

Id	Name	Category	Site	Link	Author	Date	Description
2168	Seyda Neen abandoned shack	Houses	MMH	44-6232	Tesenthusiast	2009-05-26	This simple mod adds a shack close to Seyda Neen (south of the lighthouse). It uses only stock Bethesda stuff. Being rather puristic, it has NO overpowering items, but at least, it's for free. There's also a small secret to discover...be sure to look around the shac...
1320	Hirstaang Abode	Houses	MMH	44-6388	Tesenthusiast	2010-01-29	This mod adds a medium sized manor to the southeastern shore of Solstheim. Talk with Siegfried in general quarters of fort Frostmoth to start a short quest. Its purchase price is quite high, 16,000 drakes and not negotiable. Features: - a cozy man...