

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
13233	Father sword	Kiteflyer61	Fliggerty	*639	Kiteflyer61	2012-04-26	This adds my version of the "Father sword" from Conan the barbarian. You can find it laying on Eldafire's doorstep in Seyda Neen. 2. Requirements Tribunal and Bloodmoon required (because I'm lazy). 3. INSTALLING THE PLUGIN...
13232	C.H.E.S.T. v1.1	Kiteflyer61	Fliggerty	*1025	Kiteflyer61	2014-04-02	C.H.E.S.T. (Coffer Home, Enchanted, Secure, Transportable) Is a portable home that appears to be a simple chest. When the key is used in the lock, however, you are transported inside to find a rather spacious living area with multiple rooms. Here you can store all of your possessions without fear ...
13230	WoT: Ruby-hilted Dagger v1.0	Kiteflyer61	Fliggerty	*768	Kiteflyer61	2012-12-14	This adds my version of the Wheel of Time's Ruby-hilted Dagger to Morrowind. It's a very ancient and thoroughly evil artifact. It can be found in the Daedric shrine of Anudnabia.
13229	WoT: Mah'alleinir	Kiteflyer61	Fliggerty	*642	Kiteflyer61	2012-05-03	This is my version of the warhammer Mah'alleinir from the Wheel of Time series of books. This is a resource only. It adds nothing in-game. The included .esp only adds it to the CS and is intended to make adding it to your mod easier. 2. Requirements The ...
13228	WoT: Callandor v1.0	Kiteflyer61	Fliggerty	*811	Kiteflyer61	2013-03-20	This adds my version of the
13227	WoT: Ashandarei v1	Kiteflyer61	Fliggerty	*774	Kiteflyer61	2012-12-18	This adds my version of the sword staff Ashandarei from the Wheel of Time books. It can be found in Mat, a cave just north of Gnisis.
13226	Steaming Limeware Mugs Resource v1.0	Kiteflyer61	Fliggerty	*786	Kiteflyer61	2013-01-22	A small set of mugs using the vanilla limeware texture set. They have particle effect "steam". This is a resource only. Nothing is added to the game.
13225	Starfire	Kiteflyer61	Fliggerty	*610	Kiteflyer61	2012-01-14	First of all, this is a modder's resource only. The included .esp only adds the staff and it's stats to the CS for ease of inclusion in other mods. It adds nothing to the game itself. :D This is Starfire. A magical staff with a permanent flame gem on top. It deals fire damage as well as acting...
13224	Star mace	Kiteflyer61	Fliggerty	*609	Kiteflyer61	2012-01-13	First of all, this is a modder's resource only. The included .esp only adds the mace and it's stats to the CS for ease of inclusion in other mods. It adds nothing to the game itself. :D This is a small sized, light mace. It was made to fulfill a request by Elaura for a mace that was light enou...
13223	Silver Service Completion Set v1.1	Kiteflyer61	Fliggerty	*798	Kiteflyer61	2013-02-18	This is a modder's resource that adds pieces of silverware that weren't included in the original game. It includes a coffee grinder (both animated and static), a tea tin, a teacup and saucer, a sugar bowl, a creamer, a teapot, a pair of tongs, a scoop, and a funnel. All use vanilla textures and w...
13222	MW Yardstick	Kiteflyer61	Fliggerty	*576	Kiteflyer61	2011-10-31	MW yardstick is a simple measuring tool that allows you to measure objects in Either the CS or your favorite modeling program. It's marked in MW units with 1 unit blocks on one side and 10 unit blocks on the other. I've included the .blend file for those of you who use blender and would like ...
13220	Kiteflyer61's Picture resource	Kiteflyer61	Fliggerty	*302	Kiteflyer61	2011-08-11	This is a modder's resource. There are two .esp's included to make adding it to your mod easier, but nothing is added in-game. This mod contains 135 new pictures to use in decorating your mods. They come in four different frame styles (colors) They are set up as both static pieces and as mi...
13219	Kite's Steel Staff Replacements	Kiteflyer61	Fliggerty	*848	Kiteflyer61	2013-05-17	3 replacements for the Steel Staff Modder's resource only. Nothing placed in-game. Simply rename the one you like to w_staffOO.nif and place in the Data Files\Meshes\w folder. It will replace all instances of the staff in-game with the new mesh. These are the same size, so there shouldn't be a...
