

1. Requiem Support	2
1.1 Installing Requiem - 3.3.0 and newer	2
1.1.1 Installing Requiem with Vortex (Requiem 3.3.0 and newer)	3
1.1.2 Installing Requiem with Nexus Mod Manager (Requiem 3.3.0 and newer)	5
1.1.3 Installing Requiem with Mod Organizer 2 (Requiem 3.3.0 and newer)	6
1.2 Installing Requiem (version 3.2.0 and older)	8
1.2.1 Installing Requiem with Mod Organizer 2 (version 3.2.0 and older)	9
1.2.2 Installing Requiem with Nexus Mod Manager (version 3.2.0 and older)	11
1.2.3 Installing Requiem with Vortex (version 3.2.0 and older)	12
1.3 Updating Requiem	14
1.4 Compatibility Advices	15
1.4.1 Official DLCs - Dawnguard, Hearthfires and Dragonborn	15
1.4.2 Load Order and LOOT	16
1.4.3 Gameplay-Changing Mods	17
1.4.4 NPC and racial visual overhauls	18
1.4.5 Bashing, Merging and Smashing	19
1.5 Known Bugs in Requiem	20
1.5.1 Known Bugs in the Requiem 1.9.x series	20
1.5.2 Known Bugs in the Requiem 2.x series	22
1.5.3 Known Bugs in the Requiem 3.x series	24
1.6 Troubleshooting articles	26
1.6.1 Reqtificator fails to spawn a subprocess	27
1.6.2 A Java Exception occured when launching the Reqtificator	27
1.6.3 "A new Game is required" error pops up at the Helgen gates	28
1.7 Changelogs	28
1.7.1 Requiem 4.0.3 - "Threshold" Bugfix Pack #3	29
1.7.2 Requiem 4.0.2 - "Threshold" Bugfix Pack #2	29
1.7.3 Requiem 4.0.1 - "Threshold" Bugfix Pack #1	29
1.7.4 Requiem 4.0.0 - "Threshold"	29
1.7.5 Requiem 3.4.0 - "The Shadow Theory"	32
1.7.6 Requiem 3.3.0 - "The Quantum Enigma"	34
1.7.7 Requiem 3.2.0 - "Design Your Universe"	34
1.7.8 Requiem 3.1.1 - "Steel meets Steel" Bugfix Pack #1	35
1.7.9 Requiem 3.1.0 - "Steel meets Steel"	36
1.7.10 Requiem 3.0.2 - "Consign To Oblivion" Bugfix Pack #2	37
1.7.11 Requiem 3.0.1 - "Consign To Oblivion" Bugfix Pack #1	38
1.7.12 Requiem 3.0.0 - "Consign To Oblivion"	38
1.7.13 Requiem 2.0.2 - "The Phantom Agony" Bugfix Pack #2	40
1.7.14 Requiem 2.0.1 - "The Phantom Agony" Bugfix Pack #1	41
1.7.15 Requiem 2.0.0 - The Phantom Agony	41

Requiem Support

Installing and Updating Requiem

- [Installing Requiem - 3.3.0 and newer](#) (start reading this)
 - [Installing Requiem with Mod Organizer 2](#) (Requiem 3.3.0 and newer)
 - [Installing Requiem with Nexus Mod Manager](#) (Requiem 3.3.0 and newer)
 - [Installing Requiem with Vortex](#) (Requiem 3.3.0 and newer)
- [Installing Requiem \(version 3.2.0 and older\)](#)
 - [Installing Requiem with Mod Organizer 2](#) (version 3.2.0 and older)
 - [Installing Requiem with Nexus Mod Manager](#) (version 3.2.0 and older)
 - [Installing Requiem with Vortex](#) (version 3.2.0 and older)
- [Updating Requiem](#)

Compatibility

- [Official DLCs](#) - Dawnguard, Hearthfires and Dragonborn
- [NPC and racial visual overhauls](#)
- [Load Order and LOOT](#)
- [Gameplay-Changing Mods](#)
- [Bashing, Merging and Smashing](#)

Troubleshooting

- [Known Bugs in the Requiem 3.x series](#)
- [Known Bugs in the Requiem 2.x series](#)
- [Known Bugs in the Requiem 1.9.x series](#)

Also check out our [Troubleshooting articles](#)

Need more help?

- [Service Desk](#) — get help with the installation and report bugs
- [Requiem at Nexusmods](#) — general discussion forum for anything not covered by our Service Desk
- [Requiem at reddit](#) — fan-maintained discussion forum at reddit, Requiem developers also hang out there

Installing Requiem - 3.3.0 and newer

This short guide will show you how to set up Requiem 3.3.0 and newer using either [Nexus Mod Manager](#) (NMM), [Vortex](#) or [Mod Organizer 2](#) (MO). Installations with MO 1 are not possible because you need to run a 64bit executable as part of the setup process.



When you install Requiem the first time, you **must start a new game**. The changes made by this mod are too complex to be applied mid-game. There are no exceptions to this rule. Requiem will send you back to the main menu if you try to use it with an existing savegame.

In addition to installing Requiem like an ordinary mod, you will also need to generate a SkyProc patch for your personal mod-setup. A SkyProc patch is a Skyrim plugin which is generated automatically by predefined rules from the content found in your load order. As a simple example, one function of our SkyProc patcher is to bring the weapon damage and armor ratings from your favorite weapon and armor mods to Requiem's level. Requiem's SkyProc patch is called `Requiem for the Indifferent.esp` and is created by a tool called `Reqtificator`.



If this is your first time you're installing Requiem, we strongly recommend you to start with a small load order. Requiem works quite different than the base game and you should get to know our mod the way it was intended to be at first. We suggest you avoid using mods that change combat or gameplay for your first Requiem run. (Graphics improvements are of course fine.) Once you are more familiar with Requiem, you can expand your load order to customize the experience to your preferences.

Instructions

Changelogs

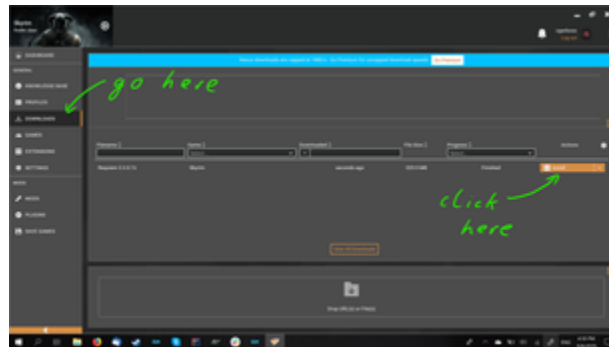
- Download and install all requirements:
 - the original release of Skyrim (the Special Edition is not supported at present)
 - all official DLCs Dawnguard, Hearthfires and Dragonborn
 - [Skyrim Script Extender \(SKSE\)](#) version 1.7.1+
 - a MCM implementation, either [SkyUI](#) (version 3.0+) or [SkyUI-Away](#)
 - [Unofficial Skyrim Legendary Edition Patch](#)
 - the [Bug Fixes](#), [Crash Fixes](#) and [Cobb Bug Fixes](#) SKSE plugins (not strictly required, but highly recommended)
- Download Requiem from [Nexus Mods](#)
- Follow the guide for your mod management tool:
 - [Mod Organizer 2](#)
 - [Nexus Mod Manager](#)
 - [Vortex](#)
- Enjoy Requiem!

Installing Requiem with Vortex (Requiem 3.3.0 and newer)

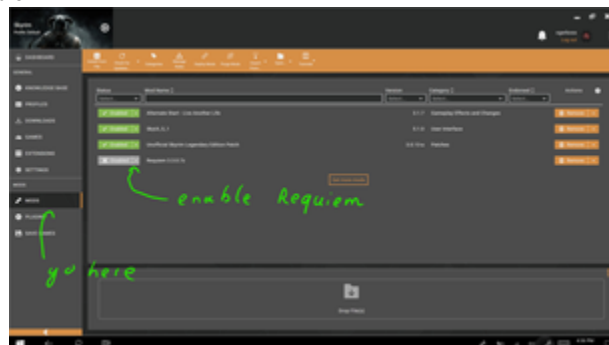
After reading [Installing Requiem - 3.3.0 and newer](#), this guide explains how to install Requiem with Vortex.

Instructions

- Go to the downloads tab and press the install button.



- Follow the instructions from the installer and pick the options you want.
- Go to the mods tab and enable Requiem.



- Go to the plugins tab and ensure that all Requiem plugins are activated and your load order is sorted.



- Go to the dashboard and enter a new executable.



6. Use the following configuration:

Name: Reqtificator

Target: <path to the data folder in your skyrim installation>\Reqtificator.bat

Command Line: leave blank

Start In: leave blank



7. launch the Reqtificator

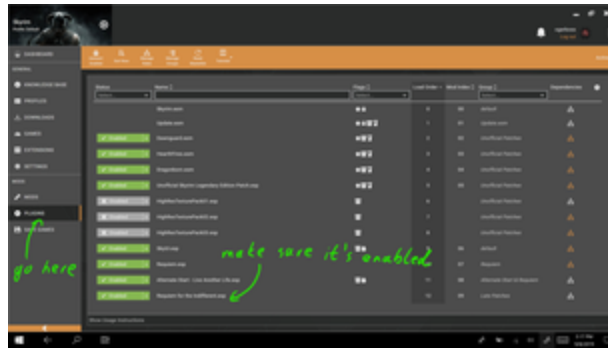


8. Select any additional options you want and then start the patch process.




9. Resolve any warnings the Reqtificator may show about your setup.

10. Go back to the plugins tab and check that the generated Requiem for the Indifferent.esp is enabled.



11. Launch Skyrim as usual and enjoy Requiem!

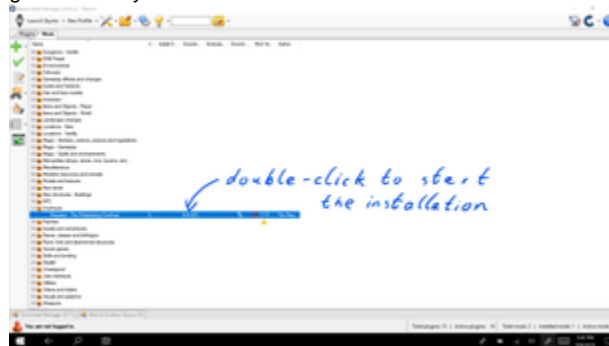
 Recreate the Skyproc patch whenever you make any changes to your load order, e.g. by adding, removing, updating or reordering mods.

Installing Requiem with Nexus Mod Manager (Requiem 3.3.0 and newer)

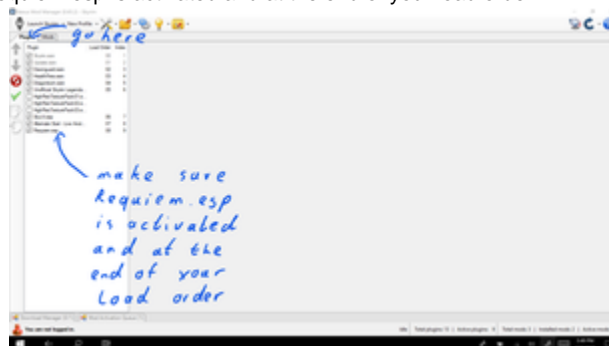
After reading [Installing Requiem - 3.3.0 and newer](#), this guide explains how to install Requiem with Nexus Mod Manager.

Instructions

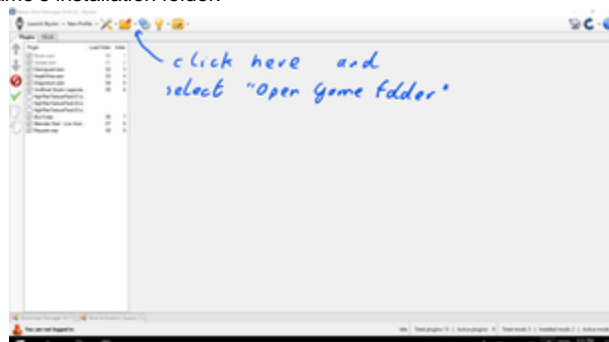
1. Start the installation by double-clicking the mod in your mod list.



2. Follow the instructions of the installer and select the additional options you want.
3. Go to the plugins tab, ensure that Requiem.esp is activated and at the end of your load order.



4. Use the menu toolbar to open the game's installation folder.



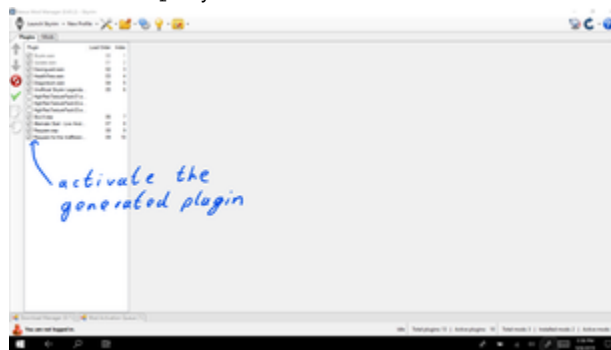
5. Go to the "Data" folder and double-click "Reqiticator.bat" to launch the patcher.




6. Change any settings you want in the ReqTificator main menu, then select "Patch".



7. Resolve any warnings that the ReqTificator may have about your setup and finish the creation of the patch
8. Activate the Requiem for the Indifferent.esp in your load order



9. Launch Skyrim as usual and enjoy Requiem!

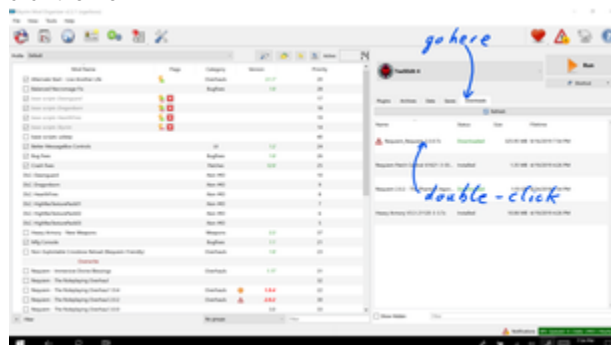
 Recreate the ReqTificator patch whenever you make any changes to your load order, e.g. by adding, removing, updating or reordering mods.

Installing Requiem with Mod Organizer 2 (Requiem 3.3.0 and newer)

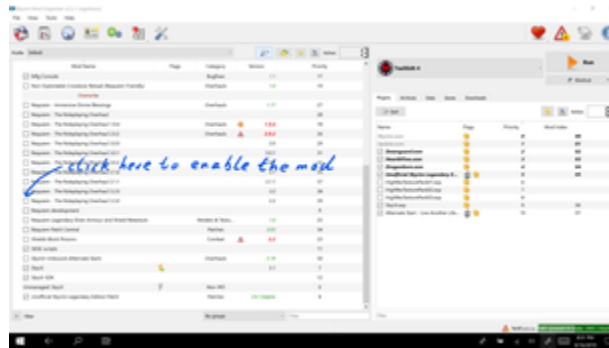
After reading [Installing Requiem - 3.3.0 and newer](#), this guide explains how to install Requiem with Mod Organizer 2.

Instructions

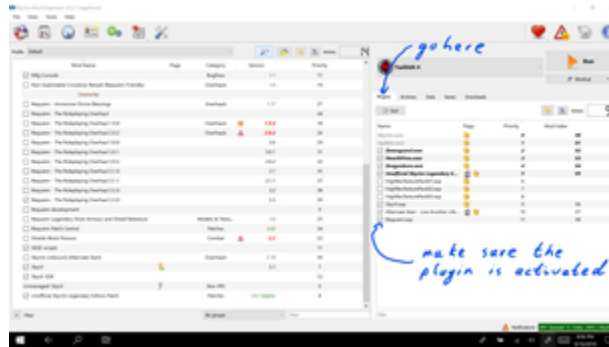
1. Go to the downloads tab and double-click the file.



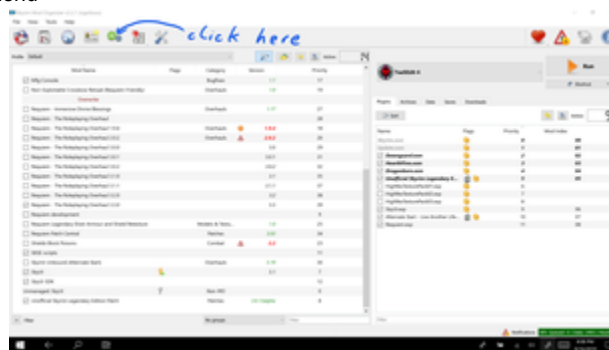
- Follow the instructions from the installer and pick the options you want.
- Find Requiem in your mod list and enable it.



- Go to the plugins tab and make sure Requiem.esp is loaded at the end of your load order.



- open the executable configuration menu



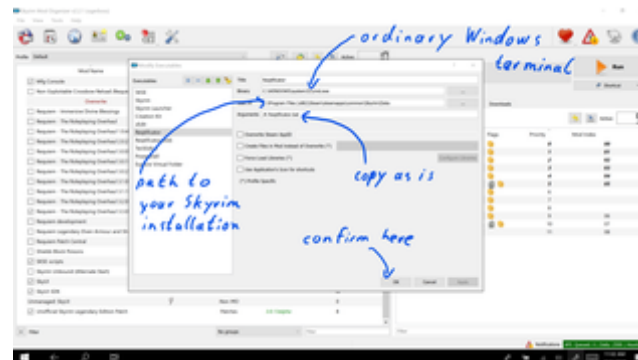
- Click the plus icon to create a new executable configuration with the following settings:

Name: Reqtificator

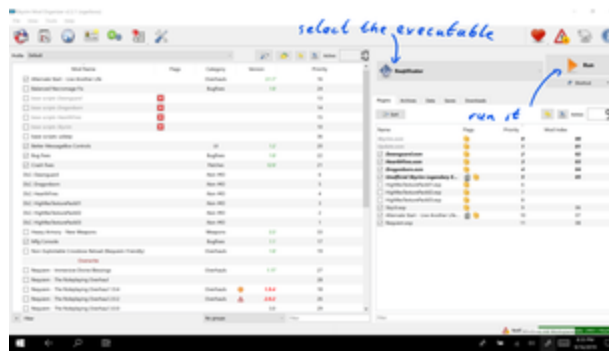
Binary: C:\WINDOWS\system32\cmd.exe

Start In: <path to the data folder in your skyrim installation>

Arguments: /K Reqtificator.bat



- Select the new Reqtificator executable from the configuration menu and run it.

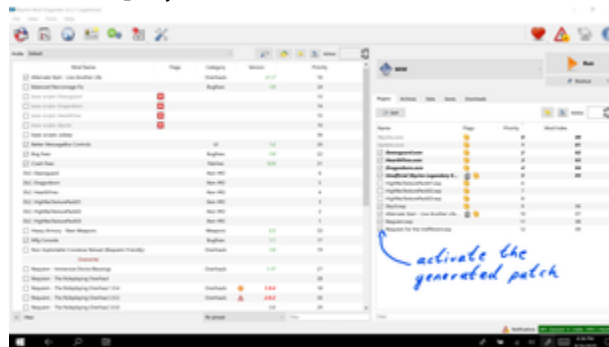


8. Change any settings you want in the Reqtificator main menu, then select "Patch".



9. Resolve any warnings that the Reqtificator may have about your setup and finish the creation of the patch

10. Activate Requiem for the Indifferent.esp in your load order



11. Launch Skyrim as usual and enjoy Requiem!

Recreate the Reqtificator patch whenever you have made any changes to your load order, e.g. by adding, removing, updating or reordering mods.

