

Id	Name	Category	Site	Link	Author	Date	Description
12450	Mod Testing CharGen	Resources	MMH	55-12561	Trunksbomb	2008-02-25	This mod simply alters the script during chargen. Instead of going through the usual chargen, you'll be placed in Seyda Neen, right next to your favorite character in the game. Your attributes and skills will all be set to 100, and you'll have a Daedric Longsword in your i...
8185	Thieves Guild Tunnel System	Miscellaneous	MMH	53-12520	Trunksbomb	2008-02-09	THIEVES GUILD TUNNEL SYSTEM 2.5 -- Trunksbomb @@@@@@@@@@@@@@@@@@@@ @@@ Description @@@ @@@@@@@@@@@@@@@@@@@@ Not in the Mages Guild? Don't want to use their transport system? Are you a thief? <...
2572	TR: Tel Muthada Pod	Houses	MMH	44-13722	Trunksbomb	2009-10-30	An eccentric Nord has popped up in Tel Muthada. And he's willing to share his "rare and unique" find with you in exchange for a little bit of service. He's rather specific with his instructions, but a wise adventurer would notice the depth of his intelligence- or the lack thereof- and act accordi...
2571	TR: Ranyon-ruhn Home v2.0	Houses	MMH	44-12652	Trunksbomb	2008-04-07	So there wasn't much housing available in the Telvannis map. So this mod aims to fix that. It adds in a small-to-medium sized home in Ranyon-ruhn across from the bar and next to the guard house. The home features a fully furnished dining area, complete with silverware; a study with an empty books...
2570	TR: Molagreahd Shack v2.0	Houses	MMH	44-12636	Trunksbomb	2008-03-31	On the path south out of Bal Oyra at the tip of the Molagreahd is an abandoned, old shack. A fire somehow still burns outside, yet it seems nbody has been around for years. An unwelcome visitor has taken up residence in the shack, but this is the only pest that stands between you and your new sle...
2569	TR: Molagreahd House	Houses	MMH	44-13709	Trunksbomb	2009-10-23	Due to the apparent lack of player housing in the Tamriel Rebuilt Map 1: Telvannis, something needed to be done. In this mod, a small home can be found in the Molagreahd Region, near the opening of a valley. Specifically, the house is located at cell 16,19, which is north west of Firewatch.
2568	TR: Helnim Fields House	Houses	MMH	44-13715	Trunksbomb	2009-10-26	Fellius Marvus is a well-off yet humble old Breton who loves to travel the world. For a while now, he's been settled down in Helnim Fields outside of Helnim, but he's getting a bit anxious. Soon, he'd like to move out of his home and travel some more of the world. When you meet him, he'll run you...
2567	TR: Firewatch Farmhouse v2.0	Houses	MMH	44-12648	Trunksbomb	2008-04-05	On your way out of Firewatch, you may come across a humble, cozy looking farmhouse just off the path. Left seemingly deserted, you may make your residence in the house without worry. This farmhouse features a small patch of corkbulb root that you can harvest when you please. There is...
2566	TR: Adurin-Ouaka Shack	Houses	MMH	44-13717	Trunksbomb	2009-10-27	In the fishing village of Adurin-Ouaka, a Telvanni Guard has fallen ill and had to permanently move north to Helnim for treatment. He left his house and all his belongings to the other Telvanni Guard posted in Adurin-Ouaka. The remaining guard is willing to part with the shack, for a price.
1817	Nerevar's Manor	Houses	MMH	44-11182	Trunksbomb	2007-04-10	A house has been built just outside the gates of Balmora, near the Silt Strider. The Duke ordered the house erected for the coming of the Nerevar. The new manor features Guards, a weaponsmith, an armourer, and many (nearly) bottomless storage chests, as well as a bed for sleeping and a warm firep...
1150	Fighter's Guild Home	Houses	MMH	44-13852	trunksbomb	2010-02-20	The Fighter's Guild in Balmora has a place to stay already, but it's not a very good place to stay for long periods of time. So, a recent large income for the Guild has funded the building of a Personal Quarters that one lucky adventurer can choose to reside in, for a novel 100 septims a month. &...
445	Armour Sets	Armor	MMH	4-13030	Trunksbomb	2008-11-21	This mod adds in 21 misc items that allow you to equip all pieces of an armour at once. Equip one item rather than clicking on every piece in the set. Very handy, I'd say. There is a merchant set up outside of Balmora on the path to Fort Moonmoth. &...

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226	A Cozy Cave	Houses	MMH	44-13711	Trunksbomb	2009-10-24	Kozee the Nord extends the hospitality in his cozy cave to you. Found within walking distance of Seyda Neen, just off the path to Pelagiad, Kozee welcomes you with a warm fire and a snug bedroll. He's not much on small talk, but he'll never turn you a cold shoulder.