
CALRADIA

ISSUE NO. 1

A MAGAZINE ABOUT MOUNT & BLADE II: BANNERLORD MODS

8 SEPTEMBER 2026

SPECIAL ISSUE

VOICES OF CALRADIA

For six years Calradia spoke only English. As of this week the game's native lines have a Russian voice — all 833 of them, down to the last.



"Voices of Calradia" — mod cover, © Phxc2v

833 game dialogue lines — all that the game says

2028 lip-synced voice files

110 voices: culture, gender, personality

4 h continuous Russian speech

BREAKING

A village elder responded to a player in Russian for the first time. Witnesses claim his lips were moving while doing so.

INVESTIGATION

The game has been translated into twelve languages, and none of them have voice acting. Only English has a voice — and this is not the translators' oversight.

SCANDAL

A Necromancer from The Old Realms refused to speak Russian. The mod voices the native game, but The Old Realms' lines are not included.

ANNOUNCEMENT

211 of Calradia's lines are silent even in English — TaleWorlds never voiced them. We are going to voice them.

CALRADIA HAS A VOICE

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From the editor

This issue is a special edition, and it is about our own mod. We say so upfront so the numbers can be read at face value. The regular rubrics are squeezed to a page each and there is no chart at all: the space has gone to the feature.

Here is the story. On September 6, an update to Voices of Calradia was released that closed the last remaining lines: 833 out of 833 lines have been voiced — everything the game says out loud, including the naval expansion War Sails.

That is a loud claim, so let us be precise. This is the first complete voiceover of Bannerlord's native lines in a language other than English. Not the first attempt — there were seven before it, and they get a page of their own. The first one taken to the end.

It is easy to write an ad about your own mod. Instead, we put numbers in this issue that anyone can verify themselves, and stated plainly what the mod does not do.

— the @CodeRickTg editorial team

A quiet week

Over the past week, TaleWorlds announced nothing. The game is where it was in the last issue: 1.4.8 remains the stable version, the 1.5 beta is in its third week, and submissions for the War Sails mod contest are open until November 22.

For the naval expansion, this is perhaps the most important thing: there are two and a half months left until the end of the contest, and War Sails is still noticeably less explored by mods than land Calradia. If the prize fund works, next autumn naval Calradia will look different.

WHAT THIS MEANS FOR VOICE ACTING

Nothing, and this has been verified. The voice line maps for 1.5.2, 1.5.1, and 1.4.8 are byte-for-byte identical: 226 lines in the sandbox, 152 in the campaign, 455 in the naval expansion. There are no new dialogues compared to 1.5.1, and eleven compared to 1.4.8, all from a single branch: the prisoner ransomer, who appeared in 1.5.1. The mod has been tested on all seven builds in a row — no broken references, no omissions.



"Modding went the wrong way" — an editorial illustration

Calradia has spoken

While Bannerlord modding has been adding armor, maps, and dragons for six years, no one has touched the most obvious thing: the game speaks aloud, and it speaks only in English. "Voices of Calradia" fills this gap entirely — 833 lines, every single one spoken in the game.

What exactly has been voiced

Bannerlord does not voice all of its text. Conversations with lords, trading, quests — these are subtitles, there is no audio in the original. But map encounters, greetings, bandit threats, surrender offers, pre-battle negotiations, thanks for help, training, and the story line — these are voiced, and the game has its own English voice acting.

There are 833 such lines in total: 226 in the sandbox, 152 in story mode, 455 in the naval expansion War Sails. Not “around eight hundred” and not “more than half” — exactly 833, because that is how many entries there are in the game's own voice line maps. The mod has 833 out of 833.

- sandbox — 226 lines out of 226, the map has not changed since 1.2.10;
- story mode — 152 out of 152, including the prologue, the brother, the sister, and Radagos;
- War Sails — 455 out of 455, the entire naval story line and encounters at sea;
- cultures — Empire (nobility and commoners), Vlandia, Sturgia, Battania, Aserai, Khuzait, Nord;
- bandits — looters, mountain, desert, and steppe bandits, sea raiders.

One line — many voices

833 lines, 2028 voice files. The difference is not a typo: the same line in the game is spoken by different characters, and each culture, gender, and personality has its own voice. 505 lines are spoken by a single voice — these are named story characters. The rest sound different depending on who says them.