Installing Requiem (version 3.2.0 and older)

This short guide will show you how to set up Requiem properly using either [Nexus Mod Manager \(NMM\)](#), [Vortex](#) or [Mod Organizer 2 \(MO\)](#). Manual installations of Requiem and Mod Organizer 1 are not officially supported.

✖ A new game is mandatory

When you install Requiem the first time, you must start a new game. The changes made by this mod are too complex to be applied mid-game. There are no exceptions to this rule, Requiem will send you back to the main menu if you try to use it with an existing savegame.

In addition to installing Requiem like an ordinary mod, you will also need to generate a SkyProc patch for your personal mod-setup. A SkyProc patch is a Skyrim plugin which is generated automatically by predefined rules from the content found in your load order. As a simple example, one function of our SkyProc patcher is to bring the weapon damage and armor ratings from your favorite weapon and armor mods to Requiem's level.

✔ First Time Requiem?

If this is your first time you're installing Requiem, we strongly recommend you to start with a small load order. Requiem works quite different than the base game and you should get to know our mod the way it was intended to be at first. You should avoid using additional combat or gameplay changing mods for your first Requiem run. (Graphics improvements are of course fine.) Once you have familiarized yourself with Requiem, you can expand your load order to customize the experience to your preferences.

Instructions

- download and install all requirements
 - the original release of Skyrim (the Special Edition is not supported at present)
 - all official DLCs Dawnguard, Hearthfires and Dragonborn
 - [Skyrim Script Extender \(SKSE\)](#) version 1.7.1+
 - a MCM implementation, either [SkyUI](#) (version 3.0+) or [SkyUI-Away](#)
 - [Unofficial Skyrim Legendary Edition Patch](#)
 - the [Bug Fixes](#) SKSE plugin
 - a [Java11 \(or newer\) runtime](#) ("JRE")
- download the desired Requiem version from [Nexus Mods](#)
- follow the guide for your mod management tool
 - [Mod Organizer 2](#)
 - [Nexus Mod Manager](#)
 - [Vortex](#)
- enjoy Requiem!

❌ Mod Organizer 1.x is not supported

Mod Organizer 1 uses a 32bit virtual file-system and thus cannot launch 64bit Java runtimes. Java 8 was the last Java release that provided a 32bit version, but has reached its end of life in January 2019 and no longer receives any security updates. We thus strongly recommend to use Mod Organizer 2 instead which can launch 64bit executables.

Related articles

- [Installing Requiem with Vortex \(Requiem 3.3.0 and newer\)](#)
- [Installing Requiem - 3.3.0 and newer](#)
- [Installing Requiem with Vortex \(version 3.2.0 and older\)](#)
- [Installing Requiem with Nexus Mod Manager \(version 3.2.0 and older\)](#)
- [Installing Requiem with Mod Organizer 2 \(version 3.2.0 and older\)](#)

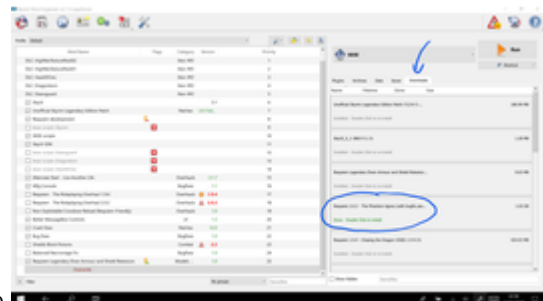
Installing Requiem with Mod Organizer 2 (version 3.2.0 and older)

After reading [Installing Requiem \(version 3.2.0 and older\)](#), this guide explains how to install Requiem with Mod Organizer 2 (or MO for short)

❌ Mod Organizer 1.x is not supported

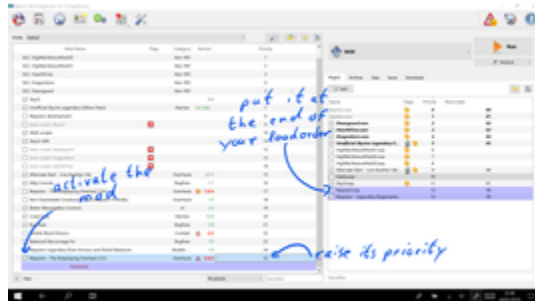
Mod Organizer 1 uses a 32bit virtual file-system and thus cannot launch 64bit Java runtimes. Java 8 was the last Java release that provided a 32bit version, but has reached its end of life in January 2019 and no longer receives any security updates. We thus strongly recommend to use Mod Organizer 2 instead which can launch 64bit executables.

Instructions

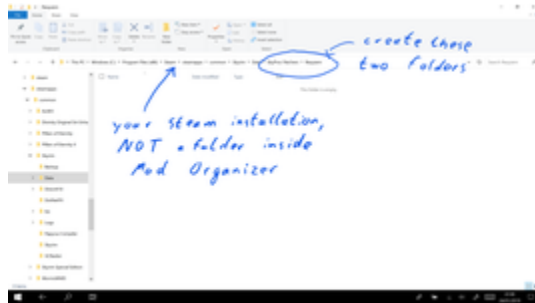


- Install Requiem like any other mod by double-clicking it in *Downloads* tab.
- Follow the instructions of the installer and select the additional options you want.

3. Activate Requiem in your list of installed mods and move the plugins to the end of your load order.

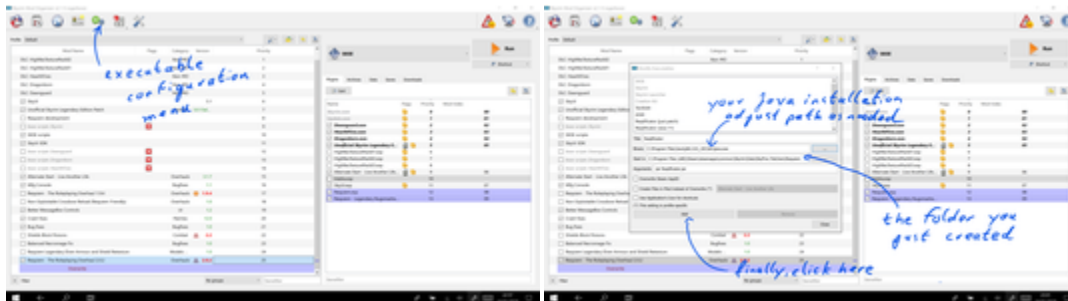


4. Go to your Skyrim installation folder and create the subfolders SkyProc Patchers\Requiem inside the data folder

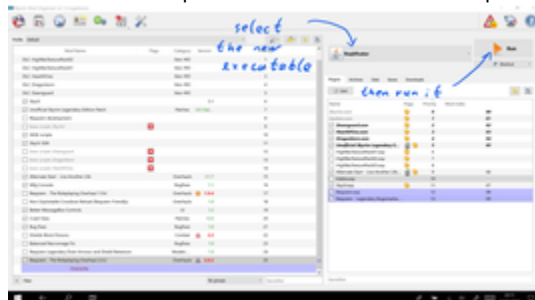


5. Open the executable configuration menu and add the Reqtificator as executable

- title: Reqtificator
- binary: C:\Program Files\Java\<version>\bin\java.exe (change accordingly if you installed Java elsewhere)
- Start in: <path to your Skyrim installation>\Data\SkyProc Patchers\Requiem
- Arguments: -jar Reqtificator.jar



6. select the new Reqtificator executable from the dropdown menu and press "Run"

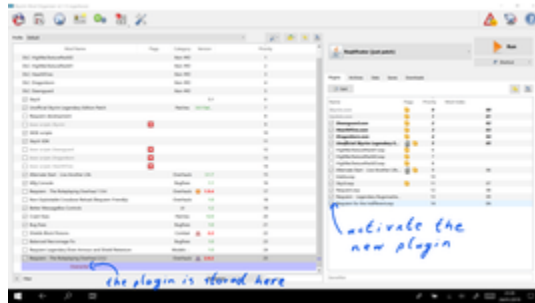


7. change any settings you want in the Reqtificator main menu, then select "Patch"



8. resolve any warnings that the Reqtificator may have about your setup and finish the creation of the patch

9. activate the Requiem for the Indifferent.esp in your load order



10. start Skyrim and enjoy Requiem

Requiem for the Indifferent.esp and load order changes

The content of Requiem for the Indifferent.esp depends on the mods you are using and the order in which you're loading them. Whenever you add, update, remove or rearrange mods, you will have to recreate the Requiem for the Indifferent.esp afterwards by simply running the Reqtificator again.

Related articles

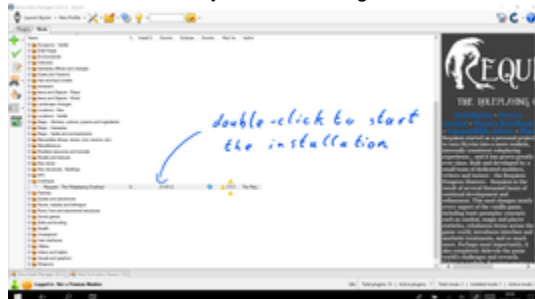
- [Installing Requiem - 3.3.0 and newer](#)
- [Installing Requiem with Vortex \(version 3.2.0 and older\)](#)
- [Installing Requiem with Nexus Mod Manager \(version 3.2.0 and older\)](#)
- [Installing Requiem with Mod Organizer 2 \(version 3.2.0 and older\)](#)
- [Installing Requiem \(version 3.2.0 and older\)](#)

Installing Requiem with Nexus Mod Manager (version 3.2.0 and older)

After reading [Installing Requiem \(version 3.2.0 and older\)](#), this guide explains how to install Requiem with Nexus Mod Manager (or NMM for short)

Instructions

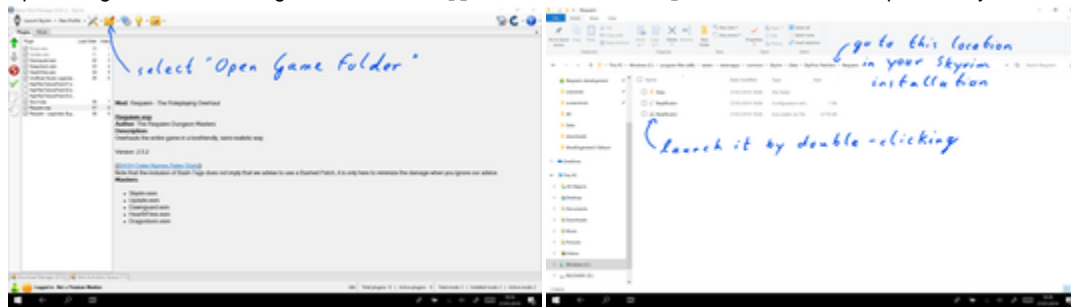
1. Start the installation by double-clicking the mod in the list of available mods.



2. Follow the instructions of the installer and select the additional options you want.
3. Make sure Requiem is at the end of your load order in the plugins tab.



4. Open the game's folder and go to the folder Skyproc Patchers\Requiem. Launch the Reqtificator by double-clicking the jar-file.

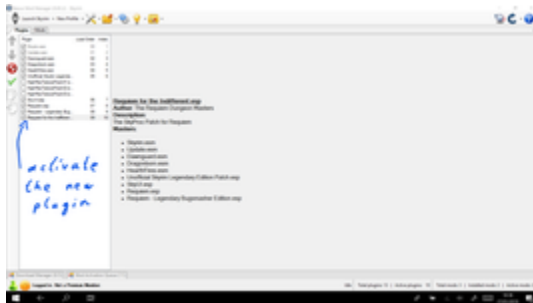


Note: If you see an archive instead of Jar-File, WinRAR is interfering. In this case you must use "Open with..." from the context menu and then select your java runtime.

5. change any settings you want in the Reqtificator main menu, then select "Patch"



6. resolve any warnings that the Reqtificator may have about your setup and finish the creation of the patch
7. activate the Requiem for the Indifferent.esp in your load order



8. start Skyrim and enjoy Requiem

Requiem for the Indifferent.esp and load order changes

The content of Requiem for the Indifferent.esp depends on the mods you are using and the order in which you're loading them. Whenever you add, update, remove or rearrange mods, you will have to recreate the Requiem for the Indifferent.esp afterwards by simply running the Reqtificator again.

Related articles

- [Installing Requiem - 3.3.0 and newer](#)
- [Installing Requiem with Vortex \(version 3.2.0 and older\)](#)
- [Installing Requiem with Nexus Mod Manager \(version 3.2.0 and older\)](#)
- [Installing Requiem with Mod Organizer 2 \(version 3.2.0 and older\)](#)
- [Installing Requiem \(version 3.2.0 and older\)](#)

Installing Requiem with Vortex (version 3.2.0 and older)

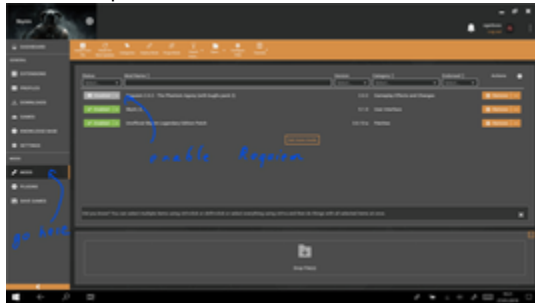
After reading [Installing Requiem \(version 3.2.0 and older\)](#), this guide explains how to install Requiem with Vortex

Instructions

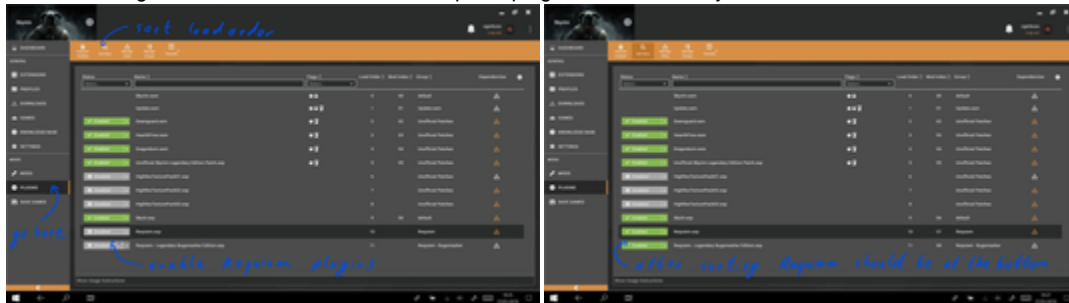
1. Go to the "Downloads" tab and click the install button next to your Requiem download.



2. Follow the instructions of the installer and select the additional options you want.
3. Enable Requiem in the "Mods" tab.

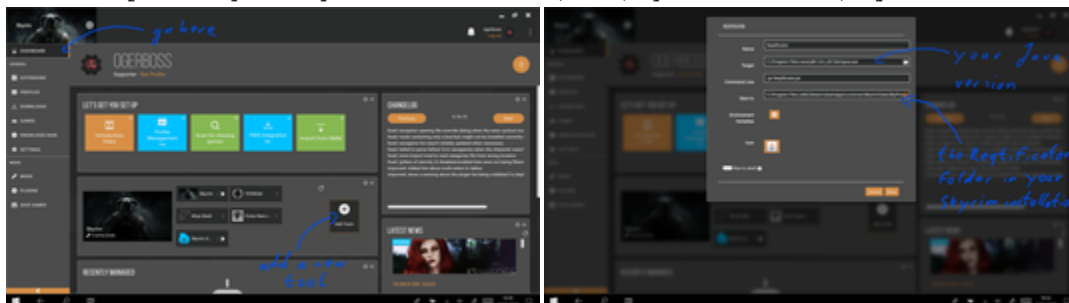


4. Go to the "Plugins" tab, activate all installed Requiem plugins and then sort your load order.



5. Go to the Dashboard and add a new tool with the following configuration:

- name: Reqticator
- target: C:\Program Files\Java\<version>\bin\java.exe (change accordingly if you installed Java elsewhere)
- command line: -jar Reqticator.jar
- Start in: <path to your Skyrim installation>\Data\SkyProc Patchers\Requiem



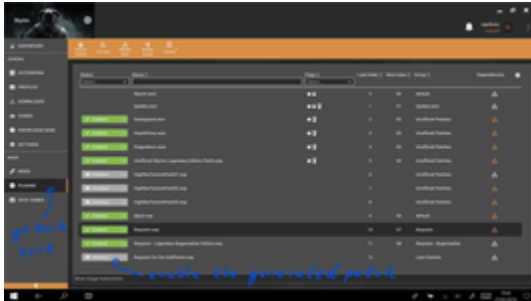
6. Launch the Reqticator.



- change any settings you want in the Reqtificator main menu, then select "Patch"



- resolve any warnings that the Reqtificator may have about your setup and finish the creation of the patch
- Go back to the "Plugins" tab and activate the Requiem for the Indifferent.esp you just created.



- Launch Skyrim and enjoy Requiem

Requiem for the Indifferent.esp and load order changes

The content of Requiem for the Indifferent.esp depends on the mods you are using and the order in which you're loading them. Whenever you add, update, remove or rearrange mods, you will have to recreate the Requiem for the Indifferent.esp afterwards by simply running the Reqtificator again.

Related articles

- [Installing Requiem with Vortex \(Requiem 3.3.0 and newer\)](#)
- [Installing Requiem - 3.3.0 and newer](#)
- [Installing Requiem with Vortex \(version 3.2.0 and older\)](#)
- [Installing Requiem with Nexus Mod Manager \(version 3.2.0 and older\)](#)
- [Installing Requiem with Mod Organizer 2 \(version 3.2.0 and older\)](#)

Updating Requiem

This article explains how to update your Requiem version and if you can continue your existing savegame after doing so. Starting with Requiem 2.0.0 our version numbers have a well-defined meaning.

The release number is a triple of Major.Minor.Bugfix version numbers.

- major version increment: these versions contain significant changes that break backwards compatibility, **you cannot update your savegame from one major version to another**
- minor version increment: these versions contain new features which do not affect backwards compatibility, you can upgrade savegames to newer minor versions of the same major release
- bugfix version increment: these versions contain bugfixes which do not affect backwards compatibility, you can upgrade savegames to newer minor or bugfix versions of the same major release

Please keep these update rules in mind before installing the latest Requiem version. The new game for major release is not a recommendation, Requiem will actively enforce it to prevent you from damaging your savegame.

Instructions

- Uninstall the old Requiem version from your mod management tool.
- Install the new version according to the installation guides

- [Mod Organizer](#) (you don't need to set up the Reqtificator again)
 - [Nexus Mod Manager](#)
 - [Vortex](#) (you don't need to set up the Reqtificator again)
3. start Skyrim, savegames will update themselves after loading

**Don't make a clean save or delete content**

Don't take any additional action besides the listed steps. Requiem doesn't need a "clean save" for updating, doing so would rather break it! Also you must not delete any of the files generated by the SkyProc Patcher. Some of the additional files are required to ensure consistency when you run the Reqtificator again later.

