

# Non-Gameplay Altering Mods

## -Animations-

360 Walk and Run Plus by yukl

Dual Wield Blocking by Daljo

Female Facial Animation by nao4288

Mystic Knight by yukl

Natural Jump by yukl

Pseudo parry animation by topeira and Krish698

Running with Bow by xp32

Zweihander by yukl

**Note: Remember to run FNIS before starting the game whenever you change animations.**

## -Mesh Fixes-

Banded Iron with Sleeves by Franklin Zunge

Better-Shaped Weapons by LeanWolf and masterofshadows

Stormcloaks with Sleeves by frank zunge

Dude wheres my pants - Leather Armor by Nivea

Iron Armor with sleeves and chainmail by defunkt

Open Face Guard Helmets by axonis

Perfect Legionnaire - Imperial Armor Reforged by Ali Bengali

Point The Way by Arthmoor

Practical Female Armors by JZBai

Remove Underwater Grass and other stuff too - A Performance Mod by Cauug

Studded Chainmail by Franklin Zunge

Silly Weapons Replacer by Myself

Steel Armor with Sleeves by Franklin Zunge

Warm Forsworn Armor by Myself

Warm Fur Armor by Myself

Warm Hide Armor by Myself

**Note: Many of these mods have ESPs. You probably don't want that, so extract the meshes and textures and rename the files accordingly to create replacers. The mods made by "Myself" are mostly replacers I created using various meshes made by other people and I haven't asked for permission to share them.**

## -Water-

Realistic Water Two by isoku

## -Weather-

Enhanced Dynamic Weather System by Zappoo

Longer Weather Transitions by Matthew\_Kaine

Real Shelter by ThreeTen

**Read the patching instructions and follow them properly.**

Splash of Rain by isoku

**You'll likely want to increase the effect through MCM.**

Supreme Storms by MannyGT

-Environment-

Footprints by jonwd7

Hold Border Banners by Thicketford

No Snow Under the Roof by Prometheus

Realistic Boat Bobbing by Gandaganza

Signs of Skyrim by Autan Waspeez

Skyrim Winter Overhaul by AceeQ

-Interior Lighting-

Enhanced Lights and FX by anamorfus

**Install the enhancer as well when asked. Do not install the exteriors module.**

-Exterior Lighting-

Pure Weather by Laast

-Textures-

aMidianBorn Book of Silence by CaBaL- EmeraldReign-the AMB team

Bethesda Performance Textures - Animals and Creatures by Gamwich

Bethesda Performance Textures - Armor - Clothes - Weapons by Gamwich

Brows by Hvergelmir

Coverkhajiits by mrLenski

Enhanced Blood Textures by dDefinder

Freckle Mania by tetrodoxin

Hale - Horse Retexture by Halendia

Skyrim Performance PLUS by VirusType2 aka Vergis

Smile in HD by zzjay

Univision Eyes by DD AKT

-Hair-

Merida Hair with Physics by Yoo and Sayka83

-Males-

Better Males by Chris57 and FavoredSoul

Brutish Argonian Male by VectorPlexus and lxlhunter

**Not on the Nexus but easily found through googling.**

-Females-

Caliente's Beautiful Bodies Edition by Caliente

Mature Skin Texture by Maevan2

-NPCs-

Bijin Warmaidens by rxkx22

Seranaholic by rxkx22

**The 1.0 version looks better than the newer ones in my opinion.**

## -Immersion-

AI Overhaul by SpiderAkiraC

Burn Freeze Shock Effects by pauderek

Equipping Overhaul by DragonDude1029

Equipping Overhaul's "Geared Up" feature currently causes movement speed to decrease when used with Requiem. Until this issue has been fixed, you can offset it by increasing movement speed proportionally through console.

Get Drunk by Jeremy Burkhart

Guard Dialogue Overhaul by Eckss

Requiem - Guard Dialogue Overhaul Patch by spikyfishy

Immersive Beds by vivanto

Immersive Spells and Light by Quando

Must be disabled then enabled again through MCM to take effect. I recommend reducing the radius on spells, as well as disabling the weapons and torch modules.

No Enchantment Glow by Kyim

No More Glowing Edges by Ftreach

Player Headtracking by Maegfaer

Reduced Distance NPC Greetings by Cipscis

Wet Eyes by vwr

## -Convenience-

Auto Unequip Ammo by Alek

AutoSave Manager by vivanto

Even Better Quest Objectives by whickus with fixes and expansions by William Imm

Item Sorting by saige

Lockpick Pro by Kenney

Unread Books Glow by duggelz

## --Audio--

Audio Overhaul for Skyrim 2 by David Jegutidse

Dragon Real Shout by blacksupernova

No pause between lines by FuzzySockSucker

Get the "Less pause between lines" version.

