

Hey guys, this is my comprehensive guide on how the mod load order works. In this, you will see an outline of what can make the game crash, how to likely properly remove mods mid-game, corrupt saves and learn more about the game we all love. My names Brandon and I spent hours working on this. Gaining much needed and widely successful help from redditor **Aleithian** and gathering information based off my experiences thus far with modding on the Xbox One.

I have remade my wood elf character by the name of Thelonius Tiecan so many times now. I haven't gotten past level 10 because I am so focused on creating a solid foundation of mods. It is my belief that I have finally found it. Throughout this document, hopefully you will laugh, hopefully you'll be surprised and hopefully you will be able to come back to this and quickly fix any issues you may have.

I spent hours testing the new load order that you will learn how to create yourself later upon reading this. There were no crashes, no obscene glitches and I could successfully begin exiting my game to the menu without a crash as well. You will quickly learn that a perfect mod load order will save hours of frustration. Bethesda still needs to fix some core issues here and there, but soon you will be close to being crash free as possible.

Good luck!

Official Mod Load Order for Skyrim

# Steps on how Skyrim loads in mods

- 1. What you see on screen is top of the list to bottom of the list (Unofficial Skyrim Special Edition Patches)
- 2. Mods load from the top of the list to the bottom

# **Example of a Load Order:**



**Unofficial Skyrim Special Edition Patches** would be loading first, since it is at the top of the list and because **Relationship Dialogue Overhaul** is at the bottom of the list from this six-mod list, it would be loaded into the game last.

Before I move on to the proper list of how to sort your mods from the top of the list to the bottom, I want to stress a few things. As of now, there are over 2,000 mods available to Xbox One players. Even though there are so many mods, there are only a few exceptions (that are extraordinary) that will seem strange to players.

Campfire: Complete Camping System will automatically be put above Unofficial Skyrim Special Edition Patch no matter what you try to do. Per the authors of both mods, this is normal.

You will have Campfire: Complete Camping System at the top of the list right above Unofficial Skyrim Special Edition Patch and then Falskaar directly under Unofficial Skyrim Special Edition Patch.

Climates of Tamriel as of now must also be defaulted under Unofficial Skyrim Special Edition Patch. For all mods that must be put under the Unofficial Skyrim Special Edition Patch but above the rest of the mods, they can be moved around one another. I'm unsure of exact order though.

Aside from this oddity, it is rather important to note that nothing, *NOTHING* else goes above **Unofficial Skyrim Special Edition Patch**. This is the case because it is the first mod that gets loaded before all other mods. It fixes many bugs that deal with "hundreds of gameplay, quest, NPC, object, item, text and placement" objects in the game. This is a technical mod that is the most important and most essential patch. There is not much reason to put much thought into this mod other than that it should be the first mod you install before anything if you plan to mod and leave it at the top of list with the only exception thus far of **Campfire: Complete Camping System**.

# A Few Words About How Mods Load

As mentioned before, mods at the top of the list will load first and the mods at the bottom of the list load last. If you reference the image on page one, **Unofficial Skyrim Special Edition**Patch would load first, then **Alternate Start**, and so on until **Relationship Dialogue Overhaul**, which would load last, before the game begins.

If you have two mods that try to alter the same data, the mod that loads last (farther down the list), it will overwrite the previous mod (anything above the individual mod on the list). For example, if you have a mod second to last on your list that changes dragons to trains (because we just love Flying-I-think-you-can-dragons in the sky) and then the next mod directly below it affects these same dragons into changing into **Macho Dragons**, you will receive Macho Men in the skies instead of the inspirational trains. In short, mods that load later in the game overwrite all previous mods. If they do not conflict in anyway, everything will work and be included as expected.



Macho Dragons – Author: gir489

Mods that load at the bottom of the list are more likely to work than the mods at the top of the list because they are loaded later, which overwrites the mods that were higher on the list. (loaded earlier).

