

THE RELEPIZATING OVERHALL.

So it is said that if you know your enemies and know yourself, you can win a hundred battles without a single loss. If you only know yourself, but not your opponent, you may win or may lose. If you know neither yourself nor your enemy, you will always endanger yourself.

Sun-Tzu, "The Art of War"

VERSION 1.9 THE COMPATIBILITY INQUISITION

BY THE REQUIEM DUNGEON MASTERS TOR THE ELDER SCROLLS V. SBYRIM

Preface

Requiem started as a personal project to turn Skyrim into a more realistic, internally consistent roleplaying experience... and it has grown greatly ever since. Built and developed by a small team of dedicated modders, writers and testers - the Requiem Dungeon Masters - Requiem is the result of several thousand hours of continual development and refinement.

This mod changes nearly every aspect of the vanilla game, including basic gameplay concepts such as combat, magic and player statistics, rebalances items across the game world, introduces interface and aesthetic treatments, and so much more. Perhaps most importantly, it also completely delevels the game world's challenges and rewards. Taken as a whole, Requiem creates a vastly different playing experience compared to vanilla Skyrim - it encourages more intelligent, tactical play, allows for creative, emergent game styles, and gives the player a much more enriching and rewarding path of character growth inside the game world.

A few things worth mentioning up front: One, Requiem requires a new game - the changes made by Requiem are far too extensive to apply to an existing save file. Two, the lack of modular .esps is intended, and the whole mod consists of a single .esp. This ensures that everything in the game intertwines correctly, that everything fits perfectly together as intended. And three, while the mod is not modular, Requiem features several user-requested options found in the Mod Configuration Menu. You can learn more about them in the readme. But we imagine that if you only wanted a few aspects of what Requiem does, it's likely that you'd probably use a smaller mod package in the first place!

There are a few common misconceptions about Requiem. It is not intended to serve as a difficulty mod, or to turn Skyrim into a hardcore-only experience. That being said, Requiem does increase the difficulty greatly compared to vanilla. However, compared to simply changing the difficulty setting to make enemies deal more damage and be harder to kill, Requiem's extensive changes are designed to make the game world more dangerous, in a logical and immersive fashion.

This distinction between "harder" and "more dangerous" is the key to Requiem's magic - the end result is a more organic, believable world that boosts immersion by providing challenges that your character can only overcome by growing in power and adapting to encounters in real time.

Here are a few examples of how you might experience Requiem's design goals in action during your play-through:

New adventurers lack the skill and equipment to tackle the dangers of Skyrim. During early levels, a lack of healthy fear and preparation will quickly result in death. Even as you grow in experience, combat will always remain deadly, as a sword or arrow in the gut is a death sentence without some measure of

protection.

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Properly trained and equipped warriors can smash through enemy lines and shrug off flying arrows, but powerful mages can incinerate them from afar. Meanwhile, sneaky rogue- or ranger-type characters may be able to move with stealth and kill an unarmored mage with a well-aimed strike. This rock-paper-scissors approach to combat encourages flexible tactics and smart play - but rest assured, there are always multiple options available to you to fight and thrive in Requiem's version of Skyrim.

Powerful foes may seem unbeatable at first, but they will fall when confronted with clever planning and strategy, giving access to items of incredible power. Items of all sorts are balanced to match the challenges required to claim them, even if you have to wrestle them from the cold, dead hands of their previous owners!

Non-combat skills are heavily reworked, to bring balance, immersion and tangible character growth to crafting, trading, inventory management and even your mastery of the Voice.

However, Requiem's mission and resulting gameplay changes are not suited for the average player who simply wants to explore vanilla Skyrim and then be done with it. Requiem's world is dangerous and deadly for the unprepared and unskilled. Requiem requires patience, planning and a willingness to invest time in growing your character from a humble adventurer into a true savior of Tamriel. One of the most important things to remember about your character in Requiem is that you are defined by your perks, as skills primarily allow you to unlock perks, but affect little else. Invest your perks into the character you want to play, not the character you think you should play.

Much of our inspiration for Requiem came from older titles like previous Elder Scrolls Titles (mainly Morrowind and Daggerfall), Gothic, Deus Ex, Baldur's Gate, Icewind Dale, Planescape: Torment and so on. You might also see bits of the Witcher series or even Dark Souls, too. But just as importantly, we also looked to traditional pen-and-paper roleplaying games for ideas on how to build the world, give players more freedom and inject a sense of realism into our vision for Skyrim.

Remember, all this began with a personal project that was built to be shared with like-minded individuals who enjoy an immersive and challenging roleplaying experience. We have tried to create something unique, and we aren't doing this for fame, money or popularity. We love this game, and want to share the joy we found in working, improving and building upon an existing piece of art. Thanks to everyone for your feedback, bug reports, criticism, suggestions and comments. Now get out there and save Tamriel!

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TOR THE REQUIEM DUNGEON MASTERS

About this Document

This manual is designed with digital use in mind and therefore features a high degree of cross-references. All document-internal links are highlighted like this, while external links into the internet are http: //skyrim.nexusnods.com. Emphasized names like Requiem - The Roleplaying Overhaul^{M1} are hyperlinked references to mods. Each of these links will bring you directly to the bibliography at the end of the document, a comprehensive list of all the mods cited in this document, including their (nexus) weblink. Xarrian^M on the other hand is a reference to a specific modder and will you redirect you to another section of the bibliography, where you find references to all his work included in Requiem and a link to his Nexus profile, where you can browse all the work made by this author.

Please note that this manual is a work in progress and therefore incomplete. If the topic of your interest is not yet covered by this manual, please refer to the old plain text manual for the general idea or browse the changelogs if you need to know the specific details.

Quickstart Guide

This short guide is intended to help you setting up your Requiem installation quickly. Installing Requiem takes a few minutes because you will need to create a SkyProc patch that is specific to your setup. Requiem has a few dependencies you will have to install first to make sure that everything works correctly.

Prerequisites and Installation

To use Requiem, you will need the following dependencies:

- The Elder Scrolls V Skyrim version 1.9 older versions are NOT supported!
- The Elder Scrolls V Dawnguard DLC
- Skyrim Script Extender (SKSE)^{M2} version 1.7.1 (or higher, once available)
- SkyUI^{M3} version 4.1 (or higher, once available)
- an up-to-date Java8 installation for the SkyProc Patcher (if you use Mod Organizer you will need a 32bit version)

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Using SkyUI allows you to access the Mod Configuration Menu, which you can use to adjust many features of Requiem to your personal liking. If you dislike the SkyUI interface, there is also SkyUI-Away¹¹⁴, which only adds the MCM.

Once these dependencies are present, you can just install Requiem with Mod Organizer^{M5} or Nexus Mod Manager^{M6} by following the detailed online guide.

First Steps

Once you have started the new game, Requiem will wait for a suitable moment to start up its scripts. This will be indicated by a popup-notifcation. A few seconds later, you should see a second popup note that the scripts have started successfully. If this is not the case, Requiem will give you some pointers on what has gone wrong and send you back to the main menu. We would like to point out that you should restart the game at this point to ensure that all data is reset. Skyrim does not clean up all variables when you start a new game in the middle of a gaming session and unpleasant consequences can arise. We only do not kick you out of the game ourselves because we would find it extremely awkward to do so.

Once the scripts are initialized, all Requiem features are active and you can begin your journey. But before you try escaping Helgen, know that Requiem grants you three perk points at the beginning. Spend them wisely, because perks matter much more in Requiem. Without using the three perks you may find the beginning very harsh.

If you encounter any problems on your travels, have a look at the Frequently Asked Questions. Most beginners' questions should be covered by this list.

Troubleshooting

If you encounter any problems which are not covered by the FAQ, feel free to visit the Nexus presence of this mod and ask your questions in the comment section. Before you do so, make sure that all prerequisites are properly installed and Requiem is at the bottom of your loadorder. If you don't follow these guidelines, it is very unlikely that we can help you. If there are dozens of mods loaded after Requiem, which are most likely unknown (in the sense of "never used myself") to us, it is impossible to say which one causes the conflict.

* If you do the normal start at Helgen, this happens upon entering the keep. If you use Alternate Start - Live Another Life¹⁴⁷⁷, this happens once you leave the prison cell. In general it happens once you have changed your "location", usually it is sufficient to change for example from an exterior to an interior cell or vice versa.

REQUIEM

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Part I Requiem in a Nutshell





1. What is Requiem about?

1. What is Requiem about?

Requiem is a major overhaul and as such it touches almost every part of the game. The changes are by far too many to list them all here, but this chapter will give you an overview of the general design concepts, more details on specific topics can be found in the following chapters. Please note that many of these changes can be adjusted to your personal preferences, as described in the chapter Customizing Requiem.

1.1. The world's leveling system

In general, Requiem makes most aspects of the leveled world from Skyrim static and therefore independent of your level. You will find all enemies the game has to offer right from the start, if you visit the wrong areas, and you can find any equipment right from the start. In general, the following changes have been made to the leveling system:

- All encounters are no longer leveled, the appearance of a given NPC or creature only depends on your current location and chance.
- Some leveled lists have been altered in their general outcome to support the immersion, for example you will see more small than large mudcrabs and more wolves than bears.
- Loot is no longer dependent on your level, but high quality items are of course much rarer.
- Quests rewards are decoupled from your level.
- Most locks are no longer leveled.
- Trap damage is now independent of your level and therefore much higher than in Vanilla Skyrim, often even lethal.

Apart from these changes to the leveled lists the NPCs and creatures themselves are subject to major changes. The different versions of enemies (e.g. "Bandit", "Bandit Marauder", "Bandit Thug" etc) now share the same name, but the different versions still exist. But in contrast to Vanilla Skyrim they will not replace the low-level versions but instead they will mix with them, giving you a variety of differently skilled opponents within one faction. If you find a particular specimen of a given faction much more difficult than his friends, then he is likely much more experienced than they are.

The NPCs themselves no longer level with the player, since the previously discussed mixing of different

1.2. Attributes, Skills and Perks

low-level encounters skeevers, mudcrabs slaughterfish, horkers wolves, bears bandits forsworn (if still human) humanoid skeletons frostbite spiders (baby size) mid-level encounters soldiers and guards draugr witches/hagravens trolls icewraiths spiders mammoths fire atronachs frost atronachs high-level encounters giants vampires mages dragons falmer dwemer automatons werewolves dragonpriests most daedra elite soldiers

Table 1.1.: A rough classification of the enemies you will encounter on your journey. Low-level enemiesare in general manageable from the first level on if you use your brain. Mid-level encounterscan in principle also be mastered from the first level on, but these will require a great deal ofpreparation at this point of the game. Finally, high level encounters are a one-way ticket toOblivion, unless you come well prepared and experienced.

variants offers a much better way to include some variance into the skills of faction members. In general, the different factions or creatures can be classified into three tiers, which are shown in Table 1.1. If you are looking for a mod that delevels the world like described above, but are uncomfortable with all the other changes and additions from Requiem, you should instead check out Skyrim Scaling Stopper^{M8} or Skyrim Unleashed^{M8}.

1.2. Attributes, Skills and Perks

Requiem introduces some major changes to the perk and skill systems. In summary, the focus is shifted from skills to perks. While in Vanilla Skyrim having a high skill level was sufficient to excel in the profession, you will now need to invest perks into the skills you want to master. Furthermore, most perktrees are completely redone and now offer an all new experience. Besides these major changes, several other aspects of the skill system changed:

- At the beginning of the game you will receive three perk points for free to choose a starting profession.

1. What is Requiem about?

- You will now only receive five attribute points per level (and no extra carry weight if you choose stamina), without having your attributes restored to their maximum values.
- A passive attribute system emulates the old TES-attributes in an immersive way.
- Some NPCs (currently guards and bandits) level according to the exact same ruleset as you do, instead
 of receiving arbitrary health and damage buffs.
- Your Thu'um now behaves as a skill and will also progress the more you use it and learn new words.
- Many perks now have additional requirements, like almanacs with smithing knowledge or certain ingredients to brew a mutagen.
- The base value of starting skills (excluding racial bonuses) has been reduced from 15 to 5.
- Skill leveling rates, experience gain from books^{*} and training sessions have been adjusted for a more immersive experience.
- Armor skills will increase passively by exploring the world while wearing the respective type of armor. Clothing contributes to the Evasion skill.
- The perk descriptions no longer show any precise numbers to increase the immersion and shift the focus from powergaming to roleplaying.
- Many perks now grant dynamic bonuses, often depending on your skill level.

The above mentioned attributes are a backport from the system used in Morrowind and Oblivion. However, instead of adding tedious extra menus to manage attributes like strength or endurance, we decided for a more intuitive approach. Requiem grants you passive bonuses, similar to those the attributes granted in earlier games, based on your three base attributes health, magicka and stamina. You can see your current bonuses at any time in a new MCM-menu (named "Requiem - Skills Menu") and find a detailed description of this attribute system in the appendix The derived attributes system. The Thu'um leveling is described in more detail in Thu'um mastery.

*You will receive a fixed amount of skill experience instead of an instant increment by one skillpoint.

1.3. Combat

Combat has been overhauled completely to yield a more deadly and tactical experience. Thinking about the tactics you want to employ is mandatory, a berserker assault will often lead to an untimely death. The most notable changes to combat are:

- Your enemies are more skilled than before. If somebody wields a mace, you better expect some armor crushing blows from him.
- The AI is in general more versatile, using special attacks and poisons more often than before. Also, enemies will follow you beyond area transitions.
- Armor is mandatory to survive combat, unarmored humanoids are dispatched in a trice.
- Weapon damage has been increased significantly, especially archery, which is now deadly. A skilled archer can often take out an unarmored humanoid with a single shot. But drawing a bow now also takes considerably more time than in Vanilla...
- Light and heavy armor now have more distinct characteristics. While light armor offers only limited protection, heavy armor absorbs great amounts of damage and offers incredible protection from arrows at the price of a reduced agility. Heavy armor also quickly exhausts all those who are not accustomed to it.
- Blocking and/or dodging is now essential if you want to survive melee combat.
- NPC archers now only have a limited supply of arrows/bolts. If you cannot think of any smarter tactic, you can simply try to dodge all their arrows and force them into melee.
- The maximal resistances have been increased to 90%. But beware, many enemies have armor piercing or similar attacks so you might want to have a resistance higher than the capping value.
- Archery damage now depends on the range and your skill level, furthermore the skill determines the maximal distance up to which you can score a sneak attack critical.
- NPCs are now less prone to stagger (and some creatures are even immune) to prevent "staggerlocking" your enemy, while the player at the same time is staggered more often, every enemy hit can stagger you. This inconsistency is necessary due to the engine flaw that the player can still perform actions while being staggered, but NPCs cannot.

- 1. What is Requiem about?
 - Being hit in combat now has side-effects beyond reducing your health: it will also drain magicka (from the concentration loss) and stamina and possibly stagger or disarm you. Most of these effects can be countered by several means.
 - Being exhausted or critically injured now has severe side effects like reduced speed or damage.
 - Bash attacks disarm archers or even break their weapons.
 - NPCs now yield in a more realistic way and will not attack you again five seconds later.
 - Most essential NPCs can now be killed by the player.
 - Many creatures now have unique traits and abilities which will require different tactics to overcome.
 - The difficulty bar in the option menu has no effect to prevent a too easy or too difficult setting to spoil your initial Requiem experience. If you find the game too difficult or easy, you can adjust it later in the MCM.
 - The death camera follows role playing traditions where player character death is portrayed in a realistic manner.

1.4. Magic, Shouting, the Divines and Standing Stones

The magic system has experienced a large variety of changes in Requiem. First of all, all schools offer lots of new spells and most existing spells have been altered to better fit the theme of the mod. As with everything in Requiem, the focus also here shifted from skill levels to perks, requiring you to invest perks into your favourite schools, if you really want to master them. Important changes are:

- your skill level no longer reduces the casting costs of spells
- with the right perks, your skill level will augment the power/duration of your spells
- Casting spells now requires freedom of movement; armor, especially heavy armor, will increase the casting costs. Heavy armor can make most spells uncastable if you do not have the proper training as a battle mage.
- Casting spells while being exhausted is also a very difficult task and doubles the casting costs.

- In addition to the possibilities offered by Vanilla Skyrim, you can also learn new spells by acquiring new spellcasting perks. (You may choose freely from the spells of the respective spell tier and school, there is no pre-defined choice you have to accept.)

The shouting system is in general the same as in the original game, but as for the spells, most shouts have been overhauled to be more impressive. Other important changes for the Thu'um are:

- The speechcraft perktree now offers a second branch with perks that will empower your Thu'um. These perks are independent of your speech skill and will be unlocked by certain events of the main storyline. (Hints are given in the perk descriptions.)
- The Thu'um is now much more difficult to master. At the beginning all shouts will have a 50% longer cooldown than usual, but you will gain experience in the usage of your Thu'um. The more you know about the Dragon language and the more often you use it, the easier it will become for you to shout.

Worshipping the divines works similar to Vanilla Skyrim, but has some important differences:

- The divines now also offer an empowered blessing for those in their favor. To obtain this blessing you usually have to solve the quest associated with their temple and/or fulfill some other conditions related to the domain of this god.
- Your crime record will now determine if the divines will bless you or not, for murderers are not favored by the divines. Also, if you have stolen too many items or your lifetime bounty is too high, you will be denied the blessing of the divines.
- The restoration perktree now offers the perk "Painful Regrets" which can be taken without prerequisites once your crime record passed the limits tolerated by the divines. At the expense of permanent debuffs this perk will increase the maximum number of crimes tolerated by the gods. However, it does not allow you to regain the favor of any god.

The standing stones system is now divided into groups to find a compromise between the static birthsigns we had in Morrowind and the dynamic system used in Skyrim. When you first choose a standing stone, you will be restrained to its group afterwards and can only change to other signs within this group. The available groups are:

1. What is Requiem about?

- Warrior's group: The Warrior, The Lady, The Lord, The Steed
- Mage's group: The Mage, The Apprentice, The Atronach, The Ritual
- Thief's group: The Thief, The Lover, The Shadow, The Tower
- Snake's group: The Snake

Beside these subgroup restraints, most of the standing stone effects have be reworked to better suit the mod's theme.

1.5. Exploration, Economy and Atmosphere

Requiem alters many regions and dungeons from the original game (like the Helgen Keep) to add a more immersive feeling, starting from hand placed items and back ground material to unique creatures. Other changes related to the atmosphere, trading and exploring the world are:

- Horses are now much more useful: They are faster, have a higher endurance and have usable saddlebags (you can access them with the "Search" power). Furthermore, you can also use them for a charge attack to trample down your foes.
- Animals have been tweaked for more variety in size and more inter-faction fights. In addition, you will no longer find strange loot like gold or gems when slaying an animal.
- Fast travel is no longer possible, use a horse or the cart driver services.
- Your passive stamina and magicka regeneration rates are approximately halved. Health does no longer regenerate at all, but regenerative abilities can be obtained by several means.
- Running, swimming, jumping and many other physical actions, like attacking and blocking, now consume stamina. This feature affects both you and NPCs.
- Diseases are now much more serious.
- Ore mines and plants have their yield increased.
- The falling damage is now significantly higher and most trap triggers are invisible.

- The respawn times have been increased to prevent fast re-occupation of cleared cells. Random dragon spawns are also less frequent.
- The storage chests of most merchants are now accessible and can be looted by highly skilled thieves.
- Merchants now will rip you off if you have no clue about bartering.
- The stock of different merchants now varies more, depending on their region and importance.
- Dubious merchandise (like Skooma) is no longer sold or bought by honest merchants.
- The default timescale is now 10, this means one real-time minute equals ten minutes game-time.
- A few lore friendly easter eggs are placed across Skyrim.

Another feature which you might find useful on your explorations is the lock bashing. Requiem offers you the possibility to break locks up to adept level on wooden crates and doors. To break a lock by force simply attack the locked object, if your health and stamina exceed a threshold determined by the locklevel, you will open the chest.

1.6. Crafting

Crafting has be overhauled such that it no longer provides loopholes to craft totally overpowered items. To achieve this, the fortify enchantment/smithing/alchemy effects have been removed from ingredients and you can only buy some potions with these effects. Further changes are:

- Without the basic perks (or a racial back ground) you cannot craft anything useful.
- Many enchantments have been revised and new ones have been added.
- Recharging your magical weapons with filled soulgems now requires the second rank of the basic enchantment perk or a scroll which you can obtain from most court wizards.
- Smithing perks are no longer auto-didactic perks, to master a new material you will have to acquire a suitable handbook first.
- Acquiring enchanting perks now unlocks the power to imbue battlestaffs with your spells to create your own staffs.

