

CALRADIA

and the Old Realms

A MAGAZINE ABOUT MOUNT & BLADE II: BANNERLORD MODS



MOD OF THE ISSUE

The Old Realms

Warhammer Fantasy

ISSUE №0

24-30 AUGUST 2026

GAME NEWS

TaleWorlds is giving modders 30,000 euros

The War Sails contest runs until 22 November, together with Nexus Mods and ModDB. Three weeks earlier, the modding kit was released: ships, wind maps, and Nord architecture

THE OLD REALMS

Spells have learned to kill

Spells of the Old Realms went from 3.0 to 3.3 in a week. And three TOR submods admitted that Russian text broke them

ANALYSIS

Winds of Magic: why your wizard is silent

Armour heavier than twenty-five kilograms cuts magic regeneration by 85 %. And this is not a bug

On the cover: The Old Realms — Environment, © TOR team

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From the editor

This is issue zero—a trial issue. The plan is this: one booklet of twenty pages, collecting everything that has happened to Bannerlord mods since the previous issue. What has been updated and what is important in the update. What has been released. Which mods were downloaded. What already runs on the new game version, and what does not yet. And a separate page about The Old Realms—because the channel started with them.

The issue is designed so that it is still worth opening two months later. Therefore, each figure has a date, each mod has a named source, and where we do not know something, it says “not tested” rather than “does not work.”

Not much time has passed since the last issue, but there have been many events. TaleWorlds announced a mod contest with a prize fund of more than thirty thousand euros and released tools for the naval expansion. Around The Old Realms, eight updates were released in seven days, and one of them changes how wizards play. One hundred and fifty mods were updated, and eighty-five appeared for the first time.

Write down what you read here and what you skim. The sections in issue zero are a suggestion, not a verdict: from the second issue onward, only what you need will remain.

— @CodeRickTg editorial team

Thirty thousand euros for a mod

War Sails mod contest: prize fund over 30,000 euros

14 AUGUST OFFICIAL ANNOUNCEMENT

TaleWorlds announced a mod contest for the naval expansion War Sails. The submission period runs from 14 August to 22 November, with partners Nexus Mods and ModDB. There are three contests; the first is the Conversion Mod Contest, for full and partial conversions that use the naval campaign. For the Bannerlord modding community, this is the largest monetary incentive ever: modding here usually runs on enthusiasm alone.

The War Sails modding kit was released with patch 1.4.8

AUGUST 10 OFFICIAL ANNOUNCEMENT

Kit unlocks what was previously out of reach: building custom world sea maps and editing the existing one — along with wind and current maps; creating ships from scratch and modifying existing ones; Nord armour variants; and Nord architectural sets (walls, gates, houses) for new settlements. Kit was tested by a closed beta of modders, and, according to the studio, their changes were included in the release.

Beta opened: War Sails 1.3.0 / Bannerlord 1.5.0

AUGUST 19 OFFICIAL ANNOUNCEMENT

The previous major patch focused on sandbox simulation—diplomacy, lord behaviour, and naval raids. The new beta shifts the focus to the player's own actions. For mods, this means the third consecutive game branch this summer: 1.4.7, 1.4.8, and now 1.5. How the scene is coping with it is in the “Compatibility” section.

WHAT THIS MEANS FOR US

The contest runs until November 22—that is, within the lifetime of this journal. If any of the readers make mods: three and a half months and thirty thousand euros are enough reason to pull the unfinished project out of the drawer. We will write about notable works as they come.



The Old Realms — Core, © TOR team

The week spells learned to kill

TOR itself was not updated during the week—the last core edit is dated May 26. But there was a lot of activity around it: eight submod releases, and one of them was rewritten three times.

Spells of the Old Realms: 3.0 → 3.3 in a week

On 27 August, version 3.1 was released, and it included a line that will change tactics for half of the players: “spells can now kill”. It also included a reworked enchantment material drop system, a dismemberment effect, and a separate performance slider to prevent crashes.