# Finally, on the Matters of Crashes

There are many things that can crash the game:

- Mods are simply in the wrong load order from the top of the list to bottom.
- Mods that conflict with one another even slightly or a little.
- If an author explicitly says that their mod is incompatible with another.
- If you have a mod loaded above **Unofficial Skyrim Special Edition Patch** that isn't **Falskaar**, **Campfire: Complete Camping System** and **Climates of Tamriel**.
- You have two mods that say that must be loaded at the bottom or the top of the screen and you keep both.
- If you have **Open Cities** installed with any mod that affects cities in anyway, such as **Skyrim Sewers**, **JK's City Overhaul** and more, with addition to mods explicitly stating that they aren't compatible and sometimes also with home mods such as those that affect Breezehome, the game will crash. Patches often come out for compatibilities for mods that conflict too much with one another such as with mods like these with **Open Cites**.

<sup>&</sup>lt;sup>1</sup> There are two known patches out for **Open Cities** for Xbox right now. There is a patch available for **Holidays** and **Immersive Citizens – AI Overhaul**. While **Open Cities** is a phenomenal mod by esteemed mod author <u>Arthmoor</u>, the mod itself is highly incompatible with a wide variety of mods. If you plan to use it I recommend only playing the game with texture overhauls, weather overhauls (unless incompatible with **Open Cities**), weapon mods, armor mods, follower mods and select quest/house mods. In other words, while I'm tipping my hat to this author for a fantastic and immersive mod, I am outlining that it is sadly limiting.

It is important to note though that I am attempting to be generous and respectful to the author and his great mods (as I have most installed). He states in his **Bethesda** mod page, "Be sure you load [**Open Cities**] as [high on the screen] as you can. There should be no mods that edit cities anywhere [higher on the screen above it], except for my **Alternate Start** [ - **Live Another Life**] mod, which must still load [on the screen above **Open Cities**]. If you don't get this right, a lot of things will SEEM broken, but they're easily corrected by fixing the load order."

## On the Matters of Crashes Continued...

- A crash can occur if a patch is placed wrongly in the load order (of the few patches available for any of the mods right now, they will specifically tell you how to order them, just refer to the two guides on the first page to better interpret what they say to get their description of placement right).
- A crash can occur due to Bethesda needing to update the game that can patch the issue (as we are all experiencing as of 11/11/16 on Xbox, PS4 and PC).
- Crashes can be due to the mod being out of date (left to sit in the mod archives)
- The game can crash due to a mod needing to update to be compatible with the latest version of Skyrim Special Edition.
- Mods like **Frostfall** installed w/o dependent mods like **Campfire**, can crash the game.

# **Least Likely Reasons for Crashes**

- Crashes can be because this is a massive game by Bethesda.
- Crashes can be fixed by restarting the console.
- Crashes can be fixed by uninstalling and later reinstalling the game.

#### The Worst Crashes

The worst crashes that many players are experiencing due to mods are from corrupted saves. A gameplay save can become corrupted by improperly uninstalling/disabling a mod, simply removing a mod, changing the load order slightly or drastically or a variety of possible reasons. Changing your load order and uninstalling, disabling and installing mods mid-game can cause a game to be corrupted. There are two occasions for corrupted saves that I am aware of:

- 1. If you can get into the game and it crashes soon upon starting your game, Bethesda recommends to "immediately make a new save after loading in [second time after the first crash] and use that save to continue in the future." If your problem is resolved by this, then you should be fine.
- 2. If you try to load the game upon installing a new mod and get an immediate crash to desktop/main menu of console or sometime later in the play-through, then you should try loading a previous save after removing the mod properly. If the previous save loads, then follow the steps of the first possibility. If that one crashes as well you may have to completely restart your character/game.

I am not completely sure about everything that must do with corrupted saves. I highly recommend creating a solid foundation for your mods before jumping into the game with a new character. Once you have created this foundation, then you can add most mods later into the game, mid-save. Unless a mod author says otherwise, you should be able to load most mods such as player homes, weapons, armors, some quest mods (possibly even larger ones), followers etc.

If you're having a corrupted save, restarting your game is the easiest and the least wanted thing to do. Just make sure that before you start your new game, have your load order in the right order from the top of the screen (loading last) to the bottom of the screen (loading first).

