

CALRADIA

A MAGAZINE ABOUT MOUNT & BLADE II: BANNERLORD MODS



MOD OF THE ISSUE

Realm of Thrones

Westeros from A Song of Ice and Fire

ISSUE NO. 2

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GAME NEWS

Beta 1.5.3 remembered the modders

Third beta patch in a month: fixes the encyclopedia on mods, teaches the editor to change terrain on the fly, and renames shield parameters — old names no longer work.

REALM OF THRONES

Westeros in first place

32,823 downloads in eighteen days — more than any other mod. Two new submods in a week, and a second Westeros is already loading in the editor.

ANALYSIS

Nine Russian translations for one mod

And only one of them is for the current version. The most downloaded one was made for the version that came out two years ago.

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From the editor

Second issue — and the first regular one after the special issue: new releases, chart, compatibility all in their places. In the last issue we promised that the magazine wouldn't be about our own mod every time — well, it's not about ours this time.

Mod of the issue — Realm of Thrones, Westeros based on A Song of Ice and Fire. The reason isn't the date: the mod came out five years ago. The reason is the chart: in eighteen days it has 32,823 new downloads on Nexus — more than Diplomacy, more than Realistic Battle Mod, more than any mod in the game at all. Along the way, five submods have appeared around it in two weeks, and a second Westeros project has appeared on GitHub — by the author of Tales from the Age of Men.

And about the game. TaleWorlds said nothing publicly for two weeks, but on September 15 they quietly rolled out beta 1.5.3 — with a long list of changes for modders that deserves more than a forum post. We're summarizing it.

— the editorial team @CodeRickTg

The beta remembered modders

WS 1.3.3 / BL 1.5.3 beta: changes that weren't announced

SEPTEMBER 15 OFFICIAL ANNOUNCEMENT

The third beta patch came out without an announcement on Steam — only as a list on the forum. For players: fixed a crash when opening the encyclopedia with mods installed, a crash on the trophies screen after helping an allied siege and when lifting a siege during a naval blockade; parties stopped disappearing from the map; the trait level Devious under Honor has been renamed to Deceitful, and the penalty to crime growth from it has been reduced from 50/100 to 40/80 percent. In War Sails: an icon on ships of parties going to raid a village from the sea, the AI fleet learned to flee from a strong player, the perk Chain to Oars stopped applying a penalty for over-manning.

What's in it for mods

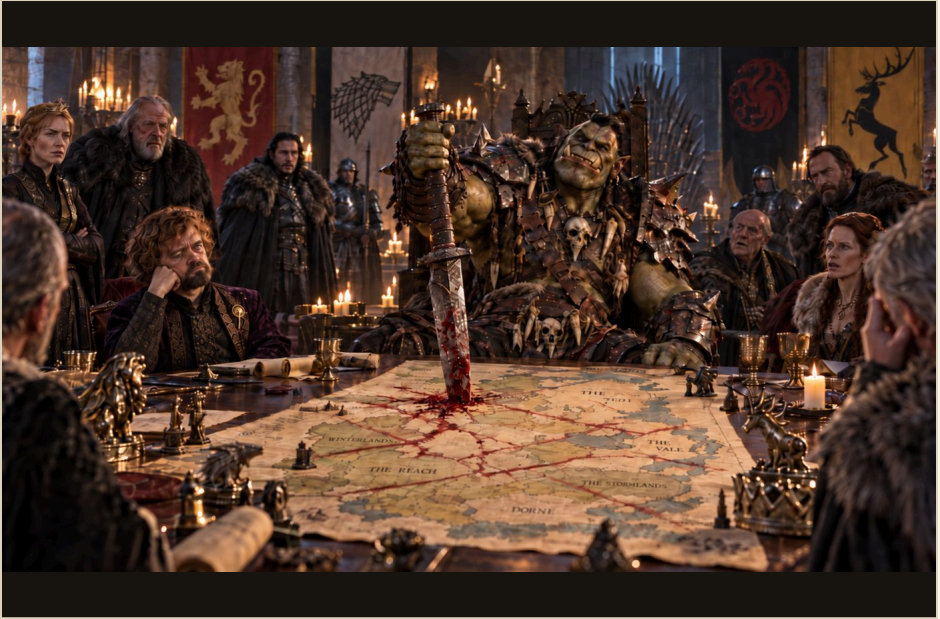
The list for modders is longer than the in-game one: terrain editing during gameplay — with a sample script that generates heights, layers, and vegetation; readable XML errors; a mod's map no longer requires copying the game's tile folder; in the editor — copying material properties between LODs, a brush that ignores water, folders for nested prefabs.

