

Update Instructions:

- A new game is required!

- 1. Read and follow the Update Instructions on the [main page!](#)**
- 2. Head to the “Mods” section of Vortex and remove the following mods: (mod + archive)**
 - Honed Metal -NPC Crafting and Enchanting Services- - Honed Metal**
 - Seasons of Skyrim SKSE - Seas**
 - Dialogue History**
- 3. Resume the collection installation**
- 4. After the update is finished follow the points below:**
- 5. Purge Mods in Vortex and wait until it's finished.** (Head to the "Mods" section and press "Purge Mods")
- 6. Close Vortex**
- 7. Uninstall Skyrim SE and remove the following folder:**
Steam/steamapps/common/Skyrim Special Edition (backup your screenshots before deleting)
- 8. Install Skyrim SE in Steam**
- 9. Start Skyrim SE in Steam and download the Anniversary Upgrade DLC**
- 10. Head to the Skyrim directory Data folder and ensure you have 148 files starting with 'cc'** (repeat the above steps if you don't have 148)
- 11. Redownload the ENB files** (Visit the ENB website, scroll down and click "v0.499", scroll down again and click the arrow beside "download" -> Open the Wrapper Version folder and copy "d3d11.dll" and "d3dcompiler_46e.dll" and paste them into "Steam\steamapps\common\Skyrim Special Edition" folder)
- 12. Launch Vortex, deploy mods, enable all plugins, and sort your plugins**
- 13. Launch the game with SKSE in Vortex**

If you run into issues after following these instructions please head to the [discord](#) and check out the #cnst-faq channel.

Notable Changes:

* = Indicates that the change was **NOT** made by me and comes from a mod or mod update

New Content/Features:

- **Updated Constellations to the latest version of Skyrim SE (1.6.1170)**
- Added 5 new spells:
 - Apparate (Expert Alteration) *Manipulating the very fabric of reality, the caster instantly apparates at the target location.*
 - Fissure (Adept Alteration) *Invoke the power of the earth to raise a solid wall of rock for <dur> seconds, knocking down targets in its path.*
 - Suggestion (Adept Illusion) *Creatures and people obey simple commands for # seconds while outside of combat.*
 - Exile (Apprentice Illusion) *Target up to level # is hidden from this world for # seconds.*
 - Exodus (Master Illusion) *All nearby entities up to level #, except your allies, are hidden from this world for # seconds.*
- *Added 7 new NPC scenes for the companions
- *Added over 100 NPC reactions if the player is ethereal
- *Added over 60 lines of dialogue to Jenassa about various Daedric quests, holds, and weather awareness
- *Added commentary to Lydia about Erik
- *Added commentary to Aela about Auri, Inigo, Lucien, Remiel, Xelzaz, and added over 350 other new dialogue lines
- *Added commentary to Brelyna about Lydia and Mjoll, improved some aspects of the modded dialogue
- *Added the ability to turn in contraband (e.g. Skooma, Moonsugar) to a guard
- *Player bards with high music skill will now buff their allies when playing music (+25 to all attributes)

Combat Overhaul:

- *All melee attacks made by humanoid enemies (and Vampire Lords and Werewolves) now have real hitboxes, that means that if your attack swings wide and the weapon hits several enemies, all of them will take damage
- *Hitting multiple enemies with melee attacks reduces the damage by 30% for each additional target hit
- *Attacks can now bounce off objects and walls
- *Added improved weapon trails with unique effects based on weapons
- *Added improved melee attack feedback (subtle camera shake, hitstop, hit reactions, etc.)

- *Added a new perfect block system, perfect block now only blocks 25% damage (instead of 60%) in addition to the blocked amount (most other things behave the same)
- *Added limb dismemberment in addition to head dismemberment, and added dismemberment to Falmer, Draugr, and Zombies
- *Attacking blocking enemies no longer cause a recoil unless the attacker has less than 15% stamina

- Players can no longer get staggered when they aren't doing a power attack and have 25% or more Stamina (this doesn't affect knockback effects)
- Players can no longer block during attacks to cancel them
- Removed this Valraven mechanic: "Blocking while keeping the crosshairs pointed directly at the attacker reduces damage by up to 75% in a 15 degree angle. The more accurate the aim, the less damage is taken."
- Blocking normal attacks pointed directly at the enemy reduces the damage by an additional 25% (similar to the above mechanic but lesser angle and less damage negation)

