

Id	Name	Category	Site	Link	Author	Date	Description
13398	Ayleid Remnants	Dungeons	Fliggerty	*1171	John Kahler	2015-11-26	Adds in 4 Ayleid style places to Solstheim, and one NEXT to Solstheim. I was intending to have the internal architecture like what you see in Oblivion, but it just wasn't going to happen with my current skills. And if I had gone that way, it would've looked pretty bad. :D There would&...
13344	Strange Grove	Landmasses	Fliggerty	*1105	John Kahler	2015-05-15	Part of the May Modathon Month (I hope!) This plug-in adds an island between Khuul and the south-east side of Solstheim, which has 12 quests, several new items, including lollies,
13164	Ald-Ruhn Arena	Quests	Fliggerty	*1150	John Kahler	2015-09-22	(This plug-in requires Tribunal + Bloodmoon installed.) Battle it out in the new Ald'ruhn Arena! Just like the arena in Oblivion, you can walk on in, place a bet, watch a fight, and collect your winnings! Choose from a 10 gold entrance fee, which you may win on, or pay 100 or even 1000 gold pi...
9770	Thugs & Louts v 2.0	NPCs	MMH	64-11758	John Kahler	2012-11-02	This mod adds 62 different crooks in 20 variations to Vvardenfell, and if you have Tribunal + Bloodmoon, a bonus 63rd one to Solstheim. These guys range from level 5 to level 50, so the mod is aimed for higher level players looking for something more challenging. They all have an impressive range...
6536	Inner Depths v 1.0	Dungeons	MMH	31-11756	John Kahler	2012-11-02	Adds a series of joined "dungeon" areas, which can be entered through the door location at co-ordinates 6, 1. Pretty much directly west from Serano Ancestral Tomb. Features bone caves, 2 Dwemer ruins, a large-ish Daedric shrine, tombs and other caves. Has some high end enchanted Daedric and glass...
6535	Inner Depths 3	Dungeons	MMH	31-15235	John Kahler	2014-08-21	Another dungeon crawl style plug-in, but this time in Solstheim! Also has 2 entrances. (Requires Bloodmoon & Tribunal.)
6534	Inner Depths 2	Dungeons	MMH	31-15234	John Kahler	2014-08-21	More "dungeon crawling" action over multiple different zones, but now from the Grazelands in 2 entrance locations! (Requires Bloodmoon & Tribunal.)
4491	JMK's Heartwood Fix	Bugfixes	MMH	13-15337	John Kahler	2015-05-01	Fixes the shared texture issue between the Heartwood ingredient in Bloodmoon and the various Telvanni meshes. Has no ESP file, so your mod load order isn't affected.
2041	Redoran Sanctuary v 1.0	Houses	MMH	44-11757	John Kahler	2012-11-02	A magical sanctuary where you can take a break from your travels. Hold your position from any outdoor location and pop back there later, without disturbing your Mark position. (Won't work in Mournhold.) You can however retreat to the sanctuary from anywhere without holding your position. Has 6 te...
129	JMK's Ingredients Listed v1.0	Alchemical	MMH	1-11759	John Kahler	2012-11-02	This mod requires my Gems Addition version 1.5 + my Ingredients Addition plug-ins to work! It adds the ingredients from each to the levelled lists, so they can be found outside of the 2 places where they're sold. If you have other mods that change the affected lists, you may need to merge them.
128	JMK's Ingredients Addition	Alchemical	MMH	1-11755	John Kahler	2012-11-02	Adds a selection of new ingredients to the shop of Fadase Selvayn in Tel Branora. This is to compliment my Gems Addition 1.5 mod. Ingredients include apples, oranges, peas and even sherbet. Also includes some miscellaneous items too.
127	JMK's Gems Addition v 1.5	Alchemical	MMH	1-11754	John Kahler	2012-11-02	Basically it adds a chest to Valenvaryon's Propylon Chamber, under the ownership of Abelle Chriditte, which is filled with lovely gems for your potion making pleasure. All gems restock.