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8131	Stargel Nevarine Transport	Miscellaneous	MMH	53-7654	Kaghouz	2005-04-08	In the game there are three Nevarine Camps. They are the: Ahemussa Camp Eranbensimsum Camp Zainab Camp This mod makes the NPC Stargel able to transport you to the three Camps. Stargel is a Redguard. He walks around outside the Hlaalu Main B...
7557	Ashlander Camp Travel	Miscellaneous	MMH	53-9782	Kaghouz	2005-03-23	In the main quest there are three Ashlander Camps. The Ahemmusa Camp, the Ersansimsum (sorry I can't remember the real name) and the Zainab camp. This mod makes the Wise Women's able to transport you between the camp's. Just click on Travel at usual.
5389	Kaghouz Class Pack	Classes	MMH	20-9800	Kaghouz	2005-03-22	This is a simple mod. It adds 30 classes. Check the Readme if you want to get the names. You will need a zip program for using this.
5111	Indoril Armor in Ald-Ruhn	Cheats	MMH	18-7668	Kaghouz	2005-04-08	If you want the indoril armor and don't want to kill an Ordinator for it, just go to the Silt Strider in Ald-Ruhn and look in the urns. There are a full Indoril Armor. It's free to take the armor.
5098	High Elf Anti-Weakness	Cheats	MMH	18-7982	Kaghouz	2005-04-08	This mod deletes all the weaknesses from the High Elf's. I was tired to the weakness to "in sort of everything". So i deleted them. Just download it and you dont need to be angry about the weaknesses.
1587	Lock Pick Pack	Items	MMH	46-9585	Kaghouz	2005-03-23	This is a Modders Resource. It adds 22 lockpicks to the Construction Set. No new Textures or Meshes, just renamed picks with different sills.
1174	Forks as Weapons	Items	MMH	46-9576	Kaghouz	2005-03-23	This mod makes you able to fight with fork's. But not every fork. Just some special fork's. You can by them of a new NPC in Ald-Ruhn. He walks around on the streets. Search for a man called Jada "Forky" Groot.
490	Aspirilis Boots	Armor	MMH	4-7651	Kaghouz	2005-04-06	The armorer Meldor in Balmora has a new unique pair of boots. The boots look's like Bonemold Boot's. But if you put the boots on you are beeing able to run in the air. (Constant Effect, Levitate).
155	Nordic Strength Potion	Alchemical	MMH	1-7652	Kaghouz	2005-04-08	The Eight Plates in Balmora has bought a potion from a nord. The Nordic Strenght is a potion who makes you stronger and faster. But it will freeze the drinker to death. It's called Nordic because the Nord's are immune to the bad effect. So, all Nords, run to the bartender in...
79	Dolphin Blood	Alchemical	MMH	1-7870	Kaghouz	2005-04-06	The bartender in Suran Tradehouse has bought a drink of a unknown Breton. The drink was Dolphin Blood. You can buy it. It will make the drinker fast in water, and even meke the drinker able to breathe water. But, there are some bad effects. The Personality, speechcraft and Mercantil...