Please note that the HUD does not update the displayed lock-status until you refocus on the object in question.

1. What is Requiem about?

- Some gems can be grinded into alchemical dust with the appropriate smithing knowledge.
- Skilled alchemists can also craft special powder bags, which behave similar to poisons but are not affected by poison resistance.
- Each character can buy the Healing Poultice recipe from an alchemist co craft this item at a tanning rack. It serves as a long lasting health regeneration boost while out of combat.

1.7. Rogue's skills

Also the rogue's skills are affected by Requiem's changes. As with all other skills you will now need at least one invested perk to put these skills to any use (unless you have a racial affinity). Pickpocket and Lockpicking are impossible without their basic perks and Sneaking suffers from severe penalties which will make you an easy target.

- Sneaking parameters are tweaked: Sneaking is overall more difficult, the AI is more alert and will search longer for you once they become suspicious.
- Heavy armor severely penalizes rogue activities and makes them almost impossible.
- A sneak attack against a sleeping target will usually do beyond fatal damage.
- Many new locks have been added to the world.

1.8. Equipment

Requiem adds a lot of new equipment to the world (new models and textures are courtesy from other modders who allowed us to use their fantastic material), a few examples being: sabres and katanas, explosive arrows, new hunting loot (e.g. hearts) and food, new books for your library, artefacts like the bag of holding and teleportation scrolls. But also existing equipment has been altered in several ways:

- Most artefacts have been reworked to actually match the power attributed to them in the lore.
- Several items are now cursed, with consequences ranging from attribute penalties to almost instant death. Some curses can be broken by certain conditions.
- Potion effects no longer stack and most ingredients have their effects altered.

- Gold now has a weight of 0.01 per coin (never depicted in the item card of Vanilla interface)
- Arrows and Bolts now also have a weight (never depicted in the item card due to engine limitations).
 - Light ammo (forsworn, elven, glass) weighs 0.1 units each.
 - Medium ammo (iron, silver, steel, draugr, nord hero, ammo from other mods) weighs 0.2 units each.
 - Heavy ammo (orcish, dwarven) weighs 0.3 units each.
 - Very heavy ammo (ebony, daedric) weighs 0.5 units each.
- Raw food will damage your stamina and magicka unless you have a race with the Strong Stomach feat. Cooked food on the other hand will restore your magicka and stamina, if consumed out of combat.
- Many misc items have been altered in price and weight with the general scheme that activities like hunting or stealing precious items now pays off more than before.

1.9. Interface

Most noteworthy in this category is the custom font shipped with this mod which better fits the mod's theme. Further changes to the interface are:

- A new MCM shows your secondary attributes like resistances and regeneration rates.
- Another MCM allows you to configure many aspects of Requiem to your personal preferences.
- Notifications have been changed to first-person texts.
- Quicksave/load messages are no longer shown.
- The loading screen hints no longer contain meta-knowledge like how to interpret your HUD.

1. What is Requiem about?

1.10. Bugfixes

Besides all the new features listed above, Requiem also alleviates a few shortcomings of the original game:

- Stealing somebody's pants while he wears them is simply no longer possible...
- You can no longer abuse restoration to empower your enchanted gear .
- Many keyword associations have been fixed.
- Conjuration spells and diseases no longer will be absorbed by your own magic absorption.
- Circlets and masks are now compatible with hooded robes.
- The random vampire raids from Dawnguard were disabled because it does not make sense for the vampires to slaughter their food source.

Please note that these bugfixes are no replacement for the Unofficial Skyrim Patch^{M10} and its DLC variants.

*Please note that this is currently achieved by removing the "fortify power mod" effects from the game, if another mod introduces these effects again, you can still end up with this issue.

Customizing Requiem

2. Customizing Requiem

2. Customizing Requiem

Requiem offers a lot of different features, which may or may not be to everyone's liking. Instead of splitting Requiem into a set of modules, we have decided to develop the mod as a single module. This design approach allows us to intertwine the individual components much more than we could in a modular approach. To maintain a measure of customization nevertheless, we decided to implement switches for disabling or adjusting many of those features.

In general, we have two kinds of switches: Most options can be accessed from the Mod Configuration Menu^{*} (MCM) integrated into SkyUI^{*******} delivered together with this mod. A few specialized options however were not suited for the transfer to the MCM based approach and therefore remain as additional esps, which have to be loaded after the main file. In this chapter, we will first go through some special options and then discuss the bulk of the available options in detail, ordered by categories. In addition, this chapter also features an index of all available options.

2.1. Recommenced INI-settings

For immersive reasons, we recommend that you alter a few entries in your SkyrimPrefs.ini (normally located in C:\Users\[Username]\Documents\My Games\Skyrim by default). If the following entries are already present, modify their values to those given below, otherwise add these lines to the categories specified by the square brackets. If these categories do not yet exist, append them to the end of the file.

[Interface] bShowCompass = 0[GamePlay] bShowFloatingQuestMarkers = 0 bShowQuestMarkers = 0

* As of version 1.7 the old optional files are no longer supported, except the few still present in the download. Do not use the old optional esps together with the new version, there will be conflicts.

[†] If you use the Mod Organizer¹⁰⁰, please note that this tool has an individual ini for each profile and you have to use the integrated ini-editor to edit the correct file.

2.2. Adjusting the difficulty settings

These settings disable the compass (since there is currently no way to only disable the location markers), the floating questmarkers displayed ingame and the quest markers on the map. Because the Vanilla quest objectives are rather useless without their fleeting markers, we strongly encourage you to use the mod Even Better Quest Objectives¹¹¹ in conjunction with these settings.

2.2. Adjusting the difficulty settings

By default, all difficulty settings have the same scaling for damage taken/dealt by the player. This feature is intended to prevent your Requiem experience from being spoiled by a too low or high difficulty setting from previous Skyrim sessions. If you consider the game too difficult or too easy with our default settings, you can adjust the damage by using the MCM options Difficulty - Damage dealt and Difficulty - Damage taken. Furthermore, you can also combine these settings with Weapon Damage Factor to finetune the ratio between magic and might damage to your liking.

2.3. Optionals

This comprehensive overview describes all options in Requiem and how they can be activated, categorized by gameplay components. If you are looking for a specific feature, check the alphabetical index instead.

2.3.1. Combat

- Animal poisons do not paralyse: If this option is active, animal poisons will no longer have a paralysing effect.
- Archery projectile spread: This value determines how accurate enemy archers will aim. The higher the spread, the lower their average precision will be. This does not affect the accuracy of spellcasters.
- Armor changeable in combat: By default, Requiem does not allow you to change your equipped armor (except shields) during combat. With this option, you can disable this restriction.
- Arrow Weight Factor: This factor scales the weight of arrows and bolts, the default weights are: 0.1 for light arrows (elven and glass), 0.2 for standard arrows (anything not listed elsewhere), 0.3 for heavy arrows (orcish and dwemer) and 0.5 for massive arrows (ebony, daedric and dragonbone).

2. Customizing Requiem

- Better Archery: If this setting is enabled, the range penalties for archery will be significantly reduced.
- **Death Reload delay:** This setting determines how much time passes between your death and the forced reload of the latest save. Setting it to zero disables the death cam completely and instead opens a prompt to reload the last save or return to the main menu.
- Difficulty Damage dealt: This setting determines how much damage you deal with your attacks, use this instead of the main menu's difficulty bar to adjust the combat difficulty to your liking. [Disabling the difficulty bar is merely a safety precaution to prevent new players from experiencing a too easy or hard Requiem.]
- Difficulty Damage taken: This setting determines how much damage you take from attacks, use this instead of the main menu's difficulty bar to adjust the combat difficulty to your liking. [Disabling the difficulty bar is merely a safety precaution to prevent new players from experiencing a too easy or hard Requiem.]
- **Dragons cause no fear:** Dragons have an aura of fear, which makes most NPCs flee in panic, excluding city guards and your followers. This option can be used to disable this aura.
- **Dualwield Sneak Attacks allowed:** This setting enables sneak attacks while wielding a melee-weapon in the left hand. This restriction is intended to prevent the dual wield power sneak attacks, which count as several sneak attacks in a row and thus allow you to overcome targets that should be beyond your limits. Sneak attacks against sleeping targets are not subject to this limitation.
- **Essential Actors invincible:** This option restores the death-protection from the essential flag for actors. [Note that a few actors are immune to the killing effect anyway, since Skyrim has two different mechanims for being essential, of which only one can be easily circumvented.]
- **Exhaustion causes no Slowdown:** You will no longer suffer from a significantly reduced movement speed when your health or stamina are low.
- **Exhaustion does not disarm:** Usually, each enemy attack has a chance to disarm you, if you are out of stamina. With this option you can disable this feature.
- **Fearless and steadfast enemies:** Requiem features a Fearer Yield system, to deliver a more realistic approach to the yielding from Vanilla Skyrim. This option can be used to disable this feature.

- Heavy Armor drains no stamina: Disables the stamina drain for wearing heavy armor without training and the sprinting penalty.
- Maximal Resistances: This value defines the maximal resistance of any kind you can acquire. A higher resistance value has no effect, unless your opponent has a resistance-reducing attack.
- No non-hostile Bull Rush/Trample: This options restricts trample and bull rush attacks such that they only affect actors that are already hostile to you.
- Unbreakable Bows: If enabled, low quality wooden bows and crossbows will no longer break when you are hit in melee or by a spell.
- Weapon Damage Factor: This is the global factor for the weapon damage.

2.3.2. Magic

- **Casting unhindered by armor:** This option negates all penalties on your spell casting costs for wearing armor.
- Enchantment charging untrained: This option reverts the recharging of magical weapons to the vanilla functionality, e.g. you will no longer require the second rank of the basic enchantment perk or a scroll from a court wizard to recharge your equipment with filled soulgems.
- Enchantment Effectiveness: This optional can be used to reduce the effectiveness of all enchantments used by the player.
- **Potion Effectiveness:** This optional can be used to reduce the effectiveness of all potions for the player, including poisons used by the player.

2.3.3. Skills & Perks

- Attribute points per Level: This value determines how many points of magicka, health or stamina you acquire when reaching a new level.
- Carry Weight modificator: This value is added (or subtracted) from your total carryweight.

2. Customizing Requiem

- **CW bonus per Stamina increment:** This option controls how many points of extra carry weight you obtain upon increasing your stamina when leveling up.
- **Explosive Bolts craftable:** If enabled you do not require the knowledge from the Dawnguard to craft explosive elemental bolts at the forge.
- Followers are pack mules: This setting will grant 100 extra carry weight to all followers. [This does not affect mod-added followers in the present implementation.]
- Jump Height Factor: This factor determines how high your character can jump.
- Locks pickable without perks: If this option is enabled, lockpicking no longer requires you to have the related perk to open a lock of the given difficulty.
- **Pickpocketing without perks:** This option allows you to pick pockets without any prerequisites. Normally, you need at least the basic perk to have any chances at all.
- Racial Skillrates disabled: If this option is enabled, your character will not benefit from any racial skill rate boni.
- **Recycling is not allowed:** While active, this options hides all crafting options which convert equipment and clutter items back into ingots.
- Shouting Experience disabled: With this option, the experience system for shouts can be disabled. By default, Requiem grants you passive boni for your shouts, depending on how often you used them.
- **Skillrate Factor:** This options adjusts your experience gained for using any of your skills by the given factor.
- **Smithing books non-mandatory:** If this option is active, you can choose smithing perks without having the corresponding crafting manual in your inventory.
- **Training units per level:** This setting determines how many training lessons you may take between two levelups.

2.3.4. Atmosphere

- **Cell respawn time:** This defines the time which is required to pass before a cell will respawn. Keep in mind that entering the cell resets the timer.
- **Cleared cell respawn time:** This defines the time which is required to pass before a cell marked as cleared will respawn. Keep in mind that entering the cell resets the timer.
- **Dragon random spawn interval:** This setting determines the minimal time that needs to pass between two consecutive random dragon spawns.
- Fast Travel Allowed: If this setting is enabled, you can use the fast travel mechanism, which is usually disabled by Requiem.
- Gold coin weight: The weight each gold coin has.
- Heartbeat threshold: This threshold defines when the heartbeat sound begins to notify you about your wounds. If you do not want the heartbeat at all, set the value to 0%.
- Meridia does not hate Vampires: If this option is enabled, Meridias wrath will not burn vampires to a cinder, who dare to touch her beacon or Dawnbreaker.
- **Open Door Policy:** If you flag this option, your house will not be locked when you leave it. This feature only applies to the purchaseable houses from the original Skyrim.
- **Poisons without visual effects:** This option disables the image space modifiers for poison and disease effects.
- **Running causes no Exhaustion:** You will no longer become exhausted while running and your magicka also regenerates normally.
- **Slower Horses:** This option decreases the speed of all horses by about 25%.
- **Timescale:** This value determines the ratio between real-time and game-time. By default, one real-time minute corresponds to 10 ingame minutes in Requiem.
- Vampires raid randomly: If this option is enabled, vampires will start random raids on villages and towns again, as they did in the original Dawnguard questline.

2. Customizing Requiem

2.3.5. Compability & Debug

- Armor Training Debug Mode: If you suspect that the granted armor experience for wandering around is calculated incorrectly, you can activate this debug mode to see which pieces of equipment contribute.
- Attack Speed Dummy deactivated: Requiem uses an 'Attack Speed Dummy' to allow for stacking attack speed buffs. If a second mod does the same, you can use this option to disable the one from Requiem to prevent superfast attacks.
- Impact Effects Debug Mode: If you encounter impact effects (magicka/stamina drain, stagger, breaking bows, disarm) when they should not be there you can use this debug mode to trace back the source of the impact. Beware of concentration spells, they generate a lot of impact events and therefore message boxes in a short time.
- No Race Warnings: If you enable this option, Requiem will no longer warn you if it detects a suspicuous playable race without proper balancing. Please keep in mind that a race warning for the Vanilla races most likely means that you have a serious conflict which affects Requiem's core mechanics! This switch is mainly intended to turn of warnings for custom races.
- Stamina Drain Reset (Exhaustion): Checking this setting will reset your stamina drains if they freaked out. Just check this option, then leave the menu and everything should be fine again.

2.4. Alphabetical Option Index

Animal poisons do not paralyse Archery projectile spread Armor changeable in combat Armor Training Debug Mode Arrow Weight Factor Attack Speed Dummy deactivated Attribute points per Level Better Archery Carry Weight modificator Casting unhindered by armor Cell respawn time Cleared cell respawn time CW bonus per Stamina increment Death Reload delay Difficulty - Damage dealt Difficulty - Damage taken Dragon random spawn interval Dragons cause no fear Dualwield Sneak Attacks allowed Enchantment charging untrained Enchantment Effectiveness Essential Actors invincible Exhaustion causes no Slowdown Exhaustion does not disarm Explosive Bolts craftable Fast Travel Allowed Fearless and steadfast enemies Followers are pack mules Gold coin weight Heartbeat threshold

Heavy Armor drains no stamina Impact Effects Debug Mode Jump Height Factor Locks pickable without perks Maximal Resistances Meridia does not hate Vampires No non-hostile Bull Rush/Trample No Race Warnings Open Door Policy Pickpocketing without perks Poisons without visual effects Potion Effectiveness Racial Skillrates disabled Recycling is not allowed Running causes no Exhaustion Shouting Experience disabled Skillrate Factor Slower Horses Smithing books non-mandatory Stamina Drain Reset (Exhaustion) Timescale Training units per level Unbreakable Bows Vampires raid randomly Weapon Damage Factor



Compatibility? What's that?

3. Compatibility

3. Compatibility

There are lots of awesome mods out there which may or may not be directly compatible with Requiem. In this chapter, we want to give you some guidelines how to handle compatibility issues between Requiem and other mods. Some mod classes are compatible out-of-the-box with Requiem or can be patched automatically by the Reqtificator to adhere to Requiem's standards. Other mods will need a handmade compatibility patch, of which there are plenty available thanks to our active and helpful community. And some mods are simply incompatible with Requiem, regardless how hard you try to make them work together. In this chapter we will discuss how compatible the most common mod classes are and what you need to do before you can run them together with Requiem.

We advise to use neither a bashed patch nor a Tes5Edit unleveling script. Instead you should use Requiem compatibility patches where appropriate in conjunction with the Requificator.

3.1. The rules of thumb

Please keep in mind that all guidelines in this chapter are rules of thumbs. A particular mod may always require special treatment due to implementation specifics.

3.1.1. Pluginless mesh/texture/sound replacers

Examples: AmidianBorn Book of Silence (without SkyForge plugin)

Mods that have no plugins (no .esp or .esm files) are usually compatible out of the box, because Requiem assigns new meshes, textures or sounds to existing records only in very rare cases. Most of the Requiem changes aim at the gameplay-relevant values of these records. Thus replacer mods that overwrite the original resources are usually compatible right away.
3.1.2. Weapon and Armor Mods

Examples: Heavy Armory, Immersive Weapons, Scoped Bows

How well such mods work out of the box usually depends on their complexity. The Reqtificator will take care of adjusting armor ratings and keywords automatically to ensure basic functionality. If the armor was balanced for Vanilla Skyrim, it will also be balanced for Requiem afterwards. New crafting recipes will also be functional without adjustment, but some balance tweaks might be appropriate to take Requiem's changes to the economy into account.

If the mod also edits leveled lists to distribute the new equipment to merchants and other NPCs, it will most likely conflict with Requiem. To achieve the static and deleveled world, Requiem must edit most of the leveled lists in the world. Thus you will either have Requiem's deleveled list or the leveled Vanilla version, extended by your new weapons. At this point you need a compatibility patch to obtain the desired result of having the new equipment integrated into Requiem's version of the leveled list. In principle, you could use a bashed patch to achieve this result, but it has two disadvantages: the result will still be leveled and might contain items that are overpowered for their use in Requiem, e.g. spawning ebony equipment in a bandit hideout. Therefore it is strongly recommended to use hand-crafted compatibility patches instead. If several compatibility patches edit the same leveled lists, the Reqtificator will automatically merge their changes. Thus, the Reqtificator works like a Bashed Patch, but merges only Requiem-ready content into the leveled lists from Requiem.

Note: If you do not want to use the Leveled Item merger for whatever reason, you can disable it in the "Other Settings" menu of the Requificator.

3.1.3. Race/NPC appearance changing mods

Examples: Bijin Warmaidens, Ethereal Elven Overhaul

Mods that alter the visual appearance of a single NPC or an entire race usually need to apply their changes by editing the records directly in a plugin. As a consequence, their changes often conflict with changes from Requiem, which only alter gameplay but do not affect the visual appearance of NPCs. ("Visual appearance" in this context does not include the worn equipment.) While these changes in practice do not conflict in most cases, Skyrim will not make any effort to merge these changes together. Thus you end up with either pretty NPCs that are useless in combat or Requiem-NPCs with Vanilla looks, depending on your load order. However, the Reqtificator can solve this problem for you, if you provide some hints. In the Reqtificator.ini that accompanies the Reqtificator, you can define which mods will provide

3. Compatibility

visual templates. The Reqtificator will then automatically merge the looks from these plugins into the Requiem-version of these NPCs. Please see Visual Automerging in Detail for detailed instructions.

3.1.4. Monster/Encounter mods

Examples: Skyrim Immersive Creatures, Revenge of the Enemies

Since all actors (except followers) have a static level in Requiem and perks are much more important than skills in Requiem, these mods generally need handmade compatibility patches to integrate well into Requiem. Once the mod has been patched, the Reqtificator will automatically merge edits to Leveled Characters with changes from other Requiem compatibility patches to ensure that all monsters can spawn as intended. As for the leveled Items from equipment mods, this removes the need to create a Bashed Patch for Requiem patches.

Note: If you do not want to use the LeveledCharacter merger for whatever reason, you can disable it in the "Other Settings" menu of the Requificator.

3.1.5. Gamemechanics mods

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

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

3.1.6. Major Overhauls

Examples: Skyrim Redone, Perkus Maximus

Obviously, two mods that conflict on almost everything they touch are not compatible. And since they usually have different aims and visions, you cannot make them compatible with each other without crippling at least one of them.

3.2. Visual Automerging in Detail

3.2. Visual Automerging in Detail

The Reqtificator can automatically merge the visual aspects (defined in detail below) of NPCs from any mod into the Requiem-version of the same NPC to give you the look you want while keeping all important gameplay attributes without the need for an extra patch. The same is also possible for the generic visual data of a whole race.

To use this feature, you must first define the mods that shall provide the visual data in the configuration file of the Reqtificator, the Reqtificator.ini which can be found in the same folder as the Reqtificator itself.

