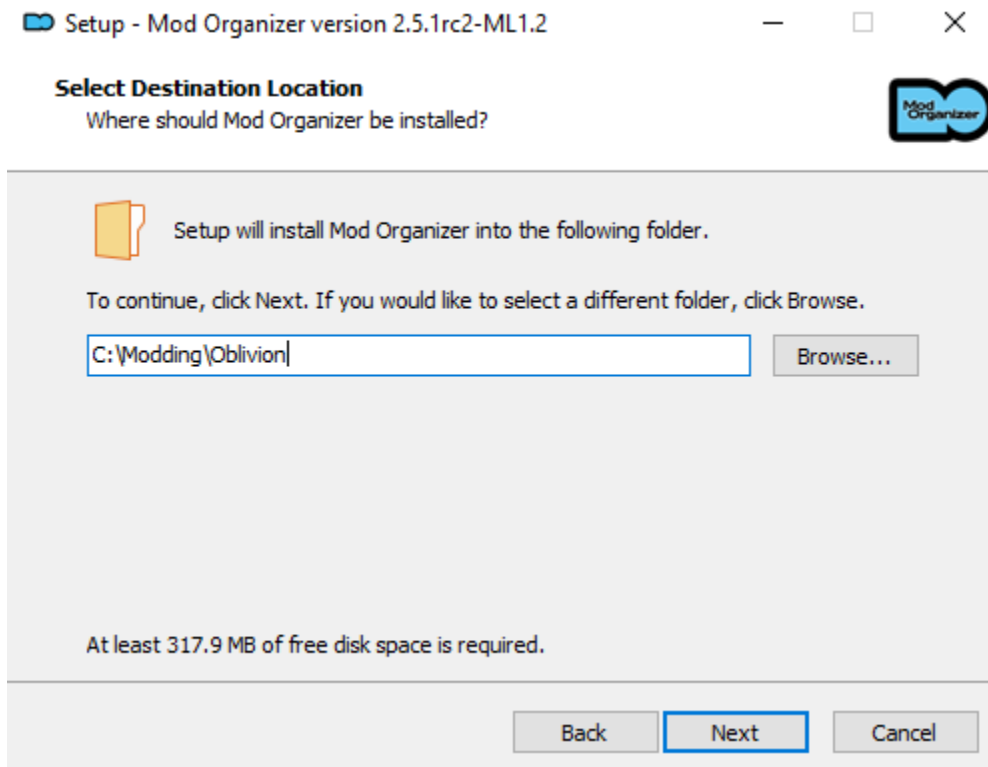
Download MO2 from [here](#).

Installing Mod Organizer 2

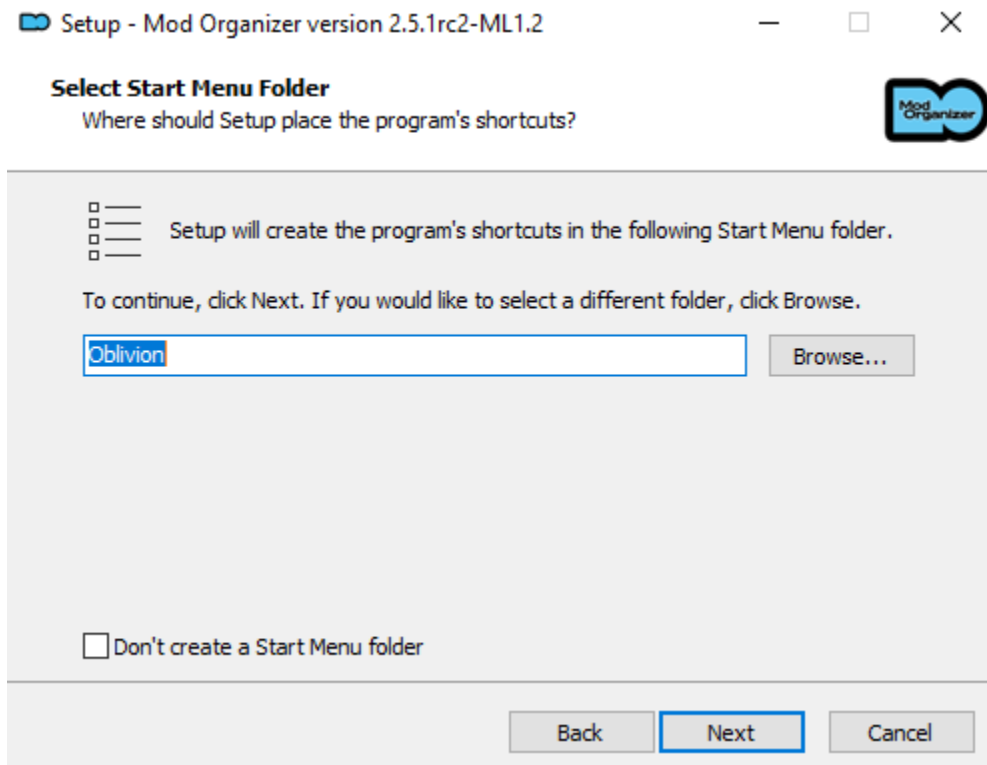
To install Mod Organizer 2:

1. Extract the executable from the archive.
2. Run the executable to install.
3. Accept the license, click Next.

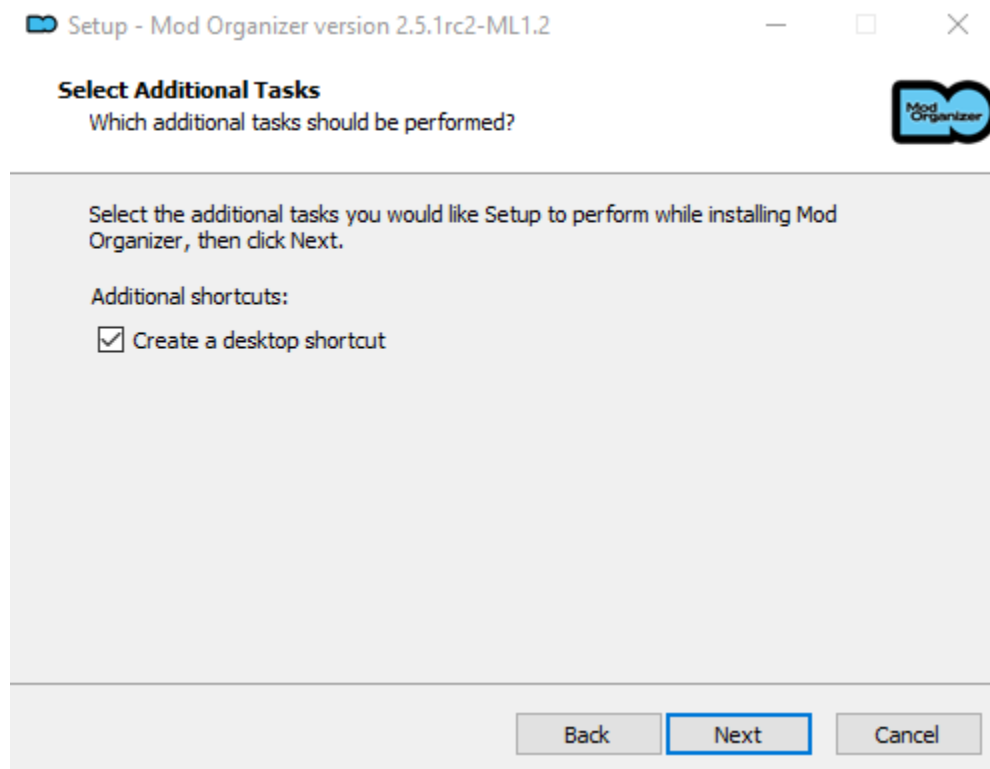
4. When asked about the install location, change **MO2** to **Oblivion** and click Next.



5. On the install components page, use defaults.
6. When asked about the Start Menu folder, change the name to Oblivion and click Next.



7. Make sure **Create a desktop shortcut** is selected.



8. Launch Mod Organizer 2.

Mod Organizer 2 Setup

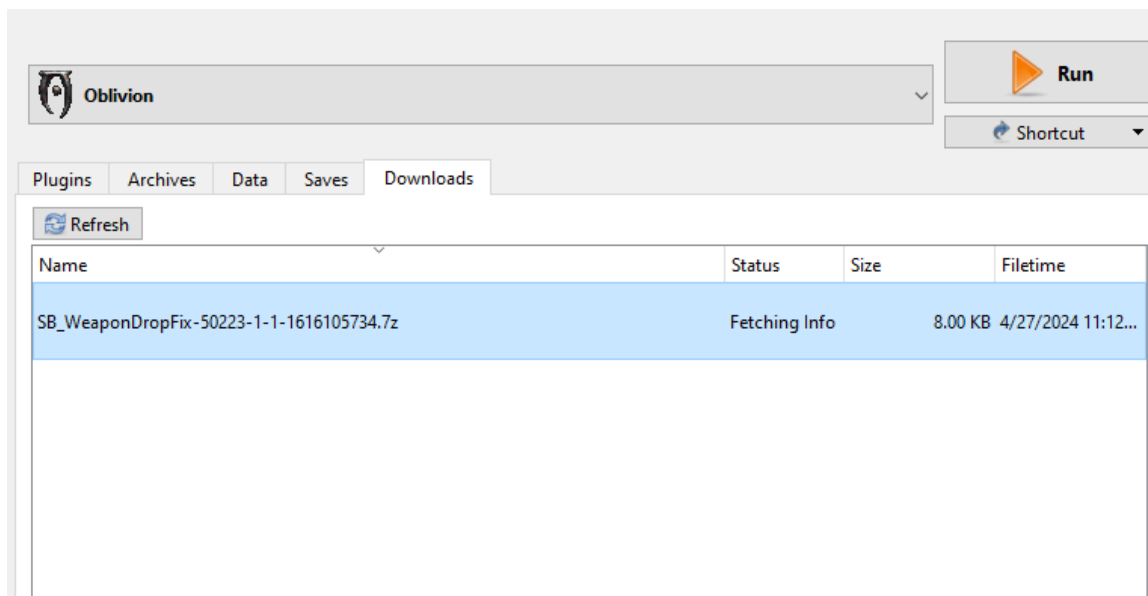
For MO2 to be run optimally for Oblivion, use the following steps:

1. Make sure **Create a portable instance** is selected.
2. Select **Oblivion**.
3. Make sure both profile-specific options are disabled.
4. Keep the default **Location** path.
5. When prompted to associate MO2 with your Nexus account, click **Connect to Nexus**.
6. When prompted with **Mod Organizer 2 would like to access your Nexus Mods account** through your browser, click on **Authorise**.
7. On the last page, select **Finish**.
8. When prompted to associate MO2 with nxm links, click **Yes**.

Mod Installation

To install mods with Mod Organizer 2:

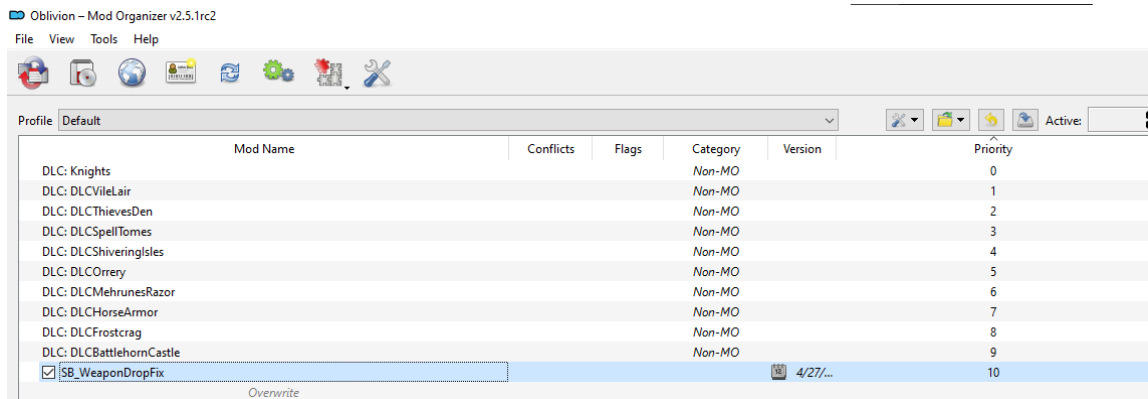
1. In the right pane, double-click on the archive in the **Downloads** tab. This is useful when using the **Mod Manager Download** button on the Nexus.



2. Click the icon with the disc on the upper left window and select your desired archive. This is useful when needing to use the Manual Download button on Nexus or on sites that don't support mod manager downloads.

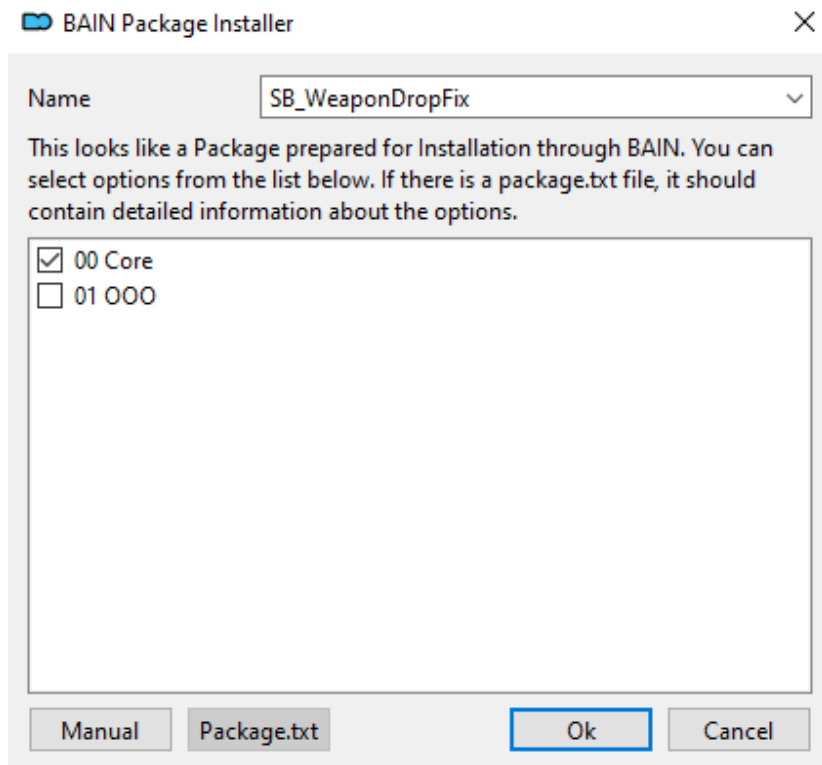


3. In the left pane, make sure the mod is checked.



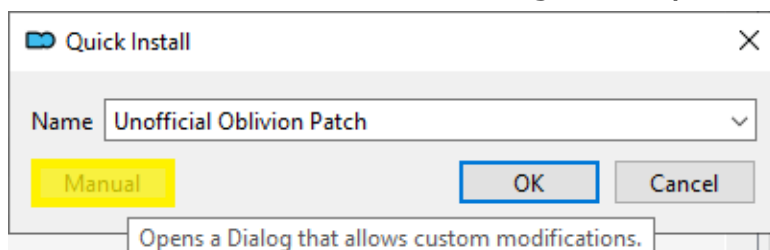
BAIN Installers and MO2

Several Oblivion mods are in BAIN. They will either be in **BAIN Package Installers** or **BAIN Wizard Installers** (with some exceptions due to compatibility issues with BAIN packages). Ignore any requirements warnings that are contained in some **BAIN Wizard Installers**, they are inaccurate.



Manual Button

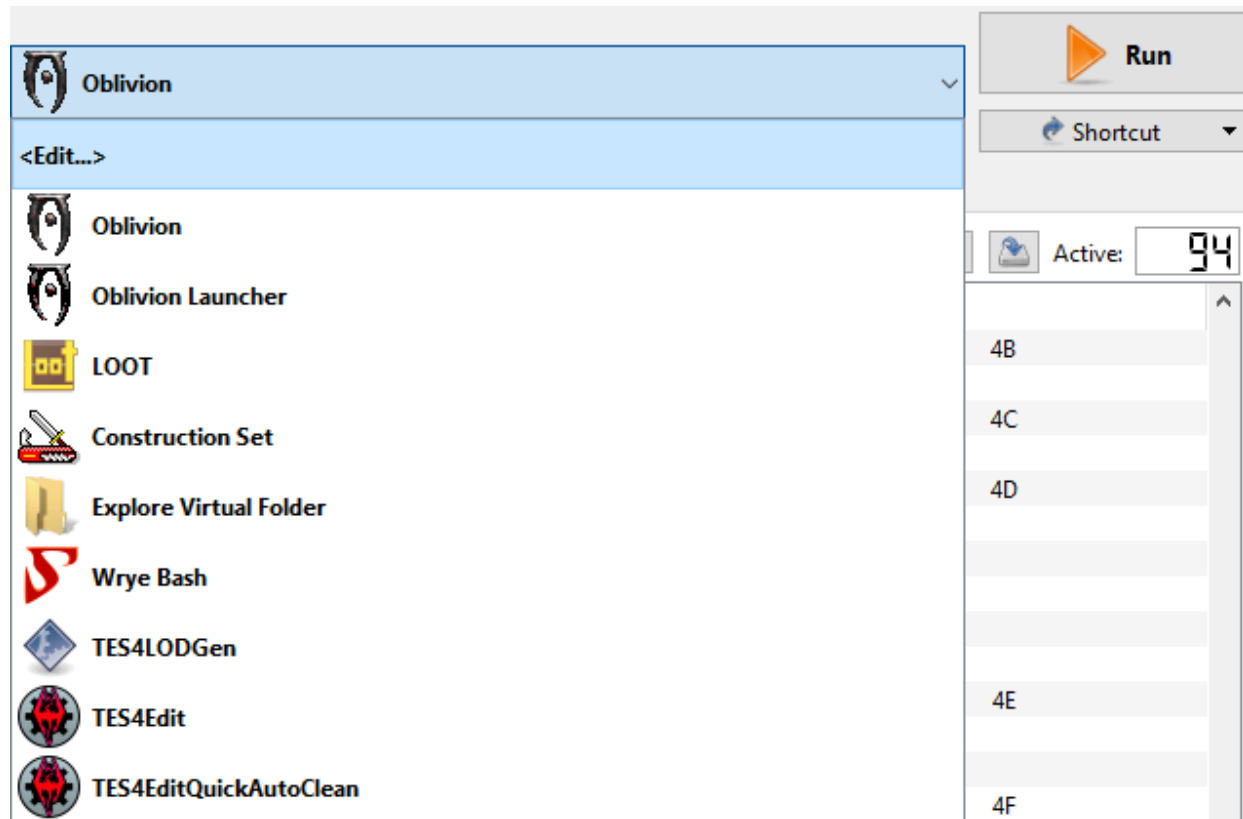
When installing certain mods, you may need to choose the **Manual** option. It grants you control over which files are installed and how they are installed. An **Install Mods** window will then appear when the button is selected. Do not use unless the guide says so.



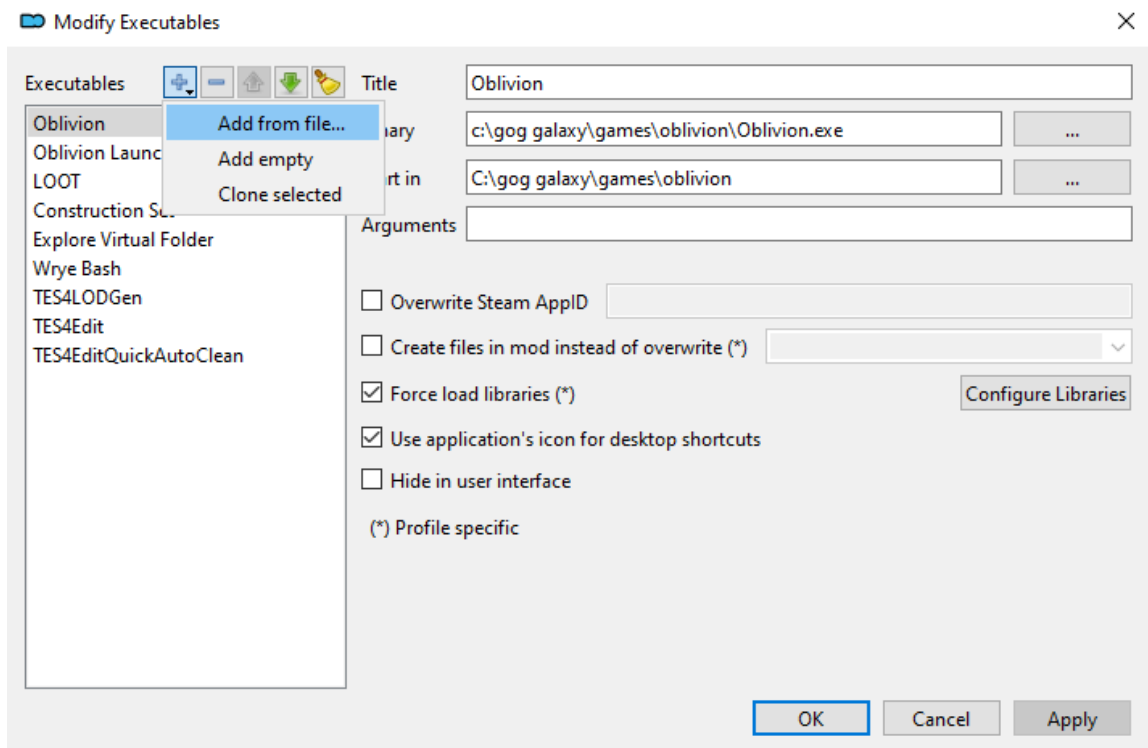
Registering Tools

In order for MO2 to properly detect certain tools, they will need to be added as executables in MO2:

1. Open the dropdown box in the upper right, which is just left of the **Run** button.
2. Click **<Edit...>** and a new window should open.



3. Add a tool by clicking the **+** icon.



4. Select **Add from file** and find the main executable/launcher of the tool you wish to add.
5. Click Apply.

General Installation

Keep these steps in mind when downloading and installing anything from the guide past this point:

1. Individual mods in the guide that have no instructions underneath them are straightforward downloads and installs.
2. When multiple mod files are in the same mod page (most will be hosted on Nexus), there will be **Download Instructions** that look like this:
 - Files
 - Main Files
 - Update Files
 - Optional Files
 - Miscellaneous Files
3. When some setup is needed to get a mod or tool running, they will be referred to as **Installation Instructions**.

4. Use the **Mod Manager Download** button when possible.
5. Use the **Manual Download** button either when instructed to or when **Mod Manager Download** is not available.

Note:

Sometimes the MO2 download manager may hang. Just right-click, pause and resume. It will fix it.

Tools

[Wrye Bash](#)

This multipurpose utility will be primarily used for the purposes of utilizing its Bashed Patch feature at the end of the guide, as well as ini tweaking.

Installation Instructions

1. Run the executable to install.
2. Make sure that it is installed for Oblivion.
3. Add Wrye Bash as an executable (located in the **Oblivion\Mopy** folder).

[LOOT - Load Order Optimisation Tool](#)

This tool will provide well sorted mods regardless of how much is installed from the guide, as well as providing the relevant Bash Tags, which ensures that the Bashed Patch works correctly.

Installation Instructions

1. Run the executable to install.
2. Make sure the install path is set to its default (**C:\Program Files\LOOT** folder).
3. Add LOOT.exe as an executable (located in the **C:\Program Files\LOOT** folder).

[TES4Edit](#)

This tool gives the user options to clean mods, create manual patches, sort masters of plugins with incorrect masters order, etc.

Installation Instructions

1. Copy the contents of the **Tes4Edit 4.x.x** folder to the Oblivion root folder, so Oblivion.exe, TES4Edit.exe, and TES4EditQuickAutoClean.exe are in the same folder.
2. Add TES4Edit.exe and TES4EditQuickAutoClean.exe as an executable (located in the **Oblivion** root folder).

[DXVK](#)

Greatly improves Oblivion performance. Due to some hardware not being able to support it, it is optional. It can be safely removed at any time. **This must be manually downloaded.**

Download Instructions

- Download dxvk-gplasync-v2.5.3-1.zip

Installation Instructions

- Extract only **d3d9.dll** from the 7z into the Oblivion root folder. (Same as TES4Edit)

[4GB Ram Patcher](#)

Allows the game to use 4GBs of RAM. This significantly increases stability and reduces load times.

Only needed for the Steam version. This must be manually downloaded.

Installation Instructions

1. When the download is completed, extract the 4gb patch.exe into the Oblivion root folder.
2. Double-click to run it.
3. Select the Oblivion.exe.

[Oblivion BSA Decompressor](#)

Improves Oblivion performance.

Download Instructions

- Main Files - Oblivion BSA Decompressor

Installation Instructions

1. Extract the contents of the archive anywhere outside of the default Windows folders.
2. From the extracted archive, run Oblivion BSA Decompressor.exe.
3. Click **Decompress**, wait for the process to finish, then exit the program once finished.