29 August — 3.2: fixed a bug with prefix enchantments and the weekly reset, added localization strings. 31 August — 3.3: fixed apprentice duels, spell tier checks and spellcasting itself, reworked practice requirements, removed duplicate item categories.

The mod is released in two builds — for 1.3.15 and for 1.4.5–1.4.8 — and both are updated in sync, with a six-minute difference. This is rare tidiness for the scene: more often, the branch for the older game version quietly lags by a couple of months.

Three submods and Russian text

On August 27, TORShrineNoCooldown, TORArcaneConduit and TORBetterMageAI released updates with the same line in the changelog: “fixed the Russian text handler — cases and endings were breaking the game”. On the same day, AutoTrader, a mod unrelated to TOR, fixed the same issue.

The coincidence is explainable. Bannerlord declines Russian words through markup in the localization strings themselves, and a mod that assembles text on its own must pass that markup through the game’s handler. Whoever concatenates strings gets a crashing game exactly on the Russian localization and exactly among those players who do not complain about anything, but simply remove the mod.

FOR REFERENCE

If a mod crashes only with the Russian translation, it is almost certainly not the translation’s fault. Write to the author: the line “works fine in English” means to him that he has no bug, while you do.

Released this week

MOD	VERSION	DATE	WHAT CHANGED
Spells of the Old Realms	3.2	29 AUGUST	Fixed enchantment prefix and weekly reset bug. Added localization support via new strings.
CrashDoctor v2.0.3.7	v2.0.3.7	29 AUGUST	Fixed crashes: day change, campaign load, battles, and destroyed parties. Fixed campaign creation...
TORShrineNoCooldownn	2	27 AUGUST	Fixed Russian text handler (cases and endings were breaking the game).
Spells of the Old Realms	3.1	27 AUGUST	Spells can now kill. Reworked enchanting material drop system. Added Gore effect and performance...
TORArcaneConduit	2	27 AUGUST	Fixed Russian text handler: cases and endings no longer break the game.
TORBetterMageAI	2	27 AUGUST	Fixed Russian text handler: cases and endings no longer break the game.

The mod's family: what grew around it

MOD	DEMAND	UPDATED
TOR Chaos Fraction	4 305	28 JULY
TOR - Fantasy Adventures	157	27 JULY
Dictator Law	290	26 JULY
Lore-Hardcore — TOR Rebalance / Ребаланс...	2 370	23 JULY
Troop Formations TOR v1.0.8	169	21 JULY
TOR_CNs	12 649	21 JULY

WHERE TOR STANDS NOW

The mod's core runs on Bannerlord 1.3.15, while the game has moved to 1.4.8 and opened the 1.5 beta. This is not abandonment, but the usual gap for major overhauls. Practical conclusion: the TOR build is kept on a separate 1.3.15 installation, not on the one that is updated in Steam.

150 mods updated

A hundred and fifty mods in a week is not a rush, but the usual background in Bannerlord. Below are ten that will be noticed the most; the rest are listed further down.

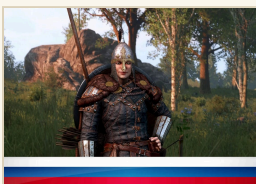


Diplomacy (Fork)

1.5.1 KINGDOM FORK 2 073 958 DOWNLOADS

Adapted for Bannerlord v1.4.8 and v1.5.1 Beta; updated ButterLib and MCM libraries.

Nexus



Serve As Soldier

V1.4.7.39 CHARACTER 853 826 DOWNLOADS

Added temporary deployment with equipment retention; fixed crashes in naval battles and save loading; added career doctrines.

Nexus



Raise your Torch

V7.2.9.1 VISUALS 590 870 DOWNLOADS

Compatibility with game versions v1.5.x and War Sails.

Nexus

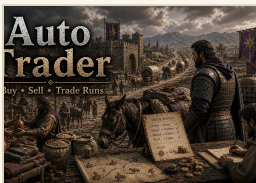


Fourberie

V1.5.0.1 MISC 507 679 DOWNLOADS

Balanced trait gain and loss; updated bandit relationship logic; fixed dialogue inconsistencies.