# **Properly Restarting Game & Load Order**

To properly restart your game cleanly and restart making your mod load order (especially, if you have added and removed mods too much) you need to do the following:

- 1. First disable all mods from load order.
- 2. Then you need to delete all mods from load order.
- 3. Next, you want to go to "My Games & Apps."
- 4. Then click menu/options button to press "manage game."
- 5. From here, go to saved data.
- 6. Delete each file on the right manually by clicking on the menu/options button and press "delete everywhere."
- 7. After doing this, uninstall the game.
- 8. Completely turn off Xbox (reboot if you must).
- 9. Then turn on, reinstall and update next.
- 10. Start all over.

It's all a long process, but essential to insuring no problems.



# **Attempts to Avoid Corrupted Saves**

Corrupted saves usually happen (to my knowledge) when you remove mods improperly. These are my tips from my experience:

- 1. Disable mod you want to remove.
- 2. Exit to main menu, let the long ass loading circle reload the loading order.
- 3. Exit game to Xbox dashboard.
- 4. Manually quit game via options/menu button on game.
- 5. Turn off Xbox.
- 6. Manually turn off Xbox completely.
  - a. Holding white Xbox button until it's off completely (If you have power mode & startup set for instant-on.
  - b. If not, just turn off Xbox via holding the controller button or pressing the white button.
- 7. Turn Xbox on and start up Skyrim.
- 8. Load into last saved game at this point, walk around a ton, let your character stand for a few minutes, walk in and out of building, even exit the city and do stuff for a little if you want to test your game.
- 9. If things run smoothly, save your game and go ahead and exit to main menu.
- 10. Go back to mod menu and completely remove the mod.
- 11. Wait again, follow steps of 3-7, then load your last saved game.
- 12. Test your new save with the mod completely removed this is probably unnecessary, but the OCD in me says to do it.
- 13. Save your game again you're probably good and just avoided the pesky corruption.
- 14. Be sure to remove all saves before your newest save this is to avoid potential problems if you attempt to load an older save that could be corrupted.
- 15. Rinse and repeat.

Installing mods mid game on the other hand should not cause problems. If it does, the mod added is most likely misplaced in the load order or conflicts with a patch or it is installed without a mod it depends on.

Before displaying the load order, add-on mods such as **Frostfall** must be loaded under their root mod on the screen (**Campfire: Complete Camping System**). **Frostfall** will load later of course, but for it to work, it's dependent root mod **Campfire** must be first (higher on the list) and since it must remain above everything, this specific dependency is easy to manage.

# Taken Straight from Aleithian

**INTRODUCTION**: This is the product of Aleithian testing mod load orders on Xbox One. His list (later in guide) changes as he changes his personal mod selection and as new mods come out. At any given time, he can't guarantee that the load order won't cause glitches or CTDs.

This list is the result of a general guide to load order on Nexus (<a href="https://forums.nexusmods.com/index.php?/topic/753253-only-you-can-prevent-forest-fires/">https://forums.nexusmods.com/index.php?/topic/753253-only-you-can-prevent-forest-fires/</a>), a guide on Bethesda.net (<a href="https://beta-community.bethesda.net/topic/5795/how-to-load-order">https://beta-community.bethesda.net/topic/5795/how-to-load-order</a>), reasonably extensive in-game testing, and direct discussion with modders on Bethesda.net.

**REQUESTS**: If you want help with your mod list, first rearrange the list according to the Structure given below. Reordering a mod list is time-consuming, and Aleithian and myself do not have a huge amount of free time, so please first make a good-faith effort to reorder your list.

"NOT ENOUGH STORAGE SPACE" GLITCH: If you get this message when installing mods, even though you have enough space, there's no easy fix at the moment. You need to go to Skyrim > Manage Game > Delete reserved memory. This will wipe all your mods but will also clear the glitch. The fastest way to reinstall a large mod list is to search for and install your mods in order, i.e. start with USSEP and move down the list. Using a keyboard to enter the mod names rather than the controller will also speed things up.

# MY NOTES BEFORE ALEITHIAN'S STRUCTURE:

This is cleanly figured out by redditor Aleithian and the rest of the team on the Skyrim reddit community that has worked with him. They discovered and tested the mod load order by type extensively without any problems. Use this basic guide for knowing where to place newly installed mods. In the next page, I will show you my personal load order based off this guide designed by Aleithian and the reddit team.