Related articles

- [Installing Requiem with Vortex \(Requiem 3.3.0 and newer\)](#)
- [Installing Requiem - 3.3.0 and newer](#)
- [Installing Requiem with Vortex \(version 3.2.0 and older\)](#)
- [Installing Requiem with Nexus Mod Manager \(version 3.2.0 and older\)](#)
- [Installing Requiem with Mod Organizer 2 \(version 3.2.0 and older\)](#)

Compatibility Advices

Title	Creator	Modified
Bashing, Merging and Smashing	ogerboss	May 26, 2021
Load Order and LOOT	ogerboss	Mar 02, 2019
Gameplay-Changing Mods	ogerboss	Jan 28, 2019
NPC and racial visual overhauls	ogerboss	Jan 28, 2019
Official DLCs - Dawnguard, Hearthfires and Dragonborn	ogerboss	Jan 27, 2019

Official DLCs - Dawnguard, Hearthfires and Dragonborn

Dawnguard

The Dawnguard DLC is fully integrated and leveled.

The Dawnguard will seek you out to start the new quest line once you have reached level 30. Alternatively, you can visit Fort Dawnguard at any time to manually start the quest line.

Hearthfires

The Hearthfires DLC is fully integrated since Requiem 2.0.0.

Acquiring the plots of land in the holds does not require you to solve high-level quests, these houses are thus good choices for the early game. Falkreath works the same way as in Vanilla Skyrim, in Morthal and Dawnstar you need to convince the local Jarl of your good intentions by providing assistance to his citizens.

Dragonborn

The Dragonborn DLC is disabled in Requiem since version 2.0.0.

The Dragonborn DLC is not integrated with Requiem at present, however the Unofficial Skyrim Legendary Edition Patch makes it essentially a requirement. With the standard installation, Requiem will prevent the Dragonborn questline from starting and you will not be able to travel to Solstheim. All DB-specific content that would otherwise be available in the province of Skyrim has also been disabled and randomly generated quests will not send you to locations in Solstheim.

If you want to experience the Dragonborn content, you can either select the optional plugin during installation which will restore access to Vanilla, leveled Dragonborn content or you can install a third party patch for Dragonborn.

Related Articles

- [Bashing, Merging and Smashing](#) —
A Bashed Patch is okay if some advice is observed. A Smashed Patch is okay if a special setting is used for Requiem. Hand-made merged patches to resolve conflicts in your load-order with TES5Edit are fine. It's not advised to merge Requiem patches.
- [Gameplay-Changing Mods](#) —
Rules of thumb for the compatibility with various kinds of gameplay-changing mods. These will give you some orientation and guide-lines which other mods you can or cannot use with Requiem.
- [Load Order and LOOT](#) —
Requiem is a major overhaul and touches many aspects of the game. To ensure it works as intended, you need to organize your load order properly to avoid or resolve conflicts with other mods.
- [NPC and racial visual overhauls](#) — Requiem provides special support for mods that only alter the visual appearance of races or individual actors. No separate compatibility patches are needed, just some Reqticator configuration.
- [Official DLCs - Dawnguard, Hearthfires and Dragonborn](#) —
As of version 2.0.0 Requiem requires all three of the official DLCs, but Dragonborn is disabled ingame.

Load Order and LOOT

General Load Order

Requiem is a major overhaul and touches many aspects of the game. Due to nature of such overhauls, it will also conflict with many other mods which try to change content also modified by Requiem. Often you will need dedicated compatibility patches to resolve these conflicts and you must load the plugins in the appropriate order.

In general your load order should look like:

General Requiem Load Order

```
Skyrim.esm
Dawnguard.esm
Hearthfires.esm
Dragonborn.esm
Unofficial Skyrim Legendary Edition Patch.esp
...
[all normal mods not depending on Requiem]
...
Requiem.esp
Requiem - Legendary Bugsmasher Edition.esp
...
[Requiem patches and addons]
...
Requiem for the Indifferent.esp
```

Any plugin that doesn't depend on Requiem.esp should be loaded before it unless you have a specific reason to do otherwise. (Generic "load last" advices from other modders don't count. 🙄)

The Bugsmasher plugin should be loaded directly after Requiem.esp to ensure that it doesn't overwrite any changes from your Requiem patches and addons.

At the very end of your load order should be the Requiem for the Indifferent.esp which you created as part of the installation process. Remember that its content depends on your load order and you must recreate the patch whenever you add, remove, update or reorder plugins. If you happen to have multiple mods generating automated patches (e.g. with SkyProc or the Unified Patching Framework from zEdit) all these patches should be at the very end of your load order. You'll have to figure out the appropriate order of these patches yourself.

LOOT

Our team member thetrader has published a set of LOOT rules which have been merged into the LOOT masterlist. LOOT is therefore now able to produce decent Requiem load orders for you that should require only small tweaks if any at all.

Related Articles

- [Bashing, Merging and Smashing](#) —
A Bashed Patch is okay if some advice is observed. A Smashed Patch is okay if a special setting is used for Requiem. Hand-made merged patches to resolve conflicts in your load-order with TES5Edit are fine. It's not advised to merge Requiem patches.
- [Gameplay-Changing Mods](#) —
Rules of thumb for the compatibility with various kinds of gameplay-changing mods. These will give you some orientation and guide-lines which other mods you can or cannot use with Requiem.
- [Load Order and LOOT](#) —
Requiem is a major overhaul and touches many aspects of the game. To ensure it works as intended, you need to organize your load order properly to avoid or resolve conflicts with other mods.
- [NPC and racial visual overhauls](#) — Requiem provides special support for mods that only alter the visual appearance of races or individual actors. No separate compatibility patches are needed, just some Reqtificator configuration.
- [Official DLCs - Dawnguard, Hearthfires and Dragonborn](#) —
As of version 2.0.0 Requiem requires all three of the official DLCs, but Dragonborn is disabled ingame.

Gameplay-Changing Mods

Weapon and Armor Mods

Examples: Heavy Armory, Immersive Weapons, Scoped Bows

The Reqtificator takes care of adjusting the base stats of equipment and integrating it with our advanced features by adding the necessary keywords. If the item stats were balanced for Vanilla, they'll be fine for Requiem too.

If an equipment mod distributes its content via the leveled lists in the game, you'll need a custom patch to make the mod play nicely with Requiem. Requiem delevels the entire game, which includes large-scale changes to leveled lists. We're not only allowing all content to spawn at player level 1, but also the content which can spawn is adjusted, e.g. by removing items that bandits should never get in Requiem. Since this type of rebalancing cannot be done with simple algorithms, a hand-made patch is required. The Reqtificator automatically merges changes to leveled lists from all plugins that depend on Requiem.esp.

Monster/Encounter mods

Examples: Skyrim Immersive Creatures, Revenge of the Enemies

All actors (except followers) have a static level in Requiem and perks have much more importance than in the base game. As a consequence encounter mods generally need a hand-made compatibility patch to work with Requiem. The Reqtificator automatically merges changes to leveled characters from all plugins that depend on Requiem.esp to ensure all your added encounters can spawn as intended.

Game Mechanics mods

Examples: Frostfall, Loot and Degradation, Realistic Needs and Diseases

This is a difficult kind of mod for which no general statement can be made. If they touch only few (or even none) Vanilla records, they might technically be compatible out of the box. But in any case, they will likely need some adjustment and tweaking to blend fully into Requiem.

Major Overhauls

Examples: Skyrim Redone, Perkus Maximus, Ordinator

Two mods that conflict on almost everything they touch will not be compatible. Since overhauls usually have different aims and visions, you will not be able to make them compatible with each other without crippling at least one of them. Pick Requiem or one of the others, but not both.

Obviously we recommend Requiem! 😊

Related Articles

- [Bashing, Merging and Smashing](#) —
A Bashed Patch is okay if some advice is observed. A Smashed Patch is okay if a special setting is used for Requiem. Hand-made merged patches to resolve conflicts in your load-order with TES5Edit are fine. It's not advised to merge Requiem patches.
- [Gameplay-Changing Mods](#) —
Rules of thumb for the compatibility with various kinds of gameplay-changing mods. These will give you some orientation and guide-lines which other mods you can or cannot use with Requiem.

- [Load Order and LOOT](#) — Requiem is a major overhaul and touches many aspects of the game. To ensure it works as intended, you need to organize your load order properly to avoid or resolve conflicts with other mods.
- [NPC and racial visual overhauls](#) — Requiem provides special support for mods that only alter the visual appearance of races or individual actors. No separate compatibility patches are needed, just some Reqtificator configuration.
- [Official DLCs - Dawnguard, Hearthfires and Dragonborn](#) — As of version 2.0.0 Requiem requires all three of the official DLCs, but Dragonborn is disabled ingame.

NPC and racial visual overhauls

NPC visual overhauls

If you want to use mods that only alter the visual appearance of NPCs, like Bijin Warmaidens, you can configure the Reqtificator to automatically merge these visual changes with Requiem gameplay changes. You do not require any hand-made compatibility patches for this kind of mod.

To enable this automated merging, you need to edit the `Reqtificator.ini` in `SkyProc Patches\Requiem`:

Reqtificator.ini (for NPCs)

```
# this is a configuration file for the Reqtificator, Requiem's SkyProc
patcher
# all lines starting with a # are comments
# [GROUPNAME] defines the beginning of a new option group, please
ensure that
# all values you supply are in the correct group
# each line may contain exactly one mod name

[NPCVisuals]
#this category lists all mods that qualify as overwrites for actor
visuals
ethereal_elven_overhaul.esp
Bijin Warmaidens.esp
```

Add all plugins that contain visual NPC changes in the "NPCVisuals" section in this config file and load these plugins before `Requiem.esp`. If a NPC is modified both by `Requiem.esp` (or any plugin depending on it) and one of the listed plugins, the Requiem gameplay changes and the visual changes from your other mod will be merged in the generated `Requiem for the Indifferent.esp`. When multiple visual overhauls change the same NPC, the Reqtificator will use the data from the one that is loaded last.

Race Visual Overhauls

If you want to use mods that only alter the visual appearance of entire races, like `Ethereal Elven Overhaul`, you can configure the Reqtificator to automatically merge these visual changes with Requiem gameplay changes. You do not require any hand-made compatibility patches for this kind of mod.

To enable this automated merging, you need to edit the `Reqtificator.ini` in `SkyProc Patches\Requiem`:

Reqtificator.ini (for races)

```
# this is a configuration file for the Reqtificator, Requiem's SkyProc
patcher
# all lines starting with a # are comments
# [GROUPNAME] defines the beginning of a new option group, please
ensure that
# all values you supply are in the correct group
```

```
# each line may contain exactly one mod name

[RaceVisuals]
#this category lists all mods that qualify as overwrites for racial
visuals
ethereal_elven_overhaul.esp
```

Add all plugins that contain racial visual changes in the "RaceVisuals" section in this config file and load these plugins before `Requiem.esp`. If a race is modified both by `Requiem.esp` (or any plugin depending on it) and one of the listed plugins, the `Requiem` gameplay changes and the visual changes from your other mod will be merged in the generated `Requiem for the Indifferent.esp`. When multiple visual overhauls change the same race, the `Reqticator` will use the data from the one that is loaded last.

Related Articles

- [Bashing, Merging and Smashing](#) —
A Bashed Patch is okay if some advice is observed. A Smashed Patch is okay if a special setting is used for `Requiem`. Hand-made merged patches to resolve conflicts in your load-order with `TES5Edit` are fine. It's not advised to merge `Requiem` patches.
- [Gameplay-Changing Mods](#) —
Rules of thumb for the compatibility with various kinds of gameplay-changing mods. These will give you some orientation and guide-lines which other mods you can or cannot use with `Requiem`.
- [Load Order and LOOT](#) —
`Requiem` is a major overhaul and touches many aspects of the game. To ensure it works as intended, you need to organize your load order properly to avoid or resolve conflicts with other mods.
- [NPC and racial visual overhauls](#) — `Requiem` provides special support for mods that only alter the visual appearance of races or individual actors. No separate compatibility patches are needed, just some `Reqticator` configuration.
- [Official DLCs - Dawnguard, Hearthfires and Dragonborn](#) —
As of version 2.0.0 `Requiem` requires all three of the official DLCs, but `Dragonborn` is disabled ingame.

Bashing, Merging and Smashing

Merged Patches (not to be confused with merging plugins)

Creating your own Merged Plugin in `TES5Edit` to resolve conflicts between different mods by hand is a perfectly valid approach in `Requiem` too. The only thing to keep in mind is that your patch should be loaded before the `Requiem for the Indifferent.esp` so that its content gets patched.

Bashed Patch

A Bashed Patch can be used with `Requiem`, but some options require special attention as described below.



This advice applies to `Requiem 4.0.2+`. Older versions of `Requiem` do not have the necessary bash-tags included. If you want to use a Bashed Patch with an older version of `Requiem` make sure you have fetched the latest `LOOT` masterlist before creating your bashed patch. Furthermore, you may see an outdated warning regarding the usage of a Bashed Patch when running the `Reqticator`.

The resulting Bashed Patch should be loaded before `Requiem for the Indifferent.esp` so that its content gets patched.

Leveled List

This option must remain disabled because it will re-introduce leveled content into `Requiem`. Instead, you should use custom compatibility patches for mods that add new equipment and encounters to `Skyrim`. You can enable *Merge Leveled Characters* and *Merge Leveled Items* in the `Reqticator` settings to have the `Reqticator` merge leveled list changes from plugins that depend on `Requiem`. The generated `Requiem for the Indifferent.esp` is therefore a replacement for the Leveled List option of a Bashed Patch, but includes no leveled content.

Import X

`Requiem` is tagged with the necessary bash-tags to support these options. However, all compatibility patches and addons that depend on `Requiem` must also be properly tagged or the Bashed Patch may revert changes from these plugins. Thus, we recommend caution when enabling such options unless you are certain your plugins are tagged. The following types are not imported by `Requiem` and therefore safe to enable:

- Actors: AI Packages
- Cells

- Graphics
- Object Bounds
- Sounds

Tweak X

You may find that some of these tweaks are already contained in Requiem or significantly alter your Requiem experience.

Merge Patches

The scope of what a Bashed Patch considers mergeable is so narrow that this option is safe to enable even though we generally advise against merging Requiem patches.

Smashed Patch

A Smashed Patch is safe to use with Requiem, but you need to install a special smash setting to prevent leveled content from being re-introduced.

1. Download [Smash.Requiem.json](#).
2. Navigate to the folder where you have Mator Smash installed. Place `Smash.Requiem.json` inside `settings\Skyrim`.
3. Start Mator Smash and make sure `Requiem.esp` is assigned the `Smash.Requiem` setting.
4. Build a smashed patch as usual.

The Smashed Patch should be loaded before the `Requiem for the Indifferent.esp` so that its content gets patched. You need to disable *Merge Leveled Characters* and *Merge Leveled Items* in the Reqtificator settings because a Smashed Patch already merges all leveled lists.

Merging Requiem Patches

We generally advise against merging Requiem patches using a tool such as zMerge. The Reqtificator offers some advanced processing features for mod-authors which must be explicitly enabled. Merging several such mods into one will break these functionalities. You should never include a Requiem-patch or addon in a merge if its plugin description contains a line like this:

REQ-Tags example

```
<<REQ:"FANCY"; REQ:TEMPER; REQ:UNROLL; REQ:MUTATE>>
```

Related Articles

- [Bashing, Merging and Smashing](#) —
A Bashed Patch is okay if some advice is observed. A Smashed Patch is okay if a special setting is used for Requiem. Hand-made merged patches to resolve conflicts in your load-order with TES5Edit are fine. It's not advised to merge Requiem patches.
- [Gameplay-Changing Mods](#) —
Rules of thumb for the compatibility with various kinds of gameplay-changing mods. These will give you some orientation and guide-lines which other mods you can or cannot use with Requiem.
- [Load Order and LOOT](#) —
Requiem is a major overhaul and touches many aspects of the game. To ensure it works as intended, you need to organize your load order properly to avoid or resolve conflicts with other mods.
- [NPC and racial visual overhauls](#) — Requiem provides special support for mods that only alter the visual appearance of races or individual actors. No separate compatibility patches are needed, just some Reqtificator configuration.
- [Official DLCs - Dawnguard, Hearthfires and Dragonborn](#) —
As of version 2.0.0 Requiem requires all three of the official DLCs, but Dragonborn is disabled ingame.

Known Bugs in Requiem

Here you can find a list of all known bugs and fix state for each major version of Requiem. If you find a bug in the most recent major version which is not published here, please help us fixing it by submitting a detailed report at [our Service Desk!](#) 😊

- [Known Bugs in the Requiem 3.x series](#)
- [Known Bugs in the Requiem 2.x series](#)
- [Known Bugs in the Requiem 1.9.x series](#)

Known Bugs in the Requiem 1.9.x series

Key	Summary	P	Status	Affected Version/s	Fix Version /s
RRO-673	Odd interactions between Vampirism and Regeneration perk		REJECTED	Requiem 1.9.3, Requiem 1.9.4, Requiem 2.0.0, Requiem 2.0.1, Requiem 2.0.2, Requiem 3.0.0, Requiem 3.0.1, Requiem 3.0.2, Requiem 3.1.0, Requiem 3.1.1, Requiem 3.2.0	
RRO-446	Vanilla wands grant almost no speech XP when traded		REJECTED	Requiem 1.9.4, Requiem 2.0.0, Requiem 2.0.1, Requiem 2.0.2, Requiem 3.0.0	
RRO-415	Candlelight spell doesn't have the WISpellColorful keyword in Requiem		DONE	Requiem 1.9.4, Requiem 2.0.0, Requiem 2.0.1, Requiem 2.0.2	Requiem 3.0.0
RRO-377	Banish atronach spell effect scares atronachs permanently		DONE	Requiem 1.9.4, Requiem 2.0.0, Requiem 2.0.1	Requiem 2.0.2
RRO-345	Several minor bugs: Round 11		DONE	Requiem 1.9.4, Requiem 2.0.0	Requiem 2.0.0
RRO-336	Several minor bugs: Round 10		DONE	Requiem 1.9.4, Requiem 2.0.0	Requiem 2.0.0
RRO-310	Fix spell tome leveled lists		DONE	Requiem 1.9.4	Requiem 2.0.0
RRO-309	Several minor bugs: Round 9		DONE	Requiem 1.9.4	Requiem 2.0.0
RRO-308	Several minor bugs: Round 8		DONE	Requiem 1.9.4	Requiem 2.0.0
RRO-302	Vampiric Sight doesn't work while being a Vampire Lord		DONE	Requiem 1.9.4	Requiem 2.0.0
RRO-297	Several minor bugs: Round 7		DONE	Requiem 1.9.4	Requiem 2.0.0
RRO-289	Can't move while blocking in 3rd person		REJECTED	Requiem 1.9.4	
RRO-288	Dualcasted Lightning Speed caused reversed effect		DONE	Requiem 1.9.4	Requiem 2.0.0
RRO-287	Melee attacks in human form increases Werewolf experience		DONE	Requiem 1.9.4	Requiem 2.0.0
RRO-278	Several minor bugs: Round 6		DONE	Requiem 1.9.4	Requiem 2.0.0
RRO-247	Fix and improve spectral creatures		DONE	Requiem 1.9.4	Requiem 2.0.0
RRO-189	Several minor bugs: Round 5		DONE	Requiem 1.9.4	Requiem 2.0.0
RRO-180	Several minor bugs: Round 4		DONE	Requiem 1.9.4	Requiem 2.0.0
RRO-161	Replace deprecated vanilla items with Requiem substitutes		DONE	Requiem 1.9.4	Requiem 2.0.0
RRO-132	Several minor bugs: Round 2		DONE	Requiem 1.9.4	Requiem 2.0.0
RRO-129	Fundamental Destruction uses the wrong actorvalue for spellpower scaling		DONE	Requiem 1.9.4	Requiem 2.0.0
RRO-125	Several minor bugs		DONE	Requiem 1.9.4	Requiem 2.0.0
RRO-123	Requiem has two corrupt meshes that need fixing.		DONE	Requiem 1.9.4	Requiem 2.0.0
RRO-115	The Rune Mastery perk doesn't allow for three simultaneous runes		DONE	Requiem 1.9.4	Requiem 2.0.0

