

Id	Name	Category	Site	Link	Author	Date	Description
13265	Staff Agency	Danae123	Fliggerty	*1068	Danae	2014-09-07	<p>The player can hire various staff through a new NPC in Ebonheart great hall. To recruit your new staff, you will either need gold or items. For example, to recruit a fisherman, you will need a fishing rod while to recruit a guard, you will need 600 septims. Additionally, all staff members will have a monthly wage (200-400 gold) and will refuse to perform services until they are paid (they will stay where you put them though) Once you have recruited someone, they will follow you (to your home, presumably) perform daily services perform improved services after a pay raise. carry and hold tools of their trade. share lore related to their trade. As an example, to hire an alchemist, you need a mortar. The alchemist will then hold a mortar and give you a selection of potions daily. After a pay raise (from 200 to 400 monthly) the potions will have a greater quality. He will tell you about the alchemical properties of plants. Other remarks: each employee actually carries a number of tools, some of them set up as a shield, or as a light (those will be used in darker rooms), remove the items you do not want them to use from their inventories. you can fire your employees at any time. you can hire any number of the same type of employee you can lower their wages back if you do not like their improved service. the names of classes have not been changed: your staff is compatible with Archimaestro Antares's Bigmod (highly recommended). Services: Alchemist: gives a selection of potions. Mage: spellmaking, travel to Mage guilds, random soul gem or scroll. Necromancer: restores magicka Smith: repairs, give a hammer Healer: heals, cures and restores Merchant: has 2500 gold to trade Guild guide: offers travel to Gnisis, Molag Mar, Fort Frostmoth, Mounrhold Ashlander scout: offers travel to the 4 Ashlander camps. Fully fledged companion. Butler: gives a drink of your choice Cook: gives food. Maid: grooms the player (personality buff) Farmer: gives a variety of crops Miner: gives a variety of ores and gems Housekeeper: adopts cats and kittens Fisherman: gives scales and dreugh wax. Dancer: is a ballerina. Bard: plays songs Gardener: gives potted flowers (harvestable) Librarian: gives a random book Courtesans: massages (restore fatigue, fortify endurance) Herder: breeds guar, possibly a pack guar. Hunter: gives meat and hides Sailor: updates world map with port towns, sings for a beer. Agent: fully fledged companion Seamstress: gives shirts, creates new (female) outfits. Magician: trades an empty soul gem for a filled one, enchanter service, fully fledged companion. Trainers: ... Train. Guards: ... Guard, companions Install Unzip in you Data Folder. You will be prompted to overwrite the meshes, textures and icons folders. Do so. Incompatibility None I can think of, no cell has been changed. The items, dialogue topic have their own IDs No ingame npc or object has been modified. Contact You can contact me (Danae) over at the Bethesda Official forums, at Great House Fliggerty, at the Nexus and at Wolflore.</p>
13264	POTD Paintings	Danae123	Fliggerty	*629	Danae	2012-04-08	<p>Adds 70+ unique paintings, each of them in 2 different sizes in various shops of MW The regular paintings can be placed / rotated / moved The miniature paintings can be placed on shelves and tables. The paintings are screenshots taken by the community (see credit section for details) and were or...</p>
13263	MTC: Morrowind Trading Cards	Danae123	Fliggerty	*630	Danae	2012-04-08	<p>This mod adds 100+ cards to collect, each of them representing various creatures found in Morrowind, Tribunal and Bloodmoon as well as some items or places The cards can be found in various containers except for the rarest and unique ones: for these unique cards, you will need to quest, explore...</p>
13262	Lucky Coins	Danae123	Fliggerty	*1185	Danae	2016-05-28	<p>Lucky Coins: by Danae Part of the May Modathon Month 2016 This mod adds very rare coins that will grant you minor buffs so long as you have them in your inventory. There are 90 different coins in total with a tot...</p>
13261	Hold it	Danae123	Fliggerty	*327	Danae	2011-08-12	<p>Hold it By Danae What the mod does: It adds some pauldons, shields and lanterns that look like common household items to npcs (pacific, non-scripted and not blocked npcs, 50% chance to get an item). Installation: Unzip in your Data file folder Activate the ...</p>
13260	Feyiin's Troubles	Danae123	Fliggerty	*1186	Danae	2016-05-29	<p>This mod adds an NPC, Feyiin to the region around Seyda Neen. He needs help and will reward you for your efforts. Feyiin has a small cave somewhere between Seyda Neen and Pelagiad and you are welcome to use it. The cave has 2 rooms: one with basic NOM facilities and stoage, the other with a bed, ...</p>
13259	Farmers & Miners	Danae123	Fliggerty	*1087	Danae	2014-10-30	<p>Farmers&Miners Description: Gives farmers and miners as well as slaves baskets and tools depending on where they are. The tools are picaxes, muck shovels and metal buckets. The baskets are carried on the back or on the head and may hold...</p>

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13258	Containers	Danae123	Fliggerty	*461	Danae	2011-09-08	This mod is a resource pack for modders and adds nothing ingame. The new containers look like what they are meant to contain, for example, the container called "Shirts" is actually a pile of shirts; the one called "fruits" is a basket full of fruits, etc. The complete li...
13257	Board Games	Danae123	Fliggerty	*631	Danae	2012-04-08	Adds a game of Ludo, Checker, Snakes&Ladders complete with dice and pawn to Clagius' shop in Balmora. Adds a board game shop in Molag Mar with 10 new games: Creature castle, backgammon, cluedo, dungeons, mystics, jungle mayhem, mills, morropoly, tarot path, treasure hunter. Some boards ar...
13256	Adventurer's Backpacks	Danae123	Fliggerty	*1056	Danae	2014-08-01	Adventurer's Backpack: Add 2 wearable backpacks to the game. They both have a feather enchantment, and a script: when the backpacks are dropped and activated, you receive various equipment if you asked a trader to fill...
13255	Adanumuran Reclaimed	Danae123	Fliggerty	*1089	Danae	2014-11-15	Adanumuran is a cave north west of Lake Amaya currently occupied by Nix-Hounds and bandits.
13254	A Bard's Life	Danae123	Fliggerty	*330	Danae	2011-08-12	This mod covers many aspects of being a Bard in Morrowind. As a bard, you may do the following: - Look like a bard holding a lute or carrying one on your back. - Play 40 different tunes because you like music. - Perform in inns to earn gold and based on your skill, ge...