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CyNEW== New faction/vorn quests, new spells and actions. Aquas, Juggernaut, FPS, ==NEW== An amazing new grass mod. Can be used together with the other grass mods. Can be used together with the other major light mods. One-click boost! Use performance optimized textures for SSE Skyrim SE texture are mostly in 2k resolution. Switcher This mod allows you to save your current outfit in its entirety, while switching to a previously saved one. Heavily-inspired by Arthorias from DS series. Manor - As It Should Be Remodels and decorates Lakjovir Manor in absolutely beautiful, creative yet lore-friendly way. Additionally, when using Ordinator, my series of unique modded character builds is fully available to you here (14 builds available atm with more to come). Destructible Display Cases Hate lockpicking? Konahrk's Privilege Choose one of four new effects for Konahrk; Force, Fire, Fade or Time. Sky/TEST - Realistic Animals and Predators Best animal overhaul mod even existed. If you're fan of vibrancy - this one is what you should definitely try. Pandorable's NPCs - Dragonborn Hold on to your hats, we're going to Solstheim. What to pick? Unique Border Gates Unique Border Gates Redesigns the border crossings of Cyrodill, Hammerfell and Morrowind by adding new, unique and immersive gates. Also constantly updated. Good. Other mods in this subsection you can add on top if you wanna, but this may require some manual work in xEdit to make them fully compatible. Spell Tutor Use this mod or the one above - see which one features you like more. FunkyGandalfCat profile For badass DS-inspired weapons. Note: ASIS has the same function in it, allowing NPCs to use potions, but this mod functionality is just better in everything - more features and more control over them. Don't forget to grab a Sky/TEST patch for it at integration project files page ;) Deadly Dragons Adds 14 new dragons and unique skills to them. Bandolier - Bags and Pouches Another I'd say essential and highly immersive mod. Fast Travel by Horse Fast travel by horse. It's also compatible with all possible weapon mods on fly. Depth of Skyrim patch available in the Files section. Daedric Light Armor ==NEW== Among the various daedra clans, there are those that are most comfortable wearing lighter armor, compared to the traditional heavy daedric equipment. Solution is partial because it doesn't work automatically - each dll SKSE mod must be updated by its author to depend on this one and as not all authors are aware about this or just active, which solves won't be universal - but it clearly will help you with many mods which are usually broken ever you update. Throwing Weapons - Skill and Perks Tree A fresh mod from the same author, but now giving you working throwing weapon perks! some of "high tier" perks may be a bit OP, as for me. Contraband Confiscation Guards will now take illegal things from you when they arrest you. Sofia - The Absolutely Voiced Follows - "The infamous Sofia needs little introduction as she causes trouble across Skyrim". This also helps to make Stendarr's Beacon more aesthetic, functional, and immersive. It makes huge amount of Skyrim rods to look more authentic and logical. Immersive The Elder Scrolls Lore Loading Screen Oblivion-like Loading Menu Fully Voiced Work. Make your choices matter. Note: If you like this mod in general but want something simpler/vanilla+ - take a look on a "lite" analogue ==NEW== from Enai as well. The Handsome Courier Immersive Courier Vender Nightbrook - Courier Replacer ==NEW== An amazing mod that provides a fully voiced courier replacer with a visual overhaul as well. This is an adventuring/relic hunting/questing mod list that will be a great choice if you just want to have a vivid, interesting walkthrough with huge amount of content but without gameplay itself being hard. neardanil profile ==NEW== For some quality retextures of "forgotten" objects, as well as couple addons for other popular texture mods. Complete Widescreen Fix for Vanilla and SkyUI Widescreen monitor owners, grab this mod. Immersive Citizens - AI Overhaul Awesome mod that offers great improvement to friendly NPCs of Skyrim giving them much smarter behavior and survival instincts. Caves of Morrowind Journey to the Velothi Mountains to uncover a Dunmer smuggling operation. An ENB preset for Vivid Weathers author for Vivid Weathers mod. Works in first person as well. Compatible with most vampire & werewolf mods. When you try to steal, nothing happens. Dreams and Nightmares Music Mod Somewhat dark and melancholic music pack, made by an independent composer. Wounds If using this mod, make sure to disable Wildcat's wounds in its MCM. Real Bows Optional mod. Not all his mods are ported by himself to SE, but there are ports made by this user from author's permission. 