

Id	Name	Category	Site	Link	Author	Date	Description
6605	Sevaskus	Dungeons	MMH	31-12871	Nera	2008-08-18	Adds a medium size dungeon east of the iceberg in Solstheim. Bring a torch and a very nice weapon. Recommended for players lvl 30+. Hasn't been tested, so feedback would be great. This is my first mod.
6501	Elemental Cavern	Dungeons	MMH	31-13249	Nera	2009-02-12	What is it? A cavern filled with wonders.... and by "wonders" I mean big, nasty Atronachs and their summoners. It also includes some nice maces inspired by the elements. Weapons Included: Elemental Mace of Earth: Blunt 1 ha...
3767	Gra'ka's Arms Emporium	Stores and Merchants	MMH	80-13429	Nera	2009-05-20	What is it?: Adds a shop near the front gate to Balmora that has a LOT of weapons, along with one of my own creations. stats of the new weapon added: Shock Stick: Weight: 13.00 Health: 2000
2649	Valko Manor	Houses	MMH	44-13194	Nera	2009-01-24	This mod adds a large underground house near the bridge that leads from balmora to caldera. It includes a training room, with BLK's training dummies, a study, the bedroom, a conservatory, a pool, and a mages chamber with summoning cranks, but its not free.....
400	Anwen Manor	Houses	MMH	44-13699	Nera	2009-10-12	What is it, Nera? It is both a dungeon and a house! It is a bandit hideout that you can claim as a home. It is situated in the back of Six Fishes in Ebonheart. Recommended Lvl for this mod is between 10-20. It also includes some of my custom meshes. What does ...