[Oblivion Script Extender \(xOBSE\)](#)

This essential resource greatly increases the modding capabilities of the game, allowing for several engine fixes and other complex mods that would normally not be possible. **This must be manually downloaded.**

Installation Instructions

1. Extract the contents to the Oblivion root folder.
2. It should look like this:

Data	4/26/2024 11:59 AM	File folder	
Edit Scripts	1/19/2024 9:02 PM	File folder	
lex	1/8/2024 10:02 PM	File folder	
Mopy	4/26/2024 2:19 PM	File folder	
Themes	11/4/2023 2:09 AM	File folder	
atimgpud.dll	7/5/2017 5:53 AM	Application extension	40 KB
Bethesda.TXT	7/5/2017 5:53 AM	TXT File	1 KB
binkw32.dll	7/5/2017 5:53 AM	Application extension	331 KB
d3d9.dll	9/8/2023 3:02 PM	Application extension	1,878 KB
d3d9.pdb	9/8/2023 3:02 PM	PDB File	21,804 KB
dbghelp.dll	10/19/2016 4:16 PM	Application extension	1,227 KB
dxvk.conf	12/21/2023 11:32 AM	CONF File	15 KB
EULA.txt	1/8/2024 10:02 PM	TXT File	38 KB
GlobalInputMonitor.dll	8/22/2021 1:02 PM	Application extension	28 KB
gog.ico	1/27/2017 12:32 PM	Icon	68 KB
goggame-1458058109.dll	7/5/2017 5:53 AM	Application extension	312 KB
goggame-1458058109.hashdb	7/5/2017 5:54 AM	HASHDB File	5 KB
goggame-1458058109.ico	7/5/2017 5:55 AM	Icon	67 KB
goggame-1458058109.info	7/5/2017 5:54 AM	INFO File	2 KB
goggame-1458058109.script	7/5/2017 5:54 AM	SCRIPT File	2 KB
goglog.ini	1/8/2024 10:02 PM	INI File	1 KB
ICSharpCode.AvalonEdit.dll	7/20/2021 9:58 AM	Application extension	679 KB
Launch The Elder Scrolls IV - Oblivion	1/8/2024 10:02 PM	Shortcut	2 KB
LauncherMusic.wav	7/5/2017 5:53 AM	WAV Audio File (VLC)	7,597 KB
LICENSE.txt	6/11/2018 8:46 PM	TXT File	26 KB
manual.pdf	7/5/2017 5:53 AM	Firefox PDF Document	2,048 KB
ObjectListView.dll	7/20/2021 9:58 AM	Application extension	418 KB
Oblivion.exe	7/5/2017 5:53 AM	Application	7,373 KB
Oblivion_default.ini	7/5/2017 5:53 AM	INI File	13 KB
OblivionLauncher.exe	7/5/2017 5:53 AM	Application	1,624 KB
obse.pdb	6/15/2023 4:47 PM	PDB File	11,236 KB
obse_1_2_416.dll	6/15/2023 4:47 PM	Application extension	905 KB
obse_editor.pdb	6/15/2023 4:47 PM	PDB File	5,148 KB
obse_editor_1_2.dll	6/15/2023 4:47 PM	Application extension	328 KB
obse_loader.exe	6/15/2023 4:47 PM	Application	48 KB
obse_steam_loader.dll	6/15/2023 4:47 PM	Application extension	25 KB
obse_whatsnew.txt	6/15/2023 4:45 PM	TXT File	44 KB
README.txt	11/10/2021 5:51 AM	TXT File	4 KB
ssce5432.dll	7/5/2017 5:54 AM	Application extension	208 KB
support.ico	1/27/2017 12:32 PM	Icon	62 KB
TES4Edit.exe	11/10/2021 5:12 AM	Application	24,423 KB
TES4EditQuickAutoClean.exe	11/10/2021 5:12 AM	Application	24,423 KB

Framerate Limiters

Limiting the framerate has benefits such as improvements in frame pacing, as well as improved input latency by preventing the overworking of the GPU. This leads to an overall smoother experience.

Option #1 - RTSS

This is the recommended framerate limiter for most users.

Download RTSS [here](#).

Instructions

1. Open your System Tray and click on the RTSS icon to open it.
2. When the program window is opened, press the green **Add** button and select Oblivion.exe.
3. In **General properties** enable **Start With Windows**.
4. Set **Application Detection Level** to **Low**.
5. If your monitor supports VRR/FreeSync, set the **Framerate limit** at least to **3 frames below** the monitor's refresh rate. If it doesn't, set it at least **1 frame below** the monitor's refresh rate.
6. Enter settings using the **Setup** button and enable **Passive Waiting**.

Your configuration should look similar to this:

RivaTunerStatisticsServer properties



General Plugins User Interface

☒ Display integer framerate
☐ Display maximum frametime
☐ Enable frametime history overlay graph
-32 x -4

Frametime calculation point frame start
Peak framerate calculation mode average
Percentile calculation mode integral
Percentile buffer unlimited

Update checking properties

Check for available product updates never
☐ Check for available product beta versions
Check now

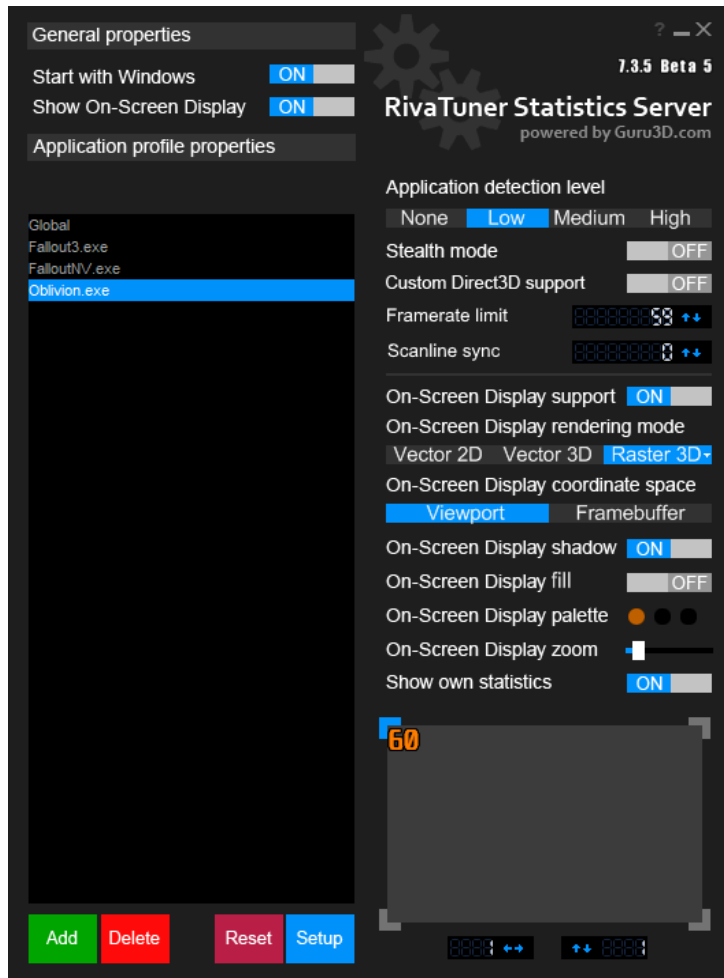
Compatibility properties

☐ Enable dedicated encoder server service 32-bit
☒ Enable 64-bit applications support service
☐ Enable benchmark mode
☒ Enable framerate limiter async
☒ Enable passive waiting

Injection properties

☐ Use Microsoft Detours API hooking
Injection delay (in milliseconds) 15000
Reset cache

OK Cancel Help



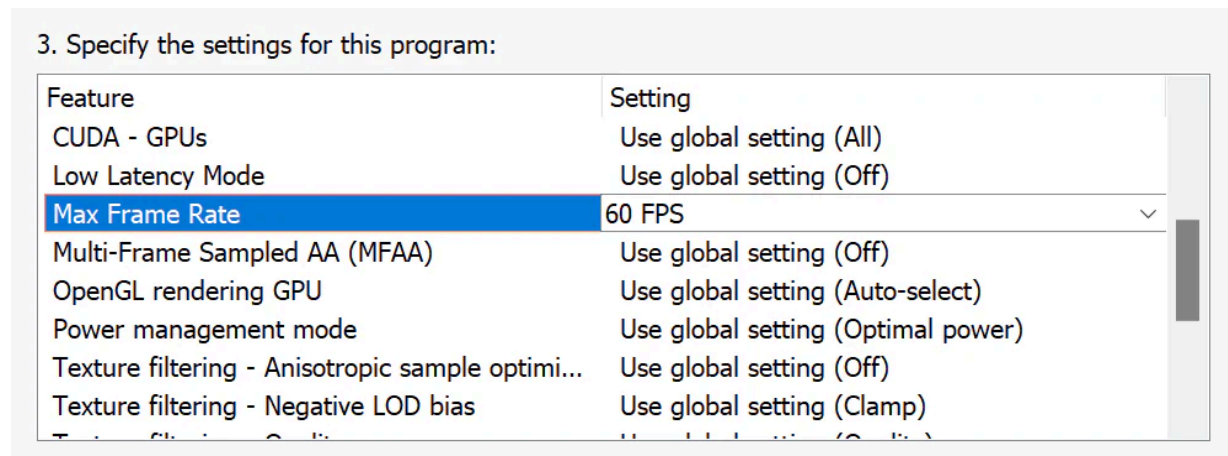
Option #2 - NVIDIA Control Panel

This is the recommended framerate limiter for NVIDIA users.

Instructions

1. Right-click on the desktop.
2. Click **NVIDIA Control Panel**.
3. Go to **Manage 3D Settings** in the top left.
4. Click on the **Program Settings** tab in the right panel.
5. Select Oblivion.exe. If it's not present, add it manually.
6. Scroll down to **Max Frame Rate**, click it.
7. If your monitor supports VRR/Gsync, set the **Framerate limit** at least to **3 frames below** the monitor's refresh rate. If it doesn't, set it at least **1 frame below** the monitor's refresh rate.
8. If you want to use VSync, enable it in the control panel.

Your configuration should look similar to this:



Mods

Core

Install everything through Mod Organizer 2 from here on out unless stated otherwise.

Create a separator by right-clicking the empty space in the left pane and hit **Create separator**, then name the separator "Core".

[Engine Bug Fixes](#)

Fixes several engine bugs.

[Blue's Engine Fixes](#)

Fixes a critical engine bug that resulted in memory corruption and crashes.

[AveSithis Engine Fixes](#)

Corrects some more bugs in the game engine.

[OBL Mod Limit Fix](#)

Fixes an engine bug that causes game breaking bugs the more esps/esms and BSAs that are in the data folder.

[Menu Alt-Tab Crash Fix](#)

Prevents crashes while attempting to alt-tab.

[Weapon Drop Fix](#)

Corrects an issue with dropped weapons from enemies being easily lost.

Download Instructions

- Main Files - SB_WeaponDropFix

[SkyBSA](#)

Fixes major issues with how the game handles BSAs, forcing its behavior to allow loose files to automatically overwrite files within BSAs, regardless of timestamps.

[Let People Speak - Voice Management Overhaul System](#)

Improves the efficiency of the voice management system, as well as a feature that accommodates mods that lack voice files.

[MenuQue - OBSE Plugin](#)

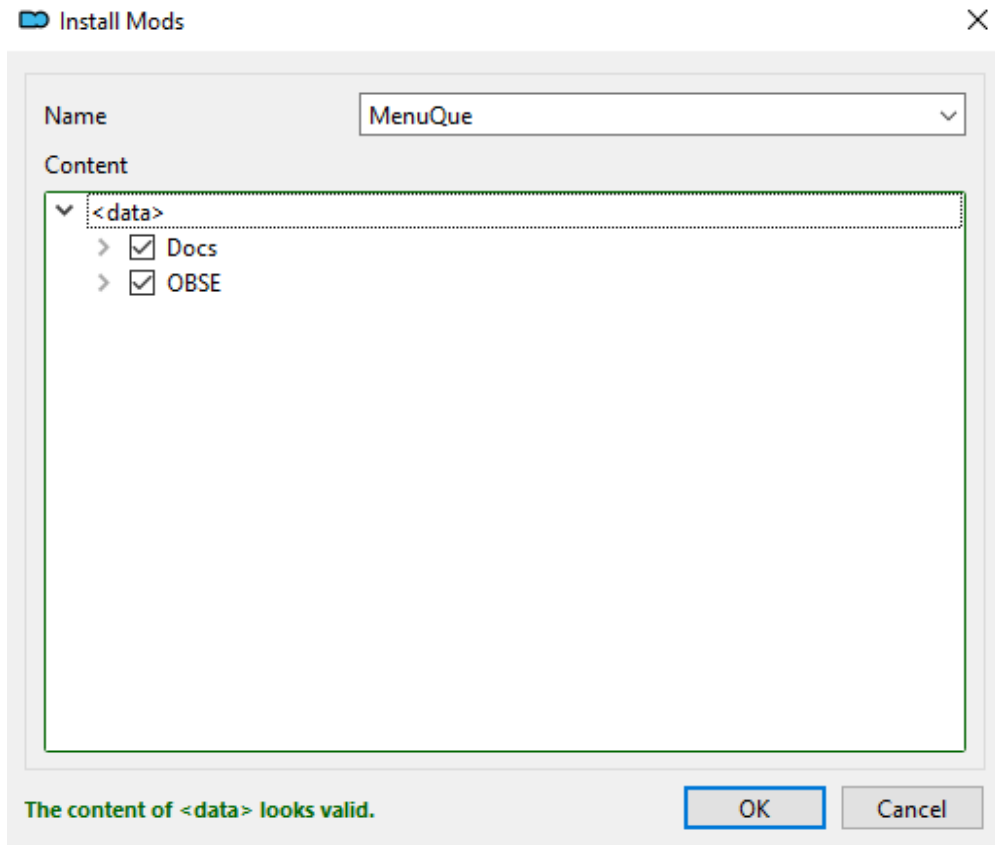
A hard requirement for the majority of UI mods.

Installation Instructions

- Main Files - MenuQue **v16b**

Installation Instructions

1. Select the manual button.
2. In the **Install Mods** window, right-click on the **Data** folder.
3. Select **Set as <data> directory**.
4. The expected result should look like this:



5. Click OK.

[AddActorValues](#)

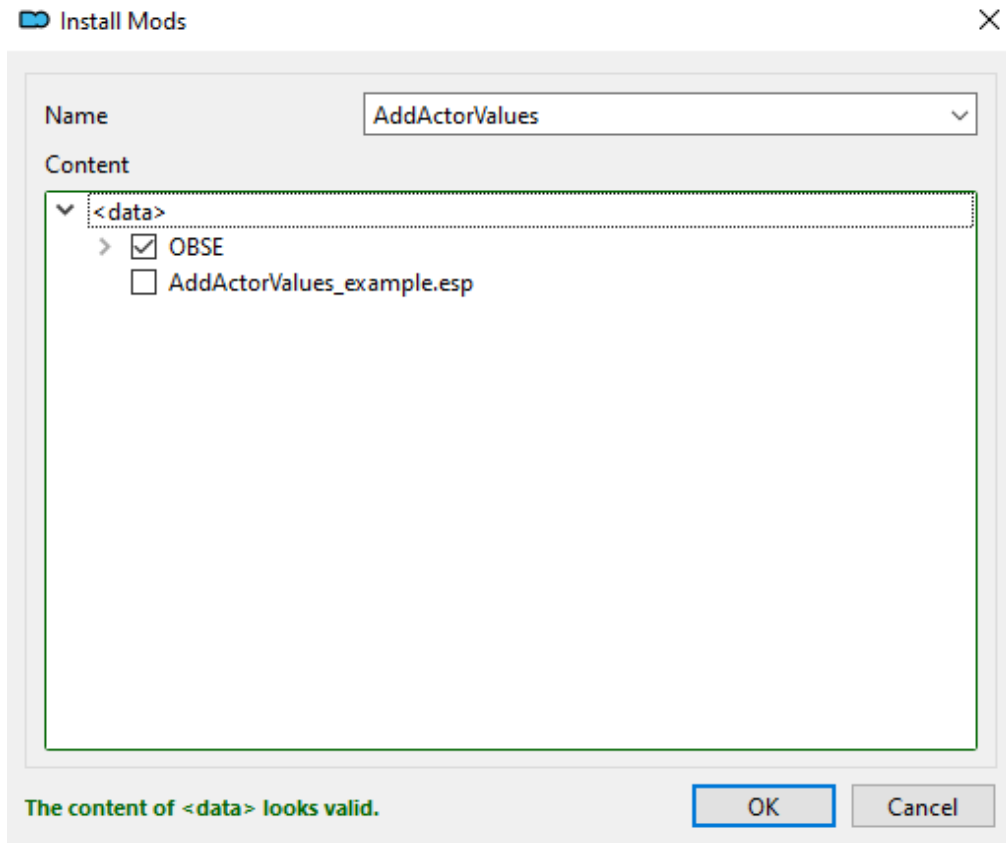
Adds additional script functions.

Download Instructions

- Main Files - AddActorValues

Installation Instructions

1. In the **Install Mods** window, double-click on the **Oblivion** folder.
2. Right-click on the **Data** folder.
3. Select **Set as <data> directory**.
4. Uncheck AddActorValues_example.esp
5. The expected result should look like this:



6. Click OK.

[Blockhead](#)

A powerful OBSE plugin that adds additional functions that allow for more complex changes to characters.

[Console Ignores Player](#)

Prevents potential issues when selecting your character while using the in-game console.

[Console Numpad Support \(OBSE\)](#)

Allows the use of numpad keys while using the in-game console.

Download Instructions

- Main Files - Console Numpad Support

[Console Paste Support](#)

Adds Ctrl+V as a hotkey to paste into the in-game console, as well as a few other helpful shortcuts.

[Faster Sleep Wait \(OBSE\)](#)

Speeds up the sleep and wait menus.

Download Instructions

- Main Files - Faster Sleep Wait

[List Missing Mods On Load](#)

Adds more detail on which mods are missing in a save.

Download Instructions

- Main Files - List Missing Mods On Load

[No Inventory On Alt-Tab](#)

Helps make alt-tabbing more seamless.

Download Instructions

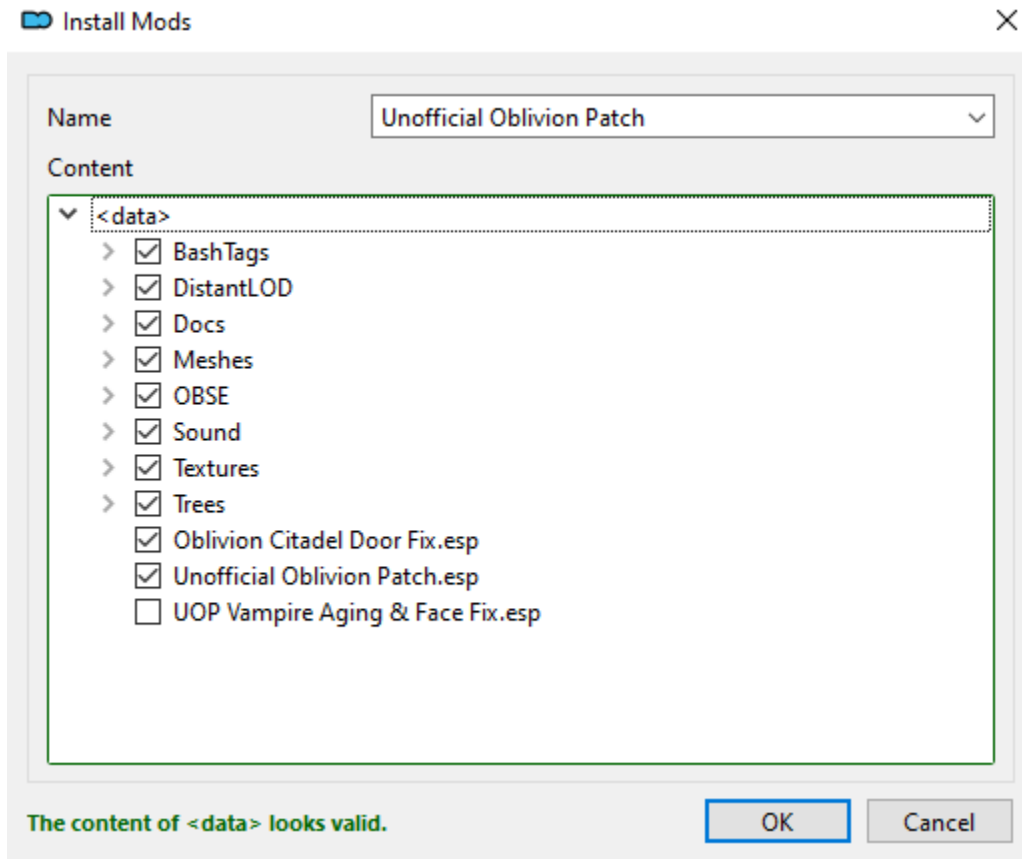
- Main Files - No Inventory On Alt-Tab

[Unofficial Oblivion Patch](#)

Fixes over 2,500 bugs (and 70,000 object placement errors).

Installation Instructions

1. Select the manual button and uncheck:
 - UOP Vampire Aging & Face Fix.esp (ORC already includes a fix)
2. The expected result should look like this:



3. Click OK.

[Unofficial Shivering Isles Patch](#)

Fixes a vast amount of bugs currently existing in the Shivering Isles expansion pack.

[Unofficial Oblivion DLC Patches](#)

Fixes several bugs in the DLCs.

[Migck's Miscellaneous fixes tweaks and additions](#)

Includes minor fixes and quality of life improvements.

[MigMaster Script Resources](#)

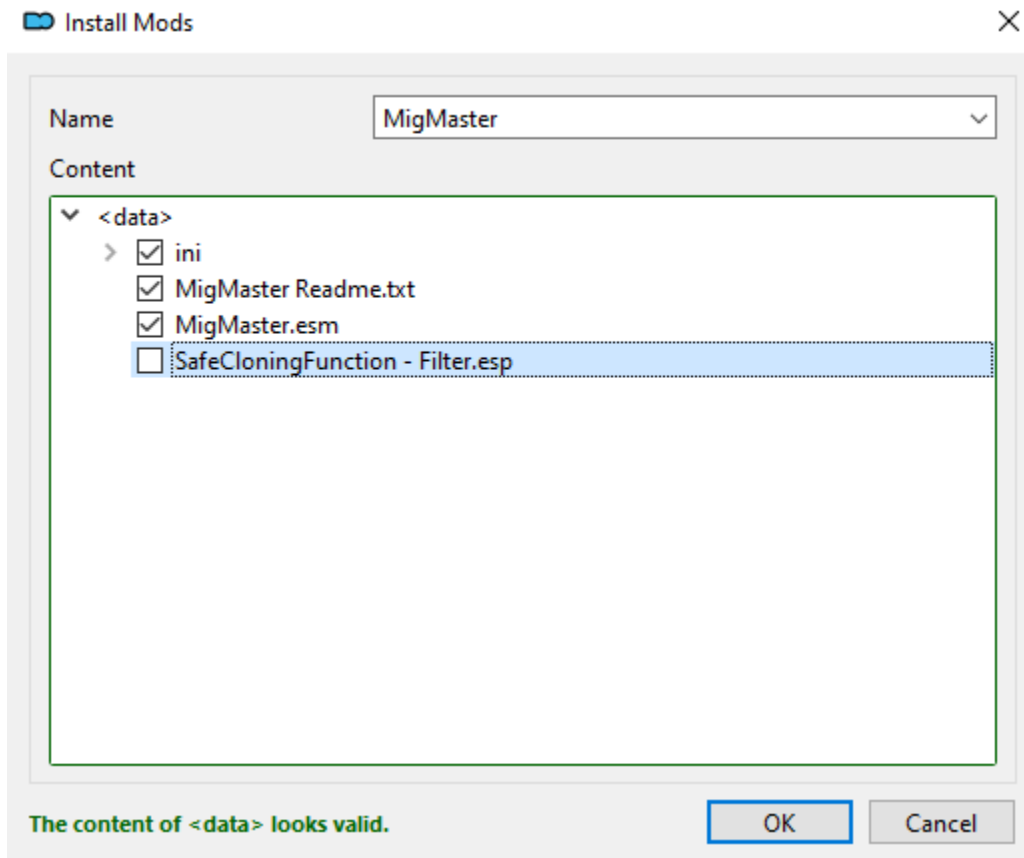
An addon to Migck Miscellaneous.

Download Instructions

- Main Files - MigMaster

Installation Instructions

1. Select the manual button and uncheck:
 - SafeCloningFunction - Filter.esp
2. The expected result should look like this:



3. Click OK.

[Simple Saves Plus](#)

Adds incremental saves.

[ConsoleCommands](#) - Manual Download and Install

Adds additional console and script commands to the game.

[RuntimeEditorIDs](#) - Manual Download and Install

Allows the use of "player.addItem lockpick 100" in the console.

[MessageLogger](#) - Manual Download and Install

A plugin for OBSE which logs error and warning messages from the game engine to help identify crashes.

[Crash Logger Improved](#)

Fork of Yvile's fork of Cobb's Crash Logger that provides (hopefully) more useful information such as specific game objects, classes, and forms loaded at the time of the crash.

[ConScribe](#) - Manual Download

Includes features such as console logging, and configuration exporting.

[Oblivion Display Tweaks](#)

Includes a micro stutter tick fix, as well as a borderless windowed feature.

[Oblivion Display Tweaks Ini Preset](#) - Manual Download

Disables a dysfunctional feature and enables borderless windowed mode.

[Oblivion Reloaded Combined\(ORC\)](#) - Manual Download

Greatly improves performance, improves general stability, prevents crashes when running high resolution texture packs, and provides enhanced shaders.

Download Instructions

- Main Files - ORC193

[Oblivion Reloaded Combined Ini Preset](#) - Manual Download

Sets Oblivion Reloaded Combined to its most basic settings, ensuring that any intrusive features are disabled. It also improves the general visuals, while remaining faithful to the vanilla look.

