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# Changelogs

Below you find the links to the detailed changelogs for all releases since version 2.0.0. The changes made in earlier versions of Requiem are only documented in the legacy changelogs included in the distribution.

## Changelog by Version

- [Requiem 5.2.1 - "The Gathering Storm" Bugfix Pack #1](#) — A small collection of bug fixes to address some issues reported in 5.2.0.
- [Requiem 5.2.0 - "The Gathering Storm"](#) — Numerous simple and effective gameplay tweaks to alleviate longstanding issues.
- [Requiem 5.1.1 - "From Past to Present" Bugfix Pack #1](#) — This small release addresses some issues reported in 5.1.0. Most notably, glass and stalhrim armors are restored to be slightly less protective and lighter than dragonscale, and falmer armor increases poison resistance as material bonus.
- [Requiem 5.1.0 - "From Past to Present"](#) — Extra armor rating against slash, blunt, and pierce attacks is removed. In its place high-quality armor materials provide unique bonuses. Stats and presentation of armors are tweaked to support and complement these changes.
- [Requiem 5.0.3 - "From the Ashes" Bugfix Pack #3](#) — This small release addresses more common installation problems and improves compatibility with some mods.
- [Requiem 5.0.2 - "From the Ashes" Bugfix Pack #2](#) — A small collection of bug fixes to address more common installation problems we have seen. Most notably, the Reqtificator now terminates with a proper error message instead of hanging on the save export if a problem is encountered.
- [Requiem 5.0.1 - "From the Ashes" Bugfix Pack #1](#) — This release includes some improvements in the Reqtificator that address common installation issues and make it easier to pinpoint problems in your load order.
- [Requiem 5.0.0 - "From the Ashes"](#) — The main feature of this version is official support for the Skyrim Special Edition. Other changes have been limited to the extend necessary for the port. The Skyrim Legendary Edition is no longer supported.
- [Requiem 4.0.2 - "Threshold" Bugfix Pack #2](#) — This small release makes some improvements to the severely outdated logic for bashed patch interoperability.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 5.2.1 - "The Gathering Storm" Bugfix Pack #1

A small collection of bug fixes to address some issues reported in 5.2.0.

### Bugfixes

- Farkas doesn't drop his weapon in Dustman's Cairn.
- Werewolf abilities in human form don't apply in beast form.
- Companions quests forward the improved quest objectives from Even Better Quest Descriptions.
- Powerful Healing Aura doesn't have a persistent visual effect.
- Enchanted variants of Reinforced Chitin Bracers are renamed to Reinforced Chitin Gauntlets.

## Requiem 5.2.0 - "The Gathering Storm"

Numerous simple and effective gameplay tweaks to alleviate longstanding issues.

### New Features

- Companions radiant quests are restricted to bandit camps until the player has reached a sufficient level.
- All potential follower Companions have perks and equipment according to their roles, their dialogue and Requiem changes.
- The Vigilants of Stendarr are real daedra hunters instead of being daedra food. Using actor variations, tempered equipment and a perk-set that is well focused on their specialization, they can sometimes beat even the toughest daedra. They are not too effective against vampires though for lore-based compatibility with Dawnguard.
- Blocking and wards prevent poison from applying on touch.
- Daedric arrows never break.