THIS BREAKS OLD MODS

The parameters for the vertical shield block arc are now split by direction: instead of `upper/lower_arc_when_defending_with_shield` — three pairs for blocking from above, below, and from the sides, plus variants for buckler and mounted. A module that overrides the old names in `native_parameters.xml` must switch to the new ones — otherwise its values will silently not be applied. Realistic Weather, Fourberie, and Useful Skips were updated for 1.5.3 within two days; for combat mods that modify blocking, check the version history.

Not just TaleWorlds

Realistic Battle Mod — 2.3 million downloads, third in the chart — went from 4.4.9 to 4.5.0.1 in two days and got an economy system: parties have their own purses, rewards for battles and raids, new salary tables. A new campaign is required. On August 27, a "Performance Test" branch opened on Steam — a beta for performance testing, with no changelog.



"The Small Council discusses the loading order" — editorial illustration

Iron Throne on 1.4.8

Realm of Thrones was released on 30 April 2021 and has accumulated 1,551,103 downloads on Nexus. Five years is a solid age for a mod, but in September 2026 it is growing faster than any other: 32,823 downloads in eighteen days, first place on the chart. What this mod is today, what it runs on, and who lives around it.

What it is

A full conversion based on Game of Thrones: Westeros and Essos of the War of the Five Kings replace Calradia. More than twenty kingdoms — from the Starks, Lannisters, and Targaryens to the wildlings beyond the Wall — hundreds of named characters, each house with its own troops.

Handcrafted by the team: scenes of King's Landing, the Red Keep, Winterfell, the Wall, Castle Black, Harrenhal, Riverrun, and Highgarden; event battles — the Battle of the Blackwater, the Battle of the Bastards, the White Walkers' invasion, and the final duel with the Night King; dragons, chariots, two-handed combat, serving in another party. The main characters are voiced — twelve actors, from Tormund to Tywin.

The mod's author is Carolina Warlord; the credits on the page list about twenty people, from event coders to coat-of-arms artists. The mod is built from four modules: core, content, map, and dragons. It requires Harmony, UIExtenderEx, and Mod Configuration Menu. It weighs in at just under thirteen gigabytes as an archive — this is the heaviest mod we have written about.

A year of versions

The mod went through four major branches in a year, and all four are still alive. 6.3.3 from November 2025 remained the last for game 1.2.12. 7.0 and 7.1 at the turn of March and April — for 1.3.15: Harrenhal, the interior of the Sept of Baelor, 130 pieces of equipment, 72 new militia. 8.0 three days after 7.1 — same 1.3.15, but with the naval mechanics of War Sails, and from this point the mod requires the expansion. 8.1 in mid-August moved to 1.4.8; 8.1.2 from August 24 fixes the Lannister stained glass windows, the gates of White Harbor, and adds models of Riverrun, Gulltown, and the Twins to the map.

Where the players are

Nexus counts downloads by file, and this is the only honest statistic of what game version people are actually on. The 6.x branch for game 1.2 — 427,462 downloads. Branches 7.1 and 8.0 for 1.3.15 — 219,419. Branch 8.1 for 1.4.8 — 33,637 in a month. In other words, most Westeros players are still on 1.2 — where the mod stopped being updated ten months ago. The top spot in the chart is mostly build 8.1: those who are finally moving over.

- game 1.2.12 — Realm of Thrones 6.3.3, without War Sails;
- game 1.3.15 — 7.1 without the add-on or 8.0 with it;
- game 1.4.8 — 8.1.2, only with War Sails;
- beta 1.5 — no build available.

What the file analysis found

Mod Encyclopedia analyzes the mod's code and cross-references it with the code of each game branch. No obstacles were found for the Realm of Thrones core on 1.2, 1.3, and 1.4. On the 1.5 beta — there are: the mod hooks into three game classes that no longer exist in their previous form in 1.5 — party rendering on the map, settlement position calculation, and bandit behavior. This is not a verdict, but precisely a caveat: on the beta the mod has not been tested by the author, and there is no build for it. The content module for 1.5 is marked red by the analysis. Installing Westeros on 1.5.3 now means being the first to find out what is broken there.

Seventy mods around

In the Mod Encyclopedia, seventy mods are gathered around Realm of Thrones: submods, patches, translations. The most popular are New Villages (31,580 downloads), New Hideouts 2 (31,098), the Turkish translation (24,693), Marriage Fix (22,005), the RBM patch (21,049), Landed Houses (20,046), and Family Lineage (14,926). A separate branch is Persistent Bannerlord: Realm of Thrones on the Steam Workshop, with 13,963 subscribers: the same Westeros, but on servers.

The most prolific author around the mod is X2357: besides Family Lineage, he has four "world states," each moving the campaign to a different era: Dance of the Dragons, Robert's Rebellion, Aegon's Conquest, and the Blackfyre Rebellion. All four were updated at the turn of August and September; only one can be installed per campaign.

