CALRADIA

ISSUE NO. 3 — A MAGAZINE ABOUT MOUNT & BLADE II: BANNERLORD MODS — 10 OCTOBER 2026

SPECIAL ISSUE

RICKHUB & BANNERCODEX

The Mod Encyclopedia has moved to the browser, our projects have their own home, and 395 new mods have moved in.



"The move" — editorial illustration

10,489	mods on BannerCodex
395	new mods in the Mod Encyclopedia
1.5.4	every mod re-verified for this version
111,472	downloads of our mods and programs

URGENT

A library has opened in Calradia that doesn't need to be installed. The scribes are at a loss: there's nothing to unpack, and no one is writing anything to the registry.

THE MOVE

The Mod Encyclopedia has been moved to the browser. According to the inventory, not a single mod was lost in the move — but several were found that had been listed as someone else's for a hundred years.

THE CARAVAN

A caravan of 395 new mods has arrived at the gates of the Mod Encyclopedia. The gatekeeper asks that next time they be sent in at least two batches.

THE NEW HOME

The mod author has their own home — rickhub.net. Guests are asked not to knock: the door is open in four languages.

THE MOVE IS COMPLETE

In this issue

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From the editor

This is a special issue, and once again it's about our own projects. We're saying this upfront. Regular columns are condensed, there's no chart: the space goes to the theme.

Here is the story. In one week, the channel got two websites. On October 5, rickhub.net opened — a home for all our projects: mods, programs, magazine, news, and downloadable files in one place. On the 6th — bannercodex.com: the Mod Encyclopedia, which until now existed only as a Windows program, now opens in any browser, including on a phone.

On October 9, a major update to the Mod Encyclopedia itself was released: 395 new mods, a compatibility check for game 1.5.4, and a filter that shows only new releases. The website was updated the same day — that's how it will always be from now on.

Below — where things are, how the website differs from the program, which mods are worth looking at among the new ones, and what we fixed in the data. No marketing language: everything written here can be opened and verified by yourself.

— the editorial team @CodeRickTg



"The Workshop Is Open" — illustration by the editorial team

A home of our own

> For half a year, our mods and programs lived in other people's corners: something in the Steam Workshop, something on Nexus, something on GitHub, and news — only in the channel. Now all of this has one address: rickhub.net.

What's there

Every project has its own page: what it does, how to install it, which version is current, and where to get it. Crash Doctor, RickLauncher, Mod Encyclopedia, Voices of Calradia, the Russian translation of The Old Realms, Lore-Hardcore, RTS Camera — all in one place.

- downloads straight from the site, from our server — no GitHub, no VPN; if a download breaks off, it resumes from where it stopped, and every file has a checksum listed;
- all issues of the Calradia magazine in PDF, in all the magazine's languages — including this one;
- news: everything published in the channel is mirrored on the site, and older posts are easy to find;
- a separate page for the RickLauncher beta — for those who want new features before everyone else;
- a page for the game DUST with developer diaries;
- email for correspondence and collaboration: coderickhub@gmail.com.

Dark and light

There are two themes, and they switch with a button in the header: the dark "Workshop" — graphite and orange, and the light "Codex" — parchment and burgundy, like a page from an old book. The site is available in four languages — Russian, English, French, and Turkish — and picks the language automatically from your browser settings.

On mobile

The site is easy to read on a phone. Our programs only work on a Windows computer, so on a phone the "Download" button is replaced with "Send link to yourself". The magazine is an exception: the PDF can be read on a phone too.

Counter on the homepage

Above the project list there is a combined counter of downloads and subscriptions on the Steam Workshop, Nexus Mods, and GitHub. By the time of this issue, it shows 111,472.

> **WHERE WE ARE NOW**
>
> rickhub.net — all our projects, files, magazine, and news. bannercodex.com — the Mod Encyclopedia in a browser. The @CodeRickTg channel is still around: news is published there first, and questions and bugs are still best to write in the comments.