9) Install Wrye Bash. ETHEREAL CLOUDS Qualitative clouds retextures which sticks to original look. Ancient Nord Armor by EXTREME ==NEW== Many different variations and sets of Ancient Nord armor. Many mods will ask you to overwrite - as you game has huge amount of objects retextured already. It adds hunger/thirst/sleep system so finally food and drinks become valuable in your playthrough. Many have tried to reach the bottom, but all have failed. SKSE is (essential). Yes, this guide is made for ALL rigs - no matter if your PC strong, not that much or a complete potato - you can find recommendations and build best possible modded game. Salmon Roe model replacer 3D ==NEW== Blackreach Drinkable Mesh Fix ==NEW== JS Instruments of Skyrim ==NEW== Become a Bard patch available in Files section. Use LOOT sorting each time after you've installed a few mods. Make sure you've installed the proper version of main file. Wild Herds of Skyrim Adds four wild horse herds to Skyrim. Stendarr's Beacon Enhanced and Ruhmastered Absolutely essential little gem. If you want even faster animations, look here ==NEW==. Nether's Follower Framework A great alternative to previous mod, without some features of it, but with some of own unique features. It's rich, brilliant and absolutely perfect for both dedicated character skills building and roleplay. A Better Gaudaur Amulet Tweaks the well-known Gaudaur Amulet to be more rewarding. It may help you in various cases of game testing and possible issues solving. DynDOLOD Can! yes, yes, yes - that's what you're thinking about. Different overhauls and improvements - everything that affects your game variety and difficulty. But this is only about stability section itself - roughly said - if you can apply LE guide stability section in an hour, in SE you'll need 30 minutes. Clear UI ==NEW== Modern, glassy UI replacer for SkyUI, also with a support for ultrawide resolutions. Note #2: do [NOT] install/Use Dangerous Dunes plugin - it was many times reported for causing crashes. Try'em all and choose your personal favourite :) Note #1: Always read the grass mod pages carefully, as each mod usually requires of settings in SkyrimINI (GRASS) section. Besides being highly detailed and not just adding symbolical clutter or buildings, new buildings are functional, NPC wear new armors etc. Movement Behavior Overhaul Enhanced behaviors allowing for proper direction transitions, momentum stop, and much more. Magic Blade ==NEW== A set of magic blades from the comic Scissor Seven. Yeah, for real. Proudspire Another really great, elegant Proudspire overhaul. Download the archive somewhere, unpack it, gsekielo profile For a few nice little thematic LE play home ports. Compatible with most of city mods. Those textures, in like 95% cases are already covered by mods you have at this point, so those retextures are for you to choose from if you like their look more than current one or simply provide more high-quality retextures compared to "base" packs here and there. Dig up Dragon Bones and Scales Dig up dragon bones and scales from burial mounds. Glorious Fort Dawnguard Ever wonder why Fort Dawnguard is so damned depressing? Faerdham Player home in Frozen marsh. There's only one part where SE being 64 bit actually gives a noticeable FPS difference - cities. True Meeko Vigilance Reborn Frost Reborn Sabretooth - the loyal Sabrecat Companion Grunt - The Bear Companion Drastically improved and beautified vanilla player homes, new player homes, castles, estates and hideouts. Vanilla Extended ENB ==NEW== Another vanilla+ preset with a super light photorealism touch, good for low-end rigs. Rorikstead Basalt Cliffs Adds basalt cliffs around Rorikstead, giving the town a unique atmosphere. Elinora is a goddess of player homes, simple as that. Here's my solution: Craft bestiary books using creature components gathered from your kills. You'll remember this