

Bannerlord Mod Guide

Often used terms

There are few terms and buzzwords that users should be aware of since they will be mentioned throughout the guide and it's pretty common also outside, on various mod sources, forums and Discord channels.

- **Stable, Beta** versions - from early weeks of early access, there is a system of two developed branches. **Stable** is the one you get with standard installation of Bannerlord, but you can update to **Beta**, to get cutting edge but, well, less stable, features. You can find the latest versions on [Taleworlds news page](#).
- **Dependency** (or prerequisite) - many mods now are dependent on other or even several other ones. These dependencies provide basic functionality on which other mods are built on.
- **MCM** - [Mod Configuration Menu](#) in its full name, is by far the most used dependency out here and many mods are requiring it. It basically provides an in game menu for mod's settings.
- **Nexus, ModDB** - most used mod sources now. [Nexus](#) took a lead from Bannerlord launch and has by far most mods in its archives. [ModDB](#) is a more traditional source and also kinda preferred place for bigger and long term projects.
- **Vortex** - [mod launcher](#) made by Nexus team that could serve as alternative mod launcher for Bannerlord mods came from that site. Some players like to use it, others use a more traditional way - this guide will prefer the traditional way.

Differences between Warband and Bannerlord

New people to the Mount & Blade series could skip this.

Many people came from previous games from Mount & Blade series such as Warband and could wonder what happened with previous ways of installing mods, what changed generally, etc. Well, there are few differences.

We've got more freedom to install and pair mods since Bannerlord launcher now supports **running multiple mods at once**. Previous games didn't allow pairing of two or more mods, so people were required to choose just one mod, or bundle to play. They were fully dependent on modder's taste. That was an easier times when people were trying to find the best compilation for them or complete overhaul mods. It's over now, and a new age of **small utilities and gimmicks** is starting to reign as it doesn't matter how many mods you have activated at once now. It brings new challenges as it's often **complicated to pair similar mods**, but any freedom comes with costs.

Launcher itself looks a little different. In the past, you were used to choose only one specific mod, or Native package - which was a basic game. This native package is now splitted between **several native packages** - **Native, SandBox Core, CustomBattle, Sandbox, Story Mode**. These packages will be there even when other mods are present, and as you can imagine, will be overwritten when it will be needed.

You are probably familiar with mod sources such as [ModDB](#) and [Nexus](#). What's interesting is that **Nexus** took over the most mods as he was probably better prepared for the influx of huge amounts of little mods made in early days of Bannerlord. First wave of mods were also influenced by missing official mod tools, so they were mostly editing game behavior and didn't have access to implementing new models, textures etc. And that's also one reason why modder made tools (including mod dependencies) were made - to help modders overcome limited modding capabilities. You won't find functional **Steam Workshop** yet for Bannerlord too, probably due to the early access phase of the development. Honorable mention should go to the [Taleworlds forum](#) as it is an original source of the mods back in the old days when the series started and it serves its purpose in Bannerlord days too.

Mod sources

Bannerlord has 3 main sources for mods right now.

- [Nexus](#) - first place, where you should go, when you want to have a broader choice. There are so many mods that it is actually quite hell to choose good ones, so extensive use of filters are recommended. Try to **Sort by** an **Endorsements** or **Download** to help you a little. And have in mind that there will be some tools and dependencies on first places, so you won't need them unless some mod requires it. Always check the **Description** tab in mod detail to find possible installation guide. Another important tab is **Posts**, that sometimes have pinned important info about the mod, fixes to some of its bugs, or mod alternatives if it loses compatibility with the latest version of the game.
- [ModDB](#) - not many actually made mods there, but quite a lot of big mods under construction to follow their development - the ones that made previous games of this series famous. Mods from the [Lord of the Rings](#) world, [A World of Ice](#) world, several historical mods etc.
- [Taleworlds forum](#) - original place for mods. Has an active community, and also some effort to [clean up and categorize](#) many already made by modders.

Preparation and Installation

There are **several questions** which you need to ask yourself before any mod installation.