What was released in two weeks

Since the last issue, five new pages have appeared around the mod. Tebanu released two in three days: Dynasty & Succession — legitimacy, succession order right on the clan page, oaths, and the ability for a companion to found their own house; and Blood Debts & Faceless Men — AI lords execute prisoners, the victim's house remembers, enmity blocks ransom and peace, and the Faceless Men come from Braavos with contracts on lords. Both have already received a patch: the first had its succession order fixed, the second — a crash when creating a campaign.

TheeNonVoterJim added Westerosi Expansion — a continuation of Families Expanded for the houses of Westeros. Plus Settlement Quartering and Military Logistics and Tolls — "the Frey house's favourite mod", tolls for passage. All on Nexus, all for 8.1.x.

The mod's family: what grew around it

MOD	DEMAND	UPDATED
Realm of Thrones	1,551,103	24 AUGUST
New Villages for Realm of Thrones	31,580	17 JULY
New Hideouts for Realm of Thrones 2	31,098	28 APRIL 2025
Realm of Thrones Turkce Yama (8.1 uyumlu)	24,693	16 AUGUST
ROT Marriage Fix	22,005	5 OCTOBER 2025
Realm of Thrones 6.0 - RBM Patch	21,049	7 MARCH 2025
Landed Houses ROT	20,046	14 JULY
Realm of Thrones - Family Lineage	14,926	1 SEPTEMBER
Russian ROT Realm of Thrones	14,387	22 AUGUST 2024
Persistent Bannerlord: Realm of Thrones	13,963	1 SEPTEMBER 2025
A Clash of Banner Kings - Realm of...	13,860	8 DECEMBER 2025
Realm of Thrones translation into Russian	13,150	11 FEBRUARY 2023
Settlement Icons - Redesign (For Realm Of...	12,039	6 JULY 2023
Realm of Thrones - Patch RU	9,317	28 MARCH 2024
Realm of Thrones - Families Expanded	8,898	26 JULY
Realm Of Thrones - Essosi Expansion	8,586	4 SEPTEMBER

ABOUT VOICE ACTING

The main characters of Realm of Thrones speak in English with the voices of twelve actors — this is part of the mod. "Voices of Calradia" from the previous issue does not cover these lines: it voices only the native game and does not play in Westeros. We warned about this in the special issue; we repeat it here.

New mods this week: 8 of 102

One hundred and two new pages in a week. Four of them are around Westeros; they are on the mod page of this issue. Here are the rest — those that already have a description in Russian.



Heroes Evolve

14 SEPTEMBER

ALEXROG

372 DOWNLOADS

RUNS ON

1.2

1.3

1.4

1.5

Allows non-player lords to gain experience, purchase equipment, and improve their skills over time.

Nexus



Death For All Compatibility Fix 1.4.8

16 SEPTEMBER

MSHAWNEE

145 DOWNLOADS

RUNS ON

1.2

1.3

1.4

1.5

Updates Death for All v5.2 for Bannerlord 1.4.8 to preserve survival logic while applying the configured death-rate factor.

Nexus



No Fog Of War (Updated)

14 SEPTEMBER

GODOVAHKIIN

141 DOWNLOADS

RUNS ON

1.2

1.3

1.4

1.5

Removes the Fog of War system, allowing players to reveal settlements, characters, or both in the game encyclopedia.

Nexus



Settlement Icons Updated and Extended

15 SEPTEMBER

ALX713

134 DOWNLOADS

RUNS ON

1.2

1.3

1.4

1.5

Adds configurable settlement icons for noble recruits, alerts, and other information to the campaign map.

Nexus



Commodity Map Compatibility Fix 1.4.8

16 SEPTEMBER

MSHAWNEE

127 DOWNLOADS

Updates CommodityMap Regional Economy Overhaul for Bannerlord 1.4.8 and War Sails.

Nexus



Bellum Affairs Marriage Compatibility

17 SEPTEMBER

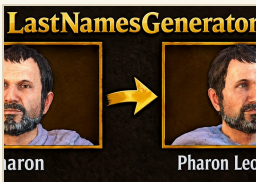
MSHAWNEE

122 DOWNLOADS

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

Compatibility patch allowing Bellum Civile's NPC marriage system to run alongside Affairs of Calradia's player marriage offers.

Nexus



Last Names Generator

14 SEPTEMBER

REVERSEZZ

115 DOWNLOADS

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

Generates last names for all lords and ensures children are born with them.