Nexus



AutoTrader

2 KINGDOM 495 016 DOWNLOADS

Fixed Russian text handler: cases and endings no longer break the game.

Nexus · 2 releases this week



BannerColorPersistence with BannerPaste

1.5.1.1 BANNERS 386 580 DOWNLOADS

Fixed crash caused by code error.

Nexus



Kill Bandits Raise Relations

4.0.1 CHARACTER 384 104 DOWNLOADS

Fixed duplicate MCM menu and missing dependency.

Nexus



Governors Handle Issues

V1.4.8.0 SETTLEMENTS 311 471 DOWNLOADS

MCM settings are now global, not campaign-specific.

Nexus

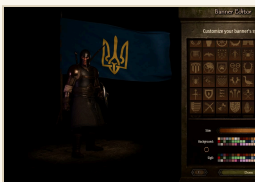


Equip Best Item

3.4.0 INTERFACE 280 206 DOWNLOADS

Stealth bonus is now a configurable armor stat; improved thrown weapon calculation; fixed item comparison in search; weight sliders now correctly reset.

Nexus



CC's Banners

3.5.2 BANNERS 225 690 DOWNLOADS

Removed all mod-added colors to fix Nord color bug.

Nexus

16 MORE OF THE WEEK'S 150 UPDATES — BY DEMAND

MOD	VERSION	SECTION	WHAT CHANGED
Bodyguards	1.2.2.0	TROOPS	Various fixes.
Affairs of Calradia	1.0.67	CHARACTER	MCM restored.
Bannerlord Co-op	0.1.4	MISC	Added in-game bug report button; players take no damage in...
Bellum Civile	1.2.7	KINGDOM	Secret op reporting; fixed clans stuck in rebellions; fixed...
Titles	1.0.6	KINGDOM	Update for Bannerlord v1.5.1. Auto-localization for 13...
Companion Respec	1.1.0	CHARACTER	Fixed skill reset back to One-Handed when using Shift+Arrow...
True Armies of Calradia	0.7.6	TROOPS	Added new Nordland units; updated for Warsails patch support.
Crash Doctor	v2.0.3.7	UTILITY	Fixed crashes: day change, campaign load, battles, and...
Intrigues	1.5.4	CHARACTER	Fixed dead-end dialogs and infinite branches; added scout...
Homesteads Reloaded	1.4.6	SETTLEMENTS	Fixed bugs. Clan members can now adopt dogs. Dog coat...
Illegitimate Children for AI...	1.5.7	CHARACTER	World secrets now update when bastards are born.
Living Wanderers	2.0.0.6	KINGDOM	Fixed Sea DLC crash, prisoner dialog hang, and lords buying...
MoreArenaEvents	1.4.17	COMBAT	Fixed rare crash when saving or transitioning during siege...
Realistic Combat Mod	1.3.9	COMBAT	Fixed bug: leg armor now counts when wearing bottomless...
BK-ROT Patch	1	KINGDOM	Bannerkings Redux version for BK Rot.
Realm of Thrones: Families...	6	CHARACTER	Fixed men's clothing; added Robert's Rebellion characters and...

New this week: 85

Eighty-five new pages in a week. Most will disappear without a trace, but a couple from such a list each month grow into something that then ends up installed by everyone.



Hairstyles DLX Extra

25 AUGUST MIKKU9 2 905 DOWNLOADS

Adds Hairstyles DLX hairstyles as new character-creator slots without replacing vanilla options.

Nexus



ForgeMaster - Smithing Expanded. Armor...

26 AUGUST DARKSTYLEEE 1 956 DOWNLOADS

Allows crafting of armor, weapons, shields, bows, and banners, including gear from other mods, without item-level restrictions.

