| Id | Name | Category | Site | Link | Author | Date | Description |
|------|--|---------------|------|----------|--------|------------|---|
| 9634 | Imperial Guards Anticlone v1.0 | NPCs | MMH | 64-9455 | TheLys | 2005-03-04 | This mod is an ultra simple one, adding some variety to imperial guards faces. This is done by giving them some special shirts with random faces attached. So, obviously, if you take out the shirt, the good ol' face will reappear, but you can't wear the shirt and its value is 0. Not very interesti |
| 9620 | Give Your Orders v1.3 | NPCs | MMH | 64-3924 | TheLys | 2009-05-12 | My mod is based on the Dracandros' voice mod idea, by Dracandros. My mod is not a replacement for the Dracandros' voice mod, but rather a complement, adding stuff not managed. It doesn't require it to launch. The "Give your orders" mod adds a topic to dialogs, "- Give yo |
| 7892 | Lich - Tech Demo v1.1 | Miscellaneous | MMH | 53-15016 | TheLys | 2013-10-04 | This mod is only a test and demonstration of how to make humanoid players transform in another race. In the Census Office in Seyda Neen is an amulet on the exit door. When you wear it, you transform into a Lich. You can also transform via a spell "Transform to Lich". Wa |
| 7792 | Give your orders | Miscellaneous | MMH | 53-8703 | TheLys | 2003-03-12 | My mod is based on the Dracandros' voice mod idea, by Dracandros, which can be found at this site as well. My mod is not a replacement, but rather a complement, adding stuff not managed by the Dracandros' voice mod. It doesn't include Dracandros' voice unique feature |
| 7616 | Blood & Gore v2.14 | Miscellaneous | MMH | 53-14938 | TheLys | 2013-08-27 | Blood & Gore makes all creatures and characters, including player, BLEED and other effects like emitting smoke or get on FIRE during combat! Makes player, non playing characters (NPC) and creatures generate visual elements (blood, chunks, smoke) when they're hit Visual elements ar |
| 7214 | Seasons | Gameplay | MMH | 37-383 | TheLys | 2009-04-06 | Seasons 1.02 *final* by TheLys Mainly a rework of the Foliage Season mod v1.2 by Ayse, with additional features. Please see his readme file for info, contact and credits. This mod makes the weather and flore follow the seasons. Seasons are based on months and days |
| 7204 | Resources Enhanced v1.0 | Gameplay | MMH | 37-2790 | TheLys | 2009-04-24 | More interactive way to collect some resources like pearls, diamonds, raw ebony, raw adamantium and glass Features: - When you collect pearls from kollops, they disappear in a cloud of bubbles - When you collect kwama eggs, the sack shrinks to nothing revealing a kwama eg |
| 6946 | Blood and Gore v2.13 | Gameplay | MMH | 37-14679 | TheLys | 2013-05-03 | PUT YOUR ENEMIES ON FIRE OR MAKE THEM BLEED TO DEATH ! Makes player, non playing characters (NPC) and creatures BLEED by generating visual elements (blood, chunks, smoke) when they're hit Visual elements are based on the NPC/creature nature and what they've been hit |
| 6945 | Blood and Gore v2.12 | Gameplay | MMH | 37-2945 | TheLys | 2009-04-24 | PUT YOUR ENEMIES ON FIRE OR MAKE THEM BLEED TO DEATH ! Makes player, non playing characters (NPC) and creatures BLEED by generating visual elements (blood, chunks, smoke) when they're hit Visual elements are based on the NPC/creature nature and what they've bee |
| 6944 | Blood and Gore v2.0 | Gameplay | MMH | 37-2821 | TheLys | 2009-04-24 | Makes player, non playing characters (NPC) and creatures generate visual elements (blood, chunks, smoke) when they're hit Visual elements are based on the NPC/creature nature and what they've been hit by. The elements can include : blood, dark blood, meat chunks, dark meat chunk |
| 6403 | Water Nymphs and other Creatures v1.01 | Creatures | MMH | 26-484 | TheLys | 2009-04-06 | Beautifull creatures are now all over Vvardenfell, lands and waters, for your eyes pleasure. But don't mess up with water Nymphes, they're kind but not passive not more than big sharks. What you've got in here : - 5 types of Water Nymphes with 11 models, male and female. Very |
| 2052 | Resources Enhanced v1.0 | Items | ММН | 46-9712 | TheLys | 2005-03-06 | Features of this mod: *When you collect pearls from kollops, they disappear in a cloud of bubbles *When you collect kwama eggs, the sack shrinks to nothing revealing a kwama egg *To collect raw ebony / glass / diamond / adamantium you have to actually mine them using a miner' |
| 1024 | Dwemer Clock enhanced | Items | MMH | 46-8704 | TheLys | 2003-06-15 | When equipped, this device looking like a Dwemer cube gives the hour and date and proposes to modify its settings. It can automatically show time and date each new day and/or each hour and shows time when you quit resting. The auto-unequip function allows the clock to be put back in |