QUIRKS: Some mods that you wouldn't think include a certain type of change, do in fact include that change. A good example is KS Lite, which many seem to think includes only hair. But it includes facial content too due to the way Bethesda coded hair. Hence, any facial mod that you want to run needs to be placed after KS Lite, or any other hair mod. Mods that change bodies also need to be placed after mods that change faces to avoid neck seams and pixilated faces. Be attentive to mod descriptions and comments on Bethesda.net. Remember that mods lower in the list overwrite mods higher in the list.

## **STRUCTURE:**

- 1. Bug fixes (e.g. Unofficial Skyrim Special Edition Patch)
- 2. Structure and UI Mods;
  - a. Overhauls (e.g. Campfire and Frostfall)
  - b. Mission and content correction (e.g. Cutting Room Floor)
  - c. Difficulty/level list mods
  - d. Race mods
  - e. Perk mods
  - f. UI mods
  - g. Cheat mods
- 3. Missions/Quests;
- 4. Environmental mods;
  - a. Global mesh mods (e.g. SMIM)
  - b. Weather/lighting mods
  - c. Foliage mods
  - d. Sound mods
- 5. Buildings;
  - a. Mods that add distributed or worldwide content (Dolmen Ruins or Oblivion Gates)
  - b. Mods that add or expand settlements
  - c. Mods that add individual buildings
  - d. Mods that modify building interiors
- 6. Items:
  - a. Item packs
  - b. Individual items
- 7. Gameplay;
  - a. AI mods (e.g. Immersive Citizens)
  - b. Robust gameplay changes (e.g. Marriage All, Alternate Start)
  - c. Expanded armor (e.g. Magic Books, Pouches)
  - d. Crafting mods
  - e. Other gameplay mods (e.g. Rich Merchants, Faster Greatswords)
- 8. NPCs;
  - a. Overhauls (e.g. Diverse Dragons)
  - b. Populated series
  - c. Other additions
- 9. Appearance mods;
  - a. Hairdo mods
  - b. Adorable Females
  - c. Face mods
  - d. Body mesh mods (e.g. Seraphim, Beautiful Mistresses, Dimon99 and Maevan2 Female body)
  - e. Natural Eyes
  - f. Other appearance mods
- 10. Texture mods;
- 11. Patches;
  - a. Patches for earlier mods (e.g. the Apocalypse-Ordinator Compatibility Patch)
  - b. Patches that alter content
  - c. Patches that disable content or purport to improve performance
- 12. Mods that mod creators request should appear last (e.g. Go Away Clouds!).

**BASIC MOD LIST:** Many Xbox users simply want a short list of major mods that modify some basic aspects of their game, without adding the kind of content **Aleithian** has in his list below. You should be able to select any mods from the list below and use them together (mods in italics may require some adjustment of the rest of the list). If you want a short list of mods, just extract the mods you want from the list below and place them in the indicated order. Be sure to check the [patch] section at the end - some mods require patches to work together.

# **Aleithian's Extended Load Order (Recurring Update)**

Mods in italics are no longer active in his load queue, but are popular. They are included to show you where to put them. Some require patches that he doesn't list, and some are outright incompatible with mods in his list. Please consult the mod description for guidance.

# **Bug Fixes**

Unofficial Skyrim Special Edition Patch ("USSEP")

## **Game Structure and UI Mods**

Climates of Tamriel (though an environment mod, it now defaults to the top)

Campfire

Better Gray Quarter

Frostfall

Open Cities (Incompatible with Project Hippie; May Conflict with Alternate Start Considering

Research by /u/ApatheticPsycho; Be Sure to DL All Necessary Patches)

**Cutting Room Floor** 

Even Better Quest Objectives (Be Sure to DL All Necessary Patches)

Paarthurnax Dilemma

*Imperious* 

Phenderix Magic Evolved

Apocalypse

Ordinator

# Missions/Quests

Falskaar

Conan

The Scarlet

#### **Environmental Mods**

**SMIM** 

Lush Overhaul

Vivid Weather

True Storms

Skyrim is Windy

Climate of Tamriel Winter Edition

Climate of Tamriel Darker Nights

Surreal Lighting

RealLight – Cities

*RealLight – CitiesExt* 

RealLight – DLC

RealLight – Dungeons

RealLight – Weather

Display Enhancements

Project Hippie

Fallen Trees

Dense Grass

No Snow Under the Roof (Incompatible with Any Map Texture Pack Mods)

