

# Guide to Modding: Morroblivion

(Revised July 16, 2016)



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## Introduction

This project is a blending of other guides that I followed to mod my own game and those authors deserve the credit for most the content provided within: TES Renewal Project @ <http://tesrenewal.com/forums/morroblivion/mods/753> , Hishutup Presents Mythic Dawn Oblivion Modding Guide @ <http://wiki.step-project.com/User:Hishutup/OblivionGuide> , \_Anatriax's Guide to Morroblivion @ <http://www.loverslab.com/topic/50847-anatriaxs-guide-to-morroblivion/>

This guide has been created by experimenting with many online guides and modifying others recommendations to suit my own personal tastes which lean more towards aesthetics than realism. While this guide is for Morroblivion, most of the mods used are for the original Oblivion GOTY edition and can therefore be used by most Oblivion players as well.

**IMPORTANT: READ the developer's information provided before performing any installations. The instructions provided within this guide are only suggestions that work for the majority of users. Not all users have the same system setup.**

You must have LEGAL copies of BOTH Oblivion GOTY and Morrowind + All DLC's. I am personally testing each step of this guide as I construct it. My computer is a Dell Inspiron 7737 laptop. I run the Steam versions of each game.

My System Setup while testing this guide:

Hardware	Minimum	Recommended
Windows OS	Windows 10 (64 Bit)	Windows 7/8.1/10 (64 Bit)
CPU	Intel Core i7 (Quad Core)	Intel Core i5/i7 (Quad Core)
System RAM	16 GB	≥8 GB
GPU	2GB VRAM (GeForce 750M)	≥2GB VRAM

System Requirements for running this guide:

Hardware	Minimum	Recommended
Windows OS	Windows Vista	Windows 7/8.1/10 (64 Bit)
CPU	Intel Core i3 (Dual Core)	Intel Core i5/i7 (Quad Core)
System RAM	4 GB	≥8 GB

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<b>GPU</b>	1GB VRAM	≥2GB VRAM
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## Security Settings

Since User Account Control can prevent some tools from working correctly, it is recommended to edit the security settings of your game directories to give users full control. To do this:

- Locate your game directory
- Right-click the folder and select Properties.
- Go to the Security tab and click Edit...
- Highlight Users (<username>\Users) in the top panel.
- In the bottom panel, under the Allow column for Full Control, check the check box and click Apply.
- Click OK and OK

## Windows Folder Options

You should use the following settings for Windows "Folder and Search Options" while modding Morroblivion. These settings can be reverted at any time.

Windows Folder Options should be adjusted as follows:

**Check** *Show hidden files, folders, or drives*

**Uncheck** *Hide extensions for known file types*

## Downloads

Some Windows systems or antivirus programs will block unrecognized downloads. Simply right click on the file, select properties, select unblock, select Apply and exit.

## Part 1: A clean installation of Morrowind and Oblivion.

This guide assumes that the user is beginning with a clean Oblivion installation.

If the user has a previous installation of either game perform the following steps.

UNINSTALL Morrowind and Oblivion.

1. Backup any data you may wish to save for reference or use later.
2. Deactivate all mods using your choice of mod manager.
3. Open Steam, right-click Oblivion in your Library → Delete Local Content → Delete. Wait until the game has been uninstalled.
4. Browse to your Morrowind and Oblivion directories and delete all files and sub-directories that were not uninstalled.
5. Navigate to "<YourUserName>\AppData\Local" and delete the Oblivion folder.
6. Go to
  - "<YourUserName>\(My)Documents\My Games\Oblivion"
  - Delete the Oblivion folder. It will be regenerated later.
7. Uninstall your previous Mod Manager(s).
8. If you previously used Wrye Bash, navigate to
  - "<Steam>\SteamApps\Common"
9. Find the folder *Oblivion Mods*. Back it up first if you prefer and then delete.
10. If you used any other mod manager, find and delete their mod directories also.

## Installing Morrowind and Oblivion

Simply launch "setup.exe" if using a disc, or right-click Morrowind and Oblivion in Steam and select install.

It is recommended to install Morrowind and Oblivion to an SSD if available, and preferably separate from the drive with Windows. Oblivion should be installed outside of "Program Files" or "Program Files (x86)" folders as Windows User Account Control can cause issues with Oblivion.

## Oblivion Launcher Options

After each game (Morrowind and Oblivion) has finished downloading, **click** [PLAY] in your Steam library.



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Change the launcher options for Oblivion to:

- **Video Quality Presets:** Set to Ultra High.
- **Mode:** It is recommended to keep at "Fullscreen".
- **VSync:** Keep this checked because screen tearing is very noticeable in Oblivion.
- **Screen Effects:** Keep set to HDR - this is required for TES4LodGen used later in this guide. Note that anti-aliasing must remain at none for HDR to be enabled.
- **Screen Resolution:** Select your screen resolution.
- Click [OK] when you are sure your settings match those above.

## In-game Options & Controls

Next click [Play] in the Oblivion launcher and once the menu loads click [Options] then [Gameplay] and set the options as follows:

- **Difficulty** (Users Choice)
- **General Subtitles** (On)
- **Dialogue** (On)
- **Save on Rest/Wait/Travel:** Set all to (Off).

Click [Return] and then click [Video] and set the options as follows:

- **Tree/Actor/Item/Object Fade:** Set the sliders all the way to the right.
- **Grass/View Distance:** Set the sliders all the way to the right.
- **Int./Ext. Shadows:** Set the sliders all the way to the right.
- **Self Shadows:** Set to On. (Shadows on grass should be left off if using shadeMe.)

Click [Return] when you are sure your settings match those above and then exit the game.

It may be necessary to tweak some settings, especially the shaders in order for the HDR setting to work properly. If you have a black screen try the following suggestion from the [Elder Scrolls IV: Oblivion Tweak Guide](http://www.tweakguides.com/Oblivion_8.html) [http://www.tweakguides.com/Oblivion\\_8.html](http://www.tweakguides.com/Oblivion_8.html) for changing your Oblivion.ini settings:

"bAllow30Shaders=0 - If set to 1, this option allows (but does not force) the use of Shader Model 3.0 on graphics cards which support it, namely Nvidia GeForce 6600 or newer, or ATI X1000 series or newer. This can potentially improve performance when using HDR rendering for example. Check your RenderInfo.txt file in your \Documents and Settings\User\Documents\My Games\Oblivion directory to see if your card supports SM3.0 next to the option '3.0 Shaders'. Note however that even by enabling this option, Oblivion still appears to use 2.0 shaders (check the 'PSTarget' and 'VSTarget' lines in RenderInfo.txt). In any case, if you have one of the cards mentioned above, it cannot hurt to enable this option.

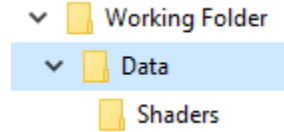
...To force the actual use of 3.0 Shaders after making the above change, you will also need to check your RenderInfo.txt file (see above), and on the last line of the file check which shader package it uses (e.g. Shader Package : 13). Then go to the \Program Files\Bethesda Softworks\Oblivion\Data\Shaders\ folder and rename that particular package to something else (e.g. rename shaderpackage013.sdp to shaderpackage013.\_bak. Now copy shaderpackage019.sdp and paste it back into the same directory, and rename this new copy to the package name your card uses (e.g. rename it to shaderpackage013.sdp in this example). This will force Oblivion to use the Shader Model 3.0 shaders in the game, which may increase (or reduce) performance and typically shows no image quality difference."

Just remember that if you have to "Verify Integrity OF Game Cache..." through Steam, the shaders will be reverted back to their default settings. I suggest to make a backup copy of "shaderpackage019.sdp". To do this, create a Working Folder on your desktop. Create a Data subfolder. Click in your Data folder and create a Shaders subfolder. Now copy your shaderpackage019.sdp into the Shaders folder. Rename the shaderspackage to the one that is in your RenderInfo.txt and save it as an archive naming it "ShaderPackage019" to install. Always save a backup copy of your Oblivion.ini on your desktop just in case your file gets disarranged by other programs accessing it for modding.

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Suggested “**Working Folder**” structure for repackaging archives for proper installation:  
First create a Data folder, inside the Data folder create a Shaders subfolder:



## Backing Up Morrowind and Oblivion

After installing Morrowind and Oblivion, I highly suggest backing up the vanilla files for future use. Copying the folders in the following locations to a folder such as "Morroblivion Backup" should ensure you have access to your vanilla files. If you would like to reduce the size of your backup, using Windows, [7-Zip](#), or WinRAR to compress your backup files should free up some space.

Back up locations:

- "<Oblivion>"
- "<Oblivion Mods>"
- "<My Games>\Oblivion"
- "<YourUserName>\AppData\Local\Oblivion"

## Oblivion Crash to Desktop Troubleshooting

It may take a couple of tries for all changes to take effect. To be honest, I had to consistently refer to these guides to trouble shoot constant CTD issues. Each user has a unique system setup which makes it near impossible to always pinpoint the programs or files which may cause CTD problems. I strongly advise that if you are experiencing CTD issues with your game refer to the following links for troubleshooting suggestions. (The mods that are referred to within this guide are stable mods. Nevertheless, this does not guarantee they will work for all users. In most cases I would simply go back into Wrye Bash to launch BOSS and resort the load order, rebuild the Bashed Patch, 0.esp and run TES4LODGen again. This seems to work the majority of the time.)

UESP: Oblivion:Technical Support

[http://www.uesp.net/wiki/Oblivion:Technical\\_Support#General\\_Crash\\_Advice:\\_PC\\_version](http://www.uesp.net/wiki/Oblivion:Technical_Support#General_Crash_Advice:_PC_version)

The Assimilation Lab: PCS:CTD on load (before main menu)

[http://wiki.theassimilationlab.com/tescosi/PCS:CTD\\_on\\_load\\_\(before\\_main\\_menu\)](http://wiki.theassimilationlab.com/tescosi/PCS:CTD_on_load_(before_main_menu))

Some optional tools to help with performance while playing:

[Unpark CPU:](#)

[SmartClose:](#)

[Timer Resolution:](#)

## Part 2: Extenders and Tools

Recommended programs:

Note: I experienced too many complications trying to use Mod Organizer and xEdit Merge with Oblivion. Therefore I have decided to stick with Wrye Bash as my modding tool, OBMM for extracting mods to archive to repackage and install via Wrye Bash, TES4LOGGen, TES4ll (Landscape LOD generator), and MPGUI. These seem to be more stable with my system.

### [Wrye Bash](#)

Wrye Bash (for installing and managing mods, and launching other tools and utilities used for modding purposes)

Download Wrye Bash 306 – Installer. Run the .exe file. You will be greeted with “Welcome to Wrye Bash 306 Setup”. Click “Next”. In the “Installation Location(s)” make certain that “Install for Oblivion” and Wrye Bash [Standalone] are checked. DO NOT check “Wrye Bash [Python] unless you are a skilled Wrye Bash user. Wrye bash will automatically detect the game if it has been launched and viewed through the initial

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character creation screen. Choose Components and click "Install". When the "Finished installing Wrye Bash 306" screen appears, click "Close".

We will revisit Wrye Bash when we install our first mod.

## [BOSS](#)

Better Oblivion Sorting Software (very useful for sorting your mods automatically).

Download boss\_installer.7z. Extract the .zip file and run "BOSS Installer.exe". In the "Choose Install Location" create a folder in the Oblivion directory (%/Steam/steamapps/common/Oblivion) and name it BOSS. Install/Extract to the root of the Oblivion directory. When it has completed installing click "Next". UNCHECK all boxes and click "Finish".

## [Oblivion Mod Manager](#)

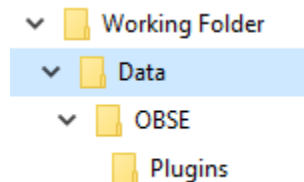
OBMM will be used for mods that have .omod format.

1. Download the installer version.
2. It will install to the default Oblivion folder. Don't change this.
3. On the "Select Additional Tasks" window, uncheck "Associate the BSA file type". Click "Next" and then "Install".
4. UNCHECK all boxes and click "Finish".

## [OBSE](#) (Oblivion Script Extender) **REQUIRED**

Oblivion Script Extender (required by the mod, v20 or higher required by the CSE)

I recommend that you create an archive of the Data folder to also install via Wrye Bash. Inside the OBSE folder create a new subfolder named Plugins. Save this archive naming it OBSE.



Installation:

1. Extract obse\_0021 to <Oblivion>
  - Data folder
  - obse\_1\_2\_416.dll
  - obse\_editor\_1\_2.dll
  - obse\_loader.exe
  - obse\_steam\_loader.dll
2. If asked to merge folders **Click** [Yes]

Steam Users should also download this file: [OBSE 0017b](#), extract the file, copy the obse\_loader.exe, and paste it into the Oblivion directory overwriting the original obse\_loader.exe.

## [TES4Edit](#)

TES4edit This tool is for manually editing your mods and mod cleaning.

Installation:

Extract the archive into the Oblivion directory.

## [TES4LODGen](#)

Extract the archive and move the TES4LODGen.exe into the Oblivion directory.

We'll be running throughout the guide to help generate LOD textures.

## [4gb Patch:](#)

**Installation:**

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1. **Open** the archive:
2. **Run:**
  - 4gb\_patcher.exe
    - If you get a security warning, **click** [Run]
    - **Navigate** to <Oblivion>
    - **Select** "Oblivion.exe"
    - [Open]
    - [OK]

Create a shortcut on your desktop for Oblivion.exe and WryeBash.exe as you will be using the executables frequently. Remember that the WryeBash.exe is in the Mopy folder.

Optional [Landscape LOD generator tes4ll-v5](#)

Landscape LOD generator 5\_02

**Notes:** Running will take place at the end of the guide after we have installed all of the Oblivion mods. After you have completed this guide, this should be ran every time you install or uninstall a landscape mod. Be sure to install the [MPGUI](#) below.

**Extract** to "Oblivion\Data\" folder:

- Ini folder
- tes4qlod\_tex folder
- tes4ll.exe
- tes4qlod\_Oblivion\_ltex.dat

Optional [Multi Purpose GUI](#)

**Notes:** This program is used to run the GUI for [Tes4ll](#).

**Installation:**

mpgui\_1\_22

1. Create a new folder in the Oblivion directory and name it MPGUI
2. **Open** archive:
3. **Run:** MPGUI-Setup.msi
4. Choose to install the MPGUI folder that was created in the Oblivion directory
  - [Next]
  - *I Agree*
  - [Next] (x4)
  - [Close]

Optional [Official Oblivion Construction Set](#)

Construction Set v1.2

Optional [The Construction Set Extender](#)

Construction Set Extender (CSE) to add features and functionality to the CS - read the installation instructions. I recommend that you create an archive of the Data folder to also install via Wrye Bash.

## **Part 3: Morroblivion**

**How to install mods with Wrye Bash:**

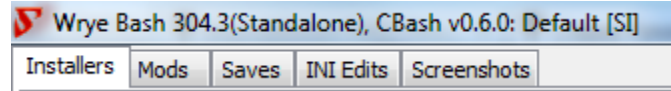
Check out this download at <http://www.nexusmods.com/oblivion/mods/35230/> for the Wrye Bash Pictorial Guide.