Quiet Zombies by Byzod

## -Camera-

Customizable Camera by Arindel

Enhanced Camera by LogicDragon

## -UI-

Categorized Favorites Menu by favmenumodder

Requiem - Categorized Favorites Menu Config by HexPex

Immersive HUD by Gopher

**Link all widgets.**

Important Information Overhaul by ApolloDown

**Thresholds set to “Health 75%, Magicka 0%, Stamina 25%” works quite well.**

Less Intrusive HUD II by Crashnburn

**Remove ALL HUD elements except for the compass through Less Intrusive HUD, and make sure to remove all markers as well.**

Paper World Map by Warburg

**Make sure to get the GPU removal fix as well.**

SkyUI by SkyUI Team

**Disable “Map” and “Favorites”**

**Note: If you do as written above, you can now enjoy Skyrim without pesky meters, messages or markers telling you what’s up or what to do, and you can tell your own characters condition based on IIO’s visual feedback alone.**

## -Patches-

Better Dialogue Controls by ecirbaf

Convenient Ring of Namira by Kevin Kidder

CTD and Memory patch ENBoost by Boris Vorontsov

**Setup instruction found on S.T.E.P.**

Double Cursor Fix by virusek

Safety Load by kapaer

ShowRaceMenu Precache Killer by kapaer

Skyrim Project Optimization by rgabriel15

Skyrim Startup Memory Editor by Queue

Unofficial Skyrim Patch by Unofficial Patch Project Team

Unofficial Dawnguard Patch by Unofficial Patch Project Team

Unofficial Dragonborn Patch by Unofficial Patch Project Team

Unofficial Hearthfire Patch by Unofficial Patch Project Team

## -Tool-

Fores New Idles by fore

Mod Organizer by Tannin

Skyrim Configurator by pfannkuchen\_gesicht

Optimizer Textures by AdPipino

## -Resource/Utility-

FileAccess Interface for Skyrim Script by Lord Conti

HDT Physics Extensions by HydrogensaysHDT

Mfg Console by kapaer

Wrye Bash by Wrye Bash Team

XP32 Maximum Skeleton Extended by Groovtama

# Gameplay Altering Mods

-AI-

Revenge of the Enemies by MyEvergreenHometown

Requiem - Revenge of the Enemies Patch by Kazekage1

-Combat-

Animations by Genebriss

Disable BlockActivation to avoid a bug where you can't interact with objects or people.

Make sure to keep the changing armor and drinking animation enabled in order to hinder exploiting.

Dual Wield Parrying by Borgut1337

Faster GET UP STAND UP by DarkAngel13

Manual Crossbow Reload by JZBai

Might want to disable the archery module to keep it simple.

Master of Disguise by fireundubh

Moonlight Tales - Werewolf and Werebear Overhaul by Brevi and Al99

Disable skill gain from feeding. I recommend disabling events as well, as they clash with Requiem's balance.

No Combat Boundaries and Unofficial Encounter Zone Patch by fireundubh

Requiem - The Roleplaying Overhaul by Xarrian and Ogerboss

Requiem Dragonborn Patch by Azirok

Requiem Hearthfires Patch by blueraga

Requiem Resources by Azirok

I recommend setting the timescale to its minimum value, reducing the time between possible dragon encounters accordingly, disabling training, as well as unchecking "Breakable Bows".

The "Starting Skills 0" optional ESP is also nice.

The Dance of Death - A Killmove Mod by DaedalusAI

Requiem - Dance of Death patch by BluemaxDR

Use to disable killmoves, as they make what would have been a blockable/dodgeable attack into certain death.

## -Races-

YChildren of The Sky - Reworked by Glouf

Children of the Sky Reworked Female Voice

Children of the Sky Reworked MaleVoice

Children of the Sky Reworked Hair Pack

Children of the Sky Reworked HDT Hair Pack

Children of the Sky Reworked Eye Pack

Children of the Sky Reworked HDT Body

**Note:** Unfortunately this mod is an ESM file and can not be placed below Requiem, causing NPCs to retain their vanilla appearance. A different child overhaul mod could be placed below Requiem to remedy this, while not affecting the playable races added by this mod. Ignore this mod if you've no interest in playing as a child and just want to overhaul NPC childrens appearance.

Needs a patch for complete Requiem compatibility. Making one is easy enough, but I'll share the one I made if asked.

## -Equipment-

DWISS Eyewear - Glasses and Spectacles Unenchanted Version by Dwiss

**Not on the Nexus. Ignore if you don't need glasses.**

Skaal Outfit by Ozzymander

Winter Is Coming by Nivea

Winter is Coming No Enchants Edition by nivia

## -Misc-

Convenient Horses by Alek

**Recommend checking the "Override Whistle Quest" option.**

Dead Body Collision Fix by LargeStyle

Frostfall - Hypothermia Camping Survival by Chesko

**In MCM, enable hardcore, uncheck "Let Frostfall manage fast travel", set all meters to off and unckeck "Pause during conversation" and "Pause during combat". Double check to make sure W.E.A.R. is enabled. It tends to turn itself off again the first time it's enabled.**

Immediate Dragons by P13Darksight

No Starting Spells by undead003

Open Cities by Arthmoor

**Disable Oblivion Gates in MCM.**

Ultimate Follower Overhaul by fLokii and Vamyan

Wet and Cold by isoku

**Enable "Winter Overhaul Mode"**

**Final Advice:** I've only written down the most important config changes that came to mind at the moment. I recommend going through every menu in the MCM and disabling anything that looks like it's treating you like a child.