

Mods I Like But Don't Currently Use

These are the mods I'm not currently using but would probably still recommend. Most are merely on standby, others reflect a concept that I like but maybe the execution wasn't quite what I'd hoped for. Do be aware that not all of these have been playtested.

Adamantium Armor - Not presently using a character that wears armor.

Adamantium Fixed - Not presently using a character that wears armor.

Adul's Door Smashing - Really like the concept of being able to smash locks; but this mod introduced a major performance hit to the game so I've decided not to use it.

Adul's Leggings - Standby for when I eventually play an Argonian or Khajiit.

Alchemy Merchant - A fine addition to Seyda Neen that conflicts with Chapels of Vvardenfell, which I'm currently using.

Ambient Town Sounds - Great concept, even sounds good. Unfortunately this one also introduces a fairly big performance hit along with random, temporary freezing.

Area Effect Arrows (Original Version) - A Fine mod. It just so happens I'm using the Particle Effect Arrows, which includes a replacement version for Area Effect Arrows.

Argonian FirstGuard Armor - Standby for when I eventually play an Argonian.

At Home Alchemy - Standby for use with a mage character.

Belladonna Ranch - Standby for when I start spending more time on Solstheim.

Better Argonian Heads - Standby for use with an Argonian character.

Better Solstheim Creatures - Standby for when I start spending more time on Solstheim.

Blades Quest: Prophecy of the Lost Heir - Standby for when I eventually beat the main quest. Is this possible? Do people actually do this?

Cait's Birdies - Seems a smaller version of 'Where Are All Birds Going.'

Clocks & Watches 1.2 - I actually prefer the original, which places the clock merchant in a small room above the Shenk's Shovel tavern in Caldera.

CM Minor Quests - I love this concept of being able to do minor, repeatable tasks. It's just that now, finally, I'm trying to stay focused on the main quest.

Dweller on the Watch - Standby for when I start spending more time on Solstheim.

Fireflies Invade Morrowind - It appears this was assimilated by 'Where Are All Birds Going.' A nice ambient addition to the game.

Gladiator - Standby for when I play a more Fighter oriented character.

Healers - Waiting to see if their absence feels conspicuous enough to install this.

Homes to Let - Standby for when I'm much less focused on the main quest.

House of Spears - Standby for when I eventually play an Argonian. Also, this is incompatible with 'Suran Archery Tradehouse,' which I'm now running.

Ice Caverns Enhanced - The screenshots look good, but I'd like to see more of what they look like in the original texture.

Imperial Legion Badge - Standby for use with a more Fighter oriented character.

Infinity Bow Collection - I really like the idea for this mod, unlimited magical arrows, but unfortunately the vendor in Seyda Neen isn't compatible with Barabus' Fireplaces.

Julan Ashlander Companion - Standby for use with future characters.

Khajiit Eye of Night Toggle - Standby for use with a Khajiit character.

Kirel's Interior Weather - A marvelous idea that's already been incorporated into another atmospheric sound mod I use called 'Expanded Sounds.'

Laura Craft Romance - Standby for use with future characters.

LeFemm Armor - Standby for the unlikely event that I'll ever play a female character.

Mage Companion Kendra - Standby for use with future characters.

Morrowind Crafting - Standby for when I'm much less focused on the main quest.

Oluhan - Standby for when I'm much less focused on the main quest.

Qwert's Airship - Standby for when I'm much less focused on the main quest. And very curious to see the airship in action.

Rainforest of the Bitter Coast - I'd probably be using this if I weren't experimenting with a similar mod called 'Bitter Coast Tree Replacer.'

Real Furniture - Standby for when I'm much less focused on the main quest.

Sell n Sail Galleon - Backup in case 'Stormrider' doesn't work out.

Shock Centurion Companion - Standby for in case I ever play a mage character.

Siege at Firemoth - Standby for use with a more Fighter oriented character.

Snow Wolf Amulet - A backup alternative to one of my favorite mods of all time called 'Wolf Companion.'

Vivec Expansion - Standby for when I have a 5+ GHz computer.

Wanderers of Solstheim - Standby for when I start spending more time on Solstheim.

White Wolf of Lokken Mountain - Standby for when I'm much less focused on the main quest.