The record is the greeting “Long time no see.” In the sandbox it is spoken by forty-two different voices: seven cultures, two genders, four personalities, and on top of that named variants. Forty-two files for a single line of text.

“Hey, who do we have here? Travellers must pay a toll to pass through. Either coin or blood.” — Luter, map encounter

“Halt! Your foreign heels are defiling the sacred lands of our ancestors. What would you have us do?” — steppe bandit

“Since we're destined to fight, let's make it a battle that bards will sing about, shall we?” — Vlandian woman, pre-battle negotiation

Not a single line of their own text

All 833 lines are voiced from the game's official Russian translation. The mod does not modify a single text file: the on-screen subtitle remains exactly what the TaleWorlds localizers wrote, and the voice acting must match it word for word. It is a boring solution, but the player never experiences a mismatch between what they hear and what they read.

Four hours of speech

If you play all 2028 files back to back, you get four hours of continuous Russian speech. The average line is seven seconds; the longest is forty. The total size is 114 megabytes: mono audio, 48 kilohertz, in a format the game reads natively, without third-party libraries.

Every file comes with lip sync — a frame-by-frame breakdown of mouth movement. This is needed because in Bannerlord dialogues, the game animates the speaker's mouth, and voice acting without lip sync looks like a mute person with sound coming out of them. In combat, facial expressions are not animated — that is how the game itself works, and it is not something the mod can fix.

A mod with no code

Voices of Calradia consists only of data: audio, lip sync, and three voice maps. No libraries, no builds, no modified game files. Disabling it in the launcher restores everything to how it was; saves don't break, because there's nothing to break — the mod writes nothing to the save and executes nothing.

This comes at a cost. The mod only voices what the game itself says. Lines added by other mods remain unvoiced: they're not in the native voice maps, and there's no source for them there. The Necromancer from The Old Realms won't speak Russian, and promising otherwise would be a lie.

The barrier here isn't technical: a voice map will accept any recording, you just need to add it and record the voice. It all comes down to scope — the native 833 lines took three months. What we plan to voice next and why it will be more complete than the English voice acting — on the “What's Next” page.

Three months

From the first line to the full set took three months. The first publication on the Steam Workshop was on August 30; at that point 1185 files out of 2029 had been voiced, that is, just under sixty percent. Over the following week, ten updates were released; six of them added voices: 1505 files, 1668, 1834, 1919, 2013 and, finally, 2028 on September 6. In between, the bandits were fixed — they had been silent on 1.3.15 and newer because from that version the game selects the voice by file name differently.

How it sounds now

"We're just harmless nomads..." — a desert bandit, a second before the opposite is revealed

"What do we have here? It seems the mountain spirits have heard our prayers and sent us some loot." — a mountain bandit

"Hey, on board! Entry into our waters requires a toll — either in coin or in blood." — a northern raider

"I don't know who you are, but I owe you. Those bandits would have chased us to death." — prologue, saved from bandits

WHAT THE MOD DOESN'T HAVE

Battle cries — the short shouts fighters exchange in a melee. They live in a different part of the game and are voiced differently. Lines from other mods — they don't exist on the native map. And the mod doesn't remove the English voice acting: if a line is missing for some reason, the original plays instead of silence.

Updates of the week: 4 of 16

Special issue: section reduced to one page.

game version marks: **1.4** the scan found no obstacles **1.4** with caveats, or the author's word **1.4** not checked



Affairs of Calradia

2.0.722 CHARACTER 62,082 DOWNLOADS

RUNS ON **1.2** **1.3** **1.4** **1.5**

Fixed crash when talking to a freed prisoner previously tortured; fixed post-battle menu interaction.

Nexus



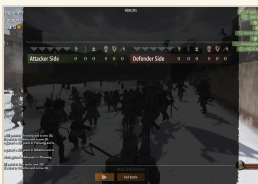
Intrigues

1.5.4 CHARACTER 25,784 DOWNLOADS

RUNS ON **1.2** **1.3** **1.4** **1.5**

Fixed dialog hangs and dead-end scenarios; added raider approach reports for towns and castles; optimized route calculations.

Nexus



MoreArenaEvents

2.0 COMBAT 15,148 DOWNLOADS

RUNS ON **1.2** **1.3** **1.4** **1.5**

New formations and command order in Train Party; auto-transfer control on player knockout; Looter Horde mode with adjustable enemy count; troop training with XP; fixed tournament cooldown in jail; enemies...

