

Id	Name	Category	Site	Link	Author	Date	Description
11496	Realistic Blades	Tweaks	MMH	90-10686	Warlord Jim	2006-07-24	This makes the Blades work more like a real spy agency. This came about after I visited the International Spy Museum in Washington D.C.
6491	Dungeon Romp Double Feature	Dungeons	MMH	31-10702	Warlord Jim	2006-08-03	Ever wanted TWO dungeons to explore? Well, now you can explore two dungeons. Each one is in a separate esp for easy use. One is Lord Vaudere's Tomb, a dungeon filled with Undead based in the Grazelands. The other is the Castle of Illusion, a random (I mean RANDOM) dungeon in the Molag Amur region...
4622	WJ's Tweaks	Bugfixes	MMH	13-10655	Warlord Jim	2006-07-01	The purpose of this mod is to make it so when you eat corpus meat you get corpus disease. That always bugged me how that didn't happen. Other tweaks include making scribes weak to fire and frost, and making slaughterfish weak against shock and frost but strong against fi...
4435	Creature Sound Fix	Bugfixes	MMH	13-11365	Warlord Jim	2007-07-10	This mod merely fixes the sound on the Hunger so it doesn't sound like a werewolf. It also adds the sounds meant for the Ascended Sleeper to the Ascended Sleeper. Now has a separate esp (soundfixNOSLEEP.esp) that doesn't have the crappy Ascended Sleeper sounds. ...