

DCR for Skyrim

Title

DCR – Blade Set Version 1.1

Description

This Skyrim mod installs the DCR – Blade Set. The DCR mods for Skyrim are a continuation of the original Dark Crusader content from Oblivion.

What this mod contains

- Dynamis III - 1 Hand
- Dynamis III - 2 Hand
- Dynamis III - 2 Hand Claymore
- Defender II Daggers - Attacking / Defense

- Swords - All three swords come with an option of being engraved or not, and have the option of the Consuming Fire Enchant. Consuming Fire is a custom enchant for this mod and was based off the Dawnbreaker Enchant. The pre-enchanted versions of these swords have a distinct glow on the hilt.

- Daggers - The Defender Daggers come with either an attacking version, or an off-hand defensive version that acts like a shield.

- All four weapons are obtained with Ebony level blacksmithing, and are found in the Ebony Blacksmithing Tree. The out-of-box weapons stats are roughly equal to Ebony, Daedric, and the Dawnbreaker weapon(s).

Installation

- The .esp goes in the data folder... Normally Program Files\ Steam\steamapps\common\skyrim
- Meshes - meshes\weapons\DarkCrusaderReforged\ (all meshes go here)

- Textures - textures\weapons\DarkCrusaderReforged\ (all weapon meshes textures go here)
- FX Effects – textures\effects\DCRFXEffects
- FX Effects – textures\effects\gradients\DCRFXGradients
- Cube Maps – textures\cubemaps

New in beta 0.7

- Added New – An engraved version of the swords that match the Defender II Dagger.
- Added New – A two hand version with a Claymore length blade.
- Adjustments – Slight material shader adjustments across the board.
- Adjustments – Texture adjustments to the scabbards.

New In Version 1.0

- Adjustments – Changed some file structure paths. (Uninstall old version if you have it.)
- Adjustments - Revamped textures and normal maps.
- Adjustments – Weapon stats. (slightly)
- The .esp has been remade, and saved with the Creation Kit.
- Added New – Engraved 2 hand claymore

- Added New – An offhand defensive dagger that acts like a shield.
- Added New – Changed the Dawnbreaker spell to *Consuming Fire Enchant* with new visuals, and behaviors.
- Added new – An enchantment glow to the Pommel of the pre-enchanted version of Dynamis III.

New In Version 1.1

- Adjustments - The DCR - Blade Set now uses its own cube map. The new cube map has been desaturated, and has a slight blue tint.
- Added New – Unenchanted 1 Hand, 2 Hand, and Claymore versions with the glowing hilt.

New In Version 1.1b

- Adjustments – Weapon stats have been slightly adjusted. (some to correct inconsistencies)
- Adjustments – Consuming Fire Enchant; fire appearance is slightly more transparent, and the animations velocity has been reduced. (looks more realistic)
- Adjustments – DCR Blade Set Optional Slings are now updated to use the DCRSteel_e.dds cubemap.