

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
10589	Glass Shortswords	Weapons	MMH	98-11118	Evil Weevil	2007-03-10	This mod adds seven Glass Shortswords to the game six enchanted, and one normal all are random weapons. stats: Weight:6.67 Health:400 Enchantment:24 Value:11500 Speed:2.00 Reach:1.00 ☐...
10519	Ebony Claymores	Weapons	MMH	98-11196	Evil Weevil	2007-04-18	Ebony Claymores, adds none enchanted Ebony Claymores to the game. There are two zips to chose from. The first adds Ebony Claymores to random weapons lists. (Like my Glass Shortswords mod.) The second zip dose the same as the first except it changes the Silver Claymores on the High Fane Ordinators...
7987	New Default Land	Miscellaneous	MMH	53-11188	Evil Weevil	2007-04-16	This mod changes the standard muddy looking default texture that you see when you go into the wilderness cells to the sand you see at the coast under the water. This mod was made to go with Vanilla Morrowind textures. See screenshot.
1409	Improved_Bloodmoon_Armor	Armor	MMH	4-11132	Evil Weevil	2007-03-19	
420	Argony Armor Complete	Armor	MMH	4-11197	Evil Weevil	2007-04-18	This mod completes the suit of Argony Armor found in Cyrax's wonderful mod Argony Armor. Cyrax made the Greaves, Right/Left Pauldron, Groin Armor and Right/left Clavicle. Evil Weevil made the Boots, Beast Boots, Right/Left Gantlets, Curiass, Open/Closed Helms, and Shield.