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## Ineed dangerous diseases skyrim

Posted 26 September 2015 - 05:39 PM Love the mod, love the idea... and just came across a problem. I use the Dangerous Diseases addon, which is supposed to remove all the healing potions in the world and replace them with specific potions of the disease you have. I found a problem with respect to these... A) You can still create the Potions of Healing Disease... though they do not work, nor should they by description. Why do you still have it handmade? B) There are no disease-specific potions, as far as I can tell. Never come across one. This leaves me disbursing septims to priests/priestess, which is not always a bad thing, but if a second option should exist, then why doesn't it exist? Any comments from other users of this mod and addon would be appreciated. EDIT: Checked in TES5Edit via 'Show Conflict Losers', and nothing replaces any of them there. The add-on, perhaps, does not work as intended? Edited by Shadriss, September 26, 2015 - 5:47PM Posted from September 26, 2015 - 7:36 PM The basic healing disease potion should be replaced by bloodhealing vampires. This is the only one that will appear in sacouts. What makes imo sense, as the almost unique case when you find them consistently in vanilla is in the pockets of Silver Hand. And silver hands have these as well as ingredients to create in order to prevent themselves from becoming vampires as far as I see. The other case when you find vanilla healing disease potions are mostly placed by hand in dungeons. There are few of them compared to others. To find other iNeed potions, the only way I found with the base mod is on the alchemists' sales list. They usually have about 3 or 4 different type of cure potion XXX, 1 or 2 of each. But I feel that you, as someone who has put a lot of economic challenges to your game, paying priests is sometimes impossible, and since illness can lock your camera when you're

completely ill, it's almost a game-breaking if the nearest alchemist doesn't have the potion you need. I had two patches sometimes ago, but I lost them while reinstalling iNeed unfortunately (they were in the same MO folder, and I clicked replace... should not have done that...). The first was to distribute potions more often around the world (on the sales list of mostly common merchants, and on some lists of bandits). The other instiuu to fix a problem with a transport mod that replaces transport travels by quick trips behind the scene, thus preventing iNeed to detect a transport trip, and instead of putting all your needs in the red. But I never knew if it really worked, so it's not a big xD loss I could redo the first if I re-play iNeed in the near future (currently using a no-need profile, focusing on missions/dungeon instead of survival). I'll carry it somewhere if I do. Point : Remember that stendarr vigilantes can also cure your diseases if you find them throughout your travels. Edited by Kesta, September 26, 2015 - 7:38 PM Published on September 26, 2015 - 07:59 07:59 All good information, but ignores a single facet great- alchemy made cures. I collected huge amounts of alquimicos ingredients, and i make the hell out of them when I get back... which usually includes a large number of Healing Sickness. Why haven't they been changed/removed is one of my big questions... at this time, they are no more than a few septims in my pocket... not always usefull. I found some of the specific cures, however... the game must have found out that I posted about it. Posted on September 27, 2015 - 12:14AM That seems like a problem though - you can no longer create potions to cure diseases, but you can still create potions to cure diseases that do nothing. It seems like a design problem, did you mention it to Isoku? Did anyone else mention this to him on the Nexus? In the past I saw that Isoku seemed quite aware of the constructive feedback. Posted on September 27, 2015 - 12:35PM ISO is on indefinite hiatus from the Nexus. No message came out after I read this, but maybe I should, just to cover bases. Looks like this is inherent in mods so... not insupermountable, just slightly irritating. Posted on October 11, 2015 - 11:58PM The disease requires time to be cured, and the potions didn't work instantly, I think, anymore. It is also necessary that you sleep and rest. Edited by MaximilianPs, October 11, 2015 - 11:59PM Posted October 12, 2015 - 5:58 PM This is known and expected. The remaining question concerns the ability to create something that does not work as originally intended. After doing a few more research, the Cure Disease potion is now used to cure vampire disease, so it's not useless. However, since I can create one, I should be able to create all the potions curing diseases. It's largely irrelevant to me anymore, since I removed that part of the mod. I like the