New mods this week: 4 of 53

> And these are the new releases on the platforms themselves this week: mods that have just come out. Not all of them have an English description yet, and without one a mod doesn't make it into the issue.



Convivium Living Feasts

6 OCTOBER FRANNCC 206 DOWNLOADS

RUNS ON 1.2 1.3 **1.4** 1.5

Transforms lord halls and settlements into social events where players can host or attend feasts to influence relations and engage in risky interactions.

Nexus



Valerian Ships

5 OCTOBER SPICERUB 86 DOWNLOADS

RUNS ON 1.2 1.3 **1.4** 1.5

Adds three custom Greek and Hellenic inspired ships to Mount & Blade II: Bannerlord.

Nexus



Burning Empires RBM patch

5 OCTOBER AGEKKA 82 DOWNLOADS

A patch for RBM that updates Burning Empires 2.0.

Nexus



Talk on the Map

5 OCTOBER REGGIESBUILDS 81 DOWNLOADS

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

Turns lord encounters on the Campaign Map into immersive 3D conversations with both parties present.

Nexus

Will it run on the new version

> Since every mod has been re-verified for 1.5.4 — here are the major mods about which we can say "it will run" not on the author's word, but based on file analysis.

4,752
MODS SCANNED FOR 1.2.X

4,549
MODS SCANNED FOR 1.3.X

4,436
MODS SCANNED FOR 1.4.X

4,277
MODS SCANNED FOR 1.5.X

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

MOD	EVIDENCE	DOWNLOADS
Diplomacy	CODE SCAN	2,120,123
Dismemberment (Plus) for v1.4.7	CODE SCAN	1,500,690
Detailed Character Creation	CODE SCAN	1,445,604
Hot Butter	CODE SCAN	1,246,103
Better Time	CODE SCAN	1,095,635
Xorberax's Legacy for v1.4.5	CODE SCAN	1,067,468
RTS Camera Command System	CODE SCAN	870,485
Raise your Banner	MOD FILE	855,672
Immersive Battlefields	CODE SCAN	820,354
Perfect Fire Arrows	CODE SCAN	812,357
BetterExceptionWindow	CODE SCAN	784,185
Banner Fix	CODE SCAN	736,911
Xorberax's Cut Through Everyone...	CODE SCAN	651,056
MBFastDialogue	CODE SCAN	626,012

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».



"A library you don't need to install" — editorial illustration

An encyclopedia with nothing to install

> bannercodex.com — the same Mod Encyclopedia for Bannerlord, just in a browser. 10,489 mods, compatibility with game versions, requirements, conflicts, and download links. Free and ad-free.

What's on a mod card

The reason people open the Mod Encyclopedia in the first place — it's all there. Each mod card answers the four questions that anyone building a modpack asks themselves.

- will it work on my version — game branch badges from 1.0 to 1.5 are visible right in the list;
- what else you need to install — the mod's requirements;
- what it will clash with — known conflicts;
- where to download — the mod's own page first, each link has a version and date.

Sections

Mods are arranged on shelves: global mods, troops, armor and weapons, combat, heroes, kingdom, settlements, map, interface, graphics and sound, banners and appearance, translations, utilities. Within shelves there are sub-sections, and translations are arranged by language: there are currently 606 Russian, 587 Turkish, and 447 Chinese.

Website or application

The Mod Encyclopedia application hasn't gone anywhere, and the website doesn't replace it. They are two entry points to the same database, and each has its own role.

- the website — when you need to quickly look up a single mod, send a link to a friend, or open the Mod Encyclopedia from a phone; nothing to install;
- the application — full database, offline search, favorites, ready-made builds, filters by features; unpack the folder and run it, nothing is installed on the system.

The website is available in Russian, English, Turkish, and French, and mod descriptions are translated into the page's language. It is updated on the same day a new version of the database is released.

Our mods

We added our own projects to the Mod Encyclopedia on the same terms as everyone else. The page for each of our projects on rickhub.net has an "Open the mod page" link — straight into BannerCodex.