Launch Wrye Bash. If this is the first time you have launched Wrye Bash and are prompted to "Turn Lock Load Order Off?" click yes. Copy your properly archived mod into the Oblivion Mods/Bash Installers folder or after downloading the archive, drag it into Wrye Bash's Installers window.

# Guide to Modding: Morroblivion

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Go to the Installers tab to initialize installers for the first time.



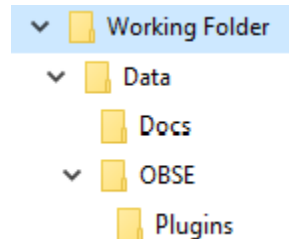
WB will create 'Oblivion Mods' folder on the same level as your 'Oblivion' folder. (e.g. if you have Oblivion installed in C:\Oblivion, it will be C:\Oblivion Mods)

Suggested **“Working Folder”** structure for repackaging archives for proper installation:

After downloading an archive extract it in a Working Folder to make certain it is packaged properly for installation. Read the developer’s informational documents. Make any necessary changes to the folder structure and files. Any documentation that is not relevant to the installation simply create a new folder with name of the mod it represents and move this folder into the Docs folder.

When the files are structured properly, archive the file, name it as the original file is named.

Example: Inside your Working Folder create a Data subfolder, inside the Data subfolder create a Docs folder and an OBSE subfolder, and inside the OBSE subfolder, create a Plugins subfolder:



Now right click on the Data folder and select “add to archive”. Name it as the original file is named. Choose “delete files after compression”. When the archive is complete, move it to the folder you will be using to select your archives for installation (e.g. Mod Archives).

Note: I have noticed that installing just a few mods at a time reduces problems. After installing no more than 10 mods at a time, Click on the Wrye Bash Mods tab, right click on Files and choose Load All. Launch Boss to reset the load order, rebuild the Bashed Patch, 0.esp, and run TES4LODGen. Then you may proceed to the next set of mods to install.

When using Wrye Bash you have the ability to restructure your folder or edit your files. Simply right click on the archive and choose “Unpack to Project(s)”. A diamond shape will appear beside the unpacked archive. Double click the file to open the folder. Make any changes necessary for installation. Click on the file you have just edited, right click and choose “Refresh”. You may now install your file. Delete the old archive (the one with the square) to keep your folders clean and organized. You can also “Add Marker...” to keep your Wrye Bash Installers organized.

1. Navigate to the Mopy folder inside of the Oblivion directory.
2. Launch Wrye Bash.  
(I recommend creating a shortcut to the desktop for easy access.)
3. Click on the Installers tab
4. Drag/Copy the archive into the Oblivion Mods/Bash Installers tab/folder.
5. Open the Installers tab.
6. If the archive is not showing, right click on the “Package” heading and select “Anneal All”
7. Right click on the archive and select Install. When prompted with the “OBSE DLL Warning” click Yes.

I recommend that you “Unpack to Project(s)” each mod you download in order to restructure the file for a more organized installation. After the project has been unpacked, delete the original archive (the one with

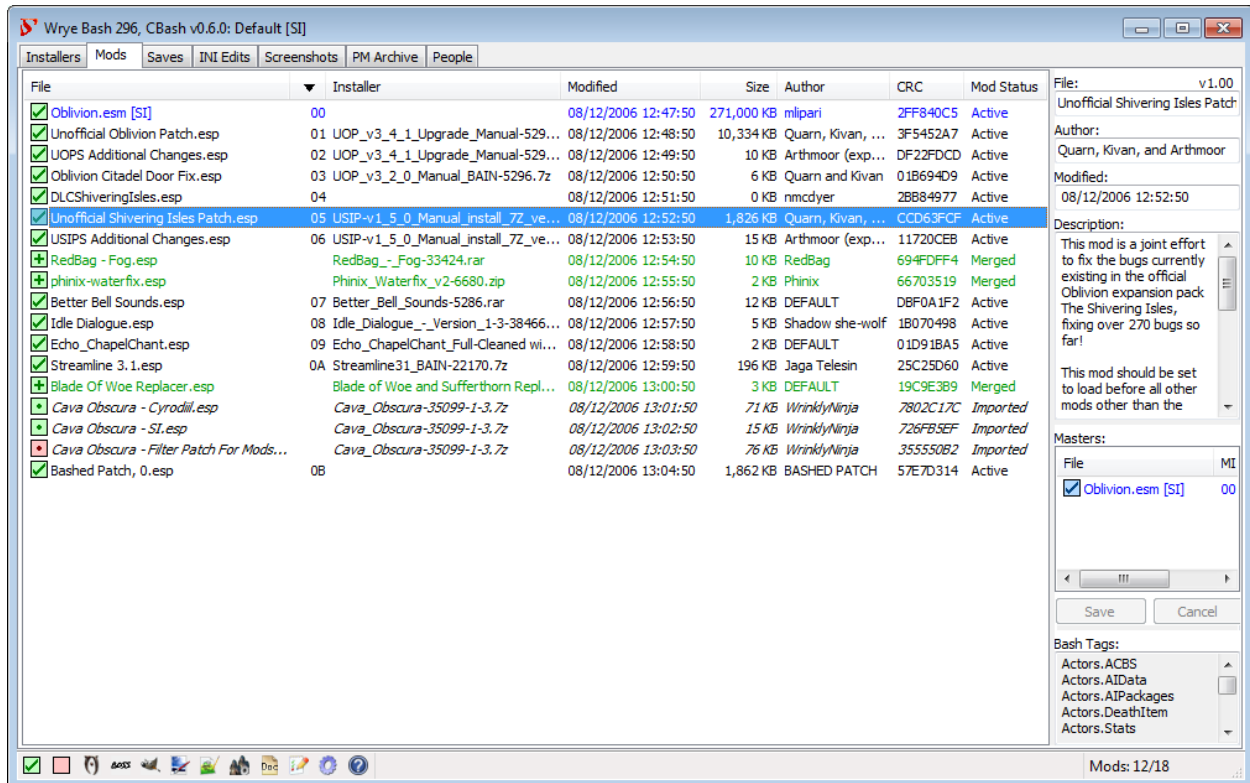
# Guide to Modding: Morroblivion

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the square beside it.) Any documentation and readme files that are not necessary for the installation, I create a Docs folder inside my Data folder and move these files into the Docs folder. I also create a subfolder with the name of the mod it is referenced to. This keeps all of the documentation organized into one folder for later reference.

## Editing Bash tags

Locate the “BashTags” window in the bottom right window pane. Right click inside this window. Select the Bash Tag you wish to edit. A checkmark represents it is active. To deactivate simply click to remove the checkmark.



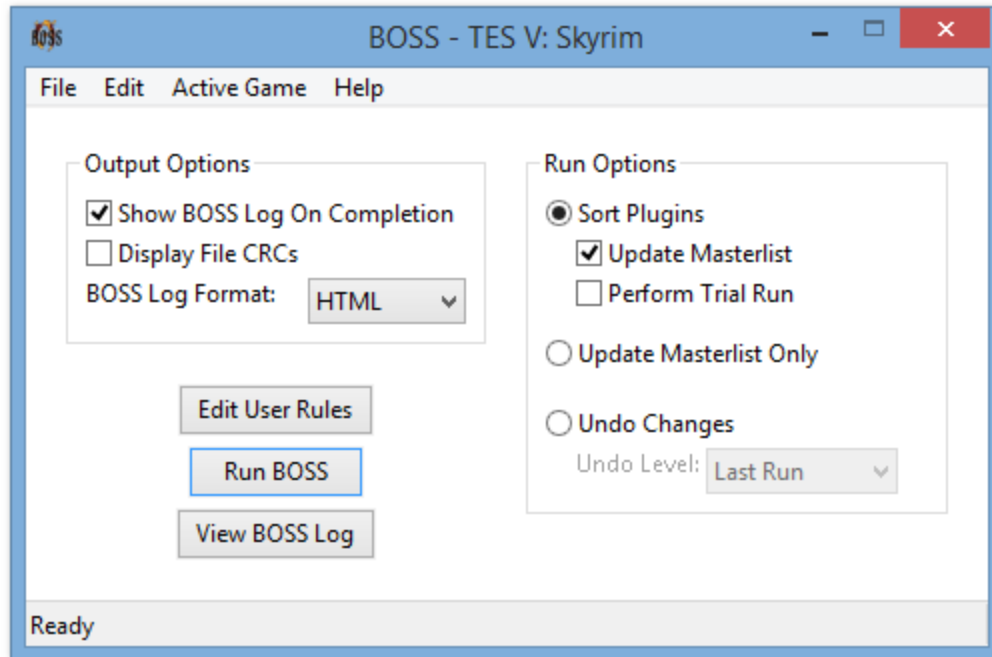
## Editing the Boss Materlist

Be certain to read the BOSS Readme in the Docs section of the BOSS folder in order to become familiar with the utility.

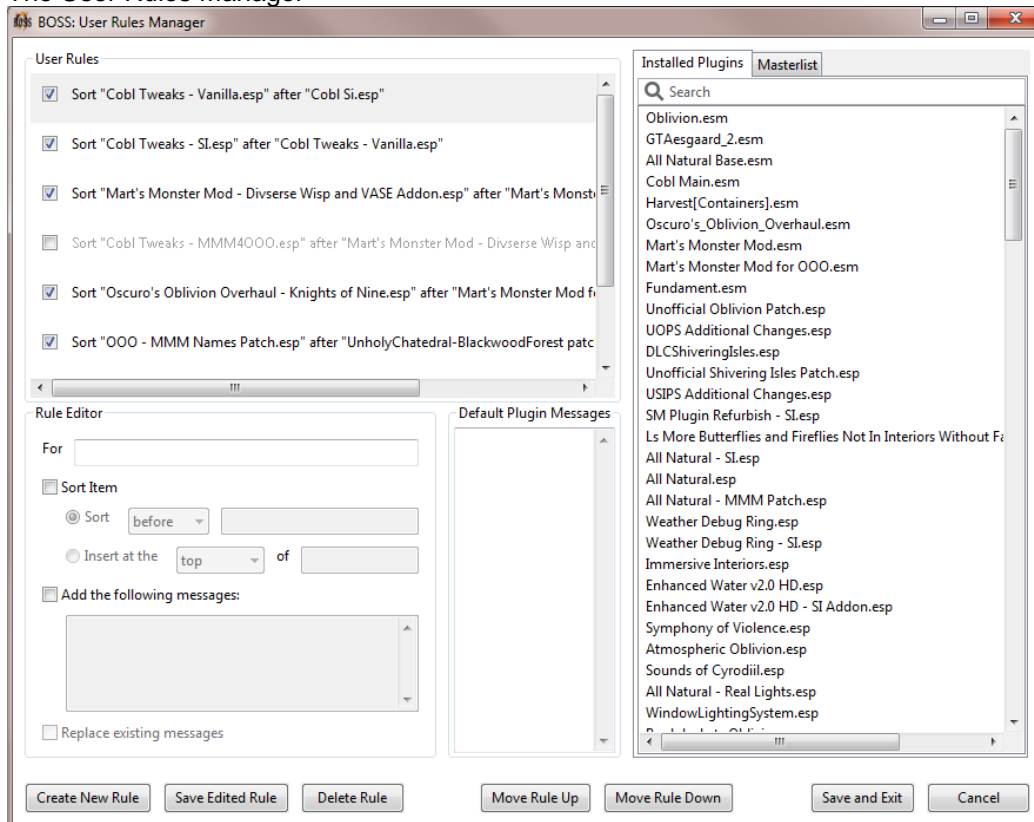
1. In the Oblivion directory where BOSS was installed open the boss\_gui.exe.
2. Select “Edit User Rules”

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## The User Rules Manager



The User Rules Manager, a graphical interface for customizing how BOSS sorts your plugins and what messages it displays.

BOSS's sorting of your plugins and the messages it displays can be customized using *user rules*. User rules can:

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1. Sort plugins relative to other plugins. Plugins can be .esp or .esm files, and you can both override the positions of plugins BOSS recognizes and sort plugins that are unrecognized.
2. Sort groups of plugins relative to other groups of plugins. BOSS's masterlist generally lists plugins in thematic groups, which you can override the relative positioning of. You can't create new groups though.
3. Insert plugins into the top or bottom of groups of plugins.
4. Edit the messages BOSS attaches to plugins. You can add new messages or replace existing messages with your own.

The User Rules Manager allows easy management of your user rules without having to know any of their syntax (though if you want to customize messages, you need to know their syntax - fortunately it is pretty simple).

NOTE: When adding a Sort user rule (e.g *Immersive Interiors - Bravil.esp* AFTER *Immersive Interiors.esp*), when you drag *Immersive Interiors - Bravil.esp* to "For" you should choose "Sort" "before", then drag *Immersive Interiors.esp* to the right "of". This actually sets *Immersive Interiors - Bravil.esp* AFTER *Immersive Interiors.esp*.

## Cleaning the DLC

This is a required step and should be done regardless of whether you are going to follow this guide or if you are even going to mod your game. Cleaning DLC .esp's and certain mods is critical for creating a stable modded game environment.

**Notice:** Only clean one mod at a time. This can be done by selecting the one mod you are going to clean, all needed masters will be loaded.

[If you are NOT familiar with cleaning, click here.](#)

Note: Some mods have "UDR(s)" or "ITM(s)" but must not be cleaned. Follow BOSS report unless otherwise described for a particular mod.

- Reminders are going to be located after the installation description of mods that do need cleaning.

Here are the DLC's that you should clean now.

### [TES4Edit Cleaning Required](#)

Knights.esp  
DLCFrostcrag.esp  
DLCSpellTomes.esp  
DLCVileLair.esp  
DLCThievesDen.esp  
DLCHorseArmor.esp  
DLCBattlehornCastle.esp  
DLCOrrey.esp  
DLCMehrunesRazor.esp

After the cleanup of the DLC's, go into your Oblivion/Data directory, copy the cleaned .esp into a backup folder so that if you need to "Verify Integrity OF Game Cache..." through Steam you can simply copy the cleaned file back into your Oblivion/Data file and overwrite the dirty plugins Steam put back into your folder.

I recommend that you back up and archive the cleaned Oblivion/Data folder now. If you run into problems and have to reinstall your game this will save you time and effort of having to clean all the DLC's again. Archive the data folder and name it Oblivion-Clean-Intact. (I did this and made it the first mod I installed via Wrye Bash. This way if my game gets corrupted or Steam has replaced the original dirty plugins, I can simply right click on my Oblivion-Clean-Intact file to reinstall all the data I have cleaned and saved up to this point.)



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## Oblivion-Clean-Intact

If you followed the instructions and backed up and archived your Oblivion-Clean-Intact Data folder as instructed at the end of the TES4Edit Cleaning instruction, this should be the first mod you install in Wrye Bash. It may appear that Wrye Bash is (Not Responding). DO NOT cancel or close the installation. Wait for it to complete. It may take several minutes.

## OBSE Data File

If you created the OBSE Data archive as recommended in Part 1, install it now.

## (Optional) CSE Data Folder

If you created the OBSE Data archive as recommended in Part 1, install now.

