

This is a list of mods where one or more of the authors have confirmed they do not intend to place the mod behind a paywall in any form.

Sorry for slowness in updating, I've got work and other obligations instead of reading nexus threads! :(

The confirmations are via reddit post, post on nexus, or via IRC or PM, except where noted.

- Chesko's mods will be free from now on. (Frostfall, Wearable Lanterns etc.)
- SkyUI (indirect, via IRC) SkyUI's 5.0 version and onward will be hosted on Steam to be paid for. All earlier versions will stay on the Nexus.
- All of Trainwiz's stuff. (Blackreach Railroad etc.)
- All of Elianora's stuff. (Vellamo etc.)
- All of DDproduction83's stuff (Including Discworld)
- All of Apollodown's stuff (Combat Drama Overhaul etc. ; this includes Awake).
- All of T3ndo's stuff (See his facebook)
- All of MissJennabee's stuff (same as T3ndo, only have indirect confirmation).
- All of Reko's stuff (Violens)
- All of ThePharros's stuff (SWIFT and others)
- All of AlpineJY's stuff.
- All of WilliamImm's stuff. (Even Better Quest Objectives etc.)
- All of Neovalen's stuff. (Dual Sheath Redux etc.)
- Iwillblecha says all of his existing mods will remain free (via facebook) (The Real Warmaidens, Scottish Bannered Mare etc.)

- sms2002sms (Weather Road Signs) states that his mods will remain free (nexus forum post)
- All of Matthiasswagg's stuff.
- Arthmoor's stuff will remain free, and while he will have more paid mods they will all eventually come to the Nexus.
- Isoku's stuff (iNeed, Realistic Water Two, Wet and Cold, Splash of Rain etc.) will remain free on the nexus, and while he will have more paid mods and updates they will all eventually come to the nexus after 60-30 days
- Unofficial Patches will remain free (nexus post)
- Expired's mods (RaceMenu etc.) will all remain free, although equivalent paid versions may appear on the workshop (irc).
- Gamwich is unconfirmed, but from this post:
<http://forums.nexusmods.com/index.php?/topic/2775684-ragnarok/page-25#entry24568869> it seems as though he has no intention of putting things on the workshop.
- smartbluecat's mods (inigo) will remain free.
- kristakhashi (3dnpc) seems as though he will not be going paid. (Besides, he'd have to split the money so many ways he'd never see a cent). (3DNPC website)
- SkyWind is confirmed to remain free ([source](#))
- All of Cadenas's mods.
- All of Gopher's mods as outlined in his video.
- Laast's mods existing mods will remain free, as will all updates to them (no delay). He includes "as will most of my future mods".
- All of CaBaL120 (aMidianborn) mods.
- All of Zeroking (aMidianborn) mods.

- All of Fore's mods, and Fore will do his best to take down mods that depend on his (i.e. FNIS)

- Kageshi's mods (Sanctuary of us).

- Archon Entertainment (Luuftrahan)

- Falskaar

- CBBE and CBBE based mods

- All of AceeQ's mods.

- All of Borgut1337's mods

- John Jarvis & Christine Slagman (Sofia - The Funny Fully Voiced Follower)

- All of Freyqq's mods (And they'll be updating special for this!).

- Grace Darkling's mods will remain free on nexus, but will be paid on the workshop.

- All of Charismoon's mods

- Ogerboss's mod (Requiem) will remain free

(<https://requiem.atlassian.net/wiki/pages/viewrecentblogposts.action?key=RD>)

- All of Verteiron's mods, particularly and especially Familiar Faces, will remain freely available.

- All of MannyGT's mods.

-All of lesi123's mods.

- Brumbek's mod "Static Mesh Improvement Mod" will remain free and up-to-date on Nexus, while also on the SW as well (\$1.49-\$3.49 suggested price)