"The next batch — in a week" — editorial illustration

A caravan of 395 mods

> On October 9 we went through Nexus, Steam Workshop, ModDB and GitHub again. 395 new mods moved into the Mod Encyclopedia, along with 112 new translations and 30 variants of already listed mods. Here is what among them is worth a look.

A quick note: "new in the Mod Encyclopedia" does not mean "released this week." Some mods are fresh, while others have been living on the platforms for a long time and only now got their entry — with compatibility checks, requirements and links.

Kingdom and politics

- Allegiance Overhaul — overhauls AI clan loyalty and the political balance: lords stop jumping between kingdoms without reason;
- Diplomacy Expanded — in-depth diplomatic and feudal mechanics, down to civil wars;
- Calradia Chronicle — a chronicle of your campaign: storylines are built from what you actually did;
- Remote Settlement Management — developing towns and castles directly from the clan screen, without travelling across the map.

Combat and sieges

- Siege AI Fix Light — smarter AI in sieges: cover, ability to take prisoners;
- Battle Instinct — AI troops seek cover and retreat in order, not as a mob;
- Voice Commander — voice commands to troops;
- Tournament Reward — tournaments become a ladder: fame, rating, gifts.

Worlds, equipment, and appearance

- Viking Storm — conversion to 9th-century England: Vikings and blood feuds;
- ROT Battle Atmosphere — for Realm of Thrones: more than eight thousand voiced lines in battle and battle cries of cultures;
- Forge Equipment — in the forge you can smith not only weapons but full armour from ordinary materials;
- Heraldry Studio — heraldry editor with thousands of symbols, backgrounds, and layers;
- True Bloodlines — children inherit facial features, height, and build from their parents.

How to find all 395

In the program, a "new in the Mod Encyclopedia" filter has appeared under "Features". It leaves in the catalogue only mods added by the latest database update — not updated ones, but specifically new ones. The filter works together with search, categories, and game version: you can, for example, open only new troop mods that work with your version. On the BannerCodex main page there are "New" and "Updated" tabs.

> **MOST NEW MODS**
>
> Combat — 62 mods, translations — 56, utilities — 48, armor and weapons — 47, kingdom — 42, interface — 36.



"1.5.4 Seal" — editorial illustration

Verified for 1.5.4

> New mods are half of the update. The other half is rechecking everything that was already there: for the version of the game currently on Steam, and with corrections to our own data.

Every mod — for 1.5.4

The Mod Encyclopedia knows game 1.5.4. Every mod has been rechecked for it. If a mod is missing something that was removed from the game, it is marked as not working on this version — and it is better to learn that from the Mod Encyclopedia than from a crash on load. And nine mods, conversely, now work with the new game versions.

What we fixed on our end

The Mod Encyclopedia, which checks other people's mods, is obliged to check itself too. This time we found the following.

- Diplomacy is again listed as an official mod. The Mod Encyclopedia had been treating it as a third-party mod: several old archives called it that, and it was mistaking a mod by another author on the Steam Workshop for the mod itself;
- The false "unofficial version" label under the name has been removed from approximately 1,400 mods — it is no longer written without reason;
- A translation is now linked only to the mod named in its title: previously, a single Chinese translation was counted as a translation for eight mods at once, including large armor sets;
- A large mod uploaded in several parts is shown as a single card, and its family is visible right on the first tab.

The update weighs less

Already in version 1.0.3.7, the Mod Encyclopedia stopped downloading the entire database: previously, any update meant almost 400 MB. Now only what has changed is downloaded, an interrupted download resumes from the same point, and everything downloaded is verified with our signature. If the Mod Encyclopedia is already installed, it will offer to update itself.

The program is now easier to use

- A mod card opens without lag;
- Tooltips in English, French, Turkish, and Chinese no longer merge into a single line;
- While the catalog is loading, it is visible;
- In "Our Mods," all downloads are shown: from Nexus, from GitHub, and Steam subscriptions.