- Heavy Armor now increases the cost of dodging by 40% per piece of heavy armor equipped
- Barbaric Might (Two-Handed Perk) power attack stamina reduction from 50% to 35%
- Penetrating Strikes (One-Handed Perk) power attack stamina reduction from 50% to 45%
- Power Attack stamina cost from 18 to 20
- Dodge stamina cost from 10 to 15

- Rebalanced the extra damage taken depending on character state: (affects players and NPCs)
- Minor attacks of opportunity bonus damage from 25% to 15%
- Major attacks of opportunity bonus damage from 50% to 25%
- Critical attacks of opportunity bonus damage from 100% to 50%, critical hit chance unchanged (100%), no longer increases critical hit damage
- Power Attacking/Sprinting/Holding a fully drawn bow are now considered a minor attack of opportunity instead of a major one

- Minor attacks of opportunity:

Target is drawing a bow
Target is casting a spell (unless a Ward spell is active)
Target is hit from behind
Target is recoiling (after their attack is blocked)
Target is staggered
Target is power attacking
Target is sprinting

- Major attacks of opportunity:
Target is paralyzed, frozen or knocked down
- Critical attacks of opportunity:
Target is using furniture
Target is sleeping

Perk Overhaul:

- Perks that have multiple connections now only require one of the prerequisites instead of both
- Completely reworked the placement and pathing of perks in the alchemy tree
- Improved the descriptions of Evasion perks so they're clearer how heavy armor affects the perks
- Juggernaut perk now provides complete stagger immunity when wearing heavy armor
- Hunter perk no longer has a second rank, first rank damage bonus from 15% to 25%, sneak bonus from 10 to 15
- Magic Resistance (Alteration Perk) reworked into Adaptive Transmutation:
(reduced ranks from 3 to 2, skill requirement from 30/60 to 35/70)
Before: *You're able to block a part of a dangerous spell's effect. [+8/16/24% magic resistance]*
After: *By transmuting the forces around you, you can alter your resistance to fire, shock, frost, or poison at will. [+10/20% resistance to either fire, frost, shock, or poison]*
- Cleave (Two-Handed Perk) reworked into Shatter Defense:
Before: *Your power attacks are truly devastating and can cut down multiple foes with a single sweeping blow. [Able to do sideways power attack that hits multiple targets]*
After: *Your power attacks are truly devastating, tearing right through the defenses of your enemies. [Standing and backward power attacks ignore 10% armor and deal 75% increased damage against blocking enemies]*
- Finesse (Evasion Perk) reworked:
Before: *You are able to hit more precisely. [Up to 12% more power attack damage when wearing no heavy armor: head, chest, hands, feet]*
After: *Your fluid motion causes enemy attacks to glance off you. [up to 40% physical damage reduction while sprinting when wearing no heavy armor: head, chest, hands, feet]*

- Relentless Onslaught (Heavy Armor Perk) reworked into Endurance Training:
Before: *After extensive training you now can sprint in heavy armor without problems. [reduced sprinting stamina cost penalty, take 80% less melee damage when bullrushing, -15% armor weight penalty]*
After: *After extensive training you now can move in heavy armor without problems. [reduced sprinting stamina cost penalty, -25% heavy armor dodge penalty, -15% armor weight penalty]*
- Added a 4th rank to Innate Sorcery:
[Requires Level 30] Your mastery of magical energies grants you the ability to cast expert-level spells. [-60% spell cost]

Graphics:

- *Improved the skin textures of Argonians
- *Added 11 new lock interface skins for various chests
- *Improved the textures and meshes of iron armor and weapons
- *Shrubs and trees in Vigilant are no longer too bright
- *Improved the metal textures of daedric armor
- *Draugr in Bruma and the Cause (CC) now use the new model
- *Enemies that are killed by spell effects have improved models
- Improved the intensity and radius of ENB lights in exteriors (slightly brighter during night, less bright during the day)
- Increased the brightness during nights (mostly affecting very dark areas)

Improvements:

- *Improved some aspects of the interiors of Sky Haven Temple, High Hrothgar, Silver-Blood Inn, Radiant Raiment
- *Players can now choose Bosmer Antlers in a dedicated slider in the hair section of the character creator
- *Auri now reacts to your player bard music
- *Rock Cairn banners now have different banners based on the location
- *Added a MCM for TK Dodge where players can now change their keybind
- *Added 3 NPC combat dialogue unique to pirates and sailors
- *Improved the grass placement around Angas Mill
- *Improved the AI pathfinding in Abandoned Prison, Sightless Pit, and some other areas
- *Improved landscape and AI pathing below the college
- *Some improvements to the Caught Red Handed questline
- *Improved the animations for NPCs, added new animations for cart drivers
- *Some small improvements to the house near Kolskeggr
- Immersive Hunting animations no longer play in 1st person

- Fortify magic school enchantments are no longer enchantable on body armor (body armor still has the potent version of this enchant)
- Potent magic school enchantments are now known by NPC enchanters
- Removed the relationship messages of followers that are imported into the framework
- Followers will now catch up quicker to the player
- Bosmer NPCs now have a chance of 50% to have antlers (instead of 100%)
- Breton NPCs now have a chance of 20% to have elven ears (instead of 50%)
- Removed the spell "Dispel Soul Gems" (the spell is not needed in Constellations)
- NPCs no longer have torch specific animations (to avoid weird behaviour during conversations)
- Removed the NPC "Herebane Sorenschild"
- Zora Fair-Child now carries around 10 Tundra Cotton instead of 50
- Blacksmith in Falkreath now has many more wares and increased his gold by 700
- The Gift of Love power has an improved description
- Cold Water Grease required snowberries from 6 to 3
- Backpacks now always appear in the crafting menu regardless if you have a fur plate or not
- Removed headshot mechanic (Ultimate Skyrim is no longer part of the collection, and the feature never worked very well to begin with)
- Removed the ability to craft storage knapsacks/chest (I just found no way to implement them in a decent way and they are easily abusable)
- Reduced the frequency of player characters getting dirty
- Dirt and Blood no longer changes buy/sell prices in addition to the buffs/debuffs to speech
- Being dirty no longer decreases speech, weakness to disease from 5/10% to 10/20%
- Being bloody speech malus from 5/10 to 3/6
- Being clean speech bonus from 5 to 3
- Rewrote all the descriptions from being dirty and bloody to better fit the theme of the collection, removed some of the debuffs that did nothing (e.g. Slightly Dirty, Bloodstains)
- Increased FoV from 90 to 100, decreased 1st person Hand FoV from 90 to 85
- Improved the descriptions Innate Sorcery perks
- Removed a message popup when planting plants
- Drastically reduced the frequency of carriage drivers singing Ragnar the Red
- Drastically reduced the frequency NPCs commenting if you haven't washed for a while
- Elixirs of Blood are now considered black market goods (no longer sellable to most vendors)
- Fisherman in Bruma now have proper clothing (thanks to Maleficus32 for the idea)
- Made sure knocking/unlocking doors works as expected (instead of accidentally peeking into doors)
- Improved the wording of Goldenhills Plantation quest objective to avoid confusion

- Improved several aspects of the sounds that imps make
- Increased the volume of music in the default settings
- Removed the requirements to recruit some modded NPCs as followers
- NPCs are less likely to block for long durations and are less likely to block on low-stamina
- The Welkynar Knight quest now only starts when the player is a thief
- Removed scripted NPC Death animations (they will now ragdoll)
- Added the ability to smelt 20 lockpicks into 1 steel ingot

Lockpicking/Lockbashing:

- Lockpicking skill leveling speed increased by ~5%
- Lockpicking with the appropriate perk and expertise is now 25% easier
- Removed the perk "Locksmith's Memory" (the effects are now added to other perks)
- Cheap Tricks lockpicking expertise from 25 to 30
- Locksmithing Lore lockpicking expertise from 25 to 30, now grants the ability to remember lockpick position after breaking
- Masterly Lockpicking now grants the ability to be able to lockpick without being noticed
- Tower birthsign carry capacity from 20 to 75, now increases lockpick skill by 10, no longer removes the chance to be caught while lockpicking
- Fixed the description of the first lockpicking perk

- All containers and door types are bashable up to expert locks
- After successfully lock bashing a container the interface updates instantly
- Lock Bash Power threshold from 350/450/550 to 450/550/675/825 (lock bash power = current Health*2 + Stamina)

World Events/Enemy Distribution:

- Increased the chance of wilderness and road events happening
- Reduced the cooldown of some location-based events
- Added very rare encounter events if the player waits in dangerous areas
- Reduced the chance of some random world events involving dragons
- Higher level dragons are now more likely to spawn randomly
- Poison Dragons can no longer spawn at the exit of Bleak Falls Barrow

- Added a new world event that triggers under very specific conditions and spawns several Draugr
- Werewolf world events now happen more often, removed some conditions of them triggering
- Ensured that dragon world events don't happen until certain conditions are met
- Vigilant world encounters changed conditions slightly so they aren't that likely to appear early on in the game
- Removed 2 fist fight events
- Renamed a traveling world event NPC from "Thief" to "Adventurer"
- Night world encounters can no longer trigger too late into the night

- A necromancer world event where they travel to a warlock lair now has a higher chance to feature additional skeletons
- Removed weak bandit/warlock/forsworn raids with only 1-2 enemies
- Normal bandit/warlock/forsworn/imperial/stormcloak raids now have a higher chance to have more NPCs
- Heavily reduced the chance of main city raid events happening (these are the ones with scripted dialogue and quest reward)
- Chaurus Hunter now have a chance to appear as a Falmer companion in more areas
- Removed many single imp spawns throughout the world guarding entrances of dungeons and caves
- Added random high-level imp spawns in some dungeons, added a chance that high-level Imps spawn in random world events
- Removed all placed Voriplasm enemy spawns, slightly increased the chances of them spawning randomly
- Removed the level 6 and level 36 Zombie variants from the game (they are now level 13-28)

Economy/Vendors:

- Reduced the buying price of all items by 50%
- Reduced the selling price of all items by 33%
- Reduced speech leveling speed by 15%
- Haggling better buy prices per skill point from 0.6/1.1/1.5% to 0.3/0.6/0.9%, better sell prices from 0.6/1.1/1.5% to 0.2/0.4/0.6%, speech leveling speed bonus from 10/16/22% to 20/35/45%, skill requirement from 0/30/60 to 0/35/70
- Honed Metal crafting and prices increased by 30%, tempering prices by 25%, enchanting prices increased by 20%, Material cost from x1.25 to x1.3
- General vendors now have more items and have a wider variety of misc goods, added spellbooks to general vendors where it made sense
- Alchemy vendors have much more uncommon and rare ingredients, they are now able to sell Void Salts, and sell more potions/recipes
- Blacksmith vendors have more weapons, armor, and ingots, they now also sell firewood
- Vendors that sell enchanted jewelry, scrolls, staffs, soul gems now have more of those items
- Drastically reduced the amount of health potions found in the world and on enemies and replaced it with gold appropriate to the area/enemy
- Increased the amount of gold found in treasures and coin purses
- Added more varied enchanted loot (over 10 new item types) to the loot of high-tier content rewards (e.g. Falmer/Vampire boss chests)
- Blacksmithing book value reduced by 50%
- Reduced the value of Soul Gems by 50%, fixed some consistency issues with modded Soul Gem variants

- Reduced the value of Varla Stones and Welkynd Stones by 50%, Welkynd Stones now restore 150-250 magicka instead of everything
- Dwarven powder value from 40 to 30, required dwarven oil to craft from 1 to 3, amount crafted from 15 to 20
- Potion of Cure Poison value from 150 to 50
- Bosmer Cape value from 400 to 50
- Healing Poultice Recipe base value reduced from 30 to 20
- Poison of Soulreaping value from 250 to 50

Enemy Loot:

- Redone falmer loot, they drop gold more rarely but have much more if they do, they can now drop all kinds of potions instead of only health potions
- Slightly reduced the amount of loot found in high-level falmer chests
- Thalmor can now drop more varied potions instead of only health potions
- Slightly reduced the amount of lockpicks found on bandits
- Giants have a very small chance to drop either a werewolf pelt or a welwa hide
- All sources of animals pelts (e.g. vendors and hunter) now have a rare chance to have welwa hide
- Reduced the loot from Ogres in Bruma
- Draugr and Skeletons no longer have a chance to drop an additional Bone Meal
- Zombies no longer have a chance to drop an additional Mort Flesh
- Ghosts no longer have a chance to drop an additional Ectoplasm
- Some burial urns now have a small chance to contain Bone Meal instead of always having one, reduced the chance of burial urns having treasure
- Wisps now always drop 1 ingredient
- Farming ingredients and food now yields 1 item per plant instead of several
- Druidcraft now generates 1 ingredient instead of several
- Dwemer Spheres, Dwemer Ballista, and Gilded can no longer rarely drop Centurion Dynamo Core
- Dwemer Ballista no longer have a chance to drop gems
- Dwemer Centurions can no longer drop multiple Centurion Dynamo Core
- Reduced the amount of loot in dwemer treasures in Solstheim
- Falmer, Goblins, and Grummites can now drop a wider variety of poisons
- Black Goo and Lich Heart ingredients now have the soulreap poison effect (previously was only available on 4 ingredients)
- Centurion Dynamo Core value from 1000 to 850
- Dragon Bones value and weight decreased by 10%, Dragon Scales value and weight decreased by 20%