1. Esp/m Filter
    - **Uncheck**
      - *LIPTemplate.esp*
- When warned about .dll, click [Yes]

## [OBSE -Elys- Universal Silent Voice](#): **REQUIRED**

Description: When a character in the game isn't voiced Oblivion will skip through the dialogue even if there are subtitles. This mod fixes that by placing a blank audio track in place of the voiced dialogue so you are able to read the text dialogue.

Make certain to restructure the file properly for installation.

## [MenuQue](#): **REQUIRED**

Description: MenuQue extends Oblivions game-engine to deal with various additions/changes to the User Interface, Skills, Fonts and more.

Make certain to restructure the file properly for installation.

## [Unofficial Oblivion Patch](#): **REQUIRED**

Description: Unofficial Patches are a must; they fix literally ten-thousands of bugs in the original game that were never addressed by Bethesda.

Installation:

1. Esp/m Filter: (Located in a small box on the right side of the screen)
    - **Uncheck** *UOP Vampire Aging & Face Fix.esp*
    - **Install**
- If warned about .dll, click [Yes]

## [Unofficial Shivering Isles Patch](#): **Recommended**

Description: A must have mod with similar effects as UOP - Unofficial Oblivion Patch

## [Unofficial Oblivion DLC Patches](#): **Recommended**

Description: A must have mod with similar effects as UOP - Unofficial Oblivion Patch

### BASH Tags:

*DLCFrostcrag - Unofficial Patch.esp*:

REMOVE:

- C.Climate
- C.Light

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Click on the Wrye Bash Mods tab, right click on Files and choose Load All. Launch Boss to reset the load order, rebuild the Bashed Patch, 0.esp, and run TES4LODGen.

- If you would like to have a clean and ready copy of the Oblivion game, after you have completed the above steps, exit Wrye Bash. Back up your Oblivion game directory and name it Oblivion Patched. Save it in your preferred folder. If for some reason you are not satisfied with Morroblivion, you can simply replace your game directory without having to redo all of the steps to this point.

## Install [Morroblivion](#)

Execute the Morroblivion Installer  
Install Morroblivion v064 Complete

Download Morroblivion here:

<http://tesrenewal.com/forums/morroblivion/mods/753>

Read all of the information provided by the developer's.

Follow [this](#) guide for installation instructions:

<http://tesrenewal.com/forums/oblivion/morroblivion-mod-releases/8114>

## Optional [Morroblivion "Unique Landscapes" Loading Screens Replacer](#) by RammS

Replaces the Oblivion Loading Screens with Unique Landscapes of Morroblivion.

Click on the Wrye Bash Mods tab, right click on Files and choose Load All. Launch Boss to reset the load order, rebuild the Bashed Patch, 0.esp, and run TES4LODGen.

After the installation is complete go into "My Documents/My Games/Oblivion" folder and delete the Oblivion.ini. Launch the game and continue until you have finished choosing your name and race menu. Exit the game. Go back into your Oblivion.ini, open with Notepad, and make the following changes.

### Oblivion.ini Suggested Tweaks:

1. Right click "Oblivion.ini" and make sure it is NOT set to "Read Only"
2. Open "Oblivion.ini"

[General]

bUseEyeEnvMapping=0

uGridDistantTreeRange=30

uGridDistantCount=50

uInterior Cell Buffer=18

SMainMenuMovieIntro=

SIntroSequence=

bBorderRegionsEnabled=0

bAllowScriptedAutosave=0

iPreloadSizeLimit=104857600

SOblivionIntro=

[Display]

bUseRefractionShader=0

iShadowMapResolution=512

[Controls]

bUse Joystick=0

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;Set to 0 if you don't use a game pad, some people claim this improves FPS and resolves mouse/input lag

## [Water]

bUseWaterReflectionsMisc=1  
bUseWaterReflectionsStatics=1  
bUseWaterReflectionsTrees=1  
bUseWaterReflectionsActors=1

## [HAVOK]

fJumpAnimDelay=0.2500  
fHorseRunGravity=5.0000

## [Interface]

fDlgFocus=3.0000

## [Gameplay]

bSaveOnTravel=0  
bSaveOnWait=0  
bSaveOnRest=0  
bSaveOnInteriorExteriorSwitch=0  
;Disables autosaving which is known to produce corrupt savegames over time

## [SpeedTree]

iTreeClonesAllowed=10  
fLODTreeMipMapLODBias=-0.5000  
fLocalTreeMipMapLODBias=0.0000

## [BackgroundLoad]

bBackgroundLoadLipFiles=1  
bLoadBackgroundFaceGen=1  
bBackgroundCellLoads=1  
bLoadHelmetsInBackground=1  
iPostProcessMillisecondsLoadingQueuedPriority=100  
iPostProcessMilliseconds=25

## [Grass]

iMaxGrassTypesPerTexture= 7

## [Achive]

sInvalidationFile=

3. Copy this edited Oblivion.ini to your desktop or a folder of your choice as you will need to paste it back into your "My Documents/My Games/Oblivion" each time before launching Oblivion. You will also have to make certain it is set to "Read only" before launching Oblivion. When using any of the utilities (Wyre Bash, OBMM, TES4Edit, etc...) "Read only" needs to be unchecked. When you have finished modding the game to your preference, the Oblivion.ini should always remain checked as "Read only" to prevent it from being changed or corrupted by Steam or in-game actions.

## Launch Boss

Launch Wrye Bash and navigate to the Mods tab. Right click on the File header and select Load All. Now, run BOSS by choosing it from the bottom left footer in Wrye Bash. If any mods are still "red" after exiting BOSS just uncheck it. It simply means that we have not installed it at this point.

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Rebuild Bashed Patch

- Some Mods conflict with the CBash Beta (e.g. "Better Cities"). I recommend not using it for this guide. Use the normal "Rebuild Patch".

**Right-Click** on the *Bashed Patch, 0.esp* mod

**Select** *Rebuild Patch*

**Click** [OK]

Make the following edits in the "Update Bashed Patch, 0.esp" Window

Edit "Tweak Assorted"

**Check:**

"DarNified Books" (even though we haven't installed this yet)

Edit "Tweak Settings"

**Check:**

"Crime: Alarm Distance [2000]"

"Greeting Distance [Custom] 100.00"

"UOP Vampire Aging and Face Fix"

"Warning: Exterior Distance to Hostiles [2000]"

**Uncheck**

"Cobl Catalogs"

Then **Click** [Build Patch]. This may take several minutes.

Load All mods whenever you run BOSS and Rebuild a Bashed Patch. Some of the Mods we will be installing will be missing some Masters (they will have a red square beside them). Leave those mods unchecked until we have installed the needed Masters. Take note of the Description pane to the right of the mods. If a mod should not be activated it will say so in the description. After rebuilding a Bashed Patch, you should not recheck any mods the Bashed Patch has unchecked.

Note: You MUST rebuild the patch every time you change the Load Order.

Run TES4LODGen

from the bottom left footer in Wrye Bash and wait until it informs you that you can close the window. This may take several minutes. You should run TES4LODGen every time the Load Order is changed.

## Test the Game

Navigate to your Oblivion.ini, right click and select Properties. Set as Read Only. Make a backup on your desktop or in a folder of your choice just in case the Oblivion.ini becomes corrupted.

Launch Oblivion through Steam or through the Oblivion.exe in the Oblivion directory. Make sure you get to the loading screen fine. (If you are not a Steam user, launch Oblivion through the obse\_loader.exe in the Oblivion game directory.)

If all loaded without a problem, back up your files and save them to a Game Backup folder.

Make certain that the Oblivion.ini is not set to read only whenever you open Wrye Bash to install mods or rebuild the Bashed Patch. You will also have to copy your saved Oblivion.ini file back into your "My Documents/My Games/Oblivion" folder each time you wish to launch Oblivion due to fact Wrye Bash and TES4LODGen disarrange the information contained within. Whenever you want to test your game, be certain to recheck the "Read only" so that the Oblivion Launcher does not overwrite your changes.

Most of the other Morroblivion Mods we will be installing will be much later in this guide (approx. 23 Morroblivion Mods). This is to insure that they overwrite any Oblivion Mods they may conflict with). Morroblivion Mods will require special handling. Make certain to follow through with any suggestions given regarding the installation instruction of Morroblivion Mods.

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## Part 4: Patches and Bug Fixes Mods

Add a Marker in Wrye Bash Installers and Name it Patches and Bug Fixes

### [Summon Dremora Lord Saved](#)

Description: The Bruma Mages guild is the only one who sells the spell Summon Dremora Lord. If you didn't pay attention, later in the game you won't be able to purchase this spell. This mod adds the spell to Mystic Emporium and the Mages Guild in Skingrad.

#### BASH Tags:

*Summon Dremora Lord Saved:*

ADD:

- Actors.Spells

### [Elz - No Floating Weapon](#)

Description: Fixes the floating weapon issue upon death of a NPC.

### [Lynges Unlimited Death Reload Time](#)

Description: After dying, your game will not reload the latest save. This helps prevent save corruption.

Notes: After dying, please close and restart Oblivion rather than loading the save without restarting. This mod will be made redundant when patching is included.

### [Blockhead](#)

Description: This plugin allows mods to use different head models for their Race retexture projects such as OCO (Oblivion Character Overhaul) used in this guide.

Make certain to restructure the file properly for installation.

### [Oblivion Stutter Remover](#)

Description: This is a must have for anyone playing Oblivion. It has many tools that are useful to Oblivion such as the FPS management, force quit and heap replacement.

Make certain to restructure the file properly for installation. Before installing make the following "sr\_Oblivion\_Stutter\_remover.ini" edit:

1. Navigate to OBSE/Plugins and find "sr\_Oblivion\_Stutter\_remover.ini" and open it with Notepad to make the following changes

```
Master = {  
bManageFPS = 0  
bReplaceHeap = 1  
bFastExit = 0
```

```
FPS_Management = {  
fMaximumFPS= 60  
fMinimumFPS= 20
```

```
Heap = {  
iHeapAlgorithm = 6  
iHeapSize = 768 (any higher may cause CTD)
```

2. Click Save and Close.

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## [ConScribe:](#)

Description: This plugin logs all console output to text files for later reviewing, including those typed in by the player. It removes the need for modders to adopt independent logging functions. This is only needed if you plan to make changes to the UI.

Make certain to restructure the file properly for installation.

## [Pluggy v125c](#)

Description: Pluggy is a multifunction OBSE plugin that adds new functions to Oblivion, and is a further extension to Oblivion Script Extender. The functions allow modders to create and manipulate arrays, strings, .ini files, text files, both text and surface/image HUDs, and change object names.

Make certain to restructure the file properly for installation.

## [Oblivion - Enhanced Camera:](#)

Description: Replaces the first person camera with third person and then moving the camera into a first person view.

Make certain to restructure the file properly for installation.

## [Fast Exit](#)

Description: This mod makes Oblivion quit instantly and without errors.

Make certain to restructure the file properly for installation.

Click on the Wrye Bash Mods tab, right click on Files and choose Load All. Launch Boss to reset the load order, rebuild the Bashed Patch, 0.esp, and run TES4LODGen.

Test the game to make certain everything loads properly. Exit and mod some more.

## **Part 5: Shaders and Graphics**

Add a Marker in Wrye Bash Installers and Name it Shaders and Graphics

### [OBGE v3.1.0RC](#)

Oblivion Reloaded is not currently compatible with Morroblivion. This is why I have chosen OBGE v3. There are several more OBGE extender mods available than I have listed in this guide. There are also some compatible ENBs available, however, I will not be listing them in this guide as I found them to be too performance heavy for me.

Download the following files.

OBGE\_v31rc4-BAIN

Open the Extras folder and copy the d3dx9\_31.dll straight into the Oblivion game directory.

Install 00 Base and 01 Core

OBGE\_Effects\_v31rc3-BAIN

Install 00 Base, 01 Godrays Sunflare Fix, and 04 Compatibility

OBGE\_LW\_v21rc4-BAIN

Install 00 Base, 01 Shader – Standard, 03 Plugin – Oblivion, 05 Settings – Oblivion  
Esp/m Filter Check OBGE – Liquid Water.esp

Navigate to %/Steam/steamapps/common/Oblivion/Data/Shaders and open shaderlist.txt in Notepad.

Volumetric\_SSAO.fx=1

Godrays06.fx=1

For more information regarding OBGE visit the following websites:

Oblivion Graphics Extender Official Forums

<http://forums.bethsoft.com/topic/1380066-rel-oblivion-graphics-extender/>

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Watch Culveyhouse Elder Scrolls IV: Oblivion Extreme Graphics Modding Tutorial Playlist at <https://www.youtube.com/playlist?list=PL39A5D51AFBC04BC6>

Also check out Dem Waifus [OBGE SHADER GUIDE](#).

## [Really Textured Normalmaps](#)

Description: A mod that covers it all: landscape, clutter, armor, weapons... - you name it. In this guide it is used as basis retexture mod.

Download

- Really Textured Normal Maps Part 1 BAIN
- Really Textured Normal Maps Part 2 BAIN
- Really Textured Normal Maps SI BAIN

Install in the order listed above. Check ALL options on each mod.

## [QTP3 Redimized](#)

Description: The purpose of this package is to make TES IV: Oblivion look even better than when you bought it. To do this Qarl's has created new textures, normal maps, specular and parallax maps to replace a large number of those in the game with ones which are higher resolution and more photo realistic, while at the same time still very close to the original feel of Bethesda's intentions.

"Unpack to Project(s)". Double click the mod, navigate to "meshes/dungeons/fortruins" and delete the fortruins folder. Now Install.

## [QTP3 Redimized Reduced](#)

Description: Repack of QTP3-Reduced Lite, Regular, and Max for QTP3-Redimized. Over 400 files have been removed from bobmarkinson's original Reduced Texture Pack that were the same size or Larger than the textures included in QTP3-Redimized.

Download

- QTP3R-Reduced Lite
- QTP3R-Reduced Regular
- QTP3R-Reduced-Max

## [QTP3 Custom Road Textures](#)

Description: Contains replacers for QTP3's rocks, roads and beach.

Check 00 QTP3 Redimized Textures and all 02 options then install.

## [QTP3 UOP Compatibility Patch](#)

Description: Qarl's Texture Pack 3 uses the mesh corrections from the Unofficial Oblivion Patch 1.61. This patch updates this to 3.5.0 UOP.

## [Bomret's Texture Pack for SI](#)

Description: This is **Bomret's Texture Pack: Shivering Isles** with the meshes from the [Unofficial Shivering Isles Patch](#) (which are optimised and fixed) included.

## [Graphic Improvement Project](#)

Install as normal.

[TES4Edit Cleaning Required](#)

PalePassIce.esp

## [Detailed Terrain](#)

Download:

- Detailed Terrain - Beta II

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- DT Shader Patch
- DT Texture Pack - Shivering Isles

Either install via [OBMM](#) or convert to archive to install via Wrye Bash. Personally I prefer to install via Wrye Bash just in case I need to uninstall it later without going into my Oblivion/Data directory to do so.

Click on the Wrye Bash Mods tab, right click on Files and choose Load All. Launch Boss to reset the load order, rebuild the Bashed Patch, 0.esp, and run TES4LODGen.

Test the game to make certain everything loads properly. Exit and mod some more.

## **Part 6: User Interface**

Add a marker in the Wrye Bash Installers and name it UI & Utilities

Note: It is advisable that you make certain to have a backup of all files up to this point. I consistently had to troubleshoot CTD issues during the installation of these mods.