[Whiteflame fix](#)

Fixes a bug for Oblivion Reloaded Combined(ORC) users due to changes to the fog system.

[FormID Finder](#)

An extremely useful tool to troubleshoot in-game issues. Hold Alt + Right-Click on any object in game (incl. inventory and map markers) to identify the associated mod and access some relevant data.

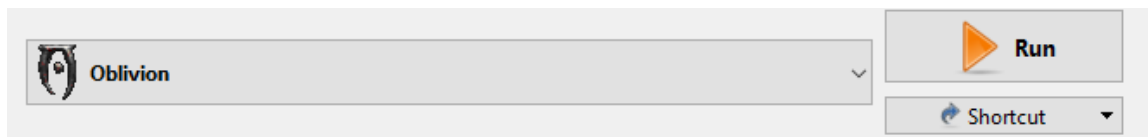
At this point, it is a good idea to activate all plugins (esps/esms), run LOOT, then launch the game and check if you can start a new game without issues.

LOOT Sorting Instructions

1. Launch LOOT by clicking the **Run** button for it.
2. Click on the **Update masterlist** button to receive the latest masterlist.
3. Click **Sort Plugins** whenever you make changes to your load order.
4. Click **Apply Sorted Load Order** after you have finished.

Launching the game

1. Click the **Run** button for Oblivion in MO2.



2. Start a new game.
3. Exit the game when you're finished.

User Interface

Create a new separator and name it "User Interface".

DarNified UI

Maintains the vanilla aesthetic, while properly porting the UI to the PC platform, and addressing various minor issues.

Download Instructions

- Main Files - [DarNified UI 132 7z Archive](#)
- Main Files - [DarNified UI 1.3.2 FOMOD Converter](#)

Installation Instructions

1. Extract the **DarNified UI 1.3.2 FOMOD Converter** to a location of your choosing. There will now be a **DarNified UI 132 FOMOD** folder.
2. Extract the contents of the **DarNified UI 132 7z Archive** to the **DarNified UI 132 FOMOD** folder.
 - Right-click on the **DarNified UI 132 FOMOD** folder.
 - Drag the cursor to **7-Zip**.
 - Drag and click **Add To Archive**.
 - Press **OK** on the new window.
3. Install the **DarNified UI 132 FOMOD** as normal.
4. In the FOMOD Installer:
 - Introduction: click Next.
 - Select Components: click Next.
 - Font Size: select **Large**.
 - Font1 Options: select **Default (Kingsthings)**.
 - Click Next.
 - Custom options: select **Classic Inventory** and **Colored Local Map**.
 - Click Install.
5. Open Wrye Bash through MO2 and go to the **INI Edits** tab.
6. Apply all related **DarNified UI** ini tweaks, EXCEPT **DarNifiedUI UI - Restore Vanilla Fonts [Oblivion].ini**.

- ☒ DarNified UI - Colored Local Map [Oblivion].ini
- ☒ DarNified UI - Default Font1 [Oblivion].ini
- ☒ DarNified UI - Fonts Large [Oblivion].ini
- ☐ DarNified UI - Restore Vanilla Fonts [Oblivion].ini
- ☒ DarNified UI - Standard Fonts [Oblivion].ini

UHD Fonts for Darnified UI

Ultra High-Resolution fonts for Darnified UI, rebuilt using the original source TrueType fonts in 4x the resolution provided with Darnified UI.

Download Instructions

- Optional Files - HD Fonts for Darnified UI

[DarNifiedUI Config Addon](#)

Allows you to save your in-game DarNified UI configuration settings.

[Colored World Map - Correct Cities](#)

Adds color to the Cyrodiil world map.

[nONatees colored Shivering Isles map](#)

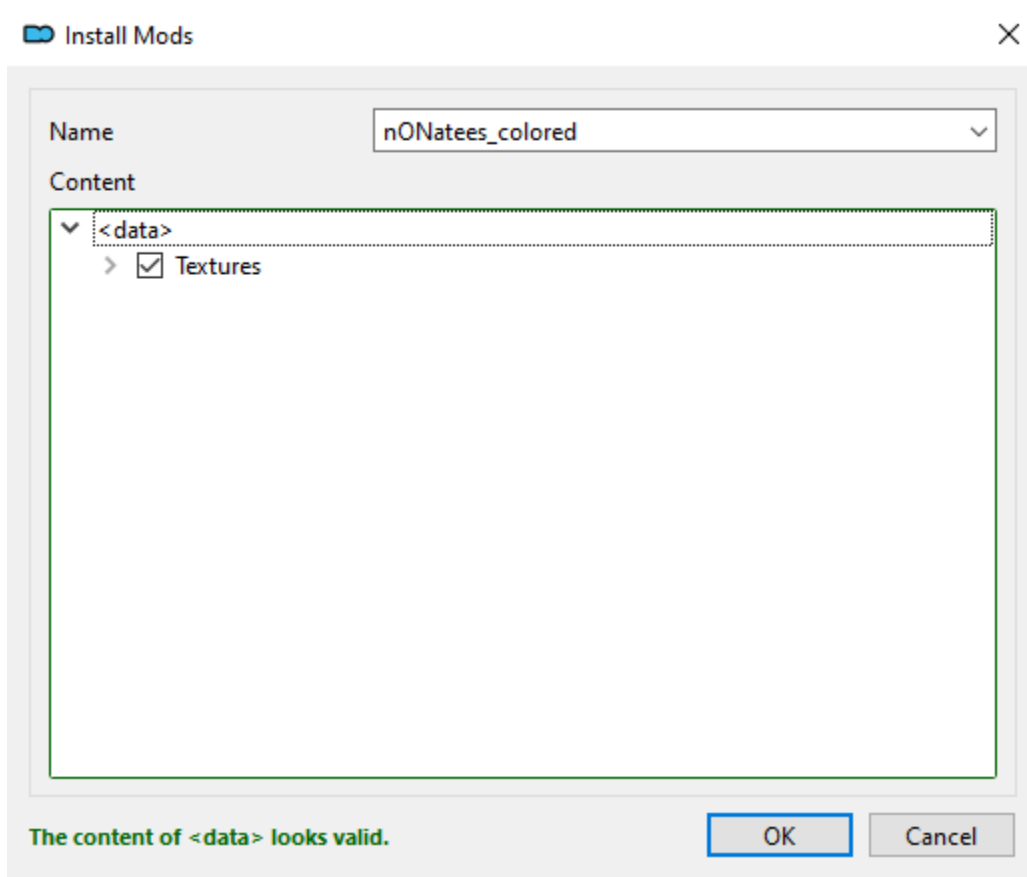
Adds color to the SI world map.

Download Instructions

- Main Files - nONatees_colored-SI-map-mod1.1.zip

Installation Instructions

1. In the **Install Mods** window, double-click on the **visually_divided** folder.
2. Right-click on the **Data** folder.
3. Select **Set as <data> directory**.
4. The expected result should look like this:



5. Click OK.

[NorthernUIAway Hi-Res Local Map](#)

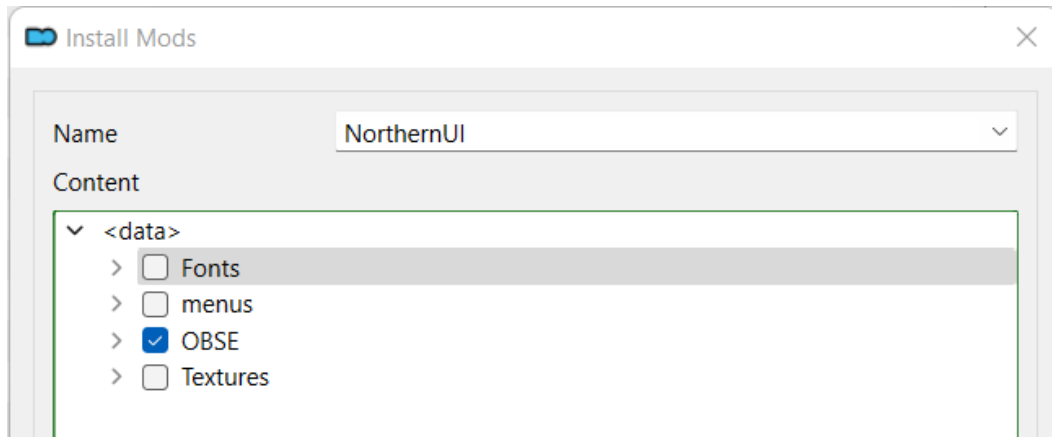
NorthernUIAway will be used for the HD Local Map feature.

Download Instructions

- Main Files - NorthernUIAway (Vanilla Style)

Installation Instructions

1. Select the manual button and uncheck:
 - Everything EXCEPT the **OBSE** folder.
2. The expected result should look like this:



3. Click OK.

[NorthernUIAway Ini Preset](#)

Enables only what is needed for the high resolution local map.

[Pick Me - lockpicking interface retexture](#)

Makes lockpicking look way better.

Download Instructions

- Optional Files - Pick Me - BAIN

Installation Instructions

- In the BAIN Package Installer select:
 - 00 Core
 - 01 Tumblers - Vanilla
 - 02 Wood Slab - Darker
 - 03 DarN UI
- Install the mod.

[LINK Plus Plus](#)

The Mod Configuration Menu for Oblivion.

[Configuration Items Begone](#)

Removes out of place inventory items added by mods like the UOP.

Installation Instructions

- In the BAIN Wizard Installer:
 - Select both options.
 - Next.
 - Install.

[Extended UI](#)

Provides several quality of life improvements to the user interface.

[OOO Flavor Text for Extended UI](#)

Adds some descriptions to related OOO items.

Download Instructions

Main Files - OOO Flavor Text for Extended UI 1.1

[QZ Easy Menus Update](#)

Adds additional shortcut key options.

[Map Marker Overhaul](#)

Improves the visuals of the map markers, as well as adds new ones in appropriate locations. **This must be manually downloaded.**

Download Instructions

1. Main Files - Map Marker Overhaul 3_9_3
2. Download the fixed **wizard.txt** [here](#).

Installation Instructions

1. Open the Map Marker Overhaul archive using 7-Zip.
 - Drag and drop the fixed **wizard.txt** into the **Map Marker Overhaul** archive.
 - Replace.
2. Install as normal.
3. In the BAIN Wizard Installer:
 - Select **Colored Map Icons**.
 - Select **Default Settings**.
4. Click Install.

[World Maps For All Worldspaces](#)

Adds world maps and map markers to places that did not have them before..

[Quest Log Manager](#)

Allows a means to hide several active quests to reduce clutter in the quest log.

Installation Instructions

1. In the BAIN Package Installer select:
 - 00 Core
 - Darnified UI
2. Install the mod.

[Progress Tracker - Quest Completionist's Companion](#)

A quest completion tracker. Never miss a quest again.

[Enhanced Hotkeys](#)

Adds additional hotkey slots.

[Stats Checker](#)

Adds more information on player stats.

[Follower Status](#)

Adds status bars to any NPC followers.

Download Instructions

- Main Files - Follower Status
- Optional Files - My Universal Fonts

If a warning about the mod being already installed appears, click **Rename**, rename it to "Follower Status - Universal Fonts".

[Better Enemy Health](#)

Improves the enemy health UI.

Download Instructions

- Main Files - Better Enemy Health

[Colored Quests - Updated](#)

Adds color to quest icons.

Installation Instructions

1. Click Next on every selection.
2. Finish.

[Evandars Better Book Paper](#)

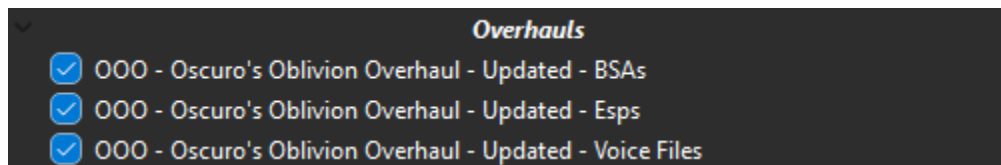
Improves the visuals of the book paper.

Overhauls

Create a new separator and name it "Overhauls".

[Oscuro's Oblivion Overhaul - Updated](#)

There we go! Updated version of the main mod. I recommend you install each zip into its own section, as follows:



Don't forget about the KotN patch!

Download Instructions

- *Main Files - 000 BSA*
- *Main Files - 000 Esps*
- *Main Files - 000 Voice Files*
- *Miscellaneous Files - 000 Kotn Patch*

Download Instructions

- *Main Files - 000_Update_Patch_Full*

[Oscuro's Oblivion Overhaul - Shivering Isles](#)

Porting changes from OOO to SI.

Download Instructions

- *Main Files - OOO Shivering Isles*
- *Optional Files - OOO Shivering Isles - Archery Patch*

[Oscuro's Oblivion Overhaul - Enhanced](#)

Let's make OOO even better! Balance patch which adds a lot of content, creatures, items, if you've played OOO before this should make up for a fresh new experience.

Download Instructions

- *Main Files - OOO Enhanced*
- *Main Files - OOO Enhanced - Resources*
- *Optional Files - Av Latta Magicka Compatibility Patch*

Installation Instructions

- In the BAIN Package Installer select:
 - 10 DLCs
 - 11 DLCs - Frostcrag (vanilla)
 - 12 DLCs - Battlehorn Castle (Vanilla)
 - 20 Knights of the Nine (OOO Enhanced)
 - 30 Shivering Isles (REQUIRES OOO SI)
 - 80 Av Latta Magica

[Auto Update Leveled Items And Spells](#)

Any leveled item or spell obtained as a quest reward or any unused sigil stone will be automatically replaced by better version of itself as player progress through levels.

[Auto Update Leveled Items And Spells - Script Patch](#)

Tweaks and fixes that were made for the mod Auto Update Leveled Items And Spells.

Download Instructions

- *Main Files - AULIAS - Script Patch*

[MOBSification of MODS - Weapon Balancing](#)

It makes weapons from patched mods compatible with MOBS, which is included in 000.

Download Instructions

- Main Files - MOBSification of MODS 1.02

Leveling

Create a new separator and name it "Leveling".

[Ultimate Leveling](#)

Changes how the player character levels, removing the need for efficient leveling and making character development more diverse (leveling attributes can be increased at anytime through the character menu).

Download Instructions

- Main Files - Ultimate Leveling 1_9_5_2
- Optional Files - Patch

[Mercantile Experience Fix](#)

Fixes a vanilla issue where you gain no experience selling or buying items.

Download Instructions

- Main Files - Mercantile Experience Fix - Buying and Selling

[Practical Training](#)

Makes unused training sessions rollover into the next level, and training costs are now dependent on the trainer's disposition and skill.

Magic

Create a new separator and name it "Magic".

[Av Latta Magicka - Oblivion Magic Overhaul](#)

Adds all new spells and makes several improvements to the magic system.

Download Instructions

- Main Files - Av Latta Magicka

[Oblivion Magic Extender](#)

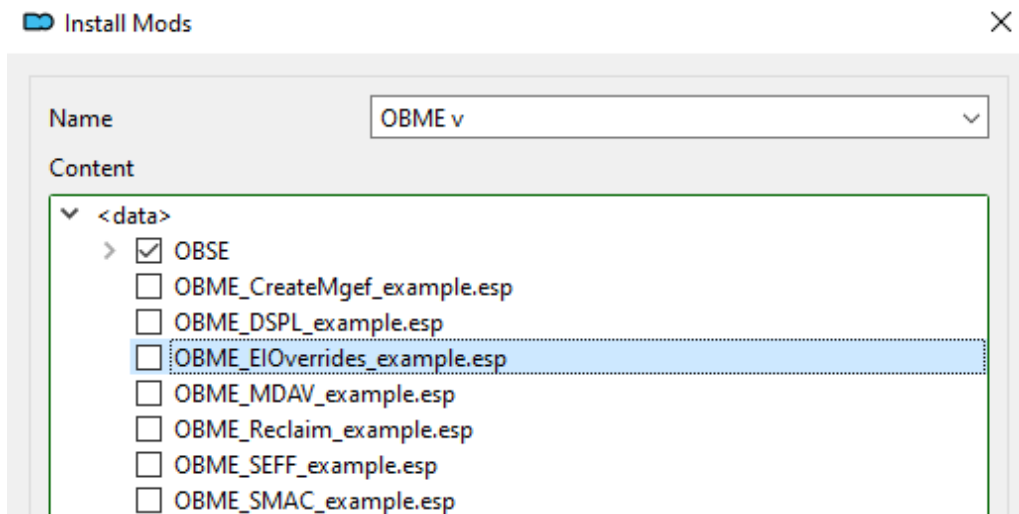
Extends the Oblivion magic system to make it more general and open to mod makers.

Download Instructions

- Main Files - OBME v1_0

Installation Instructions

1. In the **Install Mods** window, double-click on the **Oblivion** folder.
2. Right-click on the **Data** folder.
3. Select **Set as <data> directory**.
4. Uncheck everything EXCEPT the **OBSE** folder.
5. The expected result should look like this:



6. Click OK.

[FractionalMagicDamage](#)

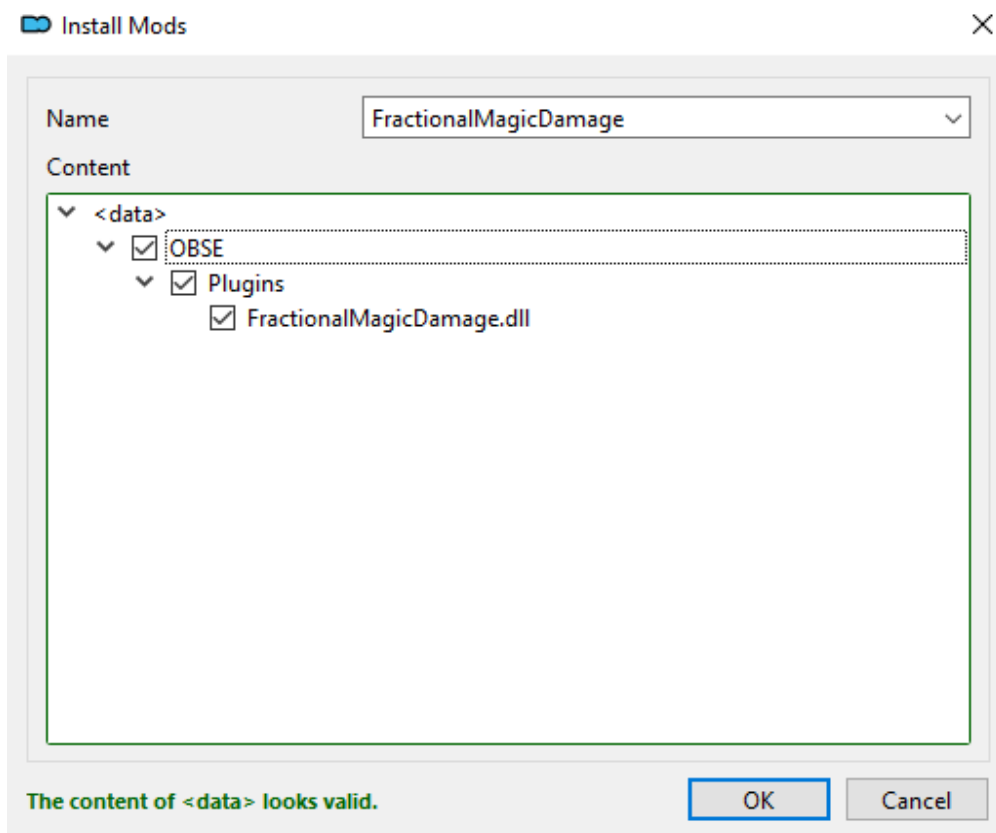
Small obse plugin that prevents resistances & spell effectiveness from rounding magnitudes down to the nearest integer.

Download Instructions

- Main Files - FractionalMagicDamage

Installation Instructions

1. In the **Install Mods** window, right-click on **<data>**.
2. Click on **Create directory**, and call the directory name **"Data"**.
3. Within the newly created **Data** folder directory, create a new directory and call it **"OBSE"**.
4. Within the newly created **OBSE** folder directory, create a new directory and call it **"Plugins"**.
5. Drag **FractionalMagicDamage.dll** into the **Plugins** folder.
6. Right-click on the Data folder.
7. Click **set as <data> directory**.
8. The expected result should look like this:



9. Click OK.

[Birthsigns Reshoveled](#)

An overhaul to all birthsigns, featuring unique scripted effects like wild magic and random crits.

[De Rerum Dirennis - Alchemy Overhaul](#)

Makes several improvements to Alchemy. It mainly adds more features to alchemy to make it more like how it operates in Skyrim and Morrowind.

[Magic and Enchantment Effects Overhaul](#)

Improves and adds diversity to the magic visual effects of the game.

Download Instructions

- Main Files - Magic and Enchantment Effects Overhaul V1.4

[Magic Visuals Overhaul](#)

Adds particle effects to magic projectiles and enchanted bows/arrows.

Download Instructions

- Main Files - Magic Visuals Overhaul
- Main Files - Lightning Crash Fix
- Update Files - Detect Life Texture Fix

[Magic Visuals Overhaul - OBME Patch](#) .

Patch to work with Oblivion Magic Extender.

[Magic Visuals Overhaul - Balls Remover \(Patch\)](#)

Removes a jarring ball effect from healing spells.

[Magic Visuals Overhaul - Destruction particle fix](#)

Fix a duplicate effect from Magical Visuals Overhaul when casting a destruction spell.

[Better Summon Undead Effect](#)

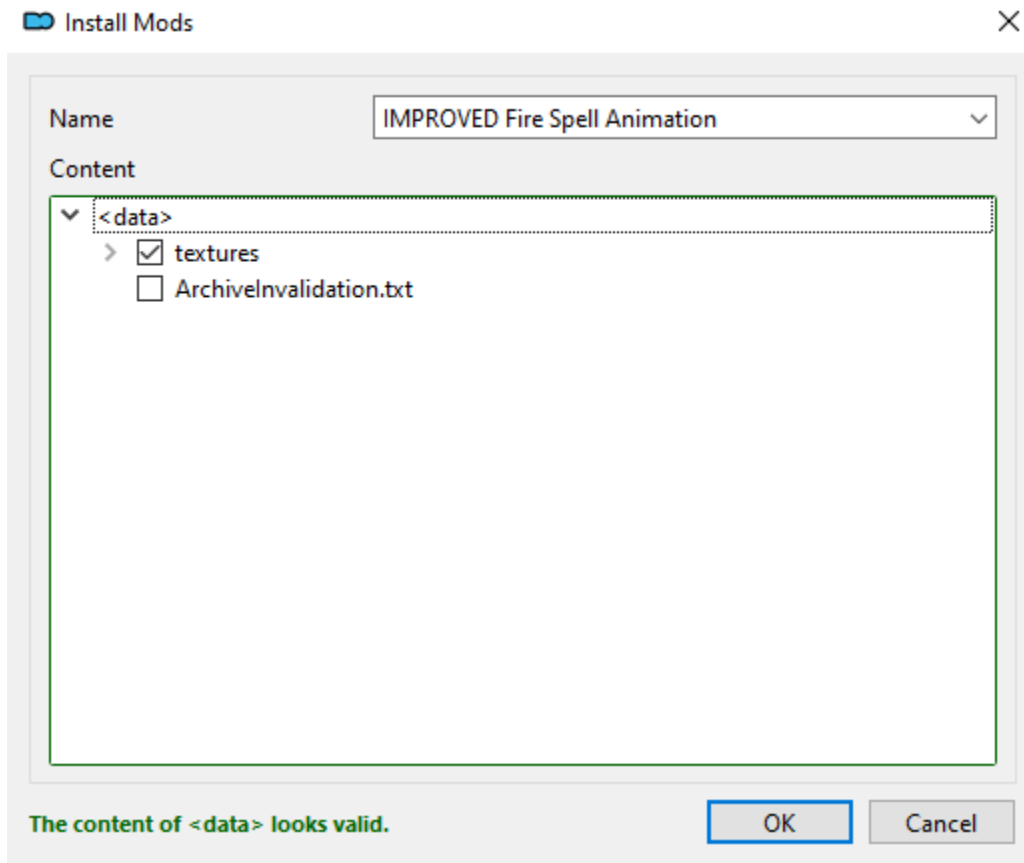
Improved summon undead effects.

[IMPROVED Fire Spell Animation](#)

Improves fire spell animations.

Installation Instructions

1. In the **Install Mods** window, right-click on the **Data** folder.
2. Select **Set as <data> directory**.
3. Uncheck **ArchiveInvalidation.txt**.
4. The expected result should look like this:



5. Click OK.

[Convenient Open Spells](#)

Looking at a locked object automatically selects the cheapest viable Open spell and switches back to the previously selected spell.

[Enchantment Cost Multiplier](#)

Increases the uses of weapons enchantments.

Combat

Create a new separator and name it "Combat".

[Combat Reshoveled](#)

An overhaul of combat, designed to integrate with oblivion's RPG systems, featuring reworked perks, new mechanics, and more.

[SB - Arrow Master](#)

Master your Marksman Gameplay. Features: Auto-Equip Arrows, Bound Arrows for Bound Bows, Denock Arrows, and Ability to Tweak Misc. Arrow Based Settings. All Features are Optional, Configurable, and Highly Stable.

[Idle Stagger and Recoil](#)

Adds a stagger and recoil animation when the NPC's weapon is sheathed.

Installation Instructions

- In the BAIN Wizard Installer:
 - Select both **Vanilla creature Idle Recoil and Stagger files** and **Shivering Isles creature idle Recoil and Stagger files**.
 - Select **Yes** on the two following options.