Nexus



Realm of Thrones - Westerosi Expansion

15 SEPTEMBER

THEENONVOTERJIM

112 DOWNLOADS

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

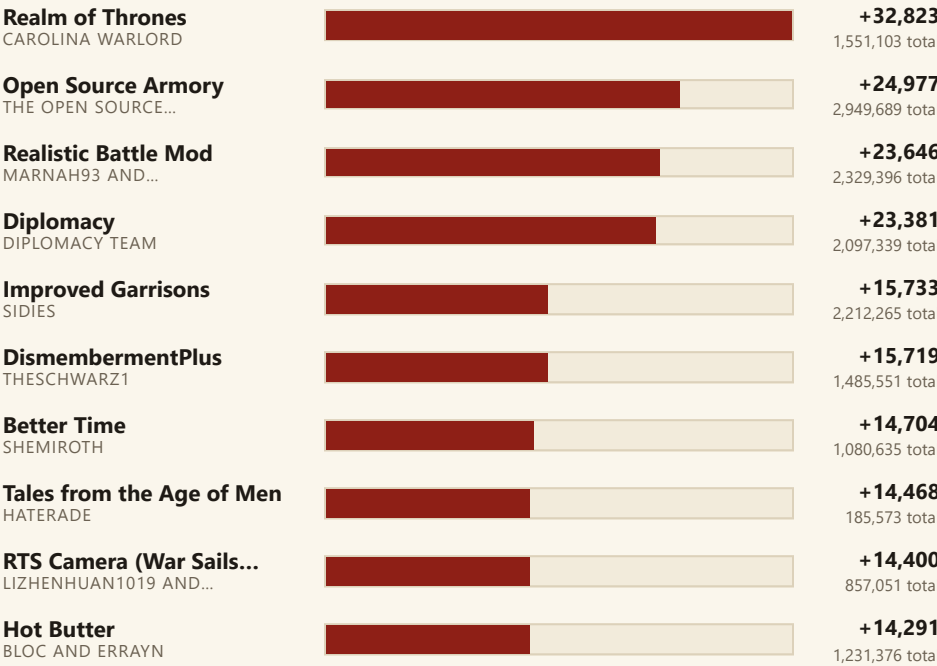
An immersive XML add-on for Mount & Blade II: Bannerlord that builds upon the Realm of Thrones - Families Expanded mod.

Nexus

Chart: what people downloaded

The measurement period from August 31 to September 18 — eighteen days. First place for a five-year-old mod is not a counter error: Realm of Thrones released a build for 1.4.8, and Westeros is moving.

DOWNLOAD GROWTH, 31 AUGUST — 18 SEPTEMBER



Newcomers of the month

MOD	AUTHOR	DOWNLOADS
Hairstyles DLX Extra	MIKKU9	7,329
Bannerlord Plus	SMOGGYQLBH	7,315
ForgeMaster - Smithing Expanded...	DARKSTYLEEE	5,787
Master Strikes	REVERSEZZ	3,043
DLSS 5 For Bannerlord	DRAKE	2,289
Blood of the Dragon	ALYSIRONWOLF	2,141

Will it run on the new version

The beta has reached 1.5.3, and the question "will it run" is asked more often than a month ago. Below is what can be said to "run" based on file analysis, not on the author's word.

4,550	4,344	4,204	4,063
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
Diplomacy (Fork)	CODE SCAN	2,097,339
Dismemberment (Plus) for v1.4.7	CODE SCAN	1,485,551
Detailed Character Creation	CODE SCAN	1,438,473
Better Time	CODE SCAN	1,080,635
Xorberax's Legacy for v1.4.5	CODE SCAN	1,054,882
RTS Camera	CODE SCAN	857,051
Raise your Banner	MOD FILE	844,722
Immersive Battlefields	CODE SCAN	807,296
Perfect Fire Arrows	CODE SCAN	800,999
BetterExceptionWindow	CODE SCAN	776,986
Character Reload	CODE SCAN	745,567
Banner Fix	CODE SCAN	724,651
MBFastDialogue	CODE SCAN	625,504
Tournaments XPanded	CODE SCAN	616,134

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

Westeros on game 1.4.8 with War Sails. The order in the list is the load order: the mod's four modules automatically go below Native, the rest — manually below them.

LIBRARIES — ABOVE NATIVE

- 1. **Harmony** — without it the mod won't launch
- 2. **UIExtenderEx** — the mod's interface
- 3. **Mod Configuration Menu** — settings; pulls in ButterLib

THE MOD ITSELF — FOUR MODULES, 8.1.2

- 1. **Realm of Thrones — Core** — core; 1,551,103 downloads for the whole page
- 2. **Realm of Thrones — Content** — houses, troops, scenes, events
- 3. **Realm of Thrones — Map** — Westeros and Essos
- 4. **Realm of Thrones — Dragon** — dragons

ONE TRANSLATION — FOR YOUR VERSION

- 1. **Russian Translation (RU) 8.1.x** — D1eNot, August 21; the only one for 8.1