RRO-111	Change the catapult noise used in bullrushing and horse trample	DONE	Requiem 1.9.4	Requiem 2.0.0
RRO-105	Reqtificator does not copy BrowsInOut when performing visual NPC merges	DONE	Requiem 1.9.4	Requiem 2.0.0
RRO-82	Extended Blessing of Julianos does not grant extra magicka	DONE	Requiem 1.9.3	Requiem 1.9.4
RRO-79	Ring of Peerless Lockpicking too weak?	DONE	Requiem 1.9.4	Requiem 1.9.4
RRO-77	Ancestor guardian not working.	DONE	Requiem 1.9.4	Requiem 1.9.4
RRO-76	Some mage followers constantly recast armor spells in combat wasting magicka	DONE	Requiem 1.9.4	Requiem 1.9.4
RRO-62	Corrupted Shades at Kilkreath Temple mutate into "Damage Sponges" after loading a game	REJECTED	Requiem 1.9.3	
RRO-39	Player dying when transforming into a werewolf when below 100 health	DONE	Requiem 1.9.3	Requiem 1.9.4
RRO-38	Nightingale weapon descriptions does not match actual object effect	DONE	Requiem 1.9.3	Requiem 1.9.4
RRO-29	SkyProc fails to fetch language from Skyrim.ini if there's a space in the assignment	DONE	Requiem 1.9.3	Requiem 1.9.4
RRO-23	Quick shot perk makes crossbow reloading very fast	DONE	Requiem 1.9.3	Requiem 1.9.4
RRO-13	Rank II runes are severely under-powered compared to rank I runes	DONE	Requiem 1.9.3	Requiem 1.9.4
RRO-7	The guard patrolling the road next to Cicero is invisible and unselectable in the console.	DONE	Requiem 1.9.3	Requiem 1.9.4

37 issues

Known Bugs in the Requiem 2.x series

Key	Summary	P	Status	Affected Version/s	Fix Version /s
RRO-766	Skill ups from books and quests are arbitrarily reduced		BACKLOG	Requiem 2.0.0, Requiem 2.0.1, Requiem 2.0.2, Requiem 3.0.0, Requiem 3.0.1, Requiem 3.0.2, Requiem 3.1.0, Requiem 3.1.1, Requiem 3.2.0, Requiem 3.3.0, Requiem 3.4.0	
RRO-765	Poison of Damage Lingering Health is incorrectly resisted		BACKLOG	Requiem 2.0.0, Requiem 2.0.1, Requiem 2.0.2, Requiem 3.0.0, Requiem 3.0.1, Requiem 3.0.2, Requiem 3.1.0, Requiem 3.1.1, Requiem 3.2.0, Requiem 3.3.0, Requiem 3.4.0	
RRO-674	Dragon fear aura affects spirit summons		DONE	Requiem 2.0.0, Requiem 2.0.1, Requiem 2.0.2, Requiem 3.0.0, Requiem 3.0.1, Requiem 3.0.2, Requiem 3.1.0, Requiem 3.1.1, Requiem 3.2.0	Requiem 3.3.0
RRO-673	Odd interactions between Vampirism and Regeneration perk		REJECTED	Requiem 1.9.3, Requiem 1.9.4, Requiem 2.0.0, Requiem 2.0.1, Requiem 2.0.2, Requiem 3.0.0, Requiem 3.0.1, Requiem 3.0.2, Requiem 3.1.0, Requiem 3.1.1, Requiem 3.2.0	
RRO-670	Radiant quests sometimes still select locations in Solstheim		BACKLOG	Requiem 2.0.0, Requiem 2.0.1, Requiem 2.0.2, Requiem 3.0.0, Requiem 3.0.1, Requiem 3.0.2, Requiem 3.1.0, Requiem 3.1.1, Requiem 3.2.0	
RRO-633	Worn gear carry weight reduction affects all instances of the same item		REJECTED	Requiem 2.0.0, Requiem 2.0.1, Requiem 2.0.2, Requiem 3.0.0, Requiem 3.0.1, Requiem 3.0.2, Requiem 3.1.0, Requiem 3.1.1	

RRO-493	Ingame race test becomes slower with every loaded savegame	DONE	Requiem 2.0.0, Requiem 2.0.1, Requiem 2.0.2	Requiem 3.0.1
RRO-484	Frostbite Spider trophy requires "Frostbite Spider Venom" instead of Venomous Spittle	DONE	Requiem 2.0.0, Requiem 2.0.1, Requiem 2.0.2	Requiem 3.0.0
RRO-478	Tolfdir performs poorly in Saarthal because he uses Absorb Essence against undead	DONE	Requiem 2.0.0, Requiem 2.0.1, Requiem 2.0.2, Requiem 3.0.0	Requiem 4.0.0
RRO-476	Combat Reflexes - fix incorrect stamina drain and rebalancing	DONE	Requiem 2.0.2, Requiem 3.0.0, Requiem 3.0.1	Requiem 3.0.2
RRO-460	Salma (Ironbind Barrow) doesn't have heavy armor perks, Vilkas has no follower-specific perks	DONE	Requiem 2.0.0, Requiem 2.0.1, Requiem 2.0.2	Requiem 3.0.0
RRO-459	Invisible Entities cannot poison their victims	DONE	Requiem 2.0.0, Requiem 2.0.1, Requiem 2.0.2	Requiem 3.0.0
RRO-453	Summoned Potent Ice Spirits leave behind ice piles	DONE	Requiem 2.0.0, Requiem 2.0.1, Requiem 2.0.2	Requiem 3.0.0
RRO-447	Several minor bugs: Round 17	DONE	Requiem 2.0.0, Requiem 2.0.1, Requiem 2.0.2	Requiem 3.0.0
RRO-446	Vanilla wands grant almost no speech XP when traded	REJECTED	Requiem 1.9.4, Requiem 2.0.0, Requiem 2.0.1, Requiem 2.0.2, Requiem 3.0.0	
RRO-445	Selecting the Masterly Destruction perk gives a wrong choice	DONE	Requiem 2.0.2	Requiem 3.0.0
RRO-424	open hostility against vampires by Dawnguard and vigilants causes several severe issues	DONE	Requiem 2.0.0, Requiem 2.0.1, Requiem 2.0.2	Requiem 3.0.0
RRO-423	Flurry perks don't apply when wielding only one weapon	DONE	Requiem 2.0.0, Requiem 2.0.1, Requiem 2.0.2	Requiem 3.0.0
RRO-420	Several minor bugs: Round 16	DONE	Requiem 2.0.0, Requiem 2.0.1, Requiem 2.0.2	Requiem 3.0.0
RRO-419	Blackblood Marauders attack each other	DONE	Requiem 2.0.0, Requiem 2.0.1, Requiem 2.0.2	Requiem 3.0.0
RRO-417	Several minor bugs: Round 15	DONE	Requiem 2.0.0, Requiem 2.0.1, Requiem 2.0.2	Requiem 3.0.0
RRO-415	Candlelight spell doesn't have the WISpellColorful keyword in Requiem	DONE	Requiem 1.9.4, Requiem 2.0.0, Requiem 2.0.1, Requiem 2.0.2	Requiem 3.0.0
RRO-411	Oghma Infinium doesn't grant its reward	DONE	Requiem 2.0.2	Requiem 3.0.0
RRO-404	Savos Aren sometimes shows up naked	DONE	Requiem 2.0.0, Requiem 2.0.1	Requiem 2.0.2
RRO-403	Several minor bugs: Round 14	DONE	Requiem 2.0.0, Requiem 2.0.1	Requiem 2.0.2
RRO-401	Kvenel the Tongue drops Ancient Nord Armor that is marked as light armor	DONE	Requiem 2.0.1	Requiem 2.0.2
RRO-400	Stamina buffs from cannibalism (Ring of Namira) stack	DONE	Requiem 2.0.0, Requiem 2.0.1	Requiem 2.0.2
RRO-399	Perk "Indomitable Force" reduces the power of self-targeted shouts like Predator's Might	DONE	Requiem 2.0.0, Requiem 2.0.1	Requiem 2.0.2
RRO-395	Jyrik Gauldurson behaves aggressively in Forbidden Legends	DONE	Requiem 2.0.0, Requiem 2.0.1	Requiem 2.0.2
RRO-393	Oghma Infinium can be used multiple times if triggered in quick succession	DONE	Requiem 2.0.0, Requiem 2.0.1	Requiem 2.0.2
RRO-392	Lockpicking enchantments power is not affected by perks	DONE	Requiem 2.0.0, Requiem 2.0.1	Requiem 2.0.2
RRO-390	Requiem - Vanilla Shrines is outdated and should be removed	DONE	Requiem 2.0.0, Requiem 2.0.1	Requiem 2.0.2
RRO-389	Several minor bugs: Round 13	DONE	Requiem 2.0.0, Requiem 2.0.1	Requiem

2.0.2

RRO-387	Race Warnings in the Reqticator are not shown correctly	DONE	Requiem 2.0.0, Requiem 2.0.1	Requiem 2.0.2
RRO-384	Creatures added by Requiem should use the template system	DONE	Requiem 2.0.0, Requiem 2.0.1	Requiem 2.0.2
RRO-382	Enchantments on Vigilant weapons cannot be used by the player and could use some tweaks in general	BACKLOG	Requiem 2.0.0, Requiem 2.0.1, Requiem 2.0.2, Requiem 3.0.0	
RRO-381	Evasion training sometimes gives zero or multiple skill levels per sessions if you have too many evasion perks	DONE	Requiem 2.0.0, Requiem 2.0.1	Requiem 2.0.2
RRO-380	Transforming into a Vampire lord ends Meridia's malediction, even persists after the back-transformation	DONE	Requiem 2.0.1	Requiem 2.0.2
RRO-377	Banish atronach spell effect scares atronachs permanently	DONE	Requiem 1.9.4, Requiem 2.0.0, Requiem 2.0.1	Requiem 2.0.2
RRO-376	The ebony blade quest is broken due to our new lockpicking system	DONE	Requiem 2.0.0, Requiem 2.0.1	Requiem 2.0.2
RRO-375	Lockpicking newbie followers can pick master locks	DONE	Requiem 2.0.0, Requiem 2.0.1	Requiem 2.0.2
RRO-374	Bandits seems to randomly recover health in combat, but they just drink booze in combat to buff their health (without visuals/audio)	DONE	Requiem 2.0.0, Requiem 2.0.1	Requiem 2.0.2
RRO-369	hitting Alduin with a warhammer doesn't give you any visual/audio confirmation of the hit, but deals damage	DONE	Requiem 2.0.0, Requiem 2.0.1	Requiem 2.0.2
RRO-367	Several minor bugs: Round 12	DONE	Requiem 2.0.0	Requiem 2.0.1
RRO-365	Alduin, the tank dragon god, has too much magic resistance and armor rating (and fixing Centurions as a side-effect)	DONE	Requiem 2.0.0	Requiem 2.0.1
RRO-364	Some vendors don't accept gems for payment yet	DONE	Requiem 2.0.0	Requiem 2.0.1
RRO-359	Meridia's Malediction prevents vampires from waiting, even if they don't have Dawnbreaker or the Beacon	DONE	Requiem 2.0.0	Requiem 2.0.1
RRO-358	Word walls give false shouts	DONE	Requiem 2.0.0	Requiem 2.0.1
RRO-356	Failed language recognition in Reqticator causes a crash instead of graceful shutdown with error popup	DONE	Requiem 2.0.0	Requiem 2.0.1
RRO-355	Reloading a autosave created while waiting causes a permanent damage to magicka/health regeneration	DONE	Requiem 2.0.0	Requiem 2.0.1

Showing 50 out of 55 issues

Known Bugs in the Requiem 3.x series

Key	Summary	P	Status	Affected Version/s	Fix Version /s
RRO-991	Some NPCs do not benefit from visual auto-merging because of random edits in Requiem		DONE	Requiem 5.0.0	Requiem 5.0.3
RRO-990	Hide activate button FOMOD installer option doesn't work ingame		DONE	Requiem 5.0.0	Requiem 5.0.3

RRO-985	REQ-Tags are not parsed correctly in some cases	DONE	Requiem 5.0.0	Requiem 5.0.2
RRO-984	Lockpicking implementation and Auto Input switch impact controller behavior	BACKLOG	Requiem 5.0.0	
RRO-977	Rectificator hangs when exporting a Rftl with more than 256 masters	REJECTED	Requiem 5.0.0	Requiem 5.0.2
RRO-948	Fire spells with Cremation perk make Alduin flee	BACKLOG	Requiem 4.0.2	
RRO-940	Falmer melee fighters can have pathfinding problems make them appear fleeing	BACKLOG	Requiem 4.0.2	
RRO-937	Examine power can be abused to stun-lock dragons below 35% health	DONE	Requiem 3.4.0, Requiem 4.0.2	Requiem 5.0.3
RRO-884	Rectificator can have problems with ease of access tools	REJECTED	Requiem 3.3.0, Requiem 3.4.0, Requiem 4.0.0, Requiem 4.0.1	Requiem 5.0.0
RRO-849	True Yield causes protected encounters to fully heal when fleeing combat	BACKLOG	Requiem 4.0.0, Requiem 4.0.1	
RRO-823	Minor Text Flaws	REJECTED	Requiem 4.0.0, Requiem 4.0.1	
RRO-821	Armor rating scaling factor is incorrect	DONE	Requiem 4.0.0	Requiem 4.0.1
RRO-820	Armor piercing formula is incorrect	DONE	Requiem 4.0.0	Requiem 4.0.1
RRO-786	[4.0.0] Minor Text Issues	DONE	Requiem 3.4.0	Requiem 4.0.0
RRO-776	Mystic Disruption perk description mentions irresistible damage which doesn't exist	DONE	Requiem 3.4.0	Requiem 4.0.0
RRO-775	Lightning Cloak Scroll has wrong effects	DONE	Requiem 3.4.0	Requiem 4.0.0
RRO-766	Skill ups from books and quests are arbitrarily reduced	BACKLOG	Requiem 2.0.0, Requiem 2.0.1, Requiem 2.0.2, Requiem 3.0.0, Requiem 3.0.1, Requiem 3.0.2, Requiem 3.1.0, Requiem 3.1.1, Requiem 3.2.0, Requiem 3.3.0, Requiem 3.4.0	
RRO-765	Poison of Damage Lingering Health is incorrectly resisted	BACKLOG	Requiem 2.0.0, Requiem 2.0.1, Requiem 2.0.2, Requiem 3.0.0, Requiem 3.0.1, Requiem 3.0.2, Requiem 3.1.0, Requiem 3.1.1, Requiem 3.2.0, Requiem 3.3.0, Requiem 3.4.0	
RRO-763	Horses have no mane	BACKLOG	Requiem 3.4.0	
RRO-758	Some raw food items restore stamina and magicka instead of just stamina	DONE	Requiem 3.4.0	Requiem 4.0.0
RRO-755	Falmer bosses can be stuck in their tents due to increased actor size	DONE	Requiem 3.4.0	Requiem 4.0.0
RRO-751	Blacksmiths are selling too few raw crafting materials	DONE	Requiem 3.4.0	Requiem 4.0.0
RRO-749	Skills Menu contains outdated information about Expertise	DONE	Requiem 3.1.0, Requiem 3.1.1, Requiem 3.2.0, Requiem 3.3.0, Requiem 3.4.0	Requiem 4.0.0
RRO-748	[4.0.0] Minor Bugfixes: Weapons	DONE	Requiem 3.4.0	Requiem 4.0.0
RRO-745	Mage Armor V does not replace lower-ranking mage armors when cast	REJECTED	Requiem 3.4.0	
RRO-742	Vexing Flanker should not give ranged damage bonuses	DONE	Requiem 3.4.0	Requiem 4.0.0
RRO-736	Vaialag attacks Ice Wraith in the Midden	DONE	Requiem 3.4.0	Requiem 4.0.0
RRO-727	Arcane Resonance blindness effect does not scale with power	BACKLOG	Requiem 3.4.0	

RRO-693	Falmer use a venomous spell that bypasses poison resistance	BACKLOG	Requiem 3.3.0	
RRO-677	The "Spellbreaking" enchantment does not dispel any spells as it claims in its description	DONE	Requiem 3.0.0, Requiem 3.0.1, Requiem 3.0.2, Requiem 3.1.0, Requiem 3.1.1, Requiem 3.2.0	Requiem 3.3.0
RRO-674	Dragon fear aura affects spirit summons	DONE	Requiem 2.0.0, Requiem 2.0.1, Requiem 2.0.2, Requiem 3.0.0, Requiem 3.0.1, Requiem 3.0.2, Requiem 3.1.0, Requiem 3.1.1, Requiem 3.2.0	Requiem 3.3.0
RRO-673	Odd interactions between Vampirism and Regeneration perk	REJECTED	Requiem 1.9.3, Requiem 1.9.4, Requiem 2.0.0, Requiem 2.0.1, Requiem 2.0.2, Requiem 3.0.0, Requiem 3.0.1, Requiem 3.0.2, Requiem 3.1.0, Requiem 3.1.1, Requiem 3.2.0	
RRO-672	Cure Poison doesn't cure spit attacks	DONE	Requiem 3.2.0	Requiem 3.3.0
RRO-670	Radiant quests sometimes still select locations in Solstheim	BACKLOG	Requiem 2.0.0, Requiem 2.0.1, Requiem 2.0.2, Requiem 3.0.0, Requiem 3.0.1, Requiem 3.0.2, Requiem 3.1.0, Requiem 3.1.1, Requiem 3.2.0	
RRO-667	Kvenel the Tongue drops powerful version of Ancient Nord Armor	DONE	Requiem 3.0.0, Requiem 3.0.1, Requiem 3.0.2, Requiem 3.1.0, Requiem 3.1.1	Requiem 3.3.0
RRO-657	Ghost and Spirit Ranged Damage Reduction has wrong conditions	DONE	Requiem 3.1.0, Requiem 3.1.1	Requiem 3.2.0
RRO-654	Dagger Focus perks do not state that their sneak attack bonuses bypass normal sneak attack immunities	DONE	Requiem 3.0.0, Requiem 3.0.1, Requiem 3.0.2, Requiem 3.1.0, Requiem 3.1.1	Requiem 3.2.0
RRO-633	Worn gear carry weight reduction affects all instances of the same item	REJECTED	Requiem 2.0.0, Requiem 2.0.1, Requiem 2.0.2, Requiem 3.0.0, Requiem 3.0.1, Requiem 3.0.2, Requiem 3.1.0, Requiem 3.1.1	
RRO-621	Damage bonus for daggers from derived attributes does not work	DONE	Requiem 3.0.2, Requiem 3.1.0, Requiem 3.2.0, Requiem 3.3.0	Requiem 3.4.0
RRO-581	Buying lumber at sawmills costs 200 gold, but the dialogue says 400	DONE	Requiem 3.0.0, Requiem 3.0.1, Requiem 3.0.2	Requiem 3.1.1
RRO-571	Poison Resistance Potions do not stack with Poison Resistance Spells	DONE	Requiem 3.0.2	Requiem 3.1.0
RRO-569	Blade of the Rift is random glass (great) sword	DONE	Requiem 3.0.0, Requiem 3.0.1, Requiem 3.0.2	Requiem 3.1.1
RRO-568	pure Vanilla start fails due to "new game required"	DONE	Requiem 3.0.2	Requiem 3.1.0
RRO-567	Alcohol consumption sound for far away NPCs has the same volume as for nearby NPCs	DONE	Requiem 3.0.1, Requiem 3.0.2	Requiem 3.2.0
RRO-554	Improved Dawnguard / Ancient Dwemer crossbow are still flagged as heavy crossbows	DONE	Requiem 3.0.2	Requiem 3.1.0
RRO-546	Dragon Cultist ghosts in Forelhost drop their gear on death	REJECTED	Requiem 3.0.0, Requiem 3.0.1	
RRO-545	Vampire players can harvest blood from ghost actors with blood-dropping races	DONE	Requiem 3.0.0, Requiem 3.0.1	Requiem 3.0.2
RRO-540	Mace of Molag Bal does not steal souls until re-equipped the first time	REJECTED	Requiem 3.0.0, Requiem 3.0.1	
RRO-528	The Only Cure starts too early	DONE	Requiem 3.0.0, Requiem 3.0.1	Requiem 3.0.2
RRO-525	Amren trains up to skill 50, but is labeled as expert trainer in the training UI	BACKLOG	Requiem 3.0.0, Requiem 3.0.1	

