Id	Name	Category	Site	Link	Author	Date	Description
11672	Werewolf Will	Tweaks	ММН	90-6345	tornadominds	2009-12-01	Many believe the werewolf curse to be uncontrollable, and they are usually right. However, those gifted in magic are able to suppress their transformation using their own magical energies. But only for as long as those energies last This mod enables you to resist the w
11667	Weather Mod: Blight Storms	Tweaks	ММН	90-6349	tornadominds	2009-12-07	This simple mod makes the blight storms a bit more interesting. If you are caught in a blight storm, your health will not be able to go above 100, and you will have severely stunted fatigue. You may pass out if you run out of fatigue, and may also
9833	Bloodmoon UnBreaker	Quests	ММН	68-13800	tornadominds	2009-12-30	Ever get annoyed by the fact that becoming a werewolf before starting the main Bloodmoon Quest breaks the game? Well, be annoyed no longer. Now you merely have to talk to Korst Wind-Eye, and his rejection of you will trigger Hircine's Quests by providing the needed
8253	Werewolves: Infectable-NPCs	Miscellaneous	ММН	53-6350	tornadominds	2009-12-09	BETA version 3 Ever wanted to infect NPCs with lycanthropy and make them your followers? Well, now you can! This mod adds a script to most of the unscripted NPCs that allows you to turn them into werewolves!
7838	Icy Water	Miscellaneous	ММН	53-6337	tornadominds	2009-11-24	This mod causes your health and fatigue to be temporarily stunted if you are caught in a blizzard. It will not kill you, but you may collapse if your fatigue reaches 0. The waters of Solstheim will DAMAGE your health and stunt your fatigue, and will even give you a disease called hypo
6407	werecrocs! Expansion	Creatures	ММН	26-6348	tornadominds	2009-12-06	Werewolves have always been widely known of, being the most common variety of therianthrope in Tamriel. Few knew that Argonia was home to another variety of were, the WereCrocodile. Recently, several infected argonians have made their way to Vvardenfell, and have begun t