Nexus



Realm of Thrones: Families Expanded(ed)

7 CHARACTER ADD-ON 12,838 DOWNLOADS

RUNS ON **1.2** **1.3** **1.4** **1.5**

Fixed clothing on male lords; added Robert's Rebellion era...

Nexus

New mods this week: 3 of 18

The end of summer is traditionally quiet for modders. Of the eighteen new pages, only three have Russian descriptions — the rest are awaiting translation in the reference guide and won't appear in this issue until then.



Happy's QoL Features

31 AUGUST

LORDHAPPYCATS

32 DOWNLOADS

RUNS ON

1.2

1.3

1.4

1.5

Adds player marriage proposals, remote conception, and automated party patrol with auto-resolve and loot collection.

Nexus



Rebellion Crash Fix for Big Unit Overhauls

31 AUGUST

LITTLELOYAL

21 DOWNLOADS

RUNS ON

1.2

1.3

1.4

1.5

Prevents game crashes during rebellions when using heavy unit overhaul mods by handling null equipment references.

Nexus



Real Saddlebags

31 AUGUST

ORMUSZEUS

21 DOWNLOADS

RUNS ON

1.2

1.3

1.4

1.5

Turns horse harnesses into ammunition reserves that auto-fill with the rider's strongest ammo and throwing weapons.

Nexus

Will it run on the new version

The game has entered the 1.5 beta, and half the builds haven't caught up. Below are mods we can say “will work” not on the author's word but based on file analysis.

4,174MODS SCANNED
FOR 1.2.X**3,993**MODS SCANNED
FOR 1.3.X**3,866**MODS SCANNED
FOR 1.4.X**3,769**MODS SCANNED
FOR 1.5.X

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

MOD	EVIDENCE	DOWNLOADS
Diplomacy (Fork)	CODE SCAN	2,073,958
Dismemberment (Plus) for v1.4.7	CODE SCAN	1,469,832
Detailed Character Creation	CODE SCAN	1,431,855
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
Immersive Battlefields	CODE SCAN	794,055
Perfect Fire Arrows	CODE SCAN	789,517
BetterExceptionWindow	CODE SCAN	766,822
Banner Fix	CODE SCAN	712,078
Tournaments XPanded	CODE SCAN	612,067
Women in Calradia	CODE SCAN	548,977
Attribute Per Level	CODE SCAN	525,057

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

Not a playthrough build, but a sound-focused set: what to install alongside the voice pack, what it doesn't replace, and what it will genuinely conflict with. Load order only matters for the voice pack itself — it must be placed below the game's native modules.

VOICE PACK — MUST BE PLACED BELOW NATIVE, SANDBOXCORE, SANDBOX, AND STORYMODE

1. **Voices of Calradia** — 833 lines, 2028 files, lip sync; data only

AMBIENT SOUND — DOESN'T INTERFERE WITH THE VOICE PACK

1. **Mordhau Voices** — battle cries in melee — the voice pack doesn't touch these
2. **Realistic Battle Sounds** — impact sounds; doesn't affect speech
3. **Battle Horns** — horn on every formation order
4. **Responsive Soldiers** — troops respond to orders — with the game's native sounds
5. **The Old Realms — Music Submod** — campaign music; doesn't overlap with speech audio

DOES THE SAME THING — DO NOT INSTALL TOGETHER

1. **Voice Acting (ElevenLabs)** — real-time voice synthesis, in English, requires a paid key
2. **Voice Acting Patch** — the same thing through a different service; same lines
3. **Bandit Voice Fix** — fixes English bandits; for Russian this is already handled internally

MOD IS SILENT? IT'S ALMOST NEVER THE MODS' FAULT

Other mods rarely interfere with voice acting, and it breaks in two places, neither of which is about compatibility. The first is load order: if “Voices of Calradia” are listed above Native, SandBoxCore, SandBox, and StoryMode, the English voice acting is read after the Russian and overrides it. The second is the “Voice Language” setting in the game: it is separate and does not follow the text language, so with English set, the mod is installed, enabled, and inaudible. Both checks are in the “Guide” in this issue.

Who decides which voice to use

The game does not play “a file to a line.” It selects a voice from scratch each time — based on the culture, gender, and personality of whoever is speaking. We break down how this works and why 833 lines resulted in 2028 files.

