Librum for Skyrim SE/VR

Release 2.2.0

The Librum Team

May 18, 2021
A small request: if you enjoy my work, please consider contributing to my Patreon page at the link below. Although I certainly don’t expect any donations from users, these sorts of contributions allow me to continue improving and supporting Librum.

Patreon Link

2.1 Preamble

You’re lost in the woods, having narrowly escaped after scaring off a pack of wolves with your travel lantern. Your lantern’s oil finally runs dry, and it’s getting cold. You can conjure basic food and shelter, but your spells all seem to fizzle out in this weather. You need to gather wood in order to sustain a fire and survive the night. With little time to spare, you can’t search far for materials — luckily, you’ve fashioned a basic hatchet the night before, and you can chop down a nearby tree for lumber. After many failed attempts, you sustain a weak flame spell long enough to light your campfire. You fall asleep next to your fire, having prayed to Kynareth to fend off would-be predators. Despite a few interruptions in the night, the morning comes at last, and the sun finally breaks over the horizon.

Skyrim SE and VR are both wonderful experiences, but both very familiar ones. Even with all of the modern improvements, we visit the same locales and repeat the same adventures we have since the end of 2011.

Librum is a comprehensive gameplay, graphics, and content overhaul that attempts to change all of this. Combining together some of the best and most popular mods for Skyrim SE, a suite of new quests and adventures that outnumber Skyrim’s own, the tradition of great “hardcore” gameplay overhauls that have come before – like Skyrim’s _Requiem_ and _YASH_ or Oblivion’s _Oscuro’s Oblivion Overhaul_ – and a host of unique-to-VR immersion improvements, Librum brings new life (and new challenge!) to Skyrim in a way that has never been experienced before.

Librum is available for both VR and SE.
2.2 Installation Guide

For more detailed installation information, please see the Installation tab on the left.

2.3 User Comments

2.4 Credits and Thanks

I couldn’t have done it without the Librum team: Mashtyx, EllieMental, Snidely, JulieChaos, PrivateDelta, and tmt. They have been a huge part of this process, both creatively and in developing the modlist and its associated resources.

2.5 Contact

For any questions, comments, or suggestions, please join the Librum Discord server.
CHAPTER THREE

INSTALLATION

3.1 Video Tutorial

3.2 Text Guide

Librum is relatively lightweight, with most of the graphical draw coming from the ENB you select. Your mileage will certainly vary – I can only provide my own specs, but I imagine you will find good performance on a weaker system.

**Space Requirements.** Librum requires 38 GB of space for its downloads, and 70 GB of space for the installation. In total, you will need 118 GB free on your computer.

**Recommended Specs.** This was the machine I compiled Librum on. I get a very smooth 40 FPS, which gives quite smooth gameplay along with Oculus/SteamVR motion smoothing.

- **CPU:** Intel Core i7-7700HQ, 4 cores at 2.80 GHz.
- **GPU:** NVIDIA GeForce GTX 1060, 6 GB of VRAM
- **RAM:** 16 GB DDR4

Librum makes use of the excellent Wabbajack program to make its installation as fast and painless as possible. That said, there are a few, very easy steps involved in setting up Librum. We will go over each in detail, but they are summarized as follows:

1. Clean your Skyrim folder and disable the Steam overlay.
2. Load Skyrim, let it set your graphics, open it to main menu, then close it.
3. Install the Wabbajack desktop client from here.
4. Navigate to Librum under the Browse for Modlists tab.
5. Install Librum to a new folder outside of Program Files using Wabbajack.
6. Copy the Game Folder Files folder to your Skyrim VR or SE directory.
7. Start a new game, and wait until mod installation notes finish appearing in the top left.
8. Configure the Mod Configuration Menu (MCM) according to the instructions that follow.
3.2.1 Pre-Installation

These steps are only needed if you are installing Librum for the first time. If you only want to update Librum, jump straight to Updating.

Installing Microsoft Visual C++ Redistributable Package

I doubt you need to do this since you likely already have this installed. The package is required for MO2 and you can download it from Microsoft. Download the x64 version under “Visual Studio 2015, 2017 and 2019”. Direct link if you can’t find it.

Steam Config

- **Disable the Steam Overlay** - The Steam Overlay can cause issues with ENB and is recommended to be turned off. Open the Properties window (right click the game in your Library -> Properties), navigate to the General tab and un-tick the Enable the Steam Overlay while in-game checkbox.
- **Set the Game language to English** - Librum is entirely in English, as many excellent mods are English-exclusive. This may change in the future, but for now, I highly recommend playing the game in English. Open the Steam Properties window, navigate to the Language tab and select English from the dropdown menu.
- **Clean Skyrim** - If your Skyrim VR or SE installation is not newly installed, I recommend uninstalling the game through Steam, deleting the game folder, and reinstalling it. You should also clean up the Skyrim VR or Skyrim SE folder in Documents/My Games/ by deleting the contents in it.

Start up Skyrim

After you have done everything above and have a clean Skyrim VR/SE installation ready, start the Launcher and let it do the initial graphics check. Do not worry about the graphics settings at this point, as the Librum installation will replace them. Start the game and exit once you’re in the main menu.

3.2.2 Using Wabbajack

Preparations

Grab the latest release of Wabbajack from here and place the Wabbajack.exe file in a working folder. This folder must not be in a common folders like your Desktop, Downloads, or Program Files folder. It’s best to create a Wabbajack folder near the root level of your drive like C:/Wabbajack.

Downloading and Installing

The download and installation process can take a very long time, depending on your system specs. Wabbajack will calculate the amount of threads it will use at the start of the installation. To have the highest amount of threads and thus the fastest speed, it is advised to have the working folder on an SSD.

1. (Option 1) Open Wabbajack, browse for the modlist in the Wabbajack client, and click to download it.
2. (Option 2) Download the Librum SE or VR file from the main page on our website <https://librum-modpack.com>, and open it up in the “Install From Disk” option in the Wabbajack client. Do not place the .wabbajack file in the folder you want to install Librum to.
3. Once the download is complete, set the installation folder to somewhere that is not affected by UAC (Please do not put it in Documents, Program Files, or Desktop. Put it somewhere easy like C:/Modlists/Librum). The downloads path should automatically fill in the installation path, but this can be changed if needed.

4. Click the Go/Begin button.

5. Wait for Wabbajack to finish.

6. If you run into any issues, see the next section. If the installation is successful, proceed to Post-Installation.

**Problems with Wabbajack**

There are a lot of different scenarios where Wabbajack will produce an error. I recommend re-running Wabbajack before posting anything. Wabbajack will continue where it left off, so you lose no progress.

- **Could not download X.** If a mod updated and the old files got deleted, it is impossible to download them. In this case, just wait until I update Librum.
- **X is not a whitelisted download.** This can happen when I update the modlist. Check if a new update is available and wait if there is none.
- **Wabbajack could not find my game folder.** Wabbajack will not work with a pirated version of the game. If you own the game on Steam, go back to the Pre-Installation step and ensure you've started up Skyrim once before you open Wabbajack.exe so the scan can locate your installation.
- **Windows is reporting that a virus has been detected.** Windows 10 has started to auto-quarantine the usvfs_proxy_x86.exe file from the latest version of Mod Organizer 2, saying a threat has been detected. This is a known false positive confirmed by the MO2 Devs. You can fix this by adding an exemption for MO2 Folder to your Antivirus. Example for Windows Defender can be found here.
- **Cyclic Redundancy Check error during installation** This could be several things, but the first thing we would recommend is confirming that Wabbajack is not installed in your Documents, Downloads or Program Files folders, then delete the contents of %APPDATA%/Local/Wabbajack and re-open the app and try again. If this does not resolve the problem, it could be related to drive corruption and you should run CHKDSK on the drive in question.

**3.2.3 Post-Installation**

Now that Librum is installed, it is time to start the game up for real and create your character. The character creation process has changed with Librum, so we will give details below. Moreover, it is highly recommended that you configure the MCM after race selection as described below.

**Copy “Game Folder Files”**

Navigate to the installed Librum folder, where you will find a folder titled Game Folder Files. Copy the contents of this folder to the Skyrim root folder. If you don't want 3D sound, do not copy over x3audio1_7.dll and the hrtf folder.

**(VR) Optional: CAS Sharpener for VR.** If you find that the game is too blurry with the default ENB preset, I have included CAS Sharpener Note that it will compromise the “ominous” look of the default ENB.
Optional Plugins

Navigate back to the installed Librum folder, and launch the program ModOrganizer.exe. Before launching the game itself, take a look at the Optional category at the bottom of the Mod Organizer 2 mod list - you may need to expand the category to view the mods. I will go over each below and indicate if they are (Enabled) or (Disabled) by default.

Gameplay Customization

- **End Times** [Nexus] *(Enabled)* This plugin adds a sense of urgency to the Main Quest, and it ties in nicely with Librum’s re-centering of Skyrim around being the Dragonborn. Specifically, if you do not defeat Alduin within a certain amount of time (365 days by default, but configurable in the MCM), he will swallow the world (accompanied by a nice visual), and you will have to reload and try again. You will have a Doomsday Clock spell available, as well as configurable regular updates, to tell you how much time you have left. If you do not want this plugin, disable it in MO2.

- **Dragons from the Start** [Nexus] *(Enabled)* This plugin enables dragon encounters from the very beginning of the game (keep in mind there are no random dragons as of 2.0). This is highly recommended for Librum’s Dragonborn-centric play, and it is especially important if you use the next optional plugin. If you do not want this plugin, disable it in MO2.

- **No Perks on Level-Up** *(Enabled)* This is a core feature of Librum, so it is highly recommended. With this plugin, you will no longer earn perks when you level up; rather, you will have to spend dragon souls or discover special Librums (books) in order to earn perk points. This accomplishes two things. First, along with other mods from the core modlist, this re-centers the Skyrim experience on you actually being the Dragonborn. You will not progress without hunting dragons and advancing major questlines. Secondly, this reframes the role of perks in the Librum experience - because (especially at the beginning) they are much harder to obtain, they will form a much smaller part of your character’s identity, and your character will spend a longer time being a “normal person”. If you do not want this plugin, disable it in MO2 - but keep in mind that we’ve still implemented 1 perk every 2 levels instead of 1 for 1 to help maintain some semblance of balance with our vision.

- **Morrowind-Style Beast Races** *(Enabled)* This mod liberates the paws and claws of Argonians and Khajiits. Plan accordingly for their inability to wear boots! If you do not want this plugin, disable it in MO2.

- **(VR) New Voice Commands** *(Enabled)* This adds several new voice commands, to automate many of the features you’ll be using frequently: Open Map and Close Map, Call Horse, Spell Research, Drink Water and Fill Waterskin, Continuance or Get Status (for general health and hunger/thirst/fatigue status), and Sense Direction. If you do not want this plugin, disable it in MO2.

- **(VR) VRIK Controller Bindings** [Nexus] *(Enabled)* These are recommended controller bindings to go along with VRIK. If you are using an Index, you will need the latest community bindings. Unfortunately, some in-game button prompts will not align with these bindings. If you do not want this plugin, disable it in MO2.

- **(VR) Left-handed Settings** *(Disabled)* Self-explanatory. Make sure to also enable “Left-Handed Mode” in the in-game settings. If you are left-handed, enable this in MO2.

- **(VR) Auto Sneak and Jump** [Nexus] *(Disabled)* Automatic sneak and jump functionality for VR. You will need to edit the .ini file for the mod, please see the Nexus page for details.
UI Customization

The UI and UX of your game is a very personal and subjective choice, so we’ve included a few options for you to choose from:

- **Librum UI Customizer** *(Defaults to Magic Cards)* Right-clicking and selecting Reinstall Mod on the Librum UI Customizer will allow you to choose between several pre-installed fonts, compatibility patches/replacers, and UI/HUD Presets. When prompted by MO2, select **Replace Mod**. The fonts can be previewed here, as well as in the FOMOD installer. A massive thanks to all the authors who have given permission for us to include these!

- **Librum ENB Selector** *(Defaults to Ominous ENB)* Right-clicking and selecting Reinstall Mod on the Librum ENB Selector will allow you to choose between several included ENB options with various quality presets. If playing Skyrim VR, we’ve also included some reshade options for better sharpening.

Please note that if you have your Wabbajack Downloads folder outside of the `<Librum Install>/downloads` path, you will need to go to your downloads folder, copy the Librum ENB Selector and Librum UI Customizer.7z files to your `<Librum Install>/downloads` folder before you can Reinstall them in MO2 and use the FOMOD. Alternatively, you can change the Librum Mod Organizer 2 Downloads directory by clicking the “Configure settings and workarounds” button in Mod Organizer 2 (it looks like a screw and wrench crossed over each other) and changing the Downloads directory to whatever you selected when installing Librum in Wabbajack.

- **Undiscovered Means Unknown** *(‘GPS’ disabled by default)* Right-clicking and selecting Reinstall Mod for Undiscovered Means Unknown in MO2 will allow you to restore the ‘GPS’ functionality that shows the player on your map.

- **Darker Night Sky** *(Enabled)* This is SGS’s night sky texture, to go alongside the ENB preset we’re using. It is a darker texture with reddish auroras, and it fits in very nicely with Librum’s theme. If you do not use this, you will have the brighter and arguably prettier textures from Ethereal Cosmos. If you want Ethereal Cosmos textures instead, disable this in MO2.

- **SkyUI The Adventurer Theme Mod SE** *(Enabled)* If you want a nicer cursor and Oblivion-style inventory icons, this is the plugin for you. If you do not want this plugin, disable it in MO2.

- **Frenchsworn, Kitties Speak Spanish, Nords speak Deutsch, Italian for Tullius** *(Disabled)* These mods replace the voice and lip-syncing for the appropriate NPCs with alternate languages. Forsworn will speak French, Khajiit will speak Spanish, Nords (and some non-Nords) will speak German, and Imperials (not just Tullius) will speak Italian. Subtitles will remain in English, so make sure you have them turned on if you choose to use some or all of these optional mods!

Starting Librum

To start the game for real, start SKSE or “Play Librum” through Mod Organizer 2. This will be necessary every time you start the game; if you try to launch Skyrim through its default folder or through Steam, the game will be entirely vanilla.

Start a new game once you get to the main menu. You will start in the character creation area from **Nightmare of Lorkhan**. For more information on character creation, please read the **Strategy Guide** (but come back here after!).