### [DarkUId DarN](#)

Download:

- DarkUId DarN 16 Manual Version

1. **Right-click** and **select** "Unpack to project"
2. Apply these edits to the **Oblivion.ini**  
(Please note that if you uninstall any DarkUID DarN mod, you will need to change these edits back to vanilla.)

[Fonts]

SFontFile\_1=Data\Fonts\Kingthings\_Regular.fnt

SFontFile\_2=Data\Fonts\DarN\_LG\_Kingthings\_Petrock\_14.fnt

SFontFile\_3=Data\Fonts\DarN\_LG\_Kingthings\_Petrock\_18.fnt

SFontFile\_4=Data\Fonts\DarN\_Oblivion\_28.fnt

SFontFile\_5=Data\Fonts\Handwritten.fnt

3. **Right-click** on the project and **select** "Refresh".
4. **Install** the project

### [Skill Perk Descriptions:](#)

Description: This mod adds perk descriptions to the UI. Now you are capable of seeing which skill level offers you what abilities. It uses the background and font of whatever UI you have installed.

### [nONatees Colored Shivering Isles map:](#)

Description: Replaces the in-game map of the Shivering Isles with a colored version.

Expand "Visually Divided", right click "Data" and set as data directory.

### [Dynamic Map:](#)

Description: This mod adds Zoom-functions to the general map of Cyrodiil. It also offers support for some of the quest mods used in the modules.

### **Installation:**

1. Sub-Packages:
  - **Check:**
    - 00 Core
    - 01 Color Map
2. Make the following ini edit  
**Open** "...Ini\Dynamic Map base.ini"  
set tnoDM.zoomIn to 264  
set tnoDM.zoomOut to 265



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set tnoDM.zoomReset to 3

3. **Right-click** on the project and **select** "Refresh".
4. **Install** the project.

## [MiniMap - Reboot:](#)

Description: This adds a 'modern' mini-map to the right top corner of the screen, showing where you are.

## [HUD Status Bars](#)

Description: This supports several other mods adding status bars to the HUD. It changes the Vanilla bars into something more useful. And you can also create your own bars. Though, for this guide, we keep it simple. It is also used by some other mods in this guide.

### **Installation:**

1. Sub Packages:
  - **Check:**
    - *00 Core*
    - *01 Orb* (This was my preference, choose whichever you like.)

Optional: Use this if you want to move your compass to the top of the screen.

**Open** "...\ini\HUD Status Bars - base.ini"

set tnoHSB.compass\_y to 0.5

Alternate: For more space use the following edit.

set tnoHSB.compass\_y to 2.0

Install the project.

## [DarNified Config Addon:](#)

Description: This allows both DarNified UI and DarkUId DarN settings to remain permanent after you have set the ingame configuration. Even if you switch between DarNified UI and DarkUId DarN the settings will be preserved as long you keep the mod active. Only needed if you plan to make changes to the UI.

### **Test the Game**

Now that we have the UI addons completed, click on the Wrye Bash Mods tab, right click on Files and choose Load All. Launch Boss to reset the load order, rebuild the Bashed Patch, 0.esp, and run TES4LODGen. Copy your saved Oblivion.ini into your "My Documents/My Games/Oblivion" folder and set it to "Read only". Now load up Oblivion, to make sure that the UI is functioning as intended.

REMEMBER: Always launch Oblivion through Steam or Oblivion.exe after following this guide (or nonSteam users through obse\_launcher.exe in the Oblivion game directory.)

If all worked properly make certain to back up your "My Documents/My Games/Oblivion" folder, %\%Users\UserName\AppData\Local\Oblivion folder, %\Steam\steamapps\common Oblivion and Oblivion Mods folders. If for some reason your game becomes corrupted you can restore these files to avoid having to completely start from scratch.

## **Part 7: Character Improvements**

Add a marker in the Wrye Bash Installers and name it Character Improvements

### [Roberts Female Body v13](#)

#### **Installation:**

1. Esp/m Filter:
  - **Check:**
    - *RTFemaleReplacerV12.esp*

### [RobertMaleBodyReplacerV52](#)

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<b>Right Click to Select Wizard</b>	
<b>ROBERT MALE V5.2 FINAL - BAIN</b>	
You can review the documentation here.	
<b>NUDITY - HOW WOULD YOU LIKE YOUR MEN</b>	
<b>Recommended</b>	
BIG PANTS FOR ME PLEASE	
<b>WHICH ONE OF THESE BODY TYPES DO YOU WANT TO INSTALL</b>	
<b>Recommended</b>	
AVERAGE BODY	
<b>CHOOSE ONE OF THE FOLLOWING PANTS TYPES AVAILABLE FOR AVERAGE</b>	
<b>Recommended</b>	
Add Pants 2	
<b>CHOOSE THE FOOT MESHES YOU WISH TO USE</b>	
<b>Recommended</b>	
ROBERT MALE V5 DEFAULT	
<b>CHOOSE THE HEAD MESH YOU WISH TO USE</b>	
<b>Recommended</b>	
ROBERT MALE RT8	
<b>CHOOSE THE CORE TEXTURE RESOLUTION YOU WISH TO USE</b>	
<b>Recommended</b>	<b>Pick this option if you want the performance option</b>
V5 HI-RES DEFAULT - 2048	V5 HI-RES REDUCED - 1024
<b>CHOOSE THE DARK ELF HI-RES 2048 BODY TEXTURES YOU WISH TO USE</b>	
<b>Recommended</b>	
DARK ELF - DEFAULT V5	
<b>CHOOSE THE DARK ELF FACE TEXTURES YOU WISH TO USE</b>	
<b>Recommended</b>	
DARK ELF - DEFAULT V5	
<b>CHOOSE THE IMPERIAL HI-RES 2048 BODY TEXTURES YOU WISH TO USE</b>	
<b>Recommended</b>	
IMPERIAL TEXTURE ROBM 4	
<b>CHOOSE THE IMPERIAL FACE TEXTURE YOU WISH TO USE</b>	
<b>Recommended</b>	
IMPERIAL - DEFAULT V5	
<b>CHOOSE THE ORC HI-RES 2048 BODY YOU WISH TO USE</b>	
<b>Recommended</b>	
ORC - HAIRY	
<b>CHOOSE THE DARK SEDUCER HI-RES 2048 BODY TEXTURES YOU WISH TO USE</b>	

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<b>Recommended</b>	
DARK SEDUCER DEFAULT V5	
<b>CHOOSE THE GOLDEN SAINT HI-RES 2048 BODY TEXTURES YOU WISH TO USE</b>	
<b>Recommended</b>	
GOLDEN SAINT DEFAULT V5	
<b>DO YOU WANT TO CHANGE THE DEFAULT NORMAL MAPS FOR HUMAN LIKE RACES</b>	
<b>Recommended</b>	<b>Pick this option if you want to pick your own normal maps</b>
NO	YES
<b>DO YOU WANT TO USE ROBERTS LESS APE-LIKE IDLE ANIMATIONS</b>	
<b>Recommended</b>	
YES	
<b>The installer script has finished, and will apply the following settings</b>	
<b>Check:</b> <i>Apply these selections</i> <i>Install this package</i> <b>[Finish]</b>	

## [Race Compilation for Roberts bodies](#)

- Esp/m Filter:
  - Check:**
    - X.RC.RFM.esp*

## [Oblivion Character Overhaul version 2](#)

### Download:

- Oblivion Character Overhaul v203
- Roberts Female Body replacer texture compatibility addon
- Roberts Male Body replacer texture compatibility addon

- Esp/m Filter:
  - Check:**
    - Oblivion\_Character\_Overhaul.esp*

*Oblivion.ini Edit* (Edit your saved Oblivion.ini on your desktop, and save again after you performed the edits.)

bFaceMipMaps=0

;Set to 0 if using Oblivion Character Overhaul 2, if not leave at 1

Install Oblivion Character Overhaul

Now Install

Roberts Female Body replacer texture compatibility addon

Roberts Male Body replacer texture compatibility addon

Click on the Wrye Bash Mods tab, right click on Files and choose Load All. Launch Boss to reset the load order, rebuild the Bashed Patch, 0.esp, and run TES4LODGen.

Test the game to make certain everything loads properly. Exit and mod some more.

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## **Part 8: Landscape Changes**

### ***Landscape, Cities & Caves***

Add a marker in the Wrye Bash Installers and name it Landscape, Cities & Caves

#### [Arena HD](#)

Description: Enhances Arena with HD textures.

#### [Ayleid ruins retexture 2k](#)

Description: This mod retextures the Ayleid ruins with 2k textures.

#### [Caves retexture 2k](#)

Description: This mod retextures the caves with new textures in HD.

#### [Cloud Ruler Temple HD](#)

Description: Enhances Cloud Ruler Temple with HD textures.

Download:

- Cloud Ruler Temple HD
- Cloud Ruler Temple HD 1.1

#### [Gecko's Ayleid Ruins Textures](#)

Description: This mod tries to strike a balance between "flashiness" and staying true to the original feel and tone of Ayleid Ruins.

#### [Koldorns Sewer Textures 2 v1\\_1](#)

Description: This Texture Replacer will change the textures within sewers.

#### [Kvatch HD](#)

Description: Enhances Kvatch with HD textures.

Download:

- Kvatch HD
- Kvatch HD 1.1

#### [Oblivion Realm HD](#)

Description: Enhances Oblivion Realm with HD textures.

#### [Real Wood Road Signs](#)

Description: This mod replaces wood/weathered/no glossy textures for road signs.

Download:

- Real Wood Road Signs Full

#### [Rocks retexture 2k](#)

Description: This mod retexture all rocks with new textures in HD.

#### [Louigian's Fire Retexture](#)

Description: This mod replaces the textures of all fires with new textures in HD.

#### [Louigian's Landscape Retexture and Shivering Isles](#)

Description: This mod retexture all the landscape with 2k textures.

#### [Louigian's Forts Ruin Retexture](#)

Description: This mod retexture the exteriors of forts ruins with 2k textures.

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## [Statues HD](#)

Description: Enhances Statues with HD textures.

## [Mesh Improvement Project](#)

Description: Replaces various meshes and some textures that looked out of place in Vanilla Oblivion.

1. Sub-Packages:
  - **Check** *00 Core*

## [Unique Signs](#)

Description: Changes Oblivion's signs to be unique and memorable.

Click on the Wrye Bash Mods tab, right click on Files and choose Load All. Launch Boss to reset the load order, rebuild the Bashed Patch, 0.esp, and run TES4LODGen.

Test the game to make certain everything loads properly. Exit and mod some more.

## ***Distant Landscapes, Flora, Grass, & Water***

Add a marker in the Wrye Bash Installers and name it DL, Flora, Grass & Water

## [Koldorn's LOD Noise Replacer](#)

Description: Changes noise for a better visual experience if looking afar outdoors with minimal performance impact.

1. Sub-Packages:
  - **Select** *Medium*

## [Death0rns Modified Qarls LOD Normal Maps](#)

Description: Better looking LOD for QTP3

## [Enhanced Vegetation](#)

Description: This adds better textures for distant trees, scaled trees and scrubs, and adds swaying grass meeting your timescale.

Download:

- Enhanced Vegetation - Plugins v1dot1
- Enhanced Vegetation - High Res Textures v1dot1

1. Sub-Package:
  - **Check:**
    - *timescale 30 (Default)*
2. Esp/m Filter:
  - **Check:**
    - *Enhanced Vegetation 100%.esp*

## [Enhanced Vegetation - Darker Trunks](#) High Res textures

Description: A "patch" for Enhanced Vegetation tree trunks.

## [Harvest Flora](#)

Description: Plants will now change their appearance once you harvest them.

- **Check all Esp/m**

## [TES4Edit Cleaning Required](#)

Harvest [Flora] - Shivering Isles.esp

Harvest [Flora] - DLCFrostcrag.esp

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## [Improved Doors & Flora & Update](#)

Description: This is a retexture of several doors, flora and other miscellaneous objects.

## [Improved Trees and Flora](#)

Description: This is a retexture of several trees, flora, shrubs & fungus.

## [Improved Trees and Flora 2](#)

Description: This is a retexture of several trees, flowers, plants and fungus with new textures. This set also includes reworked textures from the first pack and two reworked flora textures from the improved doors and flora pack.

Download:

- Improved Trees and Flora 2
- ITF2Update
- ITFBark2012

## [Improved Flora Harvest Fix](#)

Description: Fixes a small issue on Primel and Lady's Mantle not showing the correct textures after harvesting if both Improved Trees & Flora and Harvest Flora is installed.

## [The Imperial Ecology - All In One - BAIN](#)

Description: The Imperial Ecology v2, Verdant Anthesis The Imperial Ecology v3, Fantasmagoria The Imperial Ecology v4, and The Imperial Ecology Vanilla Flavour packaged together.

<b>Right Click to Select Wizard</b>	
<b>Choose one as your base package</b>	
<b>Recommended</b> v3 - Verdant Anthesis	Choose your own base package
<b>Optional Packages</b>	
<b>Recommended</b>	Choose your own style
<b>Check only</b> v2 mossy blackwood trees v3 Ecology for a mad god v3 shrubs v3 snowgum tree v3 tredeodar ivy with pseudo shadowing and mossy bark v3 treeswampcypress with mossy bark and shadowing improved v3 weeping willow v4 cat tails	
<b>Verdant Anthesis The Imerial Ecology v3 offers shrubs texture replacers in two qualities</b>	
<b>Recommended</b>	<b>Performance version</b>
High Resolution	Medium Resolution
<b>Option for weeping willow</b>	
<b>Recommended</b>	<b>Performance version</b>
High Rez	Medium Rez
<b>The installer script has finished, and will apply the following settings</b>	
<b>Check:</b>	

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Apply these selections  
Install this package  
[Finish]

## [Oblivion Grass Overhaul](#)

Description: This is a mix of Brittany's Lush and Gaudy Floriana, QTP3 and redone ground-textures.

1. Sub-Packages:
  - **Check:**
    - *Data*
2. Esp/m Filter
  - **Uncheck:**
    - *Grass Overhaul.esp*

## [Evandars Snow Texture Replacer 13](#)

Description: Replaces ice and snow in Cyrodiil.

## [AliveWaters](#)

Description: Adds different types of fish with scripted AI, underwater weeds, more diversity in general and some surprises for the explorer.

1. Esp/m Filter
  - **Uncheck All:**

## [Alive Waters updated](#)

Description: Bugfixed and TES4 cleaned, supports Better Cities.

2. Esp/m Filter
  - **Check All:**

## [AliveWaters Grass Bug Fix](#)

Description: The mod AliveWaters adds seaweeds to the underwater landscape. Sometimes it happens that some grass polygons suddenly disappear at certain view angles. This concerns not only the new seaweeds, but also the grasses near water. The problem seems to be caused by some buggy seaweed meshes, since their textures are not set as "double sided visible". This fix should eliminate that bug.

Click on the Wrye Bash Mods tab, right click on Files and choose Load All. Launch Boss to reset the load order, rebuild the Bashed Patch, 0.esp, and run TES4LODGen.

Test the game to make certain everything loads properly. Exit and mod some more.

