

| <b>Id</b> | <b>Name</b>                      | <b>Category</b> | <b>Site</b> | <b>Link</b> | <b>Author</b> | <b>Date</b> | <b>Description</b>  |
|-----------|----------------------------------|-----------------|-------------|-------------|---------------|-------------|---|
| 8231      | Vivec Restructured Ordinator Fix | Miscellaneous   | MMH         | 53-9284     | Campbell      | 2004-03-01  | The Vivec Restructured mod was impressive but had one or two bugs - this fix repairs the ordinators who kept jumping off the sides of bridges ETC This gives them all travel scripts so they walk around patrolling different parts of the canton without falling. They ... |
| 6329      | Real Ravens                      | Creatures       | MMH         | 26-9296     | Campbell      | 2004-03-01  | A simple mod which adds small ravens to the towns of Ebonheart Peligiad, and Balmora.   |
| 5561      | Clothing Imports                 | Clothing        | MMH         | 21-9203     | Campbell      | 2004-02-11  | Simply adds some clothing imports to the fine clothier in Balmora. Very simple mod but the clothes do look good. No new meshes or textures simply differnt styles of current clothes.   |
| 5305      | Werewolf Ring                    | Cheats          | MMH         | 18-9292     | Campbell      | 2004-03-01  | This plug-in is intended for use if you find the Bloodmoon quests too hard but still wish to become a werewolf anyway. It add's a ring to a plate in the dining room of the Mage's Guild in vivec which will turn you into a werewolf for 24 hours. War...                  |
| 5165      | New Scrolls                      | Cheats          | MMH         | 18-9299     | Campbell      | 2004-03-01  | Adds an NPC in the Vivec Mage's Guild who has some new scrolls to sell.   |
| 4859      | River Side House                 | Buildings       | MMH         | 15-9196     | Campbell      | 2004-02-11  | Adds a comfortable house south of balmora. The house also has some hidden unique extras which you have to find aswell as a garden and some valuable limeware. To get to the house follow the river south from Balmora   |
| 4295      | Elemental Spell Books            | Books           | MMH         | 11-9305     | Campbell      | 2004-03-01  | Add's an NCP at the top of the tower in the Caldera Mage's Guild selling spell books of Shock, flame, and frost which protect you from the desired effect while inflicting it on a target.  |