If you want to read up on your character creation options, please see the **Character Creation** page.
Configure the MCM

Once you have created your character, wait until all the messages in the top left of the screen stop appearing and click Yes/OK to all message pop-ups that appear, and then open up the in-game settings and navigate to the Mod Configuration Menu (MCM). You will need to make several changes here to adhere to the suggested Librum setup. Unfortunately, very few of the mods used in Librum support FISS, so you will need to do this each time you create a new character.

If you are playing Librum with Skyrim VR, don’t forget to follow the VR Configuration section!

If you don’t want Survival Features: You still need to activate Frostfall and SunHelm, just deactivate them again after they’ve finished starting up. This is to avoid script bloat and is very important.

If you are updating from Librum 2.0: And wish to use the same save, we recommend that you open the Traits for Skyrim MCM, click Uninstall, and then re-select your traits with the new balanced costs and abilities by using the Medical History again.

Base MCM Configuration for SE & VR

1. **Follower Framework.** Under System, hit “Load from File”. *Note:* Capslock is set to “Followers Attack” and Y is set to “Command Followers”.
2. **Frostfall.** Enable it. Close the entire System Menu and wait for it to activate fully before moving on.
3. **Hunterborn.** Start the mod, close the MCM and once it has finished starting up reopen it head to Profile and select “Load Profile”.
4. **Lock Overhaul.** Activate the mod.
5. **PSDI Menu.** Make sure the mod is Active. *Optional:* Set a Hotkey.
6. **SoT Sleeping Encounters.** Uncheck “Allow Drowsy Effect”.
7. **Spell Research.** Import spells. It takes a bit to import everything, but you will get a popup once it’s all done.
8. **SunHelm.** Activate the mod. Close the entire System Menu and wait for it to activate fully before moving on.
10. **True Armor.** Scroll all the way down to Save & Load and select Load Balanced Settings (it’s on the right side).
11. **Vigor.** Start the mod.

Special Edition MCMs

1. **A Matter of Time** Head to Presets, and under User Settings, hit GO on Load user settings. *Note:* Not every UI option in the Librum UI Customizer has an AMOT preset. You’ll have to customize the mod yourself for the ones that don’t.

3.2.4 VR Configuration

If you’re playing the VR edition of Librum, this section covers some important additional configuration, as well as suggesting some tweaks you will likely want to make to settings and for 3rd party tools.
(VR) MCMs

1. **Nemesis PCEA.** Activate both options.

Mod Configuration Spells

1. **VRIK.** This configuration spell is available in the *Powers* tab. Calibrate to headset height, and then to VR scale.

Optional Voice Command MCMs

1. **Hunterborn.** Set the “Sense Direction” hotkey to “x”.
2. **Spell Research.** Set the “Spell Research” hotkey to “alt”.
3. **SunHelm.** Set the “Continuance” hotkey to “y”, and the “Drink Water/Fill Waterskin” hotkey to “l”.

(VR) In-Game Settings

Note that Wabbajack will reset some of the in-game Skyrim VR settings, which you will want to fix before continuing. Open the *Main Menu* -> *Settings* -> *VR Performance*, and apply the following settings:

- Untick Dynamic Resolution
- Untick the two “Disable LOD” options
- Other options can be configured according to your hardware. In particular, note the “Actor Distance” slider – keep this low or you will lag in towns and cities, even with the best CPU.

(VR) Natural Locomotion

If you don’t plan on using Natural Locomotion, turn off “physical sneak”.

This step is **not mandatory**, but it will significantly improve your VR experience. Download *Natural Locomotion* through Steam. It is an independent app, which allows you to walk around in VR games by swinging your arms (and possibly holding a hotkey). Although this sounds intrusive and unnatural, it quickly becomes a very natural way to move around Skyrim. As a bonus, it works for everything from Skyrim and Fallout 4 VR to *No Man’s Sky*.

In terms of configuring NaLo, I recommend the following settings (although it is up to taste):

**Common Settings:**

- *Allow jumping while crouched* - off.
- *Enable strafing by tilting head* - on.
- *Sticky buttons* - off.

**Edit Profile/Configure Buttons:**

- Enable walking with one of the following two options:
  - *Hands down the hip (buttonless).* This is newer, and may interrupt other actions, but feels more natural.
  - *Joystick touch* on right or left hand only, and *enable both hands with this button*. You will only move around when your thumb is on the joystick, but you do not need to hold any buttons down.

- *Enable jumping in place* - on, with button set to *right joystick up*. The “natural jumping” doesn’t always trigger when you want it to.

**Edit Profile/Configure Speed and Trackpad Emulation:**

- *Original trackpad/joystick* - set to *combine with movement*.
- *Desired trackpad/joystick orientation* - set to *head relative*.
When you want to play, first load up NaLo and click “Start selected profile” on Skyrim VR, and then launch Skyrim normally (SKSE through MO2).

Congratulations! You’ve completed the Librum setup, and you are ready to play. The next several sections will explain what Librum is and does, as well as provide support.

### 3.2.5 Updating

If Librum receives an update, please check the Changelog before doing anything. Always back up your saves or start a new game after updating.

**Wabbajack will delete all files that are not part of the updated modlist when updating!**

This means that any additional mods you have installed on top of Librum will be deleted. However, your downloads folder will not be touched!

Updating is like installing. You only have to make sure that you select the same path and tick the *Overwrite existing modlist* button. Note that some in-game settings will get reset when updating. Check them all again! Particularly, “dynamic resolution” and “disable lod” in the “VR Performance” settings menu.
4.1 Support and Community

Can you offer support in other languages? Unfortunately, since so many mods are English-only, Librum itself can’t be offered in other languages. However, I can offer support auf Deutsch, en français, en español, -.

I have a suggestion! If you believe your suggestion would be a good fit for Librum, and you don’t see it on our Trello or in our #suggestions channel in our Discord, please fill out this Google Form: https://forms.gle/4nBCPopDgrh1HpxX9.

I found a bug! If you’re certain it’s a bug, and you can reproduce it, please fill out this Google Form: https://forms.gle/kFw7c3kHHoULue4k7.

I found an error in the readme! I opened a channel for these comments specifically.

4.2 Setup and Installation

What are all the unchecked mods in MO2? These are all intentional. I recommend ignoring everything except the “Optional Plugins” at the bottom of the left pane, which are described in the readme.

How do I improve my framerate? I’ll be trying to improve the performance in the next few updates. For now, try turning down the in-game settings. In particular, supersampling and view distance (especially for actors and grass) are major culprits, and you can see if you prefer turning Dynamic Resolution off. If that isn’t good enough, the last resort is to disable the ENB.

I have enough XP to level up, but opening the skills menu isn’t working!
• Sleep 8 hours to level up. You have to wait a full day before leveling again.

When I level up, I still get a perk!
• Check your “Librum/overwrite” folder for a “SKSE/plugins/SkyrimUncapper.ini”, and delete it.

What are the weird enemies below [insert city name]?
• You’ve encountered Skyrim Underground. I’ve patched away the worst offenders, but I recognize that I’ve got some more work to do in this department.

What difficulty setting is recommended?
• I personally use Master, although the settings are all decently balanced. Feel it out for yourself, but don’t feel bad about decreasing the difficulty!

Apoapse — 02/17/2021 Some of the voice acting is too loud/not great.
• You probably have Death Consumes All active. If so, I did warn you =). If not, please let me know.
Apoapse — 02/17/2021 I don’t want survival features.

- This is possible. Activate SunHelm and Frostfall when the readme tells you to, but then exit and re-enter the menu and deactivate them again.

Apoapse — 02/18/2021 The Bashed Patch is disabled/several mods in the left pane are disabled/LOOT says to reorder the mods.

- This is all intentional, and messing with it will break your game.
Librum significantly affects nearly every aspect of gameplay; in this section, I explain all of the significant changes that have been made, and how they change the Skyrim experience. I will separate it here into various “modules” for ease of explanation – however, this does not reflect any clean-cut separations of Librum mechanics. Changes from the various modules overlap, affect one another, and work together to create a consistent Librum experience. For instance, Spell Research forces mages to interact with the survival elements of Librum, and these survival elements turn a quest like Clockwork into a precarious and time-sensitive escape mission.

With this in mind, here is a rough breakdown of what Librum accomplishes. Please see the tabs to the left for each facet of gameplay.

With every change, Librum attempts to adhere to the points of its core philosophy:

1. Librum is a game about being Dragonborn. Your dragon soul is a fundamental part of your character’s development, and there is no way to indefinitely avoid this destiny.

2. The world is static in ways that make sense, but dynamic in all others. The world is not centered around you, but it reacts realistically to the actions you take and the choices you make. In particular, the ways in which you interact with the world change as you become more powerful.

3. Magic in all forms is a dangerous, arcane, and powerful force. Magic can solve most any problem you have, but – as an example – acquiring a single Master-level spell might take a whole playthrough.

5.1 Character, Leveling, and Skills

Though they are expanded upon in more detail below, the following changes and mods are core to your character creation and are included here for ease of reference:

- **Races** - Legacy not only significantly changes your race’s abilities, but it also affects NPCs in the world. The race of a bandit you’re fighting is no longer just a cosmetic distinction, but will significantly impact how you approach the fight.

- **Standing Stones** - Curse of the Firmament overhauls the familiar vanilla standing stone buffs into more interesting trade-offs and decisions. You cannot interact with Standing Stones out in the world anymore, so if you want to change your stone once you leave Nightmare of Lorkhan you must head to the Curse of the Firmament MCM page and change your Stone there. Standing Stone abilities have also been distributed to NPCs in the world, so much as with Legacy it’s worth becoming familiar with these and considering how they will affect the way you fight.

- **Magicka** - Starts at 10. In the low magic setting of Librum, nobody is a mage at level 1 – however, those who are prepared to invest the time and effort into their magical studies will be greatly rewarded. See the Magic section for (much) more detail.

Librum makes several major changes to character progression, described by the following comparison table:
<table>
<thead>
<tr>
<th>Vanilla Skyrim</th>
<th>Librum</th>
</tr>
</thead>
<tbody>
<tr>
<td>Character progression happens primarily as you level, and primarily through the allocation of perk points.</td>
<td>Character progression occurs through four unrelated aspects of your character: spell/equipment progression, character level, collected dragon souls, and the discovery of <em>Librum Antiquums</em> in various places around the world.</td>
</tr>
<tr>
<td>Available equipment and enemies depend exclusively on your level.</td>
<td>Librum’s loot distribution is based on <em>Morrowloot Ultimate</em>, so equipment and enemies (with the exception of dragons) are entirely unleveled.</td>
</tr>
<tr>
<td>Higher level equipment can be made and improved at any time, mitigating any effect of leveled weapons and armor</td>
<td>Smithing now requires more knowledge than just a perk point; for instance, you need to acquire the <em>Ancient Knowledge</em> effect to make any Dwarven equipment, and Daedric smithing requires uncovering the secret of its construction. Improving equipment is no longer as effective.</td>
</tr>
<tr>
<td>Available spell tomes depend exclusively on your skill level, but are readily available at spell merchants.</td>
<td>Spell tomes do not exist, by and large, with the exception of select hand-placed tomes. Rather, all spell progression is done through <em>Spell Research</em>.</td>
</tr>
<tr>
<td>Perk points are gained when you level up.</td>
<td>You do not gain perk points through leveling. Using <em>Souls Do Things 2</em>, you will have a power to convert one dragon soul to one perk point. Leveling will continue to grant you 10 Health, Magicka, or Stamina.</td>
</tr>
<tr>
<td>Dragon souls are exclusively used to unlock dragon shouts.</td>
<td>Dragon souls have two purposes. They can be used to unlock perk points (as mentioned above), and you will have passive buffs applied depending on the number of unspent souls in your collection.</td>
</tr>
<tr>
<td>You can level up at any time by opening the Skills menu.</td>
<td>You must sleep for 8 hours in order to level up, in order to prevent level-ups in dangerous locations.</td>
</tr>
<tr>
<td>Perks are typically straight buffs to your existing skills, and form the core part of your character’s identity.</td>
<td>Librum uses <em>Vokrii</em> to mix up perk benefits and to help balance around having only a small handful of perks; a single perk investment in any tree replaces vanilla’s “20/40/60/80/100%” improvement perks or “Novice/Apprentice/Adept/Expert/Master” perks.</td>
</tr>
<tr>
<td>Standing Stones provide moderate benefits to an existing character build, and can be changed at any time.</td>
<td>Standing Stones entirely change your character’s make-up, thanks to <em>Curse of the Firmament</em>, but they can only be chosen during character creation.</td>
</tr>
<tr>
<td>Your race typically gives you a once-a-day power, as well as some moderate resistances.</td>
<td>Through <em>Legacy</em>, your race confers significant passive abilities. These typically change gameplay drastically.</td>
</tr>
<tr>
<td>You can open your map whenever you want.</td>
<td>Thanks to <em>Helps To Have A Map</em> you must have a Map of [Location] equipped in your shield hand to open the map menu. Maps eventually break the more you use them, and if you take damage with your map equipped.</td>
</tr>
</tbody>
</table>

In regards to world-leveling mechanics, Librum primarily takes inspiration from D&D and similar tabletop games. The core point here is, the type of adventure you go on changes as you become more and more powerful – while you may just be hunting wildlife at low levels, you progress to the point where you can go into certain dungeons and abandoned forts, and next to the point where you can handle more fantastical opponents: for instance, automata, undead, or otherworldly beings. After that point, the player starts doing really crazy stuff: going to planes of Oblivion, traveling outside of Skyrim, and truly saving the world. The world is largely *entirely unleveled*, so be prepared to run away a lot at the start of your journey!
5.2 User Interface

Librum makes a few changes to the default user interface, to (a) create a unique visual experience and (b) to improve the VR experience. For the first point, Librum uses SkyUI along with the excellent Dear Diary UI and pieces of the Adventurer Theme Mod in order to blend a Skyrim-style modern UI with touches of a more Oblivion-style classic visual theme:

We recognize that UIs, HUDs, Fonts and ENBs are all very personal and subjective choices, so as of 2.0 we’ve begun to look deeper at providing bundled options so you don’t need to go rogue just to make things look the way you like! To start, we’ve provided a Font Selector to switch between several different options along with two different HUD presets. We hope to provide many more options to come in future releases.

5.3 VR Experience

Librum makes larger changes in terms of controls. For one, it includes Dual Wield Block VR, Weapon Throw VR, Sprint Jump VR, VR Power Attack Fix, Haptic Skyrim VR, and Realistic Mining VR in order to better match player motions to character actions. With this suite of mods, VR combat is a much more natural experience, and you have all the options – such as blocking with an off-hand weapon or throwing your weapon – that you would expect. In particular, as we will further discuss in the next section, you can swing your pickaxe at any in-game rock (including, but not limited to standard ore veins) and swing your woodcutter’s axe at (most) any in-game tree or wooden object to get the resources you expect.