## ***Better Cities and Other Mods it Patches***

Add a marker in the Wrye Bash Installers and name it Better Cities + Mods

## [Francescos Creatures and Items - V5](#)

Description: This mod aims to create a more realistic and enjoyable Oblivion experience. It won't make the game easier (although maybe a bit harder depending on what options you choose), just more credible and fun to play.

Download:

- Francescos Creatures and Items - V5
- Francescos Creatures and Items - V5B2 Update

**Right Click to Select Wizard**

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<b>Welcome to Francesco's Creature and Items BAIN installation</b>	
You can read these Options to know more about this mod	
<b>Do you want to install the Shivering Isles version of the mod</b>	
<b>Recommended</b>	
Yes, I want the SI version	
<b>Are you installing this as part of an FCOM install</b>	
<b>Recommended</b>	
No, I am not installing FCOM	
<b>Do you want to use MOB – Medieval Oblivion Balance System?</b>	
<b>Recommended</b>	
Yes, I want to use MOBS (recommended)	
<b>Do you want to use Lyrodor's Combat Behavior?</b>	
<b>Recommended</b>	
Yes, I want Lyrodor's Combat Behavior (recommended)	
<b>Are you going to install MMM?</b>	
<b>Recommended</b>	
No, I am not installing MMM.	
<b>Do you want to install Francesco's Items Addon?</b>	
<b>Recommended</b>	
Yes, I want the Items Addons	
<b>You are now able to choose from the following extras:</b>	
Users Choice	
<b>The installer script has finished, and will apply the following settings</b>	
<b>Check:</b> <i>Apply these selections</i> <b>Do Not Install</b> [Finish]	
<b>Uncheck</b> <i>Francesco's Creatures and Items Resources.esp</i> Install	

Francescos Creatures and Items - V5B2 Update

Sub-Packages:

- **Check:**
  - *Francesco's Creatures and Items Resources.esp*

## [Kvatch Rebuilt](#)

Description:

- Rebuild Kvatch through a series of short quests.
- Become Count(ess) of Kvatch, or place the rightful heir on the throne. Your choice!
- Become the new champion of the rebuilt Kvatch Arena.
- Explore the depths of old Kvatch, and venture into the Ayleid Ruins beneath it.
- A new, highly detailed companion with a compelling story.



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- Fully voice acted!

Download:

- Kvatch Rebuilt
- Kvatch Rebuilt Fixes

Kvatch Rebuilt

1. Esp/m Filter:

- **Check:**
  - *Kvatch Rebuilt.esp*
  - *Kvatch Rebuilt – No More Burned Ground.esp*

Kvatch Rebuilt Fixes

1. Esp/m Filter:

- **Check:**
  - *Kvatch Rebuilt Fixes.esp*

## [Clocks of Cyrodiil](#)

Description: Adds clocks to several dozen locations in the game, ranging from small timepieces on walls and tables to large towers outside in some cities.

1. Esp/m Filter:

- **Uncheck**  
ClocksOfCyrodiil.esp

## [Cobl](#)

Description: Is a modders resource that "significantly enriches the world of Oblivion"

Right Click to Select Wizard	
<b>Stable or Development</b>	
<b>Recommended</b>	
Stable	
<b>Choose any of the following packages:</b>	
<b>Recommended</b>	
Tweaks	
Patches	
<b>Choose just one of the following...</b>	
<b>Recommended</b>	
Cobl Tweaks - SI	
<b>Select any of the 3 following patches"</b>	
<b>Recommended</b>	
Cobl Patch – Hunger Tongue	
Coble Patch – Silent Misc Item Equip	
<b>Miscellaneous: Choose any of the following packages:</b>	
<b>Recommended</b>	
Cobl Races	Select Item interchange – Option, Ingredients in Bulk
Item Interchange	
<b>Check:</b>	

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Apply these selections  
Install this package  
[Finish]

## [Cobl Cosmetics Res 01](#)

Description: Cosmetic resources.

1. Sub-Packages:
  - **Check:**
    - *Install FIRST*
    - *Install Next - If using Robert's Male Bodies*

## [MOBS - Medieval Oblivion Equipment Balance System](#)

Description: MOBS aims to give weapons a more realistic and credible feeling, while at the same time keeping the fun factor.

Download:

- MOBS Shivering Isles
- MOB Knights DLC Fixed

MOBS Shivering Isles

1. Esp/m Filter:
  - **Check:**
    - *MOBS SI.esp*
  - **Uncheck:**
    - *MOBS SI Optional Combat Settings.esp*

MOBS Knights DLC Fixed 2b

1. Esp/m Filter:
  - **Check DLC\_Mobs**

## [MOBSification of MODS](#)

Description: This patch makes numerous weapons from numerous mods to have stats similar to those from MOBS. MOBS made vanilla weapon stats more realistic, making lighter materials faster, but less powerful than the heavier ones and decreasing the unrealistic weapon range.

1. Esp/m Filter:
  - **Check**
    - *MOBSification of MODS.esp*

## [Roads of Cyrodiil](#)

Description: This mod adds some new roads to the game along with some new bridges to connect them together when the roads cross the Niben or Lake Rumare.

1. Sub-Packages:
  - **Check:**
    - *00 Core*
2. Esp/m Filter:
  - **Check:**
    - *Roads of Cyrodil.esp*

## [The Lost Spires](#)

Description: 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, and doom.

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Download: thelostspiresv14.zip

1. Esp/m Filter:
  - **Check:**
    - *The Lost Spires.esp*

[TES4Edit Cleaning Required](#)

*The Lost Spires.esp*

[Morroblivion The Lost Spires Compatibility Patch](#)

<https://tesrenewal.com/forums/oblivion/morroblivion-mod-releases/4153>

[Tears Of The Fiend](#)

Description: The complete storyline behind The Legacy and The Butcher of Armindale merged together as one complex, interchangeable, multi-pathed Quest/companion MOD.

1. Esp/m Filter:
  - **Check:**
    - *TOTF.esp*

**BASH Tags:**

*TOTF.esp:*

ADD: *Actors.AIPackages*

[TES4Edit Cleaning Required](#)

*TOTF.esp*

[Verona House Bloodlines](#)

Description: A quest mod that adds a nice small but compact town.

VHB-SI Fixed\*

1. Esp/m Filter:
  - **Check:**
    - *VHBloodlines 1.2.esp*

[Ruined Tails Tale](#)

Description: Ruined-Tail's Tale is a story-driven Companion-MOD featuring an Argonian Battlemage by the name of Ruined-Tail (or Ruin, for short).

Download:

- *RTT\_3\_0*
- *RTT\_3\_1*

*RTT\_3\_0*

1. Esp/m Filter:
  - **Uncheck:**
    - *RTT.esp*

*RTT\_3\_0\_1*

1. Esp/m Filter:
  - **Check:**
    - *RTT.esp*

[TES4Edit Cleaning Required](#)

*RTT.esp*

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## [Weather - All Natural](#)

Description: This mod includes another mod that was merged into All Natural. All natural improves weather as well as add lights to all the vanilla places that looked like something was giving off light but there was anything close that would give off light.

<b>Right Click to Select Wizard</b>	
<b>Select which mod components you wish to install.</b>	
<b>Recommended</b>	
All Natural - Full	
<b>Do you want to use All Natural's Shivering Isles support</b>	
<b>Recommended</b>	
Yes	
<b>Do you want to use additional (non-vanilla) weathers for Shivering Isles</b>	
<b>Recommended</b>	
Yes	
<b>Do you want to use the Bash Filter for other mod support</b>	
<b>Recommended</b>	
Yes	
<b>Please select which weathers to use</b>	
<b>Recommended</b>	
Natural Weather Atmospheric Weather System Enhanced Weather	
<b>Select which color tinting you want to use</b>	
<b>Recommended</b>	
Default	
<b>Select which fog distance you want to use</b>	
<b>Recommended</b>	
Default	
<b>Select which darker nights option you want to use</b>	
<b>Recommended</b>	
Default Nights	
<b>Select weather transition speed</b>	
<b>Recommended</b>	
Default	
<b>Check:</b> <i>Apply these selections</i> <b>DO NOT Install this package</b> [Finish]	

### 1. Sub-Packages:

- **Check:**

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- *07 Better Cities Imperial Patch* (as it will be installed later)

Make the following changes in AllNatural.ini located in the 00 Core folder.

set ANVars.Luminance to 0.75

set ANVars.SILuminance to 0.75

After all the Sub-Packages along with the Esp/m Filter files are checked and the AllNatural.ini tweaks are applied, click Install.

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

Description: AWLS is an illuminated window system that has three goals:

1. Add illuminated windows to all vanilla building meshes in such a way that also allows all mods using vanilla buildings to also have illuminated windows without the need of patches.
2. Allow the player to choose to have the lights on 24/7, at night only, or also during rainy weather. The player can pick what option is best for him or her by using one or none of the three included plugins (medium and advanced plugins require OBSE v14 or higher).
3. Add smoke effects to all chimneys if desired.

<b>Right Click to Select Wizard</b>	
<b>Choose the plugin you want to install</b>	
<b>Recommended</b>	
Advanced Smoking Chimneys	
<b>Do you use RAEVWD</b>	
<b>Are you using the Really AEVWD Section</b>	
<b>Recommended</b>	
No	
<b>Do you want to pick your windows individually for every city location</b>	
<b>Recommended</b>	
No	
<b>Do you use Qarls Texture Pack III</b>	
<b>Recommended</b>	
Yes	
<b>Pick a Complete Texture Pack option</b>	
<b>Recommended</b>	
Orange - Brumbek Recommends	
<b>Pick a Cathedral Windows option</b>	
<b>Recommended</b>	
Orange - Brumbek Recommends	
<b>Pick a Mages Guild Magic Circle Window option</b>	
<b>Recommended</b>	
Purple	
<b>Pick an Imperial City Temple option</b>	
<b>Recommended</b>	

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Blue	
<b>Do you use Bomrets Texture Pack for Shivering Isles</b>	
<b>Recommended</b>	
Yes	
<b>Pick a Shivering Isles Settlements option</b>	
<b>Recommended</b>	
Brumbek Yellow Multi-Color	
<b>Pick a Shivering Isles Palace option</b>	
<b>Recommended</b>	
Dual Nature	
<b>Pick a Shivering Isles Crucible option</b>	
<b>Recommended</b>	
Blue-Purple	
<b>Pick a Shivering Isles Bliss option</b>	
<b>Recommended</b>	
More Colors	
<b>The installer script has finished, and will apply the following settings</b>	
<b>Check:</b> <i>Apply these selections</i> <b>DO NOT INSTALL THIS PACKAGE!!!</b> [Finish]	

## 1. Sub-Packages:

- **Check:**
  - *080 Kvatch Rebuilt*
  - *082 Better Cities Imperial Patch* (as it will be installed later)

## [Immersive Interiors](#)

Description: Immersive Interiors aims to bring huge amounts of immersion into the game. By using All Natural's superb interior weather system, this mod adds new found realism to the game, allowing you to see out of the interiors windows. This means you can be in the local pub, staring out of the window at the town around you, or watch the sun set behind the city walls out of your home's bedroom window.

## 1. Esp/m Filter:

- **Check:**
  - Immersive Interiors.esp

## [Immersive Interiors - Bravil and Leyawiin](#)

Description: Add-on for "Immersive Interiors" .

## 1. Esp/m Filter:

- **Check:**
  - *Immersive Interiors - Bravil.esp*

## [Storms and Sound v3 lightning for all weathers](#)

Description: This mod adds sounds, thunder and lightning, etc...

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**Notes:** The renamed OBSE version is compatible with ALL weathers and will unlikely need to be modified further, updated or changed in any way.

## Download:

- Full version and Storms

This one is a little complicated, basically:

1. Open the project
2. Delete all .esp's except for "OBSE-Storms & Sound SI.esp"
3. Rename that plugin to "Storms & Sound.esp"
4. Install the project
5. Clean it
6. Move the .esp from Oblivion Data to another project with the -Clean like you usually would
7. Install the Storms and Sounds-Clean project
8. Uncheck all .esp's except the Better Cities and The Lost Spires from Storms and Sounds Patches
9. Install the Storms and Sounds Patches

[TES4Edit Cleaning Required](#)

*Storms & Sound.esp*

## [Morroblivion Storms and Sounds Compatibility Patch](#)

[Edit Boss Masterlist](#)

*Sort Morrowind\_ob - Storms and Sound Patch.esp after Morrowind\_ob.esp*

## [Better Cities Primary Resources](#)

Description: Better Cities is primarily a city overhaul mod, enhancing and expanding all cities from the original game (not counting the destroyed Kvatch). Many new buildings are added with new occupants to make the cities seem bigger, and there are also new quests available to encourage gamers to visit the new buildings and meet the additional citizens of Cyrodiiil.

Right Click to Select Wizard	
<b>Which textures would you prefer for Bravil?</b>	
<b>Recommended</b>	
Vanilla	
<b>Do you use GrumblePunk's Shipyard Mod which retextures ships?</b>	
<b>Recommended</b>	
No	
<b>Do you use Roberts Body mods?</b>	
<b>Recommended</b>	
Yes: Select Male and Female	
<b>Are you using Oblivion Reloaded's Ram Disk feature?</b>	
<b>Recommended</b>	
No	
<b>Check:</b> <i>Apply these selections</i> <i>Install this Package</i> [Finish]	

# Guide to Modding: Morroblivion

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Check

## [Better Cities](#)

Right Click to Select Wizard	
<b>Do you plan to use Arthmoor's mod Open Cities Reborn with Better Cities?</b>	
<b>Recommended</b>	
No	
<b>Do you want to install every city and all of the Imperial City or do you want to select only some districts?</b>	
<b>Recommended</b>	
Everything	
<b>Do you want to install the FPS Patch for the Imperial City Waterfront?</b>	
<b>Recommended</b>	
Yes	
<b>Do you want to be able to see the outer walls of the new Aristocratic District and the extended walls of the Arena District when outside the city?</b>	
<b>Recommended</b>	
Yes	
<b>Do you want to be able to see buildings of the Imperial City from a distance when outside the city?</b>	
<b>Recommended</b>	
No	
<b>Do you want Leyawiin partially flooded?</b>	
<b>Recommended</b>	
Yes	
<b>Do you plan to use the Open Better Cities option?</b>	
<b>Recommended</b>	
No	
<b>Replacer plugins to fix compatibility:</b>	
<b>Recommended</b>	
Clocks of Cyrodiil Old Crow Inn Scribe Supplies (Intensive Version) Vaults of Cyrodiil	
<b>Check:</b> <i>Apply these selections</i> <b>DO NOT INSTALL THIS PACKAGE!!!</b> [Finish] 1. Sub-Packages <ul style="list-style-type: none"><li>▪ <b>Check</b><ul style="list-style-type: none"><li>▪ 00 Core</li><li>▪ 01 Better Cities Full</li></ul></li></ul>	



# Guide to Modding: Morroblivion

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- *03 Leyawiin Flooded*
- *06 FPS Patches*
- *07 IC Imperial Isle*
- *10 Cobl*
- *10 MOBS*
- *10 Storms and Sound*
- *20 Clocks of Cyrodiil*
- *20 Vaults of Cyrodiil*
- *21 Old Crow Inn*
- *21 Scribe Supplies*
- *30 All Natural*
- *30 Immersive Interiors*
- *30 Knights of the Nine Chorrol*
- *30 Ruined Tails Tale*
- *30 Tears of the Fiend*
- *30 Verona House Bloodlines*
- *31 Roads of Cyrodiil*

## 2. Esp/m Filter

- **Uncheck Esp/m**
- *Better Cities Full.esp*

**Install**

## [Better Cities Update](#)

### 1. Sub-Packages:

- **Check:**
- *00 Core*
- *01 Better Cities Full*

### 2. Esp/m Filter:

- **Check**
- *Better Cities Full.esp*

Click on the Wrye Bash Mods tab, right click on Files and choose Load All. Launch Boss to reset the load order, rebuild the Bashed Patch, 0.esp, and run TES4LODGen.