[Better Blood](#)

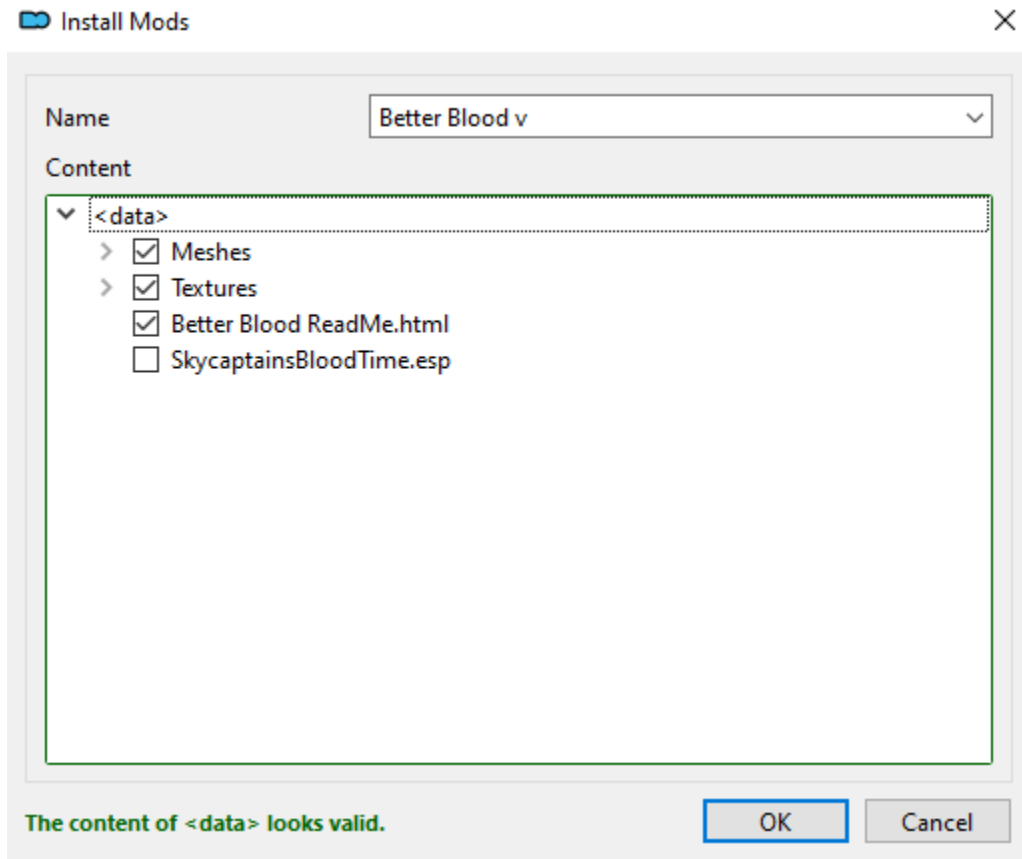
Improves the blood textures.

Download Instructions

- Main Files - Better Blood v11 (ignore the update file)

Installation Instructions

1. Select manual and uncheck:
 - SkycaptainsBloodTime.esp
2. The expected result should look like this:



[Better Blood skin decal fix](#)

Fixes Blood decals.

[Normal Map for Better Blood](#)

Further improves Better Blood with an improved normal map.

Download Instructions

- Main Files - Normal Map for Better Blood
- Old Files - ORC Better Blood Fix

[Darker Blood Splatter](#)

Improves the blood splatter effect.

Download Instructions

- Optional Files - Better Blood mod - Darker Blood Splatter

[Lich - Skeleton Hand-To-Hand Animations](#)

Adds unarmed combat animations to liches.

Gameplay

Create a new separator and name it "Gameplay".

[Cobl](#)

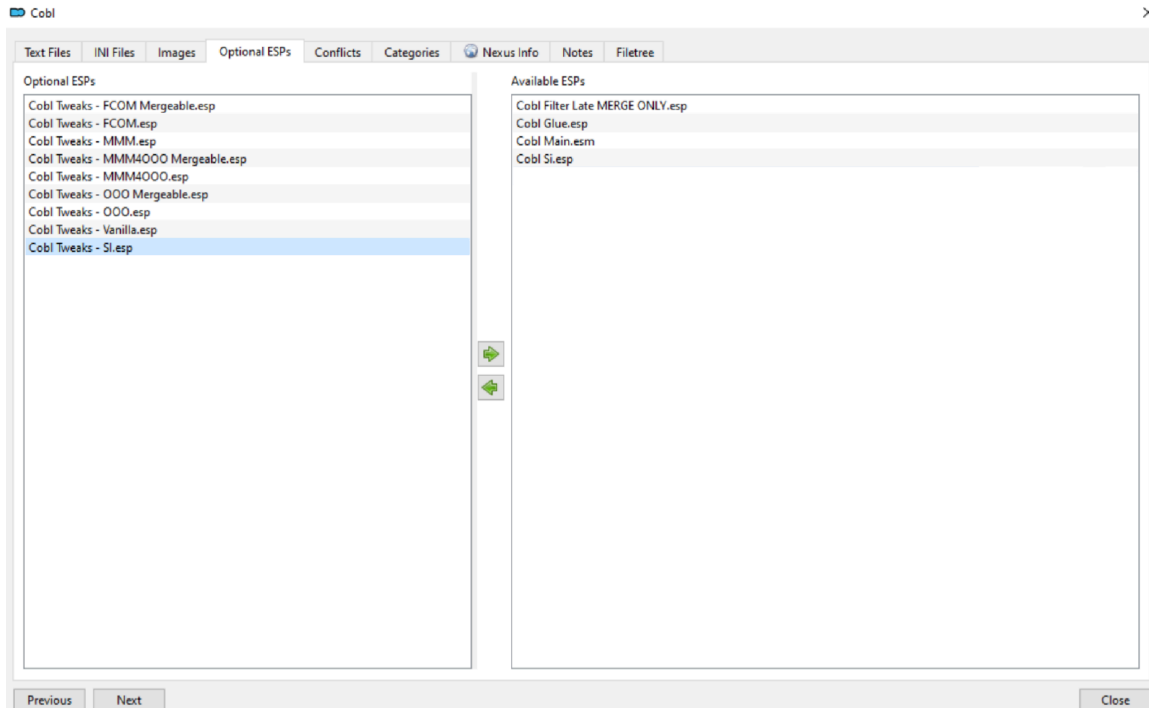
A resource and world enrichment mod. It adds ingredients, books, alchemical sorters, grinders, and more.

Download Instructions

- Main Files - Cobl

Installation Instructions

1. In the BAIN Wizard Installer:
 - Install anyway.
 - Stable or Development: Select **Stable**.
 - Options: Select **Tweaks**.
 - Options: Select **Cobl Tweaks - SI**. You will not be using this, it will be replaced at the end of the modlist with an updated Cobl Tweaks - 000.esp
 - Miscellaneous: Do not choose anything.
 - Click Finish.
2. Double-click **Cobl** in the left pane.
3. Go to **Optional ESPs**.
4. Move all **Cobl Tweaks** related esp's from **Available ESPs** to **Optional ESPs**
5. The expected result should look like this:



6. Close

[Cobl for DLC Homes](#)

Extends Cobl support to the DLC homes.

Download Instructions

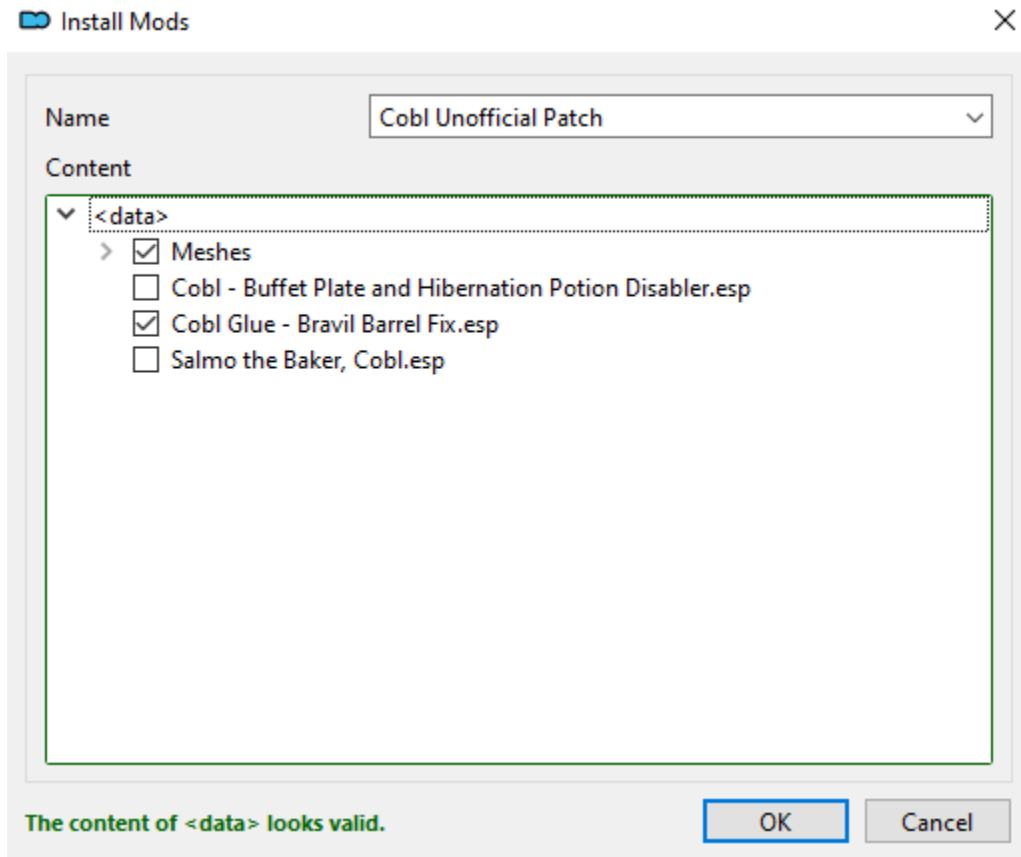
- Main Files - Cobl for DLC Homes

[Cobl Unofficial Patch](#)

Fixes bugs from the current version of Cobl.

Installation Instructions

1. Select the manual button and uncheck:
 - Salmo the Baker, Cobl.esp
 - Cobl - Buffet Plate and Hibernation Disabler.esp
2. The expected result should look like this:



3. Click OK.

[KMM Higher-Res Welkynd Textures for Cobl Ayleid Meteoric Weapons](#)

Higher quality texture for Cobl Ayleid weapons.

[Pek COBL Book Jackets - Stand Alone](#)

Book Jackets replacer for Cobl books.

[Pekkas COBL Books Jackets - Mergeable](#)

Bash Mergeable plugin for Cobl Book Jackets.

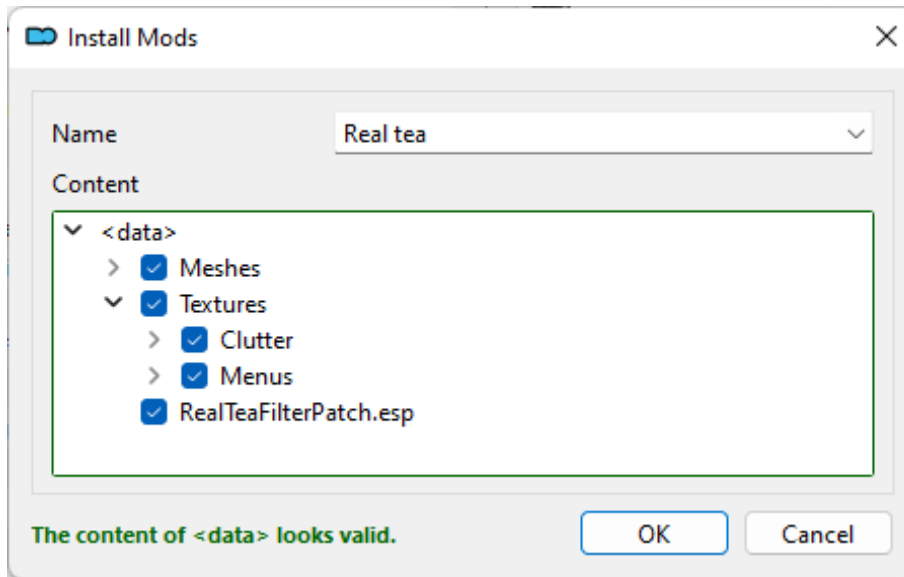
[Real tea](#)

Replaces the textures of tea added by Cobl.

Installation Instructions

1. In the **Install Mods** window, double-click the contents of the **RealTeaFilterPatch** folder.

2. Double-click **00_Main** and drag its contents to **<data>**.
3. Double-click **01_Custom Icons** and drag its contents to **<data>**.
4. The expected result should look like this:



5. Click OK.

[Crime has witnesses](#)

Improves the crime system of Oblivion by allowing you to clear your bounty if you kill witnesses.

[Crime Has Witnesses - Responsibility Tweak](#)

Fixes an issue with companions being witnesses to your crimes.

[Sinderion's Serendipity - Nirnroot Quest Reward](#)

Adds a useful perk upon completing Sinderion's Serendipity.

[SM DLC Plugin Refurbish](#)

Delays DLCs in an immersive way.

Installation Instructions

1. In the BAIN Package Installer select:
 - 00 Full Lite Plugin
 - 02 Compatibility Plugins
2. Install the mod.

[SM DLC Plugin Refurbish - Voiced Addon BSA](#)

AI voice addon for SM DLC Plugin Refurbish.

[No Annoying Conjurer Attack \(Spell Tomes DLC fix\)](#)

Removes a conjurer always attacking the player on a new game.

[More Artifacts For Martin](#)

Gives more artifact options to give to Martin In the Blood of the Daedra quest, such as DLC items and even items considered to be artifacts, like the Brush of Truepaint.

[Vile Lair Vampirification - Mergeable](#)

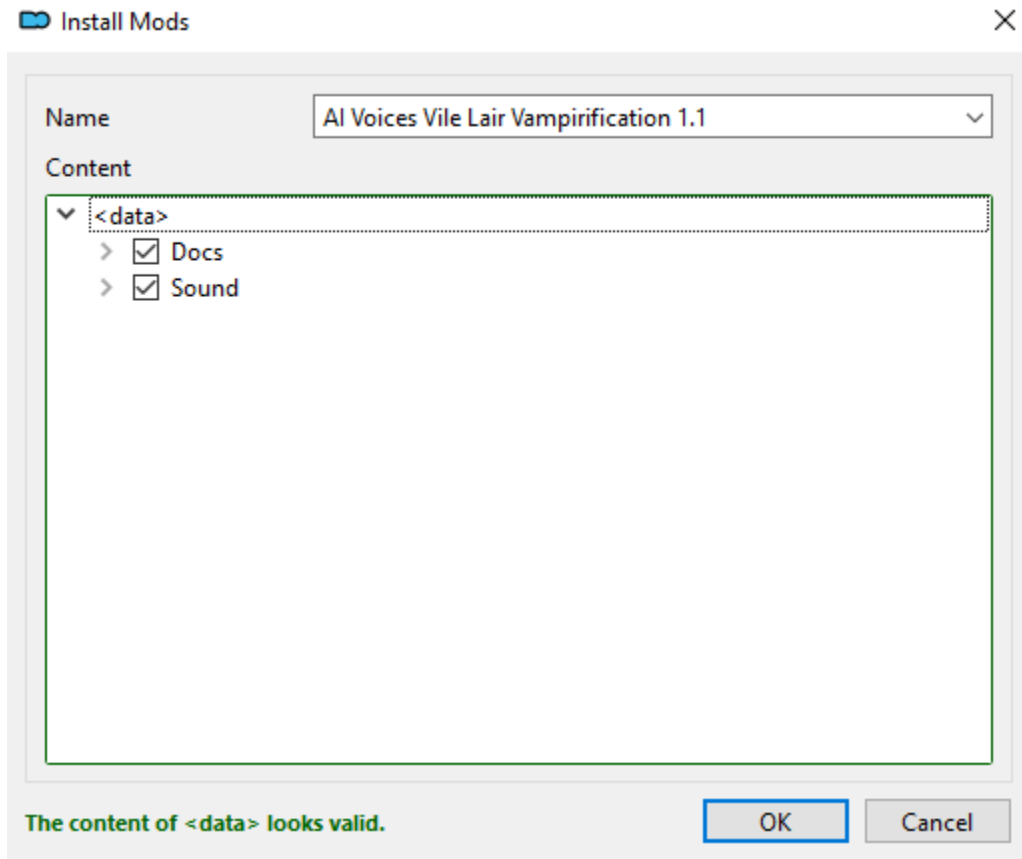
Adds a quick option to become a vampire in The Vile Lair DLC.

[AI Voices for Vile Lair Vampirification](#)

AI Voices for Vile Lair Vampirification.

Installation Instructions

1. In the **Install Mods** window, double-click **AI Voices Vile Lair Vampirification 1.1** twice.
2. Expand **Mergeable Version**. Right-click **Data**.
3. Choose **set as <data> directory**.
4. The expected result should look like this.



[Vile Lair DLC - Tweaks and Fixes](#)

Enriches the Vile Lair DLC, such as changing the merchant inventory and buffing creatures.

[Knights of the Nine - Improved Infamy System](#)

Makes the Infamy System of KOTN more forgiving by overhauling how the Pilgrimage works. The Pilgrimage is no longer a reset of infamy, instead it keeps track of your current level of infamy and if it increases you can no longer use the Crusader's Relics.

Download Instructions

- Main Files - Knights Improved Infamy

[Knights - Fewer Condescending Comments](#)

Less condescending comments for a Divine Crusader character with infamy.

[Guard Infamy Greeting Fix](#)

Fixes a guard greeting issue caused by the UOP.

[Quest NPCs Run](#)

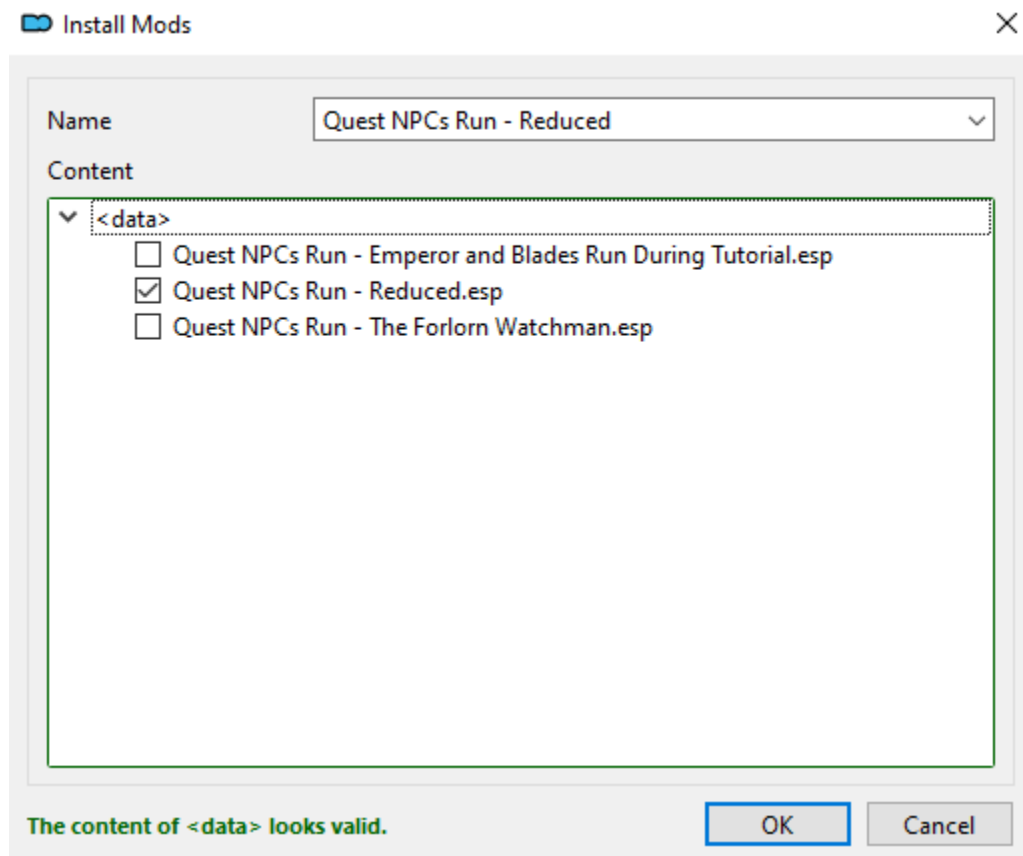
Previously walking quest NPCs now run.

Download Instructions

- Optional Files - Quest NPCs Run - Reduced
- Optional Files - Quest NPCs Run - Filter Patch for Mods

Installation Instructions

1. Select the manual button.
2. Uncheck everything EXCEPT Quest NPCs Run - Reduced.esp
3. The expected result should look like this:

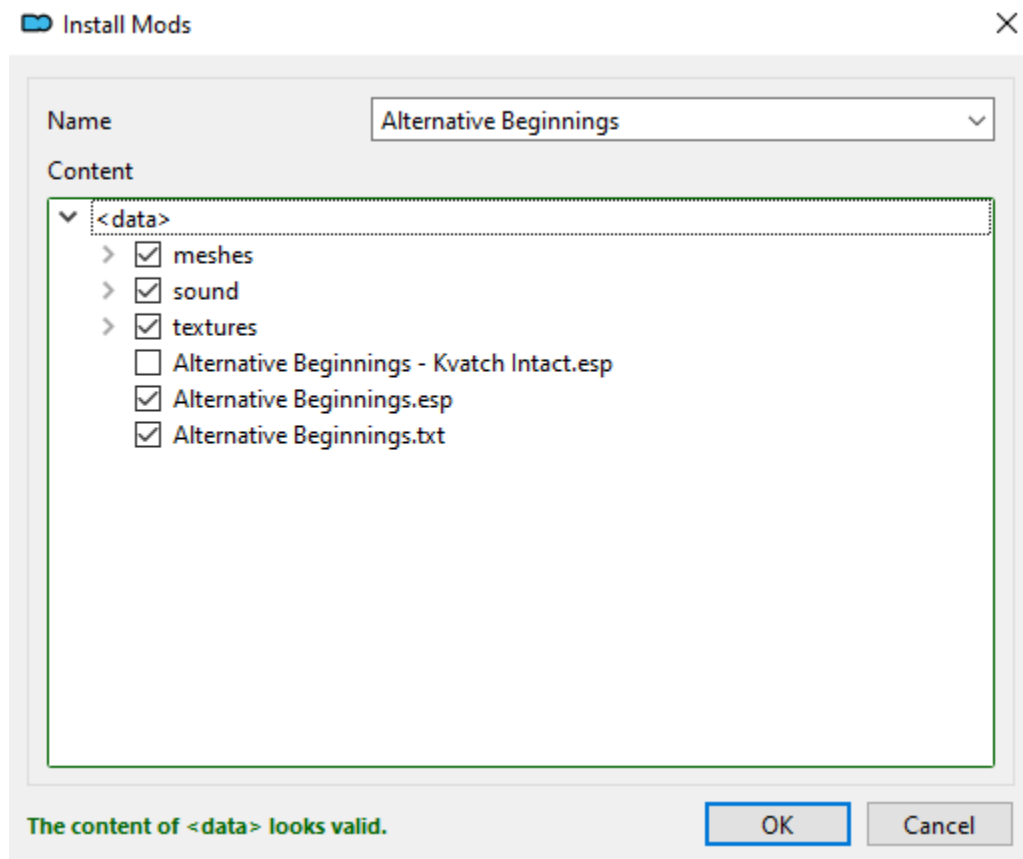


[Alternative Beginnings](#)

An alternate start mod with various options to choose from.

Download Instructions

1. Select the manual button and uncheck:
 - Alternative Beginnings - Kvatch Intact.esp
2. The expected result should look like this:



3. Click OK.

[Alternative Beginnings AI Voiced Addon](#)

AI voice addon for Alternative Beginnings.

Equipment and Loot

Create a new separator and name it "Equipment and Loot".

[Weapons Of Morrowind](#)

Faithful recreations of Morrowind weapons added into the leveled lists.

Download Instructions

- Main Files - Weapons Of Morrowind

[Jounk's Polearms - Remixed and Remastered](#)

Adds and visually overhauls Jounk's Polearms, as well as slightly revising its stats and leveled lists.

Download Instructions

- Main Files - Jounk's Polearms - Remixed and Remastered 1.1

[Unique Artifacts for Unique People](#)

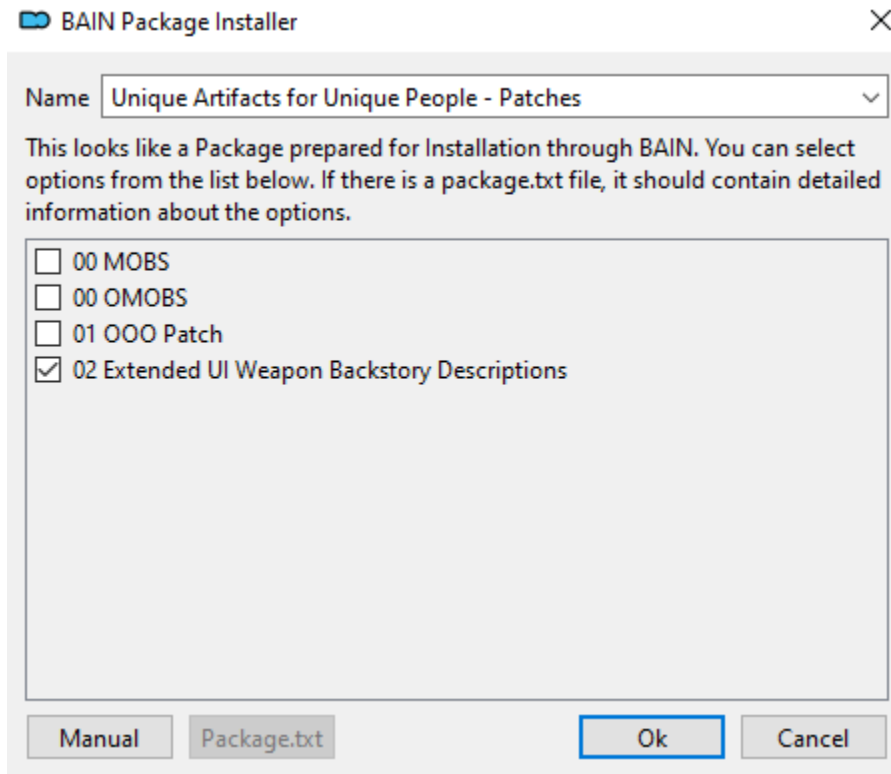
Adds unique weapons to the notable characters in Oblivion and the DLC.