Nexus



Historical Banner Icons Compatibility Fix 1.4.x

24 AUGUST MSHAWNEE 928 DOWNLOADS

Updates Historical Banner Icons for version 1.4.x compatibility by refreshing XML schemas and color palettes.

Nexus



Siege Range finder

28 AUGUST ADRIAN14314312 565 DOWNLOADS

Adds a live marker showing predicted impact point and range for siege engines like mangonels and trebuchets.

Nexus



Cheats for Bannerlord

26 AUGUST

ABADON

556 DOWNLOADS

A cheat mod providing gameplay control and campaign customization options for Mount & Blade II: Bannerlord.

Nexus



Modular Smithing 2

27 AUGUST

RYVIUS

556 DOWNLOADS

A full modular crafting system for Bannerlord 1.4.8 that lets players design armor and weapons piece by piece.

Nexus



Bannered Ships

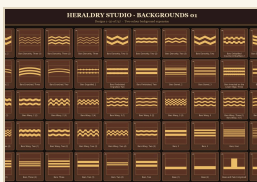
25 AUGUST

MOUNTANDPLAYER

523 DOWNLOADS

Displays faction and clan banners on ship sails during campaign map travel and naval battles.

Nexus



Heraldry Studio - Backgrounds Pack

24 AUGUST

CHILL1227

375 DOWNLOADS

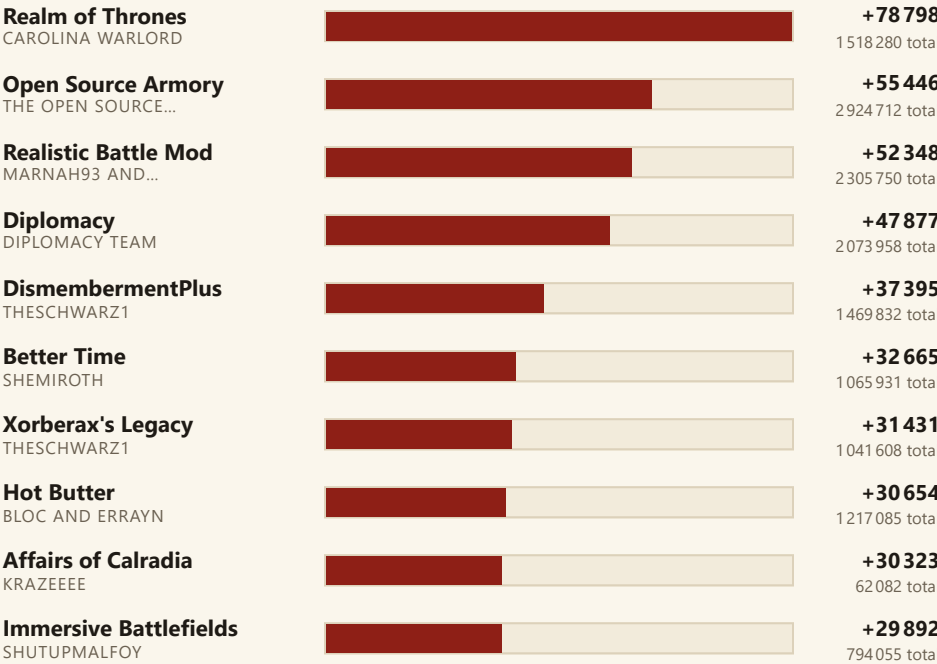
Adds over 700 new two-colour heraldic backgrounds and patterns to the banner editor as an expansion for Heraldry Studio.

Nexus

Chart: what people downloaded

The chart is calculated as the difference between two measurements, not from the authors' words. Libraries and utility modules have been removed from it: they are installed not for their own sake, but to make the rest work, and the top of the list would be crowded with them.

