

Credits

The "Requiem Dungeon Masters"

- [Ogerboss](#) - Developer and Project Leader (January 2013 - present)
- [Heckur](#) - Betatester (October 2013 - present)
- [thetrader](#) - Developer (August 2015 - present)
- [Ludovician](#) - Developer (January 2016 - present)

Retired Dungeon Masters

- [Xarrian](#) - Developer and Project Founder (June 2012 - May 2013)
- [Alexels](#) - Betatester (October 2013 - November 2013)
- [Svantopolk](#) f.k.a Dead Pacman - Betatester (May 2014 - June 2015)
- [Kazekage1](#) - Betatester (June 2014 - June 2015)
- [Vallen128](#) - Artworker (March 2015 - July 2015)
- [Axonis](#) - Developer (November 2014 - January 2018)
- [StriderCal](#) - Writer (January 2016 - September 2017)
- [MaGlas](#) - 3D Modeller (February 2016 - July 2016)

We want to use this chance to thank all those who helped (and still help) us creating this mod:

- All those who participated in testing and improving this mod: You guys don't know how much your suggestions and testing helps us improving this mod! Without you, this would not be possible!
- Bethesda for making such a moddable game
- [Azirok](#) and those who took over after his departure for supplying our community with unofficial patches for other popular mods
- [Meh321](#) for saving us all from the rise of the Chaos Wizards with his [Bug Fixes](#) mod!
- The developers of xEdit, SKSE, SkyProc, and Mutagen for providing us with such powerful modding tools
- The SkyUI developers for their easy-to-use MCM API
- The guys who host and maintain the [Unofficial Elder Scrolls Wiki](#)
- [Verteiron](#) for [Animation Catcher](#)
- [InsaneOhflex](#) and [Brodual](#) for spotlighting the mod in their videos
- [defacto-man](#) for providing the installation videos for the 1.8 version

Assets made for Requiem

- Covers for Requiem added books by [DanielCoffey](#)
- Crossbow Bolts, Silver Arrows and Soul Tomatoes by MaGlas
- Requiem Artwork by [Vallen128](#), [Lazuri](#) and [Metaseverity](#)
- Removal of the button icon next to interaction tooltips like "talk to" by [VinnytheShiv](#)

Mods included in Requiem

- [Aetherium Armor and Weapons Compilation](#) by [lautasantenni](#)
- [D13 Faster GET UP STAND UP animation vanilla friendly](#) by [Darkangel13](#)
- [Crossbows Basic Collection](#) by [DJjojo](#)
- [Crossbows](#) by [scot](#)
- [Horse Armors for Skyrim](#) by [mystikhybrid](#)
- [Insanitys Dragonbane](#) by [InsanitySorrow](#)
- [Insanitys Red Eagles Bane](#) by [InsanitySorrow](#)
- [Low-Tier Wooden Crossbow](#) by [Jokerine](#)
- [Mage's Plate Armor](#) by [QwibQwibMods](#)
- [Modern Brawl Bug Fix](#) by [EnaiSiaion](#)
- [Smaller Ice Spike and Ice Spear](#) by [odin_ml](#)
- [Smaller Kingthings Petrock fonts](#) by [Eckhart](#) with font improvements (umlauts, parantheses and accents) by [myzticrice](#)
- [True Yield](#) by [sushisquid](#)
- [Varied Guard Armor](#) by [QwibQwibMods](#)

Assets taken from other mods

- Dawnguard Crossbow from [Faction Crossbows](#) by [nsk13](#)
- Imperial Dagger, Mace and Shortsword from [Heavy Armory - New Weapons](#) by [PrivateEye](#)
- Open Faced Guard Helmets from [Teh-Husky Mod Compilation](#) by [THusky](#)
- Battletaves from [Weapons of the Third Era](#) by [747823](#)

Non-Skyrim assets

- Kingthings Petrock font

Assets used in former versions of Requiem

- [3rd Person Dual Wield Animation Fix](#) by [imeltfaces](#)
- [Brawl Bugs Patch - Plugins - Modder Resource](#) by [jonwd7](#)
- [CAT Hohenzollern](#) by [Peter Wiegel](#)
- [Dragon Knight Armor](#) by [hothtrooper44](#)
- [Golden Elven Armour and Weapons](#) by [starz82](#)
- Guard Armors from [Skyrim Knights](#) by [hideouscircus](#), this mod uses assets from [Robed Steel Plate Armor](#) by [Madcat221](#) and [Nordic Adventurers Armor](#) by [Natterforme](#)
- [Hedge Knight Armor](#) by [hothtrooper44](#)
- Heroic Imperial Armor from [Lore Friendly Armor Pack](#) by [rahman530](#)
- Less Ruined Books by [Ichibu](#)
- [Lockpicking interface retex](#) by [quazaque](#)
- [Lockpick Inventory Remodel](#) by [born2bkilled](#)
- [No Bethesda Intro](#) by [agonbar](#)
- [Redguard Knight Armor](#) by [hothtrooper44](#)
- RequiemPlugin.dll by [Meh321](#) (SKSE plugin made specifically for Requiem)
- [Skyhighrim - Craftable Drugs - Alcohol - Drunk FX](#) by [Ichibu](#)
- Steel and Iron Bolt/Quiver Retextures by [Chenao](#)
- Steelplate cuirass textures from [aMidianBorn Book of Silence](#) by [CaBaL120](#) (to provide the optional patch for hold guard armors in the FOMOD installer)
- [SPOA Silver Knight Armor](#) by [dopalacz](#)
- [Stormlord Armor](#) by [gechbal](#)
- [Vagabond Armor](#) by [hothtrooper44](#)
- [Vanguard Armor](#) by [hothtrooper44](#)
- [Warchief Armor](#) by [hothtrooper44](#)
- [Weapons of the Third Era](#) by [747823](#)

Donators

- [florence666](#) (07.08.2012)
- [FleischHals](#) (06.10.2012)
- [chaosegg](#) (24.10.2012)
- [shemalerevenge](#) (13.12.2012)
- [Abraxas77](#) (26.12.2012)
- [yakyakyak](#) (26.12.2012)
- [Terwero](#) (11.03.2013)
- [Kazekage1](#) (11.04.2013)
- [B3nzel](#) (03.09.2014)