

Id	Name	Category	Site	Link	Author	Date	Description
11637	Useable Kegstands	Tweaks	MMH	90-12618	Almsivi Studios	2008-03-25	Useable Kegstands changes all Kegstands to useable ones that dispense drinks! All you need is some gold and an empty bottle to make them work. Simply activate them and pay and you will receive a bottle filled with your drink. Speaking of bottles, all corked bottles in the ...
10032	Sword of the Chimer	Quests	MMH	68-12505	Almsivi Studios	2008-02-03	This plugin adds the fabled Sword of the Chimer to the game, a powerful sword with a fire weakness and fire damage enchantment. To receive it, you must complete a quest that requires travel across Vvardenfell. This is a sort of sword in the stone mod. Changelog:v1.1 Better retex...
4921	Traveler's_Respite	Buildings	MMH	15-12682	Almsivi Studios	2008-04-23	Traveler's Respite is a mod that adds a building to Suran. It has a variety of services available, including a sparring partner. It also has a quest with it uncovering some odd happenings at the respite. This mod conflicts with Suran Extended. Go ...
2506	The Seyda Shack	Houses	MMH	44-12669	Almsivi Studios	2008-04-13	Seyda Shack adds, wait for it, a new shack in Seyda Neen for the player to buy. However, this mod has a twist. In order to buy it, the shack must first be constructed in a similar way to the [SPOILER] Great House Strongholds[/SPOILER]. It takes 3 days total, and you must visit Soccuus Ergalla in ...
2499	The Pelagiad Parlor	Houses	MMH	44-12705	Almsivi Studios	2008-05-03	The Pelagiad Parlor adds a house in Pelagiad for the player to buy. However, the player must first talk to Angoril at Fort Pelagiad to commission its construction, which takes three days total. The cost is 1,000 septims. To see screens of the mod, go to Changelog:V 1.0.0--Initia...