Test the game to make certain everything loads properly. Exit and mod some more.

### ***Unique Landscapes and Other Mods it Patches***

Add a marker in the Wrye Bash Installers and name it Unique Landscapes + Mods

## [Curse of Hircine - Resurrected](#)

Description: Curse of Hircine Resurrected is a mod that adds werewolves to Oblivion.

### 1. Sub-Packages:

- **Check:**
- *00 Core*
- *02 Animated Tails*

### 2. Esp/m Filter:

- **Check:**
- *CurseOfHircine.esp*

# Guide to Modding: Morroblivion

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## [MTCExpandedVillages](#)

Description: This mod takes several of the Oblivion villages, and expands them (to a greater or lesser extent) to include new houses, npcs, animals, and cropland.

1. Esp/m Filter:
  - **Check:**
    - *MTCExpandedVillages.esp*

## [TES4Edit Cleaning Required](#)

*MTCExpandedVillages.esp*

## [MTC Expanded Villages - Lost Spires Patch](#)

1. Esp/m Filter:
  - **Check:**
    - *MTCVillages-LostSpiresPatch.esp*

## [Arthmoors Mod Patches](#)

**Download:** RTT Weye Relocation Patch

1. Esp/m Filter:
  - **Check:**
    - *RTT -Weye Relocation Patch.esp*

## [Unique Landscape Compilation](#)

Description: This mod changes many outdoor locations, making them more diverse and interesting. It features a dynamic installation process that lets you choose which individual Unique Landscapes to enable.

<b>Right Click to Select Wizard</b>	
<b>What type of installation do you want</b>	
<b>Recommended</b>	
Full	
<b>Do you wish to install Rolling Hills with or without wheat</b>	
<b>Recommended</b>	
Wheat	
<b>Do you wish to install The Dark Forest with low poly grass</b>	
<b>Recommended</b>	
Default Grass	
<b>Do you wish to install landscapeLOD files</b>	
<b>Recommended</b>	
Yes	
<b>Check:</b> <i>Apply these selections</i> <i>Install this package</i> [Finish]	

## [TES4Edit Cleaning Required](#)

*xulLushWoodlands.esp*

# Guide to Modding: Morroblivion

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*xulSnowdale.esp*

## [Unique Landscapes Compatibility Patches](#)

### Right Click to Select Wizard

1. Sub-Packages
  - **Check**
    - *00 UL Patches Documentation*
    - *01 Patches*
  - **Uncheck**
    - *02 OCR + Blackwood Forest Resources*

### 2. Check:

*Apply these selections*

*Install this package*

[Finish]

## [DT Texture Pack - Unique Landscapes](#)

Description: The textures included in the Unique Landscapes texture pack are based on the textures in the Unique Landscape mods: [Dark Forest](#) by Addiktive, and [Colovian Highlands](#) and [Rolling Hills](#) by Malachit.

## [Roads of Cyrodiil Patches](#)

Right Click to Select Wizard
<b>Unique Landscapes</b>
<ol style="list-style-type: none"><li>1. Sub-Packages:<ul style="list-style-type: none"><li>▪ <b>Check:</b><ul style="list-style-type: none"><li>00 ROC+UL Imperial Isle</li><li>12 ROC+UL Skingrad Outskirts</li><li>14 ROC+UL Ancient Redwoods</li><li>22 ROC+MTC Expanded Villages</li></ul></li></ul></li><li>2. Esp/m Filter:<ul style="list-style-type: none"><li>▪ <b>Check:</b><ul style="list-style-type: none"><li>▪ <i>ROC +UL-II Patch.esp</i></li><li>▪ <i>ROC +UL Skingrad Outskirts Patch.esp</i></li><li>▪ <i>ROC +Ancient Redwoods.esp</i></li><li>▪ <i>MTCEV-RoC Patch.esp</i></li></ul></li></ul></li></ol>

## [BC Aristocrat UL Patch](#)

Install as normal

### Test the Game

Now that we have the Landscape Changes completed, click on the Wrye Bash Mods tab, right click on Files and choose Load All. Launch Boss to reset the load order, rebuild the Bashed Patch, 0.esp, and run TES4LODGen. Copy your saved Oblivion.ini into your "My Documents/My Games/Oblivion" folder and set it to "Read only". Now load up Oblivion, to make sure that the UI is functioning as intended. REMEMBER: Always launch Oblivion through Steam or Oblivion.exe after following this guide (or nonSteam users through obse\_launcher.exe in the Oblivion game directory.)

Test the game to make certain everything loads properly. Exit and mod some more.

### **Part 9:** More Textures, Sounds, and Locations

Add a marker in the Wrye Bash Installers and name it Textures, Sounds, & Locations

# Guide to Modding: Morroblivion

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## [Cities Alive at Night](#)

Description: Brightens cities so that they look alive when views from outside the city.

## [Illumination Within](#)

Description: This mod lights up in the evening, the external windows of most buildings throughout the world of Cyrodil based on various scripts that control time and duration of the "Light on" period. Houses, Inns and Taverns are timed differently from Guilds and shops, to give a staggered feel to the illuminating windows. Cathedrals also have their own time schedule, but offset against the others and a shorter period for them quick confessions.

Esp/m Filter

- **Check** *IlluminationWithin.esp*

## [Illumination Within Revived Optimised](#)

Description: This is a re-write of the scripting code for Illumination Within Revived.

1. Sub-Packages:
  - **Check:**
    - *SuperMega*

## [Oblivion Stereo Sound Overhaul](#)

Description: Enhances sounds including better sounding THUNDER, WIND, DUNGEONS, ARENA CROWDS, CRICKETS, etc.

## [Better Bell Sounds](#)

Description: Enhances Bell Sounds

## [Atmospheric Oblivion](#)

Description: This mods adds more ambient sound to virtually everywhere in the game, from Tombs to Oblivion Realms. It also adjusts some of the ingame sound effects to change their volume and/or range.

1. Esp/m Filter:
  - **Uncheck:**
    - *Atmospheric Oblivion.esp*

## [Atmospheric Oblivion Updated](#)

1. Esp/m Filter:
  - **Check:**
    - *Atmospheric Oblivion.esp*

## [TES4Edit Cleaning Required](#)

*Atmospheric Oblivion.esp*

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

Description: This mod is a tweaked compilation of the best combat sounds "Combat Sounds 300", "Walther's Oblivion Combat Sounds", and "Improved Bow Sounds" have to offer.

1. Esp/m Filter:
  - **Check:**
    - *Symphony of Violence.esp*

## [Elz - More Voice at Oblivion](#)

Description: This MOD adds all kinds of voices for player character.

# Guide to Modding: Morroblivion

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Download:

- ElzMoreVoice\_140
- Elz - More Voice - 142 update patch

ElzMoreVoice\_140

1. Esp/m Filter:

- **Uncheck:**
  - *ElzMoreVoice.esp*

Elz - More Voice - 142 update patch

1. Esp/m Filter:

- **Check:**
  - *ElzMoreVoice.esp*

## [Combat Taunts Removed](#)

Description: This mod replaces NPC combat taunts with silent sound files, thus "removing" them from the game.

Download: [Combat Taunts Removed MANUAL 1-1](#)

## [Better dungeons](#)

Description: Better Dungeons makes almost all the caves unique and interesting.

Download:

- Better Dungeons non-BSA
- Better Dungeons

Better Dungeons non-BSA: Install as normal.

Better Dungeons

1. Esp/m Filter:

- **Check:**
  - *Better Dungeons.esp*

## [TES4Edit Cleaning Required](#)

*Better Dungeons.esp*

## [AFK Frostcrag](#)

Description: Renovates Frostcrag Tower with better lighting, furnishings, and display cases. An Oblivion gate is included for post-main quest sigil hunting enjoyment.

1. Sub-Packages:

- **Check:**
  - *00 Core*
  - *01 COBL*
  - *02 Make your selection of furniture*

2. Esp/m Filter:

- **Check:**
  - *AFK\_Frostcrag.esp*

## [Natural Environments](#)

Description: enhance and improve environmental components of Elder's Scrolls IV

**Notes:** Do NOT install the other options. They are incompatible with many mods that are part of the guide.

# Guide to Modding: Morroblivion

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1. Esp/m Filter:
  - **Check**
    - *Natural\_Habitat\_by\_Max\_Tael.esp*

## [Knights of the Nine Revelation](#) Full Install

Description: An epic quest where only YOU can prevent the enslavement of all free humans.

1. Esp/m Filter:
  - **Check:**
    - *Knights - Revelation.esm*
    - *Knights - Revelation.esp*

## [A Brotherhood Renewed](#)

Description: This mod adds a short series of quests to the end of the saga of the Dark Brotherhood which takes place after your first visit to Bravil after becoming the Listener.

1. Esp/m Filter:
  - **Check:**
    - *BrotherhoodRenewed.esp*

## Test the Game

Now that we have the Textures, Sounds, & Locations are completed, click on the Wrye Bash Mods tab, right click on Files and choose Load All. Launch Boss to reset the load order, rebuild the Bashed Patch, 0.esp, and run TES4LODGen. Copy your saved Oblivion.ini into your "My Documents/My Games/Oblivion" folder and set it to "Read only". Now load up Oblivion, to make sure that the UI is functioning as intended. REMEMBER: Always launch Oblivion through Steam or Oblivion.exe after following this guide (or nonSteam users through obse\_launcher.exe in the Oblivion game directory.)

If all worked properly make certain to back up your "My Documents/My Games/Oblivion" folder, %/Users/UserName/AppData/Local/Oblivion folder, %/Steam/steamapps/common Oblivion and Oblivion Mods folders. If for some reason your game becomes corrupted you can restore these files to avoid having to completely start from scratch.

## Part 10: Oblivion Misc Mods

Add a marker in the Wrye Bash Installers and name it Oblivion Misc Mods

### [Bash-able Quest Delayers](#)

Description: Quest Delayer for The Lost Spires and Tears of the Fiend Mods.

Download Aellis Bashed Delayers v3129C

### [Advanced Health Regen – AHR](#)

Description: This mod enables the player to configure health regeneration to one's own taste.

1. Esp/m Filter:
  - **Check:**
    - *AdvancedHealthRegen.esp*

### [Drop Lit Torches OBSE](#)

Description: If you draw your weapon while a torch is equipped the torch is immediately thrown to the floor still burning (and acts as a proper light source).

If you pick up a burning torch with your weapon drawn the torch is extinguished and returned to your inventory. If your weapon is sheathed picking up the lit torch will immediately equip it. It can then be put away as normal if you desire.

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Note: There is also a sound patch included if you wish to extract it into the Data folder with the DropLitTorchOBSE.esp

1. Esp/m Filter:
  - **Check:**
    - *DropLitTorchOBSE.esp*

## [Duke Patricks - Friendship Ring For Companion Detection](#)

Description: Give this ring to the companion, it will produces a sound effect that cannot be heard.

Required for Duke Patricks – Actors Can Miss Now

## [Duke Patricks - Actors Can Miss Now](#)

Description: Actors will sometimes MISS you when they fire arrows or spells at you!

1. Esp/m Filter:
  - **Check:**
    - *Duke Patricks - Actors Can Miss Now.esp*

## [Heavens Wrath Weather Change Spell](#)

Description: Heaven's Wrath is an Alteration spell that alters the weather. As soon as you cast it, you will be -asked- by a voice in your head which type of weather you'd like to see.

1. Esp/m Filter:
  - **Check:**
    - *RD-HeavensWrath-v 1-1-Easy.esp*
  - **Uncheck:**
    - *RD-HeavensWrath-v 1-1-Realistic.esp*

### BASH Tags:

*RD-HeavensWrath-v 1-1-Easy.esp:*

ADD:

*Actors.Spells*

## [Physics Enabled Immersive Prison Sewer Exit](#)

Description: This mod adds more immersive gameplay to the Prison Sewer Exit.

1. Esp/m Filter:
  - **Un-Check:**
    - *Immersive Prison sewer exit.esp*
    - *NRBsewer exit.esp*
  - **Check:**
    - *UL Imperial Isle Prison Sewer Exit.esp*

## [Oblivion -Elys- Uncapper v098](#)

Description: This mod increases the hardcoded ATTRIBUTES and SKILLS, level caps from 100 to 200 for all actors in game including the player.

This is an OBSE Plugin. The file needs to be restructured for installation.

## [Oblivion XP Update](#)

Description: This mod is a leveling system replacement.

Download:

- Oblivion XP
- A Brotherhood Renewed Patch

# Guide to Modding: Morroblivion

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- Kvatch Rebuilt Patch

Oblivion XP

<b>Right Click to Select Wizard</b>	
<b>Which User Interface (UI) are you using?</b>	
<b>Recommended</b>	
DarkUId DarN	
<b>Do you want to customize the levelling parameters or just install the default initialization file?</b>	
<b>Recommended</b>	
Go through the guided configuration	Select what best suits the user.
<b>Check:</b> <i>Apply these selections</i> <i>Install this package</i> [Finish]	

A Brotherhood Renewed Patch

1. Esp/m Filter
  - **Check:**
    - BrotherhoodRenewed – Oblivion XP Patch.esp

Kvatch Rebuilt Patch

1. Esp/m Filter:
  - **Check**
    - *Kvatch Rebuilt – Oblivion XP Patch.esp*

## [Populated Prisons](#)

Description: This mod populates the prisons in the cities of Cyrodiil.

1. Esp/m Filter:
  - **Check:**
    - *Populated Prisons.esp*

## [Reznod Mannequins](#)

Description: This mod adds mannequins to Cyrodiil.

1. Esp/m Filter:
  - **Check:**
    - *Reznod\_Mannequin.esp*

## [Reznod Mannequins: Morroblivion Compatibility Patch](#)

- Adds Mannequins to Ra'Virr's merchandise.

### **BOSS Masterlist Update Required:**

*Sort Morrowind\_ob - Reznod Mannequins.esp after Morrowind\_ob.esp*

## [AFK PrayerIdles](#)

Description: AFK\_PrayerIdles ties idle animations to many of the vanilla AI packages for priests and worshippers in the great chapels of Cyrodiil. Now, when an NPC with the proper AI package approaches an altar, they will choose between kneeling and standing praying animations. The result of these small changes is a much more atmospheric, religious chapel experience.

## [Skyrimesque Counts and Countesses](#)

Description: Gives the Counts and Countesses more luxurious clothes.



# Guide to Modding: Morroblivion

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## [TTYM - Think To Yourself Messages](#)

Description: Think To Yourself Messages is a small file that changes all the immersion-breaking third-person messages into not just first-person messages, but messages that are more descriptive and actually sound like thoughts from your character.