A big change in this direction is HIGGS VR, which allows you to use your hands to truly interact with the world. You can pick up items naturally and turn them in your hand, throw them at NPCs, or put them over your shoulder to put them in your inventory. You can drag bodies around (finally) to hide your crimes from the law, or grab armor pieces directly off of corpses without entering a menu. Finally, you have gravity-glove-like abilities, as in Half-Life: Alyx.
In a similar vein, Librum includes Dragonborn Speaks Naturally and SkyVoice to have the world respond naturally to your voice. Namely, when you begin reciting a dialogue option, the game will select it for you, and when you say the words of a learned dragon shout, you will use that shout in game. Not to worry, of course – thanks to Shout Pronunciations, the dragon language words of each shout will be shown in your shout menu.

Librum also includes MageVR, which generally overhauls the way you interact with spells and equipment. I recommend thoroughly reading its mod page for more information, but in short, it adds the following features:

1. Spells can be slotted to drawn “glyphs”. You can re-draw the glyph later to either equip or auto-cast the slotted spell, all without entering your menu.
2. Archery is realistic. You will need to manually retrieve an arrow from your quiver in order to fire another shot.
3. You can quickslot shouts and powers, usable through a gesture and hotkey press.
4. You are able to “immersively” loot a container, in which you manually drag loot from the container to your backpack.
5. You are able to “immersively” lockpick, in a way resembling the real procedure for a tumbler lock.

Last but not least, Librum includes the fan-favorite VRIK Player Avatar, which allows you to see your character in-game. Not only that, but VRIK provides several visible weapon holsters around your body – your calves, thighs, hips, forearms, upper arms, chest, stomach, and shoulders. To use these, hold your weapon over the appropriate holster (you should feel a haptic signal) and press “grip”. Hold “grip” and pull away to unsheathe. VRIK also allows you to go into “selfie mode”, by lifting your right hand above your head and rotating; you can finally see your VR character in his/her full glory!
5.4 Dynamic World

Continuing on with the theme of the last section, Librum includes a suite of mods designed to make static objects react to your actions. Along with the mods mentioned before, the key players here are Dynamic Things, Dynamic Things Enhanced, Incognito and Sneak Tools (which will come up again later).

The combined effects of these mods are as follows:

1. Any haypile or stack of wood you find in the game can be looted, and will decrease in size as you loot them.
2. Almost all “static” containers in Skyrim – crates, barrels, and others – can now be looted. They can also be destroyed with a woodcutter’s axe, which will drop all of their contents and firewood.
3. Most rocks can be mined with a pickaxe, giving you Hearthfire resources.
4. Most trees can be cut down with any axe, giving you firewood and other resources. (VR Note) You may need to power attack (hold the trigger) and reach “into” the tree with your axe.
5. You can drink or bottle liquids from mead barrels and similar containers.
6. Using your weapons or Destruction magic on training dummies and archery targets will yield experience.
7. You can harvest mammoth tusks from mammoth skulls you find.
8. Most “standard” objects, like barrels, urns, and small furniture, will be destroyed if you hit them.
9. Changing your face at The Face Sculptor in the Ragged Flagon will remove all crime and bounties from you. You can also hide your identity with hoods, face masks, or the Gray Cowl of Nocturnal.
10. Light sources around Skyrim can be ignited and put out, either by standard fire/frost effects or by the fire/water arrows included in Sneak Tools.
5.5 Survival and Realism

On the flip side, you have to appropriately react to Skyrim’s environment. The core of this, of course, is Campfire and Frostfall. Along with some more resource-adding mods (notably, Tentapalooza), these mods add a complete cold-weather survival system to Skyrim. Your character will be subject to Skyrim’s harsh climate, and you will need to bundle up, set up camp frequently, and avoid frigid water and inclement weather in order to survive. Mages will have various options to escape the cold (all compatible with Librum’s Spell Research mechanics!): summoning cloaks or various tents and shelters, transmuting or summoning materials, summoning a Fire Atronach for heat, or teleporting to safety, among others. Finally, your character’s survival skills will improve over time, unlocking various survival-themed perks available at a campfire.

You will also need to keep track of your hunger, thirst, and fatigue, thanks to SunHelm Survival and needs. You will need to maintain a supply of water (or alcohol!) and fresh or salted food in order to survive. Thankfully, these resources can be obtained from many sources. You can get water from snowbanks, wells, rivers, or the ocean – although it may have to be boiled for hygiene’s sake – and many NPCs are happy to share or sell water, if you ask nicely. Innkeepers will sell you bottles of water in their normal merchant menu, and refill your empty bottles and waterskin for a price. You can also add a hotkey in SunHelm’s MCM to drink and fill your empty bottles at water sources.

Getting food is a more involved process, thanks to Hunterborn. When you hunt an animal, you now need to properly dress and skin the carcass, using a hunting knife. On the other hand, you will have access to many more resources when you harvest from an animal carcass: more kinds of meats and animal products, pelts from each animal, and animal bones. Your hunting, foraging, bone-carving, and cooking skills will improve with each use, improving your harvests and giving access to new recipes over time.

Sleep is also more complicated than it may seem. Although it is necessary both for general survival and to level up, it is fairly dangerous to fall asleep in Skyrim’s wilderness or in its dungeons. Thanks to Sands of Time Sleeping Encounters, any time you fall asleep, you will have a location-dependent chance of being attacked during the night. This is particularly true in dungeons, making it imperative to either (a) quickly get to safety or (b) bring along a follower or lay traps. Finally, through Sunhelm, diseases have become much more dangerous. Instead of applying a minor debuff to your stats, each disease will now progress through various stages, with many becoming deadly if left untreated. To
avoid this all-new danger, you will need to take care to apply Resist Disease effects, properly prepare your foods and water, and try not to get bitten or scratched in fights with wild animals. If you do contract a disease, and it doesn’t go away on its own, you will have to rest up, find an alchemical cure (unique to each disease), or pay through the nose for a priest to dispel your illness.

5.6 Combat and Enemies

Librum uses a slew of mods to improve the combat experience overall, with a strong focus on making each fight (within reason) a dangerous and harrowing experience.

For general combat, Librum combines its many new VR options with Blade and Blunt, Vigor - Enhanced Combat, Mortal Enemies, Skyrim Revamped - Complete Enemy Overhaul, Know Your Enemy, and Morrowloot Ultimate. The former two mods add an element of dynamism to combat – instead of standing and swinging your Touch controllers wildly (or spamming the LMB), you will need to duck, weave, and carefully time both your attacks and your blocks. Knowing when to press your advantage and attack when an enemy is staggered or off-balance will grant significant damage bonuses – but these bonuses also apply to your opponents, so make every attack count and don’t leave yourself vulnerable!

Managing your Stamina (and therefore carry weight, thanks to Cobb Encumbrance) is more important than ever, and you will be rewarded for learning how each weapon handles in terms of speed and reach. Blocking will consume stamina first (before overflowing into health) and may not always be the best option compared to dodging and positioning. Vigor also introduces the concept of “Poise” which is a hidden stat that’s based off of your armor weight and stamina total. As you lose health your poise will decrease, and when it reaches 0 you’ll be staggered and your Stamina reduced based on how far past 0 poise was surpassed.

Know Your Enemy and Morrowloot Ultimate step in before you’ve even started a fight, with the latter deleveling all enemies, so you’ll have to make sure you’re properly prepared to be wherever you’re going. The former drastically changes enemies’ resistances and weaknesses, forcing you to plan in advance before a difficult fight. It adds a variety of traits to armor and creatures to provide different resistance levels to various attack types – for example, arrows will be able to pierce through most light armors, but will be significantly weaker against metal/heavy armors. These changes combined with AI tweaks and minor mods (like Multiple Floors Sandboxing) will make any fight a life-or-death experience that rewards careful planning and intelligence. There are no one-size-fits-all solutions to combat.

Potions are no longer instantaneous and spammable, instead drawing their effects out over 10 seconds. No longer can you pause the game seconds before a power attack hits you and spring back to full health to survive the hit! Potions have also been distributed to most NPCs and they will use them intelligently to restore their health/magicka/stamina, boost resistances and utilize invisibility.

Pay close attention to the passive bonuses given through Legacy and remember that they now apply to NPCs as well as the player. NPCs have also had Standing Stone passives distributed to them through Curse of the Firmament, potentially creating some tricky and unpredictable combinations to overcome. If you’re fighting an Orc and they suddenly burst into ‘flames’ and dramatically increase in power, that’s Legacy at work.

Combining nicely with these AI and combat tweaks, Librum adds several new classes of weapons through Heavy Armory and other, smaller weapon mods. You can now wield anything from spears and tridents to staves and clubs, and all of the new weapons control smoothly under VR. In particular, a spear will “feel” like a spear, instead of the
slightly-more-awkward-sword it was consigned to being in 2D Skyrim. You can also throw any of these weapons, allowing you to finally play the javelineer you’ve dreamed of.

Special attention has been given to wild animals, combining SkyTEST - Realistic Animals and Predators with Savage Skyrim. Animals will go about normal animal behaviors: hunting prey, running from predators or competing with other predators, raising cubs, and finding mates. Bears will hibernate in the winter, animals will search for food and water, and, importantly, they will not report your crimes. There will also be significantly more variety in different animals, with many animals now sporting different colorations:

Savage Skyrim goes one step further, however, combining the several graphical mods from Rougeshot over the years. Many enemies now have more unique, more characteristic, and (often) more terrifying body structures. Dragons and vampire lords have gotten larger wings; Dwemer constructs, spriggans, and spiders have become more imposing; and many other animals and creatures have undergone similar changes.

Of course, dragon combat still forms the foundation of Librum, and dragons are not excluded from our tweaks here. Firstly, there is now a much wider variety of dragon types available, thanks to Splendor and Diverse Dragons Collection. They have all each been given unique names through Zim’s Dragon Improvements, and they all talk to you during your fights. Along with changes to make dragon combat more difficult and dynamic, this combination turns each dragon fight into a unique boss fight, rather than another generic Skyrim opponent.
Finally, Librum turns Skyrim’s half-baked sneaking mechanic into a stealth experience worthy of the *Thief* franchise. With the many thoroughly researched changes from Realistic AI Detection, you will now need to use darkness and silence to your advantage. Many dungeons have undergone significant lighting improvements, which you need to make use of as you sneak around enemies’ now-more-realistic detection skills. Speaking of the *Thief* franchise, Librum adds many new tools of the trade to aspiring rogues, courtesy of Sneak Tools. You can now knock unsuspecting opponents out with your bare hands or a blackjack, ignite and extinguish light sources with fire/frost magic or fire/water arrows, and better navigate your environment with rope arrows. You can also set things ablaze after hitting them with oil arrows, fool opponents with noisemaker arrows, and conceal your identity with various masks and hoods (a la Grey Cowl of Nocturnal).

### 5.7 Magic

When you start Librum, you need to change your fundamental expectations of what being a mage looks like in Skyrim. Though the magic of Librum can be described as low magic, it is equally apt to call it deep magic. As you’ll see below, the systems surrounding magic have been expanded upon greatly to introduce new schools and nuance to the casting of spells. Not only that, the process of becoming a mage isn’t assumed to have happened sometime before level 1, but rather will be a core focus of your playthrough should you intend to take up the esoteric arts. No longer will you be shooting flames from your hands from the moment you step into the world, instead you’ll be hitting the books (or paper rolls, in this case) to study magical artifacts and painstakingly research your spells. Did I mention you start with 10 Magicka Better bring some bodyguards along!

The process for obtaining new spells adheres to the `Spell Research http-swww.nexusmods.com/skyrimspecialeditionmods20983` format. In short, spell tomes no longer exist, by and large, with the exception of certain hand-placed tomes. This means that you will need to research to discover each new spell, in one of three general fashions

1. Researching existing spells. Using your research journal, you can spend time studying any spell already in your possession, in order to increase your knowledge of the spell’s various archetypes. For instance, studying Lesser Ward would improve your knowledge of Restoration magic, of shielding spells, of magical force inducing spells, of self-targeting spells, and of concentration spells. This is slow, but a very straightforward method of progression for existing mages.
2. Distilling and studying alchemical ingredients. Using an alembic or a cauldron, you can distill alchemy ingredients into concentrated serums, which you can then (a) use for interesting crafting recipes or (b) study to improve your knowledge of their effects. This is relatively fast, but expensive and terribly confusing.

3. Beating the shit out of valuable artifacts. Along your adventures, you will come across all manner of new magical artifacts, ranging from the relatively commonplace enchanted weapon fragments to the dangerous and rare Grimoires. By studying magical items, translating old tomes, or destroying all of these artifacts, you can learn a huge amount about various spell archetypes, or even gain new spells automatically. However, these methods can be finnicky and dangerous, and they may harm you more than they help.

Once you’ve learned enough about the spell archetypes you’re interested in, you can attempt to write magical theses and apply them towards gaining a new spell. If you are skillful, lucky, and not mentally drained, you may discover a new spell that fits the archetypes of the theses you wrote.

Now, there are several important gameplay consequences of this system. Existing mages will have an easier time learning new spells than new apprentices – if you don’t have any spells to start with (which may well be the case), you must study alchemical ingredients or artifacts in order to improve. Furthermore, as spell tomes are largely unavailable, you will have to make do with lower level magic than is otherwise the case; learning your first Adept or Expert spell, for instance, is a very difficult process.

On the other hand, Librum adds many new spells and classes of magic, organized loosely around the `/grave.ts1 Mysticismhttp-www.nexusmods.comskyrimspecialeditionmods27839` framework. Mysticism itself rebalances all of the vanilla spells, and it adds a wide swath of new spells corresponding to those of legacy Elder Scrolls games. The list below gives some examples, but is noncomprehensive

- **Open X Lock.** Instantly open any lock of the corresponding level. Mark and Recall. Set a location with Mark, and instantly teleport there with Recall. Absorb Health. Drain a target’s health pool, and restore your own the same amount. Weakness to X. Inflict a target with weakness to a given spell type. Reflect Damage. For X seconds, a percentage of received melee damage is reflected back at your attacker. Command. For X seconds, targets up to a given level are placed under your control. Slow Time. For X seconds, the caster’s perception of time is slowed by a given percentage.

