

Id	Name	Category	Site	Link	Author	Date	Description
13053	Tre Sma Grisar's Lair	DonnerGott	Fliggerty	*1181	DonnerGott	2016-03-27	This is an Easter Egg, Stocking-Stuffer, side-track mod. It mostly takes place on Solstheim, except for an Imperial Legion questline.
13052	Thrown Scrap Metal Weapons	DonnerGott	Fliggerty	*920	DonnerGott	2013-10-16	This mod simply adds Iron and Dwemer Scrap Metal thrown weapons to the game. The iron are added to the normal thrown weapons leveled list, while the Dwemer are added to both the Dwemer weapons and ingredients lists. There is also a weak skeleton near the corpse of a junk dealer in the swamp just North of Seydan Neen. Both have some on them.
13051	Those Moldy Bones, Too	DonnerGott	Fliggerty	*881	DonnerGott	2013-08-04	A modder's resource for moldy skeletons. Includes all 4 vanilla container corpses, a misc skull, a NPC skeleton race by Shannon, and 3 creature skeletons. They have all been retextured using a moldered texture, making them look like they've had a little algae and lichen grow on them. v2.0 adds...
13050	Therana's Tomb	DonnerGott	Fliggerty	*1016	DonnerGott	2014-02-22	When Therana is killed, her tomb appears on the hill due South of Tel Branora. Explore it for a few laughs. Look around the Upper Tower of Tel Branora after you kill Therana in any of the Quests or situations that require her death. There are a few extra things...
13049	The Two Lamps	DonnerGott	Fliggerty	*1033	DonnerGott	2014-04-19	An inn with a runaway slave problem; just an honest misunderstanding. East and North of the Telvanni Canton of Vivec, find a frustrated Imperial willing to sell his Inn & Pub. Talk to the patrons and others for an interesting distraction. Earn a weekly profit. Based upon the B79 Racer's Roost m...
13048	The Augur Moose	DonnerGott	Fliggerty	*799	DonnerGott	2013-02-19	Adds a ship tavern that the PC can purchase that generates a weekly profit. There is gondola travel from a private dock at Ebonheart. The Augur Moose is located off the small, L-shaped island SSW of Ebonheart, in cell "Ascadian Isles 0, -15." There are a few regulars that populate the place; thei...
13047	Swiss MultiTool	DonnerGott	Fliggerty	*686	DonnerGott	2012-09-07	Adds a scripted, 5-function tool to Morrowind; pick, probe, light, knife and repair tool in one package. You can't buy them, but you can find them, if you keep your eyes open. Uses korean77777's Swiss Army Knife meshes and textures, slightly tweaked and resized. Thanks to Jac for ma...
13046	Strider Cargo Platform	DonnerGott	Fliggerty	*684	DonnerGott	2012-09-06	Changes the in-port siltstrider mesh to one that has a cargo/passenger platform on top. No ESP; meshes only.
13045	Sixth House Melchoir	DonnerGott	Fliggerty	*1182	DonnerGott	2016-03-27	During the MQ, you may meet some Dreamer refugees; after the MQ, you get to have a Sixth House inspired Bar and Grill. A mod linked actively with the progress of the Main Quest. The PC can meet and assist some resistant Dreamers hiding in a shielded refuge. There are some quests and rewards invo...
13044	Simple BB Vivec Companion	DonnerGott	Fliggerty	*855	DonnerGott	2013-06-10	Adds Vivec as a simple companion, with basic skills and advanced warping. You can recruit him for free, after completion of the Tribunal Main Quest. He will not spoil the MW MQ, as he left an Aspect of himself in the Temple with all of his Godly Knowledge. Better Bodies model taken from Psymo...
13043	Shields for Vaernis Alloy Armors	DonnerGott	Fliggerty	*1043	DonnerGott	2014-06-10	This mod adds three retextured Chitin shields that match the three similar armors by Vaernis. Those are the Dwemer Mk II, and the Light & Dark Steel Alloy armors. You can buy one of each from the same vendors that sell the armor; just load this ESP after those 2, or merge them. [url=http://...
13042	Ruins of Assarnibibi	DonnerGott	Fliggerty	*746	DonnerGott	2012-11-14	This Mod adds the ruins of Assarnibibi, birthplace of Almalexia. It covers her presumptive past, by implication and without going into graphic detail. Lore friendly, unless something was changed in Oblivion; wouldn't know - haven't played it. Indorilyon stronghold is also included, but it's prett...