journey for sure! Chantrelle - a savage world to explore A world made to be used with survival mods. Engelmanss Rest NPC: Don't use this mod if you have Legacy of the Dragonborn, it's included in it. Dark Forests of Skyrim My personal favorite between all landscape/tree overhauls. Awesome and absolutely must-play mod. But here comes another exciting part! Guide also has so called "modules" - a premade mod lists (don't confuse with mod packs please) for different tastes and goals - which you only need to mimic, without worrying about incompatibilities and other issues. Purge the quests you want, ignore the ones you don't. Thieves Guild Vault ==NEW== Adds items to The Thieves Guild Headquarters and the Ragged Falcon each guild level up. Marked Treasures ==NEW== Adds quest markers to the treasure map targets for the vanilla maps, maps added by Legacy of the Dragonborn, New Treasure Hunt, and Treasure Hunter. NordWarJA's Race Armor Expansion ==NEW== This mod adds new elven and orkish armors that fit the aesthetic of Skyrim. Path of the Reverent It seems that a powerful necromancer is hiding near Dawnsstar, will cleanse his lair for the good of Skyrim? Yet, this is mostly "just in case" :) Assorted mesh fixes ==NEW== Fixes various issues with vanilla Skyrim meshes that caused them to render incorrectly. Inferno - Fire Effects Redux An alternative to the fire effects mod above. I'm using this one personally - loving its level design more than in previous mod. For a "lite" base of landscapes "overhauling" I'd recommend to get Skyrim Mesh Fixes, Nordic Ruins of Skyrim and Skyrim Bridges. For those who don't like using the console and find it unimmersive. :D Glacierslab Thizz's Tankard HD Replacer Less ugly Solitude Catacombs Stone Business Ledger HD Retexture Skyrim LE mod. Suspicious City Guards Sensible Crime Reporting Stamina Matters - No more useless stamina TDF Equipment Restriction Nightgaye For NPCs Weapon Speed Fix Lock Overhaul Get the Ordinator version. Ociclages - Ancient Falmer Blade An HD Ancient Falmer blade for your travels. Tavern Games - Mini Games in Skyrim Immersive mod inspired by Witcher series that adds several mini-games. Merging process itself is very easy and the main issue is to know which mods you can actually merge. Mist Flight Mod Wanna fly like dark wizards in HP? Some compatibility patches are available, as well as VR patch. #5 - RUN FNIS, ASIS & DSR PATCHES (if using them) - ASIS patcher is file named "ASIS.jar" in (Data/SkyProc Handlers/ASIS. In addition, there are times when you are given a choice to refuse a quest, but the quest will automatically start regardless of your decision or if you are forced to agree to do a job before hearing the details. Dragonbone Crossbow Adds a dragonbone crossbow and a corresponding bolt. Skyrimzslab profile Check it for dozens of beautiful (and mostly pretty big) castles and palaces. Overhauls the medieval environment and adds content to the area of Ghats. Now, let's look on some great enemy overhauls that are affecting enemies in general - their AI, skills, leveling and so on - everything to make your enemies really worth a fight, a challenging opponent. Serana Dialogue Edit If you like to play through Dawnguard DLC, this mod is just essential. Better Stealing Simple but immersive mod. A small addon for it available here. Mod also has MCM through which you can control lanterns' working time and enable/disable lanterns in settlements for better compatibility. Want to maybe abuse Skyrim's glitch physics less often for that? Also, if you have some mods which may affect creature animations (sometimes it's not quite obvious, in ultimate, Ultimate Combat does that) - grab this patch ==NEW== to make them compatible with Nemesis. Dark Forests of Skyrim SE - Solstheim Apocalypse You don't need this mod if you're using the previous one. Place MOD2 after MOD1 to give it bigger priority and you'll be fine in most of cases. Each skill is accordingly classified as Major (35% XP bonus), Minor (normal XP), or Auxiliary (20% XP penalty*). Wood Frame Backpacks Several original and super-immersive backpacks. WIZkID Patch Compendium Same here. It's a constantly updated, awesome and great, revolutionary, in some sense - but needs some time to install and use. The new options are meant to feel like they should have been in the game all along. Realistic Aspen Trees Retexture