### Tweaks

- Running reduces magicka and stamina regeneration by 100%, scaling with the armor weight penalty. Then, the stamina drain is applied if and only if your stamina regeneration was reduced to 0%. The regeneration penalty doesn't apply to vampires, werewolves, and those under the Sign of the Lady. However, the following effects no longer outright block the penalty:
  - Fortify Magicka (Rank I)
  - Focused Mind
  - Fortify Stamina Regeneration
  - Windrunner (whose name is reverted to Wind Walker)
- Only the cuirass, helmet, gauntlets, boots, and shield are included in the Mass Effect.
- The first heavy armor perk reduces the worn armor weight penalty by 35% and the next four perks by 10% each.
- Casting spells in heavy armor no longer applies an additional unremovable penalty.
- The penalty for untrained spellcasting in armor scales with spell tier instead of effective mass.
  - Casting Novice/Apprentice/Adept/Expert/Master spells in light armor increases spell cost by 10/20/30/40/50% without the perk.
  - Casting Novice/Apprentice/Adept/Expert/Master spells in heavy armor increases spell cost by 20/40/60/80/100% without the perk.
- Wind Walker increases movement speed by up to +10% when wearing no heavy armor: head, chest, hands, feet (was +15% when wearing no heavy armor at all).
- Agile Spellcasting requires Agility and skill 30 (was Dexterity and skill 50).
- Wooden bows break only by weapon power attacks or creatures with mass at least 2.
- Health, stamina, and carry weight bonus of werewolves in human form is cut in half.
- Werewolves in human form have -50% poison resistance and 15% higher spell cost.
- Werewolves in beast form have -100% poison resistance.
- Fortified Muscles increases health and stamina by 50 (was 100).
- Alchemical Intellect increases magicka by 50 (was 150) and restores 1 magicka per second (was 3).
- Fortify stamina regeneration is moved from Fortified Muscles to Regeneration and the perk properly affects vampires.
- Spell absorption on NPCs is replaced by equivalent magic resistance because the random nature of spell absorption and its apparently broken interaction with multiple magic effects lead to frustrating encounters.
- Fortify Health II grants immunity to paralysis (was immunity to absorb effects).
- Fortify Stamina II grants immunity to slow effects from frost spells (was immunity to paralysis).
- Resistance thresholds of slow effects from frost spells are removed.
- Dragons have less polarizing resistances:
  - 75% resistance to their element (was 90%).

- No resistance or weakness to the opposite element (was -75%).
- 50% resistance to shock (was 0%).
- Dwarven automatons have no resistance or weakness to frost (was 80%).
- Ancient Knowledge allows tempering dwarven armors and weapons without the smithing perk and adds 150% tempering health to dwarven armors and 75% to dwarven weapons. All other effects are removed.
- Astrid and her disguised assassins use poisons of paralysis instead of irresistible knockdown.
- Giant slaughterfishes have a more believable size and it's possible to survive their bite.
- Enchantments are 25% weaker when Bend the Law of Firsts is active (was 45%).
- Mage Armor V has base magnitude 240 (was 0) and reduces all incoming physical damage by 50% (was 98%).
- Ancestor Guardian reduces all incoming physical damage by 90% (was 98%).
- Protection from Poison has base magnitude 15 (was 20) and cost 200 (was 150).
- Transmute Muscles has base magnitude 30 (was 20), but dual casting doesn't affect magnitude. This was the only spell in the game that scaled both in magnitude and duration when dual cast.
- Extra damage of banish enchantments is doubled.
- Powerful Healing Aura doesn't grant immunity to absorb effects.
- Healing aura spells don't have a persistent visual effect.
- Building a Hearthfire house doesn't pass time.
- No message box is displayed when attempting to pick a hard lock without followers. Locks are considered "hard" if they can be picked with your current lockpicking expertise but would have a larger sweetspot if your expertise was a level higher.

## Bugfixes

- The Mass Effect is reimplemented to be robust to improperly timed equip events sent by the engine. It should no longer be possible to arrive in an inconsistent state under any circumstances.
- Exploding ammo stacks with enchantments and poisons.
- Vigilants of Stendarr don't carry 256 silver bolts.
- Ancient Knowledge affects aetherium armor.
- Mage Armor V isn't suppressed by lower ranks.
- Alchemical Intellect doesn't appear in the active magic effects tab.

## Installation

- Release archive uses proper path separators to ensure compatibility with the latest version of 7zip.
- Requificator warns if Bug Fixes SSE is not installed.

## Compatibility and Modding Support

- The Mass Effect no longer conflicts with other mods like Unlocked Grip or Equipping Overhaul.

## Internal Quality Improvements (only relevant for modders)

- Armor weight penalty reduction is stored in the actorvalues `heavyarmormod` and `lightarmormod`.
- All Mass Effect calculations are performed inside the script `REQ_MassEffectArmor` attached to `xx82CC14 <REQ_Ability_MassEffect>`.
- The workaround to force movement speed updates by modifying inventory weight is removed in favor of Bug Fixes SSE.
- A hidden, constant effect, self-targeted value modifier MGEF is offered for every (relevant) actorvalue, as well as a variant with a visible description. These are generic magic effects for use by abilities.
- Astrid has the Mutagen perks instead of the abilities.