**Immersive Sounds** 

# **Buildings**

**Dolmen Ruins** 

**Oblivion Gates** 

The Watchtowers

Karthwasten

Helarchen Creek

Soljund's Sinkhole

Shor's Stone

Whistling Mine

Kynesgrove

**Darkwater Crossing** 

**Ivarstead** 

Old Hroldan Extended

Bee Hives

Hidden Hunter's Cabin

Books of Skyrim

Spiderwick Manor

Dragons Keep

Dragonborn Retreat

Atmoran Hearth

Bear Mountani Lodge

Seagulls Rest

Dragonstead

My Riverwood House

Hemlock Hall

Frostvale Estate

Draven Manor

House Strong-Blood

Skyfall Estate

Silvermoon Mansion

Imperial Officer's Villa

Magical College of Winterhold

Better Solitude Throne Room

Thieves Guild: Ragged Flagon

Septimus Signus Outpost

Better Docks Skyforge Workshop

# **Items**

Cloaks & Capes

Kyne's Breath – Weapon Pack

Ashara Newermind's Elven

Ashara Elven Knight

Ashara Paragon

zzjay's Wardrobe

Silver Knight Armor

Winter is Coming

TDN Equipable Horns

Triss & Yennefer Armor

Nocturnal's Clothes

Vampire Knights

Animated Feather Wings

Animated Dragon Wings

# Gameplay

**Immersive Citizens** 

Realistic AI Detection

Realistic Conversations

Wet and Cold (Incompatible with Immersive Citizens)

Marriage All

Alternate Start (May Conflict with Open Cities Considering Research by /u/ApatheticPsycho)

Skyrim Unbound

Increase Follow Limit

NPC Clothes Changer

Civil War Equipment

True Lords of Oblivion

**Equippable Tomes** 

Bandolier: Bags and Pouches

Ars Metallica

Skyforge Dragonbone

Craftable Elven Light Armor

Clothing Forge Crafting

**Unlimited Werewolf Transformations** 

Faster Greatswords

### **NPC**

**Immersive Patrols** 

Diverse Dragons

ERSO Mighty Dragons

Hardcore Dragons

Better Vampires

Sacrosanct

Populated Skyrim Civil War

RS Children's Overhaul

**Diverse Imperial Soldiers** 

Frost Giants

**Deadric Cults** 

# **Appearance Mods**

**Girly Animations** 

Apachii Hair HiRes

KS Hairdos Lite

Skyrim Hair Colors

Adorable Females

Ashara's Faces Series

Aela Facelift

Mjoll Facelift

Dimon99 and Maevan2 Female Body

Beautiful Mistresses 2.1

Seraphim Body Mods

Natural Eyes

Roman Imperial Armor

Open Face Guard Helmets

Get Rid of Serana's Hood

**Humanoid Vampires** 

**Belt-Fastened Quivers** 

**Covered Carriages** 

# **Texture Mods**

Optimized Vanilla Textures

Skyrim Graphic Overhaul

Skyland

Nordic Snow

Vivid and Classic Map Series (Possibly Incompatible with No Snow Under the Roof)

**UNP Female Armor Refitted** 

LeanWolf's Better-Shaped Weapons

Real Bows

**Enhanced Blood Textures** 

Sovngarde Gold

Sinister Elven Armor

Webs

## **Patches**

Even Better Quest Objectives + Cutting Room Floor Patch

Even Better Quest Objectives + Paarthurnax

Stones of Barenziah Droppable + Quest Markers

Apocalypse – Ordinator Patch

Equippable Tomes – Campfire ERSO – Diverse Dragons Patch Rich Merchants
Hunter's Reward – Better Prices Vampires Take no Fall Damage Vampires Suck
Better Gray Quarter Patch Torch Light Expanded
Dawnbreaker Sun Damage
Disable Cinematic Kills
No Radial Blur
No Edge Glow
Disable Combat Boundary
FPS Boost

# **Mods That Mod Creators Request Should Appear Last**

People of Skyrim (Be Sure to DL All Necessary Patches and Read the Mod Description to Avoid Conflicts; the Mod Creator Recommends This Appear Very Low on the List, So Place all its Patches After it)
Realistic Water Two
Elizabeth's Tower