of aspen trees for a more realistic and diverse look. Hal! ElSopa profile And even more. You may also be interested in alternative look addon for Lydia, Aela and Ria, as well as in "customizers" for warmaidens, NPCs and wives respectively. Toxic - A Venom Mod ==NEW== Toxic adds new alchemy ingredients to creatures who use venomous attacks, allowing you to use their venoms for your own poisons and antivenoms. Ravengate - Rifts Underground Amazing and atmospheric arena/quest mod with challenging bossfights and thrilling characters backstories! Try it for sure, no matter which class you're playing. For Skyrim VR, get the VR version. This mod IS compatible with Artihroom's village mods (and it's recommended to use them together). Sindora's Hidden Hearth ==NEW== Small fantasy-themed home with 2 versions available - DynDOLOD 3D LODs patch ==NEW== available. Make shouts pass through wards. Mod Files section also provides retextures for other popular mods. Skeletons, draugr and dragon priests will resurrect unless killed by certain specific damage sources. Dwemer Car ==NEW== Adds new dwemer-themed clothes, both enchanted and unenchanted versions you can be found in dwemer chests and specific locations. Weather mods compatibility: NLA Dungeons - Revisited ==NEW== Overhauls and enhances Skyrim's dungeons. Zireael - City's High Quality Sword ==NEW== Fly, swallow. Can be used on top of most of other mods which overhaul Markarth. MO users should archive the Data folder and install it as any other mod trough MO (you can do the same in NMM as well if you wanna). You can try to port them yourself. Also take a look at patches insaller which adds support for some popular mods, and there's also a CACO patch ==NEW==. Each building will yield revenue and produce materials that will be deposited daily in your shed. Huge new land with believable level design. Immersive Animations This mod can be considered an essential "vanilla animation +4" mod - all animations are still immersive and realistic, but much better than dull original animations. Note: May cause clipping issues with settlement mods, so test before actually playing. Protect yourself from arrows. Optimal scoped bows patch ==NEW== available. Many new horses types, improved and balanced horses abilities, dozens of management options and (finally!) mounted spell casting. In my opinion, this mod is absolutely must-have. Realistic Armor Changes the standard armor to more realistic options, and also adds new armor. Yes Im Sure Disables annoying message prompts asking you if you're sure you'd like to craft/improve/exit menu. CC's Enhanced Ore Veins I'd recommend "less glowing ore" version. Questline is based on TES lore, it has 5 voiced NPCs, 6 locations and 6 quests. No Bethesda intro Begone. Think no more and try this one. Auriel's Chapel Restored ==NEW== Restores the Chapel of Auriel and the Inner Sanctum in the Forgotten Vale Blue Palace Frescos 2.0 ==NEW== Wall paintings to match Elisifs beauty! atdano profile For many simple yet well done overhauls for interiors in various cities and villages. In addition, compatible with absolutely all spell mods on Nexus. May be not much immersive in some cases, but a great option for anyone who wanna give Skyrim a bit more fresh, spaced out look. Cities are used during the night and you need to pay the tax to enter during the day. Spell Tome - [School] [Rank] [Spell Name]. This may sound very simple, but it really changes the way you will look on many quests and NPCs - because now they will be a more than worthy target. Oo. Can you just upload your Skyrim folder with all your mods/texture mods? I can just download it and not to choose and install mods one by one?A. Unfortunately, no. Unequip Quiver ==NEW== An SKSE plugin which removes the quiverbolts when equipping weapons and spels or when the character unequips the bow or crossbow. Soulgem Stand Redone Corpse Buried UHD Pretty Gemstones SSE Realistic Horse Breeds by KritikaKitty More Saddles SSE - Horse Better than Nando's Snaazy Model Ship Snaazy Quill of Geminatio Snaazy Furniture and Clutter Overhaul Take into account that this mod also makes some clutter placements which may conflict to minor clipping conflicts with some interior overhaul mods. Snowhawk Expanded - City Ruins Expansion of the area east of Fort Snowhawk to include the ruins of the former city of Snowhawk which