Showing 50 out of 64 issues

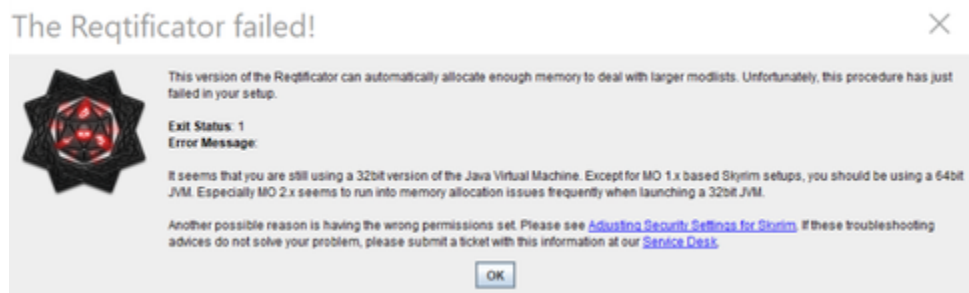
Troubleshooting articles

Title	Creator	Modified
Reqtficator fails to spawn a subprocess	ogerboss	Apr 01, 2019
A Java Exception occured when launching the Reqtficator	ogerboss	Apr 01, 2019

Reqtficator fails to spawn a subprocess

Problem

Upon launching the Reqtficator, it tells you that it failed to spawn a subprocess and terminates after acknowledging the popup. You may also see a terminal with a message that not enough memory could be allocated for the Java virtual machine.



Solution

The common cause for this problem is running a 32bit Java runtime environment (JRE) in MO2.1. If you don't have one already, install a 64bit JRE instead and change the executable configuration in MO to use it.

32bit Java runtimes are by default installed to `C:\Program Files (x86)\Java\<version>`, 64bit versions are located under `C:\Program Files\Java\<version>`.

This issue can also happen when you installed Skyrim in the default Steam installation directory in the Windows Program Files folder. The default location is `C:\Program Files (x86)\Steam\SteamApps\common\Skyrim`. Open the properties dialogue of this folder, go to the "Security" tab and ensure that your user account has all the permissions on the Skyrim folder.

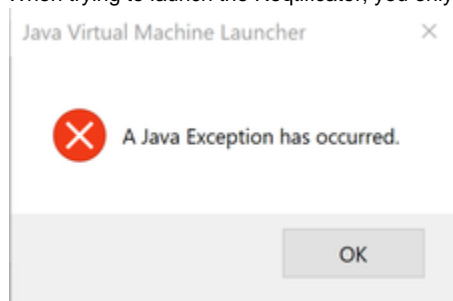
Related articles

- [Reqtficator fails to spawn a subprocess](#)
- [A Java Exception occured when launching the Reqtficator](#)

A Java Exception occured when launching the Reqtficator

Problem

When trying to launch the Reqtficator, you only see a popup stating that a Java exception has occurred.



Solution

In the releases from 2.0.0 to 2.0.2 the Reqtficator has a bug that prevents it from working on Java 9 and higher. If you're using any of these versions, you need to use a Java 8 runtime to launch the Reqtficator.

This bug has been fixed in Requiem 3.0.0.

Related articles

- [Reqtificator fails to spawn a subprocess](#)
- [A Java Exception occurred when launching the Reqtificator](#)

"A new Game is required" error pops up at the Helgen gates

Problem

An error message pops up when the cart reaches the city gate of Helgen during the Vanilla game start in Requiem 3.0.2. It informs you that you need to start a new game to play Requiem and then sends you back to the main menu.



Solution

You can avoid this problem by using an alternate start mod like [Live Another Life - Alternate Start](#) or [Skyrim Unbound](#). We will fix this bug in the next regular release.

Changelogs

As of Requiem 2.0.0 we are using semantic versioning. This means each version number is formatted as x.y.z with the following meaning:

- an increment in x is a new version with breaking changes which **strictly require a new game**
- an increment in y is a non-breaking release supporting mid-game updates
- an increment in z is a bugfix release

Below you find the links to the detailed changelogs for the more recent versions. The changes made in earlier versions of Requiem are only documented in the legacy changelogs included in the distribution.

Changelog by Version

- [Requiem 4.0.3 - "Threshold" Bugfix Pack #3](#) — This small release removes two installation blocks.
- [Requiem 4.0.2 - "Threshold" Bugfix Pack #2](#) — This small release makes some improvements to the severely outdated logic for bashed patch interoperability.
- [Requiem 4.0.1 - "Threshold" Bugfix Pack #1](#) — This small bugfix release fixes two high-priority bugs that were spotted in 4.0.0 and can significantly affect the game balance.
- [Requiem 4.0.0 - "Threshold"](#) — The presentation of core game concepts like armor rating and armor penetration has been polished to present themselves in a more intuitive way to the player. A variety of no longer used assets has been removed or replaced with new assets. Guards have new armors that don't outclass the military and the Vigilants also have new armors. The Halvar Brothers now have a small background story and more unique items to loot. This update also contains several major quality of life improvements for mod aut
- [Requiem 3.4.0 - "The Shadow Theory"](#) — Invisible Entities have been reworked from scratch and are now known as the Slighted. They feature proper visualization and also have a backstory that connects the various places where they appear.
- [Requiem 3.3.0 - "The Quantum Enigma"](#) — The Reqtificator has been repackaged into a self-contained application. You thus no longer need to install any Java version on your system. Some endgame enemies that were reported as too weak in recent versions have been made tougher.
- [Requiem 3.2.0 - "Design Your Universe"](#) — The core concepts of gold and ammunition weight are now transparent in the inventory interface and explained in the help menu. Gold weight has been reduced considerably and quest rewards that previously yielded gold and gems have been reverted to pure gold rewards. Various smaller tweaks have been made to weapon stats to make their overall progression more consistent. Potions of Cure Disease and Cure Poison are now available in addition to the powerful Potion of Cleansing.

- [Requiem 3.1.1 - "Steel meets Steel" Bugfix Pack #1](#) — The Reqtificator handles plugins with incorrect inheritance data for actors more gracefully. Potion names have been changed to restore the natural inventory order. A few minor edits to quests have been removed to improve compatibility with other mods.
- [Requiem 3.1.0 - "Steel meets Steel"](#) — The armor penetration system works more like the one from the 1.9.x versions, but keeps the new features like improved transparency and more distinct damage types for different weapons. Worn gear can now be swapped freely during combat. Various unused or rarely used assets have been removed from the distribution.
- [Requiem 3.0.2 - "Consign To Oblivion" Bugfix Pack #2](#) — This update address a variety of bugs found in 3.0.0. Most importantly, it fixes the display of derived attributes features in the MCM menu and gives more meaningful protection to Dragonpriests.
- [Requiem 3.0.1 - "Consign To Oblivion" Bugfix Pack #1](#) — A small hotfix patch which fixes the derived attributes system interfering with expertise. After applying this patch and updating your savegame, your expertise values will be restored and the derived attributes system affects weapon damage as it should.
- [Requiem 3.0.0 - "Consign To Oblivion"](#) — The key feature of this version is a completely reworked armor penetration and arrow resistance system. All armor rating, damage reduction and armor penetration aspects of the game are now transparent and easy to understand. Armor penetration is now a viable tool for all weapons throughout the entire game and the differences between weapon damage types are emphasized further. In addition, this update contains a multitude of smaller improvements and bugfixes.
- [Requiem 2.0.2 - "The Phantom Agony" Bugfix Pack #2](#) — Crucial changes to cumbersome coins and contracts, cloying construction, clandestine cups and other complications!
- [Requiem 2.0.1 - "The Phantom Agony" Bugfix Pack #1](#) — Audacious adventurers, eager to explore, came upon some unexpected obstacles. From too-tough terrors and tepid tucker to taciturn tools and tiny typos, this bugfix pack will ease your torments.
- [Requiem 2.0.0 - The Phantom Agony](#) — Our favourite overhaul has been overhauled! With USKP ousted we're now only usable with USLEEP, so dependent on all DLCs (though with Dragonborn disabled). With awesome archery, ferocious fighting, luscious lockpicking, hearthfire happiness, sumptuous snacks, lighter looting, banished bugs, gripping games, and one curious quest.

Requiem 4.0.3 - "Threshold" Bugfix Pack #3

This small release removes two installation blocks.

Installation

- Release archive uses proper path separators to ensure compatibility with the latest version of 7zip.
- Reqtificator supports Windows ease of access functionalities.

Requiem 4.0.2 - "Threshold" Bugfix Pack #2

This small release makes some improvements to the severely outdated logic for bashed patch interoperability.

Installation

- Reqtificator doesn't display a warning if a Bashed Patch is detected.
- Ingame Bashed Patch check detects if the Leveled List option has been used.

Compatibility and Modding Support

- Updated Bash tags are added to `Requiem.esp`.
- Templates are removed from all unique items defined in the base game. New tempering recipes are added where necessary.

Requiem 4.0.1 - "Threshold" Bugfix Pack #1

This small bugfix release fixes two high-priority bugs that were spotted in 4.0.0 and can significantly affect the game balance.

Bugfixes

- The armor rating scaling factor is corrected, each point of armor rating provides 0.1% damage reduction.
- Armor piercing scaling factors are corrected. Each point of armor penetration provides 1% damage reduction bypass for power and ranged attacks. Standard melee attacks have half as much armor penetration.
- The perk description for Advanced Blacksmithing is updated and no longer mentions crafting exotic blades.
- "Craftsmanship" is spelled correctly in the perk "Arcane Craftsmanship" and the smithing tomes for Elven and Daedric materials.

Requiem 4.0.0 - "Threshold"

The presentation of core game concepts like armor rating and armor penetration has been polished to present themselves in a more intuitive way to the player. A variety of no longer used assets has been removed or replaced with new assets. Guards have new armors that don't outclass the military and the Vigilants also have new armors. The Halvar Brothers now have a small background story and more unique items to loot. This update also contains several major quality of life improvements for mod authors like the possibility to assign final armor ratings in plugins and way better organized bandit records.

New Features

- Melee guards and housecarls wear armors from [Varied Guard Armor](#) and the stats of their armors are adjusted to match the new designs.
- Vigilants of Stendarr wear the armor from [Mage's Plate Armor](#). They usually wear a full set of armor with useful enchantments.
- The Jarl's Longhouses in Dawnstar, Falkreath, Morthal and Winterhold have master-locked chests with rich treasures in the Jarl's room.
- The Halvar Brothers have a little background story. The Warhammer of Inebriation is a Nordic warhammer and its enchantment is only fueled by alcohol. Halvar the Other has his own unique loot.

Tweaks

- Armor rating is reworked to be more intuitive. Each point of armor rating reduces incoming damage by 0.1% (previously 0.12%) to allow straightforward calculations of damage reduction based on the armor rating. All existing sources of armor rating are adjusted to provide the same damage reduction as before.
- One-handed, two-handed and marksman "expertise" is renamed to "armor penetration". All values are adjusted for a 1:1 translation and tweaked as follows.
 - Marksman perks don't grant armor penetration. Armor penetration from ammunition is increased.
 - Most one-handed and two-handed perks don't grant a small amount of armor penetration.
 - Armor penetration from the Warrior and Thief stone is increased.
 - Armor penetration from the blessing of Auriel is increased.
 - Amulet and blessing of Talos increase one-handed and two-handed armor penetration. They don't reduce shout cooldown.
 - Potions and ingredients increase damage instead of armor penetration. Magnitude of potions is halved. Only the potions found in Thieves Guild caches increase armor penetration.
 - (Ancient) Shrouded Gloves and Linwe's Gauntlets increases armor penetration with all weapons.
 - Ironhand Gauntlets and Irileth's Ebony Gauntlets increase damage instead of armor penetration.
 - The Slighted don't have additional marksman armor penetration.
- Amulet and blessing of Akatosh reduce shout cooldown. They don't increase magicka regeneration.
- Thalmor Embassy and the Thalmor Headquarters in Solitude have a shrine of Auriel.
- Bag of holdings increase carry weight by 60 points.
- Daedric melee weapons and ammo deal 50% more damage to Dremora and atronachs. This doesn't extend to Daedric artifacts.
- ActorVariations are based on appropriate vanilla actors instead of player presets and provide more variety for the dominant races.
- The distorted vision caused by alcohol is less severe. The Charmed Necklace gives clear sight regardless of the level of inebriation.
- NPCs are affected by racial power attack cost and spell power modifiers.
- NPCs benefit from weight reduction for worn armors.
- Absorb spells affect undead.
- Spectral Arrow deals irresistible damage.
- Empowering Fear reduces armor rating by 200.
- Frightening Sphere reduces armor rating by 150.
- Blunt damage resistance of draugr and dragon priests is reduced.
- Slashing damage resistance of Dwarven centurions and enchanted spheres is reduced.
- Misdirection allows to pickpocket equipped jewelry.
- Lockpicking XP is reduced by 20%.
- Merchant respawn time is reduced to 5 days.
- Bandits can have potions of restore stamina.
- Alchemists always have some healing poultices and potions of restore health/magicka/stamina for sale.
- Price of Healing Poultice is reduced to 10 gold.
- Aedric and Daedric artifacts only require and benefit from Legendary Blacksmithing. Mundane artifacts only require and benefit from the corresponding material perk.
- Cuirass/helmet/gauntlets/boots have 50/20/15/15% of the set's total armor rating, weight and price. Shields have 30% of the set's armor rating and 25% of the set's weight and price.
- Armors have more logical and consistent prices.
- Blades, Daedric and Dawnguard armor have increased armor rating and weight.
- Wolf armor and most low-level light armors have reduced weight.
- Guard and Stormcloak armor have reduced armor rating and weight.
- Armor rating and weight of Ebony Mail are on par with ebony armor to match its visual appearance. Pierce resistance is increased.
- Auriel's Shield is light armor.
- Dawnguard Rune Shield is heavy armor.
- Masque of Clavicus Vile is clothing.
- Weight of the Greybeard's Robes is reduced and weight of Greybeard's Boots and Hood is increased.
- Greybeard's Boots and Hood reduce shout cooldown time.
- The cuirass worn by Knight-Paladin Gelebor can be looted by the player.
- Fine Armguards and Gilded Wristguards are clothing.
- Two Mage Robes that are identical to Blue Robes in all but name are removed.
- Clubs, katanas, longswords, sabers, scimitars and tantos are removed. Hand-placed references and NPCs carrying these weapons use corresponding standard weapons.
- Ebony longsword and dagger in Fort Greenwall are removed because they could be acquired too easily and are nearly impossible to find without metagaming.
- Glass weapons in the White Hall and Falkreath's Longhouse are removed because they were freely available.
- A glass crossbow can be found in the Thalmor Embassy, Barracks.
- Halvar brothers wear Nordic armor.
- Redguard clothes are changed to light armor on par with leather armor and are now known as Alik'r armor.
- Kematu and his guards wear enchanted Alik'r armor and jewelry instead of Hammerfell chainmail.
- Nazir's armor has the same stats as Alik'r armor and powerful enchantments.

- General Tullius wears his vanilla armor as a light armor with appropriate stats and enchantments.
- Imperial Legates and commanders wear Imperial heavy armor with the Imperial Officer's helmet.
- Lieutenant Salvarus wears Penitus Oculatus armor.
- Stormcloak Officers wear the Stormcloak Officer's helmet.
- Housecarls have a helmet in their inventory.
- A new help menu entry explains poisons and how poison resistance affects the strength of visual distortions.

Bugfixes

- Armors added by the Dawnguard and Dragonborn DLC don't receive an armor rating boost from wearing a matching set.
 - Falmer are reverted to their normal size so that they don't get stuck in their huts.
 - Blacksmiths sell the intended amount of basic crafting materials.
 - ActorVariations don't spawn gender and race variants that have no bandit dialogue.
 - Blessing of Auriel lasts 24 hours.
 - Orcish bolts increase armor penetration by the correct amount.
 - Vexing Flanker doesn't affect ranged damage.
 - Mystic Disruption doesn't mention irresistible damage because the perk has no such effect.
 - Misdirection works on weapons that cannot be sold.
 - Damage from knockdown attacks uses the correct armor rating formula.
 - General Tullius and Kematu wear their necklace and ring.
 - Vaialag doesn't attack the nearby ice wraith.
 - Poachers near the mammoth graveyard respawn.
 - All meat restores only stamina.
 - Lightning Scroll uses the correct effects.
 - Ebony Blade deals full damage to ghosts.
 - Volendrung has the same speed and stagger as a Daedric warhammer.
 - Keening, Volendrung and Wuuthrad have the correct noise level.
 - Enchanted armors have the correct base price.
 - Price of Falmer bows matches other Falmer weapons.
 - All armors benefit from exactly one smithing perk.
 - Tempering recipe for Bolar's Oathblade matches Blades sword.
 - Duplicate tempering recipe for Keening is removed.
 - Stormcloak Officer Armor and Reinforced Eastmarch Guard Armor are eligible for disguising as Stormcloak.
 - Ulfric's Shield and Armor of the Old Gods can be disenchanting.
 - Non-playable bows match the playable variant.
 - Non-playable Amulet of Articulation matches the normal version.
 - Ancient Nord Helmet worn by draugr isn't considered armor.
 - Vampire Lord Ornament isn't considered light armor.
 - Movement speed of the horse carrying the cart in the Helgen opening scene is reduced by 1%. Apparently this solves the random physics incidents in the opening scene.
 - The Reqtificator doesn't include ITPO armor and race records in the generated patch.
- Several typos are corrected.
 - Armor penetration bonus from ammunition references Ranged Combat Training instead of Precise Aim.

