Id	Name	Category	Site	Link	Author	Date	Description
6548	Kogomourn Ruin/Arnas Region	Dungeons	MMH	31-14130	Neo	2010-10-17	This adds the new Dwemer Camp called Kogomourn. It's coordinates: 0, -1. It has the secret entrance to Arkngthand, Deep Ore Passage. It's front entrance is guarded by three Skeleton Archers. There is a Skeleton Archer Captain. He has the disease called Woe Bringer Blight.
6060	Uriel Septim Returns	Companions	MMH	24-14129	Neo	2010-10-17	This mod puts a new series of gaurds in Seyda Neen, Balmora, and ToddTest(coc "ToddTest") which, if you activate travel mode on them, they will follow you. Uriel Septim is in Seyda Neen.
4833	Neo's Merchant House	Buildings	MMH	15-9205	Neo	2004-02-11	This Plug-In will give you a house with lots of cool stuff and cool Argonians!
285	Adamantium Skeleton	Armor	MMH	4-8780	Neo	2003-06-03	This is a mod based on wolverine's adamantium skeleton from X-Men. All of the armour appears invisible, to appear under the skin, and still holds on to its weapon resistance as if you were wearing it normally. All of the weights stay the same. &#...