13218	Kite's Tool Resource	Kiteflyer61	Fliggerty	*846	Kiteflyer61	2013-05-07	Ever wondered how people built things when you never see tools? Wonder no more. :D This is a set of tools for modders to use to make MW look a little more like people actually work. This is a resource only, it adds nothing to the game.
13217	Kite's Steel Dagger Replacement	Kiteflyer61	Fliggerty	*847	Kiteflyer61	2013-05-14	Just a simple steel dagger replacement as requested on the Bethesda forums. :D Enjoy!
13216	Kite's Rug Resource v1.0	Kiteflyer61	Fliggerty	*945	Kiteflyer61	2013-12-13	A collection of rugs for use in Morrowind. 18 different styles in 2 sizes. This is a resource only, it adds nothing in-game.
13215	Kite's Alchemy Canister resource	Kiteflyer61	Fliggerty	*1014	Kiteflyer61	2014-02-18	Some nice wooden canisters labeled for use as alchemy containers with labels showing the contents. This is a resource only, no .esp. I've included the original graphics files for those who would like to add mod added ingredients to the set, including a blank .nif file. The set uses a combina...

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
13213	Gypsy Caravan Resource v1.2	Kiteflyer61	Fliggerty	*731	Kiteflyer61	2012-10-22	This is my rendition of an old fashioned Gypsy caravan. It was primarily designed as a sort of house but could be used as a traveling merchant or tinker's hut. It has a matching interior and comes with 14 different color choices.
13212	Baseball bat resource	Kiteflyer61	Fliggerty	*835	Kiteflyer61	2013-04-22	Just a simple Baseball bat mesh and texture. :D Built-in bookcase resource, <a href="http://download.fliggerty.com/download-129-591">http://download.fliggerty.com/download-129-591</a> , Kiteflyer61 and Latendresse76, 2011-12-22 05:11:34, Morrowind, This is a set of bookcases/shelves built into the walls of the common tileset. There is also a freestanding double sided bookcase for use in the center of a room. The shelves use the vanilla textures
13211	Alladin's Bottle	Kiteflyer61	Fliggerty	*616	Kiteflyer61	2012-02-01	The ultimate portable house mod! Now you can carry everything you own with you to anywhere. Uses only "vanilla" textures and meshes but is compatible with a lot of other mods including Better Bodies, Better Heads, Nom, etc. Any mods that change NPC looks will change the look of the mannequins in...
12087	Ingredient sorter resource	Resources	MMH	55-13527	Kiteflyer61	2009-07-09	Hello fellow modders. This script is used to make an ingredient sorter that actually works without having to activate more than one button or item. With a little editing it should be able to do an almost infinite number of ingredients. There is a limit to how long a script can be in the CS but th...
12001	Kiteflyer61's Picture Resource	Resources	MMH	55-6620	Kiteflyer61	2010-11-27	The Elder Scrolls III MORROWIND: Kiteflyer61's Picture resource v2.0 By Kiteflyer61 (kiteflyer61@yahoo.com) Date 12/05/2010
6544	KB's Hack-N-Slash Mod	Dungeons	MMH	31-13595	Kiteflyer61	2009-08-16	The Elder Scrolls III MORROWIND: Mod Name: KB's Hack-N-Slash Mod By Kiteflyer61 (kiteflyer61@yahoo.com) Date Aug. 15, 2009 Requires Morrowind, Tribu...
3697	Domehome ImpBalmora Fixed	Townd and town Expansions	MMH	87-5625	Kiteflyer61	2011-07-04	Patch for the Domehome and the Improved Balmora mod.
344	Alladin's bottle	Houses	MMH	44-6234	Kiteflyer61	2009-06-08	The Elder Scrolls III MORROWIND: Mod Name: Alladin's Bottle_v3 By Kiteflyer61 (kiteflyer61@yahoo.com) Date 07-03-2009 1. Description 2. ...
343	Alladin's Bottle	Houses	MMH	44-2013	Kiteflyer61	2010-10-15	The Elder Scrolls III MORROWIND: Mod Name: Alladin's Bottle_v3 By Kiteflyer61 (kiteflyer61@yahoo.com) Date 07-03-2009 1. Description 2. Requirements 3. Installing the plug-in 4. Playing the plug-i...
342	Alladin's Bottle	Houses	MMH	44-5581	Kiteflyer61	2011-05-11	The Elder Scrolls III MORROWIND: Mod Name: Alladin's Bottle_v2 By Kiteflyer61 (kiteflyer61@yahoo.com) Date 07-03-2009 1. Description 2. Requirements 3. Installing the plug-in 4. Playing the plug-i...