

ID	Name	Category	Site	Link	Author	Date	Description
10929	Viking Sword v1.2	Weapons	MMH	98-12334	B3D00	2013-03-14	This mod adds a Viking Sword to the game, for sale at Ra'Virr's in Balmora. The sword is modeled in Blender with a "real" Viking Sword as a base. Change log V1.1 - Improved texture (brushed metal) and made lightmap V1.15 - Made lightmap bigger (more visible), looks cool...
10928	Viking Sword	Weapons	MMH	98-12828	B3D00	2008-07-23	This mod adds a Viking Sword to the game, for sale at Ra'Virr's in Balmora. The sword is modeled in Blender with a "real" Viking Sword as a base. Changelog:V1.1 - Improved texture (brushed metal) and made lightmap V1.15 - Made lightmap bigger (more visibl...
10552	Flamberge v1.0	Weapons	MMH	98-12332	B3D00	2013-03-14	This adds a bump and reflection mapped Flamberge to Balmora, it's hidden under a lock level 90 door and someone is selling it. It's very expensive, but if you're a good thief you can steal it. It's lighter, faster, and less powerful than a daedric claymore, except for impailment. It's a...
10551	Flamberge	Weapons	MMH	98-12841	B3D00	2008-07-29	This adds a bump and reflection mapped Flamberge to Balmora, it's hidden under a lock level 90 door and someone is selling it. It's very expensive, but if you're a good thief you can steal it. It's lighter, faster, and less powerful than a daedric claymore, except for impa...
10541	Excalibur v1.3	Weapons	MMH	98-12331	B3D00	2013-03-14	Requires Tribunal or Bloodmoon due to scripting functions. Close to Dagon Fel, near the shore, lies Excalibur. Are you worthy enough to take it? Comes with a demo version if you just want to take a look at the model. Requires around 80 strength, level 20, 6 rep...
10540	Excalibur	Weapons	MMH	98-12846	B3D00	2008-08-02	Close to Dagon Fel, near the shore, lies Excalibur. Are you worthy enough to take it? Comes with a demo version if you just want to take a look at the model. Requieres Tribunal or Bloodmoon due to scripting functions. Vote.