Download Instructions

- Main Files - Unique Artifacts for Unique People
- Optional Files - Unique Artifacts for Unique People - Patches

Installation Instructions

1. In the BAIN Package Installer select:
 - 02 Extended UI Weapon Backstory Descriptions
2. The expected result should look like this:



3. Install the mod.

[Colorful Clothing - OOO Edition](#)

OOO-Compatible version of Colorful Clothing. Manual Install.

[Travelling Equipment - Cloaks and Backpacks](#)

Adds balanced cloaks and backpacks that can be worn together. The feather backpacks have a spell that the player automatically casts instead of a constant effect.

Download Instructions

- Main Files - Travelling Equipment
- Optional - Travelling Equipment - Feather Backpacks

[A Rainbow of Treasures - New Gems and Gem Dust](#)

Adds 7 new gems to the game and the ability to grind all 12 gems as well as pearls if you have any mortar & pestle in inventory. Right click on any gem to start grinding.

Download Instructions

- Main Files A Rainbow of Treasures - New Gems and Gem Dust

Better Letters

Changes every generic letters, notes, recipes, instructions and the such with unique ones.

Download Instructions

- Main Files - Better Letters Version 1_3

Quests

Create a new separator and name it "Quests".

The Lost Spires

Uncover the mysteries of ancient Tamriel as only one can, through the Archeology Guild. Scale the guild's ranks, and explore new, exotic locales to unravel a plot of sinister deceit, betrayal.

The Lost Spires - Cleaned Up Scribe Store Ruins

The ruins aren't as ruined now.

Download Instructions

- Main Files - The Lost Spires - Cleaned Up Scribe

The Lost Spires - Tweaks and Enhancements

Fixes bugs and enhances the overall experience of The Lost Spires.

Download Instructions

- Install all of the Main Files.

Lost Spires Archaeology Guild Robe fix

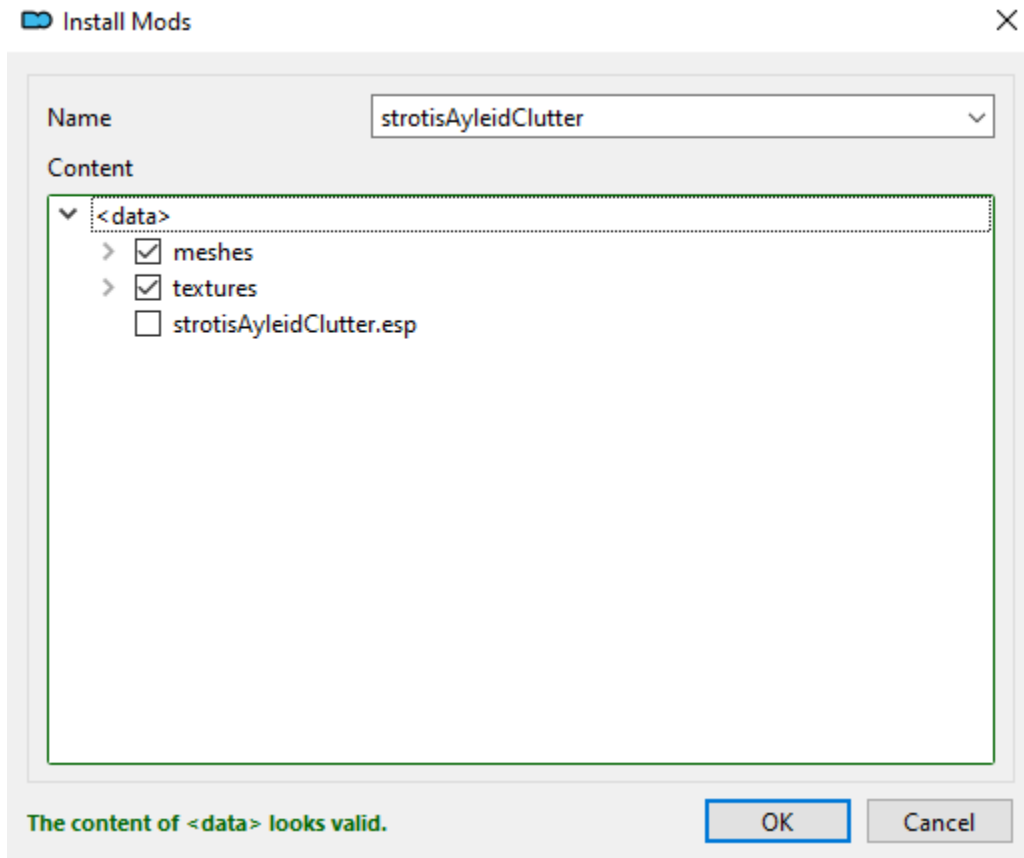
Fixes normals from the Archaeology Guild Robe.

Strotis Ayleid Clutter

Used as a resource for The Lost Spires - Enhanced Tomb.

Installation Instructions

1. Select the manual button and uncheck:
 - strotisAyleidClutter.esp
2. The expected result should look like this:



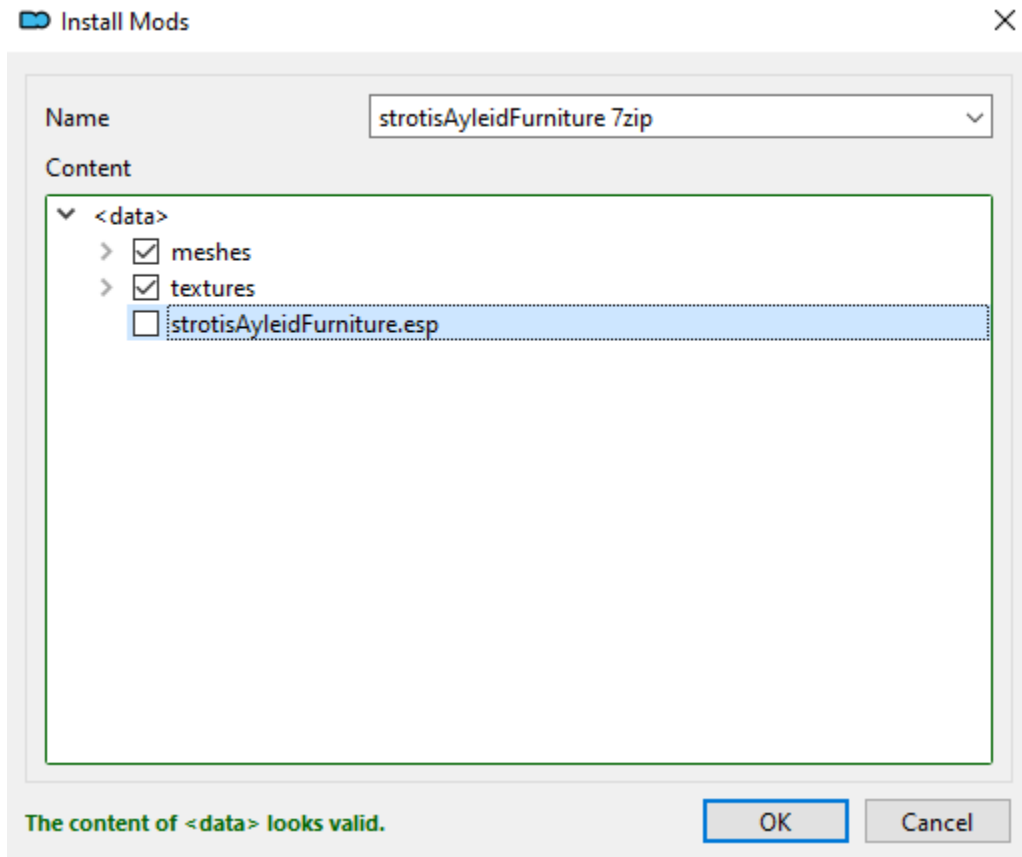
3. Click OK.

[Strotis Ayleid Furniture](#)

Used as a resource for The Lost Spires - Enhanced Tomb.

Installation Instructions

1. Select the manual button and uncheck:
 - strotisAyleidFurniture.esp
2. The expected result should look like this:



3. Click OK.

[The Lost Spires - Enhanced Tomb](#)

Enhances a certain tomb found during The Lost Spires' main quest by adding additional artifacts and items.

[The Ayleid Steps](#)

Discover the ancient Ayleid teleporting network of Step stones, find out how to activate it, and then use the Steps to discover a new way of traveling around Cyrodiil, and search for new unknown Ayleid sites.

Download Instructions

- Main Files - The Ayleid Steps

[The Ayleid Steps - Voiced Addon BSA](#)

AI voice addon using the vanilla voices.

[The Ayleid Steps - The Guardian's Atlas](#)

Adds the Guardian's Atlas to Fefandor, reading it gives you quest markers to all the unexplored lost locations.

[The Ayleid Steps - Compatibility Patches](#)

AIO compatibility patch for The Ayleid Steps.

Download Instructions

- Main Files - The Ayleid Steps - Compatibility Patches

[The Well of Minlorada](#)

Discover the secrets of the long-lost Ayleid city of Minlorada, and of the Great Ayleid Well legends speak of.

[AI Voice Addon for The Well of Minlorada](#)

AI voice addon, using vanilla voices.

[Quest INIs for Progress Tracker](#)

Patch for quest mods like The Lost Spires, Heart of the Dead, The Well of Minlorada, Hackdirt: The Deep Ones, Better Forts, and Bounty Quests 3.0.

Download Instructions

- Main Files - Progress Tracker INIs

[Progress Tracker Ini Mod Compendium](#)

An additional patch for even more quest mods.

Download Instructions

- Main Files - Ini Mod Compendium MO2

[Progress Tracker - Even More Quest INIs](#)

Yet another additional patch for Progress Tracker

Download Instructions

- Main Files - Progress Tracker - Even more Quest INIs

Locations

Create a new separator and name it "Locations".

Location Addons

[The Black Mirror - A Necromancer Shop](#)

Adds a Necromancer store underneath the Imperial City.

Download Instructions

- Main Files - The Black Mirror - A Necromancer Shop

[The Black Mirror - Voiced Addon Loose](#)

Voices The Black Mirror using AI.

[Imperial City Canal Overhaul](#)

Adds an interconnected network of canals around the Imperial City.

[Ice's Waterfront Tunnel](#)

Adds a Waterfront tunnel that connects to the Temple District.

[Bruma Guild Reconstructed](#)

Adds an option for the Bruma Mages Guild to be rebuilt.

[Bruma Guild Reconstructed AI Voiced Addon](#)

AI voice addon for Bruma Guild Reconstructed.

[Navigable Niben River](#)

Adds gatehouses with drawbridges at Leyawiin and Fort Redman and connects and deepens the Niben to enable ship travel.

[Gweden Farm Repopulated](#)

Repopulates Gweden Farm after completing its quest.

Arthmoor's Villages

[Feldscar](#)

A small Nordic village in the lower Jerall Mountains, north of the Frostcrag area.

[Feldscar AI Voiced Addon](#)

AI voice addon for Feldscar.

[Frostcrag Village](#)

Frostcrag Village is a small Nordic settlement that sits in the shadow of Frostcrag Spire.

[Frostcrag Village AI Voiced Addon](#)

AI voice addon for Frostcrag Village.

[Gottshaw Village](#)

Gottshaw Village is an expansion on the Gottshaw Inn. Has a quest.

[Gottshaw Village AI Voiced Addon](#)

AI voice addon for Gottshaw Village.

[Molapi](#)

Molapi is a small village built on the island just north of the city of Leyawiin. Also has a quest.

[Molapi AI Voiced Addon](#)

AI voice addon for Molapi.

[Reedstand](#)

Reedstand is a small Argonian settlement in Blackwood just to the north of Reedstand Cave.

[Reedstand AI Voice Addon](#)

AI voice addon for Reedstand.

[Urasek](#)

A mining support town situated alongside Fort Urasek.

[Urasek AI Voice Addon](#)

AI voice addon for Urasek.

[Vergayun](#)

It's the small fishing village with the funny name!

[Vergayun AI Voice addon](#)

AI voice addon for Vergayun.

[Location Overhauls](#)

[Landmarks Of Cyrodiil](#)

Adds several points of interest and places to explore.

[Landmarks of Cyrodiil Compatibility Fix](#)

Patches landscape issues with certain Unique Landscapes modules.

[Unique Landscapes - Arrius Creek](#)

Overhaul of north and southeast Cheydinhal that adds a creek type landscape.

[Unique Landscapes - Imperial Isle](#)

Overhauls the Imperial Isle.

[Unique Landscapes - Jerall Glacier](#)

Overhaul that adds a glacier around the Jerall mountains.

[Unique Landscapes - Snowdale](#)

Overhauls the Jerall mountains around Bruma.

[Unique Landscapes - The Heath](#)

Overhaul that adds a wetland type landscape to Kvatch County.

[Unique Landscapes Compatibility Patches](#)

Download Instructions

- Main Files - UL Compatibility Patches Compilation WIZBAIN v14

Installation Instructions

- Check that you have enabled all the installed mods in the left pane before installing.

Graphics

Character Visuals

Create a new separator and name it "Character Visuals".

[Oblivion Character Overhaul version 2](#)

Makes characters look much better.

Download Instructions

- Main Files - Oblivion Character Overhaul v203

[Oblivion Character Overhaul - Advanced Edition](#)

Blends vanilla hair with the new models.

Download Instructions

- Main Files - OCOv2 - Advanced Edition (Vanilla Hairstyles)

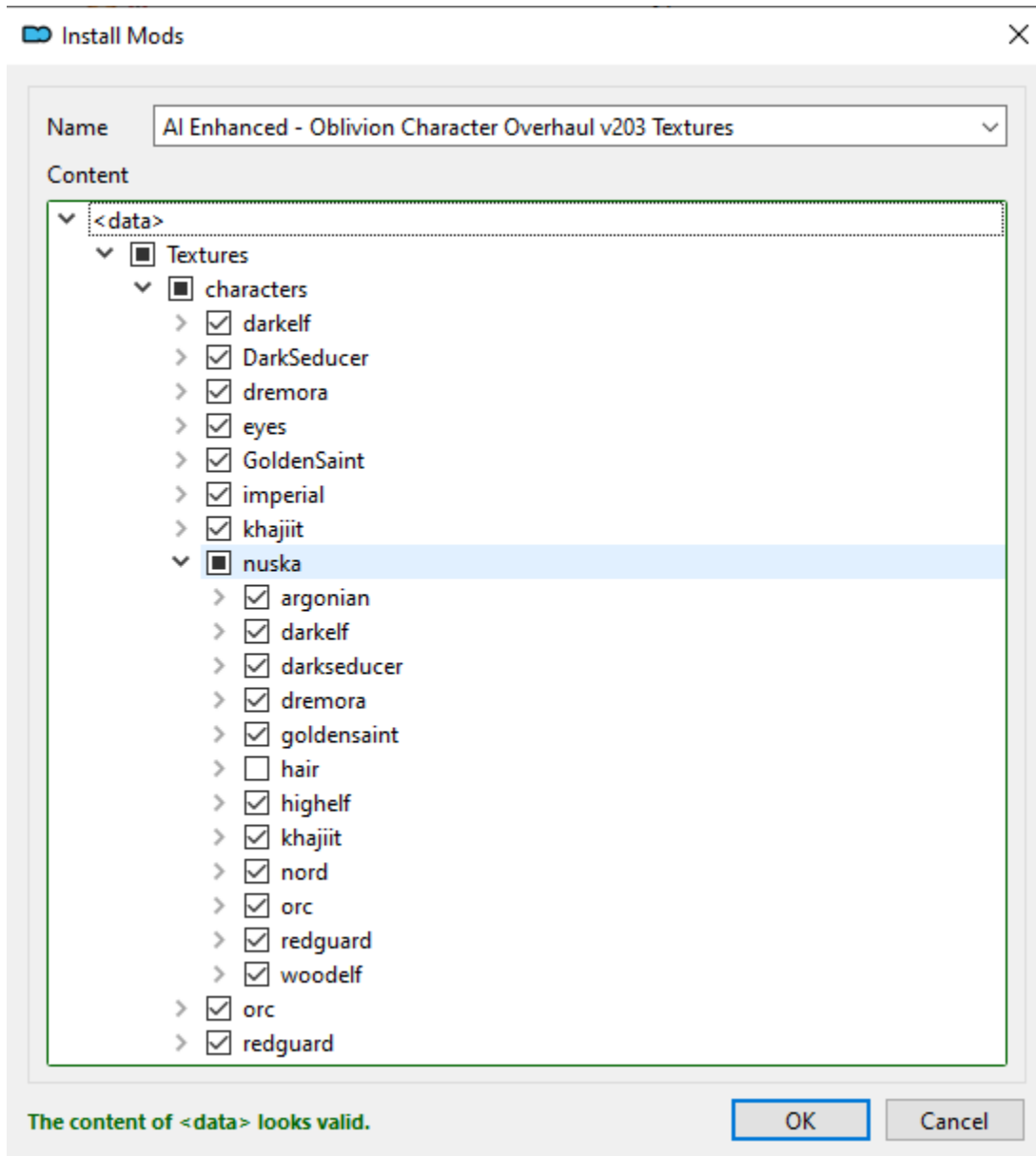
[AI Enhanced - Oblivion Character Overhaul version 2](#)

Makes the faces look even BETTER.

Download Instructions

1. Select the manual button and uncheck:
 - textures\characters\nuska**hair** folder.

2. The expected result should look like this:



3. Click OK.

[Light compatible Skeleton](#)

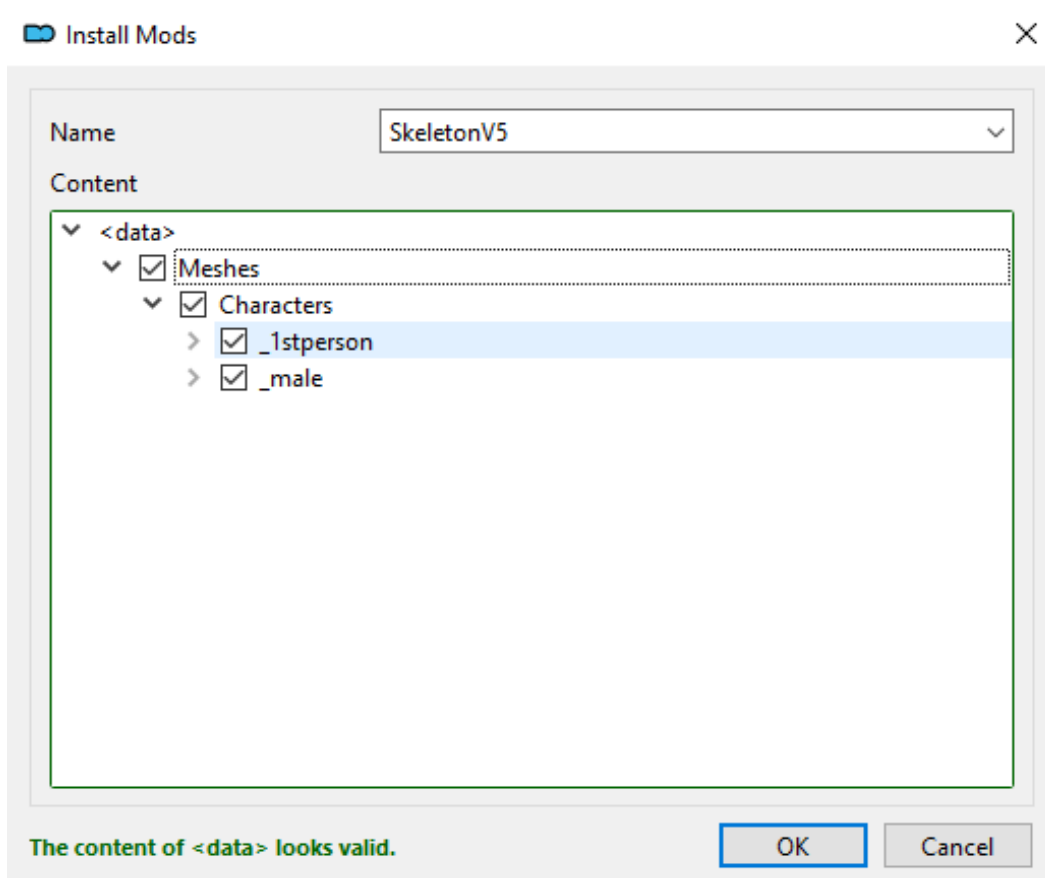
A skeleton used for animations.

Download Instructions

- Main Files - SkeletonV5

Installation Instructions

1. In the **Install Mods** window, right-click on **<data>**.
2. Click on **Create directory**, and call the directory name **"Data"**.
3. Within the newly created **Data** folder directory, create a new directory and call it **"Meshes"**.
4. Within the newly created **Meshes** folder directory, create a new directory and call it **"Characters"**.
5. Drag the **_1stperson** and **_male** folders into the **Characters** folder.
6. Right-click on the Data folder.
7. Click **set as <data> directory**.
8. The expected result should look like this:



9. Click OK.

[Seamless - OCOv2](#)

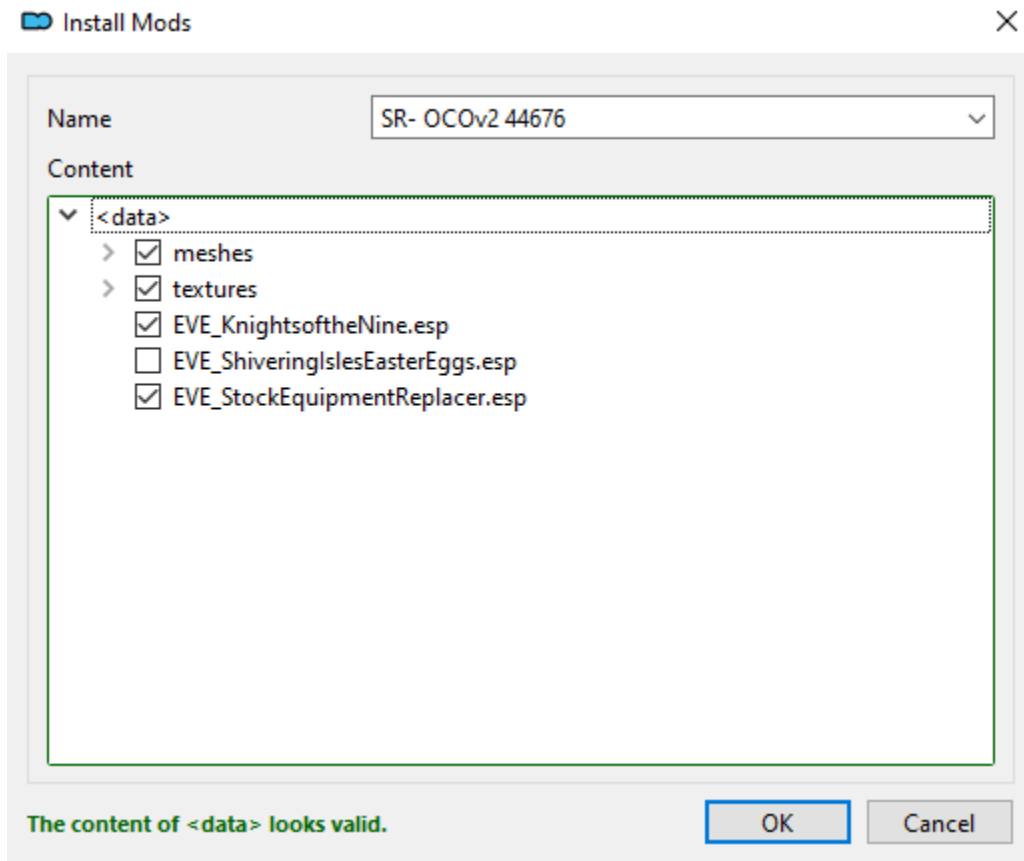
Makes it so that neck seams are nearly invisible.

Download Instructions

- Main Files - SR- OCOv2 44676

Installation Instructions

1. Select the manual button and uncheck:
 - EVE_ShiveringIslesEasterEggs.esp
2. The expected result should look like this:



3. Click OK.

[Hand and arms fixes for clothes from junkacc11 Seamless mods and wtfesnexus" BBB for EVE Stock](#)

Fixes arms and hands.

Download Instructions

- Main File - 01 Seamless OCOv2 n HGEC Female clothes fixes

[New Brows for OCO v2](#)

Better, detailed brows.

[Detailed Mouth for OCOv2](#)

Also overhauls the mouth.

