

Id	Name	Category	Site	Link	Author	Date	Description
6600	Sacartia_update	Dungeons	MMH	31-12624	VaguelySpecific	2008-03-26	My old username was 'Andrew' but I lost my password, so I made this new one, and have been working on my old mods, starting with sacartia. I took the feedback and changed the AI on the NPCs and made them more aggressive, and well as fixed all of the references, but I still...
6569	Mysterious Cave (Completed Static)	Dungeons	MMH	31-12697	VaguelySpecific	2008-04-27	Adds a gruellingly detailed cave to the West Gash region, located South Southeast of Dushariran, a daedric shrine. It's a big cave, that I haven't completely finished, but I want testers because I don't feel like testing it myself. I plan on giving this mod a story,...
1541	Lakehouse	Houses	MMH	44-12727	VaguelySpecific	2008-05-17	Places a Hllallu house just South of Seyda Neen and West of Ebonheart. To get to the house you can swim, or go to Ebonheart, and there is a small rowboat at the end of the right pair that acts as a door to the lakehouse. When you arrive, there is a trader with 5000 gold, and lots to se...
1439	Island of Elliod	Landmasses	MMH	48-13720	VaguelySpecific	2009-10-30	I've been working on this bit by bit for, I'd say a couple years now. This is a massive mod I'm hoping to implement, as I'm learning scripting and the like on my own. The island, located just southwest of Vvardenfell, is about a fifth the size of Solstheim. I made sure that I on...