## Requiem 5.1.1 - "From Past to Present" Bugfix Pack #1

This small release addresses some issues reported in 5.1.0. Most notably, glass and stalhrim armors are restored to be slightly less protective and lighter than dragonscale, and falmer armor increases poison resistance as material bonus.

## Tweaks

- Light armor tweaks:
  - Chitin: -5 weight.
  - Falmer: Same armor rating and weight as chitin.
  - Glass: -50 armor rating, -15 weight.
  - Hide: Same armor rating, weight, and price as leather.
  - Penitus Oculatus: +3 weight.
  - Stalhrim: -50 armor rating, -15 weight.
- Falmer armor increases poison resistance as material bonus.
- Falmer armor includes the armor type in its name.
- Falmer hardened armor is removed because it's identical to heavy falmer armor in all aspects but name.
- Enchanted ancient nord and Blades armor doesn't replace the base items.
- Enchanted ancient nord armor is restricted to Kvenel the Tongue.
- Dawnguard shield has no enchantment but can be enchanted by the player.

- Help menu entry on ranged resistances makes no reference to “ranks”.
- Contradictory description of stalhrim armor bonus is rephrased.
- Description of perks that remove the spell cost penalty for casting spells in armor is rephrased.
- Description of Windrunner is rephrased.

## Bugfixes

- Steel plate armor bonus displays the correct magnitude.
- Strong Grip displays the correct magnitude.

## Requiem 5.1.0 - "From Past to Present"

Extra armor rating against slash, blunt, and pierce attacks is removed. In its place high-quality armor materials provide unique bonuses. Stats and presentation of armors are tweaked to support and complement these changes.

## New Features

- Extra armor rating against slash, blunt, and pierce attacks is removed. In its place high-quality armor materials provide unique bonuses. The first Evasion or Heavy Armor perk is required to unlock the bonuses. Each piece of armor grants the following effect, stacking additively up to four times. Shields do not count towards the four items. You can check your current armor material bonus in your active magic effects screen.
  - Aetherium: 8% less damage from blunt weapons.
  - Ancient Falmer: +4% magic resistance.
  - Chitin: 6% less damage from ranged weapons.
  - Daedric: +6% magic resistance.
  - Dawnguard Heavy: 21% less damage from vampiric drain.
  - Dawnguard Light: 14% less damage from vampiric drain.
  - Dragonplate: 9% less damage from the voice, immunity to Unrelenting Force at four pieces.
  - Dragonscale: 6% less damage from the voice, immunity to Unrelenting Force at four pieces.
  - Dwarven: 5% less damage from blunt weapons.
  - Ebony: +6% fire resistance.
  - Elven: Spells are 2% more effective.
  - Falmer: 5% less damage from ranged weapons.
  - Glass: +4% fire resistance.
  - Imperial Legate: Nearby Imperial soldiers deal +4% damage.
  - Nordic Carved: Spells are 3% more effective.
  - Orcish: Power attacks cost 6% less stamina.
  - Stalhrim Heavy: +6% frost resistance.
  - Stalhrim Light: +4% frost resistance.
  - Steel Plate: 8% less damage from slashing weapons.
  - Stormcloak Officer: Nearby Stormcloak soldiers deal +4% damage.
- Each rank of ranged protection provided by armors grants 50 armor rating (was 60). The ranks are no longer listed in the active magic effects screen. To this end, the ranks are reassigned as follows to provide a more intuitive progression:
  - Rank 1 are low-level light armors: Alik'r, Blackguard, Forsworn, Fur, Guard, Hide, Imperial light, Leather, Linwe's, Shrouded, Skaal, Stormcloak, Thieves Guild, and Vampire armor.
  - Rank 2 are mid-level light armors: Chitin, Dawnguard Light, Elven, Falmer, Morag Tong, Reinforced Chitin, Penitus Oculatus, and Scaled armor.
  - Rank 3 are high-level light armors: Ancient Falmer, Dragonscale, Glass, and Stalhrim Light armor.
  - Rank 4 are faction leader light armors: Ancient Shrouded, General Tullius', Nightingale, Thieves Guild Master, Ulfric's, and Vampire Royal armor.
  - Rank 5 are all heavy armors.
- Integration of the armors from the Dragonborn DLC into the mainland continues:
  - Bonemold armor has the same armor rating as steel armor but the same weight as iron armor. It can be bought from Brand-Shei and Revyn Sadri. Tempering requires the Craftsmanship perk.
  - Skaal armor has the same stats as leather armor. It can be bought from Birna. Tempering requires the Craftsmanship perk.
  - Stalhrim armor has the same stats as ebony and glass armor. Tempering requires Ebony smithing and obtaining the necessary knowledge in Solstheim.
  - Two sets of stalhrim armor are found in draugr crypts where an associated quest suggests the presence of a treasure.
  - Enchanted stalhrim armor is sometimes found in draugr boss chests with the Treasure Hunter perk.
- Perk descriptions of Block, Evasion, and Heavy Armor expose the gameplay effects. They use the following convention to denote how percentages stack. This is extended to Marksmanship, One-Handed, and Two-Handed perks too.
  - “X% less/more ...” means this effect stacks multiplicatively with other effects.
  - “+X% less/more” means this effect stacks additively with identical effects and is then applied as a multiplicative effect.
- Imperial Legates have a unique armor. Legate Rikke wears an enchanted set. Already spawned NPCs may continue using their old outfit.