DEEPER INTO THE LORE — A NEW CAMPAIGN

- 1. **Realm of Thrones Expanded** — lord biographies, 93 characters; load last
- 2. **The Dance of Dragons World State** — the Dance era; X2357 has four eras, only one is installed
- 3. **RoT: Dynasty & Succession** — heirs and oaths; released this week
- 4. **RoT: Blood Debts & Faceless Men** — executions, feuds, the Faceless Men; released this week

Which mods patch the same code

MOD	AND	OVERLAP
Realm of Thrones — Core	Realm of Thrones Expanded	NOTICEABLE, 3 PLACES
Realm of Thrones — Content	Realm of Thrones Expanded	NOTICEABLE, 2 PLACES
The Dance of Dragons World...	Realm of Thrones Expanded	NOTICEABLE, 1 PLACE

BEFORE UPDATING — REMOVE THE OLD VERSION

The folders of the previous Realm of Thrones in Modules are deleted entirely: remnants of old files are the number one cause of crashes on launch. Saves do not carry over between major branches; the "deeper into the lore" group requires a new campaign.

Nine Russian translations and one current one

On Nexus, Realm of Thrones has nine pages with Russian translations. Sort by downloads — and the first three were made for versions two to three years old. The one that fits the current mod is listed last.

How this happened

The mod changes faster than the translations. Each major branch brings new strings — Harrenhal in 7.0, naval mechanics in 8.0 — and a translation for the previous branch at best leaves them in English, at worst breaks what was already translated: a string with the same key but a different meaning. A translator who made a Russian patch in 2024 is long since working on something else by the time 8.1 comes out, yet their page lives on and keeps collecting downloads — by inertia, because it is the first result.

Who's who

- Russian ROT — FoxxGS, 14,387 downloads, last updated in August 2024;
- translation into Russian — -TX-Sever, 13,150, February 2023;
- Patch RU — Holastor, 9,317, March 2024;
- Russian 6.2 — graf-m, 5,332, for mod 6.2, game 1.2;
- Lixdrip, 5,128, July 2023;
- RU (1.3.15) — Zeozzz, 3,414, for mod 7.x, game 1.3.15;
- 8.0 Warsales — Tristramm, 3,318, for mod 8.0;
- RUS 6.3 — Neorganvv, 2,618, for mod 6.3, game 1.2;
- Russian Translation (RU) 8.1.x — D1eNot, 553, for the current 8.1.

Nine pages — and four of them do not mention the mod version at all. Five honestly state it in the title. For 8.1 — just one, and it has the fewest downloads: it was released on 21 August, and people search for "Russian patch" and take the top result.

How to choose

1. First the mod version, then the translation: 6.2 — graf-m, 6.3 — Neorganvv, 7.x — Zeozzz, 8.0 — Tristrammm, 8.1 — D1eNot;
2. The translation's update date must be later than the date of the mod version it was made for;
3. The translation goes below all four Realm of Thrones modules — otherwise the English strings will override the Russian ones;
4. Only one translation in the list: two localisations from different branches override each other, and which one wins is determined by the load order, not by you.

THE SAME GOES FOR OTHER LARGE MODS

This is not a problem unique to Westeros. The Old Realms, Eagle Rising, and Tales from the Age of Men each have several translations, and in every case the most downloaded one is the old one. In the Mod Encyclopedia, a translation now has its own card indicating which version it is built on, and RickLauncher offers first the one built for your game. More on this on the page "Our tools".

Five eras of one Westeros

Realm of Thrones begins with the War of the Five Kings. But the mod has four "world states", and each shifts the campaign back a century or two — to Aegon's Conquest, the Dance of the Dragons, the Blackfyre Rebellion, or Robert's Rebellion. All four were made by one person.

World state is not a story or quests, but a rewritten starting world: who owns what, who is related to whom, which wars are underway from day one. Author X2357 has released four such overhauls, and to them Family Lineage — 277 characters that stitch dynasties together across eras: Targaryens from Maekar I to Robert's Rebellion, a branch to the Baratheons, the Blackfyre bloodline. One era is installed per campaign, and each requires a new game.

Aegon's Conquest

The Seven Kingdoms do not yet exist. The Storm Kings, the Gardeners in the Reach, Lannisters, Harren Hoar at Harrenhal, Starks, Arryns, and Martells — all independent, while House Targaryen holds Dragonstone, three dragons, the sword Blackfyre, and ambitions. Aegon, Visenya, and Rhaenys have been overhauled with dragons, relatives, and equipment; early members of the Kingsguard have been added. The author honestly calls this a sandbox for a role-playing campaign, not a scenario.

The Dance of the Dragons

The Targaryen Civil War: Rhaenyra vs Aegon II, Blacks vs Greens. The Velaryons, Hightowers, Starks, Tullys, Strongs, Brackens, Blackwoods, and Lannisters have been reworked; dragon riders have been restored with saddles and equipment, and traces of the standard Realm of Thrones have been cleaned up so the campaign reads as native to the era of the Dance. The most downloaded of the four — 5,887 downloads.