[Oblivion Texture Overhaul - Realistic Mouth \(Teeth plus \)](#)

Enhances teeth.

[better teeth](#)

Further enhances teeth. Cyrodiil has a really good dentist!

Download Instructions

- Main Files - better teeth vanilla npc version

[New Eyes for OCO v2](#)

Adds in more eyes for races.

Download Instructions

- Main Files - New Eyes for OCOv2

[Better OCOv2 Agemaps](#)

Makes agemaps less extreme.

Download Instructions

- Main Files - Better OCOv2 Agemaps

[OCOv2 Male Beard](#)

Adds badass male beards.

[OCOv2 Male Beard Extended](#)

Beards, but even more awesome.

[Distinct Nord Stubbles for OCOv2](#)

Gives male nords facial hair even if they don't have a beard.

[Lifelike Eye Normalmaps](#)

Enhances the reflection in eyes.

Download Instructions

- Main Files - Lifelike Eyes OCOv2
- Optional Files - Extra detailed OCOv2 human eyes

[Warpaints scars and face markings for OCO2](#)

Adds additional face paint markings for character creation.

Download Instructions

- Main Files - Main File
- Main Files - Argonian and Khajiit patch
- Optional Files - Argonians patch for Seamless mod

[VKVII Oblivion Skin Khajiit](#)

Like OCO but for Khajiit bodies.

Download Instructions

- Files - VKVII Oblivion Skin Khajiit - No New Hands

Patch for OCOv2 is in the Late Loaders section.

[VKVII Oblivion Skin Argonian](#)

Makes lizards look legendary.

Download Instructions

- Files - VKVII Oblivion Skin Argonian - No New Hands

Patch for OCOv2 is in the Late Loaders section.

[OCO 2 glowing nostrils fix](#)

Essential fix for nostrils.

[Improved NPC Faces for OCOv2](#)

Puts NPC faces more in line with vanilla.

Download Instructions

- Main Files - Improved NPC Faces for OCOv2

- Optional Files - Install all four

[Oblivion Character Overhaul v2 - DLC Addon](#)

Extends OCO to the DLC NPCs.

Download Instructions

- Main Files - Oblivion Character Overhaul v2 DLC Addon".

[Unused OCOv2 Eyes and DLC Characters Incorporated](#)

Adds the unused eyes to NPCs.

[OCOv2 - Filter Patch for Mods](#)

A grand filter patch so that the bashed patch takes OCO into account.

Download Instructions

- Main Files - OCOv2 - Filter Patch for Mods

Base Visuals

Create a new separator and name it "Base Visuals".

[Oblivion Upscaled Textures BSA](#)

Uses AI to upscale textures.

Download Instructions

Install all the four Main Files.

[Bomret's Texture Pack for Shivering Isles BSA](#)

The only Shivering Isles Texture Pack worth using.

[Mesh Improvement Project](#)

Increases detail with meshes.

Download Instructions

- Main Files - Mesh Improvement Project

Installation Instructions

1. In the BAIN Package Installer select:
 - 00 Core
 - 10 Optional - IC Sign Textures
2. Install the mod.

[Mesh Improvement Project - Tweaks and Fixes](#)

Fix for MIP.

[Mesh Improvement Project - Glowing Signs Fixed](#)

Another fix for MIP.

Download Instructions

- Main Files - Mesh Improvement Project - Glow Fixes and UV Edits

[Improved Doors and Flora](#)

Makes doors look sweet.

Download Instructions

- Main Files - Improved Doors and Flora
- Main Files - IDFUpdate

[Improved Trees and Flora](#)

Improves flora.

[Improved Trees and Flora 2](#)

Makes bark look sweet.

Download Instructions

- Main Files - Improved Trees and Flora 2
- Main Files - ITF2Update
- Update Files - ITFBark2012

[Oblivion 2020 Retexture Project](#)

A collection of pre-AI retextures.

Download Instructions

- Main Files - 2020 Retexture Project - Caves
- Main Files - 2020 Retexture Project - Farmhouses (AWLS)
- Main Files - 2020 Retexture Project - Landscapes and Rocks.

Flora and Food Visuals

Create a new separator and name it "Flora and Food Visuals".

[Daydream - Grass Texture Atlas](#)

Improves grass atlas, which is the list of textures that makes up the various grass objects.

Download Instructions

- Main Files - Daydream Grass Texture Atlas

[Coop's Daydream Grass Texture Edit no red poppys and let there be flowers](#)

Tweaks Daydream to work better with the next mod.

Download Instructions

- Main Files - Coop's Daydream Edit Type C

[Let there be Flowers](#)

Adds more flowers to grass.

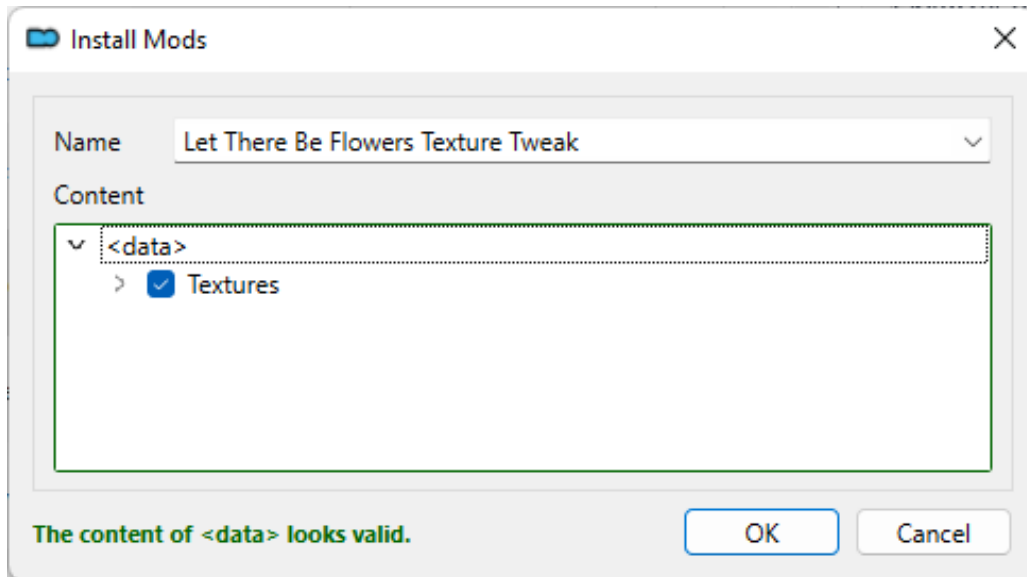
[Let There Be Flowers Texture Tweak](#)

Makes those flowers look better.

Installation Instructions

1. In the **Install Mods** window, double-click **LTBF Texture Tweak Update**.

2. Right-click on **Standard** and choose **Set as <data> directory**.
3. The expected result should look like this:



4. Click OK.

[Tree Bark HD Reduced](#)

A downscale (yes you read that right) of an extremely bloated bark texture.

[Improved Fruits Vegetables and Meats](#)

We got the meats.

Download Instructions

- Main Files - Improved Fruits Vegetables and Meats
- Update Files - IFVMUpdate

[TD Premium Meat](#)

The first mod from a Russian modding site.

Installation Instructions

1. In the BAIN Package Installer select:
 - 00 Core

[Harvest Flora](#)

Makes the model of plants reflect if they've been harvested or not, like in Fallout 3/NV, Skyrim, etc.

Download Instructions

- Main Files - Harvest Flora v3_0_1

[Basic harvest](#)

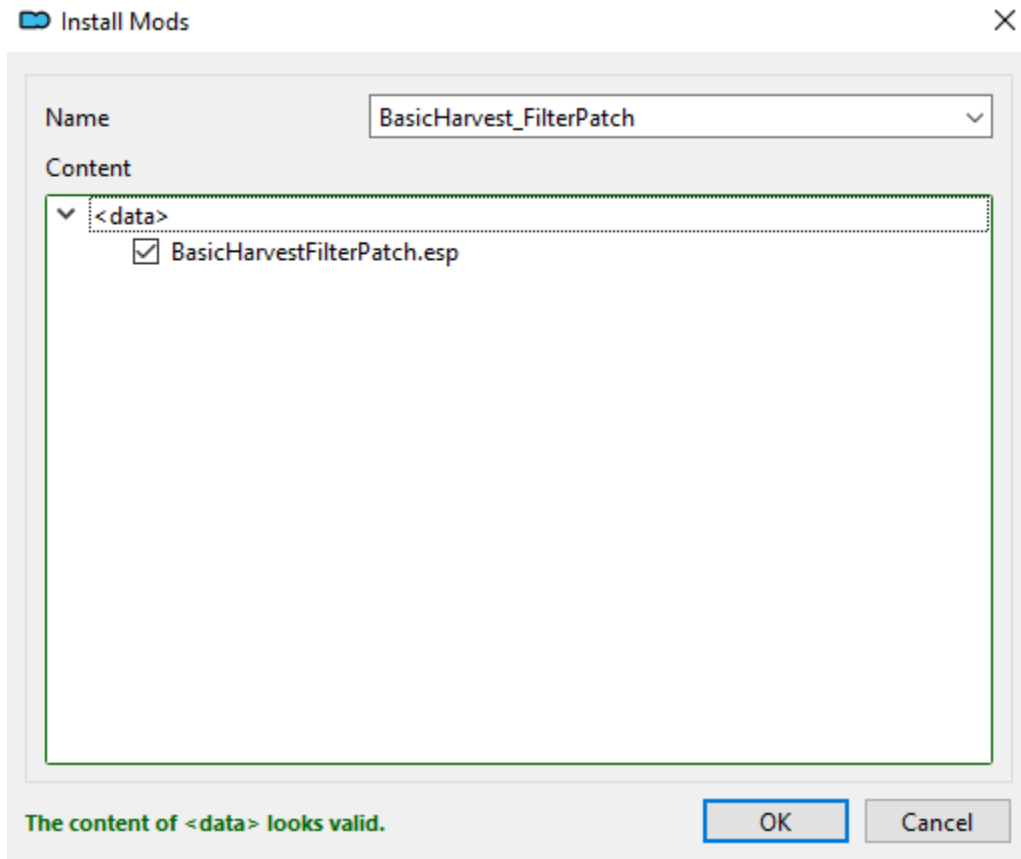
Enhances harvest functions for mod-added plants.

Download Instructions

- Main Files - BasicHarvest_FilterPatch_v1.4

Installation Instructions

1. In the **Install Mods** window, double-click **BasicHarvest_FilterPatch_v1.4**.
2. Right-click on **00_CoreFilterPatch**.
3. Choose **Set as <data> directory**.
4. The expected result should look like this:



5. Click OK.

[Unofficial Oblivion Tree Patch](#)

Patches trees for performance.

[Unofficial Shivering Isles Tree Patch](#)

Patches trees for SI.

[TreeOPT](#)

Optimizes the mushroom trees.

[TD Beautiful garden - flora replacer for TES IV: Oblivion](#)

Greatly increases the detail of flora.

Installation Instructions

1. In the BAIN Package Installer select:
 - 00 Core

[TD Beautiful Garden - Harvest Flora Add-On](#)

Patches BG to work with HF.

[TD Mushroom High-poly Replacer](#)

The Mushroom Kingdom.

[Little Baron Flower Pot Makeover - patched and adjusted](#)

Don't worry, it's legal in Cyrodiil.

Download Instructions

- Main Files - Little Baron Flower Pot Makeover - patched and adjusted

[EGO - Nirnroot Retexture](#)

Makes nirnroots easier to spot.

[Garlic - A Garlic Replacer](#)

Most noticeable in Skingrad.

[Sweet Rolls - A Sweet Roll Replacer](#)

It's pretty sweet.

Weather and Atmosphere Visuals

Create a new separator and name it "Weather and Atmosphere Visuals".

[Aurora in Motion Everywhere](#)

Adds the Northern Lights to certain weathers.

Download Instructions

- Main Files - Aurora in Motion Everywhere - Original Version

[Better Rainbows](#)

Not double.

[Falling Leaves](#)

Adds falling leaves like in the Rift in Skyrim.

Download Instructions

- Main Files - Falling Leaves V1_0 BAIN

Installation Instructions

1. In the BAIN Package Installer select:
 - 00 - Core Files
2. Install the mod.

[High Quality Snowflakes](#)

Makes the snowflakes more detailed.

[moonreplacer](#)

A beautiful replacer for the moon.

[Improved Sky Textures](#)

Some truly gorgeous sky textures.

[Oblivion NightSkies Overhaul](#)

The night skies are breathtaking with this.

Download Instructions

Main Files - Oblivion NightSkies Overhaul

Installation Instructions

1. In the BAIN Package Installer select:
 - 01 - MESHES - Nebula 1 & 2 + Overlay
 - 02 - TEXTURES - Stars - 2k
 - 03 - TEXTURES - Nebula 1 - Version 1 - 2k
 - 04 - TEXTURES - Nebula 2 - Version 1 (Vanilla 1k)
 - 05 - OVERLAY - Aurora - 2k
2. Install the mod.

[Realistic HD Night Sky](#)

Makes the night sky look closer to ours.

[Improved LightBeam](#)

Makes dungeon godrays better.

Download Instructions

- Main Files - Improved LightBeam

Installation Instructions

1. Select the manual button and uncheck:
 - meshes
2. Click OK.

[Atmos4096](#)

Adds 4k textures for various effects like fog and dust.

Download Instructions

- Main Files - Atmos4096
- Main Files - DustCloud01-4096
- Main Files - GasClouds4096

Architecture and Landscape Visuals

Create a new separator and name it "Architecture and Landscape Visuals".

[Arena Of Awe - Retexture](#)

Awwww yiss.

[Statues HD](#)

Not PSBoss but it'll do.

[VKVII Oblivion Imperial City](#)

The most detailed IC Texture Pack worth using.

Download Instructions

- Files - VKVII Oblivion Imperial City (Medium Size)

[Gecko's Fort Interior Textures](#)

Overhauls the textures of forts.

[Gecko's Imperial Dungeon Textures - 2K Parallax](#)

Makes the imperial dungeon tile set have detailed parallax textures.

[Gecko's Ayleid Ruins Textures V2 - Parallax](#)

The only Ayleid Ruins textures worth using.

[Ayleid Ruins Fixed - Mesh Replacer and Modder Resource](#)

Adds further detail to Ayleid meshes.

Download Instructions

- Main Files - Ayleid Ruins Fixed - Mesh Replacer and Modder Resource

[Ayleid Ruin Meshes Fixed for Gecko's Parallax Ayleid Ruins](#)

Patches the two to work together.

[Ayleid and some Glow Maps Minor Fix](#)

Adds a minor fix related to glow maps.

Download Instructions

- Main Files - Ayleid Glow Fix
- Main Files - Improved glow maps for Oblivion Realm

[Farm fence retexture and UV maps](#)

Ram Ranch.

[Farm Fence Retexture Alternative Texture Options](#)

Really rocks.

Installation Instructions

- In the FOMOD Installer:
 - Select **Grey**
 - Select **GreyNoHoles**
 - Finish.

[Cheery Cheydinhal - Retexture](#)

Makes Cheydinhal less bleak.

[Bruma retexture](#)

Bruma... that's where men are women.

Download Instructions

- Main Files - Bruma Retexture 1.5 - 2K

[Leyawiin Woodland](#)

Gives Leyawiin a more high fantasy vibe.

Download Instructions

- Main Files - Leyawiin Woodland 2k

[Improved Chorrol](#)

Adds more detail in a very vanilla friendly way.

Download Instructions

- Main Files - Improved Chorrol
- Main Files - ChorrolUpdate
- Optional Files - Chorrol2011

[Leyawiin Woodland floor fix](#)

Fixes a floor.

Download Instructions

- Main Files - Leyawiin Woodland floor fix

[Leyawiin Woodland 2k - Better Columns](#)

It was an inside job.

[TD aesthetics of garbage](#)

Not a garbage mod.

Installation Instructions

- In the BAIN Package Installer select:
 - 00 Core

[TD Unique Skingrad](#)

Makes Skingrad look gothic.

Installation Instructions

- In the BAIN Package Installer select:
 - 00 Core

[VKVII Oblivion Anvil](#)

Makes Anvil look like a rustic, washed out coastal town.

Download Instructions

- Files - VKVII Oblivion Anvil (Medium Low Size)

[Nice Ice a.k.a. The Hills Have Ice](#)

I have no ice and I must scream.

[better snow 2k](#)

Snow. Snow! Can't have enough of it.

[Oblivion Realm HD](#)

Changes all exterior textures in the Oblivion Realms.

[Oblivion Caves retexture](#)

Retextures the caves.

Download Instructions

- Main Files - Oblivion Caves retexture 2K

[Oblivion Caves retexture 2K Enhanced](#)

E N H A N C E.

[Strange Caves - A 2K Cave Retexture](#)

Cave Johnson here.

Download Instructions

- Main Files - StrangeCaves2K
- Update Files - StrangeCaves_DirtNormalMap

[HiRez Architecture- Daedric Shrines](#)

Adds further detail to shrines.

[Ruined Ruins](#)

The best fort ruin pack there is.

Download Instructions

- Main Files - Completely Ruined Ruins v03
- Main Files - Completely Ruined Ruins v03 skirting

[AI Enhanced - Ruined Ruins](#)

Actually this one is the best.

[VKVII Oblivion Cathedrals](#)

Enhances the detail of Cyrodiilic cathedrals - not ones from the planes of Oblivion.

Download Instructions

- Files - VKVII Oblivion Cathedrals (Medium Size)

[Animated Window Lighting System and Chimneys - AWLS](#)

Adds dynamic lights to windows and smoke to chimneys.

Installation Instructions

- In the FOMOD Installer:

- Plugin: select **Advanced Smoking Chimneys**
- QTP3: **Skip**
- RAEVWD: **Skip**
- BormetSI: select **Install Files**
- Options: select **Install all default window types**

[Snowy Roofs in Bruma for AWLS](#)

Makes the new roof mesh have snow.

Download Instructions

- Main Files - 2020 Retexture Project - Snowy Roofs in Bruma for AWLS

[Kvatch HD](#)

Heroic.

Download Instructions

- Main Files - Kvatch HD
- Update Files - Kvatch HD 1.1

If a warning about the mod being already installed appears, click **Rename**, rename it to "Kvatch HD 1.1".

[Khettienna's Mini-Mods](#)

A bunch of retextures for tiny clutter items.

Download Instructions

- Main Files - Khettienna's Mini Mods Complete Bundle

Installation Instructions

1. In the BAIN Package Installer select:
 - KMM Chorrol Mages Guild UV Tweaks v1.0
 - KMM Crucible Sewage Retex v2.0
 - KMM Garridan's Tears Retex v1.0
 - KMM Hourglass Sand Retex v1.0
 - KMM Leyawiin Woodland Stonewall Normalmap Fix v1.0

- KMM Mist Ground Effect Reduced v1.0
- KMM Paint Palette Retex v1.0
- KMM SE Beds Improved UV v1.0 Stone
- KMM Skingrad Modular Door UV Fix for Mikal33's Improved Doors & Flora v1.0
- KMM Yarn Retex v1.0

2. Install the mod.

[Improved Skulls and Bones and Ironwork](#)

Bad to the Bone.

Download Instructions

- Main Files - Improved Skulls and Bones and ironwork

[VKVII Oblivion Sidewalk Stonewall](#)

Improves the sidewalk.

Download Instructions

- VKVII Oblivion Sidewalks Stonewalls (Medium Size)

[VKVII Oblivion Castles](#)

Makes the castles baller.

Download Instructions

- VKVII Oblivion Castles (Medium Size)

[Improved Signs](#)

This is a sign.

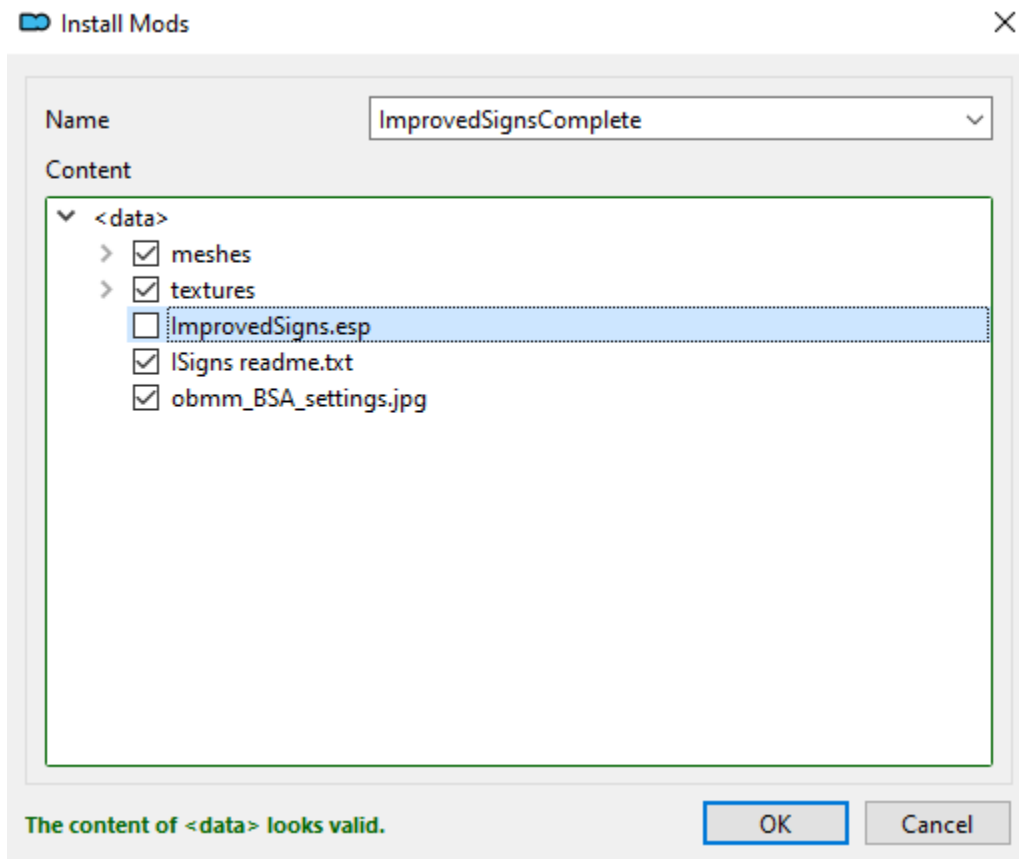
Download Instructions

- Main Files - ImprovedSignsComplete

Installation Instructions

1. Select the manual button and uncheck:
 - ImprovedSigns.esp

2. The expected result should look like this:



3. Click OK.

[Retextured Inn Signs](#)

Makes the Inn signs look better.

[Retextured Road Signs](#)

Makes the road signs clearer.

Download Instructions

- Main Files - Retextured Road Signs

Creature Visuals

Create a new separator and name it "Creature Visuals".

[Beautiful Creatures - Spriggan](#)

Better Spriggans.

[Beautiful Creatures - Spider Daedra](#)

Better Spider Daedra.

Download Instructions

- Main File - Spider Daedra Replacer

[Improved Flame Atronach](#)

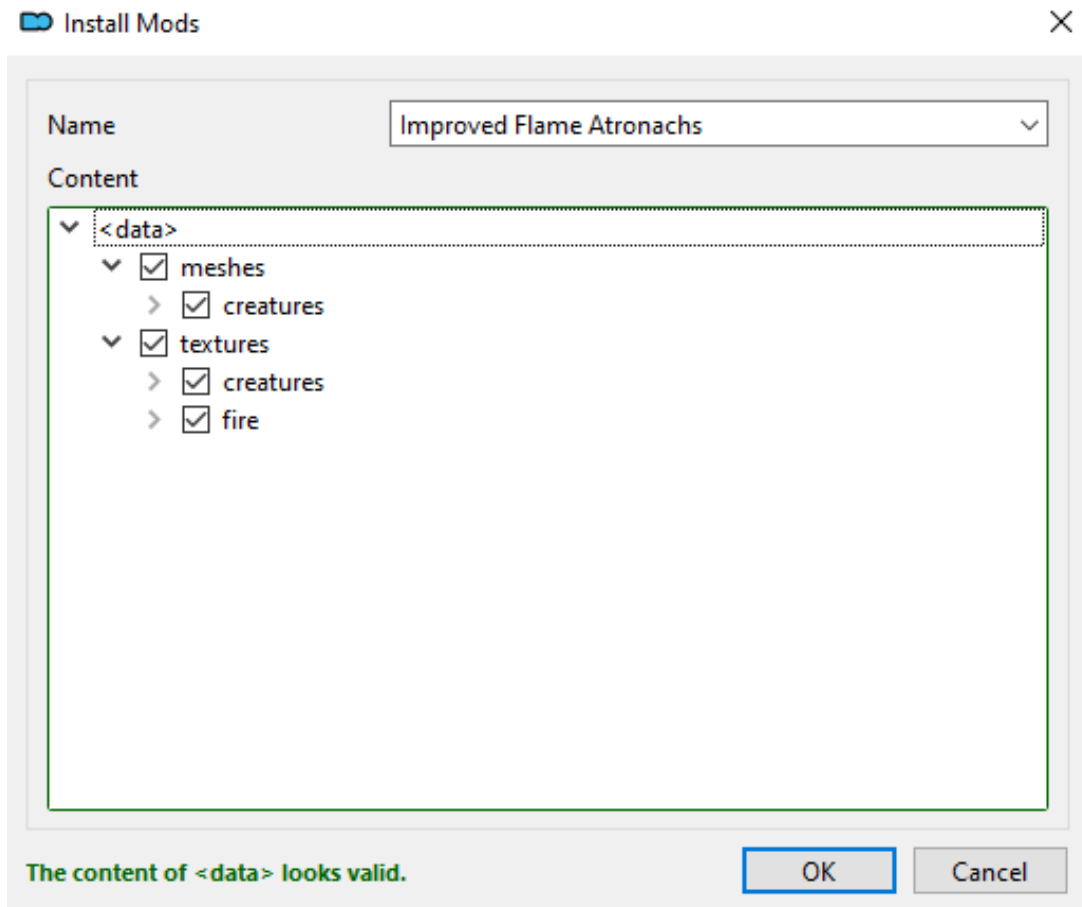
Flame on.