Installation

- The ingame installation process is simplified. The ingame installation always triggers the first time the player closes the inventory or magic menu. Requiem will also periodically remind the player to finish the installation process. These changes should resolve some very rare occurrences where the ingame installation did not trigger properly.
- "Cobb Bug Fixes" are officially recommended to use and a warning will be displayed if this SKSE plugin is not installed.
- Ingame sanity checks for playable races are removed. These checks are now done only by the Reqtificator.
- The Reqtificator produces only a single log file to simplify troubleshooting.
- The previously deprecated Reqtificator.jar is removed from the distribution. The new Reqtificator setup introduced in 3.3.0 is now the only supported installation method.
- Ingame error messages for setup problems are more informative.

Compatibility and Modding Support

- External configuration for the Reqtificator allows to disable the warnings the Reqtificator shows during installations like too many mods or missing SKSE plugins.
- The Reqtificator supports final armor ratings in plugins. Any armor that has an armor rating exceeding the type-specific threshold value will not have its armor rating rescaled. All armors in Requiem.esp have their final armor ratings assigned. The threshold values can be adjusted via external configuration.
- REQ_AlreadyReqified is replaced by new keywords that provide the same features, but with more fine-grained control and clearly communicated effects. See <https://requiem.atlassian.net/wiki/spaces/MD/pages/1208844376/Keyword+Reference#Altering-the-Reqticator%E2%80%99s-behavior-on-a-per-record-level> for details.

- Player-exclusive perks are distributed via Reqtificator rules instead of a script in the core of Requiem. This allows mod authors to easily extend Requiem's mechanism to distribute player-specific perks and spells without having to create custom quests or use conflict-prone edits on the player record.
- Armor material keywords are transformed into armor set keywords. Every piece of armor is part of exactly one set.
- Each smithing perk uses a single keyword to govern tempering bonuses. The Reqtificator distributes these keywords based on armor set keywords. In cases where the rules defined by Requiem don't yield the desired outcome, the tempering keyword can be manually added to a record to bypass a rule for this particular record.

Internal Quality Improvements (only relevant for modders)

- The Reqtificator can provide a detailed output of the operations applied to each record to help debugging issues during development. This option can be enabled in the "Other Settings" tab of the Reqtificator main menu.
- ActorVariations are restructured to use appropriate vanilla records and no longer ship any FaceGeom data.
- Spells are directly distributed via Reqtificator rules instead of being piggybacked on perks.
- The Requiem Core Scripts suite is distributed over multiple quests to improve its maintainability.
- The `REQ_SpecialEquipment` script is removed. All instances are replaced by the more generic `REQ_AddItems`.
- FormID of Potion of Cure Poison and Potion of Resist Poison is swapped so that Potion of Cure Poison maps to its vanilla FormID.
- Bandit loot uses compact leveled lists.
- The weapons of Vigilants of Stendarr are inside leveled lists so that other mods can easily add new weapons to them.
- Healing Poultices and the recipe are moved to a separate leveled list that is directly added to merchant containers.
- `LItemPotionCureHMS` is no longer used by Alchemists and `LItemApothecaryPotionCureHMS75` contains only cures.
- Armor variants have a template if possible.
- Unused lesser leveled versions of Nightingale Armor, Shield of Solitude and Amulet of Articulation are properly nullified.
- The non-playable version of the Worn Shrouded Armor is non-playable again. The armor is not worn by any NPC in Requiem.
- Targe of the Blooded perk has different priorities to prevent the CK from shuffling the perk entries.
- Various improvement to the bandit template system.
 - Look templates inherit proper gameplay data in case they are still used somewhere.
 - Gameplay templates don't have fancy names like "Bandit - Axe & Shield - Level 24" so that their names can be propagated through the chain of inheritance.
 - Template flags are added whenever possible.
 - Bandits without the Use AI Data flag have proper AI data.
 - Bandits without the Use Def Pack List flag have `DefaultMasterPackageList` as default package list.
 - Use Script flag is removed if the template is a LVLN record because they can't inherit scripts anyway.
 - Bandits use the vanilla LChar records as templates instead of Requiem's new LVLN records. The LChar records then point to Requiem's new LVLN records.
 - Vanilla wizard bandits always spawn as trickster.
 - Vanilla missile bandits always spawn as marksman or crossbowman.
 - Voice spawns contain the same races as in the base game.
 - Some edits to Hajvarr Iron-Hand are reverted because the (hidden) quest already takes care of his name and respawning.
- EditorID of all bandits are renamed to clarify their usages.
- EditorID of all armors are renamed to clarify their usages.
- EditorID of version stamp global variables are renamed to clarify their usages.
- `KW` prefix is removed from all keywords.
- EditorID of all records that are used or distributed by the Reqtificator start with "RFTI_".
- Variable names in `ActorAssignmentRules_Requiem.esp.conf` are renamed to match the EditorID of the corresponding perk or spell.
- Various now unused assets are removed from the distribution:
 - Hedge Knight
 - Imperial Hero Armor
 - Redguard Knight Armor
 - Skyrim Knights
 - Third Era Weapons (except battlestaves)
- Armor addon and enchanted armor records that are de facto ITM records are deleted from the plugin.
- Greybeard Robes added by Requiem are deleted in favor of the ones from the base game.
- Empty leveled list that used to contain silver oil is deleted.
- Dragonborn DLC tempering recipes that don't really belong into `Requiem.esp` are deleted from the plugin.
- Redundant guard officer outfits are deleted.
- Deprecated records are deleted.

Requiem 3.4.0 - "The Shadow Theory"

Invisible Entities have been reworked from scratch and are now known as the *Slighted*. They feature proper visualization and also have a backstory that connects the various places where they appear.

New Features

- Invisible Entities have been reworked completely and are now known as "The Slighted". Slighted are Dremora that suffer from a rather special condition. They will now become partially visible after attacking or getting hit. The various encounters are linked via a common background story explained in several letters. One additional encounter with the Slighted has been added to the world and the existing encounters have been reworked. The Slighted will spawn even if the Invisible Entities in that location have been killed already.

- Healing while sleeping has been reverted to its old behavior. You will fully recover your health when you have an active healing effect while going to sleep. You'll also heal naturally if your health is above 90% when sleeping.
- Requiem no longer blocks the legendary skills feature. It is still not supported by Requiem in any way and you'll be warned that this might break some Requiem perks if you try to use it anyway. (We removed the SKSE plugin which blocked this feature to reduce our maintenance overhead.)
- Scrolls of Detect Daedra can be found for sale and as random loot. These work like Detect Life scrolls, but they'll reveal deadric beings instead. (Daedra are not revealed by normal detect life effects.)

Tweaks

- Magic resistance no longer protects against deep freeze paralysis effects, frost resistance works as before. Stamina Rank II enchantments protect against the deep freeze paralysis effects as well.
- Stamina Rank II enchantments negate the paralysis effect from Stunning Precision.
- Pickpocket potions and enchantments are changed to multiplicative modifiers.
- Spell Tome: Summon Invisible Stalker is removed. Mages who already know the spell can still use it. (The spell will be removed completely in 4.0.0)
- Summoning a mystic bound bow grants mystic bound arrows, which have much higher armor penetration power than ordinary bound arrows. (same strength as ebony arrows)
- Unarmed combat only receives the flat damage bonus from the derived attributes system. Stamina and health now contribute equally to it and the magnitude of the bonus has been increased to compensate the removal of the percentual damage bonus.
- Damage of iron arrows and bolts is increased.
- Bandits without the Ranger perk don't use light weapons.
- Bandits don't use dwarven and orcish crossbows.
- Hadvar and Ralof wear their original light armors in the opening scene.
- Mace and Warhammer Focus perks increase power attack damage.
- Blunt resistance of Dwarven Centurions and Enchanted Spheres is decreased.
- Pierce resistance of Draugr and Dragon Priests is decreased.
- Ancano is a powerful Electromancer.
- Detect Life spells and scrolls explicitly state that they will not detect soulless beings like Daedra.
- Dremora can be paralyzed.
- Dremora are completely immune to Unrelenting Force and similar effects.
- Magic resistance of Dremora is reduced to 50%.
- Illusion resistance of Dremora is reduced.
- Unarmed damage of Dremora is reduced by 50.
- Knock spells have been renamed to "Knock (Rank X)" to improve sorting in the spell menu.
- The master conjuration robe has been removed from Fellglow Keep. One of the two handplaced master destruction robes has been replaced with the master conjuration robe instead.
- Merchants are more likely to sell Adept, Expert and Master scrolls.

Bugfixes

- Daggers receive the same damage bonus from the derived attributes system as other one-handed weapons. The derived attributes system no longer modifies your overall damage multiplier.
- All experience modifiers are disabled in training mode. Skills will correctly advance during training.
- Various incorrect attack settings of Dremora are fixed. In particular they no longer use ineffective sprinting attacks that are not supposed to be used by NPCs.
- Priority of Pickpocket perks is adjusted so that Pickpocket potions and enchantments never reduce the effective success chance.
- NPCs can enter and leave the Atronach Forge in Fellglow Keep.
- Silver Tongue affects both buying and selling prices instead of boosting selling prices twice.

Typos and Grammar

- Several minor typos have been fixed.

Installation

- `Reqtficator.bat` only exists in the top-level folder to avoid possible confusion.
- A rare bug where the Reqtficator gets stuck before showing the main menu has been fixed.
- Bundled JVM upgraded to OpenJDK 13.
- Reqtficator provides specific error messages when encountering a problem with tempered items.

Compatibility and Modding Support

- Formlists used by the perk respec feature from the Dragonborn DLC are populated with Requiem's perks.

Internal Quality Improvements (only relevant for modders)

- The Skyrim Knights assets used by Hadvar's and Ralof's former armors are removed.
- Hadvar's and Ralof's artificial immunity to spider poison is removed.
- Unused references in Fellglow Keep are deleted.
- Paralysis immunity conditions have been streamlined: the keyword `REQ_KW_ProtectionFromParalysis` is only used by magic effects, `ImmuneParalysis` is only used by races and actors.
- Paralysis immunity of Spriggan encounters has been moved to their races.

Requiem 3.3.0 - "The Quantum Enigma"

The Requificator has been repackaged into a self-contained application. You thus no longer need to install any Java version on your system. Some endgame enemies that were reported as too weak in recent versions have been made tougher.

New Features

- Nordic armor and shield from the Dragonborn DLC is integrated into the world. Bandits sometimes wear parts of the armor. Blacksmiths have a chance to sell the armor and it can be crafted with the Advanced Blacksmithing perk.

Tweaks

- Dragons, Dragon Priests, Dwarven Centurions and Enchanted Spheres have increased protection.
- Health of Forgemaster is doubled and damage, mass and illusion resistance is increased to match Dwarven Centurions.
- The Spellbreaking enchantment is applied with each hit and active magic effects are correctly dispelled from the target.
- Spawn chances of heavy armor sold by blacksmiths are adjusted to be more consistent.

Bugfixes

- Poisons from Chaurus, Frostbite Spider and Spriggan are affected by Cure Poison.
- Summons no longer flee from dragons.
- Kvenel the Tongue no longer drops an overpowered version of Ancient Nord Armor.

Installation

- The Requificator ships as a self-contained application. You thus no longer need to install any system-wide Java runtime to set up Requiem. Instead, the Requificator ships with its own, stripped down JVM version as part of the Requiem download.

Requiem 3.2.0 - "Design Your Universe"

The core concepts of gold and ammunition weight are now transparent in the inventory interface and explained in the help menu. Gold weight has been reduced considerably and quest rewards that previously yielded gold and gems have been reverted to pure gold rewards. Various smaller tweaks have been made to weapon stats to make their overall progression more consistent. Potions of Cure Disease and Cure Poison are now available in addition to the powerful Potion of Cleansing.

New Features

- The total weight of the ammunition you carry is now shown by the misc item "quiver" in your inventory. A help topic about ammunition weight has been added as well.
- The total weight of your gold coins is now shown by the misc item "coin purse" in your inventory. Help topics about gold weight and the examine power have been added too.

Tweaks

- Gold weight has been reduced by 75% and quest rewards yielding a mix of gold and gems have been reverted to pure gold rewards.
- Consistent formulae for damage, weight, price, speed and reach of melee weapons are restored, with the following major changes deserving special mention:
 - Damage of elven and dwarven weapons is swapped.
 - Dragonbone weapons have reduced damage so that they are no longer strictly better than daedric weapons.
 - Bound battleaxe has increased damage to be on par with the bound sword.
 - Daedric and forsworn weapons have reduced weight.
 - Silver weapons have the same weight as steel weapons.
 - Honed draugr weapons have the same weight as standard draugr weapons.
 - Honed falmer weapons have increased damage to match other honed weapons.
 - Sabers and scimitars are no longer strictly better than swords.
 - Longswords are alternative swords instead of sharing their stats with war axes.
 - Ghostblade has increased damage and no weight.
 - Rueful Axe has the same damage as a daedric battleaxe, but reduced weight because it's made of silver.
 - Mace of Molag Bal has the same damage as a daedric mace, but increased weight to match its size.

- Volendrung has the same damage as a daedric warhammer, but increased weight to match its size.
- Giant bounties pay out 1000 gold.
- A note is posted on the entrance door of the Abandoned House to warn about the dangers ahead.
- Galmar Stone-Fist wears an enchanted Nordic Armor.
- Vigilant Tyrannus wears an ordinary Vigilant Plate Armor.
- Legendary steel armor can no longer be crafted and the related "WarChief" assets have been removed from the distribution. (Previously acquired legendary steel armors have the stats and look of the Nordic Armor.)
- Legendary steel plate armor can no longer be crafted and the related "SPOA Silver Knight" assets have been removed from the distribution. (Previously acquired legendary steel armors have the stats and look of the Vigilant Plate Armor.)
- Windrunner no longer increases stamina regeneration. Instead it increases movement speed by 15%.
- Potion of Cure Disease is restored and sold by all alchemists at an affordable price. All instances of Potion of Cleansing are replaced by Potion of Cure Disease and ingredients use Cure Disease instead of Cleansing.
- Potion of Cure Poison is restored and sold by alchemists at a fair price. Some ingredients now have Cure Poison as effect.
- Potion of Cleansing is sometimes sold by alchemists at a high price. Ingredients no longer have this effect.
- Ebony armor has increased weight.
- Dwarven armor has increased armor rating and weight.
- Dwarven armor is resistant to blunt attacks in accordance with the lore, but it no longer has special resistance to ranged and pierce attacks.
- Steel plate armor is more resistant to ranged attacks, but weaker to slash attacks.
- Orcish armor is more resistant to slash attacks, but it longer has resistance to blunt attacks.
- Nordic armor is resistant to blunt attacks, but weaker to slash attacks than other heavy armors.

Bugfixes

- The ranged damage resistance of ghosts and spirits can be bypassed by silver and daedric ammunition.
- Alcohol consumption sound attenuates with distance.
- Dagger Focus states in its description that the sneak attack damage bonus is irresistible and affects creatures that are usually immune to sneak attacks.

Compatibility and Modding Support

- The Reqtificator has a new config file which allow mod authors to customize the attribute offsets and removed starting spells for the player record.
- Several assets unrelated to Requiem's core business have been removed: burned book retexture, lockpick mesh, lockpick menu retexture and dual wield sprint animation.
- Script initialization is delayed by 5 seconds to reduce the chance of other mods interfering.

Internal Quality Improvements (only relevant for modders)

- Weapons have more useful and consistent EditorIDs.

Requiem 3.1.1 - "Steel meets Steel" Bugfix Pack #1

The Reqtificator handles plugins with incorrect inheritance data for actors more gracefully. Potion names have been changed to restore the natural inventory order. A few minor edits to quests have been removed to improve compatibility with other mods.

Tweaks

- Restore alphabetical sorting of potions from weakest to strongest by renaming Feeble to Diluted.
- The reward for "A Lovely Letter" is reverted to its original value of 25 gold.

Bugfixes

- Buying lumber from sawmill owners costs you 400 gold as the dialogue option states.
- Becoming Thane of the Rift grants the correct version of the Blade of the Rift.

Installation

- The Reqtificator will not abort when encountering an actor with inheritance flags set but no defined template. Such actors are handled as if they have no inheritance settings defined at all.

Compatibility and Modding Support

- A warning will be written to the Reqtificator log files if an actor has inheritance flags set but no template defined.
- Failures to find the record for a given FormId result in human-readable error messages. (This happens e.g. if an actor inherits from a record that has been deleted.)

- Edits to the script of the quest "A lovely Letter" reverted to improve compatibility with e.g. The Choice Is Yours.
- Reward edits for "Before the Storm" moved to the leveled lists and all edits to the quest itself are removed.

Requiem 3.1.0 - "Steel meets Steel"

The armor penetration system works more like the one from the 1.9.x versions, but keeps the new features like improved transparency and more distinct damage types for different weapons. Worn gear can now be swapped freely during combat. Various unused or rarely used assets have been removed from the distribution.

New Features

- Armor and Armor Penetration tweaks
 - Every point of expertise grants 0.25% armor penetration on melee power and ranged attacks.
 - Standard melee attacks have half the armor penetration of power attacks.
 - Armors can have resistances against some damage types, granting additional armor rating against such attacks.
 - All damage resistances have 5 tiers, each giving a stacking +50 armor rating.
 - Extra armor rating from damage resistances is affected by armor penetration.
 - most armors got rebalanced in terms of weight, base armor rating and additional damage resistances, with the following major changes deserving special mention:
 - Daedric, iron, orcish, scaled and steel armors are significantly lighter.
 - Dragonscale, dragonplate and daedric armors have considerably reduced base armor rating.
 - Ebony and ancient falmer armors have considerably increased base armor rating.
 - Guard armor protection has been improved considerably (chainmail below the padding), but so has its weight compared to other light armors.
 - Hammerfell armor is a stronger version of the guard chainmail armors (more weight and damage protection).
 - Stormcloak armor is a light armor with same stats as guard armor.
 - Stormcloak officer armor is a heavy armor on par with steel armor.
 - Wolf armor is a light-weight variant of steelplate armor.
 - Blades, Dawnguard and Imperial heavy armors are on par with steel armor.
 - Thieves Guild, Nightingale and Dark Brotherhood armors have their weight adjusted to be on par with leather armor.
- Creature damage resistances have been adjusted to the new system.
 - Like armors they can have resistances against some damage types, granting additional armor rating against such attacks.
 - Some supernatural creatures also have additional damage reductions which cannot be bypassed by armor penetration, e.g. a frost atronach is a massive chunk of ice that won't care too much about your arrows or sword slashes.
 - Centurions are much more resilient again.
- Expertise bonuses for higher-quality ammunition have been increased considerably and the gap between arrows and bolts has been reduced.