The Blackfyre Rebellion

196 AC: Daemon Blackfyre challenges King Daeron II. In addition to house compositions and starting wars, there are custom story events with pictures and consequences — faction pressure, the course of the rebellion. The key figures are in place: Daemon, Bittersteel, Bloodraven, Baelor Breakspear, Maekar. The player decides whether the kingdom follows the red dragon or the black one.

Robert's Rebellion

The fall of the Targaryens and the rise of Robert Baratheon is the era closest to the main timeline and the most capricious. The author asks you to disable Realm of Thrones events and most of the plot wars in the mod settings: the event system is designed for the normal chronology. Starting wars are not always saved perfectly by the game — you may need to set them manually through Bannerlord GameMaster or Commander. Loads after Realm of Thrones, Family Tree, and Families Expanded.

Genealogies for all of this

Families Expanded (SyncWolf, 8,898 downloads) adds living and dead relatives to fourteen houses — from the Starks and Baratheons to the Florents and Farmans — so that the game's encyclopedia shows the connections; without Family Tree it is inconvenient to look at this. Two expansions by TheeNonVoterJim grow on top of it: Essosi Expansion — 190 characters, ten houses, rewritten politics of the Free Cities, the Dothraki Sea, and Yi Ti; and Westerosi Expansion, released this week — the same for Westeros.

LOAD ORDER

Realm of Thrones → Family Tree → Families Expanded → its expansions → one world state → Expanded last. Everything except the mod itself requires a new campaign: these files change the world before the first turn.

What to load on top of Westeros

Seventy mods around Realm of Thrones are not just translations and fixes. Some change what you play: the Night's Watch with a real oath, a world that recognises you by title, and Westeros on servers.

And Now My Watch Begins

The Night's Watch in the original mod is simple; samC00lkid rewrote it entirely. To take the black, you must go to Castle Black in person and speak the canonical oath to the Lord Commander. The decision is irreversible: a ruler renounces the throne, their lands return to the crown, and in exchange they receive scout equipment. The set is tied to the game's crimes: if you have offended the kingdoms, you can ask for the black instead of execution; for a serious crime, the ultimatum is "the Wall or the gallows." The mod tracks your distance from the Wall — go too far, and you are a deserter. 1,827 downloads.

A Life of Ice and Fire

Same author, 2,633 downloads: the world begins to react to the player's standing. Peasants, guards, and lords address you by rank and origin; the remnants of Calradia — terms, dialogue, sounds — are replaced with Westerosi ones. Code analysis finds overlap with the mod's core in two places: this is expected — that core is exactly what it modifies.

Landed Houses

20,046 downloads. Feudal houses from the books instead of Bannerlord clans: characters are sorted into their respective families — Clement Piper left the Tullys for the Pipers, Norbert Vance — to the Vances of Atrenta; where a house would have only one person left, non-canonical relatives have been added. Requires CC's Banners, loads below the mod's four modules. The author warns: with Customizable Titles enabled, a new game crashes — titles should be configured after character creation.

New Villages and New Hideouts

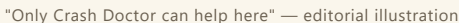
The two most downloaded submods — 31,580 and 31,098 — don't add any mechanics at all. New Villages places 19 village scenes on the map that won the TaleWorlds scene design contest: The Vale, the Riverlands, the North, Dorne, The Reach, Essos — each tied to its respective house. New Hideouts 2 does the same with hideouts from the second contest and removes three wight scenes so as not to break the walls. Both are scenes only, no code: they can be installed and removed mid-save.

Persistent Bannerlord: Realm of Thrones

Westeros on servers — a submod for Persistent Bannerlord on the Steam Workshop, 13,963 subscribers, assembled with the participation of the Realm of Thrones team. This is the only branch of the family living outside Nexus, and the only one where the Wall can be defended by ten players.

ABOUT MARRIAGE FIX

The third most downloaded submod, 22,005, fixes a crash when proposing marriage to members of your own clan. Made for Realm of Thrones 6.2 and game version 1.2.12; the author acknowledges that the bug may already be fixed in newer branches of the mod. Install on 8.1 only if the crash is reproducible.



Realm of Thrones is the heaviest mod for the game, and it is not installed the same way as the others. Five places where people get stuck, and what to do at each one.

There are five files on the page, and only one suits your game. 8.1.2 — for 1.4.8, and only with the War Sails module: without the expansion this file is useless. For 1.3.15 there are two options: 7.1 without the expansion and 8.0 with it. For 1.2.12 — 6.3.3, and this is the last version for that branch. The 1.5 beta is not supported by any file.

