Id	Name	Category	Site	Link	Author	Date	Description
9755	The Living Cities of Vvardenfall v1.1	NPCs	MMH	64-2063	Jon Medders aka EberKain	2009-04-06	The Living Cities of Vvardenfall v1.1 This mod adds Day / Night schedules to Seyda Neen
6927	Bags of Holding	Gameplay	MMH	37-1985	Jon Medders aka EberKain	2009-04-06	This was untested. It should all work fine though. Unpack it with the subpaths. If there is a problem .nif files go in the meshes directory, .tga's go in Icons, .TGA's go in the Textures. There is a new letter in the census and excise office that will get you started. If you cant find the temple ...
4188	How to make NPC Schedules tutorial 1.1	Tutorials	MMH	106-1992	Jon Medders aka EberKain	2009-04-06	The Living Cities of Vvardenfall v3 This mod adds Day / Night schedules to Seyda Neen Ald Velothi Caldera Caldera Mines
523	bags of holding	Items	MMH	46-223	Jon Medders aka EberKain	2009-04-06	First and foremost the bags were created in whole by Eber Kain. Being a fan of AD&D i modified the bags to be more like the ones in AD&D. changes: *Weight Carrying Capacity Varients *The player has to make the bags them selves by traveling to certain shops (cloth sh...
522	Bags of Holding	Items	MMH	46-3740	Jon Medders aka EberKain	2009-05-12	This was untested. It should all work fine though. Unpack it with the subpaths. If there is a problem .nif files go in the meshes directory, .tga's go in Icons, .TGA's go in the Textures. There is a new letter in the census and excise office that will get you started. If you cant find the temple ...