Just open the file and add the names of the mods you want to use in the respective category. Below we show an example, where we added Bijin Warmaidens as visual template for NPCs and Ethereal Elven Overhaul as template for both the races and the individual NPCs.

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

[RaceVisuals]
#this category lists all mods that qualify as overwrites for racial visuals
Bijin Warmaidens.esp
EtherealElvenOverhaul.esp

[NPCVisuals]

#this category lists all mods that qualify as overwrites for actor visuals
EtherealElvenOverhaul.esp

The order of the mods in the config-file plays no role. All information needed to resolve potential conflicts, like the visual changes to Jenassa provided by both example mods, is fetched from your load order. "Visual Appearance" in this context contains the following components:

- race

"Load Order" here means all plugins that are loaded before the RequiemfortheIndifferent.esp, if it already exists.

- 3. Compatibility
 - gender
 - skin textures
 - voice type
 - FaceGen data (includes eyes, nose, hair presets etc.)
 - Attack Data (usually inherited from the race)

In more technical terms, everything that would be inherited by the "Use Traits" and "Use AttackData" flags in the Creation Kit is taken from the visual template, everything else from the skill template.

Race and Actor visual merging follows exactly the same rules, thus we will only consider actor merging for the sake of simplicity.

For each NPC, the Reqtificator determines if a visual merge is needed with the following steps:

- 1. Find the last overwrite. If it is neither Requiem.esp, a plugin with Requiem.esp as a master nor any of the specified visual template mods, the NPC does not qualify for visual merging.
- 2. Find the last visual template. The Reqtificator searches for the last mod changing the NPC that was given in the configuration file as visual template. If none is found, the NPC is obviously not qualified for visual merging.
- 3. Find the last skill template. The Reqtificator again searches your load order, this time for either the last mod depending on the Requiem.esp or the Requiem.esp itself.

If both a skill and a visual template are found, the Reqtificator will merge the data. So in short, this has the following consequences for your load order:

- You can and should load all mods registered as visual templates before the Requiem.esp.
- The last visual template mod for any given NPC will provide the visuals data.
- Since the Skill-template can also be provided by a Requiem-dependent patch, this system also works for third party NPCs with a Requiem-patch.

3.2. Visual Automerging in Detail

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3.2.1. The Jenassa example in more detail

Let us consider the previous example of Jenassa being modified by both Bijin Warmaidens and Ethereal Elven Overhaul in more detail.

For example, you could have the following load order in your setup: Ethereal Elven Overhaul, Bijin Warmaidens, Requiem. In this case all conflicts would be patched, because Requiem is the last overwrite. Any NPC modified by Bijin Warmaidens will receive their visuals, while NPCs not modified by Bijin Warmaidens will receive their EEO appearance, if any was defined. Thus Jenassa would look as in Bijin Warmaidens, but with Requiem stats.

If you swap the order to Bijin Warmaidens, Ethereal Elven Overhaul, Requiem, then EEO would take precedence over the Warmaidens and thus all characters modified by both mods now have their EEO appearances.



Frequently Asked Questions

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4. Frequently asked questions

4. Frequently asked questions

This section of the manual covers questions asked repeatedly on the Nexus. They are ordered by category and then by keywords (highlighted in boldface). In addition, there is an index of all questions at the end of the chapter. If you find this sorting insufficient, feel free to use the search function of your PDF-viewer (in general Control+F) or share useful improvement suggestions on the Nexus. Questions posted on the Nexus which you could answer yourself by reading this section, I am not very likely to answer. Answering them over and over again is a waste of time, time I can put to better use by implementing new features. So do yourself a favor and read this FAQ, in the end it will be much faster than writing a post on the nexus and waiting until somebody cares to answer an ever repeating question. If your question is not covered by this section, you are of course welcome to post it on the Nexus.

4.1. Questions related to Combat

– Why are my arrows useless against undead?

Undead have no vital organs you could pierce with an arrow. Therefore, these creatures reanimated by dark magic have a very high resistance against normal arrows. The only way to harm them with arrows are silvered ones or elemental arrows.

- Do you know that your balance is insane? I went to **Bleak Falls Barrow** and I can't even kill a single Draugr.

The world is no longer leveled and you can encounter high level enemies (or packs of lower level enemies) if you travel in the wrong areas. Bleak Falls Barrow is such an area. It has been carefully populated to adhere to the lore of being a haunted place. Even more importantly this also prevents progressing to a quest stage that would pit the player character against impossible odds. Choose your battles wisely and retreat from those you cannot win.

- Why does my bow vanish when I am hit in melee or by a spell? Flimsy wooden bows are not very robust, do not expect them to withstand the strike of a mace or fireball. Higher material bows do not suffer from this problem.
- Why did I just **drop my weapon in the midst of combat**? If you are out of stamina, each enemy attack has a certain chance to disarm you.

4.1. Questions related to Combat

- After my first fights, I am half dead and have no means of healing. How do I heal without natural regeneration and no money for a healing potion? You can make some coin by working as a lumberjack for people like Hod in Riverwood or Hulda from the Bannered Mare Inn in Whiterun. Another possibility in other locations is working at the local mine and selling your yield to the mine's foreman.
- For some enemies, like raised undead and vampires, the healthbar does not change after an attack. What am I doing wrong?

Nothing, this is the consequence of an engine limitation. The healthbar you see only reflects the base health of the NPC. Therefore, if he has an fortify health effect, you first have to deal sufficient damage to negate this effect before you see any changes in the healthbar. Also, undead have a fortify health bonus and a high arrow resistance; if you attack them with non-silvered arrows, you will find them almost invincible.

- Why does my magicka reduce with each hit?

Being hit makes you loose your mental focus, therefore you suffer from this penalty for each hit. There are several ways to counter this effect: you can acquire the Focused Mind perk from the restoration school or get an enchanted item with the "Spellpower (Rank II)" enchantment. Finally the strength of this effect is reduced by your armor rating and there are spells that can negate them completely.

How can I kill regenerating enemies like trolls or spriggans?
 Read the "Bestiary of Skyrim", this book will give you a lot useful hints how to fight against various creatures.

- Why does my stamina reduce with each hit?

This is the physical counterpart to the magicka drain on hit. You can prevent the stamina damage by blocking the incoming attack, but this will cost you some stamina for the time you maintain the block and for the deflected damage too. So this will likely not reduce your stamina expenses significantly, but you will probably live much longer with blocking! Furthermore, the second rank of the basic blocking perk grants you a small adrenaline rush for each successful block, immediately restoring some stamina points. This severity of this effect is reduced by your armor rating and it can be blocked completely by certain spells. 4. Frequently asked questions

4.2. Questions related to Magic

- How can I cancel sustained spells (Blur, Invisibility, ...) before I am out of magicka?

Normal sustained spells can be released by simply recasting them for free and without creating any noise. Hiding spells are a special case and dispelled by using the voice-type lesser power "Break Hiding". The special treatment of hiding spells has the advantage that you do not need to wield a spell for the dispel, decreasing your chances to be detected.

- Why does every spell cost a ridiculous amount of magicka?

Most likely you are wearing a set of heavy armor and are not trained in the ways of the battle mage. Your worn equipment influences your casting casts (and other abilities) and without the heavy armor perks for the respective spell tiers this likely results in uncastable spells.

- Why does recharging my enchanted weapon have no effect?

Enchanting is a fine craft and not for everyone. To recharge your weapons with soulgems you need the second rank of the basic perk. As an alternative you can also buy scrolls from the court wizards which grant you this power temporarily.

4.3. Questions related to Skills and Perks

– Why are the *illusion perks for spell mastery unavailable* despite having the required skill?

As indicated by the description of these perks, you need to become proficient with the mentioned spells first. In practice this means that you must know at least one of these spells.

Is it intended that lockpicks always break, even in the opening spot?
Lockpicking is a complex art that not every brutish warrior understands. To have any chances at all, you will need the basic lockpicking perk. If you do not want to invest into lockpicking you can also simply bash the locks from wooden objects (up to adept locks) by attacking the object. If you are strong enough (depends on health and stamina), the lock will break, altough this is not immediately displayed, since the context-sensitive text under the crosshair only updates if you change the focus. You also have the option to purchase lockpicking scrolls from merchants or use Alteration magic to open them.

4.4. Questions related to Quests

– Why are the **mutation perks (alchemy) unselectable** despite having the required skill?

To acquire one of these perks, you need to have the indicated ingredient(s) in your inventory.

– I cannot acquire **smithing perk** XYZ, despite I have the required skill, what am I doing wrong?

Most smithing perks require you to have a crafting manual in your inventory. "The Craftman's Manual" required for the basic perk is for sale at every blacksmith. Higher rank books may sometimes be found for sale or can be found on your travels.

– My stamina drains while standing still, why does this happen? This happens if you wear heavy armor without having at least some basic training. Take the first heavy armor perk and you no longer suffer from this.

4.4. Questions related to Quests

– When I try to start the **Dawnguard questline**, I am attacked by the Dawnguard for no reason?

The Dawnguard is no longer a bunch of idiots who can be fooled by their archnemesis. To start the Dawnguard questline, you therefore have to cure your vampirism first. An alternative start of the questline is not available at this time, but might be added in the future.

4.5. Questions related to Atmosphere

- How do I access the inventory of my horse or undead thrall? Target the actor in question and use the lesser power "Search". This power can also be used to confiscate items from humaniods who have yielded to you.

– Why do I die instantly when becoming a vampire?

There are several possible reasons: first of all, there is the damage health effect from the infection, which varies in strength depending on how you got infected. Then there also is the sun damage and Meridia. The Lady of Infinite Energies despises undead, so do not even think about touching her beacon or Dawnbreaker.

4. Frequently asked questions

– Why do the divines refuse to bless me?

Either you have committed too many crimes in your life and will not be blessed from any god any more, or a specific action of yours has upset the deity in question. For example Talos will no longer bless you when you joined the imperial army. If you committed too many crimes, you can consider acquiring the perk "Painful Regrets" (restoration tree, becomes available once you passed the crime limits) to increase the limits of crimes tolerated by the gods. However, the price is high: You will no longer recieve any special blessing effects by pleasing a god and you will suffer permanent debuffs. And if a particular god is upset about your past actions, even this repention will not help you to regain his favor. For a more complete review of this topic, consider the changelog. This aspect of Requiem will likely be reworked soon and released as a minor update for version 1.7.

- What is going wrong when the *healing poultice has no effect*?

Everything is working correctly, the healing mush provides you with a slow regeneration in the form of a 50% boost on your healrate. This will regenerate your health slowly but steadily over time. You can either use it as a back ground regeneration on your travels or take one before resting to heal your wounds during sleeping.

- Why does my health not regenerate?

This is an inherent feature of Requiem. If you want to restore your health regeneration, you need a fortify heal rate effect ("Health regenerates X% faster"). However, be aware that health regeneration itself is strongly reduced, even if you have such an effect.

Why does running drain my stamina? This is an inherent feature of Requiem, in analogy to Morrowind.

- How I can prevent that **running reduces the magicka regeneration**? You have two options: Either you acquire the "Focused Mind" perk from the restoration school or you acquire a permanent fortify magic effect, either from an enchanted item or from the mage stone.

4.6. Questions related to Compability with other mods

- Why am I stuck forever with a **blank screen when I start a new game**? This is most likely a mod conflict between Requiem and Alternate Start - Live Another Life¹¹ (or any other mod changing the first mainquest), which you can easily solve by loading this mod after Requiem, as advised in the Quickstart guide.

- Whenever I hover over a Requiem book in my inventory the game crashes, what am I doing wrong?

This is a clear indicator for missing Requiem textures and meshes. Most likely you have installed a minor update without following the instructions given in the quickstart guide.

– What goes wrong if I have **BOSSed my loadorder** but Requiem still behaves strange?

It most likely is a mod conflict, because BOSS is not perfect. In fact, BOSS places Requiem in the middle of your load-order and therefore causes other mods to overwrite parts of Requiem. Place Requiem at the end of your loadorder and see if the problem persists.

– I do not use any or only very few mods besides Requiem, but whenever I start a new game I am sent back to the main menu. What is going wrong here?

In the past we often saw issues that originated from a few common pitfalls. To make Requiem a more pleasant experience we decided to add some sanity checks at the startup to prevent you from running into known issues. If any of these pitfalls is detected, Requiem will display you a message stating the problem and the solution before sending you back to the menu.

– Are weapon/armor mods compatible with Requiem or will they be imbalanced?

If the armor/weapon is balanced in Vanilla Skyrim, its statistics will be balanced in Requiem as well, because we mainly use scaling techniques instead of adjusting the statistics for all items by hand.

4. Frequently asked questions

4.7. FAQ - Index

How do I access the inventory of my horse or undead thrall?

Why are my arrows useless against undead? Why am I stuck forever with a blank screen when I start a new game?

Do you know that your balance is insane? I went to Bleak Falls Barrow and I can't even kill a single Draugr.

Whenever I hover over a Requiem book in my inventory the game crashes, what am I doing wrong? What goes wrong if I have BOSSed my loadorder Why does my magicka reduce with each hit? but Requiem still behaves strange?

Why does my bow vanish when I am hit in melee or spriggans? by a spell?

How can I cancel sustained spells (Blur, Invisibility, ...) before I am out of magicka?

When I try to start the Dawnguard questline, I am attacked by the Dawnguard for no reason?

Why do I die instantly when becoming a vampire? Why do the divines refuse to bless me?

Why did I just drop my weapon in the midst of combat?

Why does every spell cost a ridiculous amount of or will they be imbalanced? magicka?

After my first fights, I am half dead and have no means of healing. How do I heal without natural regeneration and no money for a healing potion? What is going wrong when the healing poultice has no effect?

Why does my health not regenerate?

For some enemies, like raised undead and vampires, the healthbar does not change after an attack. What am I doing wrong?

Why are the illusion perks for spell mastery unavailable despite having the required skill?

Is it intended that lockpicks always break, even in the opening spot?

Why are the mutation perks (alchemy) unselectable despite having the required skill?

I do not use any or only very few mods besides Requiem, but whenever I start a new game I am sent back to the main menu. What is going wrong here? Why does recharging my enchanted weapon have no effect?

How can I kill regenerating enemies like trolls or

Why does running drain my stamina? How I can prevent that running reduces the magicka regeneration?

I cannot acquire smithing perk XYZ, despite I have the required skill, what am I doing wrong? My stamina drains while standing still, why does this happen?

Why does my stamina reduce with each hit? Are weapon/armor mods compatible with Requiem

Partification Player's Handbook

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5. Combat

Combat is much more deadly in Requiem than before. If you want to survive, you will need to use every tactic at your disposal to gain the upper hand in a fight. No longer can you take several blows from a warhammer without flinching, even a single sweep from a battleaxe or a well-aimed arrow are often deadly for those foolish enough to engage their enemies without any protection. But with the right strategy... The major changes to combat compared to Vanilla Skyrim are:

- combat is much more lethal
- armor is mandatory to survive direct fights
- blocking is now essential to survive combat
- normal attacks now cost stamina
- normal bash attacks no longer stagger your enemy but still interrupt power attacks
- new special attacks like a bull rush or a mounted charge to trample down your foes
- different weapon types now have their unique weaknesses and strengths
- wooden (cross)bows now will break when hit in melee or by a spell
- being out of stamina leads to severe penalties
- each hit you take now has side-effects (called "impact effects")
- when enemies yield, they actually do so, instead of backstabbing you five seconds later

While you are out of stamina, your blocking efficiency is dramatically reduced, you move slower and you can easily be disarmed by enemy attacks. So think twice before you charge head-on into battle and waste all your stamina to bring down the first foe in an instant with a charge attack...

Each time you suffer a hit, your concentration is broken, resulting in a magicka and stamina loss. Furthermore, you can also be staggered. The secondary damage and stagger change depend on the type of enemy attack and range from 10 points per one-handed attack to 35 for a two-handed power-attack. The stamina damage can be negated by successfully blocking the attack and the magicka damage can be negated by having a fortify magicka enchantment or the Focused Mind perk from the restoration school. The stagger chance is related to your armor rating, the higher it is, the less likely you will be staggered and a successful

5.1. Defense - Armors Types and Blocking

block helps as well.

This chapter will give you a short overview of the things you should know regarding your equipment and then covers special attacks and combat related skills in detail, including a detailed list of the available Special attacks.

5.1. Defense - Armors Types and Blocking

Armor, be it light or heavy, plays a key role in surviving combat. All armors now grant significantly higher armor ratings than in vanilla Skyrim. Especially heavy armor grants a lot of protection, allowing you to often shrug off several melee attacks and is almost impenetrable for standard arrows, despite Requiem's high weapon damage.

The key difference between light and heavy armor are their offered protection and encumbrance. While light armor offers only limited protection, it can be worn with relative ease. The massive protection bonuses from heavy armor on the other hand come with the price of a high encumbrance. Apart from having a much higher weight, heavy armor also requires a lot of training. Do not even think about wearing it without some basic training, you will be exhausted very soon just by standing around.

Besides the fact that most basic heavy armor perks just negate penalties while light armor perks grant benefits right from the start, there is also the matter of the armor weight. Armor weight no longer only eats up a part of your carry weight, it also actively affects your combat performance. The more weight your worn equipment has, the more difficult it will become to knock you to the ground, while your own knockdown attacks are more likely to succeed. However, being as massively armored tank also has some disadvantages:

- your movement speed reduces proportionally to your armor weight and you make more noises, making sneaking more and more difficult
- your spell casting costs increase with the weight of your armor, especially for heavy ones the consequences can be dramatic for the apprentice mage[†]
- your falling damage increases with the weight of your armor
- the stamina costs for normal attacks also increase with the weight of your armor
- executing power attacks in heavy armor costs you extra until you have the respective perk

*This includes your current weapon(s).

[†]Details can be found in The mass effect - how the weight of your equipment changes everything

Another important part of surviving combat is blocking enemy attacks. If you have at least some experience with blocking, a successful block will significantly reduce the inflicted damage and reduce the chance to be staggered.

5.1.1. Heavy Armor Perks

A heavy armor is a warrior's second skin, transforming him into a mobile stronghold. It provides vital protection against melee weapons and is almost impenetrable for the unskilled archer. The experienced combatant can even transform his armor into a weapon by barreling head-on into his unfortunate foe. However, this type of equipment requires a lot of training until it can be used effectively. Do not even think about wearing it without some basic training.

Conditioning

Description: You've accustomed yourself to using heavy armor, without getting tired just by wearing it.

[requires skill 0]

[requires skill 20]

[requires skill 25]

[requires skill 25]

[requires skill 50]

- Relentless Onslaught

Description: After extensive training you now can sprint in heavy armor without problems. Your familiarity with your armor also allows you to deflect most melee attacks while bull rushing.

- Combat Casting

Description: You're able to keep concentrated enough in heavy armor to cast fundamental and advanced spells without severe penalties.

– Combat Training

Description: You require no extra stamina for power attacks when wearing heavy armor and are less hindered by your armor. Also, your gauntlets improve your unarmed damage.

Combat Trance

[requires skill 50] Description: Your heavy armor distracts you even less, allowing you to cast sophisticated spells with almost no penalty.

– Fortitude

Description: Your training made you stronger and you are now less burdened by the rigidity of your armor. You also receive some additional stamina and carry weight.

5.1. Defense - Armors Types and Blocking

Figure 5.1.: Heavy armor reflects a warrior's talent in wearing heavy armor and fighting in it. Battle Jugger-Mage (100) naught (100)

Combat Meditation (75)

> Power of the Combatant (75)

Combat Trance (50)

Fortitude (50)

Combat Relentless Combat Casting (25) Onslaught (20) Training (25)

> Conditioning (0)

- Combat Meditation [requires skill 75] Description: You're accustomed to your heavy armor so much that you can now cast even superior spells with relative ease.

- Power of the Combatant

[requires skill 75]

Description: Once a day, you can now push yourself to continue fighting, allowing you to regenerate stamina very fast. Furthermore, you learned some new tricks to overcome the mobility limitations of your armor.

– Battle Mage

[requires skill 100]

Description: You have mastered spellcasting while wearing heavy armor and now can even cast masterly spells with ease. Bolstered by wearing your full heavy armor, you can concentrate even more and cast all spells easier.

– Juggernaught

[requires skill 100]

Description: You've reached perfection in the skill of wearing heavy armor and are now significantly more maneuverable in it. Your armor can now be worn with less effort and protects you even more.

5.1.2. Evasion Perks

– Agility

Description: After some training you are now much more confident in your evasive movements. Your light armor and clothes will now hinder your movements less and you take less damage from falling.