# My Short Load Order Playable For 11+ Hours in Accordance to Aleithian's Mod Load Order Structure with Specific Mods (In Order from Top of the Screen to Bottom) [Not Recurrently Updated]

## **Bug Fixes** Unofficial Skyrim Special Edition Patch

#### Game Structure and UI Mods

Cutting Room Floor Thunderchild Ordinator

#### Missions/Quests

The Notice Board

#### **Environmental Mods**

Gildergreen Regrown Surreal Lighting

#### **Buildings**

Books of Skyrim Septimus Signum Outpost Magical College of Winterhold This is Riverwood

#### Items

Point the Way Mammoth Pelts

#### Gameplay

Alternate Start Bandolier: Bags and Pouches Ars Metallica Wet and Cold Tweaked Arrows

#### NPC

Inigo

Populated Dungeons Caves Ruins RS Children Overhaul

## **Appearance Mods**

KS Hairdos Lite Adorable Females Hirsute Beards Beards Heterochromia Natural Eyes Skyrim Hair Colors Eyebrow Colors

#### **Texture Mods**

Skyland LeanWolf's Better-Shaped Weapons Unique Uniques Book Covers Skyrim Enhanced Blood Textures

#### Patches

Glowing Ore Veins
Rich Merchants
Hunter's Reward - Better Prices
Better Auriel's Bow
No Radial Blur
Dark Brotherhood Forever to Miscellaneous

#### Requested to Be at End

Realistic Water Two

## **Final Notes**

This guide shows my personal tested load order that plays 11+ hours. This mod list is minimal, which makes it easy to start from. My list will not be updated on this guide or in its respective slot on the website.

**Aleithian**'s load order has been thoroughly tested by himself, the Skyrim reddit community and more. His mod load order is filled with many mods that can work together. If you want to go off his load order, remember that the mods that are italicized no longer are in the order of his. Remember as well that some mods may conflict and you must be mindful when choosing mods.

This guide and all the load orders are completely driven by **Aleithian**'s testing, the Skyrim modding reddit community and more. Soon however, I will be designing a new mod load order separate from his load order and the 11+ hour effective load order.

This load order will incorporate **The People of Skyrim: Reloaded**. While Aleithian has **TPOSR** in the load order, the mod takes a lot on the system. It is essential to create a mod load order around **TPOSR**.

# **Closing Statements**

I truly hope that this guide benefits all players who decide to use it. It doesn't matter if you're on PC, Xbox or PS4. I want to thank redditor **Aleithian** for providing me with the best help I have gotten to solidify the load order for this guide.

If you are ever in doubt about a mod, go to the Nexus Mods <u>website</u> and search the mod title. If the author has been around for a while, you'll find his mod there. Usually on Nexus Mods, you can find a more detailed description of where to put mods in the load order. Hopefully with this guide, you will better understand some of the terminology. I want to thank the many mod authors who are actively at work to bring us some truly amazing content. Bethesda as always is fantastic as well.

One last bit that I want to leave you guys with is that I had the chance to speak with someone at Microsoft and found out through him and an Xbox representative that in the first quarter of 2017, between January and April, Microsoft and Xbox One plan to announce up to 15GB of mod space storage (at least) and it is possible that individual mods will be able to surpass 1 GB as well. Apparently, they are developing a plan. If we speak up in forums as players and modders, we might be able to get more of what we want. Let's contact and connect with Microsoft, Xbox One and Bethesda as much as we can so we can have a truly great experience.

Even though that we're hardly into a full month, we already have over 1,200 mods and counting. We will need this! Let me know if you would like me to make a website version of this and more about my experience of modding Skyrim. I wish you guys the best of luck on your load orders and Skyrim Journeys! If you need to reach me or want to connect, feel free to contact me via my socials below! Until next time, I will hopefully begin culminating my archery skills and joining the Dark Brotherhood!

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Nexus Mods Page | Bethesda Page | Email

Remember guys, the mods at the top of the list are loaded first. They are considered higher in the mod load order. Some mods will say they require to be the highest mod, or at the top of the load order. On the other hand, mods at the bottom of the list are loaded last. They are considered lower in the mod load order. Some mods will require to be the lowest mod, or at the bottom of the load order.