Mysticism makes these effects – and many more – available in a number of different formats. This pairs particularly nicely with Spell Research, because each spell type is available in a variety of archetypes, and so the spells you discover are truly unique to your character. For instance, each elemental effect is now available in cloak, bolt, stream, on-touch, wall, and rune formats, each at several different magic levels. This means that, where vanilla only had the novice Flames spell in the stream format, Mysticism gives the novice Flames, the adept Greater Flames, and the (very well-animated) master Flames of Oblivion spells.

In addition, unique spells from previous games make a comeback. These range from Destruction spells like Finger of the Mountain and the fan-favorite Enemies Explode to unique Conjuration spells, allowing you to summon any type of weapon as well as various types of Dremora, Skeletons, and other creatures. Notably, through `/grave.ts1 MagistrateLevitatehttp-www.nexusmods.comskyrimspecialeditionmods24695` , Morrowind-style levitation has also been reintroduced to the game.
This is just the core of Librum’s magic offerings, however. Through the addition of several curated spell packs, Librum opens up many more-specific branches of magic.

Earth, Wind, and ~Fire~ Water Magic. Cast the same Mysticism-style destruction spells for the elements of earth, wind, water, and poison, thanks to `Elemental Destruction Magic http://www.nexusmods.com/skyrimse/specialized/Witchmagic`

Certain enemies will resist or be weak to these elements, and Vokrii perks have been changed to reflect these new additions. You can also summon earth, wind, and water atronachs, in the same style as the vanilla elements, and you can apply enchantments that make use of these new elements. Shadow Magic. Teleport through shadows, cloak areas in darkness or reveal important items in existing darkness, and draw power from the shadows around you, with `Triumvirate’s http://www.nexusmods.com/skyrimse/specialized/Triumvirate`.

Blood Magic. Use your health in place of your Magicka to cast spells, with `Ace Blood Magic http://www.nexusmods.com/skyrimse/specialized/AceBloodMagic`

You can also manipulate blood in the environment, with bleeding effects, blood-mists that can infect opponents, and defensive orbs or pools of blood. Nature Magic. Follow the path of the druid, using nature-themed spell schools from Triumvirate and `Forgotten Magic Redone http://www.nexusmods.com/skyrimse/specialized/ForgottenMagicRedone`.

Draw power or healing from the environment, infect your target with damaging spores or poisons, or grow various damaging brambles, vines, or mushrooms around your opponent. You can also call unique animals to aid you in combat, or take the form of these animals to gain unique abilities. Expanded FireFrost-Shock Magic. Use Forgotten Magic Redone’s heavily expanded elemental options to add new combat mechanics to your Destruction mage. Teleport around the battlefield through shock gates, surround yourself with a glacial fortress or freeze would-be attackers solid, or drop meteors on distant opponents. Holy Magic. Call upon the Divines to aid you in your quest, using spells from `Dawnguard Arsenal http://www.nexusmods.com/skyrimse/specialized/DawnguardArsenal`

as well as Triumvirate and Forgotten Magic Redone. Sun spells have been expanded to match the other elements, but you can also bless your weapons in combat, protect and buff nearby allies, or summon divine weapons or guardians to fight on your behalf.

Shaman Magic. Triumvirate offers something for the follower of the ancient Nordic pantheon, as well. Summon Nordic totems to heal you or damage your opponents, consecrate your surroundings to gain an easily-accessible sanctuary, or look upon the land from the eye of a bird. Celestial Magic. Applying the two spell schools from Cosmic Spells , you can unlock the powers of the Magna-Ge. Teleport targets through wormholes or draw them with gravitational force toward a summoned body, place Umbral Orbs or Luminous Crescents around the battlefield to extend your cosmic powers, or deal lunar or void damage.
to your opponents. Daedric Magic. Through Triumvirate, Forgotten Magic Redone, and "Zim's Dremora Improvements https://www.nexusmods.com/skyrimsevisedition/mods/12128", unlock the magic of the Daedra. Cast the same (now heavily-expanded) fire-based protection and Destruction spells as Dremora, summon all manner of new Daedra, or banish targets to Oblivion. You can also apply a whole selection of new curses, or bind enemy spirits into your summons for stronger effects.


Note that almost all of the above spells must be discovered on your own, through Spell Research. Because of this, you will naturally tend toward a specific magical niche (which may not align at all with the spell classes listed above), dependent on your experience in the different magic archetypes. In this fashion, Librum turns Skyrim’s vanilla eat a book magic system into a truly immersive research experience; you will be able to discover nearly any sort of magic you can imagine, but you need to dedicate yourself to studying the secrets of magic.

When it comes to actually casting spells, Librum also adds a new element of challenge in the form of "FIZZLE https://www.nexusmods.com/skyrimsevisedition/mods/18180". If your magic skill isn't high enough to comfortably cast a certain spell, there is a chance that it will fail on the spot (but still drain your Magicka!). This is affected by other environmental factors, forcing mages to adapt appropriately to Skyrim’s harsh climate; for instance, if you are suffering from frostbite, your magic skills will be significantly reduced, and most of your spells will fail.

Even after all this effort to acquire materials and research a spell, it will be very weak to begin – as you cast them and begin to specialize in schools of magic, you will organically grow more powerful thanks to "Better Magic Progression https://www.nexusmods.com/skyrimsevisedition/mods/16269" allowing your abilities to develop through use.

When it comes to Enchanting your own magical items of power, the list includes "Enchanting Awakened https://www.nexusmods.com/skyrimsevisedition/mods/18558" to further provide avenues of specialization and complexity to the experience. There are now three schools of Enchantment Aether, Chaos and Corpus, and a fledgling enchanter must choose which path they will go down carefully as they are mutually exclusive. Soul Trapping has become a more central focus to the life of an enchanter, with the vast majority of soul gems in the world now coming unfilled. Several additional tweaks have been made to enchantments themselves, and if you wish to produce powerful items you will need to invest valuable perks in your chosen specialization.

5.8 The Dragonborn Story

Librum is designed around your character being the legendary Dovahkiin. However, the vanilla experience didn’t fit our vision for what it means to be Dragonborn, and what the The Dragonborn’s story holds. To handle this, we have Dragon souls are free and True Teacher Durmehviir.
5.9 Quests and Adventures

For all its strengths, Skyrim never got the questing aspect quite right. The game’s many questlines are fairly straightforward and predictable, and most of its dungeons are as well. Librum only touches the worst offenders among Skyrim’s vanilla quests, but it adds a great deal of new content to experience. Putting together dozens of curated quest and adventure mods, Librum’s new content totals to hundreds of new quests and new areas to explore, including more questlines than are in the vanilla game, and several extensive dungeon systems and expansive new lands. In compiling these mods, there were a few specific requirements I upheld (excluding many otherwise fantastic mods, unfortunately):

1. Every line of dialogue is voiced, and always of high quality.
2. Every addition is lore-friendly, at least within the limits of artistic license.
3. Every addition is balanced (within reason), interesting, and natural within the existing game world.

With that in mind, here are the major new quest mods included in Librum:

1. Legacy of the Dragonborn. Legacy is, without a doubt, the largest museum curator simulator available for Skyrim. Legacy adds a large museum – the Dragonborn Gallery – to Solitude, in which you can store and display nearly any artifact from your collection (including those from the following mods). Not only that, Legacy adds a ton of new artifacts hidden around Skyrim, and it comes complete with a new archaeology guild and an expansive questline. Though it is hard to explain here, Legacy typically becomes the center of any playthrough that involves it.

2. Beyond Skyrim: Bruma. The first release of the ambitious and far-reaching Beyond Skyrim project, Bruma allows you to explore the titular region in the north of Cyrodiil, which you may remember from The Elder Scrolls IV: Oblivion. Bruma is feature-complete, with a collection of excellent quests, locations, and characters; top-notch voice-acting; and a level of polish matching Bethesda’s own.

3. Vigilant. Join forces with the Vigilant...
of Stendarr, to face a growing threat from the Harvester of Souls himself, Molag Bal. Vigilant features a huge, branching main quest, steeped in the darker sides of Elder Scrolls lore, with many secrets to uncover and difficult choices to make.

4. 'Project AHO <https://www.nexusmods.com/skyrimspecialedition/mods/15996>`_. Working with (or against!) the hidden Telvanni outpost of Sadrithe Kegran, discover one of the best-kept secrets of Dwarven invention. Project AHO offers a beautifully-rendered DLC-sized area to explore, as well as a branching main quest and many Dwemer secrets to unlock.

5. 'Carved Brink <https://www.nexusmods.com/skyrimspecialedition/mods/24351>`_. From the makers of Project AHO, Carved Brink offers a look at two new planes of Oblivion: Peryite’s Pits and the all-new Faceted Stones. Explore the excellent world design of the Haem Projects team through two main questlines, using puzzle-solving and new forms of transportation to traverse these otherwise un-transversable alien landscapes.

6. 'Clockwork <https://www.nexusmods.com/skyrimspecialedition/mods/4155>`_. Clockwork offers a fullyfeatured player home – the Chlodovech family’s Clockwork Castle, high in the Velothi mountains. Though it has not been touched in two centuries, you may lay claim to it as soon as you arrive. However, once in, the castle’s inhabitants may not let you leave. Uncover the secrets of the castle’s founding, and of its mysterious inhabitants, through a fleshed-out and horror-themed questline.

7. 'Moon and Star <https://www.nexusmods.com/skyrimspecialedition/mods/4301>`_. Explore the quaint Dunmeri village of Little Vivec, floating in the center of Lake Ilinalta. Though charged with protecting Little Vivec from a dangerous criminal, you may find that Little Vivec and its inhabitants are hiding more than it seems.

8. 'The Tools of Kagrenac <https://www.nexusmods.com/skyrimspecialedition/mods/14168>`_. The Tools of Kagrenac completes the story of Arniel Gane and the legendary dagger Keening; what happened to weaken Keening so thoroughly, and where are the remaining tools of the Dwemer smith Kagrenac? Delve through sprawling new dungeons and face challenging new obstacles, in order to uncover these secrets and claim the most legendary Dwarven artifacts for yourself.

9. 'The Forgotten City <https://www.nexusmods.com/skyrimspecialedition/mods/1179>`_. The only mod so far to win a National Writers’ Guild award, The Forgotten City offers a unique and enthralling mystery, set in its titular city in the far reaches of Skyrim. Investigate the inhabitants of the Forgotten City, solve intricate new puzzles, and travel through time to uncover a murder plot and escape back to the surface.

10. 'Moonpath to Elsweyr <https://www.nexusmods.com/skyrimspecialedition/mods/4341>`_. One of the great classics of Skyrim modding, but remastered for a modern experience, Moonpath to Elsweyr brings you south to the heart of the Khajiiti homeland in order to recover the legendary Staff of Indarys. Along the way, explore the alien jungles of Elsweyr, join forces with the Khajiiti rebellion, and gain access to the airship Dev Aveza.

11. 'The Wheels of Lull <https://www.nexusmods.com/skyrimspecialedition/mods/748>`_. Return to Sotha Sil’s mysterious clockwork city, and take a trip through the stranger side of Elder Scrolls lore. Along the way, solve new puzzles and tread through Zelda-esque dungeons, unlock the fantastical weapons and equipment of Sotha Sil’s Chronographers, and explore alien landscapes, all in the labyrinthian expanse of Sotha Sil.

12. 'Teldryn Serious <https://www.nexusmods.com/skyrimspecialedition/mods/5541>`_. Teldryn Serious heavily expands the backstory of the mercenary Teldryn Sero, taking you around Solstheim once more in order to uncover a dangerous plot and defend Raven Rock.

13. 'Helgen Reborn <https://www.nexusmods.com/skyrimspecialedition/mods/5673>`_. A classic among Skyrim mods, Helgen Reborn gives you an opportunity to rebuild and revive the town of Helgen. Uncover a Thalmor plot, recruit and train your town guard, and participate in a ~bewildering and not-very-apropos~ secret fighting ring to reclaim the town and its legacy.

14. 'Wyrmstooth <https://www.nexusmods.com/skyrimspecialedition/mods/45565>`_. Now that it’s back and purged of bugs, Wyrmstooth allows you to travel to the island of Wyrmstooth, north of Solitude, to rid the island of its dragon menace.
15. Midwood Isle <https://www.nexusmods.com/skyrimspecialedition/mods/28120>`. New as of 2.0. A large new land with plenty of exciting features to explore, including a player home, two new shouts and eight spells.

16. The Notice Board <https://www.nexusmods.com/skyrimspecialedition/mods/3218>`. The Notice Board overhauls radiant questing in Skyrim. In short, it adds two notice boards outside each major inn in Skyrim, which detail (a) miscellaneous quests you can undergo and (b) goings-on in the area.

On top of these new quests and dungeons, Librum makes tons of improvements to vanilla quests and questlines:

1. Civil War Overhaul <https://www.nexusmods.com/skyrimspecialedition/mods/37906>`. Finally, the civil war is hard to ignore. CWO restores all of the cut civil war battles Bethesda had planned, as well as improving the scope and AI of these battles, adding random sieges, and generally totally rewriting the civil war. Importantly, joining one side will cause the hold guards of the other to be hostile towards you.

2. Cutting Room Floor <https://www.nexusmods.com/skyrimspecialedition/mods/276>`. Less a quest mod than an overall content-restoration project, CRF reintroduces several cut locations and towns, small or miscellaneous quests, and general improvements to vanilla quests.

3. The Choice Is Yours <https://www.nexusmods.com/skyrimspecialedition/mods/3850>`. Most quests now have an opt-out option, in case you don’t actually want to go beat a priest to death three times in an obviously-haunted house.

4. Even Better Quest Objectives <https://www.nexusmods.com/skyrimspecialedition/mods/159>`. Vanilla Skyrim relies entirely on its map markers to get you places. In fact, they go so far as to not provide enough information to do any quests without blindly following the map markers. EBQO fixes this, by providing Morrowind-level (except actually correct) descriptions of your quest objectives.

5. Finding Derkeethus <https://www.nexusmods.com/skyrimspecialedition/mods/19550>`. Loosely an add-on to EBQO, Finding Derkeethus fixes several conceptual problems with the quest to rescue Derkeethus from Darkwater Pass. Now the quest is completable without using the UESP.

6. Somebody Else’s Problem <https://www.nexusmods.com/skyrimspecialedition/mods/43850>`. When Eltrys tells you to meet him to discuss the Forsworn Conspiracy, you can now tell him where to shove it.