Enemy Balancing:

- High-level bandits no longer wear iron/fur/hide armor (this also increases their chance to wear higher-level armor)

- High-level bandits no longer wear iron weapons (this also increases their chance to wear higher-level weapons)
 - Bandit Tricksters (scroll/staff mages) now have more scrolls, high-level tricksters deal ~20% increased damage with scrolls/staff
 - High-level bandit mages and similar enemies are now able to have lightning spells (43% chance for fire/ice, 14% chance for lightning)
 - NPC mage armor magnitude from 55/70/85/100 to 110/150/200/260, fixed an issue that Rank 2 and 3 manacost was swapped, increased casting time by 20%
-
- Ghost physical damage negation from ineffective weapons from 90% to 95%
 - Spirit physical damage negation from ineffective weapons from 40% to 50%
 - Ghosts now take 40% additional damage from silver melee weapons
 - Spirits now take 20% additional damage from silver melee weapons
 - The silver melee damage bonus against certain enemies now also applies to silver ranged weapons at 75% effectivity (this change excludes skeletons, werewolves were already weak to silver ranged weaponry)
-
- Welwas damage increased by 10%, increased the chance of them doing forward power attacks, increased their armor by 60 and their ranged resistance by 5%
 - Elk health reduced by 60, Elk calves and deer fawns now have much less health compared to their adult counterparts
 - Imps damage increased by Imps by ~25%, imp fire spells deal damage over 5 seconds, high-level imps have 10-25 more health
 - Werewolves rebalanced: made sure that different variants have intended stats/levels, made sure that Werewolf bosses are stronger than normal ones, increased health by 25
 - Reduced the damage of giants hand swipe attack by 30%
-
- Hagraven health increased by 20, magic resistance increased by 15%, are more likely to use magic
 - Fire Atronach melee attack fire damage duration from 30 to 10 seconds, firebolt now deals its damage over 5 seconds but increased the damage by 15%
 - Storm Atronach melee area attack damage increased by 50%, chain lightning area of effect increased by 25%
 - Burnt Spriggan unarmed damage from 150 to 50, unarmed attacks now deal fire damage instead of poison, no longer casts firebolt, flames damage from 8 to 30
-
- Frostbite Spider paralyze duration based on spider type from 5/10/15 to 3/6/9
 - Falmer paralyze duration from 7 to 6
 - Spider bite duration from 15/60/150 to 30/45/60, damage per second from 0.4/0.8/2 to 0.55/1.5/5.5
 - Spider spit duration from 20/50/150 to 20/30/40, damage per second from 0.25/0.5/1 to 0.4/0.9/3.5
 - Chaurus bite/spit poison duration decreased by 40-50%, damage increased by ~120%
 - Chaurus health increased by 20-40 based on variant

- Enemies with less than level 40 that previously had 50% armor penetration with ranged weapons now have 40% instead
- High-level Falmer deal 10-15% less ranged damage, all falmer archers are affected by the above change to armor penetration

- Dwemer Spider armor from 400 to 425, melee damage from 20 to 25, death explosion shock damage from 10 to 35
- Dwemer Sphere armor from 475 to 575, melee damage from 60 to 100, armor penetration from 25% to 40%, drop slightly less bolts
- Dwemer construct magic resistance from 25% to 0%, frost resistance from 10% to 40%, fire resistance from 65% to 85%
- Dwemer Centurion armor from 900 to 850, physical damage resistances reduced by 5%, and take 15% more damage from magic damage