DOWNLOAD GROWTH, 10-31 AUGUST



Newcomers of the month

MOD	AUTHOR	DOWNLOADS
Female Head Overhaul	WMZYZ	19 302
Beautiful Ladies of Calradia	SHADZZO	6 940
Heraldry Studio - Custom Banner...	CHILL1227	4 623
Dynamic Reinforcements	GRUNAAH	3 842
Bannerlord Plus	SMOGGYQLBH	3 814
Hairstyles DLX Extra	MIKKU9	2 905

Will it run on the new version

Over the summer, the game went through 1.4.7, 1.4.8 and opened the 1.5 beta. The question “will my mods work” has become a weekly one — the file breakdown answers it as follows. Libraries and compatibility patches are not included in the list: they will run in any case.

4211	4037	3940	3910
MODS SCANNED FOR 1.2.X	MODS SCANNED FOR 1.3.X	MODS SCANNED FOR 1.4.X	MODS SCANNED FOR 1.5.X

Major mods where the scan found no obstacles on 1.5.x

MOD	EVIDENCE	DOWNLOADS
Open Source Armory	MOD MANIFEST	2 924 712
(RBM WS) Realistic Battle Mod War...	MOD FILE	2 305 750
Diplomacy (Fork)	CODE SCAN	2 073 958
Hot Butter	CODE SCAN	1 217 085
Better Time	CODE SCAN	1 065 931
Xorberax's Legacy for v1.4.5	CODE SCAN	1 041 608
RTS Camera	CODE SCAN	842 651
Raise your Banner	MOD FILE	833 511
Immersive Battlefields	CODE SCAN	794 055
Calradia At War	MOD MANIFEST	792 039
Perfect Fire Arrows	CODE SCAN	789 517
BetterExceptionWindow	CODE SCAN	766 822
Banner Fix	CODE SCAN	712 078
MBFastDialogue	CODE SCAN	625 079

HOW TO READ THIS

«No obstacles found» is not the same as «guaranteed to work»: the scan checks which parts of the game code a mod calls, but not whether the meaning of the surviving code has changed. An empty cell means «not checked», not «broken».

Modlist of the issue

The build for issue zero is centered on The Old Realms, on 1.3.15. Load order is as in the list.

CORE—ALWAYS INSTALLED FIRST

- 1. **Harmony** — without it, nothing will start
- 2. **The Old Realms — Core (WitM)** — 244,772 subscriptions
- 3. **The Old Realms — Armory** — weapons and armour
- 4. **The Old Realms — Environment** — Map and scenes

RUSSIAN LANGUAGE

- 1. **The Old Realms — Русский перевод** — 7,853; revision 1.3.15.30 of July 20

CONTENTS

- 1. **TOR — Career Quests** — 8,101; quests for careers
- 2. **Roster Expansion — Massive** — 3,964; expanded rosters
- 3. **Spells of the Old Realms** — version 3.3 from August 31
- 4. **Lore-Hardcore — ребаланс TOR** — 2,370; install after Core and Armory

CONVENIENCES AND CONTROVERSIAL

- 1. **Crash Doctor** — crash analysis; v2.0.3.7 from August 29
- 2. **Troop Formations TOR** — Formations
- 3. **TOR Chaos Faction** — 4,305; Chaos faction, conflicts with half the set

Which mods patch the same code

MOD	AND	OVERLAP
Spells of the Old Realms	The Old Realms — Core (WitM)	HEAVY, 12 PLACES
TOR Chaos Faction	The Old Realms — Core (WitM)	NOTICEABLE, 3 PLACES
TOR Chaos Faction	Roster Expansion — Massive	SLIGHT, 2 PLACES

HOW TO READ THE CONFLICT TABLE

“Conflicting over code”—not “broken”: two mods modify the same game method, and load order decides who wins.



The Old Realms — Core, © TOR team

Winds of Magic: why your wizard stays silent

The most common complaint from a new player in TOR: “I took a wizard, but he doesn’t cast spells.” In nine out of ten cases, the cause is not the mod and not a bug, but armour.

What is actually spent

Magic in TOR spends neither mana nor stamina, but rather Winds of Magic (WoM). This is a separate pool, one for the hero and one for each companion wizard — in the spellbook it is shown at the top. It replenishes on the campaign map while the party is moving or stationary; in battle you spend what you accumulated before the fight. The default summon key is Q.