Tweaks

- Equipped gear can be changed freely in combat.
- Enemies following you through load orders into new cells during combat can be disabled in the Reqtificator options.
- Chitin armor from the Dragonborn DLC can be bought from Brand-Shei and Revyn Sadri. It can be tempered with the Craftsmanship perk.
- Bandit boss marksmen no longer use ammunition above steel/silver quality.
- Skill points have been redistributed for bandit boss marksmen, removing their access to top-tier marksman perks.
- Stamina threshold below which physical attacks no longer stagger opponents is raised to 10 to match other exhaustion penalties. This feature now applies to NPCs too.
- Various unused or rarely used third party assets have been removed to make the distribution leaner (all changes are backwards compatible, i. e. you will not suddenly be naked after updating).
 - All unused assets from Immersive Armors
 - Vagabond Armor from Immersive Armors – Alain Dufont wears an enchanted scaled armor instead of a unique Vagabond armor.
 - Stormlord Armor – Ulfrik got back his original, unique gear from the base game as heavy armor set and some additional heavy armor perks.
 - Ebony Plate armor with hold insignia emblazoned tunic – Irileth wears an enchanted set of ebony armor instead of an ebony plate armor.
 - Orichalcum Plate armor with hold insignia emblazoned tunic – Commander Caius wears a standard Whiterun guard plate armor instead of an Orichalcum plate armor.
 - Golden Elven Armor and Weapons – Elenwen has been reverted to her Vanilla gear, a Thalmor robe and an elven dagger.

Bugfixes

- The "New game required" bug in the Vanilla start is fixed.
- Improved Dawnguard and Ancient Dwemer crossbows are flagged as light crossbows and can be used with the Ranger perk.
- Poison Resist spells do stack with poison resistance potions.
- Silver weapons display the correct damage if wielded by a vampire.

Modding Support

- The Reqtificator can assign spells and perks to NPCs via automated rules. This works similar to the keyword distribution for armors and weapons. Rules can use conditions based on race and keywords. (For templated actors the conditions must be true for all possible templates.)

- Distribution of gamemechanics perks via the Formlist has been deprecated, use the new rule system instead.

Installation and Compatibility

- REQ-Tag prefixes have been removed. You no longer need to specify a prefix in your REQ-Tags in the plugin description, only the features you want to use. The required EditorID pattern themselves remain unchanged. This change allows you to easily create merged plugins from Requiem-dependent plugins that use REQ-Tags with different prefixes.
- Uploaded a smash setting (used by Mator Smash) specifically for Requiem to the compatibility advice.

Internal Quality Improvements (only relevant for modders)

- Removed meshes and textures for various unused or no longer used items:
 - Orichalcum and Ebony Plate armors
 - Stormlord Armor
 - Vagabond Armor
 - Golden Elven Weapons and Armors
 - All unused assets from Immersive Armors
- Split up general player perk into several smaller perks to accommodate the rule of one. Perk entry priorities are updated accordingly. Conditions have been improved.
- Non-functional perk entry that supposedly tried to make the player immune to stagger from Unrelenting Force is removed.
- Improved EditorIDs of perks.

Requiem 3.0.2 - "Consign To Oblivion" Bugfix Pack #2

This update address a variety of bugs found in 3.0.0. Most importantly, it fixes the display of derived attributes features in the MCM menu and gives more meaningful protection to Dragonpriests.

Tweaks

- The Atronach stone does not block the damage and block bonuses from the Green Pact racial ability when Bosmer eat Strange Meat.
- Dawnguard and Dwemer Crossbows have damage values of heavy crossbows, but are classified as light crossbows and thus benefit from faster reload speed and can be used with the Ranger perk.
- Hide Armor has increased armor rating.
- 36 Lessons of Vivec Sermon 27, The Origin of the Mages Guild and The Cantatas Of Vivec have unique book covers.
- Frost always flees combat.
- Combat Reflexes has its duration extended considerably to be more useful.
- Potency of self-crafted spell cost reduction is reduced by 33%.

Bugfixes

- damage bonuses from the derived attributes system for One-handed and Two-handed weapons are displayed correctly in the Skills MCM.
- Dragon priests have natural armor an penetration resistances.
- The Only Cure cannot be started before level 20.
- Edits that are already present in the master files are removed.
- Redguard Hood cannot be worn with a circlet.
- Fur Armor cannot be sold to hunters.
- Activating a business ledger outside of The Number Jobs displays a more accurate notification.
- The "Steal" label of the items in The Sweep Job and The Burglary Job appears red like other criminal actions.
- The "Forge Numbers" label of a business ledger appears red like other criminal actions.
- The boss at Traitor's Post inherits from a proper Requiem template.
- Bandit no longer use the Improved Dawnguard Crossbow.
- A rarely used bandit template always has a crossbow.
- Bandits wear both versions of the steel armor.
- Delevel enchanted imperial swords.
- Duplicate poison resistance is removed from Chaurus.
- Combat Reflexes will not drain any stamina if you don't have the required amount of stamina to activate the power.
- Ghosts and undead characters will not drop any blood for vampire characters when they are from a race that normally does so.
- Shadow Stride has sound and a visual effects.
- Veil of Silence has a visual effect.
- Shadow Sanctuary has sound.
- Attempting to cast and then canceling Shadow Simulacrum doesn't leave a lingering visual effect.

Typos and Grammar

- fixed a variety of minor text issues in the Skills MCM

Installation and Compatibility

- The Reqtificator now picks up additions to xx8F57EA <REQ_Skyproc_ReqtificatorPerks> from all loaded plugins and thus allows multiple mods to add new game-mechanics perks that should be distributed globally by the Reqtificator.
- Trainer NPCs from third-party mods now work out of the box with Requiem's rescaled skill experience rates.
- Failed setup checks like missing Requiem for the Indifferent trigger only once and will not show the message again in the main menu.
- Radiant Raiment uses the 00106662 <LItemClothesAll> leveled list.
- Links in the Reqtificator message have been updated to point to the latest Requiem Documentation.
- Lightning source edits are removed.

Internal Quality Improvements (only relevant for modders)

- Removed AlreadyReqified usage for any records that are neither ammunition nor ranged weapons
- Removed several unused scripts
- Removed nullified perks from NPCs.

Requiem 3.0.1 - "Consign To Oblivion" Bugfix Pack #1

A small hotfix patch which fixes the derived attributes system interfering with expertise. After applying this patch and updating your savegame, your expertise values will be restored and the derived attributes system affects weapon damage as it should.

Tweaks

- The new ingame help menu topics are shown when you play the game with an Xbox controller.

Bugfixes

- The derived attributes system no longer interferes with your expertise values.
- Guard steel plate armors have the correct armor rating.
- The duration of the save block needed for testing the setup does not increase after each reload.
- The perk "Eagle Eye" now has "Ranged Combat Training" as a prerequisite as implied by the perk tree.

Requiem 3.0.0 - "Consign To Oblivion"

The key feature of this version is a completely reworked armor penetration and arrow resistance system. All armor rating, damage reduction and armor penetration aspects of the game are now transparent and easy to understand. Armor penetration is now a viable tool for all weapons throughout the entire game and the differences between weapon damage types are emphasized further. In addition, this update contains a multitude of smaller improvements and bugfixes.

New Features

A new Armor Penetration and Arrow Resistance System

- Expertise has been introduced for One-Handed, Two-Handed and Marksman and measures your armor penetration power.
- All effects that grant expertise are explicitly listed as such in perk, item or magic effect descriptions. Your total expertise for each skill can be checked in the Skills MCM.
- Melee armor penetration is applied only to power attacks; standard attacks have no armor penetration at all. All ranged attacks are armor penetrating, but ammunition quality is the determining factor.
- Each weapon now deals a dedicated damage type. (slash, crush, pierce or ranged)
- Each armor cuirass has its own weak points and strengths which determine how easy it is to penetrate the armor with a given damage type. (Can be checked in the active magic effects menu.)
- All weapons now gain notable armor penetration from perks, but blunt weapons generally remain the most efficient ones.
- Introduced perks for dagger specialization in the One-Handed tree. These provide expertise bonuses and a moderate sneak-attack bonus that applies to all targets, even those normally immune.
- Armor penetration and damage reduction calculation does not include any randomness.
- Maximum damage reduction from armor rating has been limited to 80%.
- Armor penetration can negate at most 80% of the target's armor rating.
- Hidden armor rating has been removed, cuirasses receive +55 armor rating instead, all other armor items +15 (applied after Reqtificator scaling).
- Creature resistances have been reworked to use the same rules as humanoid foes.
- In-game documentation is available in Skyrim's help menu.

Other Tweaks

- All hidden armor rating is removed; instead cuirasses get +55 armor rating and all other armor items get +15 armor rating. Note to mod authors: Armors with the REQ_KW_AlreadyReqified keyword need to be manually updated to this change.
- Daedric weapons no longer have any hidden armor penetration bonuses.
- Draconic Blacksmithing requires either Ebony or Glass Smithing as a prerequisite. Ebony Smithing is required to crafting Dragonplate armor, Glass Smithing is a prerequisite for Dragonscale armor. Dragonbone Weapons can be crafted with either prerequisite perk. Daedric smithing is now an optional perk which can be taken after Ebony Smithing.
- Requiem's plugin description now contains the Smash.ForceAll tag to work better with Mator Smash.

- The skills MCM contains a new page displaying your expertise values.
- Several followers have one or more lockpicking perks and can now help you out with locks you encounter on your travels.
- Several edits to improve merging of leveled lists.
- (Re)Added the "WISpellColorful" keyword to the CandleLight spell, which makes NPCs comment about your magic.
- Various ebony items can be found on the Katariyah.
- Dragons in the Forgotten Vale are always the strongest type.
- Guard start commenting 'So you can cast a few spells. Am I supposed to be impressed?' after you have learned five spells.
- Dawnguard and Vigilants of Stendarrs (including Vigilant Tyranus) are only hostile on sight to starving vampires. You can now visit Fort Dawnguard as a non-starving vampire to start the Dawnguard questline normally.
- Salma in Ironbind Barrow has appropriate training for the gear she's using.
- Renamed alchemy, food and enchantment effects to be more useful and consistent.
- The skeletons in the Hall of the Dead of Whiterun will no longer pursue you outside the catacombs.
- All Dragonpriest masks are now classified as clothing and have a weight of 2 units.
- A hint to use silver against undead is provided.
- Expertise bonuses from lockpicking perks are not shown in the active magic effects menu.
- Re-adds racial ability to horses.
- Horses have medium impact set.
- Load screens now include Requiem books and long screens are shorter.
- Drunks like free Cinnabar Beer.
- NPCs with with high level Marksmanship, One-Handed and Two-Handed perks also have the previous perks.

Bugfixes

- The Oghma Infinium properly grants the reward also if you read the book before completing the quest.
- Blackblood Marauders no longer attack each other.
- Veren no longer attacks Thorek in the final fight.
- Delevs bows used by Goldenglow Estate mercenaries.
- Delevs leveled lists that contain enchanted rings.
- Delevs Fjola, Umana and Sulla Trebatius.
- Corrects chance to yield nothing of a leveled list that contains enchanted rings.
- Thalmor carry a dagger instead of a longsword as their backup weapon.
- The giant in Giant's Grove drops all his loot upon death.
- Silver Tanto is accepted as an ingredient for a certain Atronach Forge recipe instead of a Dwarven Longsword.
- LItemWeaponBlacksmithBow75 has the same content as LItemWeaponBowBlacksmith.
- Removes The Changed Ones, The Anticipations, Arcana Restored, The Night Mother's Truth and Rislav the Righteous from Requiem because these books already exist in the base game.
- Chief Burguk carries only one shield.
- Master Destruction perk now grants Lightning Cascade correctly when selected.
- Imperial soldiers and Penitus Oculatus agents carry an imperial dagger instead of a steel dagger.
- The Dawnguard blacksmith sells Silver Scimitars, Silver Katanas and Silver Tantos.
- Valdimar's class is set to level Heavy Armor.
- Empowering Veil of Silence doesn't increase upkeep cost.
- Lock bashing works properly on all wooden doors.
- All Alik'r have a chance to drop Venomous Spittle.
- NPCs use up ammunition when using the Dragonbone Bow.
- NPCs don't make comments about dangerous magic when the player has the Dawnguard Rune Shield equipped.
- Renames Frightening Orb to Fear because during "First Lessons" Faralda may ask you to cast a Fear spell.
- Sabre Cat Eye can be sold to vendors.
- Flurry increases weapon speed when wielding a single weapon.
- When dual-wielding two different weapons, Sword Focus only increases weapon speed of the sword.
- Summoned Potent Ice Wraiths don't drop lootable ice piles.
- Vilkas now has all follower-specific features, e.g. he can use bags of holding and benefit from the leadership perk.
- Drinking a potion of restore health plays a sound.
- Removed non-functional poison attacks from Invisible Entities.
- Several NPC-exclusive arrows/bolts have been given the same stats as their playable counterparts. (e.g. Dwemer Sphere bolts and Soulcairn Keeper arrows).
- The Legendary Steelplate armor (contributed from the mod SPOA Silver Knight Armor) textures have been updated and will no longer cause graphics issues on low-quality settings.
- Building the Frostbite Spider Trophy requires Venomous Spittle.
- Vampires have tripled stamina and magicka regeneration independent of race.

Reqtificator and Installation changes

- The Reqtificator now supports Java 11. Using Java 11, the UI will be rescaled on high-resolution screens to have a decent, readable size.
- Downgrading save games to older versions is not supported and Requiem will no longer allow this. In case you really want to downgrade to an older version, you must load a savegame that was made before updating to a newer version.
- Improved error diagnosis for Reqtificator launch failures.
- The optional Vanilla Dragonborn plugin now has an explicit dependency on Requiem.esp to enforce the correct load order.
- The in-game message boxes for installing and updating Requiem have their confirmation messages changed to clarify that you're expected to acknowledge the message.

- LOOT v0.13.0 and later should produce decent Requiem load orders again.

Typos, Grammar fixes and better wording

- Fixed a typo in Soul Husk's description.
- Changed the message a player receives when a new Word is learned.

Requiem 2.0.2 - "The Phantom Agony" Bugfix Pack #2

Crucial changes to cumbersome coins and contracts, cloying construction, clandestine cups and other complications!

Other Tweaks

- The FOMOD installer now allows you to select an optional plugin which will re-enable access to the unrequited Dragonborn DLC. This plugin simply re-enables the cultist attack, the travel to Solstheim dialogue, the Ebony Warrior encounter and some crafting recipes from the Dragonborn DLC.
- A large part of the reward for bounty quests is now paid in gems. Contracts on giants also pay more than they used to. Various other quests that used to give large amounts of gold as reward have a large share of their reward paid out in gems, including "Hail Sithis!", "Tending the Flames", "Aftershock", "Rise in the East" and "The Wolf Queen Awakened".
- You can now see and hear NPCs when they drink alcohol. (Bandits like to use the fortify health effect from alcohol as a health potion substitute which seemed like sudden unjustified health regeneration before.)
- The outdated Vanilla Shrines option is removed from the FOMOD installer. If you have used this option in the past you might want to use [Requiem - Blessings Ignore Crimes](#) instead.
- Talos' greater blessing now gives 15% bonus to melee damage instead of adding a flat 20 points.
- Blacksmiths and fletchers have more common bolts for sale. Fletchers and caravaneers also have limited stocks of explosive ammunition in store.
- You will be notified when you try to open a lock which qualifies as challenging with your current lockpicking expertise level. This also allows you to delegate the task to your follower if they have the necessary skills.
- Tiny spiders no longer paralyze or use spit attacks.
- The lunge attack of large and giant spiders paralyzes instead of knocking down.
- Updated to USLEEP 3.0.13a.
- The quest components for "On Hogithum" have been moved to more obvious places to make it easier to start and complete the quest.
- The yield of stone quarries is doubled to 32 and each Hearthfire house has at least three stone quarries in close proximity. General merchants in major cities sell clay and quarried stone.

Bugfixes

- The quest "The Whispering Door" now proceeds normally after you acquired the key. (If you already opened the door and picked up the item behind it, the update will progress the quest to the correct state to recover from the bug.)
- The system penalizing excessive use of wait and sleep with reduced regeneration rates has been retracted. It turned out that this feature causes incompatibilities with other mods which let time progress, like Time Flies.
- The technical aspects of the new lockpicking system have been reworked. You can no longer be locked into an NPC's house. You will be notified if a lock is considered challenging for you. Compatibility with mods that use scripted activation-blocks has also been improved.
- The potency of self-made lockpicking enchantments now scales properly with your enchanting perks.
- Followers need the correct lockpicking expertise to pick master level locks.
- Evasion training works as intended.
- Isran once again trains heavy armor instead of evasion.
- All racial skill rate bonuses are also applied to their vampire variants.
- Transforming into a vampire lord while having Dawnbreaker or the beacon doesn't save your damned existence from Meridia's Malediction.
- The Oghma Infinium cannot be read multiple times in quick succession to get the reward more than once.
- Daedra Banishing spells, staffs and scrolls do not scare atronachs permanently if the banishment fails.
- A light armored version of the Ancient Nord Armor which had very high armor rating can no longer be obtained by the player. Any armor pieces in the player's inventory will be removed.
- Stamina buffs from Ring of Namira no longer stack.
- The Indomitable Force perk no longer affects self-targeted shouts.
- Jyrik Gauldurson is no longer immediately aggressive during "Forbidden Legend".
- Legendary Elven Shield has block and bash data of a light shield.
- The master locked chest in Yngvild can be opened with the key that is looted from the boss.
- The LItemArmorHelmetLightBest leveled list contains Imperial Light Helmet instead of Imperial Helmet.
- Gorak the Trollslayer is immune to paralysis.
- A special Giant Slaughterfish ignores 75% of armor like all other Giant Slaughterfishes.
- Small and big variants of the sabre cats can respawn.
- Hitting Alduin with a warhammer makes a sound.
- Deleveled some items from "Missing in Action" that were still leveled.
- Fixed various flags on notes and books added by Requiem.
- The USLEEP-added cooked boar meat recipe is disabled.
- Fixed an incorrect spawn chance for an expert alteration tomes leveled item.
- Savos Aren should no longer show up naked.

Reqtificator and Installation changes

- Races not satisfying the requirements for Requiem are reported as intended by the Reqtificator with a detailed report about which requirements failed.
- The Reqtificator lists the mods you registered as visual template providers in the logfiles.

Typos and Grammar fixes

- spell learning text
- skills MCM description for poison resistance
- descriptions of invisibility spells
- various perk descriptions

Requiem 2.0.1 - "The Phantom Agony" Bugfix Pack #1

Audacious adventurers, eager to explore, came upon some unexpected obstacles. From too-tough terrors and tepid tucker to taciturn tools and tiny typos, this bugfix pack will ease your torments.

