Id	Name	Category	Site	Link	Author	Date	Description
9949	Menace Of The Deep v1.3	Quests	MMH	68-13673	bryman1970	2009-09-16	This mod places a shack southwest of Seyda Neen owned by a man named Ardimus. He's having a problem with a big fish invading his fishing grounds, and needs someone to get rid of it for him. This is a very simple mod designed for low-level characters looking for some extra gold. I've tested this a...
9763	The Traveling Thieves	NPCs	MMH	64-13670	bryman1970	2009-09-14	Adds 3 NPCs who will transport the player between Ebonheart, Seyda Neen & Hla Oad. Great for thieves and players who like to keep a low profile. Read me included.
9762	The Traveling Nords v1.0	NPCs	MMH	64-14543	bryman1970	2012-08-08	Adds a Nord to both Skaal Village and Thirsk who can transport the player between the two places. They can be found just outside of these villages. This .esp has been cleaned using the Morrowind Enchanted Editor utility.
8141	Suran Waterfront/Suran Underworld Compatibility Patch (for use with my Indy Bank/Suran Waterfront Patch)	Miscellaneous	MMH	53-14085	bryman1970	2010-09-19	This patch, along with the Indy Bank/Suran Waterfront patch, allows you to use all three mods at the same time. Where the Indy Bank/Suran Waterfront patch lowers the land so it doesn't swallow up the buildings, as well as moves the player home (which you may purchase through the bank), this mod r...
7849	Indy Bank/Suran Waterfront Compatibility Patch	Miscellaneous	MMH	53-14084	bryman1970	2010-09-17	The Indy Bank mod has houses for sale (unless you prefer the optional no house .esp) and one of them just so happens to be right on the shores of Suran. The only problem with this is the Suran Waterfront mod basically sits right on top of that house, making the two mods incompatible with each oth...
6653	Tomb Of Horrors v2.0	Dungeons	MMH	31-13672	bryman1970	2009-09-15	This is based on the D&D module of the same name, and sets the tomb in The Ashlands area west of the Ghostgate. As always, any comments/constructive criticism/ideas etc. are more than welcome. Credits: I was a bit vague in the read me as to who the members of the B...
4775	Haunted Mansion v1.0	Buildings	MMH	15-13919	bryman1970	2010-04-13	This is an empty run-down mansion east of Seyda Neen. There are no monsters or treasure inside. Just something interesting to look at, and I thought the area was a perfect spot for it. The wooden bridge beyond that has been changed to an Imperial-style bridge to match the ruined Impe...
2431	The Captain's Ring v1.0	Items	MMH	46-13665	bryman1970	2009-09-11	Long ago, a captain with a ferocious appetite for alcohol had a ring made which would teleport him back to his ship after a long night of drinking. Stories say the ship was grounded off the coast of Vvardenfell during a nasty storm and the captain and all his crew were drowned. The captain's body...
1880	Old Cavern Home v1.3	Houses	MMH	44-13674	bryman1970	2009-09-17	The updated version of my first mod. Now that i'm a little better at modding in general, I thought i'd fix this one up a bit to make it a little more interesting. Installation: Place the Old Cavern Home.esp, meshes and texture folder in your Data Files folder located in the Mo...
464	Ascadian Isles Manor v3.0	Houses	MMH	44-14188	bryman1970	2011-01-07	Located in the Ascadian Isles region (north of Vivec), the manor has two floors as well as a basement. A small storage shed is accessible on the left side of the manor. The manor is completely empty except for some wall sconces scattered around and a few hanging lights. A small dock sits outside ...