Download Instructions

Main Files - Improved Flame Atronachs

Installation Instructions

1. In the **Install Mods** window, double-click on the **flame atronach replacer** and **optional flame replacer** folders.
2. Drag the **Data** folder from the **optional flame replacer** folder into the **flame atronach replacer folder**.
3. Right-click on the **Data** folder from the **flame atronach replacer** folder.
4. Select **Set as <data> directory**.
5. The expected result should look like this:



6. Click OK.

[Improved Frost Atronachs](#)

Makes the frost atronachs cooler.

[Improved Storm Atronachs](#)

It is the storm that is approaching.

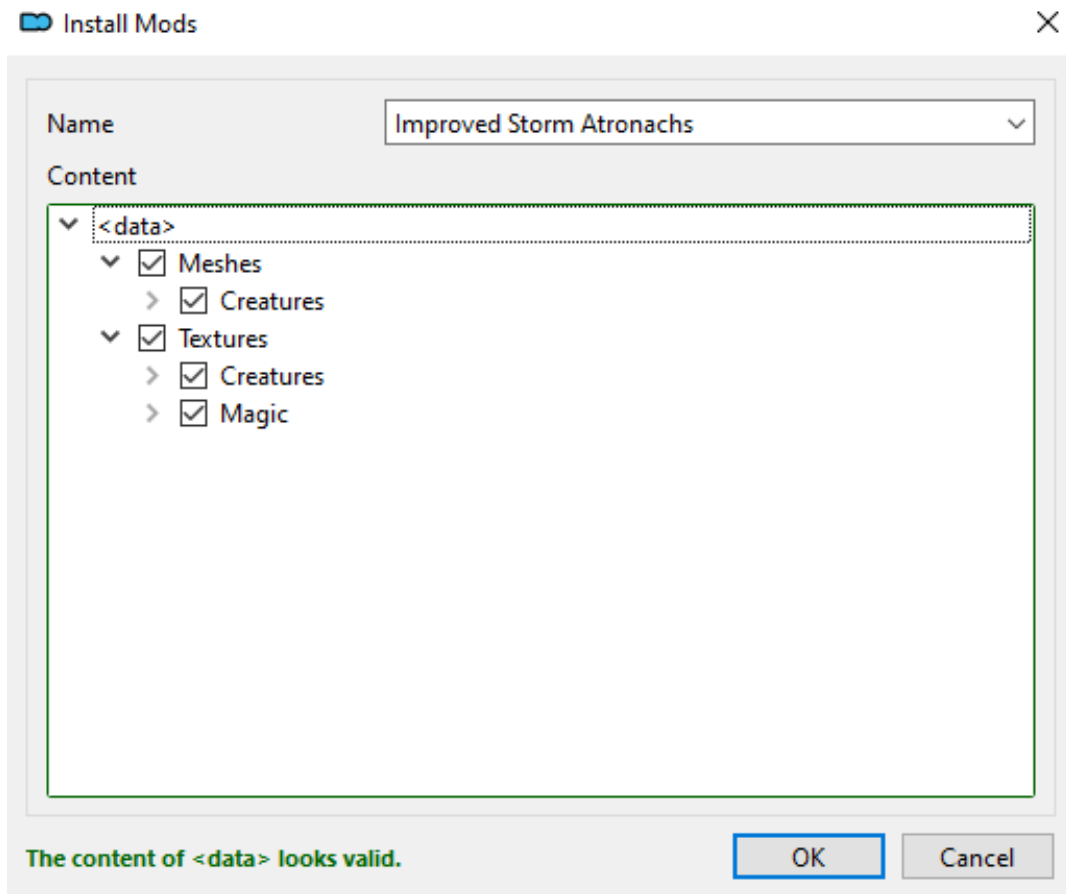
Download Instructions

- Main Files - Improved Storm Atronachs

Installation Instructions

1. In the **Install Mods** window, double-click on the **improved storm atronachs** folder.
2. Double-click the **optional SharperShock texture**.

3. Drag the **Data** folder from the **Optional SharperShock texture** folder into the **improved storm atronachs** folder.
4. Right-click on the **Data** folder from the **improved storm atronachs** folder.
5. Select **Set as <data> directory**.
6. The expected result should like this:



7. Click OK.

[Better minotaurs](#)

Minos would be proud.

[Better Lorgren Benirus](#)

Improves the visuals for the Lich.

Download Instructions

- Better Lorgren Benirus - No Staff Edit

[Diverse Liches \(Modders Resource\)](#)

Gives more variants to liches.

[Unique Liches](#)

Adds a few unique models for unique liches.

Download Instructions

- Unique Liches Hood Version

[Coop's TW3 Horse Replacer with Animated Ears](#)

Brings Roach into Cyrodiil.

Installation Instructions

- In the FOMOD Installer:
 - Misc: select **Armored Legion Horses**.
 - ArmoredManeFix: select **Mergeable Patch**.
 - KlenPatch: select **None**.
 - Bodies: select **None**.
 - Horns: Don't select anything.
 - Finish.

[Coop's MOO and Vanilla Wolf Remesh](#)

Enhances wolves.

Download Instructions

- Main Files - Coop's Vanilla Wolf Revamp 2K

[Coop's MOO and Vanilla Crab Revamp](#)

Filthy creatures.

Download Instructions

- Main Files - Coop's Vanilla Crab Revamp

Installation Instructions

- In the FOMOD Installer:
 - Pattern: select **VanillaLike**.
 - Shine: select **Muted**.
 - Misc: don't select anything.
 - Finish.

[Faster Horse Dismount](#)

Significantly faster.

[Smoother Horse Animations](#)

A much needed set of new animations.

Equipment Visuals

Create a new separator and name it "Equipment Visuals".

[Weapon Improvement Project](#)

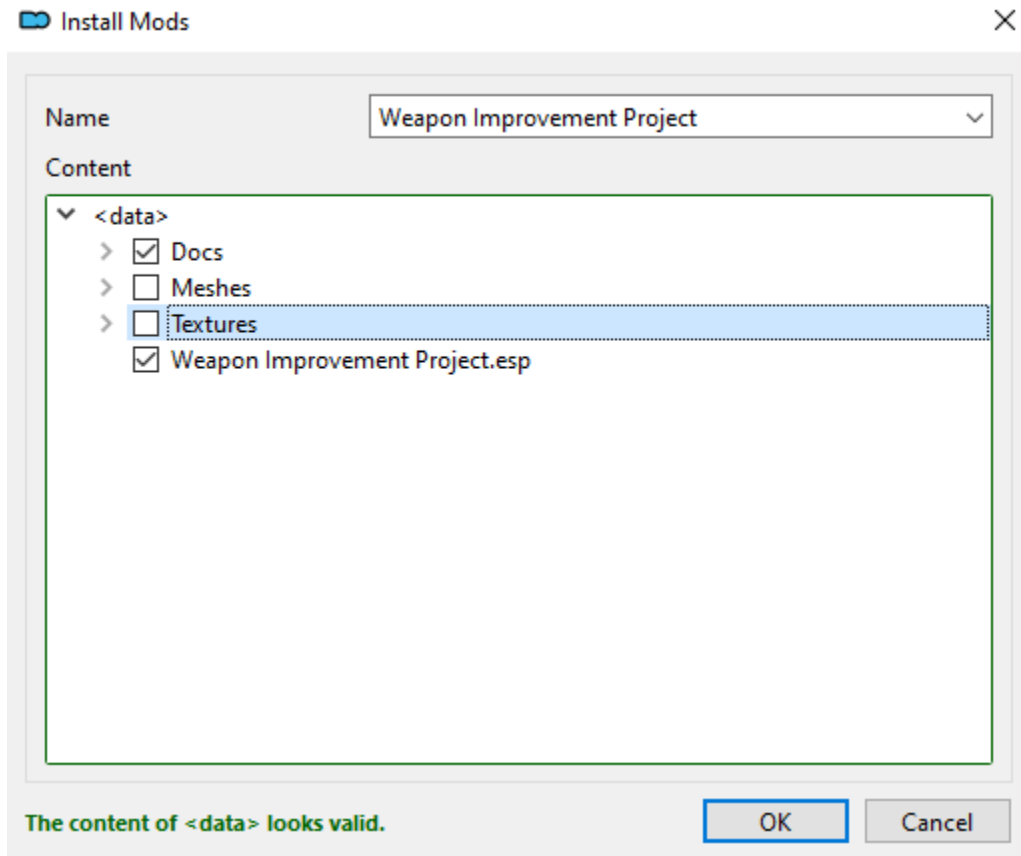
Makes weapons more detailed.

Download Instructions

- Main Files - Weapon Improvement Project

Installation Instructions

1. Select the manual button and uncheck:
 - meshes
 - textures
2. The expected result should look like this:



3. Click OK.

[Weapon Improvement Project - fixes \(NO ESP\) v2 .7z](#)

Fixes the meshes.

If a warning about the mod being already installed appears, click **Rename**, rename it to "Weapon Improvement Project - fixes (NO ESP) v2".

[Knights of the Nine Weapon Improvement Project Patch](#)

Improves the KotN weapons.

Download Instructions

- Main Files - Knights of the Nine Weapon Improvement Project Patch (**V2**).

[Artifacts Redone](#)

Gives artifacts a much more detailed model.

Download Instructions

- Main Files - Artifacts Redone
- Optional Files - Artifacts Redone - Calming Pants Replacer

Installation Instructions

- In the BAIN Package Installer for Calming Pants Replacer select:
 - 00 Core (Required)
 - 01 HGEC
 - 02 Robert Male
 - Seamless - OCOv2

[Artifacts Redone - HGEC Roberts Conversion](#)

Converts the new models to HGEC/Roberts

Download Instructions

- Install **both** main files - Robert's Artifacts v1.1, and HGEC Artifacts v1.2

[Visually Improved Staffs](#)

Improves the staffs in a manner most visually.

Installation Instructions

1. In the BAIN Package Installer select:
 - 00 Core
 - 01 Optional glowing
 - 02 Hrormirs Ice Staff
 - 03 Staff of Indarys
2. Install the mod.

[Visually Improved Staffs for OOO](#)

High resolution staff texture replacer for OOO.

[HiRes Iron Armor](#)

Ever wanted Hi-Res armor? Here you go.

[HiRes Iron Weapons](#)

Irony not included.

[Golden Elven Armor and Weapons](#)

Gives a more regal feel to them.

Download Instructions

- Main Files - Golden Elven Armor and Weapons
- Optional Files - Lindai and Nenalata Crowns

[Dwemer Metal - Armor and Weapons](#)

Metal for the metal god.

[Ebony Armor Extended](#)

Makes ebony armor look slightly more practical.

Download Instructions

- Main Files - Dark Ebony Gold

[Golden Dagger for Weapon Improvement Project - Fix](#)

Fixes an issue with the golden dagger.

[Darker and Bloody Daedric Equipment](#)

Makes it look pretty cool.

[Darker Glass Armor](#)

Just like Morrowind.

[Imperial Armors - Visual Edits](#)

Makes the armor more similar to ones from Skyrim.

Installation Instructions

- Download all of the Main Files

[Mythic Amber Armor](#)

Makes it worthy of an armor found in a daedric realm.

Installation Instructions

- Main Files - Mythic Amber Armor Final

[Townguards armor retexture](#)

Retextures the guard armor to be more detailed.

Installation Instructions

1. In the BAIN Package Installer select:
 - Imperial Guard Armor Retexture 4K-2K (56MB)
 - Townguard Armor Retexture 2K (32MB)
2. Install the mod.

[Half-off Clavicusvile Mask remodel replacer](#)

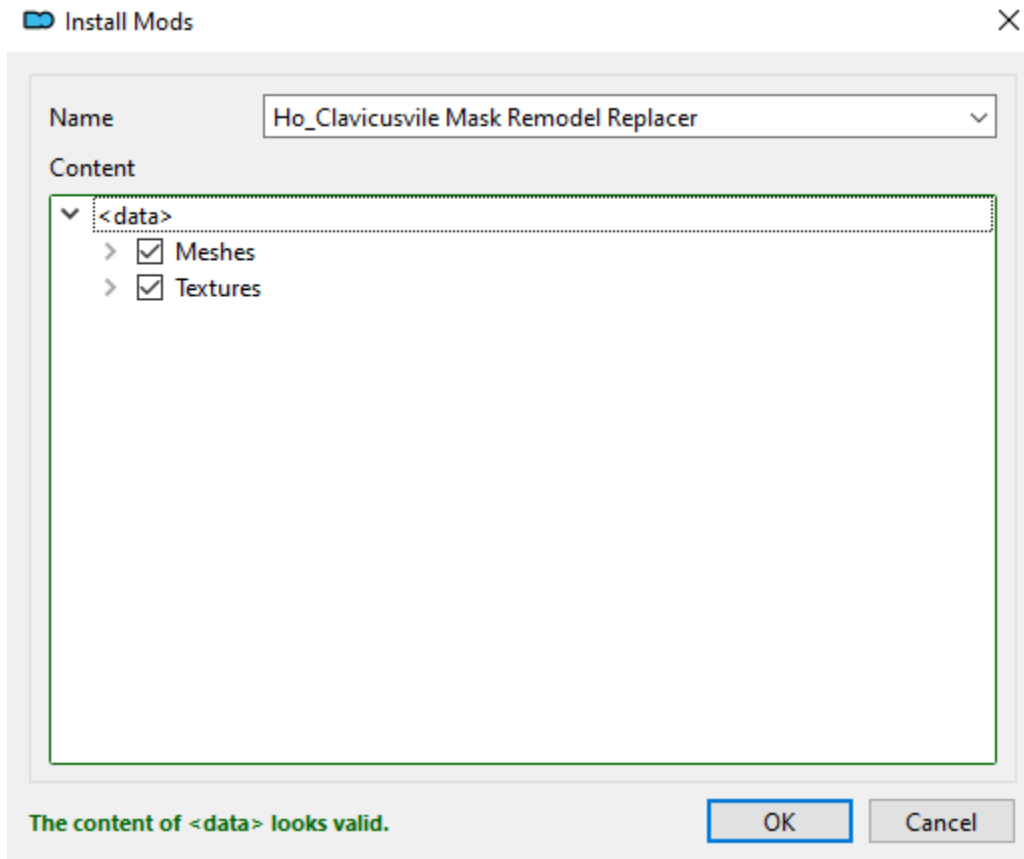
Remodels the Masque.

Download Instructions

- Main Files - Ho_Clavicusvile Mask Remodel Replacer

Installation Instructions

1. In the **Install Mods** window, right-click on the **Data** folder.
2. Select **Set as <data> directory**.
3. The expected result should look like this:



4. Click OK.

[SI Mania Clothing Fix](#)

Minor fix for an old SI bug.

[Cutlass Retexture](#)

Are you a pirate?

[Insanitys Umbra Sword Replacer](#)

It's insane not to get this.

[Magical Arrows](#)

Adds a really nice effect to arrows.

Miscellaneous Visuals

Create a new separator and name it "Miscellaneous Visuals".

[Improved Fires and Flames](#)

Improves the god awful vanilla flames.

Download Instructions

- Main Files - Improved Fires and Flames
- Optional Files - Optional torch

[Book Jackets Oblivion High Res BAIN](#)

Adds much more detail to the book jackets.

Download Instructions

- Main Files - Book Jackets Oblivion High Res BAIN - Cleaned and Bash Tags

Installation Instructions

1. In the BAIN Package Installer select:
 - 00 Core Assets
 - 01c Core Book Jackets ESP - Filter Version (Maximum Compatibility with Knights and UOP)
2. Install the mod.

[Grimbots DLC Book Jackets](#)

Adds more detailed book jackets to DLC books.

Download Instructions

- Main Files - Shivering Book Jackets

[EGO - Spell Tomes Replacer](#)

Makes the spell tomes into more beautiful books.

[Book Jackets KOTN](#)

Adds more detailed book jackets to the Knights of the Nine DLC books.

[Book Jackets KOTN HD update](#)

Now in HD.

[Book Jackets for Misc DLC](#)

Adds more detailed book jackets to the house DLC books.

[TD Alternative Books Cover](#)

Makes the book covers more varied.

Installation Instructions

2. In the BAIN Package Installer select:
 - 00 Core

[Glowing Fractured Soulgems](#)

Makes the soul gems look way cooler.

Download Instructions

- Main Files - Glowing Fractured Soulgems - All Colours with 1024 Textures

Installation Instructions

1. In the BAIN Package Installer select:
 - 00 - Core Files
 - 01 - Textures - Skyrim Inspired Colours
 - 02 - Glow map - Fractured Glow
 - 03 - Meshes - Pulsing
2. Install the mod.

[Icon Patch for Glowing Fractured Soulgems](#)

Fixes the icons.

Download Instructions

- Main Files - Icon Patch for Glowing Fractured Soulgems

[HiRes Silver and Gold Clutter](#)

Keeps the clutter in the same vanilla silver tone.

Download Instructions

- Main Files - HiRes Silver Clutter
- Optional Files - HiRes Gold Clutter

[HiRes Pewter](#)

More detail.

[Vanilla Amulets fix for HGEC](#)

Helps hide seams.

[Retextured Amulets](#)

Improves the textures of amulets.

[Retextured Rings](#)

To rule them all.

[EGO - Beverages and Bottles Replacer](#)

Makes the bottles of beverages look way cooler.

[Retextured Potions](#)

Also makes potions really cool.

Download Instructions

1. In the BAIN Package Installer select:
 - Core
 - Optional Slimy
2. Install the mod.

[Retextured Potions - OOO Patch](#)

Patch for OOO and Retextured Potions!

Download Instructions

- Main Files - Retextured Potions - OOO Patch

[Paintings Variation](#)

Changes paintings.

Download Instructions

- Main Files - Paintings Variation 2.0
- Optional Files - Paintings Variation SI

Faster Dungeon Doors

Open dungeon doors faster.

High-Res Varla and Welkynd Texture Replacer

Gives beauty to these ancient artifacts.

Installation Instructions

1. In the BAIN Package Installer select:
 - 01 Fixed UV Meshes w. 2x UV Scaling
 - 02 More Meshes w. New Iron Tex && 2x UV Scaling
2. Install the mod.

HD Cobwebs

Cobbing time.

TD Lower Clutter

Retextures the clutter for lower class items.

TD Middleclass Replacer v 3.0

Replaces the models of some middleclass items.

TD Middleclass v 3.1

Retextures them.

If a warning about the mod being already installed appears, click **Rename**, rename it to "TD_Upperclass v 3.1".

TD Upperclass v 3.0

Makes the upperclass look more detailed.

[TD Upperclass v 3.1](#)

Update file.

[Darooz Upperclass clutter](#)

Classy.

[Colovian Carpets - A rug and mat retexture](#)

I can show you the world...

[VKVII Oblivion Mages Guild Clutter](#)

Hi-Res retexture of magical related clutter.

[HiRes Hay Bail Textures](#)

Not a bail out.

[Better Window Reflections](#)

Replaces the vanilla god awful reflections.

[Kinda Actually Decent Enviroment Map](#)

Very decent.

[Retextured Caves and Mines Doors](#)

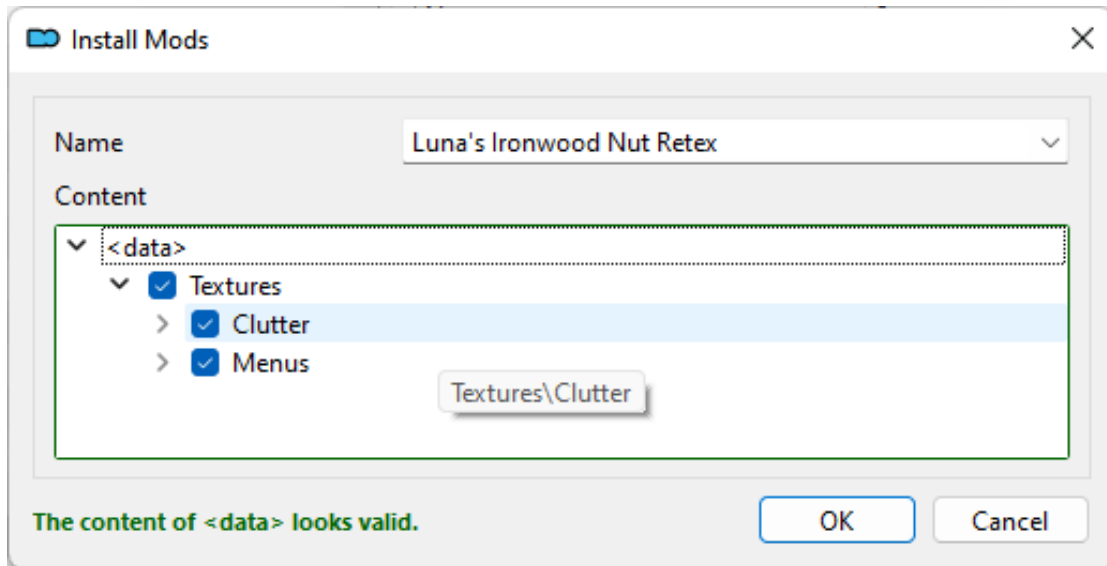
Compliments strange caves.

[Luna's Ironwood Nut Retex](#)

N U T.

Installation Instructions

1. In the **Install Mods** window, double-click on **LunasIronoodNutRetex**.
2. Double-click on **Data** and **OPTIONAL**.
3. Drag and drop **Textures** from both expanded folders to **<data>**.
4. The expected result should look like this:



5. Click OK.

[Azuras Star retexture](#)

By Azura!

[Azuras Star Glow](#)

Now glowing!

[Darooz artsupplies](#)

No more palette stacking!

[Kaizits Animated Ingredients](#)

Makes the ingredients animated.

Download Instructions

- Main Files - Kaizits Animated Ingredients
- Update Files - Kaizits Animated ingredients v1.1

If a warning about the mod being already installed appears, click **Rename**, rename it to "Kaizits Animated ingredients v1.1".

[Kaizits Animated Ingredients - No Shadows](#)

Removes shadows for increased performance.

[Icons for Alchemy Apparatus](#)

Improves UI.

Download Instructions

- Main Files - Icons for Alchemy Apparatus
- Optional Files - Icons for novice Alembic and Retort

[Clickable Magic Gate](#)

You can now click it!

[VAs Better Gold with No Menu Icon - Loose](#)

Improves the detail of the actual gold items.

[Luxury Ayleid Chests](#)

Makes the chests more detailed.

[Luxury Ayleid Chests - Small Chest Glow](#)

Makes the chests glow.

[Improved Chests](#)

Adds several new chest models.

Download Instructions

- Main Files - Improved Chests
 - When in the BAIN installer, do not tick OLDChests, you only need the Improved Chests (OOO Compatible)

[Savilla's Stone Enhanced](#)

Makes the stone more detailed.

Installation Instructions

1. In the BAIN Package Installer select:
 - 01 - Iced Style (.esp FREE)
2. Install the mod.

Sounds

Create a new separator and name it "Sounds".

[GOSH](#)

Massively overhauls the sounds of Oblivion.

Download Instructions

- Main Files - GOSH v2-1

[Varied Spell Sounds](#)

Improves the sound variety of spells.

Download Instructions

- Main Files - AgarVariedSpellSounds

[Symphony of Violence - Combat Sound Enhancement](#)

Improves the general combat sound effects.

[Consistent Beggar Voices](#)

Fixes the inconsistencies with beggar voices.

Music

Create a new separator and name it "Music".

[Oblivion Music Overdose 2](#)

Includes some great music.

