

ID	Name	Category	Site	Link	Author	Date	Description
12548	Silver Flame Armor	Resources	MMH	55-10526	Kieve	2006-04-04	Originally my answer to a [REQ] thread by Adanorcil. He was looking for a guard's cuirass, and ended up receiving a full suit of armor, plus a weapon with a sheathing script. However, the mod it was offered to has long since disappeared from the radar, to my knowledge. Or perhaps it w...
12269	Dark Telvanni Construction Set v1.0	Resources	MMH	55-1694	Kieve	2009-04-06	Nothing was added to the game world itself. Four "Demo" cells were created for testing purposes: they show "Tel Branora" and "Tel Mora" done in DT units. The interior pieces, doors, and custom flora are laid out in two other cells. All meshes are original MW Telvanni units (barring...
11959	Dark Telvanni Tileset	Resources	MMH	55-14380	Kieve	2011-10-20	[Glowmapping Example] Glowmapping Example The Dark Telvanni Tileset is a comprehensive retexturing of all Telvanni elements (and then some!) for a more ominous and imposing look. Originally created for a revised version of Thorn's Lament, the project has since been abandoned - I decided to finish up the missing e...
11806	KRS_WSen 1.3 Resource	Resources	MMH	55-14665	Kieve	2013-04-25	This is a Resource-Only mod. The files necessary for testing and retexturing are provided, but are not set up for extraction. For those unlearned in the ways of TESCS: .NIF - these files go in your meshes directory .DDS - these go in the textures directory .BMP - th...
10932	Void Sickie	Weapons	MMH	98-11222	Kieve	2007-05-04	Adds the Void Sickie, an off-hand version, and the necessary components for retail in Mournhold's Great Bazaar. -The .ESP is dependant on Void Gear 2.1, however the mod itself [can] be used independantly, if the player is willing to place the items in-game elsewhere. With...
9204	Telvanni Shrooms	Models and Textures	MMH	56-11005	Kieve	2007-01-20	Changes the textures on the emperor parasol trees, small mushroom trees and the rooftops of the Telvanni housepods. Also changes the texture on the council hall. I attempted to match the Bethesda TX's as closely as possible while still ...
8232	Void Gear Extras	Miscellaneous	MMH	53-11134	Kieve	2007-03-19	There were some odds & ends I never included in Void Gear 2.1b, for various reasons. But, in the interest of sharing, here you go. The Void Construct Rhei'Os-Ka, and also the Void Elite helm and clavicle section (although as of this writing, those are subject to later re...
6652	Thorn's Lament v1.2	Dungeons	MMH	31-10785	Kieve	2006-09-03	Seek out Rhuthu in Pelagiad to learn the secrets of Thorn's Lament... -Another armor mod, although this one snowballed into a full-blown quest. The armor is older work, but I would at least say it's unique...
6651	Thorn's Lament v1.0	Dungeons	MMH	31-1927	Kieve	2009-04-06	Seek out Rhuthu in Pelagiad to learn the secrets of Thorn's Lament... -Another armor mod, although this one snowballed into a full-blown quest. The armor is older work, but I would at least say it's unique...
6376	Thorn Skeletons v1.0	Creatures	MMH	26-1976	Kieve	2009-04-06	* TES3: MORROWIND KRS_ThornSkeletons "Thorn Skeletons" Final Release, Version 1.0 -Kieve * 1. Insta...
3515	White Senches v1.4.1	Races	MMH	70-14680	Kieve	2013-05-04	A complete overhaul of my White Senche race. Now BB-compatible, with new foot meshes, physiqued hair, and all sorts of fun new high-quality goodness... Senche hunting armor is included, as are a couple of "Jhirl Robes" (Velvet can explain what those are) These aren't "senc...
3514	White Senches v1.3	Races	MMH	70-10503	Kieve	2006-03-18	A complete overhaul of my White Senche race. Now BB-compatible, with new foot meshes, physiqued hair, and all sorts of fun new high-quality goodness... Senche hunting armor is included, as are a couple of "Jhirl Robes" (Velvet can explain what those are) These aren't "senches" ...
