

Id	Name	Category	Site	Link	Author	Date	Description
11063	Better Tunic's Armour Level Requirements	Tweaks	MMH	90-11155	Better Tunic	2007-03-30	This mod adds a script to glass, ebony, deadric and indoril armour. The script makes it so that your skill level for that armour's weight class has to be a certain high for it to be wearable, as shown below: glass (light)=60 ebony (heavy)=60 deadri...
9570	Better Tunic's Arminger's at Ghost Gate	NPCs	MMH	64-11156	Better Tunic	2007-03-30	This mod simply adds some armingers to ghost gate. They are high levels and will not be killed easy, just what Ghostgate should have had to begin with! Hope you enjoy this simple mod