- Dragon melee damage from 315 to 290, armor penetration from 30% to 35%, Alduin damage from 900 to 800
- Dragon tail stomp attack AoE increased
- Ancient Dracolich now summons more powerful Draugr
- Ancient Dracolich variant that didn't summon creatures now has a powerful resurrection shout
- Arctic Dragon summon count from 5 to 3, reduced summon stats, increased duration and cooldown by 15
- Fire Dragon ability Rain of Fire projectile count increased from 10 to 14 (only affects the firebolt version)

- Dragon projectile shout damage reduced by 50 damage on all tiers
- Dragon breath shout damage increased by ~20%
- Poison Dragon breath damage increased by an additional 40%, projectile damage increased by 20%, these poisons are now curable
- Dragon ranged and slashing physical damage resistance reduced by 5%, magic resistance reduced by 5%
- Increased the health of Alduin by 1500

- Falmer Shamans now have a higher rank ward spell, the second rank of the Improved Ward Spell, and have a much wider variety of spells (2 new possible damage spells, 4 new possible summons)
- Falmer Shaman health increased by 40, other Falmer health increased by 15, now only drop 1 Falmer Ear
- Ice Wraith level from 12 to 15, stats increased appropriately, physical damage from 70 to 50, normal attacks now deal 30 frost damage, increased the frost damage on power attacks by 30
- Hagraven are slightly more aggressive and now use the Chaos Fireball spell instead of other spells

- Gauldurson Draugr bosses are now more powerful (higher level, better stats, better weapons, better spells)
- Placed Draugr bosses now have at least level 35
- High level warlock draugr have more health

- High level Draugr now have higher quality weapons
- Dragon Priest health regeneration is now reduced by fire magic more efficiently (turn undead and sun effects are still superior)
- Non-Boss Draugr/Undeads with Unrelenting Force Shouts now have a weaker version, Level 30 Draugr now have a very weak version of Unrelenting Force Shouts
- Keeper and Reaper now have a higher level Unrelenting Force Shout
- NPC Vampire Drain magnitude based on vampire level from 15/17.5/20/22.5/25/27.5/40/40 to 25/27/29/31/33/35/40/45, fixed an issue that the highest level vampires didn't drain enough stamina/magicka
- Necro Skeletons (e.g. Corrupted Shades) now have 15% magic resistance, Necro Dragonpriests (e.g. Malkorans Shade) now have 25% magic resistance
- Malkorans Shade level from 26 to 45, stats increased accordingly
- Stormcloaks (and Stormcloak Corrupted Shades) are now less likely to have iron armor and weapons, more likely to have steel armor and weapons
- Imperial Corrupted Shades now have different one handed weapons instead of only Imperial Swords
- Level 30 Spriggans now deal ~80% more physical damage (they had less damage than their Level 20 counterpart)
- Level 20 Spriggans have 80 more armor and deal 15% more melee poison damage, Level 30 Spriggans have 160 more armor and deal 30% more melee poison damage
- Reworked spriggan physical resistances slightly (overall slightly less resistance to ranged/blunt/pierce)
- Minotaurs in Bruma now have proper stagger/knockback resistances, have better two handed weapon perks, have their health increased by 200-250, and are more aggressive
- Scamps in Bruma no longer have a suffix name (e.g. Prime Scamp), have a level range of 14-20 instead of 6-28, have slightly increased health, low level scamps are no longer significantly weaker than others
- Zombies in Bruma unarmed damage from 50/65/80 to 50/60/70, have a level range of 12-20 instead of 4-25
- Ogres in Bruma no longer do the handwipe attack move and are less likely to stomp

Vigilant (modded quest):

- Lilian's Doll magicka regeneration from 150% to 10%
- Beacon of Magnus magicka regeneration from 20% to 10%
- Beacon of Order shock resistance from 10% to 5%
- Arcana of Jhunal fire resistance from 10% to 5%
- Atima's Favorite Doll health regeneration from 40% to 20%
- Reduced the loot in player containers in the vigilant outpost
- Allessian Royal Guard, Allessian Great Knights, Behlharzas Knights no longer have a chance to drop ebony gear, no longer drop ebony ingots and reduced chances to drop ebony ores
- Feral Vampire and Vampire Brutes now only drop vampire dust