Second: remove the old version

Before unpacking the new version, remove all folders of the previous one from the Modules folder: ROT-Core, ROT-Content, ROT_Map, ROT-Dragon. Not "on top of" — remove them. The author writes this in caps on the page: leftover old files are the number one cause of a crash on launch.

Third: unpacking

The archive is a 7z file at thirteen gigabytes. Extract it with 7-Zip and verify that the extraction completed without errors: a corrupted archive causes a crash not at launch but later — when the game reaches a missing file. You need twice the archive size in free disk space — for the archive itself and for the extracted files.

Fourth: libraries and order

1. install Harmony, ButterLib, UIExtenderEx and Mod Configuration Menu — versions matching your game branch;
2. in the launcher, move them above Native;
3. the four Realm of Thrones modules will automatically sort below the native modules — that's how the mod is designed;
4. all other submods, translations and patches — manually below the four mod modules; Expanded — last.

Fifth: saves

Between major branches — 6 → 7 → 8 — saves do not carry over: the map, settlements, and house composition change. Within a branch (8.1 → 8.1.2) they do. World States, Expanded, Families Expanded and both new Tebanu submods require a new campaign: they change the starting world.

IF IT STILL CRASHED

Right at startup — almost always remnants of an old version or a library for the wrong game branch. When loading a save — a removed mod that is recorded in it; Crash Doctor will name it. When entering a city after a long pause — an incompletely downloaded archive. On the 1.5 beta — expected: there are no builds for it.



"There are mods beyond the Wall too" — editorial illustration

A second Westeros

Game of Thrones in Bannerlord may soon have a competitor — from someone who has already made one full conversion. For now it is just a map, and it only loads in the editor.

On September 17, on GitHub under [haterade22](#) — the name under which Tales from the Age of Men is being developed, the eighth mod on our chart — the first tag of the project A World of Ice and Fire, abbreviated AWOIAF, appeared. The pitch: a full conversion based on the War of the Five Kings, any of the great houses to choose from, unique troop trees for each house, a multi-stage career, event battles — The Whispering Wood, The Green Fork, The Blackwater.

What actually exists

Version 0.1.0 is a map. 1,562 settlements, including 222 hideouts, have been ported to the 1.5.3 schema and open in the beta scene editor without any other modules. The map's foundation is the A Dance of Dragons project, from which it was inherited. The mod does not yet run in the game: the code targets 1.4.5, the port to 1.5.3 is in progress, and the author honestly mentions three compilation errors. Saves from other mods, of course, will not be compatible.

What makes the project more serious than "just another mod based on the series" is the engine. It was taken from the author's previous conversion, Tales from the Age of Men: 49 modules, 35 game model overrides, thirty-something patch categories. In other words, the mechanics — careers, troops, combat AI — have already been tested in Middle-earth, and there is no need to rewrite them from scratch.

One continent, two mods

Realm of Thrones was built over five years, and its advantage is content: scenes, events, equipment, voice acting. AWOIAF starts from the other end — from systems. If the project survives to a playable version, Westeros in Bannerlord will for the first time have a choice, and Realm of Thrones will have a reason to speed up. You can follow the project on GitHub; it is not yet on Nexus or in the Workshop, and we will write when it appears.

AND ONE MORE INHERITANCE

On September 16, Ice and Fire — Armoury appeared on Nexus: an equipment module from the closed Ice & Fire conversion, released separately. Three hundred twenty downloads in the first two days. This is how builds appear in Bannerlord: one project closes, and its armor outlives it.

RickLauncher is out of beta

Two weeks in which we released more than over the entire summer: the public release of RickLauncher, three issues of the Mod Encyclopedia, and a major update to Crash Doctor. Briefly — what is available right now.

RickLauncher 2.4.0 and 2.4.1

On September 13, the 2.x line left beta. The previous public release was 1.3.6 from August 14, so for those who were not on beta, this is the biggest update in its entire history — more than five hundred changes. The main ones:

- a Mod Encyclopedia covering more than nine thousand mods, built into RickLauncher, offline, in six languages; a card for each mod and search for ones you do not have yet;
- the version of a mod that matches your game is installed, not the latest; a mod for a newer game version cannot be installed by any means;
- mods are selected as a list and installed without a single prompt; Harmony, MCM, and ButterLib are downloaded with one click;
- Steam Workshop right in RickLauncher, Nexus with eight threads on premium, ModDB works, large archives unpack several times faster — handy for the thirteen gigabytes of Westeros;
- green and red indicator on mods: the game worked with this set, and this one appeared after — and it has been crashing since;
- RLink — a mod set in one line in chat; the recipient gets the same set assembled for their game;
- the magazine you are reading — right in RickLauncher, in your language.

2.4.1 from September 19 — six days of analyzing what players sent. The Nexus update now takes the file that continues yours, not the latest on the page: previously, instead of Realistic Battle Mod, its naval part could be installed. If the needed version is not available, the closest one is taken, but for your game. A mod that named itself in its manifest as part of the game no longer hides from the list.