## [Darooz Upperclass clutter](#)

Description: Adds rugs, tapestry, paintings, etc...

## [Enhanced Magic Effects](#)

Description: This mod replaces all spell textures with larger ones, adding some new eye-candy to the game.

## [HiRez Architecture- Daedric Shrines](#)

Description: A high resolution retexture for the Daedric statues found across Cyrodiil.

## [HiRez Architecture- God Statues](#)

Description: A high resolution retexture for the statues of the Divines in the Imperial City and across Cyrodiil.

## [The Imperial Firmament - BAIN](#)

Description: This mod enhances "sky" environment.

<b>Right Click to Select Wizard</b>	
<b>Would you like to read an overview of the package contents before continuing with the installation wizard</b>	
<b>Recommended</b>	
No	
<b>Do you want to use the texture replacements for Natural Enviroment</b>	
<b>Select this if you use All Natural</b>	
Yes	
<b>The Imperial Firmament comes in two qualities</b>	
<b>Recommended</b>	
Ultra	
<b>Optional packages</b>	
<b>Recommended</b>	
<b>Check:</b> <i>alternative sunglare 1</i>	
<b>Check:</b> <i>Apply these selections</i> <i>Install this package</i> [Finish]	

## [Improved Fires and Flames](#)

Description: This mod retextures the fires and flames.

Download: Improved Fires and Flames and Optional torch

**Notes:** There is a performance option available.

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- Esp/m Filter:
  - **Check:**
    1. *Improved Fires and Flames - Increased Sound.esp*

## [Improved Skulls and Bones and Ironwork](#)

Description: This mod retextures the skulls, bones, and ironwork of Oblivion.

## [Improved Moons](#)

Description: Improved Moons replaces the vanilla moons with ones that look like real three dimensional cratered moons, whilst maintaining the features of the vanilla originals.

Download: Improved Moons and Moonshadow

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

Description: This mod not only re-touches textures, but also introduces many changes to meshes - in their properties and sometimes UV-maps.

Download: Nice Ice - Icing on the Cake

## [Falling Leaves](#)

Description: The northern autumn trees do now lose leaves as they are supposed to.

- Sub-Packages:
  - **Check:**
    - *00 Core Files (Required)*
    - *01 UL Patch Lush Woodlands*
- Esp/m Filter:
  - **Check:**
    - *Falling Leaves.esp*
    - *Falling Leave - UL Lush Woodlands Patch.esp*

## [Hi-res Soul Gems](#)

Description: Makes the soul gems more detailed while still keeping the original style.

## [DOWNPOUR](#)

Description: This mod replaces the default rain with a new texture that was designed to make rain appear more dramatic and heavy while still remaining performance friendly. The larger texture comes with custom meshes which give the rain more volume, and let you enjoy it as it's meant to.

1. Sub-Packages:
  - **Check:**
    - *00 Large*

## [Improved Fruits, Vegetables and Meat](#)

Description: This is a retexture of several fruits, vegetables, meats & ingredients.

Download: Improved Fruits Vegetables and Meats and IFVMUpdate

## [Improved Amulets and Rings](#)

Description: This is a retexture of the basic amulets (bronze, copper, gold, silver & jade) and the basic rings (brass, copper, gold, silver, jade, ebony & novice).

## [Realistic HD Night Sky](#)

Description: The purpose of this texture is to look as realistic as possible for a land so devoid of light pollution as Cyrodiiil.

# Guide to Modding: Morroblivion

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## [Supreme Magicka](#)

Description: This mod overhauls the magic system of Oblivion to create a more balanced, diverse, and fun system. It adds new effects, new spells, and more in order to enhance the game for mages and anyone else who thinks magic is too weak.

1. Sub-Packages:
  - **Check**
    - 00 Core Files
    - 01 Optional Plugins
    - 02 Raised Enchanting and Spellmaking Limits
    - 03 Compatibility Patches
2. Esp/m Filter:
  - **Check:**
    - *SM\_COBL.esp*
    - *SM\_DLCSpellTome*
    - *SM\_EnchantStaff.esp*
    - *SM\_NoSpellLights.esp*
    - *SM\_Scrolls.esp*
    - *SM\_ShiveringIsles.esp*
    - *SM\_SigilStong.esp*
    - *SupremeMagicka.esp*

## [Morroblivion Supreme Magicka Compatibility Patch](#)

Description: Poison patch. Makes Morroblivion poison spells use real poison effect from SM.

### BOSS Masterlist Update Required:

*Sort SM\_Morroblivion\_poison.esp after SupremeMagicka.esp*

### TES4Edit Cleaning Required

*SM\_ShiveringIsles.esp*

## Integration: [Morroblivion](#) v03

Description: Spell vendors patch. Adds new spells from SM to Morroblivion spell vendors.

1. Esp/m Filter:
  - **Check**
    - *MorrowOblivion\_Integration\_SM.esp*
  - **Uncheck:**
    - *MorrowOblivion\_Integration\_CO.esp*

### BOSS Masterlist Update Required:

*Sort MorrowOblivion\_Integration\_SM.esp after SupremeMagicka.esp*

## Test the Game

Now that we have the Textures, Sounds, & Locations are completed, click on the Wrye Bash Mods tab, right click on Files and choose Load All. Launch Boss to reset the load order, rebuild the Bashed Patch, 0.esp, and run TES4LODGen. Copy your saved Oblivion.ini into your "My Documents/My Games/Oblivion" folder and set it to "Read only". Now load up Oblivion, to make sure that the UI is functioning as intended. REMEMBER: Always launch Oblivion through Steam or Oblivion.exe after following this guide (or nonSteam users through obse\_launcher.exe in the Oblivion game directory.)

Test the game to make certain everything loads properly. Exit and mod some more.

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## Part 11: Armor, Weapons, and Other Items

Add a marker in the Wrye Bash Installers and name it Armor, Weapons, & Other Items

### [Book Jackets: Oblivion Standard Res](#)

Description: This mod is a basic retexture for all of the stock hardcover books in Oblivion, giving each title a unique texture and matching icon.

1. Esp/m Filter:
  - **Check:**
    - *Book Jackets Oblivion.esp*
  - **Uncheck:**
    - *Book Jackets Oblivion - BP.esp*

### [TES4Edit Cleaning Required](#)

Book Jackets Oblivion.esp

### [Capes and Cloaks](#)

Description: This mod provides a huge variety of capes and cloaks available in the world of Oblivion. They can be found for sale at moderate prices in the Divine Elegance clothing store which can be found in the Imperial City.

1. Esp/m Filter:
  - **Check:**
    - *CapesandClock.esp*

### [Mikes Clothes Replacer v11](#)

Description: This Mod replaces the textures of almost all the clothes in Oblivion. Install as normal.

### [Visually Improved Staffs](#)

Description: Replaces default staff textures with high resolution ones

1. Sub-Packages:
  - **Check:**
    - *00 Core*
    - *03 Staff of Indarys*

### [Insanity's Improved Armoury Compilation](#)

Description: This mod is a high-resolution texture and normal map replacers for stock armor and weapons, compiled two ways for your convenience.

1. Sub-Packages:
  - **Check:**
    - *00 Core Files*

### [Weapon Expansion Pack for Oblivion Nthusiasts](#)

Description: This mod significantly enhances the Oblivion experience by adding new Amber, Madness, Mithril, Orcish, Rusty Iron, and Fine Iron weapons to the worlds of Tamriel and the Shivering Isles. The authors took special care to ensure the new weapons would integrate seamlessly with the content already provided by Bethesda, or any of the major Oblivion mod overhauls.

Download: WEPON Base Install Oblivion and SI, Fixes Only, and WEPON MOBS Conversion

WEPON Base Install Oblivion and SI

1. Esp/m Filter:
  - **Uncheck:**

# Guide to Modding: Morroblivion

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- *Weapon Expansion Pack for Oblivion Nthusiasts.esp*

Fixes Only

1. Sub-Packages:

- **Check:**
  - *WEAPON 1-11 –Oblivion & SI Fixes Only*

2. Esp/m Filter:

- **Uncheck:**
  - *Weapon Expansion Pack for Oblivion Nthusiasts.esp*

WEAPON MOBS Conversion

1. Sub-Packages:

- **Check:**
  - *Data*
- **Uncheck**
  - Optional ESP for Players Without SI

2. Esp/m Filter:

- **Check:**
  - *Weapon Expansion Pack for Oblivion Nthusiasts.esp*

## [Weapon Improvement Project](#)

Description: This is a project that aims (over time) to replace the vanilla weapon meshes and textures with completely new and more detailed replacements. The new replacements are based on the original designs.

**Notes:** Must be after all other weapon retextures that modify the same weapon.

1. Esp/m Filter:

- **Check:**
  - *Weapon Improvement Project.esp*

## [Weapons Of Morrowind](#)

Description: Weapons Of Morrowind (W.O.M) is a project that aims to expand the available weapons found in-game via loot. All of the included weapons are faithful recreations of the weapons from TES3: Morrowind.

Download: [Weapons Of Morrowind](#) and [Weapons Of Morrowind - Daedric Crescent](#)

Weapons Of Morrowind

1. Esp/m Filter:

- **Check:**
  - *Weapons Of Morrowind.esp*

Morrowind - Daedric Crescent

1. Esp/m Filter:

- **Check:**
  - *Morrowind - Daedric Crescent.esp*

## [Oblivion Magic Extender](#)

Description: OBME extends the Oblivion magic system to make it more general and open to mod makers. It is a pair of plugin libraries for OBSE that hack the game/CS to change its behavior.

Download: [OBME v1\\_01](#)

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1. Esp/m Filter:
  - **Uncheck ALL**

## [Immersive Weapons](#) and [Immersive Weapons Fixed 2.0.3](#)

Description: This mod overhauls and extends the entire weapons system by fully integrating hundreds of new weapons into the game, using many great mods and resources from the most talented authors on the nexus. This mod also adds lots of off-hand variants to game to allow for duel-wielding. Off-Hand weapons are used as shields in this mod, but mods like Unnecessary Violence II can make them usable as duel-wield weapons.

### Immersive Weapons

1. Esp/m Filter:
  - **Uncheck:**
    - *Immersive Weapons.esp*

### Immersive Weapons Fixed

1. Esp/m Filter:
  - **Check:**
    - *Immersive Weapons.esp*

Click on the Wrye Bash Mods tab, right click on Files and choose Load All. Launch Boss to reset the load order, rebuild the Bashed Patch, 0.esp, and run TES4LODGen.

Test the game to make certain everything loads properly. Exit and mod some more.

## **Part 12: Animals & Creatures**

Add a marker in the Wrye Bash Installers and name it Animals & Creatures

### [Creature Diversity](#)

Description: Creature Diversity adds many new creatures.

Download: [Creature Diversity 1.14](#) and [Creature Diversity 1.14b UPDATE](#)

1. Esp/m Filter:
  - **Check:**
    - *Creature Diversity.esp*

### [Ducks and Swans for Cyrodiil](#)

Description: This mod adds ducks and swans at lakes and ponds in Cyrodiil.

Download: [Ducks and Swans for Cyrodiil](#) and [Ducks and Swans UL Imperial Isle Patch](#)  
If you are planing on using Unique Landscapes

### Ducks and Swans

1. Esp/m Filter:
  - **Un-Check:**
    - *Ducks and Swans.esp*

### Ducks and Swans UL Imperial Isle Patch

1. Esp/m Filter:
  - **Check:**
    - *Ducks and Swans.esp*

### [Improved Storm Atronachs](#)

Description: This mod is a high resolution total re-work of the vanilla storm atronachs.

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## [Slof's Oblivion Horses](#)

Description: This mod adds a touch more variety to the horses by adding a few uniques, as well as color tweaks on the textures.

1. Esp/m Filter:
  - Check:
    - *Slof's Horses Base.esp*

## [TES4Edit Cleaning Required](#)

*Slof's Horses Base.esp*

## [Mythic Creatures](#)

Description: This mod retextures many creatures.

## [Mythic Animals](#)

Description: This mod retextures many animals.

Download: [Mythic Animals High res part 1](#) and [Mythic Animals High res part 2](#)

## [Mythic Ghosts and Goblins](#)

Description: High res Retex for Ghosts, Goblins, Wraiths and Gloom Wraiths.

## [Mythic Madness](#)

Description: High res retexture of shivering isles creatures, as you've come to know and expect from the mythic series.

## [Wildlife - Raven and Seagull](#)

Description: Adds animated ravens and seagulls.

1. Esp/m Filter:
  - Check:
    - *Ravens and Seagulls.esp*

## [Coronerras Maximum Compatibility Skeletons](#)

Description: This mod allows animators to animate all independently and simultaneously. It also allows users to never have to worry about animation incompatibility based on skeletons.

## **Wrapping Up the Oblivion Mods**

Now let us wrap up the Oblivion installed mods before moving on to Morroblivion mods.

Click on the Wrye Bash Mods tab, right click on Files and choose Load All. Launch Boss to reset the load order, rebuild the Bashed Patch, 0.esp, and run TES4LODGen.

## **Tes4II**

Wrye Bash needs to be left open for this to work properly.

Launch the GUI file for Tes4II

Navigate to

<Oblivion>\Data\ini\tes4II\

**Double-Click** on *tes4II\_all.mpb*

In the tes4II\_all.mpb GUI

Go to the "Plugins" tab

**Click** [Plugins.txt]

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Go to the "Worldspace" tab

**Click** [Read Worldspaces]

In the drop down "Tamriel [0000003C] from 'Oblivion.esm'" should already be selected

Go to the "LOD Meshes" tab

Leave everything on the default settings

Go to the "Normal Maps" tab

Leave on default (everything should be unchecked)

Go to the "Color map" tab

Leave on default (almost everything should be unchecked)

Go to the "Start Process" tab

**Check:**

"Overwrite the original files"

**Click** on [Click me if you are ready]

The program will then bring up a log wait for something similar to below before you close the application.

```
***** Batch loop done *****
```

```
User time per command (sorted):
```

```
ExportMeshToNif: 262.641 s
```

```
SetAlgVertices: 35.0469 s
```

```
ImportMapFromModlist: 26.2813 s
```

```
Filter: 8.60938 s
```

```
ContourLine: 6.9375 s
```

```
SplitAtGrid: 4.75 s
```

```
AlgPeakFinder: 4.14063 s
```

```
ParseModList: 2.67188 s
```

```
MakeDerivatives: 2.65625 s
```

```
SetGrid: 1.17188 s
```

```
Panorama: 0.65625 s
```

```
SetHeight: 0.5 s
```

```
MakeTriangulation: 0.4375 s
```

```
Background error reader finished
```

```
Background reader finished
```

Note: Tes4ll should be ran again if you ever install or uninstall a landscape mod after completing the guide. Otherwise you don't need to run it again.

## Test the Game

Copy your saved Oblivion.ini into your "My Documents/My Games/Oblivion" folder and set it to "Read only". Now load up Oblivion, to make sure that it is functioning as intended.

If all worked properly make certain to back up your "My Documents/My Games/Oblivion" folder, /%Users/UserName/AppData/Local/Oblivion folder, %/Steam/steamapps/common Oblivion and Oblivion Mods folders. If for some reason your game becomes corrupted you can restore these files to avoid having to completely start from scratch. If you have not backed up your files up to this point, I highly recommend that you do so now.