was present in TES IV Arena and mentioned in TES IV: Oblivion. Well now you can. Delete all plugins asides from "Scarcity - Less Loot Mod", "Scarcity - 4x Loot Rarity" and "Scarcity - 2x Merchant Item Rarity". This said, SE is somewhat [less] stable in a long-time perspective and when being heavy-modded and (some SE versions of massive mods being ported hastily or not by mod authors themselves which results in more bugs compared to LE versions of the mods, more crash cases generally throughrout a game world which appeared in SE and never existed in LE to begin with). Not So Fast - Main Quest Not So Fast - Mage Guild Two simple yet so much needed mods to make pauses between stages of main quest and mages guild questline, to let yourself do some other things meanwhile and not being rushed to save the world. DLC Integration This mod adds content from Dawnguard, Hearthfire, and Dragonborn to the world through leveled lists, merchants, and manual placement of objects. And a grandmal! You can also optionally get this visual overhaul to make her look closer to her original iri age. Mod list: Moonpath to Elsweyr The Brotherhood of Old The Gray Cowd of Nocturnal Also install this (and this optional, pick what you need/like). Leveled Lists Vigilants of Stendarr - Paladin Armor Adds the Paladin Armor by NordWarJA into the Vigilants of Stendarr leveled lists. CRF patch in addition if you have or plan to have this mod. There is one general Skyrim issue that (thank you Bethesda!) wasn't changed at all from LE to SE. If using the first pack of textures, also grab this ==NEW==. Save the changes, close the .ini file. Demon Hunter Armor by Jojo Beautiful, epic-looking and not skimpy light armor set for females. Allows you to customize you the home in many variants. Also, grab the English translation patch and, optionally, custom skills addon (with a proper English translation). The Shadow of Merisith This mod adds an extensive quest, leading you to various places all over Skyrim. Here's a simple comparison of just some effects that SE ENB lacks, open imagine in fullsize. 7) Still bad FPS in cities? It also adds a new armor set that looks similar to the one from the Skyrim trailer. Note: Unfortunately, Elinora has just a few of her mods for Skyrim SE, while having almost 60 for Skyrim LE. Male Argonian Shouts - Revoiced ==NEW== Makes male Argonian shouts sound gruffer and closer, to Argonians, rather than using the default human voice. Dawnguard - Hall of Vigilant Requirement A small yet logical tweak that adds an additional requirement for the Dawnguard quest to start: having been inside the Hall of the Vigilant. Prismatic ENB Very vibrant preset with indeed somewhat "prismatic" look which may be a good choice for people who love saturated presets. Also install the unofficial patch for it and optionally ASALD addon. Oblivion Gates Remade Adds several Oblivion gates to the game. A Skyrim Waltz 1, 2, 3, 1, 2, 3... Read it and install all the things needed before starting to install mods themselves. Skygerfall - Dagerfall's Main Quest in TESV Absolutely titanic work here. Mandragora's Winterhold Overhaul Subtle and performance friendly overhaul of Winterhold. Drastically increases the visual diversity of enemy dragons, while using only vanilla resources, ending with 784 possible combinations. Lastly, if you like the mod in general but want something more simplified, you can try the "lite" alternative ==NEW== from the same author (sun damage adjustable also is available). Canalside Bunker A safe haven for rogues and sneaky thieves nestled along the Riften canal. Note: Read the "Bags" section post about how to fix the FOMOD install. That's it! Fully Animated Shouts ==NEW== Adds a toggleable shout behavior which provides unique shout animations for each shout in game. At low levels, only the first Perk is required for a Major Skill, but at higher levels, further investment is needed. You can port the meshes yourself using CAO. Classic Sprinting Redone This mod installation is optional. Kagrenac's Wisps This mod adds craftable dwemer light sources.Their origin is unknown, though some say that wisps were invented by legendary dwemer magecraftor Kagrenac.They will light your path in dark dungeons and caves. Now a plenty of various smaller mods that changes single city/town/adds different things here and there. Use only if you aren't