

Id	Name	Category	Site	Link	Author	Date	Description
12945	Kagz Rusty Stuff	Models and Textures	Fliggerty	*647	Kagz	2012-05-15	Kagz Rusty stuff Resource This is a modders resource only, it places nothing ingame. In fact there is no ESP, you can set the objects as what you like, when you use them in your mod. This resource gives modders a ...
12944	Kagz Egg Ingredients	Models and Textures	Fliggerty	*645	Kagz	2012-05-15	KAGZ Egg Ingredients Only Morrowind is requ. for this mod. I was never happy with the Kwama Egg meshes in the game. They are angular and the wrong shape really. They are shaped like a birds egg, fatter at one end, so the egg pivots around the narr...
10633	Kagz Bladez v1.0	Weapons	MMH	98-5300	Kagz	2009-05-12	This mod brings my collection of weapons to the game. There are swords, a hammer and a shield. Now i realise the size of the hammer in polys,is very large. However if you use it in an indoor cell, where most enemies are, there are no probs. Its only really outside in a melee, where...
10328	A Tribute v2.0	Weapons	MMH	98-5406	Kagz	2009-05-12	From the Read me: This mod brings 24 new weapons to the game, along with other new meshes i have made. It also brings two new playable Nord heads, a male and a female. The majority of the weapons are stock weapons, that i have modified in 3 DS MAX. I have tried to keep ...