3513	White Senches v1.2	Races	MMH	70-1025	Kieve	2009-04-06	* TES3: MORROWIND KRS_WSen "White Senches" Final Release, Version 1.2 -Kieve * 1. Installation 2. Modifications 3. S...
3512	White Senches v1.1	Races	MMH	70-1258	Kieve	2009-04-06	2. Modifications -Dialogue topic "White Senche"(s?) added. Savants and learned folk (and the white khajiits themselves) can tell you something about their race. - Minor edits where "Khajiits" come up in dialogue, especially greetings category and "Khajiit" topic. Th...

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2713	Void Gear v2.1b	Armor	MMH	4-9394	Kieve	2004-03-18	See Anruin in Sadrith Mora, or Artanis Eston in Mournhold's Great Bazaar for the new & improved Void Gear. Armor, clothing, or weaponry, they've got everything an aspiring Void professional needs... Changelog:-2.1a Fixed a missing TX issue with the Void Scythe and Shield. ...
2712	Void Gear 2.0 T	Armor	MMH	4-1012	Kieve	2009-04-06	See Anruin in Sadrith Mora, or Artanis Eston in Mournhold's Great Bazaar for the new & improved Void Gear. Armor, clothing, or weaponry, they've got everything an aspiring Void professional needs.
2711	Void Gear 2.0	Armor	MMH	4-1560	Kieve	2009-04-06	See Anruin in Sadrith Mora, or Artanis Eston in Mournhold's Great Bazaar for the new & improved Void Gear. Armor, clothing, or weaponry, they've got everything an aspiring Void professional needs.
2544	Thorn Armor v1.1	Armor	MMH	4-1964	Kieve	2009-04-06	-The only change to the exterior game world is the addition of an NPC to Pelagiad's "North Wall" section. This NPC is stationary, so the effect should be minimal. Interior cells are accessible through the teleport this NPC offers- player is returned to this NPC's location through the proper telep...
2501	The Pretorian v1.0	Armor	MMH	4-1928	Kieve	2009-04-06	-This mod adds an NPC to the waistworks of Molag Mar. Unless your saved game loads in this cell, you should have no problems. If it does, leave the cell before enabling this plugin. -Pretorian Armor is meant to be as balanced as possible- it's a few grades better th...
1977	Praetorian Armor v1.0	Armor	MMH	4-10544	Kieve	2006-04-15	-This mod adds an NPC to the waistworks of Molag Mar. Unless your saved game loads in this cell, you should have no problems. If it does, leave the cell before enabling this plugin. -Praetorian Armor is meant to be as balanced as possible- it's a f...
1448	Jade Armor v1.0	Armor	MMH	4-10524	Kieve	2006-04-02	Another set that began as "Generic Bad Guy Armor." Originally, this one was gifted to the Exotic Boutique. Time, however, has a way of passing. While I did offer it to RavynAngel (then part of the team on Exotic Boutique, who in turn contributed it to EB), I suspect that by this point, anyo...
912	Dark Telvanni Armor v1.0	Armor	MMH	4-10545	Kieve	2006-04-15	Nothing was added to the game world itself. While the armor is set up, it is not placed in-game. The console must be used to obtain it, unless you place the armor yourself. All meshes are original MW meshes, and use default textures. There are no new textures included with this mod- ...
911	Dark Telvanni Armor	Armor	MMH	4-1681	Kieve	2009-04-06	Nothing was added to the game world itself. While the armor is set up, it is not placed in-game. The console must be used to obtain it, unless you place the armor yourself. All meshes are original MW meshes, and use default textures. There are no new textures included with this mod- al...
472	Asent - Aundae Sentinel Armor v1.0	Armor	MMH	4-14664	Kieve	2013-04-25	Ornate armor suitable for the ancient undeads taste. No longer shall I let this stagnate on my drive, languishing amidst the shambles of a mod unfinished. Nay, good folks, tis yours for the taking! Enjoy. And of course, read the readme.