

Integration of Creation Club armors

The vanilla integration quests of the Alternative Armors DLCs are fully disabled because most of them are ridiculously unbalanced (e.g., dragonscale armor guarded by a lousy skeleton), and instead the armors are redistributed by Requiem. While some of the quests are alright, they are all part of a larger narrative and partial edits are significantly more effort with little return than outright removal.

The integration quest of the Vigil Enforcer Armor Set DLC is fully disabled because Requiem uses a different the armor for the Vigilants of Stendarr. Furthermore, the quest feels out of place because it's a shallow copy of Laid to Rest that awkwardly co-exists with Waking Nightmare.

The integration quest of the Spell Knight Armor DLC is fully disabled because Requiem assigns the armors to the Vigilants of Stendarr instead.

The integration quest of the Netch Leather Armor DLC is disabled, but the peddler's journal and the painted netch leather armor can still be found at the vanilla location.

The integration quest of the Redguard Elite Armaments DLC is fully disabled because it's frankly terrible.

Implementation

All records are defined and distributed in "Requiem.esp" to ensure users have access to the same content (from a gameplay perspective) with and without the DLCs installed. The armor records defined in the DLCs are disabled.

Since "Requiem.esp" will not have paid DLCs as master files, the armors reuse a similar model from the base game by default. Then, the optional plugin "Requiem – Creation Club.esp" redirects the file paths on the armor records to the new models. This results in some visual inconsistencies for users without the DLCs, e.g., Dwarven light armor will have the same appearance as Dwarven heavy armor, but this is arguably the best compromise between user experience and managing the technical complexity of an optional integration patch.

Creation Club DLC	Integration	Lore
Vigil Enforcer Armor Set	Silver Hand	<p>Assigns the Silver Hand a stronger visual identity that sets them apart from common bandits.</p> <p>Only Todd knows how this armor ended up with the Vigilants in the first place because it is a natural match for the Silver Hand and one of the sets is even called Silver Hand armor.</p>
Spell Knight Armor	Vigilants of Stendarr Keeper Carcette Vigilant Tyranus	<p>The design has a paladin-esque touch, and the cheap material of the basic armor fits the lore of the Vigilants much better than the current steel plate armor. The steel and gilded variant is reserved for important members of the order.</p> <p>Furthermore, the closed helmet is befitting of the dismissive nature of the Vigilants.</p>
Alternative Armors - Dwarven Mail	Leveled lists and crafting	While Dwarven metal is commonly used to craft heavy plate armor, a skilled smith can use it to craft thin scales and overlap them into a light armor.
Alternative Armors - Stalhrim Fur	Ulfric Stormcloak	<p>One would expect a few pieces of stalhrim armor surviving to the Fourth Era and end up in the hands of a noble. <i>If necessary for balance, the armor rating may be reduced due to old age.</i></p> <p>The blue cloak wrapped around the armor bears significant resemblance to the Stormcloak armor.</p>
Netch Leather Armor	Brand-Shei	+2% Movement Speed per piece: The Rear Guard
Alternative Armors - Daedric Mail	Velehk Sain	More fitting than the current Alik'r armor, but still distinguishes the dremora pirate from common dremora.
Alternative Armors - Dragonscale	Jarl Korir	<p>One would expect a few pieces of dragon armor surviving to the Fourth Era and end up in the hands of a noble. <i>If necessary for balance, the armor rating may be reduced due to old age.</i></p> <p>The stripped-down design of the cuirass, gauntlets, and boots reaffirms the narrative of being a withering relict of ancient times. The helmet is in much better condition however, which perfectly fits the Helm of Winterhold quest.</p>
Alternative Armors - Elven Hunter	Alain Dufont	Why not? He used to have a unique light armor in old Requiem.
Alternative Armors - Ebony Plate	Irileth	The design is more reminiscent of the Dunmer (Vvardenfell) design than the vanilla ebony armor.
Alternative Armors - Steel Soldier	Halvar Brothers	Why not? They used to have a unique armor in old Requiem.

Alternative Armors - Daedric Plate	Dremora Merchant	Distinguishes the courteous dremora merchant from his belligerent brethren.
Alternative Armors - Dragon Plate	Galmar	<p>One would expect a few pieces of dragon armor surviving to the Fourth Era and end up in the hands of a mighty warrior. <i>If necessary for balance, the armor rating may be reduced due to old age.</i></p> <p>The design fits Galmar and is reminiscent of the unique armor he used to wear in old Requiem.</p>
Alternative Armors - Dwarven Plate	Aicantar	The design fits a wizard and Aicantar reprograms Dwarven spiders in his lab where a bit of protection does not hurt.
Alternative Armors - Iron	Blood Horkers	Assigns the Blood Horker a stronger visual identity that sets them apart from common bandits.
Alternative Armors - Leather	Summerset Shadows	Assigns the Summerset Shadows a stronger visual identity that sets them apart from the Thieves Guild.
Alternative Armors - Orcish Plate	Orcish Chiefs	Assigns the chiefs a stronger visual identity.
Alternative Armors - Orcish Scaled	Leveled lists and crafting	While Orichalcum is commonly combined with iron to craft heavy plate armor, a skilled smith can use pure orichalcum to craft light armor.
Alternative Armors - Silver	Haldyn	<p>Similar mesh as the Blood Horker armor but in silver.</p> <p>The silvered armor design is reinterpreted as quicksilver which matches the expected material bonus, and generally makes more sense than an armor made from silver.</p>
Redguard Elite Armaments	Kematu and his guards	Redguard elite armaments for Redguard elite soldiers.

