Id	Name	Category	Site	Link	Author	Date	Description
13002	Sea Rover's Tent	Houses	Fliggerty	*734	Tizzo	2012-10-31	This mod adds a portable tent home to the game, which the player can find hidden in Tukushapal, Sepulcher. Speak with Ennbjof, a Nord located somewhere in the Telvanni canton of Vivec, for more information. ** Features ** ** Portable & Wearable: Carry the tent with you wherever you go! Set i...
12998	Pelagiad Guard Tower Home	Houses	Fliggerty	*1091	Tizzo	2014-11-24	This mod allows the player to obtain a home located, oddly enough, in the town of Pelagiad. The cell for this home replaces the base-game cell, "Pelagiad, Guard Tower". There are no special requirements to obtain access to this home. The previous owner has disappeared. Presumably they arranged f...
11002	Anvils	Tweaks	MMH	90-15655	Tizzo	2018-08-06	Pre-existing "Anvils" in the game world are replaced by activators which, when used, cast a spell on the player that gives you a few seconds of increased Armorer skill. That's it. You're around an Anvil, click it. You can repair your stuff somewhat easier.
7491	Useful Starting Spells	Magic and Spells	MMH	51-6900	Tizzo	2012-05-12	This plugin adds a total of 24 new spells that the Player Character can potentially start off with provided your magic skill in a given spell college is high enough. Depending on your level of starting skill, your character may receive between one and four of these new sp...
6022	Paxon, the Pack Rat	Companions	MMH	24-15654	Tizzo	2018-08-06	This mod adds "Paxon, the Pack Rat" to your game. As the name implies, Paxon is a "Pack" Rat. He's impossible to kill, hard to lose, and can carry a lot of stuff. He will also fight beside you. Paxon can be found in a hidden section of Addmasartus, a smuggler's cave near Se...
4421	Bound Armor Bugfix v1.0	Bugfixes	MMH	13-12373	Tizzo	2013-03-27	This mod acts as a bugfix for the various Bound Armor pieces. Due to an engine limitation, Bound armor items do not increase in Armor Rating with your Armor skill due to being weightless. These mods alters each Bound Armor piece (Boots, Cuirass, Helm, Left & Right Gauntlet, and Shield)...
2819	YAPHM (Yet Another Portable House Mod) v 1.3	Houses	MMH	44-15434	Tizzo	2015-10-23	Adds a portable house to the game. No special quests or other steps to acquire, the spell to access the home is added when the mod loads. Features sorting containers for spell scrolls, soulgems, potions, and alchemy ingredients. Also has a shrine, a security training chest, as <...
2818	YAPHM (Yet Another Portable House Mod) v 1.3	Houses	MMH	44-15435	Tizzo	2015-10-23	Adds a portable house to the game. No special quests or other steps to acquire! The spell to access the home is added when the mod loads. Features: Companion friendly teleportation to: Ald-ruhn, Balmora, Vivec, Sadrith Mora, Fort Frostmoth, Raven Rock...
2704	Vivec, St. Delyn Living Quarters	Houses	MMH	44-12819	Tizzo	2008-07-18	This mod allows the player to obtain a home located in the Waistworks of the Vivec, St. Delyn Canton. To purchase the home, you must first go to the Vivec, St. Delyn Waistworks cell and collect the rental notice attached to the house door. Once you have this item, proceed to the Canon Offices loc...
2141	Sea Rover's Tent v1.0	Houses	MMH	44-11752	Tizzo	2012-10-30	This mod adds a portable tent home to the game, which the player can find hidden in Tukushapal, Sepulcher. Speak with Ennbjof, a Nord located somewhere in the Telvanni canton of Vivec, for more information. ** Features ** ** Portable & Wearable: Carry the ...
309	Ahnassi's House - Refurbished	Houses	MMH	44-6793	Tizzo	2011-09-21	This mod makes alterations to the cell "Pelagiad, Ahnassi's House" that are designed to improve the layout, utility, and overall appearance of the cell so it may better serve as a player home. Features: Alchemy Sorter, De-Sorter ...