7. Finding Helgi and Laelette <https://www.nexusmods.com/skyrimspecialedition/mods/28973>`. This mod fixes what would have been an interesting investigative mission. You can now truly investigate the burnt
house, for instance, and the quest involves more questioning and dialogue with NPCs.

8. "Better College Application <https://www.nexusmods.com/skyrimspecialedition/mods/5272>". When Faralda asks you why you want to enter the college, your response now actually determines the spell you’re tested on. This is critical for Librum’s spell system, because it gives you a headstart in whatever school you want to focus on.

9. "Save the Icerunner <https://www.nexusmods.com/skyrimspecialedition/mods/34681>". This fits into the general TCIY framework – if you don’t want to brutally murder a ship full of people, now you don’t have to.

10. "Chill Out Aela <https://www.nexusmods.com/skyrimspecialedition/mods/31949>". When Aela asks you why you didn't help fight the giant, you now have a third option to choose from (instead of just “Screw you!” and “I’m just a wimp!”).

11. "Not So Fast - Main Quest <https://www.nexusmods.com/skyrimspecialedition/mods/2475>". You’ve got no idea how often this mod’s features are reported as bugs. In short, NSFMQ changes a number of the narrative beats of the main quest. The dragon sighting is no longer immediately after you recover the Dragonstone, Delphine no longer steals the Horn of Jurgen Windcaller, and Season Unending can largely be skipped.

12. "End Times <https://www.nexusmods.com/skyrimspecialedition/mods/39201>" (optional). To double down on the NSFMQ pacing, you now need to kill Alduin within a set amount of time, or he will literally eat the world (and your game will be over). Good luck.

Now, one of my all-time favorite Elder Scrolls experiences is Daggerfall’s dungeon delving. Despite the numerous inaccessible areas and inescapable portal networks, there was something distinctly adventurous, epic, and psychologically rewarding about making your way through one of the game’s gargantuan dungeons. Librum attempts to recreate this feeling with its own suite of dungeon mods. Together, the following mods fill Skyrim (and Solstheim, and other game areas) with a healthy number of new caverns, ruins, and more – ranging from slightly-more-involved-than-vanilla to Daggerfall-style labyrinthine dungeons.

1. "Skyrim Underground <https://www.nexusmods.com/skyrimspecialedition/mods/131>". Skyrim Underground adds a gigantic network of dungeons below Skyrim’s surface. You can now travel from Solitude to Riften on foot, for instance, though you’ll have to uncover secret passages and face many new and powerful opponents to do so. Fit for its scope, it also adds many secrets to discover, from ancient artifacts to undead merchants and
impromptu underground settlements. *Skyrim Underground has been patched to be more lore-friendly, but I will continue this work in future versions.*

2. ’Forgotten Dungeons <https://www.nexusmods.com/skyrimspecialedition/mods/449>`_. Forgotten Dungeons adds many (dare-I-say) Daggerfall-style dungeons to the Skyrim and Solstheim landscapes. They can be explored independently, for their own prizes, but many have also been enabled for Skyrim’s radiant quest system. *I have renamed many of the dungeons in Forgotten Dungeons, to better fit Skyrim’s theme.*


5. ’Land of Vominheim <https://www.nexusmods.com/skyrimspecialedition/mods/31472>`_. New as of 2.0. With several islands to explore as well as plenty of dungeons and caves, you’ll find yourself immersed in Vominheim as you’re led primarily with written notes.

6. ’Darkend <https://www.nexusmods.com/skyrimspecialedition/mods/10423>`_. New as of 2.0. Expect to see beautiful environments and architecture, as well as terrifying foes that test your skills.

7. ’Konahrik’s Accoutrements <https://www.nexusmods.com/skyrimspecialedition/mods/22206>`_. This mod adds a great deal of new content surrounding Skyrim’s Dragon Priests. Use the forgotten field of Abjuration magic to collect and cleanse the Dragon Priests’ powerful new relics, and go back in time to explore the lost Dragon Priest temple of Revakheim.

8. ’Skyrim Sewers <https://www.nexusmods.com/skyrimspecialedition/mods/9320>`_. Skyrim Sewers adds sewer systems below Windhelm, Solitude, and Whiterun (and a few forts), bringing back the age-old Elder Scrolls experience of murdering rats, discovering secrets, and getting lost in the sewers.

9. ’The Lost Wonders of Mzark <https://www.nexusmods.com/skyrimspecialedition/mods/40674>`_. Far beyond Skyrim’s northern border, the great Dwemer lord Mzark left his final projects and greatest artifacts – but also his most clever traps and puzzles.

10. ’Bleak Falls Barrow Revisited <https://www.nexusmods.com/skyrimspecialedition/mods/33251>`_. Bleak Falls Barrow has been redone and significantly expanded, turning it from a cookie-cutter linear Skyrim dungeon into a mysterious and labyrinthine dungeon worthy of its in-game reputation.
5.10 Followers

Librum adds several follower mods, to make the game world a little less lonely. Though some of these mods add quests, their primary role within Librum is to allow you to (a) connect with your followers as real people and (b) effectively run a party-style playthrough. Think *Fallout: New Vegas* or *Dragon Age*, but in Skyrim. Librum is designed with followers in mind. Gather your party and venture forth!


2. "Interesting NPCs <https://www.nexusmods.com/skyrimspecialedition/mods/29194>". Interesting NPCs adds a ton of new quests, matching even Bruma for size. It also adds, of course, interesting NPCs, breathing new life into many of Skyrim’s familiar locations. In particular, some of the new NPCs are “super followers”, meaning that they comment on your quests, choices, and locations, and they generally behave like real people. An interesting aspect of Interesting NPCs is, many of the new quests and questlines tie several NPCs together – this gives the game more of a “Dragon Age” feel, in terms of how characters are relatable and recurrent in your adventures.

3. "Interesting Follower Requirements for 3DNPC (Soft Requirements) NPCs <https://www.nexusmods.com/skyrimspecialedition/mods/45646>". New as of 2.0. This mod adds requirements to various Followers that must be met before you can recruit them to join your party. For example, Hjoromir may be clueless and inexperienced, but he’s savvy enough not to follow someone completely inexperienced as he is. You will now need to be at least Level 5 to recruit him to join you.

4. "Inigo <https://www.nexusmods.com/skyrimspecialedition/mods/1461>". Inigo is Skyrim’s most popular follower mod, for good reason. Not only is he an effective combatant and willing to roll with whatever moral code you’re comfortable with, Inigo is as close to a real companion as any Skyrim follower has come. Importantly,
he responds dynamically to most situations, and he talks naturally with you and with other NPCs. Inigo can talk dynamically with vanilla and Interesting NPCs followers.

5. `Lucien <https://www.nexusmods.com/skyrimspecialedition/mods/20035>`_. Lucien has all the benefits of Inigo, but instead of a burglarizing cat-man, he is a scholar from the Arcane University. Lucien can talk dynamically with Inigo, as well as with vanilla and Interesting NPCs followers.

6. `Song of the Green <https://www.nexusmods.com/skyrimspecialedition/mods/11278>`_. Song of the Green adds the excellent follower Auri, who is a female Bosmer from Valenwood. Although she does not have as much dialogue as the above followers, this reflects her character naturally. Further, she can talk dynamically with Lucien, as well as with vanilla and Interesting NPCs followers.

7. `Hoth <https://www.nexusmods.com/skyrimspecialedition/mods/16137>`_. One of the most visually unique follower mods available, Hoth is a grizzled bounty hunter and a new sort of companion to your character. Uniquely, he can provide bounty quests radiantly, dependent on your current area. He can talk dynamically with Auri.


9. `Serana Dialogue Edit <https://www.nexusmods.com/skyrimspecialedition/mods/16222>`_ and `Serana DialogueAddon <https://www.nexusmods.com/skyrimspecialedition/mods/32161>`_. Together, these mods turn Dawnguard’s beloved vampire follower into the sort of “super follower” introduced by the above mods. She is now aware of most quests and situations you find yourself in, and she speaks naturally with you and with others.

10. `Useful Dogs <https://www.nexusmods.com/skyrimspecialedition/mods/1666>`_. Although a minor addition relative to the follower mods above, Useful Dogs allows you to give commands to your canine companion. You can send them looking for food, weapons, ammunition, keys, and more, in the style of Fallout 3 and 4.


### 5.11 Graphics and Ambience

Last but not least, Librum includes a full graphical makeover of Skyrim. The goal is to match the photorealism we are used to these days, but with a bend towards realizing Librum’s dark, gritty, and foreboding nature in Skyrim’s atmosphere. Perhaps most important for this end, Librum includes a suite of literal atmosphere mods, centered around a Frankenstein-ing of Obsidian Weathers and True Storms:
We top this off with several lighting mods:

- *Relighting Skyrim* [https://www.nexusmods.com/skyrimspecialedition/mods/8586]. This mod changes the position and characteristics of existing light sources in dungeons, to match where light should actually be emitted. It sounds like a simple change, but it makes a huge atmospheric difference, and it’s critical to being able to sneak around.

- *Enhanced Lighting for ENB* [https://www.nexusmods.com/skyrimspecialedition/mods/1377]. This is our “general purpose” lighting overhaul, and it makes a big difference. In short, it makes light sources look much nicer and more natural, with a side effect of making dungeons and nights very dark.

- *Ominous ENB* [https://www.nexusmods.com/skyrimspecialedition/mods/27333]. Ominous ENB gives a grim, atmospheric look to Skyrim, without sacrificing framerate. It is the core of Librum’s graphics overhaul.

  Please note there is a known issue with Ominous ENB that causes many hands and arms to look pale. Unfortunately we can’t change this, so if it bothers you we recommend finding an ENB that meets your visual standards.

The above only gives a small taste of the various atmosphere and ambience mods included in Librum – you can visit the manifest for a complete list, but Librum includes everything from new dust effects to better cloud textures and even better sound dynamics.
As we have become accustomed to, Librum also overhauls everything graphical about Skyrim, its world, and its inhabitants. Although I will not cover every detail of this graphical redux (see the manifest for a complete list), I will touch on some of the points that add to Librum’s unique, gritty feel.

First of all, as mentioned earlier in the Combat and Enemies section, Librum uses Savage Skyrim (along with several texture-enhancing mods) to redesign many of Skyrim’s creatures. Some, like Spriggans, Seekers, and Lurkers, have been made significantly creepier and more imposing, befitting their supernatural nature. Ice Wraiths have been made more serpent-like, Netches have been given longer tentacles, and Rieklings have been made larger and more muscular. Hardy animals, from mammoths to horkers, have been made to look hardier; more slender animals, such as wolves and skeevers, have been made to look hungrier, more vicious, and wild-eyed. Dragons, vampire lords, and gargoyles have been given larger wings, Dwemer automata have been given better and scarier-looking proportions, and the new insects have been called “pure nightmare fuel”.

5.11. Graphics and Ambience
Another interesting addition to Librum comes in the form of Frozen Electrocuted Combustion. This mod adds bodily repercussions to magic and elemental effects of all kinds. Fire may burn an opponent’s skin right off, or just leave a nasty scar. Shock can cause spasms, or many worse effects. Frost can freeze an opponent solid – striking a frozen foe will break them into several pieces. Effects have been added to everything from Fear to Soul Trap, so see the mod page for more information. In general, these new effects make the battlefield a grisly sight, and they make you think twice before zapping a fellow human person with *Lightning Storm*.

Finally, one of my major goals of Librum was to make the existing Skyrim content feel new and different. As such, Librum completely redoes every town and city in Skyrim, from large-scale architecture and layout changes to a re-
imagining of citizens’ AI, all towards the end of making Skyrim a natural-but-exciting place to be.

On the town-and-city level, Librum combines the Great City series (except for Winterhold, for compatibility) with Dawn of Skyrim and Cities of the North: Dawnstar, Winterhold, and Morthal. It also includes the minor mods in the Great City series: Solitude (docks), Karthwasten, Old Hroldan, Ivarstead, Shor’s Stone, Mixwater Mill, and Kynesgrove. We also have Kato’s Riverwood, and Rorikstead Basalt Cliffs. For Solstheim, I have included Better Tel Mithryn and Quaint Raven Rock.

Not only do these city improvements make the cities denser, livelier, and more realistic – they also give each city, town, and hamlet its own unique character. Instead of the “see one, see them all” nature of the towns in vanilla Skyrim, each of Skyrim’s villages has its own architectural style, its own industry, and its own landscape.

Importantly, Librum also includes the changes from Open Cities, allowing you to seamlessly transition from a city interior to the world of Skyrim. This pairs nicely with mods like Sneak Tools and Magistrate Levitate, which allow you to climb over or float above city walls, respectively.

These architectural changes are matched with AI improvements for the citizens of Skyrim. Using AI Overhaul, Librum makes townspeople act like real townspeople. People will spend the day hunting, farming, traveling, shopping, or cooking (or whatever else they want to do), depending on their profession and the circumstances. Friends and family may gather at the local tavern or for shared meals, for instance. People will more realistically mourn the loss of a friend or loved one. They’ll pray at temples associated to their faith. They may even act realistically during combat (and sometimes run away). Of course, the AI effects of the above mods are magnified by Realistic Conversations, Relationship Dialogue Overhaul, and Guard Dialogue Overhaul, which make normal citizens and guards not sound like robots or maniacs.

Librum overhauls specific buildings, as well, with Palaces and Castles Enhanced, Distinct Interiors, Immersive College of Winterhold, and Immersive Fort Dawnguard. Overall, these mods give a more hand-crafted feel to the world of Skyrim; many of Skyrim’s interiors have been totally redesigned, with hand-placed objects, furniture, and lighting, and with elements unique to their location or purpose. Stores will now have goods on display, for instance, and inns and other regional establishments will be decorated according to their respective regions.
Last but not least, Skyrim’s wilderness has also seen some improvements. Along with the hundreds of new dungeons and locations mentioned in the preceding section, several existing locations have been redone. For one, Nordic Ruins of Skyrim improves the exteriors of several key ruins around Skyrim: Forelhost, High Gate Ruins, Korvajund, Labyrinthian, Ragnvald, Rannveig’s Fast, Saarthal, Valthume, and Volskygge. These legendary ruins now look legendary, and they can all be seen as such from a great distance. The same has been done for Dwemer ruins, using Better Dwemer Exteriors – as with the new Nordic ruins, these now have greatly expanded (and much more imposing) exteriors.

