

Id	Name	Category	Site	Link	Author	Date	Description
4077	The Ultimate Weapons Mod v1.0	Stores and Merchants	MMH	80-1792	Tsar_of_Cows	2009-04-06	I created this mod to try and add a variety of weapons to Morrowind, mainly really cool ones! I collected many meshes, and took advice from people on the Elder Scrolls forum, many of whom had suggestions for weapons, and provided me with meshes for my efforts. I thank them here and now...
4076	The Ultimate Weapons Mod 1.2 patch	Stores and Merchants	MMH	80-1880	Tsar_of_Cows	2009-04-06	I created this mod to try and add a variety of weapons to Morrowind, mainly really cool ones! I collected many meshes, and took advice from people on the Elder Scrolls forum, many of whom had suggestions for weapons, and provided me with meshes for my efforts. I thank them here and now...
4075	The Ultimate Weapon Mod v1.3 patch	Stores and Merchants	MMH	80-1921	Tsar_of_Cows	2009-04-06	The Ultimate weapons mod was to be a fun weapons mod to make your gameing experience much more enjoyable, it achieved this goal well, unfortunately, I released too early, due to pressure from the waiting public, so it had a few bugs in it, I then released the V1.2 patch that was supposed to fix it...
2435	The Clockwork Tower	Armor	MMH	4-7800	Tsar_of_Cows	2003-09-22	This mod is about a new Dwemner ruin that has been discovered, is basically a dungeon crawl but there's also a big story behind it, broken up by snippets of story, item hunts and puzzles with piles of written information providing you with backgrounds to the characters inv...