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## Skyrim se campfire cabin

Modding allows a different paradigm of callable houses encapsulated in an item in its inventory à la Dream of Jeannie. Some would consider this cheating, but would consider it essential for a true accumulator that never leaves any dragon bones behind. Portable houses can be interpreted as friendly to a mage character. Team Of Shalidor(++)- fun upside down, this innovative house on the ball of a team has a well lit but cozy interior, making it a pleasant escape after the trauma of hand-to-hand combat in a dark dungeon. This mod really helped alleviate the overwork of Alfhand during the long slog to Blackreach. Plus, you can hear the rain and weather of your last location giving you a lovely immersive connection from the outside. My husband was very catty- what -- your team just gets stiff while you disappear. Hrrmmf. He goes into a magical plane, if you ask me. HavenBag - Dwemer Conversion(++)- Whimsy call a spacious luxury single pad with large gun racks, hot tub, all the usual amenities for smithing and charming, baking oven filled with a fully loaded pantry. Dwemer architecture makes it feel more like a museum and doesn't have the warmth of Shalidor's staff, but the breadth is calming down after fighting in dungeons and dark caves. I am able to bring Meeko here and therefore this is my main portable home. (The original Haven Bag is an interior of a leather bag, but I chose the Dwemer version so that the house doesn't feel too crowded and cluttered.) Campfire Cabin - crafts and plunk down a cabin anywhere. It allows you to also create a lovely portable station so I can do most of my stuff out there. (Requires another fine mod Campfire.) Tel Nalta II(++) my favorite SSE mod of all time that lets you build a full Tel Vanni mushroom village. The mod comes with an optional cheat chest with materials needed to build the village. I didn't know this and it was a lot of fun running around skyrim collecting materials for the first capsules. That deserves a post just that. TBD Antennaria - enough magical sensation to satisfy any fantasy nerd. Artistically this is probably the most beautiful room of all Tamriel nestled in an overgrown ferny grotto. Refuge of Aemer - castle trembling with a double dragon fight to earn the right to enter. Mod also places rune passage forms that can be activated from vanilla houses. Leveler's Tower - it's a huge castle of cheating, but a lot of fun not to explore to contemplate sights not in vanilla - a huge basement farm crafted by dwemer spiders, a fighting arena where you can generate battles, the list Quiet Smithy with a view of Lake Ruska in Riften(++) Conveniently placed near the back door of Honeyside. I use Ruska as my base to make my outdoor blacksmith overlooking Lake Riften. Balimund is a nice guy and everything but Khajit needs quiet space to create the best armor and weapons. Ruska is a one home and as such has all its signature storage facilities named. In fact, I use hearth craft to make a lovely portable station that I hid (troll skull) next to the ore chest so I can make smithing and charming all out. When I had knee surgery, I did all my smithing and charming sitting here enjoying the great outdoors. The two-story mansion is spacious enough for a gang of followers and the open layout of the two-story living room allows you to keep track of everyone. There's a large arsenal down there. This property comes with a separate Nord sauna down the lakeside hill. Be careful, it automatically takes you and anyone else out if you enter the sauna inside the cabin. You have to prove your worth to own this abandoned piece of real estate. Mammoths trapped thematically everywhere Hermit's Stump A hidden retreat on the way to Ivarstead is worth visiting at least once. Here is where I do my mushroom farming as this mod has more plantable Hearthfire points than anywhere. Probably someone could mix this with Cannabis Skyrim for that Humboldt feeling. Telmos mushroom house on the way to Ivarstead, I love the look of the horizon near the waterfall with this house. Path of the Wind - remote refuge next to a waterfall. You can hike the mountain path to the troll cave for decent say. Don't try to wash your hands or play the alaúde yourself in VR while this goes to the black screen. Viking Long House - across the docks at Windhelm when I'm forced to search that excessive land of Nord Nord Hobbit Homes Island Hobbit Home - this is probably the most hobby of the bunch. Warning If you don't have SKSE, you'll have a strange blank green mesh in the alchemy room instead of the pot station. Hobbiton - exterior and the foundry are beautifully made and other rooms could do with a little more work. The layout is spacious with many bookshelves making the open floor plan useful if you have an army of followers. Marnya - small ho hum exactly as the author intended and shares the world space with Hobbiton, I'd rather have Hobbiton than Marnya Skyrim modded real estate is vast and I downloaded over 30 home mods and removed them for one reason or another and I'll notice them here at least to remind me. Page 2 Game currently: Desktop PC - Custom PC Laptop - Alienware R4 17 cpu: i7-6720HK OC 4.0 ram: 16GB DDR4 gpu: GTX 1080ti 12 VRAM GB in an AGA storage: NVMe m.2 Samsung EVO 970 512GB VR -HTC Vive OG with Samsung Gear lens replacement console: PS 4 Pro Storage: Samsung 860 EVO 1TB - a kind of waste, but it was on the super selling tablet : iPad air 2 I'm waiting for the gpu ampere of nvidia. small additions to Campfire I started a survival playthrough in the middle of the frozen place and was annoyed by the fact that I needed to find fur before I even went to sleep, so I threw this together. This is going to the ability to create a pile of sleeping leaves, and a shelter made of twigs. The shelter is just a primitive structure to keep the rain away, with a place to sleep underneath - it won't keep you as hot as a real tent, but it can prevent you from freezing to death so fast. Update 1.3 adds a raised shelter and a yurt to the survival creation menu. I also added a recipe for a storage cart to the forged creation menu. I use Tentapalooza (which has portable containers) but it has it has it has in my way that you can put 500 pounds of equipment in a bag and then pick it up and it basically weighs nothing, so I made a container that looks like a cart with a trunk. It's just a static model - the cart doesn't move - but now I can at least pretend it makes sense. And I added some recipes to the survival menu: - The campfire kitchen pot can now also be made from the cast iron pots and kettles you find out there, because I should be able to cook if I found a pot. - The lockpicks can be manufactured from the embalming picks you find in crypts, because I play with a mod that removes most lockpicks from the loot, and they kind of look like lockpicks anyway - big thanks to esmerelde for the idea! Thanks to Chesko for all his amazing mods, for kelretu for the shelter model, Tamira for the yurt model, elinen for the texture of pile of leaves and angsaar to take better screenshots than me. My mods for SSE:Harbourside ManorCliffside CottagePinecrest EstateRiften Fishing ShackOasis Riftvale LodgeBirchwood ManorLake Haven Riverview Cottage Campfire Cabin Campfire - Primitive Shelter Cynn's Proudspire Manor Cynn's Honeyside Redone Cynn's Breezehome Cynn's V'indrel Hall Page 2 Adds over 5.000 dialogue lines completely dubbed to NPCs using the original voices. Friends, followers, spouses, rivals and others have much more to say. All default voices now have follower dialogue. It also fixes dialog errors and restores the hack dialog that has never been heard before! 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Now includes a dubbed introductory quest! View page mod View image gallery This mod will give you the chance to build your own noble fiefdom with your own hands. You will only start with a small shed and a tent, but over time you build an entire village and your own noble fortified house. Each building will produce revenue and produce materials that will be deposited daily in your shed. This mod will give you the chance to build your noble fiefdom with your own hands. You will only start with a small shed and a tent, but over time you build an entire village and your own noble fortified house. Each building will produce revenue and produce materials that will be deposited daily in your shed. 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