Mod Encyclopedia — 1.0.0, 1.0.1, 1.0.2

- the card says not "will break" but where: won't launch, will break save loading, will crash in battle, on the map, on exit;
- 178 unjust verdicts overturned — the game only loads declared libraries, not everything in the folder; among the exonerated: Empires of Europe 1700;
- Translations and continuations got their own cards — there are 2,617 of them; for Realm of Thrones, four identical lines became core, map, content, and dragons;
- 10,634 mods, descriptions in six languages for all of them; four themes to choose from.

Crash Doctor 2.1.0.0

- Nine new protections: execution without an executioner on 1.5, settlement without an owner, caravan dispatch after the naval update, first wave of reinforcements, siege start with an empty troop list;
- The crash report reads native dumps and names the culprit — a driver, an overlay, audio, or a mod library; a third-party report builder is no longer needed;
- The "Mods" tab checks the load order before launch: a module listed twice, a manifest the game can't read, a translation above its mod.

Our own work

Everything we make is free and requires no registration. Seven projects: four mods, Voices of Calradia, RickLauncher, and Mod Encyclopedia. Links are duplicated inside each mod, in the file LINKS.txt.



Crash Doctor

V2.1.0.0 32,196 DOWNLOADS

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

Fixed critical crashes: day change, first reinforcement wave, flag display, caravan send (1.4.7+), map load (1.5+), child birth...

Nexus



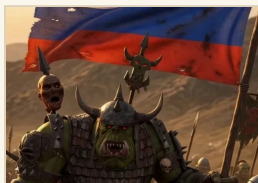
RTS Camera Universal

9,765 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

8,545 DOWNLOADS

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

Nexus



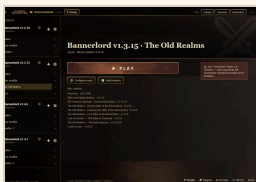
Lore-Hardcore — TOR Balance Overhaul

V0.1.9.84 2,498 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

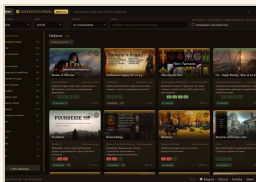


RickLauncher

2.4.1

Multiple game versions and builds side by side. Mod Encyclopedia built in, list-based installation, Workshop and Nexus, the latest...

GitHub

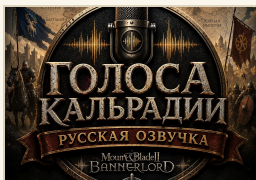


Mod Encyclopedia

1.0.2

Mod Encyclopedia covering 10,634 mods: where to download, whether it will work on your version, exactly where it will break, and...

GitHub



Voices of Calradia

V1.0.0.22

Russian voice acting for native lines: 833 lines, 2028 files with lip-sync. Data only. Details in issue No. 1.

Steam

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/ZDJZFxeMV

SUPPORT THE PROJECT

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

Colophon

Compiled on 22 September 2026 from a Bannerlord mod reference: 7,718 mods, 9,041 Nexus pages, 1,751 Workshop items, 187,392 version-history entries. Last crawl — 18 September 2026.

Figures for Realm of Thrones are from the mod's page on Nexus and from the Mod Encyclopedia, as of 18 September 2026; downloads by branch were counted from the page's files. The 1.5.3 beta changelog is official, published by TaleWorlds on 15 September. Rights to Realm of Thrones belong to its authors; to A Song of Ice and Fire — to George Martin and HBO. Download figures and compatibility verdicts are as of the issue's build date.

The "Our Tools" page and the "Workshop" section are about projects by the same author as the magazine.

Image credits

"Only Crash Doctor can help here" — editorial illustration — @CodeRickTg

"The Small Council discusses the loading order" — editorial illustration — @CodeRickTg

"The throne is taken" — editorial illustration — @CodeRickTg

"There are mods beyond the Wall too" — editorial illustration — @CodeRickTg

Bellum Affairs Marriage Compatibility — Nexus

Commodity Map Compatibility Fix 1.4.8 — Nexus

Crash Doctor — Nexus

Death For All Compatibility Fix 1.4.8 — Nexus

Heroes Evolve — Nexus

Last Names Generator — Nexus

Lore-Hardcore — TOR Balance Overhaul — Steam Workshop

Mod Encyclopedia — @CodeRickTg

No Fog Of War (Updated) — Nexus

Realm of Thrones - Westerosi Expansion — Nexus

RickLauncher — Nexus

RTS Camera Universal — Nexus

Settlement Icons Updated and Extended — Nexus

The Old Realms — Русский перевод — Nexus

Voices of Calradia — @CodeRickTg

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