The first practical consequence: a wizard does not “rest” in battle. If you enter a battle with an empty pool, he will remain a bystander until the end.

Armour that disables magic

The main mechanism that everyone stumbles over: heavy armour cuts Winds of Magic regeneration. The total weight of the helmet, cloak, gloves, boots, and body armour is counted. The formula is weight divided by 25; the penalty caps at –85 %.

That is, a wizard in a full plate set regenerates magic about six times more slowly than a wizard in a robe. He is not broken — he simply does not have time to build it up between battles. This is a deliberate decision by the authors: if you want to cast spells, wear rags and stay in the back.

A TEN-SECOND CHECK

Remove all metal from the wizard, spend a day on the map, and check the Winds of Magic reserve. If it starts rising noticeably faster, the problem was the armour, not the mod.

Who is not supposed to cast spells at all

Ten of the seventeen careers do not cast spells by definition, and no book will change that: Warrior Priest of Sigmar, Warrior Priest of Ulric, Witch Hunter, Blood Knight, Knight of Bretonnia, Knight of Mousillon, Waywatcher, Ironbreaker, Runesmith, and Slayer. Warrior Priests and the Damsel have prayers instead of spells—they come from their own pool and do not spend Winds of Magic. The Runesmith has its own rune system.

And two more things that save time

- Advanced spells and prayers do not appear despite the skill—reset skills with the arena steward
- Career perks do not unlock after raising the clan level—put one point in each slot and click “Done”
- The first launch hangs on the loading screen for five minutes to an hour: shaders are compiling. This is not a freeze

Eleven lores and where to learn them

The starting Minor Magic is available to every wizard. Everything else has to be learned—from a specific person in a specific city.

There are eleven full schools (lores) in TOR: Beasts, Death, Fire, Sky, Life, Light, Metal, High Magic, Dark Magic, Necromancy and Da Big WAAAGH! Minor Magic is counted as the twelfth—a starter set available to all wizards until the schools are unlocked; it is not considered a full lore.

Where to go to learn

- The Empire and mercenaries: a Magister in any Imperial city
- Vampire Counts and Mousillon: Dark Magister—Drakenhof Castle, Waldenhof, Mousillon Castle
- Damsel of the Lady: Fairy Enchantress in Baston Castle
- Forest Singer (Asrai): Wise Singer in any Aelth Loren city
- Grey Lord (Eonir): Singing Faniore in the hall of Lord Tor Litanel
- Orc shaman: a shaman in any city of the Greenskins

ELVEN EXCLUSIVE

No one anywhere will teach High Magic (Qhaysh) to a non-elf. An Exiled Magister companion cannot master it either. When planning a character for High Magic, choose the race in advance — it cannot be changed later.

Power Stones: not free

An active Power Stone reserves the Winds of Magic from all magisters in the party who use the same lore. In newer builds, the penalty only applies to those who can actually use the stone — but the mechanism remains: one magister’s boost is paid for by the others’ reserves.

Eight winds and one that is not in the game

Warhammer Fantasy magic is not an abstract force, but a wind blowing into the world through a hole in the north. The wind has a colour, a character, and a price.

At the foundation of the world lies chaotic energy, seeping through the destroyed Polar Gates. As it passes over the world, it divides into eight streams—like white light in a prism. These are called the Winds of Magic.

Aqua — Aqshy, the crimson wind of fire and passion. Chamon — golden, the wind of metal and alchemy. Ghur — amber, the wind of the beast, the wildest and most eager to take a person under its sway. Ghyran — jade, the wind of life and growth. Hysh — the white wind of light and truth. Azyr — azure, the wind of the heavens and foresight. Shyish — amethyst, the wind of death, which does not kill, but escorts. And Ulgu — grey, the wind of shadows, deception, and of what you almost saw out of the corner of your eye.