running any lighting mods (like ELFX or ELE). This includes unique themes for each major city, epic & aggressive combat music (inspired by Bloodborne, God of War & Assassin's Creed) day/night evolution, dungeon music as well as medieval Tavern music. They check their weapons, look around and stretches all the time, even if you replace their idle animation with a custom one. Skyrim Bridges My favourite bridge mod. The Shrouded Lair - A Vampire Home A castle of pocket realms in your own plane of oblivion for your vampire or any evil character and followers. If you'll implement this section carefully and won't use broken mods, you will not experience crashes in general, but oft, it's not literally 100% guaranteed as Skyrim is still Skyrim and some rare unforeseen incompatibility cases can lead to this. Vividian ENB Nuff said from the name. Rooms for kids and followers, all vanilla crafting stations, named storages, planting soils, bookshelves and custom displays for all unique items. I also strongly recommend you to check out this author's other weapon mods, mostly inspired by DS as well. Secondly, playing with original functionality will help you to see how insane is the difference between vanilla and modded game. Masser and Secunda from Morrowind Simple as that. Chevaleresse II Armor Imperial Centurion Battle Dress Somewhat skimpy yet pretty lore-friendly armor at the same time. Glowing ebony armor by Mart Fabulous luminous armor in six color options. This patch plus this patch and this one are [absolutely essential]. Challenging Spell Learning Pretty original, but simple alternative to previous mods. Winter Overhaul 2019 An all-in-one overhaul that turns Skyrim into a real winter region - whole of it, from the author of Dark Forests of Skyrim. Name of the mod list can be purely cosmetic at all. Jan4D ==NEW== For simple yet stylish facelists for vanilla player homes Proudspire Manor Remod - Bourgeois Apartment ==NEW== Fancy remodel of Proudspire Manor - now with decorations, bookshelves, and wine. Liam's Staves of Skyrim 45 new staved Scoped Bows Simple but brilliant mod that adds scopes to all vanilla bows making them look much more epic. Makes it possible to wear rings on left hand ;) GURUR's Werewolf Transformation Meter Very useful for werewolf players. Civil War Refuges This mod seeks to increase the immersion of the civil war by adding refugees. Also take into account that leveled lists have own limitations in size, so it's not a good idea to install 5 biggest weapon packs at the same time, because most likely you'll never see many of items ingame even with Bashed Patch. Also install the fix patch ==NEW==. Not every ENB preset provides it - usually you can choose it in ENB GUI (like in Rudy ENB, for example). Oldhollow Chalet ==NEW== Adds a tiny player home in the skyrim tundras with great views and some great features. Now choose between the next few mods. The Rabbit Hole This mod doesn't add many new dungeons in wilderness - there's only one entrance, but the dungeon itself is multi-levelled vertically. A patch for CFTO is available. If you have the DLCs, there will be mappellers for those new areas too. Compatible with almost everything, including lighting mods - just read the mod description page carefully to install a proper version for your mod setup. Magic College Music - Songs for Academy New tracks specifically for College. While being still a work in progress, it has minor cons bugs here and there, but in general, works just fine (and doesn't require patches for mod-added weapons which is great advantage) so it's the recommended mod. Not to mention her constant inappropriate comments which easily offend or embarrass people. Followers have more much to say when speaking to them. Dungeons in this pack are mostly oriented on high-level characters with level 40 and higher. Feilheim - The estate with the best view in the RP. ==NEW== Welcome to the Feilheim fortified estate. I never felt such a deep and detailed recreation of Morrowind vibes as in this mod. But beware, something sinister lurks in the depths... Light Horses of Skyrim Light riding horses in Skyrim now! Correct light horse anatomy and 13 unique fur colors. Spellforge - Engaging and Convenient Spell Acquisition ==NEW== Tired of crowded spell vendors? It's also more performance-friendly and better compatibility-wise (but still it's