Three stages

A line in a dialogue is marked with a short code — eight characters like gMyAYyEX. Using this code, the game looks up the voice map for the language selected in the settings and finds not a file but a list of files. From the list, the right one is selected based on the speaker.

1. A line has a voice code;
2. the language declares a map: code — list of variants;
3. the voice model selects a variant based on the character's culture, gender, and personality;
4. the selected file is played, and the lip-sync file next to it drives the mouth.

The key to it all is file names. It is by the name that the game understands that `sturgian_male_ironic` suits an ironic Sturgian, and `imperial_high_female_curt` — a curt imperial aristocrat. Get one letter wrong in the name and the line will silently fail to play: the file is on disk, but the game will not find it.

Seven cultures, two genders, four personalities

Bannerlord has four personalities: Curt, Sincere, Ironic, and Sycophantic. They are assigned to a character at creation and do not change. Multiply by two genders and seven cultures — the game also divides the Empire into nobility and commoners — and you get a grid in which the same question “who are you?” sounds in dozens of different ways.

The mod ended up with 110 voices. Just over eighty are cells of this grid; the rest are named: Krusas, Bjolgur, and Lahar from the maritime storyline, Istiana and Arzagos, Radagos, the brother, the sister, and the village elder from the prologue.

- Sturgia, Aserai, Khuzait — 12 voices each: plus common and commander voices;
- Empire (nobility and commoners), Vlandia, Batania — 8 each;
- Nords — 9: eight regular and a Northern raider;
- Bandits — 7: Looters, Mountain, Desert, Steppe, and Sea;
- Named and special — 26: prologue, tutorial, and War Sails.

Why 2028, not 833

Five hundred and five lines are voiced by exactly one voice — these are the ones where the speaker is known in advance: story characters, tutorial, the only Nord on deck. One hundred and eighty-five lines — two: a male and a female version of the same line. Then come sixes, nines, twenties — and a lone record of forty-two files for the greeting “Long time no see”, which in Calradia roughly everyone can say.

CHECK FOR YOURSELF

Voice maps are plain XML files inside the mod, in the ModuleData/Languages/VoicedLines folder. You can open them in Notepad and recount the entries. That is exactly how we counted.

Twelve translations, zero voices

The game has been translated into Russian since its early access release. There has not been a single day with voices in this translation — and not because no one got around to it.

Every language in Bannerlord has a passport — a file that records what the language is called and which files belong to it. There are two types of files: text and voice. For Russian, this passport lists only text files.

No voice files have been declared for Russian in any version of the game — we checked six builds in a row, from 1.2.10 to 1.5.1. English declares its own in three places: sandbox, campaign, and the naval expansion. Russian — nowhere. The official Russian localization of Bannerlord is text-based by design, not by oversight.

A setting with nothing to fill it

This is where the second half of the story begins. In the game settings there is an option called “Voice Language” — separate from “Language”, which changes the text. The game builds the list for it itself: only languages that have at least one voice file declared make it into the list. In a clean game there is exactly one entry — English — and there is nothing to choose from.

A voice mod is what adds “Русский” to this list. This is also the most common complaint about any voice mod: it is installed, enabled, and inaudible. The problem is not with the mod and not with the game version. The problem is that “Voice Language” is a separate setting and it does not follow the text language.

What this means for other languages

The game has been translated into twelve languages besides English — from Polish and German to Japanese and both Chinese variants. Voice files are declared in exactly three places across the entire game, and all three belong to English. Twelve translations — and not a single voice track. The gap that “Voices of Calradia” closed exists in Bannerlord twelve times over; only one has been closed so far.

Seven attempts to speak

The thought “let's voice Bannerlord” has crossed many people's minds — the first as early as 2020. What came of it, and why no one has reached a full set.

A framework that never left development

Xorberax was the first to get to work: he released not a voice pack but a tool for actors — a framework to which one can attach their own recordings to NPC lines. The mod page states outright that it is not for players but for those who want to record. Since version 0.3.1 the framework has remained as is: the tool exists, there is no voice acting.

Local languages: a native voice, a foreign world

Three mods do exactly what they promise, but in a narrow scope. Arabic Voice V2 replaces English commander commands with Arabic: orders to infantry, archers and cavalry, mounting and dismounting, the pre-battle speech on F10. Your Own Voice — the same in Turkish, plus a battle sound.