– Dodge

[requires skill 20]

[requires skill 25]

[requires skill 50]

[requires skill 0]

Description: Your trained reflexes allow you to dodge incoming blows when wearing no heavy armor. Able to rush sideward in a sudden, you can attempt to dodge hostile attacks. Notes: Press the sprint button while moving either sidewards or backwards to start a dodge move. Note that this action costs stamina and cannot be performed while exhausted.

- Finesse

Description: You inflict increased damage with all your power attacks, for you're able to hit more precisely.

- Agile Spellcasting

Description: You learned how to avoid the limitations light armors bestow upon somatic spell components. Thus, you can cast spells in them unhindered.

5.1. Defense - Armors Types and Blocking

Combat Reflexes (75)

Figure 5.2.: Evasion is the art to evade enemy blows and allows a character to defend efficiently if he wears only light or even no armor.

Meteoric Reflexes (100)

Windrunner (75)

Dexterity (50)

Agile Spellcasting (50)

Finesse (25)

Dodge (20)

[requires skill 50]

Vexing

Flanker (50)

Agility (0)

- Dexterity

Description: You are able to balance your weapon better. Thus, you can decrease the effort to execute power attacks.

– Vexing Flanker

Description: You deal more damage with melee weapons while you are running, for you have learned to flank your enemies with ease. Furthermore, your reflexes will never betray you when an enemy attempts a lethal strike.

– Combat Reflexes

[requires skill 75]

[requires skill 75]

[requires skill 50]

Description: You've gained the ability to act faster in combat, though doing so will quickly exhaust you.

Windrunner

Description: Your light armor and clothes have become your second skin. You can even run in it without becoming exhausted, and recover faster from exhaustion. Furthermore, your light armor hinders you even less than before.

- Meteoric Reflexes

Description: Your reflexes are lightning fast and grant you a chance to decrease the damage of incoming melee attacks while not wearing any Heavy Armor.

5.1.3. Block Perks

- Improved Blocking

Description: You strengthened your shield arm and trained to parry blows a little. Thus you can block somewhat better.

– Strong Grip

Description: You hold on to your shield like you would hold on to your life. Blocking is even more effective and your equipped shield weighs less.

- Experienced Blocking

Description: Be it with a weapon or shield - you can block almost any blow with a rock-solid confidence. Additionally, when blocking a hit you feel the adrenaline rushing through your veins, recovering a small amount of stamina.

– Powerful Bashes

Description: By gathering your strength for a short while, you can perform a much more powerful bash. Bashing an enemy like this with your shield or the pommel of your two-handed weapon will likely put him off balance.

[requires skill 25]

[requires skill 0]

[requires skill 15]

[requires skill 20]

[requires skill 100]

5.1. Defense - Armors Types and Blocking

Figure 5.3.: Blocking reflects a warrior's skill in parrying and deflecting blows and his aptitude with a shield.

Unstoppable Charge (100)

Defensive Stance (75)

Elemental Protection (50) Bash (75)

Disarming

Overpowering Bashes (50)

Experienced Blocking (20)

Strong Grip (15) Powerful Bashes (25)

Improved Blocking (0)

- Elemental Protection

Description: You've learned how to block damaging spells so that you can now increase your resistance against them when blocking with a shield.

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[requires skill 50]

- Overpowering Bashes

Description: You put all of your power into your shield bashes, often overpowering your foes. They will be staggered much more now and likely will even trip and fall.

[requires skill 50]

[requires skill 75]

[requires skill 75]

[requires skill 100]

- Defensive Stance

Description: You have honed your defensive movements to perfection. Therefore, blocking incoming attacks will no longer slow you down.

- Disarming Bash

Description: Sometimes, you are able to hit your foes with your bashes so precisely that they drop their weapon because of the pain.

– Unstoppable Charge

Description: When bull rushing with your shield raised, you are a tremendous force to deal with. In addition to likely being knocked down, your unfortunate enemies will also suffer serious wounds from the impact itself.

5.2. Offense - Weapon Types and Special Attacks

Different types of weapons now also have more distinguishable properties. While swords remain the fast and agile all-round weapons of choice, axes and blunt weapons now have good reasons to be used too. A sword may slice an unarmored opponent with a few slashes, but you will run into severe trouble if your opponent is a heavily armored juggernaut. This is when a warhammer really comes in handy, especially if you have the perks to use it properly. An axe on the other hand might be especially useful against certain creatures, like Draugr (no veins to open, no organs to crush, so chop off their limbs) or Spriggans. (essentially they are living firewood...) Bows and crossbows are now powerful tools, a skilled archer with good equipment might take out an unarmored foe with a single shot. A heavy orcish crossbow loaded with high-quality bolts might even pierce a heavy armor.

5.2.1. Ranged Combat

The arsenal of ranged weapons features a full set of bows and crossbows, which are classified as either light or heavy. Light weapons deal less damage per shot, but their use is less strenuous and they can be

5.2. Offense - Weapon Types and Special Attacks

reloaded or drawn faster than their heavy counterparts. Heavy bows and crossbows on the other hand deal much more damage per shot, but you should make sure that every shot hits the mark since they are slow and even a few shots may completely drain your stamina.

Crossbows are heavier than bows but they are generally the better choice for a novice fighter. Since you do not need to keep them drawn yourself, taking aim is significantly less tiring than with a bow. Crossbows also deal more damage per shot than a bow made of the same material. In addition you only need some basic training to aim accurately enough and to pierce armors to some degree.

These strengths of the crossbow, however, point to its weaknesses at the same time. Since you do not draw the weapon yourself, you cannot overdraw it like a experienced archer can do with his bow. Therefore a bow will be more devastating in the hands of a truly skilled archer. And drawing a bow is noticeably faster than a reloading a crossbow, allowing to you sent more arrows flying in the same time, if you don't tire from the exertion.

Arrows and bolts in Requiem can be made from all common materials. High-grade arrows and bolts, like those made from Dwemer metal or even better materials grant you additional armor penetration. Skilled fletchers can use elemental salts to craft arrows and bolts that explode upon impact.

Your ranged combat skill is crucial for your effective combat range. Depending on your skill, you will have a certain range within which you deal full damage and can perform ranged sneak attacks. If your target is farther away, the dealt damage will be reduced gradually and you can no longer deal any sneak attacks. You can find more details about the range scaling in section 8.7.

5.2.2. Special attacks

Requiem features a number of special attacks you can execute to turn the tide to your favor. Some of these attacks are available for everybody, some can be upgraded with perks and others can be used only when you have a given perk. More information on the mechanics behind the knockdown effects can be found in Knockdown attacks.

Bull Rush

The enemy stands in your way and won't let you pass? Then just charge and barrel into him with full force, knocking him off his feet! If you sprint directly into your enemy without executing any attacks.

^{*}NPCs deal full damage at all ranges, due to engine limitations. As a compensation they suffer from projectile spread, which is not implemented for the player.

 $^{^{\}dagger}$ You need to sprint for at least two seconds before the impact to acquire enough momentum.

When you hit the enemy, you have a certain chance to knock him down, which mainly depends on your mass ratio. In any case you will stagger him and deal some damage proportional to your mass, while he will stop your charge.

With the perk Relentless Onslaught you will be able to sprint in heavy armor without tiring in an instant. Furthermore, it significantly reduces the damage you take from melee attacks while bull rushing. The perk Unstoppable Charge allows you to block while charging and, especially in heavy armor, the confidence gained by your trusty shield makes you move faster than when doing a normal bull rush. Furthermore, the perk significantly enhances the effectiveness of your bull rush when you charge with your shield raised, dealing way more damage.

Mounted Charge Attack

As an alternative to a normal bull rush attack you can also charge with your trusted steed into battle. Just sprint straight into your enemy, as you would do for a bull rush and let your horse trample them into the ground. The main advantage in comparison to the bull rush is that your horse's mass is combined with your own to determine the impact force, a successful knockdown is therefore more likely. As for the bull rush, you first need to build up some momentum before you can trample somebody (or something, in principle you can also bull rush or trample creatures) and your charge will end after hitting the first target.

Shield and Weapon Bashes

While you are blocking, you can perform a bash attack to strike your enemy with the hilt of your weapon. A normal bash attack, as any character can perform, is of little use in most cases since the enemy won't be thrown off-balance. If you however manage to time your bash attack such that you intercept a power attack, your enemy will be in serious trouble, his own attack countered and at the same time off-balance. Bashing becomes much more useful with a shield at your disposal and some training. With the perk Powerful Bashes you can perform a stronger bash attack with your shield or the pommel of your two-handed weapon that will often stagger your enemy. Overpowering Bashes increases the impact of your shield bashes even further, possibly to the point where the enemy completely looses his balance and falls down, making your shield as much weapon as life saver. Figure 5.4.: The skill to use light weaponry, among which are daggers, swords, axes and maces.

Stunning Charge (100)

> Storm of Steel (75)

Powerful Strike (50) Powerful Charge (50)

War Axe Specialization (25/50/75) Mace Sword SpecializationSpecialization (25/50/75) (25/50/75)

Martial Strikes (20) Arts (0)

> Weapon Mastery (0/0)

Swift

Flurry (25/50)

5.2.3. One-handed Perks

– Martial Arts

Description: You are a passionate fist fighter, and train regularly to toughen your muscles to their very limits. Thus you are able to deliver much harder punches to your enemies.

[requires skill 0]

[requires skill 0]

[requires skill 0]

[requires skill 20]

[requires skill 25]

Weapon Mastery

Description: Your improved fighting techniques allow you to deal more damage with one-handed weapons and swing them with less effort.

– Weapon Mastery (Rank 2)

Description: Your improved fighting techniques increase your damage dealt with one-handed weapons greatly.

– Swift Strikes

Description: You've become adept at performing power attacks with one handed weapons. By balancing your weapon better, power attacks now require half the stamina.

- Flurry

Description: When fighting with one-handed weapons, you are able to attack faster than normal.

Mace Specialization [requires skill 25] Description: You've become familiar with maces, enabling you to partly use their ability to penetrate your foes' armor.

- Sword Specialization [requires skill 25] Description: You've learned the basics of sword combat, allowing you to increase your attack rate with them slightly.

- War Axe Specialization [requires skill 25] Description: You've become familiar with war axes, thereby increasing their damage and armor penetration.

Flurry (Rank 2) [requires skill 50]
 Description: When fighting with one-handed weapons, you're able to attack even faster.

See the appendix for details about knockdown chances.

5.2. Offense - Weapon Types and Special Attacks

- Mace Specialization (Rank 2) [requires skill 50]
 Description: You've become an advanced mace fighter, further increasing your ability to penetrate armor with them.
- Powerful Charge [requires skill 50]
 Description: You can now control your weapon even better and swing it with even less effort.
 You've also learned to perform a leaping attack while sprinting, inflicting terrible wounds.
- Powerful Strike [requires skill 50]
 Description: Your one-handed combat style has improved so much that all power attacks become devastating. In fact, you are now skilled enough to precisely aim for an enemy's neck and attempt to decapitate them.
 - Sword Specialization (Rank 2) [requires skill 50] Description: You've acquired the advanced techniques of sword combat, further increasing your attack rate with them.
- War Axe Specialization (Rank 2) [requires skill 50] Description: You've become an advanced axe fighter, further increasing their damage and armor penetration.
- Mace Specialization (Rank 3) [requires skill 75] Description: You've become a masterly mace fighter, rendering armor almost useless.
- Storm of Steel

Description: You've become very skilled in wielding two weapons at once. Thus, you can perform more deadly power attacks with them.

- Sword Specialization (Rank 3) [requires skill 75]
 Description: You've become a master of sword combat, allowing you to swing swords so fast that it's almost undetectable with a mortal's eye.
- War Axe Specialization (Rank 3) [requires skill 75] Description: Having mastered war axe combat, they start to feel like an almost natural extension of your arm.
- Stunning Charge [requires skill 100] Description: Putting your whole weight behind your charge, your forward power attacks now have enough momentum to knock down any opponent who can't withstand it.

[requires skill 75]

5.2.4. Two-handed Perks

Figure 5.5.: The art of combat using two-handed weapons, such as greatswords, battle axes, and warhammers.

> Mighty Strike (100)

Devastating Cleave (100)

Cleave (75)

Devastating

Charge (50)

Battle Axe Specialization (25/50/75) Devastating Strike (50)

Barbaric Might (20) Great Weapon Mastery (0/0) Greatsword Specialization (25/50/75) Warhammer Specialization (25/50/75)

- Great Weapon Mastery

[requires skill 0]

5.2. Offense - Weapon Types and Special Attacks

[requires skill 20]

[requires skill 25]

Description: Your improved fighting techniques increase your damage dealt with two-handed weapons. Swinging these weapons also is less exhausting for you.

- Great Weapon Mastery (Rank 2) [requires skill 0] Description: Your improved fighting techniques increase your damage dealt with two-handed weapons even more.

– Barbaric Might

Description: You've become adept at performing power attacks with two handed weapons. By balancing your weapon better, power attacks now require half the stamina.

- Battle Axe Specialization

Description: You've become familiar with battle axes, thereby increasing their damage and armor penetration.

- Greatsword Specialization [requires skill 25] Description: You've learned the basics of greatsword combat, allowing you to increase your attack rate with them slightly.
- Warhammer Specialization [requires skill 25] Description: You've become familiar with warhammers, enabling you to partly use their ability to penetrate your foes' armor.
- Battle Axe Specialization (Rank 2) [requires skill 50] Description: You've become an advanced battle axe fighter, further increasing their damage and armor penetration.
- Devastating Charge [requires skill 50] Description: You've learned to perform a leaping power attack while sprinting, reducing your enemies to smithereens.

Devastating Strike [requires skill 50] Description: Your two-handed combat style has improved so much that all power attacks have become devastating. In fact, you are now skilled enough to precisely aim for an enemy's neck, leading to frequent decapitations.

- Greatsword Specialization (Rank 2) [requires skill 50] Description: You've acquired the advanced techniques of greatsword combat, further increasing your attack rate with them.

- Warhammer Specialization (Rank 2) [requires skill 50] Description: You've become an advanced warhammer fighter, further increasing your ability to penetrate armor with them.
- Battle Axe Specialization (Rank 3) [requires skill 75]
 Description: You've become a master of battle axe combat, allowing you to perform devastating attacks with them.
- Cleave [requires skill 75] Description: Swinging a two-handed weapon is an easy task for you. You can swing it with ease and by putting more power into your sideways attacks you can even cut down multiple foes with a single blow.
- Greatsword Specialization (Rank 3) [requires skill 75] Description: You're a master of greatsword combat, making your swings even faster.
- Warhammer Specialization (Rank 3) [requires skill 75] Description: You've become a masterly warhammer fighter, rendering armor almost useless.

- Devastating Cleave

Description: Putting your whole weight behind your swing, your sidewards power attacks are now devastating enough to knock down anyone in front of you who can't withstand it.

[requires skill 100]

[requires skill 100]

– Mighty Strike

Description: You can kill almost any foe with a single strike of your two-hander, as your blows even fell giants with ease.

5.2.5. Marksmanship Perks

- Basic Ranged Combat Training [requires skill 0] Description: After some training you can now draw your bow with less effort while dealing more damage. Also, you now know how to handle a crossbow properly and make use of its innate armor piercing abilities.

Notes: This perk also raises the damage contribution from the ammuntion, which is not shown correctly in the inventory.

Figure 5.6.: Archery governs the use of bows and crossbows. The greater the skill, the more deadly the shot.

Stunning Precision (100)

Power Shot (75)

> Fast Movement (75)

Rapid Reload (60)

Quick Shot (60)

Marksman's Focus (50)

> Point Blank Shot (40)

Precise ^{Aim} (25) Ranged Combat Training (20) Gruesome Shot (25/50)

> Basic Ranged Combat Training (0)

> > [requires skill 20]

- Advanced Ranged Combat Training

Description: You have learned to aim more accurately at your target's weakspots with crossbows. Your continuing training also allows you to draw bows with increasing strength as your marksman

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skill improves.

- Gruesome Shot

Description: You've learned how to hit the weakest parts of armor, making armored foes more vulnerable to ranged weapons.

[requires skill 25]

[requires skill 25]

[requires skill 50]

[requires skill 50]

[requires skill 60]

[requires skill 60]

[requires skill 75]

Precise Aim

Description: By concentrating only on your target and holding your breath, you can now aim much more precisely. Notes: Pressing the the Left Hand button while aiming will allow you to zoom your view.

– Point Blank Shot

[requires skill 40] Description: You've learned to use your weapon more efficiently in close quarters, allowing you to deal more damage to close targets.

- Gruesome Shot (Rank 2)

Description: You've mastered the technique of hitting weak armor parts, making armored foes even more vulnerable to ranged weapons.

- Marksman's Focus

Description: You learned to focus on your bow and target, thereby further reducing the effort of drawing the bow. When fully focusing on your target, everything around you seems to slow down remarkably.

Notes: Pressing the the Left Hand button while aiming will allow you to zoom your view while slowing time for everyone, including yourself.

Quick Shot

Description: You have learned to draw and fire in one single movement, increasing your rate of fire with bows greatly.

Rapid Reload

Description: Your have familiarized yourself with the mechanics of your crossbow and can use this knowledge to reload it significantly faster.

– Fast Movement

Description: You improved your footwork when engaging in ranged combat, enabling you to move faster with a drawn ranged weapon.
5.2. Offense - Weapon Types and Special Attacks

[requires skill 75]

- Power Shot

Description: Your projectiles fly with such precision that they even cause wild beasts and greater foes to stagger.

- Stunning Precision

[requires skill 100] Description: Sometimes you are able to hit the target at its most vulnerable point, thereby paralyzing it for a few seconds.





6. Magic

Apart from lots of new spells, Requiem introduces a few other significant changes to the magic system in Skyrim. First of all, your skill will no longer have any significant impact on the casting cost for a spell, however, with the right perks, it can contribute to your spells magnitude and/or duration and enhance them far beyond their normal strength. As an alternative to buying new spells from vendors or finding them on your travels you also can learn new spells by learning magic perks. Another important change is that magicka damage no longer prevents magicka regeneration. The concept of "dualcasting" was replaced by "empowering", although except for illusion this is currently a purely cosmetic change. The most drastic change so far is the illusion school which features completely new mechanics, which will

the most arastic change so far is the ulusion school which features completely new mechanics, which will be carried over to other magic schools in future versions:

- Dynamic resistances replace the predetermined outcome (illusion) spells had before with a statistical and skill-based approach. Whenever you cast an offensive (illusion) spell, like Frightening Orb or Hibernation Spray, your skill is weighted against the mental strength of the target and a resistance chance is calculated. The target then can break free in regular intervals, depending on this resistance chance.
- Sustained spells are a new type of defensive spells, which have a virtually infinite duration and comparably small casting costs. Instead, these spells drain your magicka continuously until you are out of magicka or decide to release the spell. Releasing a spell is done by recasting it, which does not cost you any magicka and does not cause any noises. In contrast to Vanilla spells, they do not give you a fixed amount of XP when casting them, but instead a continuous stream of XP while they remain active.
- Empowered spells are a replacement for the Dualcasting scheme. Instead of multiplying all magnitudes and durations by a given factor, empowered spells have all new effects, making the spell often way more powerful than its common version. In contrast to dualcasted spells, empowered spells also have a tier-dependent cost-factor, ranging from 130% for fundamental spells up to 170% for masterly spells.

Once you have at least the fundamental perk of the respective school, your spells will begin to become more powerful and last longer and learning more perks from the school increases the effect further :

- Fundamental : All spells are 1% more effective per skillpoint you have

 * The effects are not stacking, but replace the effect of the previous perks

6.1. The School of Alteration

- Advanced : All spells of tier "advanced" and higher are 2% more effective per skillpoint you have
- Sophisticated : All spells of tier "sophisticated" and higher are 3% more effective per skillpoint you have
- Superior : All spells of tier "superior" and higher are 4% more effective per skillpoint you have
- Masterly : All spells of tier "masterly" are 5% more effective per skillpoint you have

In addition to a detailed description of the schools and their spells, this manual also has an alphabetic index of all spells. Please note that these lists only contain those spells that you can obtain either from perks or in a common magic shop. There are more spells out there to find beyond those! Finally, a short definition about magical terms:

- Empowering a spell is done like dualcasting in Vanilla Skyrim (equip the spell in both hands and then cast simultaneously). This consumes more magicka, but gives rise to completely new effects the normal version does not have (Illusion spells) or increases the magnitude/duration of the spell (all other schools)

- Augmenting a spell means that your proficiency gives you a passive bonus to the spells duration and/or magnitude. The source for this usually is the above explained spell scaling.

6.1. The School of Alteration

6.1.1. Alteration Perks

- Fundamental Alteration

Description: You've taught yourself a few fundamental spells and learned how to cast them with decreased effort while your newfound knowledge also allows you to augment all Alteration spells.

