

Listed below are a list of mods that I've checked for compatibility with East Empire Expansion and found no conflict. If any of these are incorrect please let me know ASAP. Patches by other authors can also be found on the forum post.

I'll update this list as I test EEE with more mods:

[Alternate Raven Rock](#) by Jerv1
[Azuroas Raven Rock](#) by Jaiebbles
[Azorod's Whiterun](#) by Azorod
[Better Courier](#) by Korodic
[Brokenbluff](#) by Lordamuel
[Civil War Refugees](#) by Ceftadzime
[Cliff Cabin](#) by Lametrie
[Dawn of Skyrim Director's Cut](#) by Vaelka
[Epic Cities Solitude](#) by FaramH
[Epic Windhelm Expansion](#) by leontristain
[Fortified Whiterun](#) by Skyfall515
[Greater Markarth Expansion](#) by Domenicus7
[JK's Windhelm Outskirts](#) by Jkrojmal
[Kingdom of Eastmarch](#) by Axis1211
[Kingdom of Falkreath](#) by Axis1211
[Kingdom of the Rift](#) by Axis1211
[Mandragora's Winterhold Overhaul](#) by Mandragorasprouts
[Markarth - City of Stone](#) by Amasido
[Menskr](#) (Vanilla and COTN versions) by DexModsOfficial
[Northern Raven Rock](#) by Caenraes
[Lawbringer](#) by EpicCrab
[Legacy of the Dragonborn](#) by Icecreamassassin et al. (don't put EEE relics into any LOTD containers)
[Provincial Courier Service](#) by Arthmoor
[Prettier Decorated Roads](#) by Retrophyx
[Raven Rock Reimagined](#) by Overseer666
[Riften Docks Overhaul](#) by marxercise, flintone, zebra0, Urtho, AgentW, and robertgk2017
[Rockin' Raven Rock](#) by GreyMtnFox
[Ruined Winterhold](#) by SillySilverSongbook
[RYFTEN](#) by Yuril
[Solitude Expansion](#) by Ceasirius
[Tel Aschan](#) by Elianora
[The Port City of Windhelm](#) by pancake0723
[White River Farm](#) by XxLeafeater27xX
[Whiterun Expansion Redone SSE](#) by Gamerdude092 (original) and marob307 (SE port)
[Windyridge](#) by Mandragorasprouts
[Winterhold Trader](#) by MlemandPurrs (SE) and ImmBasic (original)