## Tweaks

- Armor rating of many mid and high-level armors is increased by 100 to counterbalance the loss of additional damage protections.

- Imperial, Stormcloak, and guard armors have +12/30/9/9/15 AR (head/body/hands/feet/shield) when worn by a faction member (including the player) ~~to counterbalance the loss of additional damage protections~~ because the officers have been drilling the new recruits.
- Hidden damage reduction is removed from Evasion perks.
- Weight of several light armors is increased to provide a more logical progression and account for the new material bonuses.
  - Chitin: +10
  - Dawnguard: +15
  - Dragonscale: +10
  - Glass: +25
  - Scaled: +5
- Slight armor rating and weight adjustments to have a more unified ruleset.
  - Armor rating of heavy armors is always a multiple of 100.
  - Armor rating of light armor is always a multiple of 50.
  - Armor weight of heavy armors is always a multiple of 10.
  - Armor rating is rounded in favor of boots and at the expense of gauntlets because as a result of the above changes the armor rating of a helmet, cuirass, or shield is always an integer.
  - Magnitude of Fortify Armor Rating enchantments increases in steps of 20.
- Ancient Nord armor has the same armor rating and weight as steel armor (was similar to iron) and is enchanted to reduce shout cooldown.
- Blades armor is enchanted.
  - Helmet increases ranged damage by 25%.
  - Armor increases armor rating by 130.
  - Gauntlets increase one-handed damage by 25%.
  - Boots increase fire resistance by 45%.
  - Shield increases magic resistance by 18%.
- Executioner armor is a light armor.
- Falmer armor is light armor.
- Ulfric's armor is light armor.
- Heavy chitin armor is light armor and is now known as reinforced chitin armor.
- Banded Iron Shield is repurposed as Ancient Nord Shield. Draugr use this shield instead of the iron shield.
- Stormcloak armor always has sleeves.
- Summerset Shadows armor can be looted.
- Apparel name changes:
  - Nordic armor Nordic Carved armor
  - Scaled armor Scale armor
  - Dawnguard and Imperial armor include the armor type in their name.
  - Names don't use a possessive apostrophe unless they belong to a specific character.
  - Chitin, Imperial Heavy, Morag Tong, Stalhrim, Stormcloak Officer, Ulfric's: Bracers Gauntlets
  - Aetherium, Alain's, Ancient Falmer, Stormcloak: Cuirass Armor
  - Studded Imperial Armor Imperial Studded Armor
  - Gold Jeweled Necklace Gold Amethyst Necklace
  - Silver Jeweled Necklace Silver Garnet Necklace
  - Shoes Chef's Shoes
  - Shoes Child's Shoes
  - Robes Plain Robes
  - Hooded Monk Robes Hooded Plain Robes
  - Monk Boots Plain Boots
- Armor variants with small aesthetic differences have the same stats and name.
- Steel Shin Boots and Steel Imperial Gauntlets are removed because they are identical to standard Imperial armor in all aspects but name.
- Elven light armor is removed because it is identical to standard elven armor in all aspects but name.
- Price of Wolf armor is increased to 5000.
- Weight of glass weapons is increased by 2.
- Vanilla Dawnguard set bonus is removed.
- Crafting elven equipment requires quicksilver instead of iron.
- Help menu entries are updated to reflect the changes to the armor system.
- Probability to find "special" loot (i.e. anything affected by the Treasure Hunter perk) is reduced to zero unless you have the Treasure Hunter perk.
- All NPCs wearing mid and high-level armors should have at least the first armor perk.