- Advanced Alteration

[requires skill 25]

[requires skill 0]

Description: By pursuing your apprenticeship in Alteration, you've gained knowledge of advanced spells which you now augment while casting them with less effort.

Figure 6.1.: The School of Alteration involves the manipulation of the physical world and its natural properties.

Metamagical Empower- ment (100)	Magical Ab- sorption (100)		Masterly Alteration (100)	
Metamagical Thesis (75) Arcane Lockpicks (75)	Studing (50)	erior ion (75) Magic Resistance (25/50/75)	Spell Ar- mor (75)	
	Empowered Alterations (25) Advanced			
	Alteration (25) Fundamental			
	Alteration (0)			

- Empowered Alterations

[requires skill 25]

Description: You learned how to empower Alteration spells. Thus, you now can overcharge their effects into even more powerful, longer lasting versions.

6.1. The School of Alteration

- Improved Mage Armor [requires skill 25] Description: You've mastered the art of casting armor spells. Their effect is maximized when you don't wear any distracting armor.
- Magic Resistance **Description**: You're able to block a part of a dangerous spell's effect.
- Magic Resistance (Rank 2) **Description:** You are able to block more of a dangerous spell's effect.
- Sophisticated Alteration Description: By advancing further into the school of Alteration, you've gained some sophisticated spells and learned how to augment and cast spells of this rank more easily.
- [requires skill 50] – Stability Description: You've become exceptionally good at making your alteration spells more stable. Thus, they now last longer.
- Arcane Lockpicks [requires skill 75] Description: You've studied animating inanimate objects and increased the effectiveness of lockpick animation spells. Thus, they last longer and enable enchanted lockpicks to deal with almost any mechanical lock.
- Magic Resistance (Rank 3) Description: You are able to block even more of a dangerous spell's effect.
- Metamagical Thesis

Description: Your knowledge of the very fabric of magic itself allows you to cast any spell of any school with decreased effort.

- Spell Armor

Description: You've expanded the versatility of your Mage Armor spells by enabling them to also decrease incoming elemental damage.

- Superior Alteration

Description: You've unlocked almost every secret in the school of Alteration and you've acquired some superior spells. You can now cast spells of this level easier and augment them to an almost otherworldly extent.

[requires skill 25]

[requires skill 50]

[requires skill 50]

[requires skill 75]

[requires skill 75]

[requires skill 75]

[requires skill 75]

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- Magical Absorption [requires skill 100] Description: You've mastered the art of absorbing Magicka from incoming spells, and are now able to absorb a part of their power from time to time.

- Masterly Alteration

Description: Your knowledge of Alteration has become all-encompassing. Having developed a masterly spell by yourself, you can cast the most complex spells from this school with less effort while augmenting them beyond mortal limits.

- Metamagical Empowerment

[requires skill 100]

[requires skill 100]

Description: Having delved even deeper in metamagical lore, you can cast any spell more effectively and augment all other magical effects.

6.1.2. Alteration Spells

Please note that all spells are listed with their base magnitude and duration. Taking the respective perks and advancing your skill in this school will dramatically enhance their power. Also this list of spells is not complete it only contains those spells you can learn by yourself or find for sale in common shops. More elusive spells are not included to avoid possible spoilers.

- Candlelight [Fundamental Alteration, Base Magicka Cost: 150] Description: The caster creates a bright hovering light that lasts for 300 seconds.
- Mage Armor (Rank I) [Fundamental Alteration, Base Magicka Cost: 100] Description: Improves the caster's armor rating by 20 points for 60 seconds.
- Absorbing Grasp [Fundamental Alteration, Base Magicka Cost: 50] Description: The caster absorbs 10 points of health from the touched target.
- Transmute: Muscles (Rank I) [Advanced Alteration, Base Magicka Cost: 250]
 Description: The caster's raw strength and body tissue becomes magically reinforced. Therefore, unarmed damage, health and carrying capacity are increased by 25 points for 45 seconds.
- Featherfalling [Advanced Alteration, Base Magicka Cost: 150] Description: The caster's feet become surrounded by a telekinetic field that negates all falling damage for 60 seconds.

6.1. The School of Alteration

- Magelight [Advanced Alteration, Base Magicka Cost: 175] Description: The caster creates a ball of bright light that lasts 300 seconds and sticks where it strikes.
- Mage Armor (Rank II) [Advanced Alteration, Base Magicka Cost: 150] Description: Improves the caster's armor rating by 30 points for 60 seconds.
- Animate Lockpick [Advanced Alteration, Base Magicka Cost: 300]
 Description: The caster infuses simple inanimate lockpicks with life, making them able to pick locks almost by themselves. However, the spell requires a piece of quicksilver ore to work properly.
- Absorb Health [Sophisticated Alteration, Base Magicka Cost: 100] Description: The caster absorbs 10 points of health per second from the target.
- Transmute: Muscles (Rank II) [Sophisticated Alteration, Base Magicka Cost: 300]
 Description: The touched target's raw strength and body tissue becomes magically reinforced. Therefore, unarmed damage, health and carrying capacity are increased by 25 points for 45 seconds.
- Transmute: Water [Sophisticated Alteration, Base Magicka Cost: 222]
 Description: The caster is able to transmute small amounts of water into air, allowing him to breath underwater for 300 seconds. Also, the caster's ability to swim becomes improved greatly, negating any stamina penalties while swimming, even when wearing armor.
- Absorb Stamina [Sophisticated Alteration, Base Magicka Cost: 100] Description: The caster absorbs 10 points of stamina per second from the target.
- Mage Shield (Rank I) [Sophisticated Alteration, Base Magicka Cost: 200] Description: Improves the target's armor rating by 80 points for 60 seconds.
- Detect Life [Sophisticated Alteration, Base Magicka Cost: 50] Description: The caster detects all nearby living beings and can sense them even through walls.
- Mage Armor (Rank III) [Sophisticated Alteration, Base Magicka Cost: 200]
 Description: Improves the caster's armor rating by 40 points for 60 seconds.
- **Telekinetic Hand** [Sophisticated Alteration, Base Magicka Cost: 170] Description: The caster grabs the target item from afar. It then can be either taken or thrown.

- Telekinetic Disarray [Superior Alteration, Base Magicka Cost: 500]
 Description: The caster magically removes all worn equipment from the target, though one should beware. Unpredictable side-effects like cloth-phobia might occur.
- Mage Armor (Rank IV) [Superior Alteration, Base Magicka Cost: 250]
 Description: Improves the caster's armor rating by 50 points for 60 seconds.
- Mage Shield (Rank II) [Superior Alteration, Base Magicka Cost: 300] Description: Improves the target's armor rating by 120 points for 60 seconds.
- Polymorph [Superior Alteration, Base Magicka Cost: 600]
 Description: The caster attempts to turn the target into a harmless animal for 30 seconds. Although potent, the spell is rumored to be very unstable, and various side-effects have been reknown to be the consequence of its casting...
- Detect Death [Superior Alteration, Base Magicka Cost: 75] Description: The caster detects all nearby dead and can sense them even through walls.
- Telekinetic Nova [Superior Alteration, Base Magicka Cost: 500]
 Description: The caster evokes an explosion of telekinetic forces, maiming all nearby targets and sending them flying through the air.
- **Paralyze (Rank I)** [Superior Alteration, Base Magicka Cost: 200] Description: The caster tries to telekinetically imprison the target for 1 seconds.
- Absorb Magicka [Superior Alteration, Base Magicka Cost: 120] Description: The caster absorbs 10 points of magicka per second from the target.
- Mage Shield (Rank III) [Masterly Alteration, Base Magicka Cost: 1000]
 Description: The caster surrounds the target with an almost unpenetrable force field that negates nearly all physical damage for 4 seconds.

6.2. The School of Conjuration

6.2.1. Conjuration Perks

- Fundamental Conjuration [requires skill 0] Description: You've taught yourself a few fundamental spells and learned how to cast them

6.2. The School of Conjuration

Figure 6.2.: The School of Conjuration governs both Necromancy and summoning entities from the realms of Oblivion.

Elemental Binding (75)

Mystic Dis-Masterly Conruption (100)_{juration} (100)

Dark Infusion (75)

Mystic Banishment (75)

Superior Conjuration (75)

Mystic Maelstrom (50)

Sophisticated Conjuration (50)

Advanced Conjuration (25)

Fundamental Conjuration (0)

with decreased effort while your newfound knowledge also allows you to augment all Conjuration spells.

- Advanced Conjuration

[requires skill 25]

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Stabilized Binding (50)

Oblivion Lore (50/<mark>Ri</mark>ti)alism (50)

> Necromancy (25)

Extended Binding (25)

Summoner's Insight (25) я

Mystic Binding (25)

Description: By pursuing your apprenticeship in Conjuration, you've gained knowledge of advanced spells which you now augment while casting them with less effort.

- Extended Binding

Description: Having studied the barriers that divide the planes of existence, you can make your summoned servants last longer in this realm.

– Mystic Binding

Description: You've become very skilled in binding weapon-shaped daedra from Oblivion. Thereby, bound weapons are stronger and longer-lasting.

- Necromancy

[requires skill 25] Description: You've developed a knack for making the dead serve your commands. Therefore, all

– Summoner's Insight

Description: You've learned how to empower Conjuration spells. Thus, you can now make them last longer in this realm.

"Raise Dead" spells are stronger, last longer and can raise more powerful entities.

- Mystic Maelstrom

Description: The weapon-shaped Daedra you conjure now directly cut into their victims' souls, thereby making them vulnerable to soul gems.

- Oblivion Lore

Description: You understand more and more the nature of Oblivion's realms. Thus, you have the ability to control one more creature.

– Ritualism

Description: Your knowledge of the realms of the dead surpasses that of many and decreases the effort needed to raise the dead and summon ghosts.

- Sophisticated Conjuration

Description: By advancing further into the school of Conjuration, you've gained some sophisticated spells and learned how to augment and cast spells of this rank more easily.

- Stabilized Binding

Description: You've perfected your conjuration spells' formulae. This grants them a longer range and makes them easier to cast.

[requires skill 50]

[requires skill 50]

[requires skill 50]

[requires skill 50]

[requires skill 50]

[requires skill 25]

[requires skill 25]

[requires skill 25]

6.2. The School of Conjuration

– Dark Infusion

Description: By infusing your undead creations with dark energies, you are able to make them stronger and more resilient. You can even prevent your creations from decaying to dust.

– Elemental Binding

Description: Your knowledge of Oblivion's elemental aspects increases the potency of all your Atronach summoning spells while the highest level rituals will conjure Thralls that are immune to Banishment and Control spells.

– Mystic Banishment

Description: Your bound weapons are now able to send summoned creatures back into the waters of Oblivion and to turn the undead.

- Superior Conjuration

Description: You've unlocked almost every secret in the school of Conjuration and you've acquired some superior spells. You can now cast spells of this level easier and augment them to an almost otherworldly extent.

- Masterly Conjuration

Description: Your knowledge of Conjuration has become all-encompassing. Having developed a masterly spell by yourself, you can cast the most complex spells from this school with less effort while augmenting them beyond mortal limits.

- Mystic Disruption

Description: You've perfected your invocations of summoning weapon-shaped daedra by making them bypass a part of any enemy's armor and inflict a small portion of unresistable damage with each strike.

- Oblivion Lore (Rank 2)

Description: Oblivion's realms do not know any limits - knowing this, you 're now able to control even more creatures simultaneously.

6.2.2. Conjuration Spells

Please note that all spells are listed with their base magnitude and duration. Taking the respective perks and advancing your skill in this school will dramatically enhance their power. Also this list of spells is not

[requires skill 75]

[requires skill 75]

[requires skill 75]

[requires skill 75]

[requires skill 100]

[requires skill 100]

[requires skill 100]

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complete it only contains those spells you can learn by yourself or find for sale in common shops. More elusive spells are not included to avoid possible spoilers.

- Summon Skeletal Soldier [Fundamental Conjuration, Base Magicka Cost: 125]
 Description: The caster summons the skeletal remains of a common soldier from the realms of the deceased for 12 seconds.
- Summon Ghostly Wolf [Fundamental Conjuration, Base Magicka Cost: 125] Description: The caster summons the ghost of a feral wolf for 12 seconds.
- Summon Swarm (Rank I) [Fundamental Conjuration, Base Magicka Cost: 40] Description: The caster summons a swarm of insects from the realm of Hircine which burrows into the target's flesh and deals 5 poison damage and 5 physical damage for 1 seconds.
- Bound Sword [Fundamental Conjuration, Base Magicka Cost: 200]
 Description: The caster binds a sword-shaped daedra for 120 seconds. Sheathing will cancel the spell.
- Raise Dead (Rank I) [Fundamental Conjuration, Base Magicka Cost: 200] Description: The caster reanimates a weak dead body for 60 seconds.
- Summon Skeletal Warlock [Advanced Conjuration, Base Magicka Cost: 200]
 Description: The caster summons the skeletal remains of a warlock from the realms of the deceased for 10 seconds.
- Summon Swarm (Rank II) [Advanced Conjuration, Base Magicka Cost: 40] Description: The caster summons a swarm of even more ferocious insects from the realm of Hircine that burrow into the target's flesh, dealing 6 poison damage and 6 physical damage for 1 seconds.
- Summon Ghostly Mudcrab [Advanced Conjuration, Base Magicka Cost: 200] Description: The caster summons the ghost of a mudcrab for 10 seconds.
- Bound Axe [Advanced Conjuration, Base Magicka Cost: 250] Description: The caster binds an axe-shaped daedra for 120 seconds. Sheathing it will cancel the spell.

6.2. The School of Conjuration

- Summon Skeletal Archer [Advanced Conjuration, Base Magicka Cost: 200]
 Description: The caster summons the skeletal remains of an archer from the realms of the deceased for 10 seconds.
- Necromantic Empowerment (Rank I) [Advanced Conjuration, Base Magicka Cost: 100]
 Description: The caster heals the undead target by 50 health points.
- Raise Dead (Rank II) [Advanced Conjuration, Base Magicka Cost: 336] Description: The caster reanimates a more powerful dead body for 60 seconds.
- Summon Ghostly Hound [Advanced Conjuration, Base Magicka Cost: 200] Description: The caster summons the ghost of a feral hound for 10 seconds.
- Soul Trap (Rank I) [Advanced Conjuration, Base Magicka Cost: 107] Description: The caster makes the target vulnerable to soul gems for 60 seconds. If it dies within this duration, a part of its soul can be captured in a gem of an appropriate size.
- Summon Ghostly Archer [Sophisticated Conjuration, Base Magicka Cost: 400] Description: The caster summons a ghostly archer for 8 seconds.
- Spectral Arrow [Sophisticated Conjuration, Base Magicka Cost: 200] Description: The caster calls forth a lesser daedric entity shaped like an arrow and fires it at his target. If it hits, it deals 25 points of unabsorbable physical damage. The arrow will also hinder the target and reduce his attack speed by 10% for 10 seconds.
- Raise Dead (Rank III) [Sophisticated Conjuration, Base Magicka Cost: 450] Description: The caster reanimates a powerful dead body for 60 seconds.
- Summon Ghostly Bear [Sophisticated Conjuration, Base Magicka Cost: 400] Description: The caster summons the ghost of a furious bear for 8 seconds.
- Teleport (Rank I) [Sophisticated Conjuration, Base Magicka Cost: 1000]
 Description: The caster creates an invisble anchor when casting this spell the first time. The second casting will return the caster to the anchor, which is destroyed in the process.
- **Banish Daedra (Rank I)** [Sophisticated Conjuration, Base Magicka Cost: 196] Description: The caster sends weaker summoned creatures back to the realms of Oblivion. Even if the target is not banished, the spell will deal 20 points of unresistable damage and make it tremble.

- Summon Ghostly Troll [Sophisticated Conjuration, Base Magicka Cost: 500] Description: The caster summons the ghost of a rampaging troll for 8 seconds.
- Conjure Flame Atronach [Sophisticated Conjuration, Base Magicka Cost: 400] Description: The caster summons a Flame Atronach for 8 seconds.
- Necromantic Empowerment (Rank II) [Sophisticated Conjuration, Base Magicka Cost: 115]
 Description: The caster is healed by 75 health points. Only affects undead targets.
- Conjure Frost Atronach [Superior Conjuration, Base Magicka Cost: 600] Description: The caster summons a Frost Atronach for 6 seconds.
- Command Daedra [Superior Conjuration, Base Magicka Cost: 242] Description: The caster takes over the control of the target summoned or raised creature.
- Conjure Storm Atronach [Superior Conjuration, Base Magicka Cost: 675] Description: The caster summons a crack[ing Storm Atronach for 6 seconds.
- **Teleport Vitals** [Superior Conjuration, Base Magicka Cost: 500] Description: The caster attempts to teleport a living humanoid's heart out of its body. If the spell is not successful, it still ruptures the victim's vitals, dealing 1 points of unresistable damage for 15 seconds.
- Banish Daedra (Rank II) [Superior Conjuration, Base Magicka Cost: 215]
 Description: The caster sends even powerful creatures back to the realms of Oblivion. Even if the target is not banished, the spell will deal 30 points of unresistable damage and make it tremble.
- Raise Dead (Rank IV) [Superior Conjuration, Base Magicka Cost: 675] Description: The caster reanimates a very powerful dead body for 60 seconds.
- Bound Bow [Superior Conjuration, Base Magicka Cost: 300]
 Description: The caster binds a bow-shaped daedra and a lot of spectral arrows for 120 seconds. Sheathing the weapon will cancel the spell.
- Summon Ghostly Sabrecat [Superior Conjuration, Base Magicka Cost: 400] Description: The caster summons the ghost of a vicious sabrecat for 8 seconds.

6.3. The School of Destruction

[requires skill 25]

[requires skill 25]

[requires skill 25]

- Summon Ghostly Wraith [Superior Conjuration, Base Magicka Cost: 200] Description: The caster summons a ravaging ice wraith for 8 seconds.
- Summon Ghostly Steed [Masterly Conjuration, Base Magicka Cost: 500] Description: The caster summons the ghost of a noble steed from the realms of the deceased.

6.3. The School of Destruction

6.3.1. Destruction Perks

- Fundamental Destruction [requires skill 0] Description: You've taught yourself a few fundamental spells and learned how to cast them with decreased effort while your newfound knowledge also allows you to augment all Destruction spells.

- Advanced Destruction

Description: By pursuing your apprenticeship in Destruction, you've gained knowledge of advanced spells which you now augment while casting them with less effort.

- Cryomancy

their effects.

[requires skill 25] Description: You now are able to improve your ice spells and thereby increase their effectiveness.

- Electromancy

Description: You can now energize your lightning spells more effectively, causing them to deal more damage.

– Empowered Elements Description: You learned how to empower Destruction spells. Thus, you're able to overcharge

- Pyromancy [requires skill 25] Description: You now are able to intensify the heat of your fire spells. Thus, they now deal increased damage.

- Cryomancy (Rank 2) [requires skill 50] Description: Your ice spells freeze even air in a trice and make the harsh winters of Skyrim look like a refreshing breeze.



Figure 6.3.: The School of Destruction involves harnessing of fire, frost, shock and other forces that undo creation.

- Electromancy (Rank 2) [requires skill 50] Description: Compared to your lightning spells, the worst tempests would look like a mild summer breeze.

6.3. The School of Destruction

– Impact [requires skill 50] Description: By intensifying the force of most of your overcharged Destruction spells, you're now capable of staggering your foes.

- Pyromancy (Rank 2) [requires skill 50] Description: Your fire spells burn with almost otherworldly heat and consume earth and flesh with terrifying ease.
- Rune Mastery [requires skill 50] Description: By mastering the arcane symbols, you've gained improved rune spells of which you can maintain three at once.
- Sophisticated Destruction [requires skill 50] Description: By advancing further into the school of Destruction, you've gained some sophisticated spells and learned how to augment and cast spells of this rank more easily.

- Cremation

Description: Your Adept, Expert and Master fire spells burn so ferociously that foes are set ablaze, often causing them to run away in gruesome agony as their very skin becomes molten.

– Deep Freeze

Description: Your Expert and Master ice spells are colder than Skyrim's most ferocious blizzards, causing them to freeze foes with low resistance to frost.

- Electrostatic Discharge

Description: Your lightning strikes pass through body and mind with thundering intensity. Thus, they now vaporize vast amounts of Magicka off your targets.

- Superior Destruction

Description: You've unlocked almost every secret in the school of Destruction and you've acquired some superior spells. You can now cast spells of this level easier and augment them to an almost otherworldly extent.

