

Id	Name	Category	Site	Link	Author	Date	Description
11886	Yar-Yulme's Nif Resources	Resources	MMH	55-14526	Yar-Yulme	2012-07-20	This is a collection of meshes, created entirely in NifScope, using only default MTB textures and meshes as base. After I tried to do something this way, it emerged that this is a very fun, although somewhat limited, method of creating meshes. Some of these models may be considered as concept for...
10813	Skyrim Imperial Battle Axe	Weapons	MMH	98-6638	Yar-Yulme	2010-12-17	Skyrim Battle Axe, based on design of Imperial Dragon from the upcoming TES V: Skyrim. Available in Fort Frostmoth. Changelog:v1.01 Textures updated.
8594	Dwemer gifts	Models and Textures	MMH	56-6228	Yar-Yulme	2009-04-18	Trueflame and Hopesfire replacer. This mod replace Nerevar's Blade and Sword of Almalexia. Now they got more "technological" and detailed, dwemer-stylish appearance. Some new effects added, textures improved. More information on the screens. Cha...
6179	Dwarven creatures	Creatures	MMH	26-6373	Yar-Yulme	2010-01-12	This mod add four Dwemer creatures: two spectres and two centurions. They are just custom variations of standard meshes: First ghost is just spectre in set of Dwemer armor instead of common Dwemer robe. Note that it's transparency settings differs from other ghosts, so he can be almos...
6119	Bloodmoon Creatures	Creatures	MMH	26-6588	Yar-Yulme	2010-11-01	This mod adds some variations of creatures from Bloodmoon. Armored Rieklings: just Rieklings who managed to obtain some pieces of Nord armour. Rieklings Shaman: more advanced, can use magic. Rieklings Raiders: first based on alternative Rieklings mode...