Id	Name	Category	Site	Link	Author	Date	Description
12583	Archer Tapestries	Resources	ММН	55-9979	Craigor	2005-06-27	Only textures included in this. Textures are 256x512 and should work with your standard tapestry mesh or any other vertical hanging meshes. Feel free to use these textures in any mod you wish. If you do use them in a released mod, just add me to your credits or something. Enjoy!
12149	Blue Ebony v2.0	Resources	ММН	55-4078	Craigor	2009-05-12	[Craigor Blue Ebony Shield] Craigor Blue Ebony Shield This is an .esp file for modders only, it does not add anything to the game world. I retextured the ebony armor and all the weapons, replacing the gold/yellow trim with blue. The original Ebony armor is still there, so this is not a replacer. The new Blue Ebony has all the same stats as the origi
11958	Craigor's Ghosts	Resources	ММН	55-5949	Craigor	2011-10-20	Ghosts! by Craigor This is a resource pack that adds 5 retextured ancestor ghost meshes under new names
11820	Craigor's Velothi Pack 1.0	Resources	ММН	55-12256	Craigor	2013-03-01	Original Meshes by Veet (Aaron French) ,This mod is intended solely as a modder's resource. It retextures and slightly edits some of Veet's velothi style architecture. The models are now set to use standard velothi textures (if you have a replacer package, it'll use whatever texture
8590	Dwemer Style Toilet	Models and Textures	ММН	56-5796	Craigor	2011-10-05	Dwemer Style Toilet by Craigor Adds a toilet with a sorta dwemeri look to it. It's metal and has a pipe and all that. All I did was mash 3 or 4 different existing meshes together. All original meshes and textures are BethSoft. The new mesh is by me. Woot. Use
3759	Gnisis Expanded (G:Ex)	Townd and town Expansions	ММН	87-12954	Craigor	2008-09-28	Gnisis: Expanded 1.0 (G:Ex 1.0) by Craigor 1 Description 2 Installation 3 Playing 4 Bugs 5 Conflicts 6 Credits 7 Usage 8 Contact □
3675	Craigor's Gold Armor	Stores and Merchants	ММН	80-12055	Craigor	2012-11-25	Craigor's Gold Armor Version 1 Contents: 1.  Description 2. What's Included 3. Armor In-game 4. Credits  5. Usage