

<b>Id</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
7790	Give Blood	Miscellaneous	MMH	53-10659	Caderyn	2006-07-06	Meet with a healer in an Imperial Legion fort, and donate blood, in compensation for gold. There are healers in Balmora (Moonmoth), Gnisis, and Pelagiad. Known Issues: Donating more blood/health than you currently have _WILL_ kill you, however you cannot...
1310	Hide 'n Seek 3 (Helm gesunden Gemüts)	Armor	MMH	4-9451	Caderyn	2004-04-05	The 3rd Hide N Seek. This one has the helmet 'Helm gesunden Gemüts', which has some resistances. Not much different from the last ones. However, unlike the last two, 'Helm gesunden Gemüts' is a medium helm (since the last two have been heavy).
1309	Hide 'n Seek 2 (Regen)	Armor	MMH	4-9448	Caderyn	2004-04-03	Hide N Seek 2 is very much like the first one in style, except that I've tried to make this one a little bit easier. The last clue may be a doozey. Anyway, have fun, and good luck. [Edit: 04/04/2004 - Fixed the script on Regen, so now when you wear it, it wil...
1308	Hide 'n Seek 1 (Storm)	Armor	MMH	4-9419	Caderyn	2004-03-30	I first made this mod when a friend and I would make 'Scavenger Hunts' to give each other good, but not godly, armor or weapons - just for the sheer fun of it. View the readme for information of the location of the first clue (It basically tells you right ...
1187	Frozen Star	Items	MMH	46-7631	Caderyn	2004-06-09	The Frozen Star controls the weather of Vvardenfell. The Richman's Token controls the weather of Mournhold. The Skull of Winter controls the weather of Solstheim. When you activate it, it will bring up a prompt for your choice of weather. Note, this weather cha...