1. Do I have the right version of the game?

If you are using the Steam version, you should have an auto update on, and thus the latest **stable** version of the game. But to be sure, open your launcher and check one of the original modules (**Native, SandBox Core, CustomBattle, Sandbox, StoryMode**) there (as on the screenshot it is e1.4.1). After you are sure about the game version, check also the description of the mod to **verify that your mod (required version) and the game does match**.



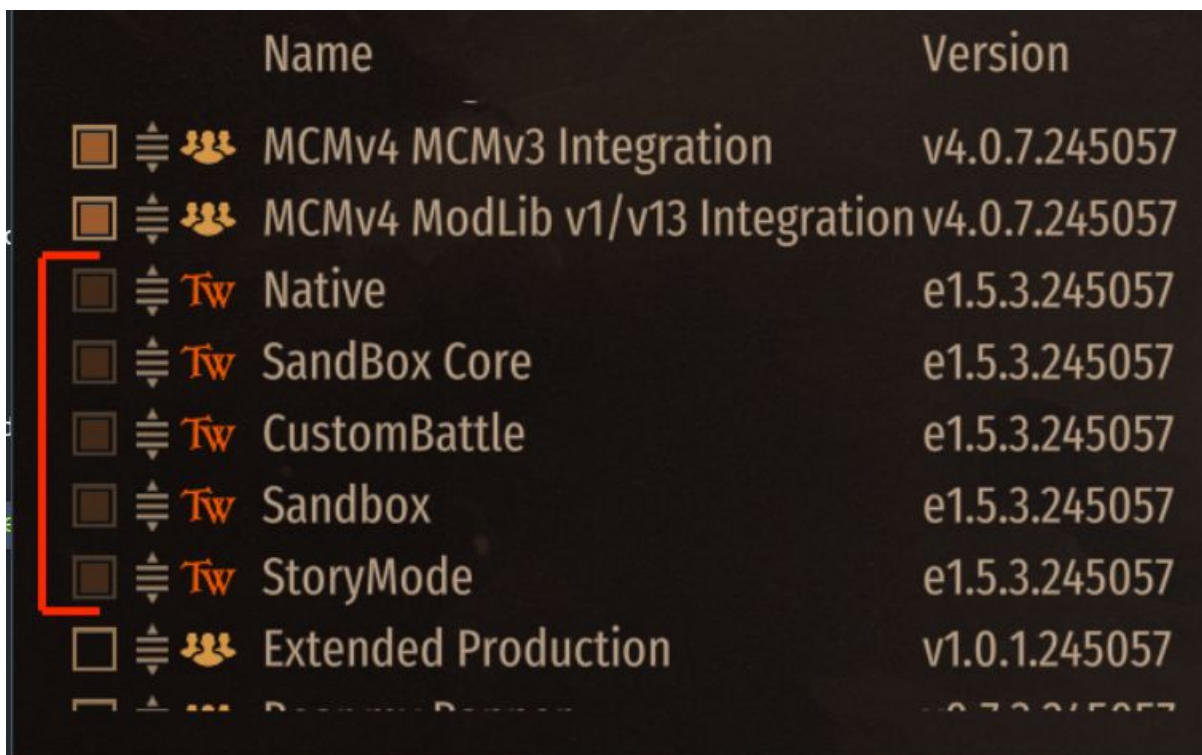
2. Do I know where to install mods?

Most mods will go to the **Modules** folder inside Bannerlord installation location - **root folder**. For the **Steam version**, the easiest way to get there is *[right click]* on *Bannerlord* in the *Steam Library > Manage > Browse local files*. Modules folder is expecting an individual folder of the chosen mod. But that's just for **most ordinary cases**. Sometimes you would also need to replace some other files elsewhere, so read the installation guide carefully (if there is no one, use the Modules folder).

3. How should the mods be sorted in the launcher?

This could be a little tricky part the first time - let's call this discipline **Mod flow**. Mod flow is basically about how individual mods load after each other. In another screenshot you can see a filled launcher with **native** modules (highlighted red - also TW logo) and **downloaded** modules (users logo). Some downloaded ones are before **native** ones (MCM), others after (Extended Production). We could conclude that some mods, tools, dependencies will require loading before **native** modules, and this

should be always stated in the mod's installation guide. If its installation guide is missing or there is no info about loading it before **native** modules, move them after native ones. It's worth mentioning that some mod's require their own **dependencies**, so the general rule is that **dependency should always be put before** the mod that requires it.



