Librum also includes Man Those Borders, Unique Border Gates, Hold Border Banners, and Immersive Dawnguard Dayspring Pass, to make the transitions between different holds and the journeys through wilderness zones a little more unique. Guards will now be stationed where they ought to be, and each hold can be identified by its flags and architectural styles upon arrival. Also, the entrance to the Dawnguards’ territory is no longer a stupid piece-of-shit hole in a cliff wall.
This guide will help you get off the ground in Librum – Librum changes a great deal about Skyrim’s world, inhabitants, and mechanics, and you’ll need to familiarize yourself with the new rules of the road. If you have not done so yet, read the preceding sections to install Librum and learn a little about it. This guide is in continual development as Librum continues to enhance and refine the experience of playing the game.

6.1 Character Creation

6.1.1 Appearance and Race

If you boot up Librum and create a new game, you’ll find yourself in the new character creation area – the Nightmare of Lorkhan – looking at the RaceMenu menu. Before finalizing your race and appearance, here are the details you need to know:

**Race Abilities.** Race abilities are given by Legacy - A Race Overhaul, with two modifications. Argonians are 50% resistant to *water damage*, and Orcs are 50% resistant to *earth damage*. These are new damage types introduced by Elemental Destruction Magic, and you will encounter enemy mages who make use of them. For detailed information on racial abilities, see the Legacy mod page; notably, once-a-day powers have been supplemented with interesting passive abilities that enemies will have too.

There are a few non-ability-related differences between the various races. Importantly, *beast races cannot wear shoes*. In addition to locking them out of certain enchantments (e.g., muffle), this gives both Khajiits and Argonians a higher susceptibility to frostbite. You’ll need to find alternate solutions, like magical spells or avoiding Skyrim’s northern reaches, in order to avoid the cold.

**Appearance.** Next, you’ll notice that the character appearance menu is a little janky for those of you playing VR. Unfortunately, that’s the state of the art in Skyrim VR; to fine-tune settings, you need to make use of the new cursor. In particular, Librum comes with a few hundred graphical *overlays* for your character: tattoos, scars, freckles, and more. These can be found in the *Makeup* and *Paint* tabs, at the far right of the menu. To apply a new overlay, click “Choose Texture” at the bottom of the menu, navigate to the one you want (using the cursor to scroll), and select it. Then, click “Choose Color” and repeat.
6.1.2 The Nightmare of Lorkhan

Once you finish selecting your race, gender, and appearance, you will be put into the Nightmare of Lorkhan before venturing out into Skyrim. At this point, remember to set your MCM settings according to the Readme.

Here are a few things to note about the Nightmare of Lorkhan:

- You will need the torches on the table beside you to navigate the Realm.
- Be careful as there are a few bear traps placed around. Watch the ground.
- Please check the entirety of the Realm, there’s a few armour & weapon sets placed around for you, as well as some gold, a pickaxe and a woodcutter’s axe.
- Once you leave the Realm, you cannot re-enter. For this reason, I recommend you make a save before exiting to Skyrim.
- You can only choose a Standing Stone blessing from within the Nightmare of Lorkhan. Standing Stones still exist around Skyrim, but they are only aesthetic.

**Standing Stones.** Every Standing Stone can be found within the Nightmare of Lorkhan, and – as mentioned – you can only choose a Standing Stone blessing while you are within the Realm. These blessings are governed by Curse of the Firmament. Notably, each stone has both a blessing and a curse, and the modpage gives you recommended builds for each, as well as a difficulty rating.

**Wintersun Faiths.** Shrines to the Nine Divines are also in the Nightmare. You can use these to choose a deity for your character to worship, thereby receiving bonuses and abilities if you increase your favor with them. Each deity is listed at Wintersun Faiths of Skyrim, but you’ll have to discover any other shrines once you are actually in Tamriel to worship other deities.

**Daggerfall Traits.** To help assist you in your builds, we have a tweaked version Daggerfall Traits, bringing the classic traits from Daggerfall into Skyrim via a point-buy system. For each Benefit you take, you spend points. To get more points, you must give yourself a Detriment. You can have 5 traits total. Once you have chosen your traits, you are asked to confirm them. Once you confirm, you cannot change them again, please make sure you are 100% on your choice before confirming.
Use the Character Creation hub! To keep track of the immense customizability of your starting build, there is a Librum Character Creation page! There you can find a list of every race, stone, faith, and trait, as well as a character builder tool where you can see your selections all in one place. Feel free to share your build on the Librum Discord or Subreddit, too!

Starting Locations. Once you’ve chosen your traits, your standing stone and found your equipment, you have to choose where to start out in Skyrim. As mentioned before, you cannot re-enter the Realm once you leave, so choose carefully.

Since the fast travel network is much denser in Librum’s Skyrim – with several new carriages and boats to bring you from place to place, thanks to CFTO – it largely does not matter if you start in one city or another. However, you’ll want to be careful if you start in the wilderness or (even more dangerously) in a dungeon. Dungeons are now at fixed levels (labeled when you point your hand at the corresponding teleportation crystal), so make sure you choose a low-level one or feel particularly confident. Similarly, different wilderness zones offer different challenges, as catalogued in the Creatures and Encounter Zones section later on. Do note that the vanilla start is completely disabled, so starting at Helgen or the border will not start the main quest automatically.

6.2 Surviving the Night

6.2.1 Making Money

Money is a rare commodity in Librum, and there are several new mechanics to familiarize yourself with before we start:

- Money weighs you down. Each coin weighs 0.01 unit, so you won’t be able to save up too much of it. This couples poorly with the new carry weight penalties catalogued in the next section.
- You have to pay your followers to maintain their services. They need 500 Septims per week. This does not apply to certain mod-added followers like Lucien who are not incorporated into the follower framework.
- Barter prices depend greatly on you, your reputation, and the person you’re trading with. Buying directly from producers and craftsmen will save you money, while trading with fences or general goods merchants will cost you. Merchants in bigger cities will have more gold to trade with. Prices will depend on your race, your faction memberships, your relationship with the merchant, as well as how covered in blood and dirt you are. Rain and swimming will clean you up a little, but you can also use the Wash and Rinse ability to clean yourself fully.
- Loot is generally much rarer. It won’t be uncommon for you to unlock a chest and find nothing useful inside.
- Many more things are considered crimes, and you’ll be fined appropriately. This includes waiting in cities (“vagrancy”), using crafting apparatuses without permission, using loud crafting apparatuses at night (“disturbing the peace”), hunting without a license, looting friendly corpses, and sitting in the Jarl’s throne. If you want to make money, be sure to follow the rules.

With that out of the way, there are a few good strategies to get money early on.

- There is a follower in Falkreath who actually pays you to tag along
• Since dungeon diving can be much more dangerous, don’t ignore the smaller quests just helping people around towns. These can give you a few hundred Septims for simple tasks. Every hold has some of these, so this can add up quickly. Check the notice boards and look for easy ones!

• Alchemy and Smithing can make some money, but it’s going to be much more difficult. Since your early creations will probably sell for a mere handful of Septims, you might even come out at a loss after renting a workstation to make them. Enchanting is not actually even available until you take at least one perk in it.

• Chopping wood and picking crops can net you some cash, but it’s a pretty low rate of return for the work, so make sure you’re selling it to someone who will buy for at least one or two Septims. That is, unless you’re in VR, where chopping wood is broken, so… avoid that.

• Since buying and selling is going to be tough at a low speech level, don’t forget that giving alms to the poor grants the Gift of Charity bonus, which can help a little!

• While armor and weapons don’t have a great value/weight ratio, the dead won’t miss it. Remember, though: looting friendly is a crime.

• On the topic of crime, steal it! Just remember that if you’re stealing goods, people generally get upset, and you’ll need a fence…

• Also if you come up with any, feel free to share because we’re also poor

6.2.2 Carry Weight Penalties

Your carry weight now becomes a factor before you hit the vanilla limit for over-encumbered. This is controlled by Cobb Encumbrance, and the specific settings can be found in the MCM. In short, the heavier your pack, the slower you move, starting when you are carrying half of your maximum. The movement speed penalty increases as more weight is added, until ultimately the weight of your pack will start to crush you to death. On the flip side, being below one fourth of your max weight will give you a slight speed bonus. Notifications will let you know as you pass through stages of encumbrance. Since being crushed to death is generally undesirable and being slow can get you killed, you’ll probably want to keep your pack light and your maximum carry weight high.

• Just like vanilla Skyrim, having a home base is always a great way to hang on to all that iron ore.

• Followers can carry a lot as well. NFF provides additional follower inventory separate from where you should give them equipment to use.

• Some vendors have backpacks you can purchase to increase your total carry weight. Backpacks can also be crafted.

• Enchanted items to increase carry weight are not only harder to find, but also unusable until you put a perk or two into enchanting. Don’t count on these in the early game.

6.2.3 Food, Water, and Fatigue

Through Sunhelm Survival and Needs, your character now needs food, water, and sleep to survive. In addition, diseases are more dangerous. For longer sojourns into the wilds of Tamriel, you will want to pack adequate supplies. Getting too hungry, thirsty, or tired will incrementally debuff your health, stamina, and magicka, as well as their regeneration rates. Go too long without tending to your needs can lead to your death.

• Food can be gathered in all the usual ways: buying it, cooking it yourself, or just pulling it out of the ground. Stealing, too, if you’re the type. Hunterborn also makes hunting an excellent source of food. Be warned, however, that like crafting stations, you have to pay a fee to whomever owns the cooking station you’re trying to use if it’s owned. Furthermore, eating raw meat can be deleterious to the health of most races. Luckily, the camping mechanics allow you some basic cooking.
• For the truly desperate or those so inclined, fresh humanoid bodies can be cannibalised. Just don’t let anyone catch you.

• Water abounds in Skyrim, and you can use the *Drink and Fill* power to drink directly from clean water sources as well as fill any waterskins you are carrying. You can also find other items to slake your thirst, so keep your eyes open, and when necessary, salt water can be boiled at a campfire to make fresh water. Soup helps for hunger and thirst.

• Werewolves recover both hunger and thirst when feeding, but changing back increases fatigue. Vampires get thirst back from drinking blood, too.

• Diseases now progress through worsening stages, and several more have been added. Shrines will no longer cure you, either. Wise adventurers will buy or craft potions of cure disease, but you may be able to find Vigilants to cure you in the name of Stendarr.

• Sleeping recovers fatigue (in addition to being necessary to level up), but you have to be careful where you sleep! You can craft or purchase bedrolls to sleep anywhere, but most places will leave you vulnerable to attack. If you must sleep in the wild, be sure to set up traps for protection. Sleeping at inns is a much better option, despite the small fee. Joining a faction, like the Companions, is also a great option for early game. No place is 100% safe from attack, though.

### 6.2.4 Weather and Camping

*Frostfall* makes the cold weather of Skyrim something to be truly feared, but it also gives you the tools to survive. The details are too much for this guide, but the [website](https://example.com) is thorough. Pay attention to the plethora of powers added by this mod, as knowing how and when to use them can save your life. Some tips:

• Be careful in snowy places! Bad weather can increase your exposure very quickly, including reducing your movement speed, making it even harder to find shelter. Swimming or otherwise letting your gear get wet just makes it worse. Dying is very easy. Come prepared.

• Campfires need wood, which can be gathered in wooded areas.

• At a campfire, you have lots of options for your survival needs, including a whole set of skill trees as you get better at enduring the harsh environments you will face in your travels. Don’t ignore them!

• You can and should also bring a tent with you any time you might face being stranded in some frozen wasteland. This isn’t quite as bad in the low-level areas, thankfully.

### 6.3 New Gameplay Mechanics

#### 6.3.1 Leveling and Progression

In regards to character progression, Librum primarily takes inspiration from AD&D and the Dragon Age series of games. The core point here is, the type of adventure you go on changes as you become more and more powerful – while you may just be hunting wildlife and running errands at low levels, you progress to the point where you can go into certain dungeons and abandoned forts, and next to the point where you can handle more fantastical opponents: for instance, automata, undead, or otherworldly beings. After that point, the player starts doing really crazy stuff: going to planes of Oblivion, traveling outside of Skyrim, and truly saving the world.

• Good gear is vital, but will only take you so far, especially at first.

• You likely won’t get any perk points for a while, and that’s okay.

• Don’t forget that you have to sleep a full eight hours to level up. Even without perk points, the extra health/stamina/magicka is important.
• Your skills will still increase without sleeping to actually level up, albeit at half the speed of vanilla, and scale higher.

• Dungeons and the like show their level, but they’re more like guidelines for what it takes to clear the whole area. For example, with a good party and good tactics (and a whole lot of luck), a level 5 character still can clear a level 8 - 20 dungeon.

6.3.2 Spell Research

Librum is inherently a low-magic setting, so there is a lot working against you as a mage. However, if you can discover the secrets of controlling magic, there is much more power available to you than in vanilla Skyrim. Many of the new spell “schools” or “archetypes” are described in the Readme, so we focus here on how to start out.

First things first, you need to acquire your first spell. Races no longer start out with any spells, so you will need to acquire a spell elsewhere. Here are some important points on this front:

• Spell tomes are exceedingly rare. Merchants do not sell them, they cannot be found in containers or on creatures, and only a few hand-placed ones exist in various dungeons.

• You cannot read spell tomes above your skill level. For instance, if your Destruction skill is lower than 25, you cannot use an Apprentice tome.

• Don’t bother trying to enter the College of Winterhold on your new character’s first day. Faralda will no longer grant you one at the gate, and you will have to research the one she asks you to cast.

• You can (and usually must) research your own spell without having one to begin with. Continue reading for more info on research.

Prioritise finding a research journal, alembic and tongs.

• For a research journal, you will need to either find somewhere to purchase one (can be hard to find), or to craft one at a tanning rack.

• Use an alembic to dissolve alchemy reagents or potions, then analyze the resulting solutions. This will grant you research experience and unlock new archetypes.

• Loot any rolls of paper, charcoal, inkwells or quills that you come across!

• In particular, find the solution that is used to make paper and ink! Select “mix solutions” in the alembic and find what ingredients you need.

• When you spend a lot of time studying, you will become mentally exhausted. Rest at least eight hours to recover.
• Hold on to poisons and ingredients with weakness/aversion affects, as these are used to fuel a cauldron. You can
dissolve bulk quantities of reagents and get huge amounts of solutions in a cauldron, as opposed to an alembic
which can only do a few at a time. The cauldron is very heavy though.

• If you find any strange items like “enchanted axe-head” analyze them (which is what the tongs are for) to get
LOTS of experience.

• Once you have unlock various archetypes you can compose theses using the research journal.

• You can combine several theses to try unlocking a spell. For novice rank only some xp in each archetype is
enough, but xp costs increase very quickly for stronger spells!