## Part 13: Morroblivion in Tamriel

Now Let's Mod Morroblivion!

Add a marker in the Wrye Bash Installers and name it Morroblivion In Tamriel



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In the Wrye Bash Installers, be certain to "Unpack to Project(s) all the downloaded files and restructure them appropriately for proper installation. Refresh every file after changing the folder structure. We will also need to "Edit User Rules" for the majority of these mods. I suggest copying a shortcut to your desktop for the boss\_gui.exe

[Under the sign of the dragon - Tamriel Heightmaps](#) - by onra

Description: Official lore maps and/or other lore based maps have been used to create lore correct or at least lore friendly shapes and basic geographic data of all provinces. Geo Control 2 terrain editing program has been used for improving most of the new regions (better erosion settings etc.)

Download:

- Tamriel Heightmap V\_3\_3
- Tamriel Heightmap Lod resources
- Unique Landscape Lod Resources

1. Open Wrye Bash Installers
2. Install the Tamriel heightmap V\_3\_3
3. Install the TamrielLandscape Lod resources  
Note: Lod resources (landscape meshes and textures) for Ilianas Anequina mod are included! DO NOT REINSTALL lod meshes and textures from Ilianas mod!
4. Install the Unique Landscape Lod Resources.  
Note: This Pack covers ALL Unique Landscape mods and I absolutely highly recommend to use all of them together with the Tamriel heightmap!
5. Set your Load order using BOSS
6. Update your Archive Invalidation and make sure your textures quality is set to "Large"!

[Morroblivion in Tamriel Map](#)

OPTIONAL MAP

**BOSS Masterlist Update Required:**

*Sort AK- Morroblivion in Tamriel Map.esp before Bashed Patch, 0.esp*

[Morroblivion in Tamriel](#) by Iceburg

Integrates Morroblivion into '*Under the Sign of the Dragon Tamriel Heightmaps*'... so now you can actually walk right across Cyrodil's border into Morrowind and vice versa (also you can walk your way to Mournhold). *Note:- This mod only handles transport and is not a Character Generator or Main Quest starter ... so use one of the above mods to start the Main Questlines for Oblivion\Morroblivion for the first time.*

"INSTALLATION:

1. Have a working copy of Morroblivion. Make sure Tamriel Heightmap is installed. OBSE is used to make sure the weather doesn't change when you change worldspaces.
2. Check the boxes for 'Tamriel.esp', 'Morrowind\_ob.esm', and 'Dynamic Map.esp' if you're using it.
3. Then Check the box for this mod, 'AK-Morroblivion in Tamriel.esp' and if you're using it "AK-Mournhold in Tamriel.esp".

Note: TESTING GPS:

The Morroblivion in Tamriel GPS mod is for testing. It's independent of the main file and can be run with or without it. When run it gives you a GPS spell. When cast the spell tells you the players x, and y world positions in both Tamriel and Wrldmorrowind. It also allows you to teleport to those coordinates in the other world space. This is really nice for testing purposes and diagnostics. (It's how I made the fast travel icons.)

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## BASH Tags:

*AK-Morroblivion in Tamriel GPS.esp:*

ADD:

- Actors.Spells

## BOSS Masterlist Update Required:

*Sort Ak- Morroblivion in Tamriel GPS.esp after Tamriel.esp*

## Mournhold in Tamriel

Install as normal

### Edit Boss Masterlist

*Sort Ak- Mournhold in Tamriel.esp after Tamriel.esp*

Note: Fast Travel Icons:

You initially won't see any fast travel icons in Tamriel. This is to prevent people from traveling to cities they haven't found yet. To get them to show up, visit the city in Morrowind. You'll get a message saying "map marker added". The easiest way to do this is to fast travel to your cities in Morrowind. Then, next time you're in Tamriel you'll see your icons and be able to fast travel back to that city."

## Improved Telvanni Architecture by qwertyasdfgh

Mesh and texture replacer for Telvanni roots.

## Clothing Galore by qwertyasdfgh

Focuses on remaking Morrowind clothes close to original design.

Based on HGEC female body and Roberts V5 male body.

## Ash creatures as races by Valtallan

Replaces the creature-based versions of some Sixth House monsters with NPC-based versions.

Download: Ash Creatures for Roberts body

## BASH Tags

ADD

- Delev

### Edit Boss Masterlist

*Sort Ash creatures as races.esp after Morrowind\_ob.esp*

## Armored Skeletons by qwertyasdfgh

Adds skeleton variants wearing Morrowind armor.

### Edit Boss Masterlist

*Sort Morrowind\_ob - Armored Skeletons.esp after Morrowind\_ob.esp*

## Expanded Quests by qwertyasdfgh

More dialogue choices and more ways to complete the quests.

### Edit Boss Masterlist

*Sort Morrowind\_ob - Expanded Quests.esp after Morrowind\_ob.esp*

## Idol of Mephala - Help for Sanguine Items Quest by asteriasennall

Adds ingame clues for finding Sanguine items.

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## [Edit Boss Masterlist](#)

*Sort Idol of Mephala.esp after Morrowind\_ob.esp*

## [Morroblivion Water](#) by Eloth

Beautification for Water in Vvardenfell.

## [Edit Boss Masterlist](#)

*MorroblivionWater.esp after Morrowind\_ob.esp*

## [Silt Strider Overhaul](#) by qwertyasdfgh

Improves and diversifies Silt Striders.

## [Edit Boss Masterlist](#)

*Sort Morroblivion - Silt Striders.esp after Morrowind\_ob.esp*

## [Hlaalu Project](#) by ReX

Mod for adding a lot of new structures and modifications for the great house Hlaalu.

## [Edit Boss Masterlist](#)

*Sort Morrowind\_ob – Hlaalu.esp after Morrowind\_ob.esp*

## [Firemoth & Misc Additions](#) by gidz89

A collections of various tweaks to Morroblivion, mainly focused around Firemoth (but also touching other areas).

## [Edit Boss Masterlist](#)

*Sort Firemoth & Misc Additions.esp after Morrowind\_ob.esp*

## [Vvardenfell Imports Unofficial Repack](#)

Almost EVERY armor set included in TES Morrowind GOTY (and plenty more). If it's Morrowind related, it's probably in here.

1. Esp/m Filter
  - **Check**
    - *Vvardenfell\_Imports.esp*
  - **Uncheck**
    - *Vvardenfell\_Imports\_Open\_Cities\_Patch.esp*

## [Nerevarine Armor](#) by asteriasennall

Unique armor set for player character.

## [Edit Boss Masterlist](#)

*Sort Morrowind\_ob - Nerevarine Armor.esp after Morrowind\_ob - Conversation.esp*

## [Portal Spell](#) by Sjors Boomschors

A spell that summons a magic portal which can take you to Vvardenfell (and later can be to travel back to the same location in Cyrodiil where you opened the portal to Morrowind). *Note:- This mod only handles transport and is not a Character Generator or Main Quest starter ... so use one of the above mods to start the Main Questlines for OblivionMorroblivion for the first time.*

## [Lost Magic](#) by qwertyasdfgh

Adds back Morrowind spell effects. Requires OBME.

## **BOSS Masterlist Update Required:**

after Bashed Patch, 0.esp

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Magic by iamnone

Rebalance of various Morrowind spells.

**BOSS Masterlist Update Required:**

Sort *MOB\_magic.esp* after *after Morrowind\_ob.esp*

Buyable Houses of Vvardenfell by qwertyasdfgh

Adds buyable houses like in Oblivion.

**BOSS Masterlist Update Required:**

Sort *MOB\_magic.esp* after *after Morrowind\_ob.esp*

After all the mods are loaded, sorted, and bashed patched you should end up with 221 active mods.

## Part 14: Wrap It Up and Play!

Just to be certain everything is still working properly, close Wrye Bash. Relaunch Wrye Bash. Click on the Wrye Bash Mods tab, right click on Files and choose Load All. Launch Boss to reset the load order, rebuild the Bashed Patch, 0.esp, and run TES4LODGen. Copy your saved Oblivion.ini into your "My Documents/My Games/Oblivion" folder and set it to "Read only". Now load up Oblivion, to make sure that it is functioning as intended.

If all worked properly make certain to back up your "My Documents/My Games/Oblivion" folder, /%Users/UserName/AppData/Local/Oblivion folder, %/Steam/steamapps/common Oblivion and Oblivion Mods folders. If for some reason your game becomes corrupted you can restore these files to avoid having to completely start from scratch. If you have not backed up your files up to this point, I highly recommend that you do so now.

I also recommend performing some computer maintenance before loading your game as we have installed well over 200 (248 total, 212 active mods). Perform a "Disk Cleanup" and then "Defragment and Optimize Drives". When the defragment is completed, reboot your computer.

Be certain to finalize the wrap up with Tes4ll at the end of this guide. Have fun!

## Bashed Patch

In Wrye Bash

Make sure "Better Cities .esp" is checked/activated and not just merged.

**Right-Click** on *Bashed Patch, 0.esp*.

**Select** *Rebuild Patch (CBash \*BETA\*)...*

If a warning pops up about hoe CBash is BETA.

**Click** [OK]

Make the following edits in the "Update Bashed Patch, 0.esp (CBash)" Window

Edit "Tweak Assorted"

**Check:**

"DarNified Books"

Edit "Tweak Settings"

**Check:**

"Crime: Alarm Distance [2000]"

"Greeting Distance [Custom] 100.00"

"UOP Vampire Aging and Face Fix"

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"Warning: Exterior Distance to Hostiles [2000]"

## Un-Check

"Cobl Catalogs"

Then **Click** [Build Patch]

Note: You MUST rebuild the patch every time you change the Load Order.

## Tes4LODGen

Run TES4LODGen which is located in <Oblivon> folder.

Note: You MUST rebuild the patch every time you change the Load Order.

## Tes4II

Launch the GUI file for Tes4II

Navigate to

<Oblivion>\Data\ini\tes4II\

**Double-Click** on *tes4II\_all.mpb*

In the tes4II\_all.mpb GUI

Go to the "Plugins" tab

**Click** [Plugins.txt]

Go to the "Worldspace" tab

**Click** [Read Worldspaces]

In the drop down "Tamriel [0000003C]" from "Oblivion.esm" should already be selected

Go to the "LOD Meshes" tab

Leave everything on the default settings

Go to the "Normal Maps" tab

Leave on default (everything should be unchecked)

Go to the "Color map" tab

Leave on default (almost everything should be unchecked)

Go to the "Start Process" tab

**Check:**

"Overwrite the original files"

**Click** on [Click me if you are ready]

The program will then bring up a log wait for something like below before you close the application.

```
***** Batch loop done *****
```

```
User time per command (sorted):
```

```
SetMaxVerticesPerQuad: 45.2247 s
```

```
GenerateHeightmap: 39.9207 s
```

```
BreakAtGrid: 20.3581 s
```

```
DivideGrid: 19.7341 s
```

```
Filter: 18.5641 s
```

```
WriteAllQuads: 17.8465 s
```

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ContourLine: 8.97006 s  
ParseModList: 1.87201 s  
Panorama: 1.46641 s  
SetGrid: 1.15441 s  
AlgPeakFinder: 0.670804 s  
MakeTriangulation: 0.483603 s  
Background error reader finished  
Background reader finished

Note: Tes4ll should be ran again if you ever install or uninstall a landscape mod after completing the guide. Otherwise you don't need to run it again.

## Test the Game

Copy your saved Oblivion.ini into your "My Documents/My Games/Oblivion" folder and set it to "Read only". Now load up Oblivion, to make sure that it is functioning as intended.

If all worked properly make certain to back up your "My Documents/My Games/Oblivion" folder, /%Users/UserName/AppData/Local/Oblivion folder, %/Steam/steamapps/common Oblivion and Oblivion Mods folders. If for some reason your game becomes corrupted you can restore these files to avoid having to completely start from scratch. If you have not backed up your files up to this point, I highly recommend that you do so now.

## Walkthrough Links

- √ Morrowind Walkthrough link (<http://www.uesp.net/wiki/Morrowind:Morrowind>)
- √ Oblivion Walkthrough link (<http://www.uesp.net/wiki/Oblivion:Quests>)

## Troubleshooting Bugs and Questlines:

As mentioned at the beginning of this guide, crash to desktop while playing this game is a common problem. It is advised that you save often and in a different save slot each time. I suggest that you maintain a minimum of 10 save slots. This will give you the best opportunity to load an uncorrupted save.

After each CTD I advised that you go back into your "My Games" folder to Right click "Oblivion.ini" and make sure it is NOT set to "Read only". Launch Wrye Bash, and then launch BOSS to resort the load order, rebuild my Bashed Patch, 0.esp and run TES4LODGen again. This seemed to work the majority of the times. Reset your Oblivion.ini to "Read only".

Bugs I have personally experienced while playing Morroblivion that will be addressed in a revision of the manual before it is posted on other sites. See the links posted for a solutions:

If you have a quest that you are having issues with, make the quest active and then use the command "showquesttargets" to find the Quest ID. Figure out which stage you need to progress the quest and use the command "player.setstage <QuestID> <Stage>".

There are numerous ID's for items, NPC's, etc... here: <https://tesrenewal.com/forums/morroblivion/bugs-issues/331>

Main Quest:

Great House Quests:

- Hlaalu Quest - Escort Tarvyn Faren bug: <https://tesrenewal.com/forums/morroblivion-problems/escort-tarvyn-faren-bug> (console command: player.setstage fbmwHHEscortMerchant 70)

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- Hlallu Quest - Control the Ordinators: <https://tesrenewal.com/oblivion/morroblivion-problems/2091> (console command `player.setstage fbmwHHWinSaryoni <Stage # Needed to Progress>`).
- Hlaalu Stronghold phase 2: Blighted Kwama Queen (unable to cure): <https://tesrenewal.com/forums/morroblivion-problems/blighted-kwama-queen-house-hlaalu-stonghold-quest> (download and install `morrob_hhstronghold_kwama_queen.esp`).
- Telvanni Quest - Black Jinx: <https://tesrenewal.com/oblivion/morroblivion-problems/2686> (download and install `morrob_black_jinx.esp`)

## Guild and Faction Quests:

- Imperial Legion Questline: <https://tesrenewal.com/forums/morroblivion-problems/imperial-legion-morag-tong-advancement-failure> (Try the attached esp. "morrob\_il\_end.esp". Talk to Varus about advancement.)

## Cities:

- Vivec: Mysterious Killings in Vivec: <https://tesrenewal.com/forums/morroblivion-problems/i-cannot-complete-mysterious-killings-in-vivec> (use console command `player.setstage fbmwTownVivec <Next Stage Needed to progress>`). If the Dreamer Prophet does not appear in the Vivec Foreign Quarters Underworks use the console command "`player.placeatme 012608fc`".

## Towns:

- Morrowind: Ghostgate - <https://tesrenewal.com/oblivion/morroblivion-problems/1746> (use console command "`tcl`").

## Other Quests:

- Morrowind: The Puzzle Canal - <https://tesrenewal.com/forums/morroblivion-problems/vivecs-puzzle-canal-cant-enter> (use console command "`tcl`").