What else has been released

> Websites aside, work on the programs did not stop. Briefly — what has been released since the last issue and is available right now.

RickLauncher 2.4.2

A major release focused on reliability: five days of testing the launcher end to end and fixing everything found. The update is applied automatically on next launch.

- Mods and saves are safe, even if the profiles file is briefly locked by an antivirus or OneDrive: the launcher no longer deletes anything;
- A profile with Europe 1700 launches again after a game update;
- "Cancel" means cancel, not "error"; an interrupted download resumes from where it left off;
- Only items that will actually prevent the game from launching are marked in red; warnings are marked in yellow;
- The launcher's text has been proofread in all six languages.

Crash Doctor 2.2.0.4

Six new crash protections: a clan without a leader, deployment during a siege, a settlement menu without the required locations, a missing villager in a town, a battle in The Old Realms with an army that has no culture, and starting a campaign with a non-existent equipment set. Honesty first — about our own bugs: on some installations, Crash Doctor itself could crash the game when changing a party's composition, and the fix for "destroyed parties returned to the map" was not working. Both have been fixed. Support for Linux and Steam Deck via Proton has been added.

Our own work

> Everything we make is free, no keys or registration. Now every project has its own page on rickhub.net: the latest version, description, and direct download from our server.



Crash Doctor

V2.2.0.4 38,879 DOWNLOADS

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

Fixed critical errors: crash on campaign map 20–30s after load, crash during siege deployment, crash when opening settlement menu…

Nexus



RTS Camera Universal

10,239 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

8,879 DOWNLOADS

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

Nexus



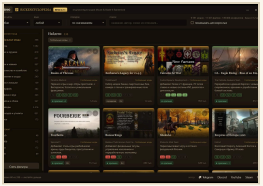
Lore-Hardcore — TOR Balance Overhaul

V0.1.9.84 2,537 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



Mod Encyclopedia

1.0.3.23

Mod Encyclopedia covering 12,046 mods: whether a mod will run on your version, what it requires, and what it conflicts with…

rickhub.net

BannerCodex

The same Mod Encyclopedia in the browser: 10,489 mods, four languages, updated on the same day as the database. Free and ad-free.

bannercodex.com



RickLauncher

2.4.2

Multiple game versions and builds side by side, Mod Encyclopedia built in, list-based installation. 2.4.2 is a release about…

rickhub.net

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 10 October 2026 from a Bannerlord mod reference: 7,984 mods, 9,432 Nexus pages, 1,888 Workshop items, 194,400 version-history entries. Last crawl — 7 October 2026.

BannerCodex figures are taken from the site's main page as of 10 October 2026; Mod Encyclopedia figures — from the database update summary of 8–9 October 2026 (program releases 1.0.3.22 and 1.0.3.23); download count — the combined rickhub.net counter (Steam Workshop, Nexus Mods, GitHub) as of 10 October 2026. Compatibility verdicts are as of the issue's build date.

This special issue is dedicated to projects by the same author as the magazine. We discuss this on the "From the Editors" page. The illustrations for this issue were drawn by the editorial team.

Image credits

"1.5.4 Seal" — editorial illustration — @CodeRickTg

"A library you don't need to install" — editorial illustration — @CodeRickTg

"The move" — editorial illustration — @CodeRickTg

"The next batch — in a week" — editorial illustration — @CodeRickTg

"The Workshop Is Open" — illustration by the editorial team — @CodeRickTg

Burning Empires RBM patch — Nexus

Convivium Living Feasts — Nexus

Crash Doctor — Nexus

Lore-Hardcore — TOR Balance Overhaul — Steam Workshop

Mod Encyclopedia — @CodeRickTg

RickLauncher — Nexus

RTS Camera Universal — Nexus

Talk on the Map — Nexus

The Old Realms — Русский перевод — Nexus

Valerian Ships — Nexus

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