

Id	Name	Category	Site	Link	Author	Date	Description
11134	Dagoth Ur's Soul	Tweaks	MMH	90-10788	Counciler	2006-09-07	Gives Dagoth Ur 1000 soul points (The same as Vivec). This allows good aligned characters to capture a super-soul without killing a rather passive poet-god. Only the first Dagoth Ur in the cave is affected. NOT the invincible one in the Akulakhan chambers. This is done so...
10926	Victo's Arms and Shield	Weapons	MMH	98-10777	Counciler	2006-09-01	Adds a Sword, Axe, Hammer, and Shield that are LOOSLY based upon those found in the online game Guild Wars. No new models, only retextures. View readme for location... POSSIBLE SPOILERS!!!! Recommended for high level players only. Changelog:1.0 - Origin...
2404	Templar Pauldrons Fix	Armor	MMH	4-10793	Counciler	2006-09-12	Fixes the missing Imperial Templar upper arms meshes on the pauldrons. Bethesda made these meshes and textures... they just didnt include them. I claim no credit for the creation of these resources, only the addition of them ingame. [NOTE] The Screenshot is from version 1...
2191	Seyda Neen Starter Shack v1.1	Houses	MMH	44-10776	Counciler	2006-08-31	A small shack in Seyda Neen next to the lighthouse. Meant for beginner players, blends in with surroundings. No uber weapons or armor.... actually, no weapons or armor at all. No quest, zero cost. Screenshots included in archive. □...