13041	Panther Buddy	DonnerGott	Fliggerty	*850	DonnerGott	2013-05-27	Adds Jet, the Pather as a buyable creature companion. Look for a Breton girl with a big, black cat in Gnisis. This just a simple creature companion mod, nothing fancy. Well, warping and levitate, but... The pearl only sets Jet's status; it's not a companion teleport or anything else. H3rmi...

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13040	Ogrim Nipple Rings	DonnerGott	Fliggerty	*908	DonnerGott	2013-09-28	Well, every Ogrim has one as loot, so now you can collect them, sell, buy or trade them, get stacks for decorations or enchant them as amulets. Find the Orc trader for the stacks. I can't believe no-one has done this, before now. The things have been staring everyone in the face since the g...
13039	Man Scales	DonnerGott	Fliggerty	*849	DonnerGott	2013-05-23	Adds 8 cardboard cutouts sized to the preset height of the males of the 8 bipedal races. Set as activators, to be able to name the races. A modding resource for judging scale. Original model from Mighty Joe Young.
13038	Jade Daedric Interiors/Exteriors	DonnerGott	Fliggerty	*748	DonnerGott	2012-11-15	A modder's resource recolor of the Daedric interiors, exteriors, lights and doors to a dark green. This is not a texture replacer. It does not include recolored Daedric statues. There is an ESP with everything loaded, as well as a small sample interior just southwest of Bal Isra. Thanks t...
13037	Inverted Vivec Gondola Dock	DonnerGott	Fliggerty	*805	DonnerGott	2013-02-26	Inverted version of the dock used for gondolas in the Vivec Cantons and Molag Mar. Demo ESP with a dock at the Vivec temple, opposite from the normal one. Mesh collision fixed by Kiteflyer61
13036	Inverted Velothi Interiors	DonnerGott	Fliggerty	*747	DonnerGott	2012-11-15	Inverted meshes for 6 Velothi small interior rooms. Doors that entered on the left, are now on the right for 4 rooms. Two have multiple exits. Demo ESP included, see Readme for directions. Everything is vanilla, just inverted.
13035	Inverted Telvanni Meshes	DonnerGott	Fliggerty	*918	DonnerGott	2013-10-04	~33 inverted exterior and ~13 inverted interior vanilla Telvanni meshes. Not set as snap-to grid. The is a modders resource, although it includes a demo ESP with the pieces next to their original version. There is an interior cell call "Telverted Exteriors" which contains them all. These are i...
13034	Inverted Shack Exteriors and Interiors	DonnerGott	Fliggerty	*761	DonnerGott	2012-12-01	Modders resource of 5 inverted vanilla shack meshes, both interiors and exteriors. There is an ESP with the meshes loaded, as well as a small cluster of demo shacks, with empty interiors. Just a little addition to add some variety to the shacks. v1.1: Collision fixed on exterior meshes; th...
13033	Inverted Imperial Spiral Stair Set	DonnerGott	Fliggerty	*776	DonnerGott	2012-12-23	A modder's set of 3 meshes that invert the impsmall interior spiral stair set. Snap-to-Grid enabled, but the Bottom mesh is 180 out of synch, so you have to account for that. Special tanks to Drakkmore for making the skin stop vanishing.
13032	Inverted Hlaalu Exteriors	DonnerGott	Fliggerty	*1140	DonnerGott	2015-08-12	Modders resource consisting of 26 inverted Hlaalu building exteriors. Includes an ESP with the model in an interior Demo cell.
13031	Inverted Container Corpses	DonnerGott	Fliggerty	*1139	DonnerGott	2015-08-09	Just a small mod with the container skeletons 10 and 20 looking Left, instead of Right. Also has the Moldy Bones version, for a total of four new skelly containers. Contains ESP with all four laid next to vanilla versions on the top of the Pelagiad keep. This wasn't enough to upgrade Moldy Bo...
13030	Inverted Cave Pieces	DonnerGott	Fliggerty	*992	DonnerGott	2013-12-30	Modder's resource of 54 inverted cave interior meshes. All standard interior cave sets { plus the missing _09.nif from the BM_set } Sets: in_BM_in_bone in_lava in_mold in_mud in_py Inverted Meshes: in_X_cave_00v.nif in_X_cave_02v.nif in_X_cave_08v.nif in_X_cave_09v.nif & in_BM_cave_09....
13029	Illy's Clutterwear	DonnerGott	Fliggerty	*803	DonnerGott	2013-02-26	This is Mostly Illuminiel's stuff, with my Icons and recolors, with some ground meshes by Kiteflyer61. Taken from the Clutter Warehouse thread on BethForums Adds 16 robes, some dresses and gowns, as well as some modern leather wear. For sale in 2 pawnshops and 1 outfitter. Most items are femal...