Download Instructions

- Optional Files - Oblivion Music Overdose 2 - Title Music NOT Replaced

[Oblivion Symphonic Variations Music Suite](#)

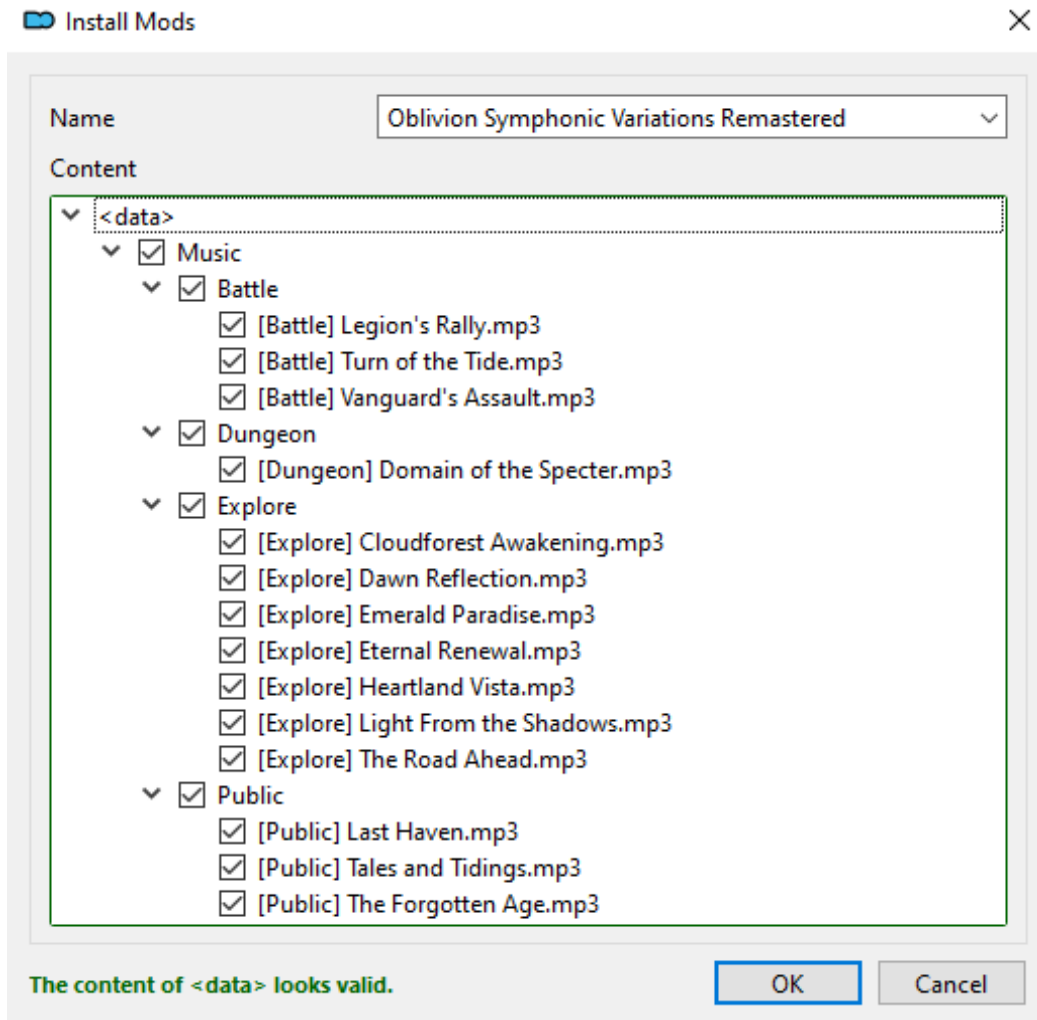
Adds some music in the style of Jeremy Soule.

Download Instructions

- Main Files - Oblivion Symphonic Variations Remastered

Installation Instructions

1. In the **Install Mods** window, right-click on **<data>**.
2. Click on **Create directory**, and call the directory name **"Data"**.
3. Within the newly created **Data** folder directory, create a new directory and call it **"Music"**.
4. Within the newly created **Music** folder directory, create new directories and call them, **"Battle"**, **"Dungeon"**, **"Explore"** **"Public"**.
5. Drag the mp3 files into the related folders.
6. Right-click on the Data folder.
7. Click **set as <data> directory**.
8. The expected result should look like this:



9. Click OK.

Late Loaders

Create a new separator and name it "Late Loaders".

[Miscellaneous Patch Collection by Dispensation](#)

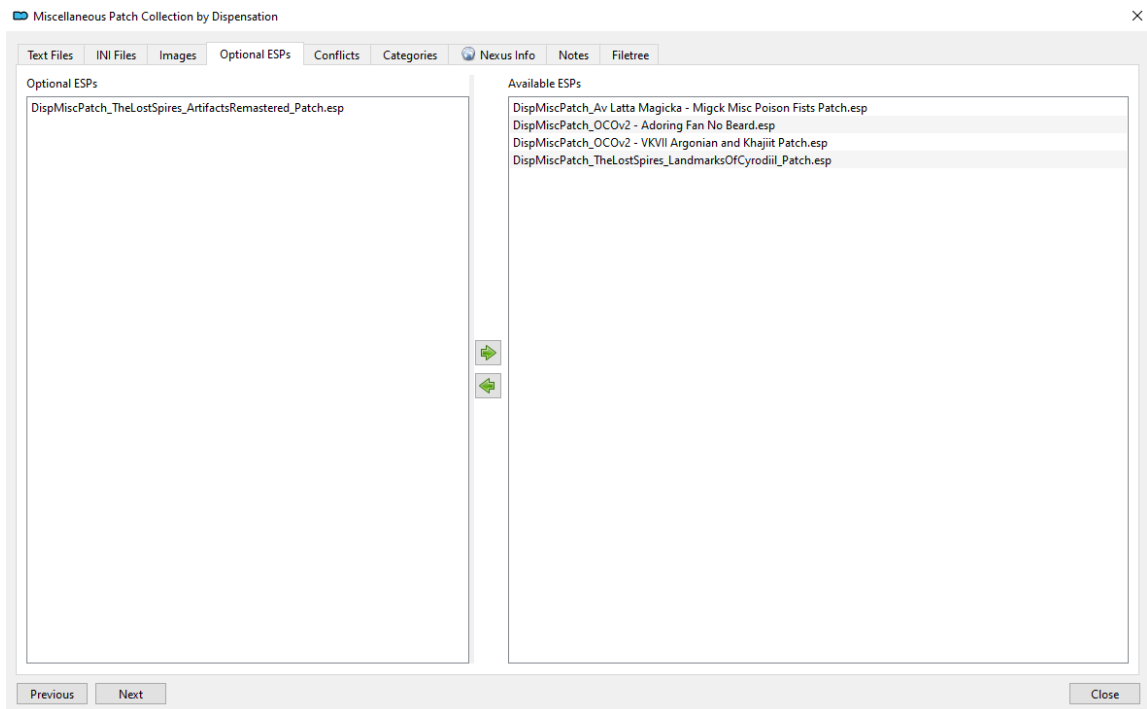
A huge patch collection for several mods.

Download Instructions

- Main Files - Miscellaneous Patch Collection by Dispensation

Installation Instructions

1. In the BAIN Package Installer select:
 - Av Latta Magicka - Migck's Misc Elemental Fists Poison Patch
 - Oblivion Character Overhaul 2 Patches
 - The Lost Spires Compatibility Patches
2. Double-click on **Miscellaneous Patch Collection By Dispensation** in the left pane.
3. Set the following as **Optional ESPs**:
 - DispMiscPatch_TheLostSpires_ArtifactsRemastered_Patch.esp
4. The expected result should look like this:



5. Close.

[OOO SI - OCOv2 Patch](#)

Patch for OOO SI and OcOv2

Download Instructions

Optional Files - OOO Shivering Isles - OCOv2 Restoration Patch

[OOO - Cobl Patches](#)

Patches for OOO and Cobl

Download Instructions

- *Main Files - COBL Tweaks - MOFAM Patch* - this contains your "Cobl Tweaks - OOO.esp"
- *Main Files - OOO CoblTweaks Fix* - this is an additional .esp to the file above.
- *Main Files - OOO Spectral Fix*

Do not enable "Cobl Tweaks - SI.esp" or any other non-OOO CoblTweaks package, only use "Cobl Tweaks - OOO.esp"

[EVE HGEC bodies types for OOO](#)

Makes the females npcs armors match the HGEC body type - includes the OOO patch for it.

Download Instructions

- *Optional Files - EVE for Oscuro Oblivion Overhaul 1_3 BAIN*

Installation Instructions

- *In the BAIN Package Installer, get 00 Core, 10 Equipment Replacer Upperbody - Normal C-Cup, 15 Equipment Replacer Lowerbody - Normal.*
- *Do not enable "EVE_StockEquipmentReplacer.esp", instead use "EVE_StockEquipmentReplacer for OOO.esp".*

[Robert Male Muscular OOO Armor](#)

Same thing but for male npcs and its respective body type - Robert Males.

Download Instructions

Main Files - Robert Muscular OOO Armor

[OOO - Seamless Patch](#)

Patch for OOO and Seamless/HGEC

Download Instructions

Optional Files - SE- HGEC OOO 24078

[OOO Improved Chests - Harvest Containers removed](#)

Removes a critical and save-bloating feature from OOO. Manual Installation.

Finishing Line

INI Presets

Create a new separator and name it "INI Presets".

[ROTS Preset Compilation](#)

Every preset that is required for this guide to play as intended is included here.

[spoiler]List of Mods:

Blockhead

Disables a clunky change to the race menu controls.

Migck Miscellaneous

Disables the more intrusive settings.

MigMaster

Removes a pointless notification.

Extended UI

Enables additional QoL tweaks such as quick selling and buying shop items.

Disables spell descriptions.

QZ Easy Menus

Assigns more appropriate shortcut keys.

Map Marker Overhaul

Removes intrusive features such as changes to the compass range

Av Latta Magicka

Tunes the configuration more appropriately.

Ultimate Leveling

Disables out of place features like horseshoes and enables the vanilla based skill usage leveling.

Combat Additions

Removes many intrusive features such as healing grass, combat ratings and lock-on mechanics.

Crime Has Witnesses

Sets the witness notifications to the least intrusive setting.

[/spoiler]

Mod Cleaning

Mod cleaning is really simple:

1. Make sure TES4EditQuickAutoClean is selected.
2. Click the **Run** button.
3. When the process starts, select a plugin.
4. Click OK.
5. Exit the window.
6. Repeat the previous steps for all plugins requiring cleaning.

LOOT will show you what plugins need cleaning, but for your convenience we also provide a list of esps here:

List of Mods:

- DLCHorseArmor.esp
- DLCVileLair.esp
- DLCOrrery.esp
- DLCMehrunesRazor.esp
- DLCSpellTomes.esp
- DLCThievesDen.esp
- DLCBattlehornCastle.esp
- DLCFrostcrag.esp

- Knights.esp
- The Lost Spires.esp
- The Lost Spires - Cleaned Up Scribe.esp
- GOSH Region Ambiance.esp
- Cliff_BetterLetters.esp
- IC Circular Canal.esp
- INewGems.esp
- Harvest [Flora] - Shivering Isles.esp
- Harvest [Flora] - DLCFrostcrag.esp
- Better Rainbows.esp
- MinimalMagicEffects.esp

Bashed Patch

The Bashed Patch is primarily used for conflict resolution between your entire load order and merging leveled lists. Additionally, it allows you to save esp slots by merging those esps into the Bashed Patch.

This section will show the user how to apply this utility to their load order for the purposes of this guide.

Before building your Bashed Patch, make sure to run LOOT to sort your load order.

Instructions:

1. Open Wrye Bash in MO2.
2. Go to the top-left of the **Mods** tab.
3. Go to **Edit**.
4. Go to **Active Plugins**.
5. Select **Deactivate All**, then in the same menu **Activate non-mergeable**.
6. Right-click on **Bashed Patch, 0.esp** -> **Rebuild Patch**.
7. Make sure that you have these categories enabled:

<input type="checkbox"/>	Alias Plugin Names
<input checked="" type="checkbox"/>	Merge Patches
<input type="checkbox"/>	Replace Form IDs
<input checked="" type="checkbox"/>	Import Actors
<input checked="" type="checkbox"/>	Import Actors: AI Packages
<input checked="" type="checkbox"/>	Import Actors: Faces
<input checked="" type="checkbox"/>	Import Actors: Factions
<input checked="" type="checkbox"/>	Import Actors: Spells
<input checked="" type="checkbox"/>	Import Cells
<input checked="" type="checkbox"/>	Import Effect Stats
<input checked="" type="checkbox"/>	Import Enchantment Stats
<input checked="" type="checkbox"/>	Import Enchantments
<input checked="" type="checkbox"/>	Import Graphics
<input checked="" type="checkbox"/>	Import Inventory
<input checked="" type="checkbox"/>	Import Names
<input checked="" type="checkbox"/>	Import Races
<input type="checkbox"/>	Import Races: Relations
<input type="checkbox"/>	Import Races: Spells
<input checked="" type="checkbox"/>	Import Relations
<input type="checkbox"/>	Import Roads
<input checked="" type="checkbox"/>	Import Scripts
<input checked="" type="checkbox"/>	Import Sounds
<input checked="" type="checkbox"/>	Import Spell Stats
<input checked="" type="checkbox"/>	Import Stats
<input checked="" type="checkbox"/>	Import Text
<input checked="" type="checkbox"/>	Tweak Actors
<input checked="" type="checkbox"/>	Tweak Assorted
<input checked="" type="checkbox"/>	Tweak Clothes
<input type="checkbox"/>	Tweak Names
<input type="checkbox"/>	Tweak Races
<input checked="" type="checkbox"/>	Tweak Settings
<input checked="" type="checkbox"/>	Cobl Catalogs
<input type="checkbox"/>	Cobl Exhaustion
<input checked="" type="checkbox"/>	Contents Checker
<input checked="" type="checkbox"/>	Leveled Lists
<input type="checkbox"/>	Morph Factions
<input checked="" type="checkbox"/>	NPC Checker
<input checked="" type="checkbox"/>	Race Checker
<input checked="" type="checkbox"/>	SEWorld Tests
<input checked="" type="checkbox"/>	Timescale Checker

8. Go to the **Leveled Lists** category and untick **Remove Empty Sublists**.
9. Go to **Tweak Actors/Assorted/Clothes/** setting and make changes to your preferences (recommended settings below).
10. Click **Build Bashed Patch** on the bottom of the Update Bashed Patch, 0.esp window.

Recommended Tweaks

The Bashed Patch is useful beyond simply conflict resolution. It even has tweaks packaged in that can be enabled.

Tweak Actors:

- **Enable** "Irresponsible Creatures [All Creatures]".

Tweaks Assorted:

- **Enable** "Armor Shows Amulets".
- **Enable** "Armor Shows Rings".
- **Enable** "Clothing Shows Amulets".
- **Enable** "Clothing Shows Rings".
- **Enable** "Magic: Script Effect Silencer".
- **Enable** "Nvidia fog fix". (enable for Nvidia GPUs)
- **Enable** "Bow reach fix".
- **Disable** "Default Icons" (requirement for Av Latta Magicka).
- **Enable** "No Light Flicker" (FPS boost).

Tweaks Clothes:

- **Enable** "Gloves Show Rings".
- **Enable** "Robes show amulets".

Tweak Settings:

- **Enable** "Arrow: Speed".
 - Right-click and select x2.0.
- **Enable** "Camera: Chase Tightness".
 - Right-click and select ChaseCameraMod (x24.75)
- **Enable** "Player:Horse Turning Speed".
 - Right-click on the option and set values to custom.
 - iHorseTurnDegreesPerSecond value to 80.
 - iHorseTurnDegreesRampUpPerSecond to 360.
- **Disable** "UOP Vampire Aging And Face Fix" (ORC already includes a fix).
- **Enable** "Warning: Exterior Distance To Hostiles".
 - Right-click on the option and set it to 1000.
- **Enable** "Warning:Interior Distance To Hostiles".
 - Right-click on the option and set it to 1000.

Note #1:

Filter Patches are patches with Filter Bash tags that import records based on your current load order. Missing masters are normal, as the relevant records are merged into the Bashed Patch. **Filter Patches must be deactivated at all times.**

Note #2:

It is recommended to rebuild your Bashed Patch whenever you make changes to your plugin load order.

Note #3:

Depending on your load order, this process might take awhile.

LOD

Create a new separator and name it "LOD".

In order for a proper display of distant objects and terrain, custom LOD generation will be needed. It is NOT required, especially if your system cannot handle it.

For additional information, check out [this](#).

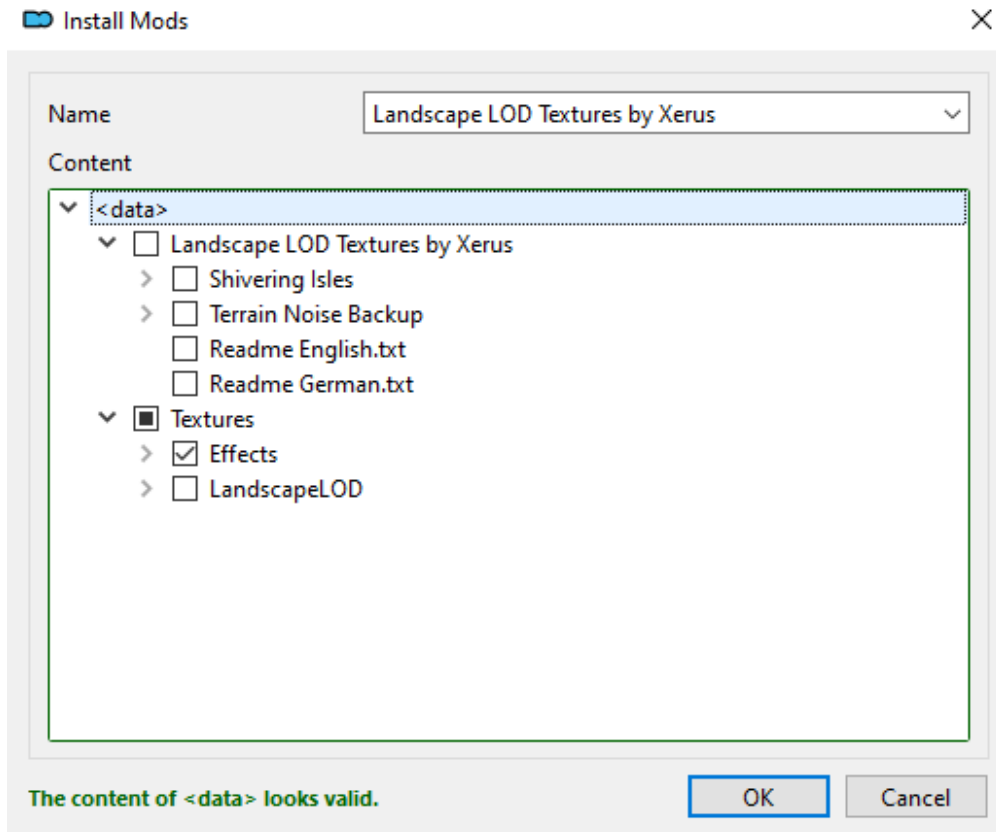
LOD Resources

[Landscape Terrain Noise by Xerus](#)

Improves the look of distance LOD.

Installation Instructions

1. Double-click on the **Cyrodiiil** folder.
2. Drag the **Textures** folder from the **Cyrodiiil** folder into **<data>**.
3. In the **Textures** folder, uncheck **LandscapeLOD**.
4. Uncheck **Landscape LOD Textures by Xerus**.
5. The expected result should look like this:



6. Click OK.

[TES4LL - Missing textures for Landscape LOD generation](#)

Adds missing textures necessary for LOD generation.

Download Instructions

- Main Files - TES4LL - Oblivion Vanilla - Missing Textures

[SI HM fix for TES4LL and MPGUI](#)

Fixes the Height Map for Shivering Isles.

[Evenstars Colourwheel LOD Update](#)

Improves LOD models.

Download Instructions

- Main Files - Evenstar CW LOD

Installation Instructions

1. In the BAIN Package Installer select:
 - 00 Textures
 - 04 Statues and shrines
2. Install the mod.

[Optimized VWD](#)

Less resource intensive VWD models.

Download Instructions

- Main Files - Optimized VWD

[VWD for Leyawiin](#)

Adds VWD models to Leyawiin LOD.

Download Instructions

- Main Files - VWD for Leyawiin

[VWD for Town Houses](#)

Adds VWD models for town houses.

Download Instructions

- Main Files - VWD for Town Houses

[Imperial City LOD - Performance Edition](#)

Full Imperial City LOD.

Download Instructions

Main Files - Imperial City LOD - Performance Edition

[City LOD - Performance Edition](#)

Detailed city LOD

Download Instructions

Main Files - Anvil Chorrol LOD

[J3 Atlased VWD 2](#)

Adds several atlased VWD models.

Download Instructions

- Main Files - J3 Atlased VWD 2 - Cyrodiil - BAIN installer
- Main Files - J3 Atlased VWD 2 - Shivering Isles - BAIN installer
- Optional Files - J3 Atlased VWD 2 - Cyrodiil - Ruins - ALL - Ruined Ruins (texture mod)
- Optional Files - J3 Atlased VWD 2 - Shivering Isles - Bomret's Texture Pack for Shivering Isles

Installation Instructions

1. In the BAIN Wizard Installer for Cyrodiil:
 - Select **Performance (No Rocks)**
 - Finish.
2. In the BAIN Wizard Installer for Shivering Isles:
 - Select **Select All**
 - Finish.

[Bruma Frostcrag Spire LOD](#)

Adds LOD to Frostcrag Spire from Bruma.

[Landscape LOD generator tes4ll-v5](#)

Used to generated landscape textures.

Download Instructions

- Main Files - Landscape LOD generator 5_15c

Installation Instructions

1. Install **Landscape LOD generator 5_15c** as a mod in MO2.
2. Click OK.
3. Ignore the warning message.

LOD Generation Tools

Sort through LOOT and rebuild your Bashed Patch before you use the following tools.

[Multi Purpose GUI](#)

This tool is for generating terrain LOD.

Download Instructions

- Main Files - mpgui_2_00

Installation Instructions

1. Extract the contents of the setup.exe at a location of your choosing.
2. Run setup.exe and install in the following path:
 - C:\MPGUI

[MPGUI Batch Files](#)

Batch files that automatically configures settings for you.

Installation Instructions

1. Extract into the same location where the MPGUI files were installed (C:\MPGUI).
2. Select all files in the MPGUI folder.
 - Right-click and drag the cursor to **7-Zip**.
 - Click on **Add to Archive**
 - Press **OK** on the new window.
3. Install the newly created MPGUI archive as a mod in MO2.
4. Click OK and ignore the warning message.

LOD Instructions

1. Create a new empty mod by right-clicking on the empty space in the left pane, and call it "**Original Game Data**".
2. Right-click on **Original Game Data** and select **Open In Explorer**.
3. Copy the **Oblivion.esm** and **DLC esps(including Knights)** from the Oblivion root folder into the **Original Game Data** empty mod.
4. Create a new empty mod called **Landscape LOD**.
5. Within that new empty mod create the following directory structures:

- Meshes\Landscape\LOD
 - Textures\LandscapeLOD\Generated
6. In the right pane, open the dropdown box in the upper right window, which is just left of the **Run** button.
 7. Click **<Edit...>**
 8. In C:\Modding\MO2\mods\MPGUI add **mpgui.exe** as an executable.
 9. Click on **mpgui** in the Modify Executables menu.
 10. Check **Create files in mod instead of Overwrite (*)**.
 11. In the drop down menu, select **Landscape LOD**.
 12. Click **Apply**.
 13. Make sure **Landscape LOD Generator TES4LL-v5** and **Original Game Data** are enabled in MO2.
 14. Run **mpgui** in MO2.
 15. In MPGUI click on **File**.
 16. Click on **Open batch**.
 17. Double-click on **DispensationBatchTamriel.mpb**.
 18. Click on the **Plugins** tab.
 19. Click on the **Plugins.txt** button.
 20. Go to the **Worldspace** tab and click on **Read Worldspaces**.
 21. It might crash during the scanning process, if it does, just try again until it works.
 22. Click on the **Start Process** tab.
 23. Click on the **Click me if you are ready** button to generate the Tamriel landscape LOD.
 24. When **Background reader finished** is displayed in the console log, it is done.
 25. Close.
 26. From step 14 repeat the steps for **DispensationBatchShiveringIsles.mbp**.

[SlowLODGen](#)

This tool is for generating object LOD.

Installation Instructions

1. When the download has finished, install SlowLODGen in MO2. When asked if it is BAIN, select no.

2. Click Ok then ignore.
3. Add **Launch SlowLODGen.bat** as an executable.

LOD Instructions

1. Double-click on the SlowLODGen mod.
2. Open LODGen_config.yaml with any text editor (e.g. Notepad) and set write_bsa to True (note that SkyBSA is required).
3. Run the bat through MO2 (select "Launch slowLODGen" in the list in the right pane and press the giant "Run" button)
4. Wait for the tool to finish (this can take 5–15 minutes depending on your setup).
5. Check that the load order position of MergedLOD.esm in the right pane ("Mod Index" column) matches the position stated in the esm description (shown when you hover over the plugin) and that the file is active.
6. Check that MergedLOD.esp is active and that it is placed late in the load order.

FAQ and troubleshooting

My game doesn't load/I CTD on clicking "New Game"

Before coming to the comments or our Discord server, try this:

1. Check for missing masters. Check that you don't have esps with missing masters enabled.
2. Regenerate the **Oblivion.ini**.
Delete **Oblivion.ini** in My Documents\My Games\Oblivion**Oblivion.ini** then launch the **Oblivion Launcher** (either via GOG, Steam, or directly clicking on the OblivionLauncher.exe) to regenerate the file. If the game launches (don't pay attention to wrong resolution/fonts) reapply font tweaks for Darnified UI (see Installation Instructions for Darnified UI) and reapply bBorderRegionsEnabled=0 in the Oblivion.ini.

3. Restart your computer. Yes, we know, it sounds too obvious, but may help in certain cases and is pretty fast to do.
4. Check for bugged esps. Try to launch Oblivion with only Oblivion.esm active. If it works, enable esps by groups, until you find the culprit.
5. Check if ORC or Oblivion Display Tweaks is the issue. Disable Oblivion Reloaded Combined and/or Oblivion Display Tweaks to see if it solves the issue. If it is indeed the case, some configuration for your particular setup might be required to achieve ultimate happiness.
6. If you use DXVK, try removing d3d9.dll from the Oblivion root folder to see if the problem still persists.
7. Check for bugged mods - for MO2 users. Try to disable all mods (**except for Darnified UI**) if you use MO2, if it works, try to find the source of problems by re-enabling mods in groups/one-by-one.

Thanks to Skarn for making the guide

Shoutout to Lolcos for helping clean up messy details

Ciggyman_ wuz here