

Id	Name	Category	Site	Link	Author	Date	Description
4907	The Rotten Core	Buildings	MMH	15-8784	The Smith In Exile	2003-04-07	Creates a Daedric ruin north of Kartaag point, in which the player can live after defeating the vampire Necromancers that have taken residence there Includes a weapons, and a few misc. items. See readme for info, what and where etc.