

<b>Id</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
11460	Outgoing Redoran Female Guards	Tweaks	MMH	90-12543	Alphax	2008-02-18	Increases the "Hello" rating of the female Redoran Guards to 30 (was zero), and gives the female Guard in Sarethi Manor a skirt to match with the other Redoran Guards. You may need to merge objects with eg. TESTool if you have any other mods which change these guards. Clea...
11215	Flamin' Foeburner Fix	Tweaks	MMH	90-13077	Alphax	2008-12-09	Adds a basic enchantment to the highly prevalent (but unenchanted) Dwemer Claymore called "Foeburner". The sword now carries a Fire Damage enchantment and has increased reach, with the result that you can hit enemies from slightly further away and it appears that the weap...
9210	Ten Pace Boots Mesh Replacer	Models and Textures	MMH	56-12406	Alphax	2007-11-30	If you've ever worn the Ten Pace Boots, you'll notice that you're missing something... everything below the knee. Bethesda *did* provide a mesh for the Ten Pace Boots, but there was a problem with it. This is an edited version of the mesh which fixes that problem, so now you can see the Ten Pace ...
9015	Raw Adamantium Mesh and Icon Replacer	Models and Textures	MMH	56-13390	Alphax	2009-04-27	A new mesh for the Raw Adamantium ingredient, and matching icon. The old mesh was HUGE; this mesh has a size similar to other ingredients. More ramblings in the readme. ----- For those won...
7727	Elderscrolls.com Wallpaper Splash Pack	Miscellaneous	MMH	53-6477	Alphax	2010-05-28	Elderscrolls.com Wallpaper Splash Pack This is a compilation of Bethesda's wallpapers from elderscrolls.com, resized and converted to TGA. It does not included any of the "creature" wallpapers (the Bonewalker, Dremora and Dreugh are available from ...
7454	Random skeleton summons	Magic and Spells	MMH	51-12507	Alphax	2008-02-03	When you (or anyone else) summons a skeleton, there is a chance (35% by default, changeable with the lfx_skelsum_chance variable) that they will be an archer. Summoned skeletons have stats that are somewhere between that of a standard Skeleton and a Skeleton Archer. Summoned skeleton archers are ...
5641	Imperial, Indoril, Templar Belt Icons	Clothing	MMH	21-12542	Alphax	2008-02-17	
4589	The Undead 3.0 Missing Sounds	Bugfixes	MMH	13-5897	Alphax	2011-10-08	The Undead 3.0 Missing Sounds by Alphax Addon for: The Undead 3.0 by Neoptolemus <a href="http://www.elricm.com/mods.php?mod=4352">http://www.elricm.com/mods.php?mod=4352</a> <a href="http://planetelderscrolls.gamespy.com/View.php?view=Mods.Detail&amp;id=6616">http://planetelderscrolls.gamespy.com/View.php?view=Mods.Detail&amp;id=6616</a> Bain for Mash Compatible! Sounds taken from "Morrowind Comes A...
4539	Nerevarine Greetings	Bugfixes	MMH	13-12506	Alphax	2008-02-03	Allows NPCs to give more specific endgame dialogue. Bethesda included but badly filtered this dialogue; this mod simply makes it visible. Also changes one of the endgame greetings to be consistent with all the others of the same type. Unlike Raptormeat's "No More Excuse ...
4446	Edwinna Elbert's Book	Bugfixes	MMH	13-12570	Alphax	2008-03-01	
216	Wild Rare Ingredients	Alchemical	MMH	1-12530	Alphax	2008-02-12	A collection of bugfixes which address various issues regarding the availability of ingredients "in the wild": * Daedra skin is now available on suitable Daedra, as described in dialogue * Ghoul heart is now available on Ash Ghouls, as described in dialogue &#...