concept, but not at the cost of common sense. Also, with Krypt's new alchemy mod, I avoid a ton of conflicts removing it. Posted on March 24, 2020 - 4:59pm Waiting for the Author Mod to respond, even though it's been years since this was started. I'm having references to Cure (disease name) Potions even though I removed both DD and iNeeds with MO2 Remove Mod, and started a new game. It's conflicting with the review of diseases I want to use. Can you tell me why references still persist in a new game without mods or plugins related to DD? Please help me remove references from my new game. Posted on August 16, 2020 - 7:55 PM was looking for potential problems with Dangerous Diseases when I got found this mod on the Nexus. I hope it will be useful for you too videogame\_asset My Games When logged in, you can choose up to 12 games that will be displayed as favorites in this menu. Sign in to see your favorite game list. See all games (1100) Page 2 This is a skse plugin that allows a body while maintaining the appearance and feel of vanilla in the first person. Also, any point where the strength of the game changes to 3rd person (sitting, creating, riding, werewolf, knockout/death, knockout/death, are now in first person. videogame\_asset Games When you are logged in, you can choose up to 12 games that will be displayed as favorites in this menu. Sign in to see your favorite game list. View all games (1,100) Page 2 Adds more than 5,000 lines of dialogue fully 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! Note: This is only to be used to report spam, advertising and problematic posts (harassment, fighting or rude). You cannot perform this action at this time. You signed up with another tab or window. Recharge to update your session. You went out on another account or window. Recharge to update your session. We use optional third-party analytics cookies to understand how you use GitHub.com so we can build better products. Learn more. We use optional third-party analytics cookies to understand how you use GitHub.com so we can build better products. You can always update your selection by clicking Cookie Preferences at the bottom of the page. For more information, see our Privacy Statement. We use essential cookies to perform essential functions of the site, for example, they are used to log in. Learn more Always active We use analytics cookies to understand how you use our websites so that we can make them better, for example, they are used to collect information about the pages you visit and how many clicks you need to accomplish a task. Learn more 1.90 Alpha 1Re-enabled all SKSE-dependent features except for Dangerous Diseases.MCM now have a few more options. Note: It may take some time (after you open and close the MCM) for the iNeed menu to appear. Clear Pine Pond is no longer salt water. Unknown water can now only be found indoors. Roasting leeks using Stocks: iNeed will now properly return grilled leeks. Tried to fix the food/beverage automation cycle. You can no longer enter first person using the sit from iNeed function. This was done to avoid trouble. The decreased chance of being afflicted by the stomach rot of the unknown water.iNeed now recognizes foods from Beyond Skyrim - Bruma SE.1.83Some changes in well-sated/hydrated/rested notifications/buffs to better indicate where you need levels. For example, you will now only have the well hydrated notification/buff if you really are well hydrated enough to last a while. Before this update, you can receive the well hydrated bonus when you just cross the threshold just to see the notification a little thirsty an hour later. Campfire tents should be recognized when sleeping. I hope you would fix the CTDs that You may need to wait until your stocks are updated for the fix to apply.1.82 Added option to allow unknown water in all bodies of water under Difficulty.Extended: Estantkeepers now sometimes sell Hearthfire soups and foods. Extended: Fixed an issue where soups soups not appear ing on the cooking menu if a certain number of water skins were in inventory.1.81Fixed a problem of not being able to replenish water sources from water barrels/placeable barrels.1.80New addon, iNeed - Extended: Most food items have had their magical effects removed, salt is no longer a requirement for roast beef, and cooking soup now requires water. In addition, snow can now be collected from all the outer snow drifts for large ones by simply activating them. Options: iNeed energy changed to Actions: iNeed and has been expanded to include quick-action hotkeys to check your status, eat/drink automatically, refuel, sit down, check the status of your food/water supply through a text notification and roast raw meat next to fires. Well-being is a new mechanic who gives you a health bonus dependent on your overall well-being. Stay healthy and over time this bonus will