

Id	Name	Category	Site	Link	Author	Date	Description
6608	Sidhe Barrowhouse	Dungeons	MMH	31-8544	Kal-El	2002-11-25	A roomy, but not overly large underground house using existing interiors and structures. Kept darkish to allow for mood and to allow the player to bring in their own light for accent. Areas include Alchemy, Storage, Forge, Living Quarters, and a cozy Fireplace area. ...
3995	Sidhe Race Pack	Birthsigns	MMH	8-8543	Kal-El	2002-11-20	The Sidhe race is based on the same named race of Celtic Legend, a group of semi-ethereall Fae who live underground. The provided class and birthsign, used together, provide a small but effective boost to powers and skills offset by weaknesses and are otherwise bal...
252	Abandoned Dwemer Lighthouse	Houses	MMH	44-7825	Kal-El	2003-09-29	The Abandoned Dwemer Lighthouse has been used on and off by adventurers and scholars for years. Its currently vacant. No loot, no items, nothing but normal storage and statics. There are 3 distinct areas, in 2 interior cells. The Access Tunnel has a cot, table, and som...