

<b>Id</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
13488	Dagoth Creatures Replacer	Creatures	Fliggerty	*970	Aoimevelho	2013-12-21	This mod gives new models to ash ghouls and ascended sleepers who bear the name "Dagoth". Dagoth Gares now have his own unique model. All "nameless" ash ghouls and ascended sleepers from leveled lists are not touched and will retain their old appearance. Please note that the exact look of Dagoth...
13463	Westly FCOT clothes in Tamriel Rebuilt	Aoimevelho	Fliggerty	*972	Aoimevelho	2013-12-21	Some Tamriel Rebuilt NPCs are now wearing wonderful outfits from Westly's "Fine Clothiers of Tamriel" . I didn't change NPCs from certain factions since they may wear fraction-specific outfits, I didn't change NPCs that wear TR-specific clothes, NPCs with complex scripts, etc. - almost all Re...
13453	BadKarma Dresses in Tamriel Rebuilt	Aoimevelho	Fliggerty	*968	Aoimevelho	2013-12-19	This is a very simple mod: all Imperial and Breton female nobles and some of Imperial and Breton commoners in "Tamriel Rebuilt - Sacred East" are now wearing medieval dresses made by BadKarma. I modified only those NPCs who don't belong to any factions.
13244	Mabrigash Armored Robes	Armor	Fliggerty	*1048	Aoimevelho	2014-07-03	The mod adds 2 ashlander-style armored robes designed for the warrior-witches of the Ashland. There are 2 ESPs: MabrigashArmoredRobe_Resource.ESP - only adds armored robes to CS. MabrigashArmoredRobe_Resource.ESP - adds this new armor to many Mabrigash in game. I changed the Mabrigash class -...
13242	Indoril Armored Robe	Armor	Fliggerty	*971	Aoimevelho	2013-12-21	This mod contains two versions of Indoril armored robe - with and without cloak, and a variation of Indoril helmet - with Dunmer ears and red glowing eyes. There are 2 ESPs: IndorilArmoredRobe_Resource.esp - the stuff is only added in CS as a resource. IndorilArmoredRobe.esp - the robes and t...
12932	Cavern Of The Incarnate Overhaul	Models and Textures	Fliggerty	*969	Aoimevelho	2013-12-19	I wanted to make the Cavern strange, slightly out of place in Vvardenfell. As if the Azura's Realm, Moonshadow, is so very close that it shines through. Or as if this cave itself belongs to that Realm. The Cavern of the Incarnate and the Azura statue meshes are replaced with bump-mapped ones, t...
12924	Ash Vampires Replacer	Models and Textures	Fliggerty	*995	Aoimevelho	2014-01-04	Unique models and textures for all 7 Dagoth Ur's brothers. AshVampiresReplacer.ESP - basic version AshVampiresReplacer_GHD.ESP - if you have "Great House Dagoth" AshVampiresReplacer_TTU.ESP - if you have "The Tribe Unmourned" AshVampiresReplacer_GHD+TTU.ESP - if you have both "Great House Dagot...
12923	Akulakhan Replacer	Models and Textures	Fliggerty	*967	Aoimevelho	2013-12-19	To me, Akulakhan has never looked impressive, like soon-to-be-a-god should. I hope that new shiny textures and normal maps give it (him?) a divine and magical aura that it was certainly lacking before. I also included the retexture of the Heart of Lorkhan which makes it more "fleshy" looking. +...