• Duplicates can be used to boost the success chance - especially important when you are missing certain
archetypes. Each spell has several archetypes associated with it, such as its level, whether it targets self or
other, an element, and so on. You do not need to match every single archetype to craft a spell! Because of that,
you can research spells in one school to discover other schools of magic too.

• Once you have at least one spell, you can do “spell research” using the journal to study that particular spell.
Analyzing the spell will tell you which archetypes it uses.

• When you have LOTS of experience you can throw in a single thesis and still get success, but don’t count on that
early on. As you become familiar with the various archetypes, you can get better at guessing which ones you
would need to make a particular spell.

• Note that this is a long, arduous process! You have to earn your magic in Librum. You should expect potentially
hours of real time to become a novice mage, much less a master wizard. You may need followers to carry you as
you start!
v2.2.1.

Added Mods:

- Dynamic Things Alternative (SE only)
- Project AHO Bug Fix - Start Questline at Level 15
- Paper UI Sounds (optional)
- Scrambled Bugs (SE only)

Fixes:

- Project AHO now starts only after level 15.
- Fixed MCM menu displays.
- Fixed non-nude (default) profile.
- Drink and Fill power works correctly.
- Armor correctly replaced with NordWarUA assets.
- SV Mods Menu dialogue correctly mentions medes in place of gold.
- Arkay’s Cremation book restored.
- Salt correctly handles the dead, in place of garlic.
- FMR CTD issue resolved.
- Lady Stone now allows sleeping.
- Wood and Paper skin for Dear Diary correctly replaced.
- Erroneous spell tomes removed (suck it, new players).
- Pick Up Books Simple functions correctly.
- No Shiny Argonians correctly applies to nude profile.
- Erroneous SDK file moved in VR version.

Other:

- New Libri Antiqui added.
- Ultrawide option for Dear Diary skin.
- Papyrus budget defaults increased.
- FMR and AGO enchanted items removed.
• Many new MCM menus are automatically configured (thanks, hazarduss!)
• Weapon skill XP gain slowed.
• Sleep/wait times sped up.
• Health regen and sleeping cut off at 25% health, instead of 50%.

v2.2.0 - Gold, Silver, and Steel.
Added Mods:

• New assets from Simply Realistic Armor:
  – Alternative Steel Armor
  – Dragonscale/Dragonbone Armor
  – Glass Armor
  – Stahlrim Armor
  – Thieves’ Guild Armor
• StLU Immersive Level Up Message
• Improved Night Sky (VR only)
• Arbor Philosophorum
• BodySlide and UNP assets
• Alduin remaster:
  – Deiform Alduin and ENB Light addon
  – Optional custom remaster of Aurbic Alduin
  – Children of the Sky
• Animated Armoury and necessary patches
• Economy Overhaul:
  – Coins of Tamriel
  – Exchange Currency
  – Medes in Your Pockets
  – Septim Texture Replacer
  – Thematic Loot
• LOTD Pale Pass Extension
• Spell Research - Patch Grimoire
• Respawn - Death Overhaul (massively redone for Librum)
• Optional no-HUD setup for VR:
  – Better Resource Warnings
  – Hidden Location Info and More
  – No Map Menu (redone for Librum)
• Loot and Degradation
• Script Patches:
  – To Your Face
  – I’m Walkin’ Here
  – Bard Instrumentals Mostly - Sing Rarely
• Reflection - Level Up Messages
• MoreHUD and MoreHUD - Inventory Edition
• Song of the Green and patches

Bugfixes:
• Fixed several 3DNPC-related bugs (will not apply to existing saves).
• Fixed clipping and navmesh in Old Hroldan Inn.
• Fixed water refill bugs.
• Fixed occasional issue with NPC mages glowing.
• All overwritten trees replaced with Myrkvior versions.
• Fixed all known object placement issues.
• Fixed all known water seam issues.
• Forwarded NSUTR edits to associated objects.
• Fixed ownership issues in Dawnstar and Falkreath.
• Fixed Ysgramor’s armor and Vahlok’s armor.
• Patched remaining magic effects to use ENB Light (SE only)
• Restored ACE shoes to College questline.
• Fixed issue with Sunhelm’s resting condition.
• Fixed issue with Finding Helgi and Laelette.
• Added cloaks to certain Civil War generals.
• Mysticism spells fixed for Spell Research
• Bound Bow FX restored in VR
• Several scripts manually fixed
• Dragonsreach LOD fixed

Other:
• More Libri given custom text.
• Changed names of most remaining Forgotten Dungeos
• Followers no longer draw weapons until they enter combat
• Optional darker nights
• High-level enemies ramped up for party gameplay

Removed Mods:
• (VR only) Improved Vanilla Torches (messed with torch placement)
• (VR only) Night Sky HD (caused UI problems on RTX cards)
• Vokrit-CACO Patch (unnecessary with Arbor Philosophorum)
• JD’s Coins and Coinpurses (inconsistent with new coins)
• UNP Vanilla Clothing Replacer (looks better without)

v2.11.
Added Mods:
• No Starting Spells
• Arkay’s Cremation
Bugfixes:
• Fixed SunHelm water refill
• Fixed certain Open Cities door issues
• Fixed root file loading error
• Fixed “no starting spells”
• Fixed VR aiming issue
Other:
• VRiK selfie mode disabled by default
Removed Mods:
• Athletik Combat (correctly this time)
• NPCs Don’t Regenerate Magicka While Casting (unnecessary)
• Optional Starting Spells (didn’t work)
• (VR only! This is still in SE) Frozen Electrocuted Combustion

v2.10 - Libri Antiqui.
Added Mods:
• Spell Wheel VR (only VR)
• NavigateVR (only VR)
• Splashes of Skyrim (SE and VR)
• Storm Lightning (SE and VR)
• New ENBs, organized into a FOMOD:
  – Ominous ENB, performance and full
  – Touch of Natural Tamriel, performance and full
  – Silent Horizons
  – Contrastive Adaptive Sharpener
  – Pi-Cho ENB
• Simply Realistic Armor and Weapons with alt. Steel and Leather
- SE-specific patches and improvements - *SSE Display Tweaks*
  - *Night Sky HD*
  - *Improved Vanilla Torches*
  - *ENB Light* (for SE only)
  - *Improved College Entry*
  - *Chewing Sounds for Spell Tomes*
  - *Helgen Reborn - TGCoF Patch*
  - *Apoapse’s Balanced Daggerfall Traits*
  - *Complete Widescreen Fix*

**Other:**
- Distributed *Libri Antiqui* around the world
- Removed random enchantments from certain mods
- Removed all starting spells
- Rebalanced all traits
- Included optional patch to use enchantments without perks

**Bugfixes:**
- Patched many bugs and inconsistencies in xEdit
- Fixed all navmeshes
- Fixed issue with ENB binaries (SE)
- Fixed issue with sun spells not working
- Fixed *FEC*
- Fixed floating objects
- Fixed blocked dungeon doors
- Fixed voice

**Removed Mods:**
- *Project NordWarUA* (unnecessary with SRAW)
- *Ethereal Cosmos* (replaced by *Night Sky HD*)
- *High Fidelity ENB’s Night Sky* (replaced by *Night Sky HD*)
- *Athletik Combat* (I didn’t like it)
- *Smooth Shores* (not worth the necessary patching)
- *Better College Application* (replaced by *Improved College Entry*)

**v2.0 - Librum Re-Imagined.**

**Added Mods:**

- Core gameplay mechanics redone:
  - *Legacy Race Overhaul*
Apoapse’s Legacy Startup
Blade and Blunt
Enchanting Awakened
Curse of the Firmament
Curse of the Vampire
Daggerfall Traits for Skyrim SE
Better Magical Progression

Nightmare of Lorkhan (by our very own dev, Algeddon!) and Daggerfall Traits patch

New follower system:
Nether’s Follower Framework
Special Edition Followers
Interesting Follower Requirements for Interesting NPCs (no hard req’ts version)
Meeko Reborn
Vigilance Reborn

New dungeons and quests:
Hammet’s Dungeon Pack
The Land of Vominheim
Midwood Isle
Darkend
Hammet’s Dungeons - More Rewards
EasierRider’s Dungeon Pack

Enemy Encounters:
Less Dragons - No Random Dragons
Skyrim Revamped - Complete Enemy Overhaul

Patches for quest mods:
Helps to Have a Map patches for Vominheim, Midwood, and Darkend
Vigilant - SRCEO patch and delay
Project AHO - Start When You Want
Unofficial LotD Bruma Patch (and Curator’s Companion add-on)
Quest and Reward Delay for Legacy of the Dragonborn
Vigilant Crafting Stations by Sovn
Project AHO Telvanni Hybrid Temper Patch
Moonpath Stuck Combat Music Fix

Enhanced graphics for quest mods:
Majestic Mountains for Bruma (TheRetroCarrot’s edit)
Vigilant Book Covers
– Ashes - Vigilant Witch Hunter Armor Retexture
– Stendarr Statue Replacer for Vigilant
– Alik'r Flora Overhaul for Gray Cowl of Nocturnal

• New UI for Skyrim SE:
  – Adventurer Theme perk menu and start menu backgrounds
  – A Matter of Time
  – SkyHUD
  – Vigilant Crafting Stations by Sovn
  – Project AHO Telvanni Hybrid Temper Patch
  – Moonpath Stuck Combat Music Fix

• Enhanced graphics for quest mods:
  – Majestic Mountains for Bruma (TheRetroCarrot’s edit)
  – Vigilant Book Covers
  – Ashes - Vigilant Witch Hunter Armor Retexture
  – Stendarr Statue Replacer for Vigilant
  – Alik'r Flora Overhaul for Gray Cowl of Nocturnal

• New UI for Skyrim SE:
  – Adventurer Theme perk menu and start menu backgrounds
  – A Matter of Time
  – SkyHUD
  – Paper HUD (bottom bar option)
  – (VR and SE) SkyUI The Adventurer Theme Mod Tweak (by our own dev, Mashtyx!)

• Gameplay and balance tweaks:
  – Unlocking Shouts Costs No Souls
  – True Teacher Durnehviir
  – Incognito
  – Khajiits Steal Too - Caravan Fence Option
  – Ask Innkeepers to Show Room
  – (VR only) Simple Realistic Archery
  – No Killmoves - No Killcams - No Killbites
  – (VR) Auto Sneak and Jump
  – True Armor

• New city overhauls and textures:
  – The Great City of Rorikstead
  – 2K SMIM Whiterun Bench - Dark Option
  – 3D Solitude Market Trellis
Librum for Skyrim SE/VR, Release 2.2.0

- 3D Whiterun Trellis
- Better Balustrades for Windhelm
- Markarth - a Mountainous Experience
- Markarth - a Reflective Experience
- Markarth Concrete Walkways
- Mrf’s Riften
- Solitude Dome Paintings
- Solitude Dome New Meshes
- Solitude Clover to Ivy Replacer
- Solitude Grass Textures
- Visitant’s Solitude Rooftops
- Windhelm Brazier Replacer

- General graphics improvements:
  - Regal Dragons - SSE Retexture Mod
  - Pretty Animated Potions
  - Cloaks of Skyrim Retextured
  - Real 3D Walls alternative normal map
  - Mari’s Flora all-in-one
  - Enchantment Effect Replacer
  - Retexture for The Scroll
  - Iconic Statues
  - Undead Summons Emerge From the Ground

Removed Mods:

- Simple Horse (redundant with NFF)
- Staydown (redundant with NFF)
- WICO patches (unnecessary with Synthesis)
- Stunning Statues of Skyrim (Iconic Statues better fits Librum’s theme)
- TB’s Improved Rivers (mod hidden)
- High Poly Project (poorly optimized)
- Bent Pines (unrealistic, so does not fit Librum’s tree goals)
- OBIS (doesn’t fit Librum’s leveling and magic goals)
- Summermyst (incompatible with Enchanting Awakened, but we may reintroduce later)
- Visual Animated Enchants (Enchantment Effect Replacer better fits Librum’s theme)
- Underwhelming Multiple Followers (redundant with NFF)
- Shezarrine - the Fate of Tamriel - Prologue (compatibility concerns)
- Eagle’s Nest Teleport Spell (works against Librum’s magic goals)
• **Diverse Dragons Collection** (balance and theme issues)
• **Unique Uniques** (largely unnecessary with LotD, so not worthwhile)
• Individual Mari mods (replaced by all-in-one)
• **JK’s Rorikstead** and **Rorikstead Wagons** (TGCoR better fits Librum’s theme)
• **Advanced Adversary Encounters** (SRCEO better fits Librum’s leveling goals)
• **Wildcat** (**Blade and Blunt** better fits Librum’s new combat system)
• **Less Dragons** (replaced with No Dragons)
• **Imperious** (Legacy better fits Librum’s character goals)
• **Andromeda** (**Curse of the Firmament** better fits Librum’s character goals)
• **Sacrosanct** (**Curse of the Vampire** better fits Librum’s magic goals)
• **Song of the Green - Auri** (currently hidden)

Bugfixes:
• fixed crash when killing werebears and burnt spriggans
• fixed dragon corpse issues
• fixed blacksmith forge water mesh
• fixed all known floating or misplaced objects
• fixed Moonpath combat music
• fixed AHO starting requirements
• fixed transparency issue with **Deadly Spell Impacts**
• fixed inconsistencies with follower payment
• fixed most VR crashing
• fixed Growl MCM

v1.61.
Other:

• fixed **More Informative Console**.
• fixed player starting spells.
• fixed RaceMenu overlays.
• fixed Frostfall MCM.

v1.60 - the Kitchen Sink Update.
Added Mods:

• **The Gray Cowl of Nocturnal**
• **Dirt and Blood** and **HD Retexture**
• **Wearable Lanterns**
• **TFoS Trees of Solitude**

• **Remaining Town Overhauls:**
  – **Kato’s Riverwood**
  – **Rorikstead Basalt Cliffs**
  – **Rorikstead Wagons**
  – **JK’s Rorikstead**

• **Bosmer NPCs Have Antlers**

• **Cuyi’s Bosmeri Antlers**

• **Fulcimentum - More Staves and Wands of Skyrim**

• **Combat and Animation changes:**
  – **Archery Gameplay Overhaul**
  – **Athletik Combat**
  – **STAYDOWN**
  – **First Person Combat Animations Overhaul (SE only)**
  – **First Person Magic Animation (SE only)**
  – **More Painful NPC Death Sounds**
  – **No Spinning Death Animation**

• **Helps to Have a Map**

• **Potion Toxicity**

• **TDG’s Legendary Enemies**

• **Rally’s Solstheim Shrines**

• **Rally’s Candlelight and Magelight Fix**

• **Dawnguard Rewritten Arvak**

• **Dawnguard Map Markers**

• **Bird Sound Removed**

• **True 3D Sound**

• **Clean Menu Plus**

**Updated Mods:**

• **Grass FPS Booster**

• **Serana Dialogue Overhaul**

• **Civil War Overhaul**

• **Vigilant Armors and Weapons Retexture**

• **R.A.S.S.**

• **Cathedral - 3D Mountain Flowers**

• **Myrkvior**

• **Dragonborn Speaks Naturally**
- *Undiscovered Means Unknown* (SE only)

RemovedMods:
- *SkyVoice*
- *Death Consumes All*

Other:
- Fixed bird sound bug.
- Fixed black face bug.
- Magic damage fixed.
- Invisible minotaurs fixed.
- Made *Dragonborn Speaks Naturally* optional, but available for both SE and VR.
- Onmund dialogue/face fixed.
- Floating door removed in Whiterun plains.