- Fire Mastery

Description: Your fascination for fire now grants you a natural resistance to it, while also increasing all your fire spells' power even further.

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[requires skill 100]

[requires skill 75]

[requires skill 75]

[requires skill 75]

[requires skill 75]

- Frost Mastery [requires skill 100] Description: Your understanding of all that is cold grants you a natural resistance to it, while increasing all your frost spells' power even further.

- Lightning Mastery

Description: Your aptitude with lightning grants you a natural resistance to it, while also increasing all your shock spells' power even further.

[requires skill 100]

- Masterly Destruction

[requires skill 100] Description: Your knowledge of Destruction has become all-encompassing. Having developed a masterly spell by yourself, you can cast the most complex spells from this school with less effort while augmenting them beyond mortal limits.

6.3.2. Destruction Spells

Please note that all spells are listed with their base magnitude and duration. Taking the respective perks and advancing your skill in this school will dramatically enhance their power. Also this list of spells is not complete it only contains those spells you can learn by yourself or find for sale in common shops. More elusive spells are not included to avoid possible spoilers.

- Icewind [Fundamental Destruction, Base Magicka Cost: 40] Description: The caster evokes a blast of cold that freezes everyone inside for 20 points per second, draining both health and stamina. When the spell is released, the cold slowly ebbs away. Casting multiple Icewinds at the same target will not increase the applied damage.

- Lightning Sparks [Fundamental Destruction, Base Magicka Cost: 40] **Description:** The caster causes lightning arcs to spring forth that shocks everyone inside for 20 points per second, draining both health and magicka. When the spell is released, the currents slowly ebbs away. Casting multiple Lightning Sparks at the same target will not increase the applied damage.
- Firesparks [Fundamental Destruction, Base Magicka Cost: 40] Description: The caster evokes a gout of fire that burns everyone inside for 20 points per second. When the spell is released, the flames slowly dim. Targets already on fire take extra damage. Casting multiple Firesparks at the same target will not increase the applied damage.

6.3. The School of Destruction

- Lightning Rune (Rank I) [Advanced Destruction, Base Magicka Cost: 200]
 Description: The caster creates a magical rune that explodes when enemies come near, dealing 25 points of shock damage.
- Firerune (Rank I) [Advanced Destruction, Base Magicka Cost: 200]
 Description: The caster creates a magical rune that explodes when enemies come near, dealing 25 points of fire damage.
- Icerune (Rank I) [Advanced Destruction, Base Magicka Cost: 200]
 Description: The caster creates a magical rune that explodes when enemies come near, dealing 25 points of frost damage.
- **Firebolt** [Advanced Destruction, Base Magicka Cost: 51] Description: The caster evokes a blast of fire that deals 25 points of damage. Targets on fire take extra damage.
- Lightning Bolt [Advanced Destruction, Base Magicka Cost: 51] Description: The caster evokes a bolt of lightning that deals 25 points of shock damage to Health and half that to Magicka.
- Icy Shard [Advanced Destruction, Base Magicka Cost: 51]
 Description: The caster evokes a spike of ice that deals 15 points of frost and 15 points of physical damage to Health and Stamina.
- Lightning Jolt [Advanced Destruction, Base Magicka Cost: 100]
 Description: The caster surrounds the target with crackling lightning, dealing 1 shock damage per second to Health and twice the amount to Magicka for 30 seconds.
- **Fireball** [Sophisticated Destruction, Base Magicka Cost: 156] **Description:** The caster evokes a flaming projectile that deals 40 points of damage to everything in its impact radius. Targets on fire take extra damage.
- Icecloak [Sophisticated Destruction, Base Magicka Cost: 292] Description: For 60 seconds, opponents in melee range take 8 points frost damage and Stamina damage per second.Also increases fire resistance by 10 percent.
- Venomous Spray [Sophisticated Destruction, Base Magicka Cost: 250] Description: Deals 10 poison damage for 2 seconds.Deals 1 poison damage for 300 seconds.

- Firecloak [Sophisticated Destruction, Base Magicka Cost: 271] Description: For 60 seconds, opponents in melee range take 8 points fire damage per second. Targets on fire take extra damage. Also increases frost resistance by 10 percent.
- Lightning Shackles [Sophisticated Destruction, Base Magicka Cost: 156] Description: The caster evokes a lightning bolt that deals 40 points of shock damage to Health and half to Magicka and hits multiple targets at once if they stand close to each other.
- Steam Cloud [Sophisticated Destruction, Base Magicka Cost: 200] Description: The caster evokes a burst of hot steam that cooks targets alive, dealing 25 damage and staggering less durable foes.
- Lightning Cloak [Sophisticated Destruction, Base Magicka Cost: 334]
 Description: For 60 seconds nearby opponents take 8 points of shock damage and half magicka damage. Also increases shock resistance by 10 percent.
- Icesphere [Sophisticated Destruction, Base Magicka Cost: 156] Description: The caster evokes a freezing whirlwind that deals 40 points of frost damage per second to Health and Stamina.
- Icenova [Sophisticated Destruction, Base Magicka Cost: 150] Description: The caster manifests an explosion of ice shards at the target location, dealing 40 points of damage in its radius.
- Lightning Strike [Superior Destruction, Base Magicka Cost: 343] Description: The caster evokes a thunderbolt that deals 65 points of shock damage to Health and half that to Magicka.
- Incinerate [Superior Destruction, Base Magicka Cost: 351] Description: The caster evokes a blast of fire that deals 65 points of damage. Targets on fire take extra damage.
- Icy Lance [Superior Destruction, Base Magicka Cost: 351]
 Description: The caster evokes a spear of ice that deals 35 points of frost and 35 points of physical damage to Health and Stamina.
- **Firewall** [Superior Destruction, Base Magicka Cost: 145] Description: The caster calls forth a gust of flames that temporarily creates a wall of fire where it hits.

6.4. The School of Illusion

- Venomous Blast [Superior Destruction, Base Magicka Cost: 300]
 Description: Deals 10 poison damage for 3 seconds.Deals 1 poison damage for 300 seconds.Deals 20 poison damage for 0 seconds.
- Lightning Wall [Superior Destruction, Base Magicka Cost: 145] Description: The caster calls forth a gust of electricity that temporarily creates a wall of lightning where it hits.
- Lightning Ray [Superior Destruction, Base Magicka Cost: 200] Description: The caster creates a crackling beam of lightning that deals 40 points of shock damage per second and half that to Magicka.
- Icewall [Superior Destruction, Base Magicka Cost: 145] Description: The caster calls forth a gust of frost that temporarily creates a wall of ice where it hits.
- Firenova [Superior Destruction, Base Magicka Cost: 400]
 Description: The caster evokes a nova of fire at the current position, dealing 40 fire damage to all nearby targets.
- Arcane Volley [Masterly Destruction, Base Magicka Cost: 200]
 Description: The caster manifests hundreds of arcane missiles, dealing huge amounts of unresistable damage each second,. The spell bypasses even stronger magical resistances.

6.4. The School of Illusion

The school of illusion offers the ability to control other individuals' minds and their perception of the surroundings. The arsenal of spells ranges from invisibility effects and charming touches up to suicide commands and the shaping of shadows.

The school of illusion is divided into two subsections: environmental manipulation and mind control. The latter allows you to control the action of your enemies (and friends). Environmental manipulation on the other hand is focused on concealing your presence. Those who master their environment will eventually become powerful enough to actually shape the shadows into reality rather than constructing mere illusions. In contrast to the original illusion school in Skyrim, the spells are no longer subject to level bounds. All mind affecting spells can be cast on almost any enemy with full effect. But some enemies are more difficult

to manipulate than others. Especially Undead, Dwemer Automatons and Daedra are strong-willed combatants. The level bound is replaced by a dynamic resistance chance which depends on the illusion skill of the caster compared to magicka, illusion skill, level and magic resistance of the target (see section 8.1 for details). This chance is evaluated directly after the spell's impact and every two seconds thereafter. Once the target manages to resist the spell, it will be dispelled. If the target resists the spell directly on impact, it will vanish without any effects. These spells grant no experience when cast, but give you an continuous stream of XP as long as they affect the target.

6.4.1. Illusion Perks

- Fundamental Illusion

Description: You've taught yourself a few fundamental spells and learned how to cast them with decreased effort while your newfound knowledge also allows you to augment the strength and duration of all Illusion spells.

- Delusive Phantasms

Description: You have studied the most common spell formulae that affect basic emotions like fear, calmness and courage. Thus, you can empower related spells and increase their overall effectiveness.

- Advanced Illusion

Description: By pursuing your apprenticeship in Illusion, you've gained knowledge of advanced spells which you now augment while casting them with less effort.

- Acoustic Manipulation

Description: After studying spells like Muffle, Arcane Resonance or Dampening Rune you are now familiar with manipulating sounds. Thus, you can empower these spells and require less concentration to maintain them.

- Visual Manipulation

Description: You've experimented with spells like Dark Vision, Invisibility and Blur to manipulate your surroundings. After a lot of training you can now empower such spells and concentrating on them requires less effort.

– Sophisticated Illusion

Description: By advancing further into the school of Illusion, you've gained some sophisticated spells and learned how to augment and cast spells of this rank more easily.

[requires skill 25]

[requires skill 20]

[requires skill 0]

[requires skill 15]

[requires skill 35]

[requires skill 40]

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6.4. The School of Illusion



Figure 6.4.: The School of Illusion involves manipulating the perception of the weak-minded.

Fundamenta Illusion (0)

- Otherwordly Phantasms

Description: You have extended your knowledge of affecting emotions, being able to turn your foes into berserking maniacs or cause them to fall asleep with ease. You also learned how to empower related spells.

[requires skill 45]

- Pain and Agony

Description: Having studied spells like Phantasmal Pain and Waking Nightmare, you can now invoke terrible agony in your foes with ease. In addition, you also learned how to empower related spells.

– Superior Illusion

Description: You've unlocked almost every secret in the school of Illusion and you've acquired some superior spells. You can now cast spells of this level easier and augment them to an almost otherworldly extent.

- Environmental Manipulation

Description: After long training with spells like Shadow Stride, Veil of Silence, Invisibility and Muffling Sphere you gained a deep insight into the connections between light and sound. You can now empower these spells and maintain them with less effort.

– Obliterate the Mind

Description: You have studied spells like Fog of Shadows, Phantasmal Killer and Blackout. Thus, you can now empower them and shatter your foes' minds with ease.

- Shadow Shaping

Description: By studying spells like Shadow Shield or Shadow Simulacrum, you gained even deeper insights into the weave of shadows. Thus, you can empower them and cast them with less effort.

- Masterly Illusion

Description: Your knowledge of Illusion has become all-encompassing. Having developed a masterly spell by yourself, you can cast the most complex spells from this school with less effort while augmenting them beyond mortal limits.

- Domination

[requires skill 90]

[requires skill 90]

Description: Having studied spells like Phantasmal Miasma and Mind Maelstrom, there is no thinking being that can escape your influence. These spells can now be empowered and sustaining the Miasma is less demanding.

– Phantasmagoria

Description: You've mastered the most powerful forms of Shadow Magic. Therefore, spells like Veil of Shadows, Shadow Sanctuary and Mistress of the Dark can now be empowered and cast with highly decreased effort.

[requires skill 70]

[requires skill 65]

[requires skill 70]

[requires skill 80]

[requires skill 60]

[requires skill 50]

6.4. The School of Illusion

6.4.2. Illusion Spells

Please note that all spells are listed with their base magnitude and duration. Taking the respective perks and advancing your skill in this school will dramatically enhance their power. Also this list of spells is not complete it only contains those spells you can learn by yourself or find for sale in common shops. More elusive spells are not included to avoid possible spoilers.

- Darkvision [Fundamental Illusion, Base Magicka Cost: 50] Description: With a whispered word and a magical gestures, the caster's eyes become able to reveal what lies hidden in the dark. Empowering the spell grants nightvision. Upkeep-Cost: 2
- Frightening Orb [Fundamental Illusion, Base Magicka Cost: 150] Description: The caster evokes an orb of vile, red magical energy. If a target is hit by this orb, it will flee in despair for up to 40 seconds. If empowered, the target is so terrified that it totally neglects its defense and loses 30 armor rating.
- Lionheart [Fundamental Illusion, Base Magicka Cost: 150]
 Description: The caster's touch inspires valor. The target will not flee andgains 25 extra stamina and magicka for up to 40 seconds. If empowered, the target will also regenerate these attributes 50% faster.
- Charming Touch [Fundamental Illusion, Base Magicka Cost: 150]
 Description: The touched target considers the caster a good friend and stops all hostilities for up to 40 seconds. If empowered, the strain drains 2 magicka and stamina per second.
- Clairvoyance [Fundamental Illusion, Base Magicka Cost: 25] Description: The caster thinks of something that is to be found, and the spell will reveal the way.
- Rune of Dampening [Advanced Illusion, Base Magicka Cost: 275]
 Description: Places an arcane rune on the ground which absorbs all sound generated by nearby cast illusion spells. If not empowered, the rune also drains the spell's essence, increasing casting costs by 20%
- Invisibility [Advanced Illusion, Base Magicka Cost: 100]
 Description: The caster becomes invisible until he interacts with the environment. The caster also gains 40 armor rating while he cannot be aimed at precisely. If not empowered, the spell breaks if the caster runs. Upkeep-Cost: 5

- Arcane Resonance [Advanced Illusion, Base Magicka Cost: 150] **Description:** The caster creates a loud noise at the target location, distracting nearby enemies. If empowered, the noise binds the attention of nearby targets to its origin, decreasing their ability to spot distant targets by 20% for 30 seconds.
- Hibernation Touch [Advanced Illusion, Base Magicka Cost: 250] **Description:** The touched target will fall into a deep slumber for up to 40 seconds. Empowering causes an uneasy sleep, reducing magicka and stamina regeneration by 30%.
- Muffle

[Advanced Illusion, Base Magicka Cost: 80] Description: The caster muffles his movement, reducing the generated noise by 30%. If not empowered, the caster can only move at walking speed. Upkeep-Cost: 3

- Enraging Orb [Advanced Illusion, Base Magicka Cost: 250] Description: The target hit by this orb will attack anything nearby for up to 30 seconds. Empowering the spell causes a tireless rage, increasing damage and stamina regeneration by 25%.
- Blur [Advanced Illusion, Base Magicka Cost: 75] Description: The caster becomes blurry, takes randomly decreased damage from ranged attacks and gains 50 armor rating. Empowering the spell significantly improves the ranged damage reduction. Upkeep-Cost: 5
- Enraging Rune [Sophisticated Illusion, Base Magicka Cost: 400] Description: The targets crossing this rune will attack anything nearby for up to 30 seconds. Empowering the spell causes a tireless rage, increasing damage and stamina regeneration by 25%.
- Phantasmal Pain [Sophisticated Illusion, Base Magicka Cost: 300] Description: The touched target believes to have suffered a grievous wound, reducing health by 40 for up to 30 seconds. If empowered, the severe pain also reduces movement speed by 10%.
- Shadow Stride [Sophisticated Illusion, Base Magicka Cost: 100] **Description:** The caster becomes invisible until he interacts with the environment. The spell also increases armor rating by 40 and reduces movement noises by 40%. Sprinting will break the required concentration for this spell. If the spell is not empowered, running will also break it. Upkeep-Cost: 8
- Frightening Sphere [Sophisticated Illusion, Base Magicka Cost: 400] Description: The caster unleashes an orb which will explode upon impact. Affected targets will

flee in despair for up to 30 seconds. If empowered, the targets are so terrified that they totally neglect their defenses and loose 25 armor rating.

- Nightmare [Sophisticated Illusion, Base Magicka Cost: 300]
 Description: The touched faces his worst nightmare, dealing 10% less damage for up to 30 seconds. Empowering the spell can kill sleeping targets instantly.
- Hibernation Spray [Sophisticated Illusion, Base Magicka Cost: 400]
 Description: The targets in the cone will fall into a deep slumber for up to 30 seconds. Empowering causes an uneasy sleep, reducing magicka and stamina regeneration by 30%.
- Shadow Shield [Sophisticated Illusion, Base Magicka Cost: 150]
 Description: The caster shifts his body partially out of this plane, raising his armor rating by 45. Empowering the spell grants immunity to most impact effects and increases his attack speed by 10%. Upkeep-Cost: 5
- Muffling Sphere [Superior Illusion, Base Magicka Cost: 200]
 Description: The caster creates a sphere which dampens all sound caused by movement by 40%. The sphere has a radius of 12 feet. If not empowered, the spell breaks if the caster attempts to move swiftly. Upkeep-Cost: 3
- Blackout [Superior Illusion, Base Magicka Cost: 800] Description: The caster evokes an orb that causes a mental blackout on impact, draining 10 magicka per second and reducing the magicka regeneration by 50% for up to 24 seconds. If empowered, the spell also negates the victim's every thought, causing unconsciousness for up to 4 seconds.
- Phantasmal Killer [Superior Illusion, Base Magicka Cost: 900]
 Description: The caster commands a weak-minded humanoid target to kill itself by cutting its arteries, causing it to faint and die soon after because of the severe loss of blood. Empowering the spell will cause a terrible heart attack, likely killing the target outright.
- Shadow Simulacrum [Superior Illusion, Base Magicka Cost: 300]
 Description: The caster calls upon the power of shadow magic, weaving darkness into a semi-real illusion of a dremora. Those who realize the deception suffer less grievous wounds from him. Empowering the spell allows the shadow weave to quickly restore itself after being severed. Upkeep-Cost: 7

- Veil of Silence [Superior Illusion, Base Magicka Cost: 200]
 Description: The caster enshrouds himself in a veil of silencing shadows that absorbs whatever sound is caused by his illusion spells and 40% of the noises caused by his movement. If not empowered, the caster cannot maintain the spell while moving swiftly. Upkeep-Cost: 6
- Fog of Shadows [Superior Illusion, Base Magicka Cost: 750]
 Description: The caster evokes vile shadow magic, weaving pure darkness into a maddening fog that renders those within its bounds more susceptible to illusions for up to 24 seconds. If empowered, it reduces magicka regeneration and skills by 10%.

- Invisibility Sphere [Superior Illusion, Base Magicka Cost: 200] Description: The caster creates a 13 foot wide sphere which renders nearby allies and himself invisible until they interact with the environment.All inside the sphere also gain 40 armor rating while they cannot be aimed at precisely.If not empowered, swift movement will break the spell.Upkeep-Cost: 5

- Mistress of the Dark [Masterly Illusion, Base Magicka Cost: 500]
 Description: The caster calls upon the power of shadow magic, weaving darkness into a semi-real illusion of a dremora countess. Those who realize the deception suffer less grievous wounds from her. Empowering the spell will make her move like lightning. Upkeep-Cost: 5
- Veil of Shadows [Masterly Illusion, Base Magicka Cost: 400] Description: The caster creates a 11 foot wide sphere which enshrouds nearby allies and himself, making them invisible until they interact with the environment. The sphere also reduces the noise caused by movement by 40% and grants 40 armor rating. If not empowered, the caster cannot maintain the spell while moving swiftly. Upkeep-Cost: 4
- Mind Maelstrom [Masterly Illusion, Base Magicka Cost: 1100]
 Description: The caster unleashes an orb which will release a huge mind maelstrom upon impact. Its victims may be affected randomly by fear or charm effects. If empowered, the victims can also be affected by frenzy or sleep.

- Shadow Sanctuary [Masterly Illusion, Base Magicka Cost: 500] Description: The caster shifts his body out of this plane, becoming invisible and invulnerable. It also reduces his movement noises by 40% and negates all his damage done. If the spell is not empowered, running or sprinting will break it. Upkeep-Cost: 6

6.5. The School of Restoration

– Phantasmal Miasma [Masterly Illusion, Base Magicka Cost: 300] **Description:** The caster creates a 10 foot wide sphere of doom and suffering, causing illusions of painful injuries. Targets who do not resist the spell have their health reduced by 40 as long they stay within the bounds of the aura. If empowered, the severe pain also reduces movement speed by 10%. Upkeep-Cost: 5

6.5. The School of Restoration

6.5.1. Restoration Perks

- Fundamental Restoration

Description: You've taught yourself a few fundamental spells and learned how to cast them with decreased effort while your newfound knowledge also allows you to augment all Restoration spells.

- Painful Regrets

Description: You've honestly reflected your sins, and you truly regret what pain you have inflicted upon others. Therefore, the gods show at least a bit of mercy, but the torment of your deeds will haunt you for the rest of your days ...

- Advanced Restoration

Description: By pursuing your apprenticeship in Restoration, you've gained knowledge of advanced spells which you now augment while casting them with less effort.

