

| Id | Name | Category | Site | Link | Author | Date | Description |
|-----------|--------------------------------|-----------------|-------------|-------------|---------------|-------------|---|
| 12446 | Marble & Gold Statues Resource | Resources | MMH | 55-12591 | Aediin | 2008-03-11 | Marble and gold statues. No .esp, only meshes and textures for anyone to use freely as they see fit in their own mods. I am not responsible for wrongful use of these resources. Warning: The statues depict nudity. If marble or metal representations of the human body offend... |
| 10864 | The Devil's Gun | Weapons | MMH | 98-11101 | Aediin | 2007-02-28 | The Devil's Gun (when loaded with bullets) is a firearm, so it's more powerful than a crossbow, but a lot slower to reload. If you run out of bullets (or just unequip them) the weapon switches to a spear-type weapon using the bayonet to stab enemies. Changelog: Apparently, the fu... |
| 10648 | Knight's Lance | Weapons | MMH | 98-12476 | Aediin | 2008-01-16 | Adds a type of weapon: lances (new meshes & textures). The lance is inspired on the historical medieval weapons. They have a small heraldic banner near the tip. The banners are "physiqued", that is, they are not completely rigid, and occasionally wave in the wind. There are nine different ban... |