**v1.52.**

Added Mods:
- *The Curator's Companion* (by popular demand)
- *Visual Animated Enchants*
- *Instant Equip VR*
- *No Edge Glow*
- *Pick Up Books Simpler*
- *New Mysticism - Spell Research Patch*
- *Depths of Skyrim*
- *CAS Sharpener* for VR only

Removed Mods:
- *Old Mysticism - Spell Research Patch*

Other:
- Fixed SE issue with *Sleep to Level Up*
- Fixed shiny Argonian skin in non-nude profile
- Fixed *Realm of Lorkhan Unbound* bug
- Lowered price of lumber
- Improved LOD files
- Frostfall/Campfire settings fixed.
- Fixed animation issues in SE.
- Fixed blurriness in VR.

**v1.51.**
Added Mods:

- *Smooth Sky Mesh*

Removed Mods:

- *Improved Atmosphere Mesh*
- *Improved Cloud Mesh*

Other:

- Fixed SunHelm default MCM settings.
- Updated DynDOLOD.
- Fixed CTD issue with Bruma.

v1.50 - the Swashbuckling Update.

Added Mods:

- New combat overhaul:
  - *Vigor - Enhanced Combat*
  - *Flinching*
  - *Combat Behavior Improved*
  - *Jumping Behavior Overhaul*
  - *Locational Damage skse64*
- *Vigilant Armors and Weapons Retexture*
- *Custom Music for Moonpath to Elsweyr*
- *Project NordWarUA - Basic Wolf Armor*
- Vanilla quests redone:
  - *Finding Helgi and Laelette*
  - *Finding Derkeethus*
  - *Save the Icerunner*
  - *Chill Out Aela*
- *Lawbringer suite:*
  - *Lawbringer*
  - *Halted Stream Mine*
  - *Serenity*
  - *Tactical Valtheim*
  - *Radiant Exclusions*
- *Wyrmstooth*

Other:

- Fixed Frostfall MCM defaults.
• (ideally) fixed Onmund dialogue
• non-nude meshes included as optional install
• Silver Hand leveled lists fixed

v1.41.
Added Mods:

• Cathedral Mountain Fix

Removed Mods:
• Destructible Skyrim (for now)

Other:
• Fixed some floating objects in Whiterun Plains.
• Fixed texture flickering in Morthal.
• Fixed invisible Erikur’s House bug in Solitude.
• (VR) Fixed bug with final Apocrypha battle.
• Removed “Soothe” spell tome from Riverwood trader.

v1.40 - the Monster Update.
Added Mods:

• I got carried away with creature mods:
  – Hunt of Hircine (creatures only edit)
  – Mihail’s Coral Atronach
  – Mihail’s Old Gods of the Hunt
  – Mihail’s Bantam Guar and Return of the Bantam
  – Mihail’s Corprus Victims
  – Mihail’s Soul Trees
  – Mihail’s Leshens and Nekkers
  – Mihail’s Mudcrab Merchant
  – Mihail’s Rotten Maidens
  – Mihail’s Flesh Golems
  – Mihail’s Cliff Racers
  – Mihail’s Golden Saints (take that, Creation Club)
• Less Dragons
• Dear Diary VR Wood and Paper Theme
• MoreHUD VR
• IPm - Insane Armory
• Spinning Skyrim Emblem
• More to Say
• Misc Dialogue Edits
• SV Mods Menu
• Apoapse’s Watered Down Skyrim Mod
• Underwhelming Multiple Followers
• Increase Actor Limit VR
• Curse of the Undying
• The Honored Dead
• Mihail’s Animal Bones
• Unofficial High Definition Audio Project
• Volumetric Mists

Removed Mods:
• Savage Skyrim ESP file
• iHarvest
• Cliff Racers on Solstheim

Other:
• Totally cleaned and corrected all modlist conflicts.
• Most MCM settings automated.
• Spell tome deleter fixed.

v1.30.

Added Mods:

• New grass setup:
  – Northern Grass
  – Northern Cathedral Grass
  – Grass FPS Booster (mostly for its graphical style)

• Magical Blackreach

• New creatures:
  – Apoapse’s Invisible Lake Dragons (Nexus release coming soon)
  – Mihail’s Dwarven Colossus
  – Mihail’s Dwarven Driller
  – Mihail’s Dwarven Sentinels
  – Mihail’s Iron Golem
  – Mihail’s Storm Golem
  – Mihail’s Verminous Fabricants
– Mihail’s Wraiths
– Forgotten Spawns for Forgotten Dungeons

• Forgotten Dungeons - ELE Patch
• Simply Stronger Dragons
• Designs of the Nords (rip Sigils of Skyrim)
• Insignificant Object Remover
• Wet and Cold Breath Texture for ENB
• Wonders of Weather - Less Opaque Rain Splashes
• Alduin Retexture Mashup
• Ducks and Swans
• Dear Diary UI
• Unofficial Performance Optimized Textures
• The Northerner Diaries
• Canopies of Skyrim

Removed Mods:
• 3D Cathedral Pine Grass
• VR FPS Stabilizer
• Birds of Skyrim
• Heljarchen Farm
• ElSopa HD Texture Pack
• The Eyes of Beauty (has glowing eye problem – looking into it now)
• Shadow Spell Package

Other:
• Totally redid LOD. Should be more consistent, performance-friendly, and higher quality.
• Finally actually fixed dragons.
• Lots of performance tweaks, but without noticeable visual drop.

v1.20.

Added Mods:

• New Auriel’s Dream ENB Preset. I’m working with Kvitekvist to customize it to Librum.
• New weapon and armor graphics:
  – Project NordvarUA. I’m working with the author to expand that mod.
  – Unique Uniques.
  – Eldruin Dawnbreaker.
  – Remiros’ Hrothmund’s Axe.
  – New Legion, by NordvarUA.
– Guard Armor Replacer, by NordwarUA.
– Unplayable Faction Armor, by NordwarUA.

• Bigger Argonian Tails and Horns are Forever.
• (optional) Nords Speak Deutsch, Frenchsworn, Italian for Tullius, and Kitties Speak Spanish. These are standalone, so take these only if (a) you speak the aforementioned language or (b) you’re fine with subtitles.
• Mari’s suite of flora mods.
• 3D Snowberries.
• Cathedral 3D Pine Grass and Cathedral 3D Mountain Flowers.
• Food Resized, by Kvitekvist.
• JS Purses and Septims.
• High Poly Blackreach Mushrooms.
• Salmon Roe Replacer.
• Real Hay 4K.
• TK Children.
• Realistic Husky Sounds.
• ElSopa Texture Pack.

Other:
• Dragon leveled lists fixed.
• Overly strong knockback fixed.
• Little Vivec put back on solid ground.
• Better and more consistent LOD.
• “Constant metal clanging” bug fixed.
• Navmesh issues resolved.
• Open Cities issues resolved.
• Several mods updated:
  Vigilant, Rally’s Five Cities Currency, Be Seated, Weapon Throw VR.
• Several smaller bugfixes.
• Slightly more time afforded to Papyrus scripts per frame.

Updating:
• If you’re updating from an old save, make sure you disable the old “Soul Search” power in the “Souls Do Things” MCM menu. There’s a new one I made with the same name.
• Move your current savegames to /profiles/Librum/saves within the Librum MO2 folder.

v1.1.
Added Mods:

• Custom-to-Librum ENB preset, courtesy of Kvitekvist.
• *Less is More* texture fix, also courtesy of Kvitekvist.

• New beast race overhaul, including optional Morrowind-like feet:
  – *Grimoa's Plantigrade Feet for Beast Races.*
  – *Barefoot Beasts.* I modified this plugin extensively.
  – *True Digitigrade Beast Races.*
  – *Feminine Khajiit Textures* (grey cat option).
  – *Slightly Less Shiny Argonians* (no shine option, modified to work with plantigrade feet).

• *Tempered Skins for Males* and *Tempered Skins for Females.*

• New region-specific creatures and encounters:
  – *Bogmort - Mud Monsters of Morthal Swamp.*
  – *The Falkreath Hauntings.*
  – *Wendigos and Howlers.*
  – *The Blood Horker.*
  – *Unicorn - The Steed of Hircine.*
  – *Diverse Werewolf Collection.*
  – *Grahl - The Ice Troll.*

• *Karstaag - The Frost King Reborn.*

• *Durnehviir - God of Death.*

• *HD Serpentine Dragon and Mesh Fix.*

• *TB’s Improved Rivers.*

• *Salt and Wind - KS Hardo's Retexture.* Only used for Vigilant NPCs.

• *Wonders of Weather.*

• *Dragon Souls to Perk Points.* Replaces corresponding feature from *Souls Do Things.*

Other:

• *Forgotten Argonian Textures'* male textures removed.

• *WICO* properly patched.

• Dragon leveled lists fixed.

**v1.03.**

Added Mods:

• *Helgen Reborn,* now that it’s compatible with *Realm of Lorkhan.*

• *Better College Application.*

Other:

• Fixed *SunHelm* water issue.

• Fixed *Sleep to Level Up* issue.

• Attempted to fix issue where attack knockback was too high.
• Removed spell tomes from second Forgotten Spells Redone vendor.
• Pre-applied MCM settings for *Bounty Gold* and *Clockwork*.

Updating:
• Apply new MCM changes for CACO and SunHelm.

**v1.02.**
Added Mods:

• *SunHelm* needs instead of *iNeed*, to fix a known issue with crashing-while-saving.
• *Undiscovered Means Unknown*.

Removed Mods:
• *iNeed* and extensions.
• Health/Magicka/Stamina bar patch.

Other:
• Fixed issue with Alduin’s first appearance at Helgen – he originally triggered an abrupt weather change.
• Fixed issue with wolves throwing you across the map. It was pretty funny.
• Added several new voice commands – see the optional voice command INI for details.

**v1.0.**
Added Mods:

• New graphics:
  – *Believable Weapons* (not all meshes used).
  – *Myrkvior* trees.
  – *Cathedral* landscapes and plants.
  – *Fluffy Snow* kept on top of Cathedral.
  – *Night Sky* by SGS, as a darker night sky option.
• HIGGS VR (every modlist has just added this, I know).
  - Azura Shrine Temple and Elizabeth's Tower - Azura Shrine. The latter was modified.

Removed Mods:
• Landscape textures, *3D Trees and Plants*, etc.

Other:
• New graphics:
  – *Forgotten Argonian Roots*.
  – *CoverKhajiits* and *Better Males*-compatible meshes.
  – *ENB Brow Fix*. 
– *Eye Normal Map Fix.*
– *Real Bows.*
– *Better-Shaped Bows of the Heavens.*
– (optional) *Magic Cards Font.*

- New patches for *Great Cities* series of mods.

Other:
- Fixed problem with *No Perks on Level Up* module.
- Added *New Voice Commands* module.
- Added location levels on location names and map icons (e.g., “Bleak Falls Barrow” -> “Bleak Falls Barrow (8-14)”)
- Fixed *Forgotten Dungeons* map names.
- Reorganized and rebuilt several merges.
- Fixed crashes related to Bound Weapons.
- Activated *Shezarrine* and *Death Consumes All* as optional plugins.
- Fixed ENB version – should fix “white hair” bug.

Updating:
- Apply new MCM settings, according to the [Readme](README.md#configure-the-mcm):
  - Lock Overhaul, Spell Research, OBIS (disable all changes), Open Cities, VRIK.
- Clear scripts using Fallrim Tools:
  - AceBloodScriptAddItemstoVendor
- Wait two in-game days before continuing.

**v0.8-beta.**

Added Mods:

- *Realistic Ragdolls and Force,* and its *Higher Player Fall Damage* addon.
- *Genesis* enemy spawner.
- *Display Enemy Level.*
- Several graphics mods; among them, *Better Males, the Eyes of Beauty,*
  Rally’s suite of mods, *Better Dwemer Exteriors, 3D Stonewalls, 3D High Hrothgar Steps,* etc.
- *Point the Way.*
- *Lock Overhaul.*
- *COTN Morthal - Notice Board Patch.*
- *Simple Horse.*

Removed Mods:

- Other graphics mods:
  *SkySight Skins,* etc.
• *Essential Lockpicking and Immersive Thievery*, for compatibility.

Other:

• *Dynamic Immersive Seriously Dark Dungeons* added in v0.8 and removed in v0.8-1, for compatibility.
• *Realistic AI Detection* settings changed.

**v0.7-beta.**
Added Mods:

• *VRIK, Be Seated*, and *Simple Realistic Archery*.
• *MystiriousDawn’s HD Skyrim Overhaul*, landscape textures only.
• *AI Overhaul*.
• *SkyVraan* water effects.
• *Know Your Enemy*, along with *Know Your Elements* and *Light and Shadow* addons.
• *Immersive Patrols Simplified*.
• *Essential Lockpicking and Immersive Thievery*.

Removed Mods:

• *3D Groundcover*’s landscape textures.
• *Immersive Citizens - AI Overhaul*.
• *OBIS Patrols Addon*.
• *MageVR* holsters only.

Fixes:

• Fixed *Locational Damage*.
• Balanced *Enhanced Reflexes* bullet-time mode.

**v0.6-beta.**
Added Mods:

• *Open Cities* and patches.
• *Locational Damage*.
• *(Optional) Toggleable Slow Time Power*. Acts more like bullet time than vanilla slow time effects, and drains stamina.
• *Magistrate Levitate*.
• *iHarvest*

Updated Mods:

• Civil War Overhaul and patches.
v0.5-beta. First version.