Other Tweaks

- Alduin has no magic resistance and no more fire dragon traits, but 33% resistance against all elements
- Alduin no longer has a special health regeneration in Sovngarde while not under the effect of Dragonrend
- Centurions and Alduin have the intended armor rating of 1200 points
- Daedra hearts have their effect strenghts reduced to 10% of the old values and the duration increased fourfold
- Several additional merchants are willing to trade gems (Urag, Babette, Elrindir, Fihada, Taarie/Endarie) and jewellery (Urag, Elrindir, Fihada)
- Glass longswords and scimitars weights reduced
- Vegetable soup is as powerful as cabbage potato soup
- Meridia's malediction now causes 20 damage per second
- updated to USLEEP 3.0.12

Bugfixes

- Reloading Wait Autosaves doesn't reduce your magicka and health regeneration rates
- Meridia's Malediction does not prevent vampires from waiting as long as they don't have Dawnbreaker or the beacon
- Incorrectly assigned NPC-variants of the Unrelenting Force shout are removed from the player and the correct shout added if necessary
- Dragonrend now bypasses magic resistance and ignores reflect/absorb effects
- Imperials don't glow green when sprinting
- Copper and Sapphire circlets don't occupy the feet slot
- Healing Ray's stamina regeneration effect from Respite has the correct type
- Silver Tanto keywords fixed
- Necromantic Empowerment tomes have conjuration tome models in the inventory
- Fixed leveled content remaining on afflicted gear lists

Reqtificator and Installation changes

- Failures to acquire enough memory in the Reqtificator don't fail silently
- Failures to detect the installation language of Skyrim don't fail silently
- Version numbers in plugin descriptions have been updated
- New Actors created for the ActorVariations feature inherit their display name from the skill template instead of getting a technical identifier of the merged templates

Typos and Grammar fixes

- Powder of Storms
- Hogithum Beer
- Torturer's Guide
- Craftsman's Manual

Requiem 2.0.0 - The Phantom Agony

Our favourite overhaul has been overhauled! With USKP ousted we're now only usable with USLEEP, so dependent on all DLCs (though with Dragonborn disabled). With awesome archery, ferocious fighting, luscious lockpicking, hearthfire happiness, sumptuous snacks, lighter looting, banished bugs, gripping games, and one curious quest.

Highlights

Awesome Archery: The Marksman perk tree has been rearranged and archery bugs have been fixed. The Ranger perk (previously Fast Movement) only works with light bows and crossbows... but it only takes a little skill to acquire, and sneaking no longer breaks it. Heavy bow and crossbow users will find their weapons less draining. Even novices can send arrows winging their way over a distance, unless you're trying to be sneaky. Different parts of armor provide different arrow protection, with a simple keyword-based approach that modders can easily follow. Boots and gauntlets will no longer protect your innards! Perks can help you to overcome such arrow protection and skilled marksman might even find some weakspots in the armor plating of automatons. And silver arrows, advanced bolts and explosive bolts have all been given a make-over and are now distinct and beautiful.

Ferocious Fighting: Evasion perks grant a reduction to physical damage and an increase in evasion xp gain... but only if you wear no heavy armor. Bashing perks work with both shields and weapon bashes. Fortify armor still further with enchantments. But it's not all in your favour: effects which were formerly the exclusive privilege of players are now distributed to NPCs, who can use daedric weapons, warhammers and maces to pierce armor just as you do, and some bosses are even more dangerous... even when newly risen from their sarcophagi.

Luscious Lockpicking: With a more gradual difficulty curve, various chests are no longer out of your reach until you suddenly find inspiration. While some chests may still defy your talents, others will require true dexterity, and several lockpicks. Friends and hirelings are restricted by their own skills... and their morals. Lockpicking bonuses from different sources such as potions and enchantments can be combined and some unique items and effects will also help you to coax open more challenging locks. Mages no longer have to deal with quicksilver ore if they want to use arcane arts to unlock a lock, but the new "Knock" spells have their own twists...

Hearthfire Happiness: Hearthfire is now fully integrated. The three Hearthfire houses are available at low levels... though you still have to do some favours for the Jarls first. They'll grant you enough material to build a bed for the night, after which you might have to do some searching; stone and clay of suitable quality can be hard to find! And building the houses will actually take time...

Sumptuous Snacks: The cuisine of Skyrim has been refined for the most discerning palate. Stews remain stupendous, alcohol amazing, Hearthfire's ovens are outstanding and getting drunk is just delightful. Strong Nords won't be double-counting dragons after only a single ale, and a gulp of good booze might give you a useful edge. But beware; too much alcohol might have unexpected interactions with your breakfast stew!

Lighter Looting: Gold can weigh down the body as well as the soul. Gems and jewellery are more commonly found and often more valuable, and more merchants are willing to buy them for a fair price. Armor is easier to carry when you wear it, and arrows weigh much less than they did.

Banished Bugs: From horses that sound like catapults to mountain flower trickery, from misbehaving rune spells to overpowered vegetables, a multitude of bugs and unbalancing tweaks including those reported have been fixed.

Gripping Games: The language and wording of Requiem-specific messages and descriptions has been reworked for easier, more immersive reading, from the Requiemator to initialization, to picking your character and playing the game. Mage difficulty tags are reverted to vanilla for consistency, summon spell names have also been made consistent and more immersive, and vampires will no longer drop dead immediately just for touching shiny things. With a meaner, leaner MCM, updated descriptions that you can actually read, and several other requested changes included, Requiem games will be smoother and more believable than ever before.

A Curious Quest: While adventuring you find a strange piece of paper. It looks like a fragment of something eerily familiar, but where are the other pieces? Help the Bard's College reassemble the lost work... and find out what really happened on Hogithum.

Legendarily Lazy: We no longer support USKP, and as such require all DLCs. Note that Dragonborn is disabled; the quest will not run and no radiant quests will send you to Solstheim without a suitable patch.

Other Tweaks

- Various Easter Eggs
- Dwarven automatons have huge armor rating instead of flat damage reduction
- A book that explains the Standing Stone
- Recharging enchanted items requires the first rank of the basic enchanting perks and recharge scrolls are considerably cheaper
- Enchanting-affine races can recharge items without perks but need the first perk to enchant new items
- dual-wield sneak attacks are allowed, but they only deal half the sneak bonus damage per blow
- Katanas and Tantos require advanced smithing perk
- Blacksmiths offer more variety in common crafting materials
- Sleeping allows minor wounds to heal, but healing effects will wear off while you sleep
- Transmute: Muscles has less magnitude and duration but dualcasting increases both
- Potions and enchantments of Stamina Regeneration negate stamina drain from running
- Forsworn fierce enough to have half a chance of escaping Cidhna Mine
- Divines no longer hate you just for thinking about joining the Thieves' Guild
- "Search" becomes "Examine", both searching as before and also providing info on your target's health (e.g.: your horse)
- NPCs will slowly recover health when the player isn't around
- Various weak NPC bosses are more dangerous
- Falion is actually a Master conjurer
- Soul tomatoes have been rebalanced
- Ebony Vampires have randomized loot
- Daedric, Undead and Nature spirit summons from Conjuration magic are more distinguished
- New perk for Spirit summons
- Julianos' additional magicka bonus becomes active when your base magicka is larger than 250
- Necromantic Empowerment (Rank II) is a concentration spell with reduced strength
- All master spells are offered when taking the master perk
- Daedric bows and crossbows no longer have innate armor piercing

- Missing Daedric items have been hidden across Tamriel
- Lockpicks are crafted at the forge and not at the smelter. The recipe creates 10 lockpicks instead of 3
- Dispel, Healing Aura, Necromantic Empowerment, Mage Armor, Mage Shield, Protection from Poison, Transcendence and Transmute Muscles are renamed to "on Target" or "on Self" instead of "Rank (x)"
- Broken (cross)bows no longer magically turn into ingots and firewood
- All absorb spells will require a momentary focus on the target before they start to apply
- Alchemical Intellect is boosted
- Added Shalidor's Mirror spell as reward for a certain quest
- Pickaxe and Woodcutter's Axe are no longer considered war axe but still benefit from generic one-handed perks
- "House of Horrors" starts at level 20
- Some valuable loot in Nightcaller Temple has been relocated
- The fire/frost ball shout from dragons deals 120 damage per second for 5 seconds instead of 600 instant damage
- The Way of the Voice perks no longer require meditating on word of power but become available as you progress the main quest
- Phantasmal killer is revised to properly apply the suicide animation, and the empowered version will work against most living beings. A scary audio effect (the Phantasmal Killer!) will play on the target upon successful cast
- Sunfire Cloak deals 40 damage per second instead of 15
- Added a lore book about vampires (original text contributed by Isphus)
- Meridia's Beacon and Dawnbreaker don't kill vampires instantly and the beacon can be dropped
- Removed MCM options that are no longer needed or considerably changed the intended balance
- Added Dwarven longswords
- Alain's gear includes a helmet
- It's no longer possible to make skills legendary
- Icewind's base magnitude is reduced from 20 to 17
- Smithing enchantments and potions directly increase the smithing skill
- Destroying the Skull of Corruption will make you eligible for Mara's greater blessing
- Completing "Elisif's Tribute" will make you eligible for Talos' greater blessing
- Vampires have more savage looking unarmed attacks
- Bag of Holding increases carry weight by 25 points instead of 100
- One more Bag of Holding can be found in Tamriel
- Daedric melee weapons penetrate armor by 30% instead of 50%
- A more reasonable amount of dwarven scrap can be found in chests
- More appropriate reward for completing "Missing in Action"
- Falmers rarely carry gold anymore
- Most miscellaneous items have a weight and value
- Khajiits no longer have a penalty to spell cost
- Powder of the Void is Powder of Storms
- Powders' have lower crafting requirements
- Slow Time has tripled recovery time
- Bound arrows are treated like silver arrows and have limited armor piercing power
- You will be pointed towards the local inkeeper instead of the Thieves Guild during "A Cornered Rat" to prevent characters from being forced into the Thieves Guild
- Ice Nova is renamed Snow Spume
- lower skill rate MCM option can now be changed in 5% steps

Bugfixes

- Illusion spells no longer grant experience when used on dead targets
- Vampiric sight works for vampire lords and all levels of hunger
- "New Allegiances" can be completed as intended
- Melee attacks in human form no longer increase Werewolf experience
- Requiem no longer kills players on initialization
- Dragons will eat NPCs as intended in cutscenes (already part of the 1.9.4.1 hotfix)
- Absorb spells no longer bypass ward
- Absorb spells no longer absorb attributes once your victims have no more left
- Required ingredients for alchemy perks are consumed
- Mark and Recall introduced in place of Teleport I to help avoid game-breaking situations
- Werewolves and vampire lords get dressed and undressed appropriately
- Dead soldiers in the "fake soldier" encounter stay dead
- Dual-casting bonus effects are applied correctly
- Reanimated corpses are properly undead
- Reanimated corpses can go through loading screens
- Bound Sword no longer causes CTDs when used by NPCs
- Power Shot stagger no longer causes arrows to miss
- Flame/Frost/Lightning/Sunfire Cloak empowers correctly with USLEEP 3.0.2 and later
- Fundamental Destruction scales correctly
- Random comments about the player having joined the College of Winterhold trigger after completing "First Lessons"
- Rune Mastery allows three simultaneous runes
- Trampling horses and bull-rushing humanoids no longer sound like catapults
- NPCs can use reflective wards properly
- Hammerfell Coif, Hammerfell Chainmail and Alain's armor can be sold to vendors
- The Axe of Eastmarch has enchantment charges

- Dawnbreaker and Ebony Blade no longer display enchantment charges because they have infinite charges
- Vale Sabrecats have proper loot
- fixed typos in various loading screens
- Wooden chests in giant camps can be bashed
- Several perks from Smithing, Alchemy and Speech that require items are no longer appear greyed out after the player has taken them
- Added tempering recipes for all unique weapons added by Requiem
- Description of explosive ammunition is now correct
- Chief Yamarz has heavy armor perks
- The Way of the Voice perks actually work
- The White Phial has the same value when empty and filled
- All magic effects have the appropriate magic skill assigned and are correctly boosted by other effects
- Recharging weapons with scrolls no longer levels enchanting
- The daedric weapons looted from the Dremora at Mehrunes Dagon's Shrine have the Curse of Agony
- Reverted model of Rueful Axe and the Axe of Whiterun due to the lore
- During "First Lessons" the player receives Arcane Ward (Rank I) instead of Arcane Ward (Rank II)
- Fences now buy black market goods and general merchants no longer accept them
- Elemental Fury grants the correct base enchantment
- Elemental Fury enchantments created by the player scale correctly
- Removed various inefficient conditions
- The Greybeard's Robes can no longer be disenchanting
- The Ring of Erudite and Ring of The Beast work according to their descriptions
- Vampiric Talons is no longer active before taking the perk
- All dragon priests correctly inherit their perks from the template
- "Weapon XYZ Specializations" perks are renamed to "Weapon XYZ Focus" to fit within the vanilla UI
- Fast-travel is allowed while riding a dragon
- It's possible to recast Protection from Poison (Rank I)
- Dispel Soul Gems can be equipped in the left hand
- Guard Helmet is properly affected by smithing perks
- All intended racial abilities are active. Most notably Chaurus, Frostbite Spiders, Giants and Mammoths have 60% poison resistance
- Vampires benefit from racial skill rates
- Redguard Vampires benefit from reduced power attack cost
- Imperial vampires benefit from the racial stamina cost reduction for sprinting
- Recruited Blades are no longer afraid of dragons
- Concentrated Poisons and Catalysis check the correct condition
- Akaviri swords no longer have the model of Dragonbane
- Bandit bosses no longer have axes that are tempered too much
- The Curse of Agony can no longer be cheated by equipping several cursed items and then unequipping only one
- Ebony and Glass staffs can be crafted after taking the respective perk
- Spells that are added by items when equipped no longer cause animation issues if the item is unequipped when the spell is still equipped
- Mara's no longer blesses you if you killed her priest during a related quest
- It's no longer possible to equip a circlet under the Hedge Knight Helmet
- The Altmer racial ability no longer boosts standing stones, vampire abilities and other effects it's not supposed to increase
- Vampires no longer have significantly lower unarmed damage than their mortal counterpart
- High Elf vampires have the same unarmed reach than all other races
- The poison spit attack of Frozen Chaurus is stronger
- Tongue's Trance always reduces shout cooldown to zero
- Targeted healing spells check if the caster has the Respite perk not the player
- Heal Self (Rank I), Healing Hands (Rank II) and Healing Ray restore the same amount of stamina as health
- Healing Hands (Rank III) no longer additionally levels Restoration if the player has the Respite perk
- The NPC-exclusive version of Healing Hands (Rank III) now has an area effect
- The NPC-exclusive version of Heal Self (Rank II) only heals the caster
- The NPC-exclusive version of Heal Self (Rank III) cures diseases
- The health and carry weight effects of Transmute Muscles stack with potions
- Absorb Health, Absorb Stamina and Transmute Muscles on Target are correctly displayed as Adept spells in the spell menu
- Absorb Magicka is correctly displayed as Expert spell in the spell menu
- Mistress of the Dark, Phantasmal Miasma, Shadow Sanctuary, Veil of Shadows, Absorb Essence and Summon Unbound Dremora are correctly displayed as Master spells in the spell menu
- Vampiric Drain no longer incorrectly states that it absorbs magicka and stamina. It does absorb magicka and stamina but only if you have the Blood of the Ancients ability and the ability already mentions how the effect works
- Spell tome leveled lists no longer contain duplicate or misplaced spell tomes and missing spell tomes were added
- The enchantments of Wuuthrad, Targe of the Blooded, Mace of Molag Bal, Vald'r's Dagger, Windshear and Kyne's Token now work on NPCs
- The Attack Speed Dummy option in the MCM now works
- All NPC-exclusive spells have a half-cost perk assigned which means they can benefit from the main magic perks
- Empowering Blur, Shadow Shield and Veil of Silence no longer increases magnitude and upkeep cost to insane values
- The casting animation of Mistress of the Dark ends even when the Master Illusion perk is not taken
- A single cast Muffling sphere is correctly dispelled when running
- The Spectral Draugr in Labyrinthian now have all undead traits and drop ectoplasm
- Curing Vampirism now works correctly
- Respite affects Healing Aura
- Unused vanilla spell tomes no longer appear for sale after completing the Illusion ritual quest
- Removed sneak attack extra damage from spells because the feature was incomplete and bugged
- Become Ethereal, Clear Skies, Dragonrend, Predator's Might and Slow Time are affected by shout perks

- Guard armor is now named after the hold
- The spell tome for Necromantic Empowerment has a conjuration cover
- Drain Vitality no longer incorrectly states that it "takes away the very life force of your enemies **and gives it to you.**". Drain Vitality simply damages attributes but doesn't absorb them
- It's no longer possible to lure the invisible entity from the Pelagius Wing into the Blue Palace
- It's no longer possible to reanimate invisible entities
- Movement speed modifications take effect immediately
- Oblivion Lore is renamed to Cognitive Flexibility and affects all summons including illusion simulacra
- Mass Effect updates immediately after taking a related perk
- Necromancy now increases the duration of undead summons by 50% instead of 1000%
- The following weapons are no longer missing from blacksmith stores: Long Bow, Iron Dagger, Dwarven Bow, Elven War Axe, Elven Mace, Elven Greatsword, Elven Warhammer, Elven Bow, Orcish Battleaxe and Orcish Warhammer
- The spawn rate of rare (above steel) weapons at blacksmiths is no longer tied to weapon type
- Dualcasting Lightning Speed no longer causes reversed effect
- Ebony Blade can be tempered
- fixed false positives with imbalanced race warning
- Two unused and corrupted meshes have been removed
- Elemental Fury shout affects weapon speed in both hands
- Unequipping armor with a "Shield" enchantment removes the armor's natural armor rating
- Dark Vision is equipped in both hands to prevent the spell from becoming active without upkeep cost
- Stunning Precision works with explosive ammunition

Reqtficator and Installation changes

- New functionality: Distribute keywords to armors based on keywords they already have to support more complex condition checks on armors, can be easily extended by 3rd party mods to add their own new features
- Fixed the Reqtficator's handling of certain flags in visual merging
- Racial heights in visual merging are taken from the gameplay data template because height directly affects movementspeed
- Eyebrows correctly merged in visual templates
- Records flagged as "already reqtfified" will no longer appear in the SkyProc patch
- Added warning if Crash Fixes or Bug Fixes missing
- Logfile format and location changed with improved pinpointing of troublesome records
- ReqtficatorVault.esp merged into main plugin
- SkyProc's internal consistency file is used instead of ActorVariations.txt
- Unbalanced races are detected by the Reqtficator, which will tell you which checks failed, as well as in-game
- ingame setup checks and installation procedure has been improved
- Smarter detection of Requiem folder
- Semantic versioning prevents save-game updates that won't work
- LOOT master list updated to work better with Requiem
- Correctly detects load orders with more plugins than Skyrim can handle
- The Bethesda logo is no longer skipped

Compatibility Changes

- EditorIDs of many records have been updated to provide a consistent navigation in the plugin
- Tempered items have been removed from outfits because the actual tempering is done via script
- Shock damage deals increased damage against Dwarven Automatons added by other mods as long as they use the proper keyword
- Included Modern Brawl Bug Fix
- Talos blessing is compatible with Paarthurmax Bypass/Dilemma
- Decreased Combat Hit Spell priority
- Script cleanup to simplify navigation for modders
- Update to USLEEP 3.0.11
- Deletion of unused legacy records to make Requiem.esp less cluttered
- A compatibility patch for Even Better Quest Objectives is no longer needed. The improved quest descriptions are carried over to conflicting records