Armor Tweaks

There are some lingering issues with the armor system of Requiem 5.2 that should be reevaluated with the new additions. Notably,

- Orcish armor is underwhelming (and the material bonus lacks proper justification).
- Nordic Carved material bonus does not meet the expectations of an archetypical Nordic armor.
- Scale armor is too strong.
- Reinforced Chitin armor is awkward.
- Medium light armors still lack diversity.

Orcish armor

Remove Orcish material bonus and increase its AR by 100 instead. Conversely, reduce AR and weight of Dwarven armor to be equal to the other plate armors. This makes Orcish armor the strongest plate armor but without an added material bonus.

Furthermore, the stats of Orcish and Dwarven weapons should be swapped to fully restore the vanilla progression Dwarven < Orcish.

Nordic Carved Armor

Rename the armor and weapons from Nordic Carved to Quicksilver because the armor bonus is justified by its material and ESO features quicksilver heavy armor and weapons with similar appearance. There is no lore in Skyrim that references the Nordic Carved items.

Chitin armor

Restore Chitin Heavy armor with the same stats as iron armor and an added arrow resistance bonus.

Mid-level light armors

Include [Chainmail Armor](#) by NordWarUA. Then, make the following tweaks to light armors:

- Penitus Oculatus: 350 AR, 12 weight, tier 4 arrow resistance
- Scale: 350 AR, 15 weight
- Elven: 400 AR, 20 weight
- Chainmail: 400 AR, 30 weight, slash damage reduction as material bonus
- Dwarven Light: 400 AR, 30 weight, blunt damage reduction as material bonus
- Orcish Light: 500 AR, 30 weight, no material bonus

While the inclusion of the chainmail armor breaks the bid of not including armors with custom textures, it adds a sorely missing armor that was present in previous games. The existence of chainmail and Dwarven light armor allow to mirror the slash/blunt damage protection from heavy armors in a consistent manner.

Material Bonus Tweaks

It's been six months since the introduction of material bonuses, and it is time to fine-tune the effects. A general impression I got is it that many bonuses are actually on the weaker side and would benefit from having a bigger impact.

Material	Current Bonus (light/heavy)	New Bonus (light/heavy)
Aetherium	8% less damage from blunt weapons	-
Ancient Falmer, Daedric	+4/6% magic resistance	+6/9% magic resistance
Chaurus Chitin	+4/6% poison resistance	+10/15% poison resistance
Chitin	6/-% less damage from ranged weapons	6/9% less damage from ranged weapons
Corundum	-/8% less damage from slashing weapons	8/12% less damage from slashing weapons
Dawnguard	14/21% less damage from Vampiric Drain	12/18% less damage from Vampiric Drain and physical attacks by vampires
Dragonscale, Dragonplate	6/9% less damage from the voice, immunity to Unrelenting Force at four pieces	6/9% shorter shout cooldown, 6/9% less damage from the voice, immunity to Unrelenting Force at three pieces
Dwarven Metal	-/5% less damage from blunt weapons	4/6% less damage from blunt weapons
Glass, Ebony	4/6% fire resistance	6/9% fire resistance
Imperial Legate	Nearby Imperial soldiers deal +4% damage	Nearby Imperial soldiers deal +4% damage
Netch Leather	-	+2% movement speed
Orichalcum	Power attacks cost -/6% less stamina	-
Quicksilver	2/3% more spellpower	2/3% more spellpower
Stalhrim	+4/6% frost resistance	+6/9% frost resistance
Stormcloak Officer	Nearby Stormcloak soldiers deal +4% damage	Nearby Stormcloak soldiers deal +4% damage
Vigilant	-	12% less damage from daedra
Volkihar Leather	-	+20% more damage from Vampiric Drain

The additional bonus of Dawnguard armor is justified by runes carved into the silver lamellae. To match this effect Dawnguard weapons deal 25% more damage to vampires (on top of 50% more damage from silver), but they no longer have higher base damage than silver weapons.

The new bonus of Vigilant armor is justified by a blessing of Stendarr.

The new bonus of vampire armor is justified by some blood magic ritual invoked during crafting.

Further changes that have been suggested and are worth considering:

- Quicksilver reduces spell cost instead of increasing spell power.