increase. Neglect your needs and this bonus will eventually decrease. Maintaining a Varied Diet now gives you a bonus for Stamina and Magicka. This bonus can also change over time, depending on your diet. Eat a wide variety of foods and this bonus will increase. Eat the same things over and over again or neglect your hunger and this bonus will eventually decrease. Adrenaline/Tiredness is a new mechanic that helps make your needs feel less annoying and encourages preparation before dungeon diving. In unsafe interiors you will get the adrenaline buff, which decreases the rate of your needs by 50%. However, after leaving, you will be affected by tiredness if you have spent enough time under adrenaline. This debuff speeds up the rate of your needs by 100% for half the time you spent under adrenaline. This mechanic does not apply to hybrid vampires and can be disabled from the menu. Restoration: When your hunger and/or headache is completely satiated, eating or drinking will restore health/magicka/endurance instead. More filling foods will provide more health. The drinks will mainly restore magicka and endurance, while soups will restore the three statistics. This mechanic can be enabled in the menu. Cannibal: You will be able to feed/collect meat from dead NPCs as long as you remove your chest armor/clothing first. You will also be able to eat raw meat without any negative consequences. This feature is primarily aimed at those who are playing characters who can eat raw meat or have the Namira Ring equipped. This mechanic can be enabled in the menu. Follower needs: Followers occasionally eat or drink throughout the day. No real food is consumed, but the animations will be played back. Talking to each follower once will automatically enable this feature. This feature is enabled by default, but can be switched in the Requirements category. Now you can collect water to create salt cuttings in a cooking pot. Empty a water skin filled with salt water by clicking on it in your inventory if you change your mind. Expanded questionable/unknown water sources to all the dungeon water (if there are no humanoid inhabitants). humanoides), outside a waterkin full of unknown water by clicking on it in your inventory in case you change your mind. Sleeping in hay beds and stacks is now 15% less effective than sleeping in a bed or tent. Sleeping indoors insecure is 15% less effective. Both effects can stack. Added option to switch from 2nd person perspective to 1st person with text notifications. Added option to categorize a consumable as raw. Blood is also now a category (for vampires). Pure vampires should no longer be able to consume regular foods for their intended needs. An animation is now reproduced when it replenishes in a body of water. This can be disabled in the menu. To avoid problems getting stuck in an animation, all animations are now only played if your weapon is in bay. Eating raw foods will no longer reduce health/magicka/endurance, but the chance of a catch of a disease remains. Soups are now more effective at reducing hunger and seed. Optimized menu system that should help those who have not been able to open it using the energy of the scream. Fixed an issue where changes between the hunger/seed/fatigue phases have been delayed by an extra hour. Fixed an issue with papyrus errors and the food removal option. All food categories have been erased to default settings due to the recategorization of some vanilla foods.1.73The configuration of this mod is now done through a Power Options: iNeed. Equip the power and press Scream to set up. Added option to activate animations after eating/drinking. Added option to automate the replenishment of water skins when in fresh water. Added option to recategorize all consumables. You will now receive a notification about which item is consumed when you automatically eat/drink/feed your horse. Fixed an issue where getting tired wouldn't remove any well-rested bonuses. Made some changes to reduce the chance of ct scans when talking to certain NPCs.1.72Votusa can now collect water simply in fresh bodies of water and clicking on an empty baby. Fixed an issue where the Horse Automation and Needs options were not appearing in the Needs category in the Menu.1.71 Corrected male sound effects played on female characters. Text made in the clearest game about resupplying water skins.1.70Asskins of water can now be replenished by equipling an empty waterkin while swim. The horse needs enabled by default. This mod can now be configured via an in-game menu by equipling an empty waterskin while sneaking, unarmed. An empty waterskin is now given to the player at the beginning of the game. Would you prefer a harder start? Throw it away! Hunger, seaand fatigue have been reduced. SKSE-dependent features are disabled until further notice. Warning.

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