- Benefactor's Insight

Description: You learned how to empower Restoration spells. Therefore, you are now able to overcharge their effects.

- Focused Mind

Description: You've learned to focus your mind. Thus, you can keep your concentration even in stressful situations and regenerate your magicka faster.

– Improved Healing

Description: You've gained more knowledge about restorative magics, allowing you to heal wounds more efficiently with your healing spells.

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[requires skill 0]

[requires skill 0]

[requires skill 25]

[requires skill 25]

[requires skill 50]

[requires skill 25]

Figure 6.5.: The School of Restoration involves both healing and protecting spells, as well as those that undo the undead.

Masterly Restoration (100)

> Superior Restoration (75)

Mysticism (75)

Improved Wards (75) Power of Life (50)

Sophisticated Restoration (50)

Essence of Life (75)

Focused

Respite (75)

Improved Healing (50) Mind (25) Advanced Restoration (25) Benefactor's Insight (25)

Fundamental Restoration (0)

Painful Regrets (0)

- Power of Life

[requires skill 50]

Description: Your studies of healing magic now grant you the power of making yourself almost invulnerable for a short duration once a day.

6.5. The School of Restoration

[requires skill 75]

[requires skill 75]

[requires skill 75]

[requires skill 75]

Sophisticated Restoration [requires skill 50]
 Description: By advancing further into the school of Restoration, you've gained some sophisticated spells and learned how to augment and cast spells of this rank more easily.

– Essence of Life

Description: Your understanding of healing and how magic and life are intertwined allows to call upon your newfound power more often.

- Improved Wards

Description: Your arcane wards now absorb magicka from incoming spells and have slightly improved efficiency.

– Mysticism

Description: You've learned the art of weaving mystical energies into your spells, making all of them more effective against the undead and Daedra.

- Respite

Description: In addition to curing wounds, your healing spells now reinvigorate the body itself, restoring the affected subject's stamina.

- Superior Restoration

[requires skill 75]

[requires skill 100]

Description: You've unlocked almost every secret in the school of Restoration and you've acquired some superior spells. You can now cast spells of this level easier and augment them to an almost otherworldly extent.

- Masterly Restoration

Description: Your knowledge of Restoration has become all-encompassing. Having developed a masterly spell by yourself, you can cast the most complex spells from this school with less effort while augmenting them beyond mortal limits.

6.5.2. Restoration Spells

Please note that all spells are listed with their base magnitude and duration. Taking the respective perks and advancing your skill in this school will dramatically enhance their power. Also this list of spells is not complete it only contains those spells you can learn by yourself or find for sale in common shops. More elusive spells are not included to avoid possible spoilers.

- Healing Aura (Rank I) [Fundamental Restoration, Base Magicka Cost: 175] Description: The caster becomes surrounded by healing energy that restores health slowly but steadily for a long time.
- Arcane Ward (Rank I) [Fundamental Restoration, Base Magicka Cost: 50]
 Description: The caster creates a protective shield that negates a moderate amount of physical damage and negates up to 20 points of spell damage.
- Sunfire [Advanced Restoration, Base Magicka Cost: 75] Description: The caster evokes a ball of searing sunlight that deals 50 points of sun damage to any undead.
- **Turn Undead (Rank I)** [Advanced Restoration, Base Magicka Cost: 84] Description: The caster causes Undead up to level 6 to flee for 30 seconds.
- Protection from Poison (Rank I) [Advanced Restoration, Base Magicka Cost: 150] Description: The caster's body becomes protected by positive energies that weaken the effects of poison by 20 percent for one hour.
- Dispel Soul Gems [Advanced Restoration, Base Magicka Cost: 150] Description: The caster sets free all souls currently captured in carried soul gems.
- Healing Hands (Rank I) [Advanced Restoration, Base Magicka Cost: 25] Description: Heals the target by 5 points per second, but not the undead, atronachs or constructs.
- Arcane Ward (Rank II) [Advanced Restoration, Base Magicka Cost: 70]
 Description: The caster creates a protective shield that negates a great amount of physical damage and negates up to 40 points of spell damage.
- Heal Self (Rank II) [Advanced Restoration, Base Magicka Cost: 100]
 Description: Heals the caster by 20 points. The spell does not affect undead, atronachs and automatons.
- Heal Self (Rank I) [Advanced Restoration, Base Magicka Cost: 40] Description: Heals the caster by 10 points per second.
- Protection from Poison (Rank II) [Advanced Restoration, Base Magicka Cost: 200] Description: The touched target's body becomes protected by positive energies that weaken the effects of poison by 20 percent for one hour.

6.5. The School of Restoration

- Healing Hands (Rank II) [Sophisticated Restoration, Base Magicka Cost: 80] Description: Heals the target by 30 points, but not undead, atronachs or machines.
- Healing Aura (Rank II) [Sophisticated Restoration, Base Magicka Cost: 200]
 Description: The touched target becomes surrounded by healing energy that restores health slowly but steadily for a long time.
- Dispel (Rank I) [Sophisticated Restoration, Base Magicka Cost: 480] Description: All magical effects and poisons are removed from the caster.
- Arcane Ward (Rank III) [Sophisticated Restoration, Base Magicka Cost: 100]
 Description: The caster creates a protective shield that negates a great amount of physical damage and negates up to 60 points of spell damage and has a chance to reflect a fraction of absorbed spells. Also renders the caster immune to most paralyzing effects.
- **Turn Undead (Rank II)** [Sophisticated Restoration, Base Magicka Cost: 168] Description: The caster causes Undead up to level 13 to flee for 30 seconds.
- Healing Ray [Sophisticated Restoration, Base Magicka Cost: 125] Description: The caster evokes a ray of healing energy, restoring 60 health to the target each second.
- Heal Self (Rank III) [Sophisticated Restoration, Base Magicka Cost: 150]
 Description: Heals the caster by 40 points. The spell does not affect undead, atronachs and automatons. Also cures almost all diseases the caster is suffering from.
- Sunburst [Sophisticated Restoration, Base Magicka Cost: 325] Description: The caster evokes a searing explosion of sunlight that deals 100 points of sun damage any hit undead.
- Repel Undead (Rank I) [Sophisticated Restoration, Base Magicka Cost: 115]
 Description: The caster causes Undead up to level 8 to flee for 30 seconds.
- **Turn Undead (Rank III)** [Superior Restoration, Base Magicka Cost: 266] Description: The caster causes Undead up to level 21 to flee for 30 seconds.
- Healing Aura (Rank III) [Superior Restoration, Base Magicka Cost: 400] Description: The caster becomes surrounded by powerful healing energy that restores health pas-

sively for a long time. The spell also renders the caster immune to almost all magical drain and absorb effects.

- **Repel Undead (Rank II)** [Superior Restoration, Base Magicka Cost: 353] Description: The caster causes Undead up to level 16 to flee for 30 seconds.
- Arcane Disjunction (Rank II) [Superior Restoration, Base Magicka Cost: 80]
 Description: The caster evokes a mystic energy that decreases the target's magic resistance by 15% for as long as the spell is channeled.
- Arcane Ward (Rank IV) [Superior Restoration, Base Magicka Cost: 150]
 Description: The caster creates a protective shield that negates a great amount of physical damage and negates up to 80 points of spell damage and always reflects a fraction of absorbed spells. It also renders the caster immune to most paralyzing and life-draining effects.
- Circle of Protection [Superior Restoration, Base Magicka Cost: 171] Description: Undead up to level 20 entering the circle will flee.
- Healing Aura (Rank IV) [Superior Restoration, Base Magicka Cost: 400] Description: The touched target becomes surrounded by powerful healing energy that restores health passively for a long time. The spell also renders the target immune to almost all magical drain and absorb effects.
- Healing Hands (Rank III) [Superior Restoration, Base Magicka Cost: 250]
 Description: Heals everyone close to the caster by 50 points. The spell does not affect undead, atronachs and automatons.
- Dispel (Rank II) [Masterly Restoration, Base Magicka Cost: 800] Description: The caster removes all magical effects and poisons from the target. However, wielding this energy also causes the caster to suffer the same. The spell also deals 35 points of damage to constructs powered by magic.
6.6. Alphabetical Index of Spells

6.6. Alphabetical **Index of Spells**

Absorb Health [Sophisticated Alteration] Absorb Magicka [Superior Alteration] Absorb Stamina [Sophisticated Alteration] [Fundamental Alteration] Absorbing Grasp Animate Lockpick [Advanced Alteration] Arcane Disjunction (Rank II) [Superior *Restoration*] [Advanced Illusion] Arcane Resonance Arcane Volley [Masterly Destruction] Arcane Ward (Rank I) [Fundamental Restoration] [Advanced Restoration] Arcane Ward (Rank II) Arcane Ward (Rank III) [Sophisticated *Restoration*] Arcane Ward (Rank IV) [Superior Restoration] Banish Daedra (Rank I) [Sophisticated Conjuration] Banish Daedra (Rank II) [Superior Conjuration] Blackout [Superior Illusion] [Advanced Illusion] Blur Bound Axe [Advanced Conjuration] Bound Bow [Superior Conjuration] Bound Sword [Fundamental Conjuration] Candlelight [Fundamental Alteration] [Fundamental Illusion] Charming Touch Circle of Protection [Superior Restoration] Clairvoyance [Fundamental Illusion] Command Daedra [Superior Conjuration] Conjure Flame Atronach [Sophisticated Conjuration] Conjure Frost Atronach [Superior Conjuration]

Conjure Storm Atronach Darkvision Detect Death Detect Life Dispel (Rank I) Dispel (Rank II) Dispel Soul Gems Enraging Orb Enraging Rune Featherfalling Fireball Firebolt Firecloak. Firenova Firerune (Rank I) Firesparks Firewall Fog of Shadows Frightening Orb Frightening Sphere Heal Self (Rank I) Heal Self (Rank II) Heal Self (Rank III) Healing Aura (Rank II)[Sophisticated Restoration] *Restoration*]

[Superior Conjuration] [Fundamental Illusion] [Superior Alteration] [Sophisticated Alteration] [Sophisticated Restoration] [Masterly Restoration] [Advanced Restoration] [Advanced Illusion] [Sophisticated Illusion] [Advanced Alteration] [Sophisticated Destruction] [Advanced Destruction] [Sophisticated Destruction] [Superior Destruction] [Advanced Destruction] [Fundamental Destruction] [Superior Destruction] [Superior Illusion] [Fundamental Illusion] [Sophisticated Illusion] [Advanced Restoration] [Advanced Restoration] [Sophisticated Restoration] Healing Aura (Rank I) [Fundamental Restoration]

Healing Aura (Rank III) Healing Aura (Rank IV) Healing Hands (Rank I) Healing Hands (Rank II)

[Sophisticated Healing Hands (Rank III) [Superior Restoration] [Sophisticated Restoration] [Sophisticated Illusion]

[Advanced Illusion]

[Superior Restoration]

[Superior Restoration]

[Advanced Restoration]

Healing Ray Hibernation Spray Hibernation Touch

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6. Magic

Icecloak	[Sophisticated Destruction]	Conjuration]	
Icenova	[Sophisticated Destruction]	Necromantic Empowerm	ent (Rank II) [Sophisti-
Icerune (Rank I)	[Advanced Destruction]	cated Conjuration]	
Icesphere	[Sophisticated Destruction]	Nightmare	[Sophisticated Illusion]
Icewall	[Superior Destruction]	Paralyze (Rank I)	[Superior Alteration]
Icewind	[Fundamental Destruction]	Phantasmal Killer	[Superior Illusion]
Icy Lance	[Superior Destruction]	Phantasmal Miasma	[Masterly Illusion]
Icy Shard	[Advanced Destruction]	Phantasmal Pain	[Sophisticated Illusion]
Incinerate	[Superior Destruction]	Polymorph	[Superior Alteration]
Invisibility	[Advanced Illusion]	Protection from Poison (Rank I) [Advanced
Invisibility Sphere	[Superior Illusion]	Restoration]	
Lightning Bolt	[Advanced Destruction]	Protection from Poison (!	Rank II) [Advanced
Lightning Cloak	[Sophisticated Destruction]	Restoration]	
Lightning Jolt	[Advanced Destruction]	Raise Dead (Rank I) [9	Fundamental Conjuration]
Lightning Ray	[Superior Destruction]	Raise Dead (Rank II)	[Advanced Conjuration]
Lightning Rune (Rank	I) [Advanced Destruction]	Raise Dead (Rank III) [Sophisticated Conjuration]
Lightning Shackles	[Sophisticated Destruction]	Raise Dead (Rank IV)	[Superior Conjuration]
Lightning Sparks	[Fundamental Destruction]	Repel Undead (Rank I)[.	[Sophisticated Restoration]
Lightning Strike	[Superior Destruction]	Repel Undead (Rank II)	[Superior Restoration]
Lightning Wall	[Superior Destruction]	Rune of Dampening	[Advanced Illusion]
Lionheart	[Fundamental Illusion]	Shadow Sanctuary	[Masterly Illusion]
Mage Armor (Rank I)	[Fundamental Alteration]	Shadow Shield	[Sophisticated Illusion]
Mage Armor (Rank II) [Advanced Alteration]	Shadow Simulacrum	[Superior Illusion]
Mage Armor (Rank II	I) [Sophisticated Alteration]	Shadow Stride	[Sophisticated Illusion]
Mage Armor (Rank II			[Advanced Conjuration]
Mage Shield (Rank I)	[Sophisticated Alteration]	Spectral Arrow [Sophisticated Conjuration]
Mage Shield (Rank II)			Sophisticated Destruction]
Mage Shield (Rank II.			
Magelight	[Advanced Alteration]		
Mind Maelstrom	[Masterly Illusion]		Sophisticated Conjuration]
Mistress of the Dark	[Masterly Illusion]		[Advanced Conjuration]
Muffle			ab[Advanced Conjuration]
Muffling Sphere			at [Superior Conjuration]
	rment (Rank I) [Advanced		
L			

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6.6. Alphabetical Index of Spells

Summon Ghostly Troll [Sophisticated Conjuration] Summon Ghostly Wolf [Fundamental Conjuration] Summon Ghostly Wraith [Superior Conjuration] Summon Skeletal Archer [Advanced Conjuration] Summon Skeletal Soldier [Fundamental Conjuration]

Summon Skeletal Warlock [Advanced Conjuration] Summon Swarm (Rank I) [Fundamental Conjuration]

Summon Swarm (Rank II) [Advanced Conjuration] [Sophisticated Restoration] Sunburst [Advanced Restoration] Sunfire Telekinetic Disarray [Superior Alteration] Telekinetic Hand [Sophisticated Alteration] Telekinetic Nova [Superior Alteration] [Sophisticated Conjuration] Teleport (Rank I) Teleport Vitals [Superior Conjuration] Transmute: Muscles (Rank I) [Advanced Alteration] Transmute: Muscles (Rank II) [Sophisticated Alteration] Transmute: Water [Sophisticated Alteration] Turn Undead (Rank I) [Advanced Restoration] Turn Undead (Rank II)[Sophisticated Restoration] Turn Undead (Rank III) [Superior Restoration] Veil of Shadows [Masterly Illusion] Veil of Silence [Superior Illusion] Venomous Blast [Superior Destruction]

Venomous Spray [Sophisticated Destruction]



Crafting

7. Crafting

7. Crafting

Crafting in Requiem has some important differences to Vanilla Skyrim. The most important change is likely that you need to either have the basic perk or have a racial affinity to the profession before you can craft anything. Besides this, the most radical changes have been made in the smithing section. For each material you want to master, you first need to find an almanac about the techniques required for working with the given material. The almanacs for the common materials can be bought from many merchants in Skyrim, but some of the rare almanacs can only be found at very few locations. Another important change is the tempering system, which is explained in more detail in section 7.1.

7.1. Tempering your gear

Since Requiem has a significantly increased weapon damage, the Vanilla tempering system is of no real use, the bonus damage you can acquire is barely noticeable compared to the base damage. To change this and make tempering useful again, Requiem vastly improves the power tempering. Each of the original 6 tempering tiers is now a full quality range, i.e. two "well-made" iron swords can have different damage values. In Table 7.1 you can find an overview of the available tempering tiers.

Tier name	Item Health Range	Damage/Armor Rating Bonus
Well-Made	100% - 210%	0 - 11
High-Grade	220% - 330%	12 - 23
First-Rate	340% - 450%	24 - 35
Exquisite	460% - 570%	36 - 47
Mater Work	580% - 690%	48 - 59
Legendary	700%	60

- Table 7.1.: The tempering tiers in Requiem. Please note that Skyrim always tempers in 10% item healthsteps. Cuirass will obtain twice the listed armor rating bonus. The "Legendary" tier has noupper limit.
 - In Requiem, the item you want to temper is of supreme importance for the final result:
 - Twohanded weapons get the full tempering bonus you can achieve, onehanded weapons half if it and daggers only quarter.

^{*}This behavior is necessary to compensate the fact that tempering adds absolute, not relative damage bonuses.

7.1. Tempering your gear

- Armor items all obtain the same armor bonus, namely half of the full one.
- The material also has an impact on the reachable quality, in general high quality materials can be tempered further.

As a consequence it will happen that you can temper a battleaxe to "High-Grade" with 20 extra damage, but your dagger will only be "Well-Made" with 5 points more damage. Please note that only the first three tempering tiers are within reach of a normal smith. If your skills surpass even those of Eorlund Graymane, you might be able to reach the "Exquisite" rank when working on twohanded weapons from very rare materials.



Game Mechanics

8. Game Mechanics

8. Game Mechanics

This part of the manual contains more in-depth information about the game-mechanics used by Requiem. Reading this section might help you get a deeper understanding of Requiem, but it is not mandatory to play the mod.

8.1. Resistance versus illusion spells

Whenever an offensive illusion spell is cast, the game calculates a "break-free chance" for the victim. This chance is afterwards compared to the result of a random number generator (imagine it as a dice throw). If the generated number is smaller than the chance, the target immediately resists the spell, otherwise it is affected. If the target is initially affected by the spell, the chance is evaluated once again every two seconds. If the target again does not break free from the spell, the effect continues until it is finally resisted or its natural duration expires.

The calculation of the break-free chance is a comparison between the caster's spellpower, determined by her illusion skill, and the willpower of the target, determined by level, magicka pool, illusion skill and magic resistance; the precise relation is given by:

$$\begin{array}{l} \text{Break Free}\\ \text{Chance in \%} &= \frac{1}{1+0.5\mathscr{F}} \times \left[0.01 \sqrt{\left|\mathscr{R}_{T}\right|} \cdot \mathscr{R}_{T} + \frac{30\mathscr{L}_{T}^{1.5} + 2\mathscr{M}_{T}^{1.5} + 20\mathscr{S}_{T}^{1.5}}{\sqrt{1+\mathscr{P}_{C}} \times (\mathscr{S}_{C} + \mathcal{O})^{1.5}} \right] \\ X_{T} &= a \text{ variable from the target} \qquad X_{C} &= a \text{ variable from the caster} \end{array}$$
(8.1)

Ľ	= the character level	M	= base magicka
S	= illusion skill	${\mathscr R}$	= magical resistance
F	= is under Fog of Shadows effect?	Ø	= spell specific value
P	= number of illusion perks up to cas	sted s	nell's tier the character h

The spellspecific value O is 1 for fundamental spells, 5 for advanced spells, 10 for sophisticated spells, 15 for superior spells and 20 for master spells. The resistance value resulting from evaluating Equation 8.1 is then compared to the "dice", which is an arbitrary real number between 0 and 100. All main perks ("Fundamental Illusion" etc) and the spell mastery perk that allows empowering the casted spell contribute

^{*}The chance is computed only once, each consequent evaluation only throws the dice again. Therefore, a chance in the actor values contributing to the resistance after the spell was cast will not be taken into account.

8.2. The derived attributes system

to the perk factor \mathcal{P} .

Since this formula might not be very enlightening to people who do not deal with mathematics every day, there is also Figure 8.1, which illustrates the practical effect of the above formula for a few enemies and appropriate spell tiers.

Figure 8.1.: The dependence of the break free chance for chosen enemies against illusion spells to illustrate Equation 8.1. The detailed stats of the shown enemies can be taken from the following table:



8.2. The derived attributes system

Note: At present this feature is player-exclusive, because most actors have significantly higher attributes than the player. This is necessary to offset their lack of perks and skill that many still inherit from Vanilla Skyrim. We intend to revamp more actors like the guards and bandits in Requiem 1.8 in future versions and then port this system to NPCs too.