The furthest of them all goes the Turkish Türkçe Dublaj: 295 voice files for the main character and individual troop types, with the in-map voice toggled by a key. This is no longer just commands — but not Calradia's conversations either: the player hears themselves and their soldiers in their own language, while the world around continues to speak English.

Real-time synthesis

The largest branch is mods that do not record speech in advance but synthesize it during gameplay through a network service. Voice Acting takes voices from ElevenLabs, Voice Acting Patch — from Fish Audio; both assign each passerby a random voice from over a hundred and cache the result so as not to pay twice. Inworld goes even further and replaces the conversations themselves: lords and commoners respond with whatever the service comes up with.

The cost is known in advance: a service key and money on the account are needed, a line plays with a delay, the voices are English, and without the internet nothing works. Lip-sync is absent by design in this kind of voice acting — lip frames cannot be calculated for a file that does not yet exist.

And related mods

- Mordhau Voices — battle cries from another game instead of the native ones, eight voice types; does not touch speech;
- Bandit Voice Fix — fixes the English voice acting of bandits, which went silent in 1.3;
- BannerVoice and Voice Command are not voice acting at all, but voice control of troops by the player.

How it is elsewhere

Full fan-made voice acting is rare not only in Bannerlord. Morrowind was released in 2002 with fourteen actors for the entire game, and since then the community has been voicing it on its own. The most well-known such project, Skywind, has been in development for more than ten years and has still not been released. Those who have reached release take their voices from neighbouring games in the series: in “Morrowind Fully Voiced” the lines are voiced by more than a hundred voices gathered from Oblivion and Skyrim.

The reason is the same everywhere. Voice acting is not an evening's work: two thousand files need to be not only recorded, but also sorted by name, matched against the official text, lip-synced individually, and verified that the game finds them on all versions. It is easier to quit halfway than to finish.

WHAT THIS MEANS

There has still been no full localised voice acting of native lines in any language. There has been a framework without recordings, commander orders in two languages, 295 files for the hero and his soldiers, on-the-fly synthesis in English, and replacement of battle cries. Eight hundred and thirty-three complete lines, recorded in advance, with lip sync and without a single network call — this is being done for the first time.

Silent in English too

The mod covers everything the game speaks aloud. But it doesn't speak everything aloud: two hundred and eleven lines have no voice in any language — TaleWorlds themselves never recorded them.

What is a first line

It's what a character says when you approach them — before you select anything. Lords, bandits, and story characters have these lines voiced. Townsfolk, guards, the innkeeper, the bard, the caravan master — no: text appears on screen, and that's it.

This is not a localization oversight

The English voiceover is just as silent here. TaleWorlds voiced map encounters, tutorials, and the story, but left the town background characters as text — that's how the game shipped. We went through the dialogue graph from the very beginning and recounted the silent first lines: there are 211.

And why this can be fixed

The game looks up a line by its number in the map of whichever language is selected in the settings, and doesn't cross-check anything against the English map. That means a voice can be added even where the original has none: it's enough to add an entry to the Russian map. The Russian voiceover will end up more complete than the English one — not because we improved anything in the game, but because nobody has forbidden it.

Who is silent in Calradia

- townsfolk, beggars, and children — rumors and gossip on the first “hello”: 95 lines;
- Patrol greeting — 13;
- Workshop workers — 8;
- Bard in the tavern — 7;
- City guard — 6;
- Caravan merchant — 5;
- Tavern keeper, maid, arena announcer, barber, blacksmith, mercenaries, hermit, jailer, alley leader and prison break — one to three lines each.

How much work is that

Of 211 lines, 190 can be voiced. Four have no Russian text at all — the on-screen subtitle is in English, and there is nothing to voice; another eight have no number, the game assembles them on the fly. Ninety lines with full culture coverage produce 2664 files: one hundred and thirty percent more than the entire current mod.

WHEN

We make no promises about deadlines. We will most likely start with what is heard most often: townsfolk, guard, tavern and bard — 111 lines and about a thousand and a half files. The rest as we are able. For now this is a plan, not a promise.

Installed, but silent

Nine out of ten complaints about any voice mod come down to one of two causes, and both are fixed in a minute.

Cause one: load order

The voice mod must be placed below Native, SandBoxCore, SandBox, and StoryMode. If it is above them, the English voice map is read last and overrides the Russian one. The game does not complain about anything — it simply speaks in English.