## Bugfixes

- Armored skeletons can equip iron shields.
- Disarming Bash has success probability exactly 25% and 5% respectively.

## Internal Quality Improvements (only relevant for modders)

- 000AD241 <ArmorImperialHeavyOutfitOfficer> is exclusively used by Legate Rikke because during A Jagged Crown she is scripted to change into this outfit.
- General Tullius' Armor and Vampire Royal Armor have resistance keywords assigned in the plugin.

- Ancient Falmer armor is referred to as such in `ArmorKeywordAssignments_Requiem.esp.conf`.

## Requiem 5.0.3 - "From the Ashes" Bugfix Pack #3

This small release addresses more common installation problems and improves compatibility with some mods.

### Bugfixes

- Avoid division by zero when disabling the innate running speed penalty. This resolves the camera spinning around very quickly when using the mod True Directional Movement and similar unexpected bugs.
- Examine doesn't stagger wounded dragons.

### Installation

- The Reqtificator produces a helpful error message when a template referenced by an actor does not exist in the load order.
- The Reqtificator detects circular dependencies in actor inheritance trees and emits a useful error message instead of deadlocking.
- The Reqtificator will emit a useful error message when a plugin is listed in the load order file but doesn't exist on disk.
- Missing master errors are more detailed and specify whether the missing master is completely missing, disabled or loaded out of order.
- The "too many masters" error that can occur during the patch export explains the problem in more detail.
- Remove "Hide Activate Button" option from the FOMOD installer because it doesn't work in SSE.

### Compatibility and Modding Support

- Bashed Patch detection is more reliable. In particular, it no longer incorrectly triggers if the mod Glamoril is installed.
- Leveled List merger ignores records if a later overwrite has the preceding override mod as master.
- Carrying Dawnbreaker and Meridia's Beacon hurts all undead actors instead of only vampires.
- Remove unnecessary changes to vampire NPCs that interfered with automatically merging actor visuals.
- The threshold (sum of starting attributes) above which a playable race is skipped by the custom race logic of the Reqtificator is raised to 200 to support custom races with slightly higher starting attributes.

## Requiem 5.0.2 - "From the Ashes" Bugfix Pack #2

A small collection of bug fixes to address more common installation problems we have seen. Most notably, the Reqtificator now terminates with a proper error message instead of hanging on the save export if a problem is encountered.

### Tweaks

- Disable innate running speed penalty from the game in favor of Requiem's mass effect implementation.

### Installation

- The old manual is marked as outdated in its file name to avoid confusion.
- The minimum SKSE version check checks for the minimum version of the scripts required by Requiem instead of the latest SKSE version.
- The Reqtificator will no longer freeze when saving the patch in some scenarios, but instead fail with an error message and useful logs.
- The root cause for the ingame error "Requiem for the Indifferent.esp is missing" is fixed. The Reqtificator checks the load order for missing masters before patching instead of generating a Requiem for the Indifferent.esp with missing masters.

### Compatibility and Modding Support

- The Reqtificator correctly supports plugins that define more than two REQ-Tags in their plugin description.

## Requiem 5.0.1 - "From the Ashes" Bugfix Pack #1

This release includes some improvements in the Reqtificator that address common installation issues and make it easier to pinpoint problems in your load order.

### Installation

- The "cannot locate game folder" issue is resolved.
- The Reqtificator's error reporting while patching records has been improved. Error reports will now include the record that was patched when the failure occurred and the last mod changing the record.
- The Reqtificator provides more accurate information when finding an invalid reference inside a formlist.

## Requiem 5.0.0 - "From the Ashes"

The main feature of this version is official support for the Skyrim Special Edition. Other changes have been limited to the extend necessary for the port. The Skyrim Legendary Edition is no longer supported.