8. Game Mechanics

Since Skyrim has abandoned all the attributes like strength and intelligence that defined your character in previous Elder Scroll titles, we decided to bring them back in an immersive way. Instead of faking those old attributes, we decided to directly derive the bonuses they granted, like disease resistance, melee damage etc, from the three new attributes health, stamina and magicka. To calculate the bonuses granted, your "base actor value" is used, that means the natural value of your health, stamina or magicka, without considering damage taken, fortify effects and similar stuff. Only your racial base value and points you invested on leveling up count.

Figure 8.2.: The progression curves for your derived attributes, illustrating Equation 8.2. The parameters for each derived stat are shown in the following table. All bonuses are in %, except the "unarmed damage" and the carry weight, these are absolute values.

attribute	а	c	$\omega_{\mathcal{H}}$	$\omega_{\mathcal{M}}$	ω_{S}	attribute	а	с	$\omega_{\mathcal{H}}$	$\omega_{\mathcal{M}}$	ω_{S}
magic resistance	1	150	0.0	1.0	0.0	magicka regeneration	8	100	0.0	1.0	0.0
disease resistance	4	100	0.4	0.0	0.6	poison resistance	4	140	0.6	0.0	0.4
stamina regeneration	8	100	0.0	0.0	1.0	unarmed damage	3	125	1.0	0.0	0.0
movement speed	0.75	125	0.2	0.0	0.8	carry weight	4	110	0.8	0.0	0.2
one-handed damage	4	150	0.5	0.0	0.5	two-handed damage	4	150	0.8	0.0	0.2
bow/dagger/unarmed damage	4	150	0.2	0.0	0.8						
120		- /	1111	1111	1						



All derived attributes have a square-root scaling with their corresponding value, this means you will gain major bonuses in the value range that is accessible to most (dedicated) characters and with increasing

values the gained bonuses per attribute point are reduced. In addition to the scaling, a threshold is used which you will have to surpass before benefiting from the derived attribute. In general, the bonuses are derived from the relation shown in Equation 8.2. Figure 8.2 illustrates the resulting bonuses as a function of the weighted attributes and lists the attribute-specific parameters.

 $\begin{array}{l} \text{attribute} \\ \text{bonus} \end{array} = \left\{ \begin{array}{l} a\sqrt{\omega_{\mathscr{H}}\mathcal{H} + \omega_{\mathscr{M}}\mathcal{M} + \omega_{\mathscr{S}}\mathcal{S} - c} & \omega_{\mathscr{H}}\mathcal{H} + \omega_{\mathscr{M}}\mathcal{M} + \omega_{\mathscr{S}}\mathcal{S} \ge c \\ 0 & \text{else} \end{array} \right. \tag{8.2}$

all values are specific to the corresponding attribute

a = scaling prefactorHIMIS = base health/magicka/stamina

c = the threshold value $\omega_{\mathcal{HIMIS}} =$ weighting factor for health/magicka/stamina

You can check your current bonuses by visiting the page "Derived Attributes" from the "Requiem - Skills Menu" in the mod configuration menu.

8.3. Thu'um mastery

In Requiem, you will actually have to learn the usage of the Thu'um to use it efficiently. At the beginning of the game, shouting will be a very exhausting task, requiring long pauses between consecutive shouts (50% longer cooldowns than in Vanilla). In time you will gain more and more understanding of the Thu'um by learning new words of the draconic language and honing your rhetoric skills by using the Thu'um.

The passive bonuses granted are similar to those granted by the derived attributes system discussed in the preceding section: The bonuses for shout recovery time have a square root scaling and a threshold which you must bypass before benefiting from the bonuses. The detailed scaling rules are:

$$\omega_{known} = \begin{cases} 2}{3} \left[\omega_{known} + \omega_{mastered} + \tau_{usage} \right]$$

$$\omega_{known} = \begin{cases} 2\sqrt{W_{known} - 5} & W_{known} \ge 5 \\ 0 & else \end{cases}$$
(8.3)

 $\mathcal{W}_{known} = number of thu'um words you know$

 $\omega_{mastered} = 5\sqrt{\mathcal{W}_{mastered}}$

 $\mathcal{W}_{mastered} = number of thu'um words you have mastered$

$$\tau_{usage} = \begin{cases} 0.5\sqrt{\mathcal{N}_{shouts} - 50} & \mathcal{N}_{shouts} \ge 50 \\ 0 & else \end{cases}$$

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 $\mathcal{N}_{shouts} = how often you have already used your thu'um$

The cooldown reduction described above is relative to the new cooldown times, not the vanilla ones.

8.4. The mass effect - how the weight of your equipment changes everything

The weight of your currently equipped gear has a significant impact on many things you do. It affects mobility, spellcasting and combat effectiveness. Each character has a dynamic "mass" \mathcal{M} which is composed of your racial base mass \mathcal{M}_0 and the weight of your worn equipment. Furthermore, there are also magic effects that can affect your mass.

$$\mathcal{M} = \mathcal{M}_{0} + \frac{1}{100} \left[\sum_{armor}^{equipped} w_{armor} + \sum_{weapons}^{equipped} w_{weapon} + \sum_{effects}^{magic} m_{effect} \right]$$
(8.4)

w denotes the base weight (i.e without the 20% weight reduction for currently equipped armor pieces) of the armor or weapon and the sums go over all pieces of equipment you have currently equipped, with the exception of arrows and bolts. m is the magnitude of a magic effect. A high mass in itself is a good thing because it governs how likely a character will be knocked down and how effective she can perform knockdown attacks herself. A detailed description of the mechanics behind knockdown attacks can be found in section 8.6.

However, a high mass also comes with the price of faster exhaustion. In addition to the mass \mathcal{M} , Requiem also knows a penalty mass \mathcal{P} which measures the burden of the worn equipment. The penalty mass \mathcal{P} is computed using

$$\mathcal{P} = \frac{1}{100} \left[\sum_{armor}^{equipped} \alpha_{armor} w_{armor} + \sum_{weapons}^{equipped} \alpha_{weapon} w_{weapon} + \sum_{effects}^{magic} m_{effect} \right]$$
(8.5)

where α are perk-determined conversion ratios between the raw equipment weight and the burden it causes. At the beginning α is 100% for all kinds of items, but they can be lowered with the perks listed in Table 8.1. Note that mass-changing magic effects do not affect the penalty mass and vice versa, unless explicitly stated in the effect's description.

The penalty mass factor is then used to determine several other statistics.

- stamina costs for normal attacks are scaled linearly with your penalty mass (see details in section 8.5)

8.4. The mass effect - how the weight of your equipment changes everything

Heavy Arm	or	Evasion			
Perk	Reduction	Perk	Reduction		
Conditioning	5%	Agility 509			
Relentless Onslaught	15%	Windrunner 25%			
Combat Training	15%				
Fortitude	20%	Archery			
Power of the Combatant	10%	Perk	Reduction		
Juggernaught	10%	Overdraw 50%			
	A DEC GARGE	Marksman's Focus	25%		

One-Handed

Two-Handed

Perk	Reduction	Perk	Reduction
Weapon Mastery	50%	Great Weapon Mastery	50%
Powerful Charge	25%	Devastating Charge	25%

- Table 8.1.: Perks and their effect on the penalty mass conversion ratios α. Note that Evasion affects light armor and clothes. Archery perks affect bows and crossbows alike and One-handed perks also count for magic staves.
 - without heavy armor training, power attack stamina costs are also scaled linearly by the penalty mass
 - falling damage you receive now scales linearly with the penalty mass
 - your movement noises generated while sneaking are also linearly amplified by your penalty mass (see formula in Table 8.2)
 - finally it also affects your movement speed and your spellcasting costs (see formulas in Table 8.2)

If not stated explicitly otherwise in Table 8.2, the listed values are simply multiplied by $1 + \mathcal{P}$.

The impact of wearing armor, especially heavy ones, for casting spells is illustrated in Figure 8.3. The light (or heavy) armor curves apply as soon as you wear at least one part of light (or heavy) armor. It does not matter if it is a full plate armor or just a pair of gloves, but the weight difference will actually make them behave differently. The perk Battle Mage, which is required to cast masterly spells in heavy armor with reduced penalties, also grants a general reduction on all casting costs in heavy armor.

8. Game Mechanics



Weight of your worn armor and weapons

Figure 8.3.: The impact of your worn armor and weaponry on spellcasting.

8.5. Stamina costs for normal attacks

In contrast to Vanilla Skyrim, stamina is now an important attribute that determines the rise and fall of any warrior. Running, sprinting, jumping, blocking and attacking, all these actions now cost stamina. And without stamina you are exhausted and become a simple target for most enemies since you can no longer block effectively and your attacks are also less dangerous. But the same also applies to your foes... The stamina costs for attacks apply a constant drain that is active until the character finishes the weapon

movement speed $= \mathcal{P} \cdot 50$	(8.6)	casting circumstances	β value in 8.7
reduction in %	(0.0)	only clothes worn	1.0
$\mathcal{B} \cdot \mathcal{M}^{\beta} m \geq 1$	(8.7)	light armor without perk	2.0
spellcasting cost = $\begin{cases} 98 \cdot 30^{\circ} & m \ge 1\\ 1 & else \end{cases}$		light armor with perk	1.0
C		heavy armor without perk	5.0
β = see table on the right		heavy armor with perk	2.0
$\mathscr{B} = base \ cost \ for \ spell$	1 -1		

Table 8.2.: Spellcasting and movement penalties caused by the weight of your equipment.

swing or fires the arrow after drawing his bow. The precise formula for the drain is given in Equation 8.8.

$$\begin{array}{l} \text{stamina drain} \\ \text{per second} \end{array} = \left(4.0 - \frac{3\mathfrak{D}\mathfrak{S}\mathfrak{R}}{100}\right) \cdot \left(1 - \frac{\mathscr{C}}{2}\right) \cdot (1 + \mathscr{P}) \tag{8.8}$$

$$\mathcal{P} = \text{penalty mass of the character } \mathscr{S} = \text{character's skill with the used weapon} \\ \mathscr{C} = \text{used weapon is a crossbow? } \mathscr{B} = \text{character has base perk for weapon?} \\ \mathfrak{D} = \text{character is not dual-wielding or has the Flurry perk?} \end{array}$$

As it can be seen from the above formula, your prowess with the used weapon has a major impact on how tiring the swings of your weapon are, as a grandmaster of your weapon the stamina drain is reduced to one quarter. Furthermore, it can also be seen that special conditions apply for dual-wielding and the use of crossbows. If you dual-wield, you need to have the Flurry perk to get the bonus from your one-handed skill applied and if you use a crossbow the final stamina cost is reduced by a cumulative 75% since the crossbow only requires you to aim.

8.6. Knockdown attacks

The chance to knock down an opponent, or being knocked down yourself primarily depends on your mass (see section 8.4). If an actor tries to knock down another one, either with his natural attacks (bears and sabrecats for example can knock you down with their power attacks) or with special attacks like Bull Rushing or Overpowering Shield Bashes, the chance for success is given by:

Note that charging into your enemy is more effective than shield bashing (double the chance), however, it comes at a greater risk: If you fail, you must pass a knockdown check yourself... If you charge on a horse, to perform a trample attack, the mass of the horse will be added to yours for the knockdown calculation. The acrobatics perk counts as active, if you wear no heavy armor. Table 8.3 lists the masses of some creatures that commonly perform knock down attacks as a practical example.

^{*}Changes to the reloading mechanism are unfortunately not possible to our knowledge. We inspected the published manual reload mods that showed up in the Nexus, but it turned out that their approach only works as long as you don't modify the reload speed of the crossbow.

8. Game Mechanics

animal	mass	creature	mass
bears	3.5-3.75	frostbite spiders	2.0
sabre cats	3.5	werewolves	2.0
mammoth	20.0	trolls	3.5

Table 8.3.: Masses of some creatures that can perform knockdown attacks.

8.7. Ranged Combat - The Details about Range Scaling and Armor Piercing

Your effective combat range when using bows and crossbows heavily depends on your archery skill. When you start out your marksman career, you will only be able to deal significant damage at short ranges, a few man's lengths at most. Beyond this range, your damage will gradually decrease and you can no longer score any sneak attacks. With increasing archery skill you will be able to hit the mark also at longer distances. The details of this range scaling are shown in Table 8.5.

Source	Armor Reduction	Ammunition Material	Armor Reduction
Light Crossbow	10%	Dwemer, Orcish, Elven	15%
Normal Crossbow	20%	Glass	25%
Enhanced Crossbow	30%	Ebony	35%
Gruesome Shot (Rank I)	15%	Dragonbone	45%
Gruesome Shot (Rank II)	40%	Daedric	55%

Table 8.4.: Armor piercing effects for ranged combat. Please note that all bonuses are multiplicative, notadditive. For example operating a Crossbow with dwemer bolts and having the Gruesome Shotperk gives you 42% armor penetration.

Another important element of ranged combat is armor penetration. To deal with certain types of foes, e.g. solders in plate armor, you will need more than an ordinary bow to deal with their defenses. Crossbow bolts have natural armor piercing, from which you benefit as soon as you have the Basic Ranged Combat Training perk. Furthermore you can hone your targeting skills by acquiring the Gruesome Shot perks, which allow to aim for weak spots in the enemy defenses. Finally, you can also use high-quality ammunition to improve your capability of penetrating armors. A summary of these effects is shown in Table 8.4. Some

^{*}One "man's length" is equal to 128 Skyrim internal units.

8.7. Ranged Combat - The Details about Range Scaling and Armor Piercing

archery	Distance to target in man's lengths										
skill	<10	<14	<18	<22	<26	<30	<34	<38	<42	<46	>46
0-9	100%	80%	64%	51%	41%	33%	26%	21%	17%	13%	11%
10-19	100%	100%	80%	64%	51%	41%	33%	26%	21%	17%	13%
20-29	100%	100%	100%	80%	64%	51%	41%	33%	26%	21%	17%
30-39	100%	100%	100%	100%	80%	64%	51%	41%	33%	26%	21%
40-49	100%	100%	100%	100%	100%	80%	64%	51%	41%	33%	26%
50-59	100%	100%	100%	100%	100%	100%	80%	64%	51%	41%	33%
60-69	100%	100%	100%	100%	100%	100%	100%	80%	64%	51%	41%
70-79	100%	100%	100%	100%	100%	100%	100%	100%	80%	64%	51%
80-89	100%	100%	100%	100%	100%	100%	100%	100%	100%	80%	64%
90-99	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	80%
100	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%

Table 8.5.: Range combat scaling, archery damage as a function of skill and distance. You can only scorea sneak critical attack within the range where you do full damage. Please note that this onlyapplies to the player, due to technical constraints. NPCs have a projectile spread to compensate.

enemies, like e.g. Draugr, simply lack vulnerable body parts where you could deal harm by piercing them. For these enemies you will need to use special ammunition, like silver-coated projectiles or even enchanted ones, which release the fury of the elements upon impact.



Part III Hall of Heroes



A. Credits

The "Requiem Dungeon Masters" are:

- Ogerboss developer & project lead (Jan 2013 present)
- heckur betatester (October 2013 present)
- Axonis developer (November 2014 present)
- thetrader developer (August 2015 present)
- ludovician writer (January 2016 present)
- StriderCal writer (January 2016 present)
- MaGlas 3D modeller (February 2016 present)

And we remember our fallen brethren, who fought for the cause in the past:

- Xarrian Project Founder and Developer (23 Jun 2012 15 May 2013)
- Vallen128 artworker (March 2015 July 2015)
- Dead Pacman betatester (May 2014 June 2015)
- Kazekage1 betatester (June 2014 June 2015)
- alexels betatester (October 2013 November 2013)

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

- All those who participated in testing and improving this mod: You guys don't know how much your suggestions and testing helps us improving this mod! Without you, this would not be possible!
- azirok and those who took over after his departure for supplying our community with unofficial patches for other popular mods
- heckur and alexels for their intensive testing of the 1.7.2 version and proofreading the manual

- Metaseverity, Vallen128 and Lazuri for their fantastic Requiem artwork and their kind permission to use it
- InsaneOhflex and Brodual (Youtube.com) for spotlighting the mod in their videos
- defacto-man for providing the installation videos for the 1.8 version
- Ka3m0n for adding Requiem to the G.E.M.S. list (http://skyrimgems.com/)
- the Nexus Team and DarkOne for providing such a nice platform to share and discuss mods so freely
- the guys who host and maintain the Unofficial Elder Scrolls Wiki (http://www.ueop.net/), it really helps a lot
- Bethesda for making such a great, moddable game
- Chuck Norris for not roundhouse-kicking us!

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- My dear friends who helped me a lot by testing, reporting bugs and wise counselling! David, Florian: You're awesome!

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- the SkyUI team for their easy-to-use MCM API, it really saves a lot of work
- the SkyProc developers for creating such a powerful tool

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– florence666 [07.08.2012]

– FleischHals	[06.10.2012]
– chaosegg	[24.10.2012]
– shemalerevenge	[13.12.2012]
— Abraxas77	[26.12.2012]
— yakyakyak	[26.12.2012]
– Terwero	[11.03.2013]
– Kazekage1	[11.04.2013]
– B3nzel	[03.09.2014]

All other detonators donators we unfortunately could not link to any accounts; if you want to be listed here, just send us a message!

Finally but not least, we want to thank all those noble souls from the Skyrim Nexus who allowed us to use their creations in our mod. Visit their linked profiles and check out their other awesome work!

- 3rd Person Dual Wield Animation Fix^{MDD} by imeltfaces¹¹
- Aetherium Armor and Weapons Compilation¹¹¹¹ by lautasantenni
- aMidianBorn Book of Silence¹¹¹¹ by the AMB team
- Book Covers Skyrim (Requiem Patch)¹¹¹⁶ by DanielCoffey¹
- Brawl Bugs Patch Plugins Modder Resource^{Mac} by jonwd7"
- Crossbows^{M17} by scot¹⁶
- Crossbows Basic Collection^{M18} by DJjojo"
- D13 Faster GET UP STAND UP animation vanilla friendly^{M19} by Darkangel13¹⁶
- Dragon Knight Armor^{W20} by hothtrooper44
- Faction Crossbows^{M21} by nsk13^{ww}

*My spell-checker forced me to do this!

- Font Improvements (umlauts, parantheses and accents)^{M22} by myzticrice⁴¹¹
- Golden Elven Armour and Weapons^{M23} by starz82^{""2}
- Heavy Armory New Weapons^{MDd} by PrivateEye^{mb}
- Horse Armors for Skyrim^{M26} by mystikhybrid¹¹⁴
- Immersive Armors¹¹²⁶ by hothtrooper44th
- Insanitys Dragonbane¹¹²⁷ by InsanitySorrow¹¹⁵
- Insanitys Red Eagles Bane^{M28} by InsanitySorrow⁹¹⁵
- Less Ruined Books^{M20} by Ichibu^{ma}
- Lockpicking interface retex⁴³⁰ by quazaque⁴
- Lockpick Inventory Remodel¹¹³¹ by born2bkilled
- Lore Friendly Armor Pack ¹⁰¹ by rahman530⁴
- Low-Tier Wooden Crossbow^{MAA} by jokerine"
- No bethesda Intro^{M84} by agonbar²²¹
- Nordic Adventurer's Armor^{M36} by Natterforme
- Requiem Artwork^{M36} by Vallen128^{10,1}, Lazuri^{11,1} and Metaseverity¹
- Robed Steel Plate Armor^{M37} by Madcat221⁹²⁶
- Skyhighrim Craftable Drugs Alcohol^{Mas} by Ichibu^{ma}
- Skyrim Knights^{M39} by hideouscircus²²⁷
- Smaller Ice Spike and Ice Spear^{M40} by odin_ml²²⁸
- Smaller Kingthings Petrock fonts¹¹¹¹ by Eckhart¹²⁵
- SPOA Silver Knight Armor¹¹⁴² by dopalacz^{***}
- Steel and Iron Bolt / Quiver Retextures^{M45} by Chenoa¹¹¹

- Stormlord Armor^{M44} by gechbal⁴⁴
- Teh-Husky Mod Compilation by THusky
- True Yield^{M46} by sushisquid¹³⁴
- Unofficial Skyrim Patch^{MU0} by Unofficial Patch Project Team
- Weapons of the Third Era⁴⁴⁷ by 747823⁴⁴⁵

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[M2]	Skyrim Script Extender (SKSE) by SKSE Team						
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[M3]	SkyUI by SkyUI Team						
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[M8]	Skyrim Scaling Stopper by David Brasher						
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[M9]	Skyrim Unleashed by Laast ¹⁰⁰						
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[M10]	Unofficial Skyrim Patch by Unofficial Patch Project Team						
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[M11]	Even Better Quest Objectives by WilliamImm ¹⁰⁰ and whickus ¹⁰¹						
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[M12]	3rd Person Dual Wield Animation Fix by imeltfaces						
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