What TOR lacks

In TOR, seven of the eight winds are available. The grey mages of Ulgu—the very ones who in the Imperial colleges deal with shadows and hauntings—are not in the mod. Do not confuse them with the Grey Lord: this is a career for the elves of Eonir, and it has nothing to do with the grey wind.

But there are two things that are not among the Winds of Magic. High Magic (Qhaysh) is a harmonious combination of all eight streams at once, available only to elves, because the human mind cannot hold it. And Dark Magic (Dhar) is the same mixture, but taken by force and not brought into harmony; one pays for it with one's own self. Plus necromancy and the orcish Da Big WAAAGH!, which live by their own rules.

The elf Teclis founded the eight colleges of magic in Altdorf after he realized that humans would not survive dealing with the Winds of Magic on their own. Each college was given one Wind. No person was given two.

Our own work

Here is what is made for the channel and around it: where to get it, how to contact, and where to report errors.



Crash Doctor

V2.0.3.7 26 068 DOWNLOADS

Fixed crashes: day change, campaign load, battles, and destroyed parties. Fixed campaign creation due to non-existent character. Removed...

Nexus

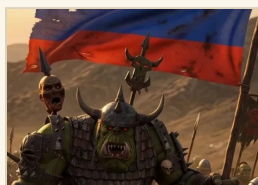


RTS Camera Universal

8 595 DOWNLOADS

Build 1.1.2.15. First launch on Bannerlord 1.3.15/1.4.5 requires a restart to configure assets (first-launch crash fixed; Bannerlord 1.2 does not...

Nexus



The Old Realms — Русский перевод

7 853 DOWNLOADS

Nexus



Lore-Hardcore — TOR Balance Overhaul

V0.1.9.84 2 370 SUBSCRIBERS

New worship system for the Four Chaos Gods (ranks 0-10, bonuses, spells, weapons); Slaanesh lord bribery option; TOR settings: army rebuilding...

Steam Workshop

WHERE TO GET THE MODS

Steam steamcommunity.com/profiles/76561198032363279/myworkshopfiles · **Nexus Mods** nexusmods.com/profile/v2CodeRick · **GitHub** github.com/Phxc2v

CONTACT, NEWS, BUG REPORTS

Telegram t.me/CodeRickTg · **Discord** discord.gg/ZDJZFxQeMV

SUPPORT THE PROJECT

web web.tribute.tg/d/KZB · **Telegram** t.me/tribute/app?startapp=dKZB

Colophon

Compiled on 2 September 2026 from a Bannerlord mod reference: 7 018 mods, 8 789 Nexus pages, 1 514 Workshop items, 175 833 version-history entries. Last crawl — 31 August 2026.

Download and subscription figures are as of the issue’s compilation date. Compatibility verdicts were obtained by inspecting mod files, not from the authors’ statements: “no obstacles found” does not mean “guaranteed to work”, and an empty cell means “not checked”, not “broken”.

Did you notice an inaccuracy in the issue—about a mod, a version, or compatibility? Write to the channel or Discord, and we’ll correct it in the next issue.

Image credits

AutoTrader — Nexus

BannerColorPersistence with BannerPaste — Nexus

Bannered Ships — Nexus

CC’s Banners — Nexus

Cheats for Bannerlord — Nexus

Crash Doctor — Nexus

Diplomacy (Fork) — Nexus

Equip Best Item — Nexus

ForgeMaster - Smithing Expanded. Armor. Shields. Bows. — Nexus

Fourberie — Nexus

Governors Handle Issues — Nexus

Hairstyles DLX Extra — Nexus

Heraldry Studio - Backgrounds Pack — Nexus

Historical Banner Icons Compatibility Fix 1.4.x — Nexus

Kill Bandits Raise Relations — Nexus

Lore-Hardcore — TOR Balance Overhaul — Steam Workshop

Modular Smithing 2 — Nexus

Raise your Torch — Nexus

RTS Camera Universal — Nexus

Serve As Soldier — Nexus

Siege Range finder — Nexus

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