

Id	Name	Category	Site	Link	Author	Date	Description
13364	West Gash Retreat	Denina	Fliggerty	*701	Denina	2012-09-17	This is an empty house built with plain/common architecture located in the West Gash region on the old Ald-ruhn Road. Visit the Rat in the Pot in Ald-ruhn where a Dunmer woman is eager to sell. This was a personal mod I made years ago that I never released and only am doing so on request from pe...
13363	The Uber Crystal Egg Hunt Display Resource v1.0	Denina	Fliggerty	*801	Denina	2013-02-23	For those who use The Uber Crystal Egg Hunt mod, you acquire all these beautiful eggs, but aligning them just right on a display can be frustrating. Add these display cases to one of your mods (such as a house mod) and all frustration is eliminated. This adds 11 display cases with 15 eggs each f...
13362	Temple Bath Houses	Denina	Fliggerty	*787	Denina	2013-01-24	Bathing comes to Vvardenfell! This mod adds 2 public bath houses to the world, one in Balmora and the other in Vivec. Each bath house has a merchant that will sell you towels, washclothes, brushes and soap or you can bring your own, especially if you use Provincial Bath Shoppe mod by Korana...
13361	Soul Gems for Sale 01292013	Denina	Fliggerty	*789	Denina	2013-01-29	Version 1.0: This adds restocking soul gems of all types except Azura's star to 14 vendors across Vvardenfell. Version 2.0 Description: One day while playing, I did the Telvanni Rats quest in Vivec and when I got my reward, I took note of what the quest giver said about the gems not being easy t...
13360	Seyda Neen Basic House v1.1	Denina	Fliggerty	*796	Denina	2013-02-04	This adds a small, cozy house to Seyda Neen in front of the lighthouse by the shore. Meant as a starter home or drop off point for higher characters (or both). Plenty of storage for a new character. I made this years ago so unlikely to ever update.
13359	Molag Mar Small Home v.1.0	Denina	Fliggerty	*793	Denina	2013-02-03	This places a small Velothi-style house beside the silt strider in Molag Mar (cell -12)
13358	Miscellaneous Items to Static Items v2.0	Denina	Fliggerty	*800	Denina	2013-02-19	This is a modder's resource. I've taken all the miscellaneous items, plant containers and ingredients from Morrowind, Tribunal and Bloodmoon and made them static items. I've also taken all the liquor/beer bottles and made empty miscellaneous counterparts as well as statics. This adds nothing to ...
13357	Hla Oad Shack v.1.0	Denina	Fliggerty	*795	Denina	2013-02-04	This mod places a small shack near Fat Leg's Drop Off that you can buy from the Argonian standing in front of it for a pretty modest price. Meant as a starter home or drop off point.
13356	Gnaar Mok Shack v1.0	Denina	Fliggerty	*794	Denina	2013-02-03	While hunting/exploring the Bitter Coast region, I found myself encumbered with ingredients and loot, but not yet ready to leave the region to head back to the city and found myself with no place to store stuff until I finished my Bitter Coast excursion. Wishing to find a house, I checked various...
13355	Full Winerack Resource	Denina	Fliggerty	*705	Denina	2012-09-20	This is a modders' resource. It adds nothing in the game. Xargoth made filled winerack meshes as a favor to me. There are 8, 7 of them are liquor-specific. There is one for the 7 base liquors in the game: Shein, Mazte, Greef, Sujamma, Cyrodiilic Brandy, Flin and Skooma. The 8th is one DonnerGott...
13354	Erengard Mines-Morrowind Crafting Compatible	Denina	Fliggerty	*704	Denina	2012-09-18	Graphite's Original Description: For quite some time I've been rather annoyed at the fact that there were hardly any legal ways to earn money other than going out and killing monsters for their loot. Therefore I decided to try build a mod that would allow the player to run a single mine, buyi...
13353	Denina's Household Resources v1.0	Denina	Fliggerty	*892	Denina	2013-09-07	Since 2012, various folks have made me stuff for my house mods or tweaked Bethesda's meshes by putting different textures on them. In time I learned to use Nifskope a little and retextured some existing stuff either with Bethesda's textures or with those by others, as listed. I've packed this res...
13352	Denina's Hot Beverages	Denina	Fliggerty	*788	Denina	2013-01-29	This simple mod adds coffee, hot chocolate and tea, sold by the mug, on various publicans/traders. There is no new dialogue or anything added to the leveled list in the interest of minimizing conflicts. My thanks to Kiteflyer61 for making the meshes and textures that made this mod possible as I'v...

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13351	Denina's Empty Homes	Denina	Fliggerty	*991	Denina	2013-12-29	<p>In anticipation of Morrowind Crafting 3.0 in the works, I decided to make a few new empty homes to be furnished. There are 3 .esp files, one for each house. You can load all 3 .esp files at once. They were designed to not conflict with each other. All cleaned with TES3cmd. ESPs: Ald-ruhn, Hut Home - Home located in front of Morvayn Manor. Sadrith Mora, Mushroom Abode - Home located in front of Llaalam Madalas: Mage. Vivec-Ebonheart Road Home - This one is not in a town. Go to Vivec, Hlaalu canton and enter Ascadian Isles from there. Turn right and head north along the path. At the crossroads where it turns into the Bitter Coast, look north. You should be able to see the Hlaalu structure from there.</p>