

| Name                                     | Category                  | Link  | Author | Date                | Description   |
|--|---------------------------|---|--------|---------------------|---|
| Adv. Herbalism: Trama Root Complete v1.0 | Alchemical                | <a href="http://mw.modhistory.com/download-1-12098">http://mw.modhistory.com/download-1-12098</a>   | Viirin | 2012-12-23 23:08:08 | Also requires Advanced Herbalism (TR & BM). One of the trama roots doesn't have the Trama root script on it, but now that's fixed.  |
| Advanced Herbalism: Trama Complete v 1.0 | Alchemical                | <a href="http://mw.modhistory.com/download-1-12099">http://mw.modhistory.com/download-1-12099</a>   | Viirin | 2012-12-23 23:15:09 | Also requires Advanced Herbalism (TR & BM). One of the trama roots was missed, leaving 168 or so trama roots without the proper script. This fixes that.  |
| Advanced Water Life Herbalism v1.0       | Alchemical                | <a href="http://mw.modhistory.com/download-1-12100">http://mw.modhistory.com/download-1-12100</a>   | Viirin | 2012-12-23 23:31:40 | I added a little snippet of "Advanced Herbalism (TR & BM)" script into "Abot's Water Life" alga plant scripting, and made unique seeds for each of them so they could be grown at will instead of having to swim around for 20 minutes for a chance for alga to spawn. This mod requires both of those. |
| Tel Aquarius                             | Townd and town Expansions | <a href="http://mw.modhistory.com/download-87-12111">http://mw.modhistory.com/download-87-12111</a> | Viirin | 2013-01-02 04:15:41 | Ruins are found west of Khuul, between the dwemer ruin, daedric shrine, and infected egg mine. Some of the library is there to begin with, but grows over time. The interior grows as well as you bring books, dwemer schematics, ledgers, death threats, writs, and all manner of other writt...       |