13028	Huckleberry Raft Resource	DonnerGott	Fliggerty	*924	DonnerGott	2013-10-30	This is a resource containing log rafts made from vanilla path spears. There are a total of 16 rafts; 8 rafts in 2 sizes; 5 styles have 6 logs, 3 have 7 logs. Included is a demo ESP with the rafts set as Activators in a test cell. Uses vanilla textures, so their appearance will change with r...

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13027	Dwemer Sphere Shield & Sword	DonnerGott	Fliggerty	*682	DonnerGott	2012-09-06	Adds a % chance to find a shield and sword on slain Dwemer Sphere Centurions. You also buy the items from Fargoth's cousin in Pelegiad. 2 ESPs, original with 20% chance; saner with an 8% chance. Only use one.
13026	Durzilla	DonnerGott	Fliggerty	*1094	DonnerGott	2014-12-20	Durzilla is an armored, miniature War Durzog which the PC can "recruit" as a companion. After a certain level, the player stumbles-across a battle between a Dremora and a Boyant Armiger and his Durzog. The master dies defeating the Dremora, and the Durzog can be acquired via dialog. There are...
13025	Donner's Toolkits	DonnerGott	Fliggerty	*773	DonnerGott	2012-12-15	Adds five, scripted toolkits to the game that contain a Pick, Probe, Repair tool, Light, Short blade and an alchemy set. The toolkits range in quality from Apprentice to Secret Master. There are currently three ESPs, so only use one: 01- Toolkits for sale from one vendor. 02- Toolkits scatter...
13024	Creature-type Werewolf	DonnerGott	Fliggerty	*779	DonnerGott	2012-12-31	Adds a modder's resource, creature-type werewolf that is detectable by spell and has a trapable soul.
13023	Cliff Racer Nests Eggs & More	DonnerGott	Fliggerty	*683	DonnerGott	2012-09-06	Adds Cliff Racer extras: 2 ingredients, Racer Eggs and Racer Spikes; plus 2 types of nests, Pods and Creches. There are over 100 nests and creches scattered around Vvardenfell, with at least two Racer colonies. Requires Better Skulls v1
13022	Canoe Travel	DonnerGott	Fliggerty	*851	DonnerGott	2013-05-29	Voila! The Canoe Travel mod, introducing Kiteflyer61's canoes and paddles. This is just a fast-travel mod using canoe "doorways" in matched pairs. They require a special paddle to use, and they take a random 1 to 4 hours transit time. Companions are welcome.
13021	Candle Holders & Boxes	DonnerGott	Fliggerty	*1012	DonnerGott	2014-02-16	A modder's resource with empty candle holders and boxes of candles. Demo ESP with objects displayed. 14 candle boxes - 2 sizes; 7 normal and 7 pillar Blue, lime, green, purple, black, red and natural 21 Candle Holders: 5 candlesticks, 2 pillarsticks, 1 redware base, 4 pillar bases, 1candle bas...
13020	Bedroll and Straw Beds	DonnerGott	Fliggerty	*813	DonnerGott	2013-03-22	This is a modder's resource that adds 6 variations of the vanilla bedroll The modified bedroll and mattresses have bottoms, now 1 - Just the bedding, with the straw tick base removed 2 - A straw mattress with no bedding 3 - A straw bed, consisting of bedroll bedding on a straw mattress 4 - A ...
13019	Altered Ship	DonnerGott	Fliggerty	*909	DonnerGott	2013-09-28	Altered version of the vanilla ship for use as a resource or a replacer. I included a demo ESP with the altered ship parked just off of the Ebonheart jetty. This is for the Ship2 mesh. You can compare it to the vanilla ship at the docks. The alterations are these: removed the external, frictio...
13018	Ahemmusa Moved	DonnerGott	Fliggerty	*1207	DonnerGott	2019-03-24	This mod actually moved the Ahemmusa camp into the ruins of Ald Draedroth, leaving abandonned yurts at the original site. Moves vanilla NPCs and redecorates the ruins into a subterranean village. Lots of empty space for a modding player to customize, as well. Includes a 2nd ESP with the kids from...
13017	6th House Gondolier Helm Plus	DonnerGott	Fliggerty	*780	DonnerGott	2013-01-02	Adds a merchant selling six variations of the Gondolier's helmet. Go to the Gondolier's platform in the Vivec Foreign Quarter. Just to the left of the steps stands Dacha, selling helmets. Helms are as follows: 1 6th House 1 all-metal, nicer Dwemer 1 ratty metal Dwemer 1 Ebony 1 Purple swirl 1 ...