## Tweaks

- The dialogue option to travel to Solstheim is restored to the captain in Windhelm.
- Miraak's cultists are only encountered in Solstheim.
- Dragonborn loading screens are restored. Loading screens that you wouldn't expect to see in Skyrim only appear in Solstheim.
- The Ebony Warrior is restored. However, due to the encounter's extremely high level requirement it remains effectively disabled.
- The old books "Zerus Morphus and the Helm that Wasn't" and "Zerus Morphus and the Chaos Wizards" are removed.

## Bugfixes

- Synchronize with Unofficial Skyrim Special Edition Patch v4.2.6a.

## Installation

- The option to enable access to the Dragoborn DLC is removed because it's no longer necessary.
- SSE Engine Fixes is a recommended dependency as it fixes an important bug in the game's engine for Requiem.
- Consistency files for the Reqtificator are stored in `Documents\My Games\Skyrim Special Edition\Requiem`.

## Compatibility and Modding Support

- Visual automerging identifies the mod providing the visual template automatically on a per record basis for both actors and races without any input from the user.
- Updated Bash tags are added to `BashTags\Requiem.txt` because the list is too long to fit in the plugin description.
- Modgroups file for SSEEdit is available.
- Rule configuration files used to distribute keywords, spells and perks are processed in isolation. All the placeholders referenced in the file must be declared in the same file. It also is no longer possible to partially override existing rules by redeclaring their nodes in other files.
- Arrays in the rule configuration files only support elements of the same type, it is no longer possible to e.g. mix object and string elements in the same array.
- Playable custom races are patched with the basic changes required to be compliant with Requiem mechanics. For more advanced custom races, you should still consider using a handmade compatibility patch. Vampire variants of custom races are not patched.
- Requiem's assets are shipped as a BSA instead of loose files.
- The Reqtificator no longer allows priority-overrides in leveled list merges. The corresponding formlists `RFTI_List_LLMerge_HighPriority (xxAD36E7)` and `RFTI_List_LLMerge_MediumPriority (xxAD36E6)` have been deleted.
- Configuration files for the Reqtificator moved to the folders `Reqtificator/Config` and `Reqtificator/Data` inside the `Data` folder of the Skyrim installation.

## Internal Quality Improvements (only relevant for modders)

- Disabled content is disabled by comparing to the `TRUEGlobal` variable which is how the base game handles such conditions.
- Edits to Dragonborn tempering recipes added by the Unofficial Patch are removed because Requiem has no real reason to edit them.
- Tempering recipes for chitin armor have proper EditorIDs.
- Unused golden elven weapon meshes are removed.
- Clashing EditorIDs are renamed.
- Content of nullified illusion records is reverted to their vanilla state.
- Elsi isn't marked as unique because the Creation Kit doesn't allow this flag on actors that have a leveled template.
- All nullified recipes are disabled by means of assigning `REQ_DisableRecipe` as workbench keyword.
- Plugin description observes the length limit imposed by the CK.
- Detecting if a Bashed Patch was used to merge leveled lists is implemented without the usage of `Game.GetFormFromFile`.

## 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_AlreadyReqTified` 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-Reqtificator%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 add-on 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 respect 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 Reqtficator 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 Posion.
- Summons no longer flee from dragons.
- Kvenel the Tongue no longer drops an overpowered version of Ancient Nord Armor.

## Installation

- The Reqtficator ships as a self-contained application. You thus no longer need to install any system-wide Java runtime to set up Requiem. Instead, the Reqtficator 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 Tyranus 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 Reqtficator has a new config file which allow mod authors to customize the attribute offsets and removed starting spells for the player record.
- Severel 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 Reqtficator 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 Reqticator 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 Reqticator 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, orich, 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 Reqticator 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 – Ulfric 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 and 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.
- Bandits 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\_AlreadyReqitized 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 Katariah.
- 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.
- Delevels bows used by Goldenglow Estate mercenaries.
- Delevels leveled lists that contain enchanted rings.
- Delevels 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.

### Reqtficator and Installation changes

- The Reqtficator 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 Reqtficator 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 unreqtfied 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 Reqtificator 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"
- Falmer 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 innkeeper 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'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

## Reqtificator 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 Reqtificator'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 reqtified" 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



- ReqtificatorVault.esp merged into main plugin
- SkyProc's internal consistency file is used instead of ActorVariations.txt
- Unbalanced races are detected by the Reqtificator, 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 Paarthurnax 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