- Vampire Liches no longer drop potions and clothing
- Bloodsuckers no longer drop human flesh
- Shoggoths no longer drop random items
- Cave Worms no longer drop random ore
- Balliwogs and Grummites now have a chance to drop pearls instead of always dropping one
- Reduced the loot in Barrels, Coffins, Strange Sand Piles, Skeleton corpses, Dried Corpse, Barrels
- Increased the fire damage during the blood matron boss fight ~100%
- Feral Vampires, Vampire Brutes, Vampire Liches and similar enemies now have 100% poison/disease resistance, and 150 armor
- Allessian Undead now have 100% poison/disease resistance
- Increased the level of Dremora bosses in Vigilant Act 1, increased the health slightly of early ones
- Ensured Dremora Lords have similar stats to the ones in Requiem
- Vampire Brutes level from 27 to 35, health increased by 150
- Vampire Lich spells deal 20% more damage
- Fixed an issue with vampire projectile spells not having enough AoES
- Vigilant Act 1 Dragon Endboss physical damage reduced by 20%, armor reduced by 200, magic resistance reduced by 5%
- Bal now has proper one-handed perks
- Lamae Bal increased stamina/health/magicka
- Fixed an issue with some Dremora being overly defensive
- Radiance/Devotion required to increase stats from 15 to 30
- Reworked the vendor inventory of the librarian in Vigilant
- Removed the 3 dead witchhunter NPCs during the first acts in Vigilants
- Anvil of Zenithar now functions as a normal Anvil (removed all vigiliant crafting recipes)

Magic Resistance:

- Reduced magic resistances from enchantments and potions by 20%
- Reduced the magic resistance gained from set bonuses (e.g. daedric) by ~20%
- Player characters have +5% magic resistance and take 5% less damage from magic damage
- Bretons no longer have bonus magic resistance, spell absorption from 10% to 15% (Breton NPC magic resistance from 25% to 17.5%)
- Potion of Spelldrinking (Xelzaz) magnitude from 25% to 15%
- Stone of Atronach spell absorption from 25% to 20%
- Blessing of Magnus spell absorption from 10% to 5%
- Lich spell absorption only applies in Lich Form and is reduced by 50%
- Lord birthstone magic resistance from 15% to 10%
- Azuras Blessing magic resistance from 10% to 5%
- Serana no longer grants the player a 5% magic resistance buff

- Sirenroot reward now grants Frost Resistance instead of Magic Resistance
- Agent of Mara 5% magic resistance changed to 10% restoration healing spell magnitude bonus
- Potion of Resist Magic resistance from 15/20/25/30% to 10/15/20/25% (doesn't affect player crafted MR potions)

Magic/Enchanting:

- King of the Lost enchantment is now 50% more powerful (player enchanted version only 25%)
- Fortify Potions enchantment duration bonus from 15/20/25/30/40/50 to 20/30/40/50/60/70 (player enchanted version also buffed by 33%)
- Stability enchantment chance from 10/15/20/25/30/35% to 25/40/55/70/85/100% (player enchanted version also buffed by 150%)
- Fortify Power Attacks enchantment magnitude from 6/8/10/12/15/20 to 10/15/20/25/30/35 (player enchanted version also buffed by 50%)
- Unbreakable enchantment magnitude from 8/10/12/15/20/25 to 10/13/16/19/23/27 (player enchanted version also buffed by 50%)
- Halt Regeneration enchantment now prevents regeneration more consistently
- Cheat Death enchantment health threshold from 25% to 30%
- Windfall enchantment later levels of pre-enchanted gear are slightly weaker (player enchanted version also nerfed by ~15%)
- Mage Armor manacost from 100/150/200/250 to 150/225/300/375 (no changes to Master version), magnitude from 55/70/85/100/115 to 100/115/130/145/160, duration from 60 to 60/90/120/150/180
- Improved Mage Armor magnitude bonus from 75% to 20%, now also applies a 50% increase to duration, ranged damage mitigation from 15/7.5/3.75% to 20/10/5%
- Ward spell damage negation from 20/40/60/80 to 40/60/80/100, ranged damage mitigation from 65/70/75/80% to 75/80/85/90%
- Blur now decreases the damage taken from ranged weapon by an additional flat amount of 10/15/20/25 (based on perks), manacost increased by ~10%
- Blur and Shadow Shield duration from 60 to 120
- Turn Undead spell manacost reduced by 20%, magnitude increased by 10-20%
- Staff of Turn Undead duration from 5 to 15
- Staff of Vanquishment duration from 7 to 20
- Staff of Chastening duration from 5 to 10
- Teleport casting time from 0.1 to 0.5
- Annihilation Mastery magic resistance from 10% to 8%
- Dark Moon player enchantment base health debuff from 30 to 15, now scales with enchantment power
- Banish Daedra damage increased by 33%
- Corrosion spells/staffs/scrolls deal 10% more damage
- Drastically reduced the manacost of the Turn Undead and Banish Daedra infusions when hitting enemies