Cause two: “Voice language”

The game settings have two separate entries. “Language” changes the text, “Voice language” changes the voice. The second sits directly below the first and does not follow it: as long as it says English, the mod is installed, enabled, and silent. The entry is spelled “Русский” in Russian letters, and it is not in that list at all until the mod is installed.

1. enable the mod in the launcher and move it below the game's native modules;
2. open “Settings → Game”;
3. select “Русский” in the “Voice language” option — the entry is written in Russian letters;
4. restart the game: voice maps are read at startup.

What is not a bug

- a lord stays silent during a trade dialogue — this is the same in the original game;
- fighters' lips do not move in combat — the game does not animate them there;
- A character from someone else's mod speaks in English: he is not in the map;
- The line is shorter than the subtitle — the game does not pronounce names aloud.

What's new in the launcher, the Mod Encyclopedia, and Crash Doctor

In brief — what has been released and is available in our other projects since the last issue.

RickLauncher — beta 2.2.2.1

- The latest issue of the magazine arrives as a card on the main screen and can be read directly in the launcher, in your language;
- Links to mods from the issue open the mod card in the launcher, not a browser;
- The incompatibility check no longer pops up as a window before every launch;
- Updating a mod no longer creates a second folder if the author has attached the version to its name;
- You can see when two enabled mods carry different versions of the same library.

Mod Encyclopedia — release 0.9.4.3

- The card names the offending part of the mod, not a list of names from the game code.
- The check has learned to detect missing game functions: for 959 mods, the breakage is only visible this way.
- The author's word is no longer a verdict: “for 1.5” on a five-year-old mod now means “not tested”.

Crash Doctor — 2.0.3.7

- A crash when loading a save names the missing mod.
- Six new crash protections; French has become a full sixth language.

Our own work

Everything we make is free and requires no keys or registration. Seven projects: four mods, voice acting, a launcher, and a reference guide. Links are duplicated inside each mod, in the file LINKS.txt.



Crash Doctor

V2.0.3.7 26,068 DOWNLOADS

RUNS ON **1.2** **1.3** **1.4** **1.5**

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

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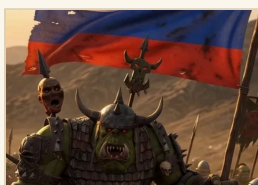
RTS Camera Universal

9,318 DOWNLOADS

RUNS ON **1.2** **1.3** **1.4** **1.5**

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...

Nexus



The Old Realms — Русский перевод

8,126 DOWNLOADS

RUNS ON **1.2** **1.3** **1.4** **1.5**

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Lore-Hardcore — TOR Balance Overhaul

V0.1.9.84 2,449 SUBSCRIBERS

RUNS ON **1.2** **1.3** **1.4** **1.5**

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

Steam Workshop

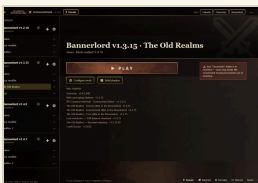


Voices of Calradia

V1.0.0.22

Russian voice acting for native lines: 833 lines, 2028 lip-synced voice files. Data only.

Steam

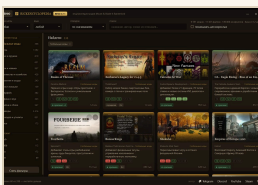


RickLauncher

1.3.2.1

Multiple game versions and builds side by side, each independent. Installs mods in one click and brings the latest issue of the...

Nexus Mods



Mod Encyclopedia

A reference to nine and a half thousand mods: where to download, whether it will work on your version, what it will conflict with...

GitHub

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 8 September 2026 from a Bannerlord mod reference: 6,989 mods, 8,789 Nexus pages, 1,636 Workshop items, 175,836 version-history entries. Last crawl — 31 August 2026.

The voice acting figures were calculated from the mod's own maps and files, version 1.0.0.22 dated 6 September 2026, and from the game files of versions 1.2.10, 1.3.15, 1.4.5, 1.4.7, 1.4.8, 1.5.1, and 1.5.2. The dialogue text is the official Russian translation of the game; rights to it belong to TaleWorlds Entertainment. Download figures and compatibility verdicts are as of the issue's build date.

This special issue is dedicated to a mod by the same author as the magazine. We mention this on the “From the Editors” page and provide figures that can be independently verified: the voice acting maps are ordinary XML files inside the mod.

Image credits

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