	Name	Version
<input checked="" type="checkbox"/>	MCMv4 MCMv3 Integration	v4.0.7.245057
<input checked="" type="checkbox"/>	MCMv4 ModLib v1/v13 Integration	v4.0.7.245057
<input checked="" type="checkbox"/>	Native	e1.5.3.245057
<input checked="" type="checkbox"/>	SandBox Core	e1.5.3.245057
<input checked="" type="checkbox"/>	CustomBattle	e1.5.3.245057
<input checked="" type="checkbox"/>	Sandbox	e1.5.3.245057
<input checked="" type="checkbox"/>	StoryMode	e1.5.3.245057
<input type="checkbox"/>	Extended Production	v1.0.1.245057
<input type="checkbox"/>

4. Is it all? Do I need to do anything more?

Yes, you need to **activate it**. You can see a square on the start of every line. Filled square means it's activated, empty one otherwise. Feel free to activate or deactivate them as you need - you can save yourself redownload later.

5. Recommended - install MCM

I decided to add this step, because **so many mods have this dependency** and even when it's not used by any mod that you activated, it shouldn't do anything wrong. [Mod Configuration Menu](#) is a popular tool between modders that opens the in-game menu to change settings for individual mods. Its installation could intimidate some users because MCM itself has 3 other dependencies - [Harmony](#), [ButterLib](#), [UIExtenderEx](#). So you need to install them first in the order that you can see on the screenshot, and finally MCM itself. Activate them and you are good to go.

	Name	Version
  	Harmony	v2.0.2.0
  	ButterLib	v1.0.12.245057
  	UIExtenderEx	v1.0.3.245057
  	Mod Configuration Menu v4	v4.0.7.245057
  	MCMv4 MCMv3 Integration	v4.0.7.245057
  	MCMv4 ModLib v1/v13 Integration	v4.0.7.245057
  	Native	e1.5.3.245057
  	SandBox Core	e1.5.3.245057

6. **Recommended - Fixed launcher**

I know, another thing to do, but [Fixed Launcher](#) could be a useful little utility that will save you some time fiddling with Mod flow and changing mod order every time you reopen your launcher. It has also Sort button that could do ordering for you, but this feature still needs some work so I recommend to order manually. Fixed launcher should be installed straight to the **root** folder, so no Modules for it.

Common problems

In an ideal world, your game is running fine and mods are working as expected. But sometimes you'll need to overcome some additional problems.

- **DLL files of a mod are not unblocked**
This is not the case for every player but if your Bannerlord with activated mods crashes on the loading screen, this is one of the most common reasons. I'll go straight to the easy solution and recommend a great tool for easy unblocking them all - [Unblock DLLs](#).
- **Save game files are not compatible**
This is the similar problem as if you want to load a save game with a newer Bannerlord version - it could work, but also it could crash here and there. Even when the modder stated that his mod should be save game compatible, it's possible that it's not. Be prepared that when you deactivate or activate some mod and load your save game that you played with different mods, you could expect crashes etc. So use the **same set of mods with the same versions for one playthrough**.
- **Installed new mod and the game is still crashing? Validate steam files**
And there is already a nice guide for in the [Steam knowledge base](#). So why reinvent the wheel, right?

Debugging

If your game is still crashing, one of the mods is probably causing it. Common technique here is to try to **isolate problematic ones**. If you know when and where in game it happens, deactivate some of the mods, create a new save game and try to reproduce the bug. With this technique you should find which mod (or combination of mods) is causing the crash so you can probably tell if the **mod itself is buggy** or maybe there are **two mods doing similar things**. Solution is to use just the one that works well together or you can try to write a modder to find some solution. But please, test it and figure out the most probable reason before you write them - save their time.

Last words

Thanks for checking out this guide. If you have any comments, critique etc. do not hesitate to send me an email - info@mnbl.eu.

Logis, [Mount & Blade Library](#) - Czech & Slovak M&B portal