- Scroll of Soul Gem Evocation duration from 30 to 120 seconds, cast time from 4.5 to 3 seconds

Balancing:

- Player vampire drain health magnitude from 35 to 30, damage scaling based on Vampire Rank increased by 10%
- Vampire health/stamina reduced by 50 while not in the sun (players and NPC)
- Player werewolf health/stamina bonus from 30 to 25

- Reduced minimum height where fall damage applies by 5% (this also increases fall damage by a similar amount)
- Smelting items now grants 5% more experience, smithing levels 2.5% faster
- Evasion skill multiplier per perk from x1.25 to x2, now only applies to the passive leveling while walking and no longer increases level speed from getting hit
- Exhaustion rate increased by 10%

- Shock Explosion from arrows and bolts bonus damage to constructs from 50/80/120/180/240 to 100/130/170/220/270
- Lightning Arrow bonus damage to constructs from 180 to 240
- Headmans Cleaver damage from 150 to 126, attack speed increased by ~10%, no longer has enchantment charges, bleed effect no longer affects blocking enemies and fleshless Daedra

- The corpse in Goldenhills Plantation no longer has 3 high-level health potions
- Joselyn's Fire enemies no longer drop Fire Salts
- Serana's Charm speech bonus from 25 to 5
- Kynareth Emmisarry mount speed reduced by 25%
- Replaced the 2 Master-Level Robes in Nightcaller Temple with Expert-Level ones

- Dawnbreaker now also deals a small amount of damage over 3 seconds (making it more effective versus Undead health regeneration)
- Dawnbreaker no longer has a chance to deal 2500! turn undead damage (it still has a chance to cause an explosion effect)

- Healing Poultice improved the description, duration from 1800 to 2400
- Healing Poultice crafting recipes now show regardless of if you have any of the ingredients, now require 2 of each ingredients instead of 3, Catalyst perk decreases this to 1

- Increased the damage of many traps by 20-40%, increased the damage of poison traps by ~50%
- Increased the damage done by ambient fire effects
- The Blades of the Nine power has an improved description, can no longer scale with anything, one-handed power increase from 75% to 25%
- Increased the health/stamina threshold to resist disarm/unrelenting force effects by 100

Changes to the optional Hard Mode:

- Removed the changes to obtained gold (other loot is still reduced)
- Exhaustion rate increased by another 30%
- Hunger restoration based on food from 10/35/80/150 to 10/30/75/150
- Further reduced the threshold where the player gets cold
- The player no longer receives a bonus perk every 10 levels
- Hard Mode Freezing Water damage increased by 25%

Fixes:

- *Fixed an issue that caused sound not working as intended due to an engine incompatibility with large sector drives
- *Fixed an issue with horse animations
- *Fixed hundreds of smaller bugs with the game due to updating the Unofficial patches and ensuring compatibility with the collection
- *Fixed an issue with Remiel not being able to summon Scrap
- *Fixed an issue that could cause imperials triggering voice lines with no voice files

- Fixed Annihilation Master requiring Annihilation instead of Obliteration
- Fixed Meteoric Reflexes requiring Windwalker instead of Vexing Flanker
- Fixed an issue that some Minotaurs weren't able to respawn
- Fixed an issue where some Falmer in modded content were not strong enough
- Fixed an issue that characters were able to regenerate magicka while being a Follower of Magnus

- Gloves of the Pugilist are no longer considered as Stormcloak equipment
- Third Era Colovian Fur Helm is no longer wearable with circlets
- Fixed an issue that the Undying Love buff from Serana stated it grants 15% magic resistance (it grants 5%)
- Fixed a crash that happened when opening the map near Windhelm
- Fixed some cyrodilian armor/weapon smelting recipes
- Dwarven Trident Smelting Dwarven Powder cost from 3 to 2, Dwarven metal gained from 3 to 2

- Fixed the description from Telekinetic Grab
- Fixed an issue that could cause some restoration spells to restore stamina in combat without the Respite perk
- Fixed the description of Improved Bloodthirst Rank 2

[View Previous Revision](#)