recommended to avoid using other massive tree addons together with it, as this will result in frequent clipping), than, for example, Enhanced Landscapes and has full 3D LODs support. It has responsive dodge rods, procedural leaning, grip changing, mid-air combat, dual-wielding two-handed weapons, 1st & 3rd person weapon animations, and more. In other words, just go through without a rush and see if you'll see anything suspicious - and if you'll see such records, correct them by dragging proper values from the mods into the bashed patch records. It is similar in style to the Triumvirate classes. There are also optional plugins, for example, plugin that will add handit raids around the towns and villages. Grass Field - More colors ==FPS== Vibrant "green" grass mod. Nordic Cooking Mealtime - a Food and Recipe Mod Two great mods that add plenty of new food recipes, compatible with INEED/CACO. Immersive Farms Tiny, totally optional but a cool mod that adds more crops to many villages/towns farms. It adds hundreds of various armors, from simple to absolutely epic, while still keeping lore-friendly look. Greatly configurable MCM. Arena - An Encounter Zone Overhaul An encounter zones overhaul. It doesn't support some features and has overallly weaker shaders quality and features quantity in general. My goal is a complete guide to save other people time that they can have a complete base list of mods for ultrarealistic graphics and challenging, nextgen gameplay, knowing how much these mods will affect on performance and in what order they should install the mods, which are compatible and which are not, etc. May be very useful when playing with needs mods. Weapons Armor Clothing and Clutter Fixes - Armor and Clothing Extension These two mod fix hundreds of bugs and inconsistencies of Skyrim's weapons, armors, clothing, jewelry, and clutter items and add more diversity and lore-friendly clothing options and gives NPCs more appropriate attire. This mod is a partial solution to endless update issues in SE (which breaks dll SKSE mods) - it allows for such mods to keep working properly not depending on the game version. Diverse Werewolves Collection Install only the main file. Vigilant Faction Ported from Skyrim LE, mod adds a lovable Vigilant of Stendarr faction to the game, with ranks and radiant quest system. Simply Rest (or Sleep) Anywhere - One hotkey allows sitting (cross legged/on a ledge) or laying down on the ground (or anywhere else) with a possibility of waiting/sleeping. Pretty simple. ESO Altmer Armor by NewerMind43 HDT SMP Stalhrim Paladin Armor Full set of high quality stalhrim steel plate armor Contractor Armor Yet another old-but-masterpiece from Zerofrost ported over to SE. New look may appear not very lore-friendly to some players though. Craftable Perfumes and Colognes Allows you to craft scents for a boost in speechcraft and other miscellaneous skills based on the scent. Replacer version available. Or perhaps you seek to take his power for your own? This mod has 2 versions with 1k and ever 512 textures resolution. Located North of Dragon Bridge Tel Nalta II ==NEW== Tel Nalta is back! Simply the best Telvanni-themed player home ever. Better Vampire NPCs They will be leveled according to the PC and get stronger with advanced perks, spells, and all new abilities. Multiple Floors Sandboxing Serana Dialogue Edit Vampire Attacks Restored Outside of Wall'd Cities Mortal Enemies Install the "Mortal Enemies SE - No Run Walk Changes" version. Remember to run patcher each time you've installed mods that add/change weapons/armors. Anduniel profile For a lot of vanilla player homes overhauls. They hatin'. Aemer's Refuge One of my personal favourites between various player home mods. Also install this fix ==NEW==. In addition to this it's extremely light-weight compared to other perk overhaul mods and also greatly compatible with everything. If you're looking for the great base of your armors variety - don't even think, install IA. I want Better Arrows Optional mod - realistic-looking arrow models & textures. All these things can be easily configured in the MCM. Tiny, but immersive and a must-have addons for the dragons' weapons, armor, clothing, jewelry, and clutter items and add more diversity and lore-friendly clothing options and gives NPCs more appropriate attire. 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