

<b>Id</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
7369	Convert	Magic and Spells	MMH	51-12680	Donselaar	2008-04-23	sick of carrying lots of mana pots? no place to rest? then this spell is the way to recover ur mana (at the cost of life) Changelog:1.1 reduced the cost for recalling to 8 mana instead of 18 1.0 tweaked convert to chop of 50 life and restore 25 mana 0.89 ...
1783	My Seyda Neen House	Houses	MMH	44-11629	Donselaar	2007-11-06	This adds a "VERY" little quest to Seyda Neen which ends up giving you a house to live in. This house is situated in the area behind the light house. In the house are a lot of handy things. such as your own set of picks and apparatus. An imperial...
1337	Home	Houses	MMH	44-11622	Donselaar	2007-10-31	A Ice house made by a Telvanni wizzard, begin your search in Seyda neen for the land deed. Changelog:v0.5 Ideas for a House v1.0 made a global home v1.3 Added lights v1.4 Home is still a dark place *any great ideas to ...
623	Better Eleidon's Ward	Armor	MMH	4-11040	donselaar	2007-02-04	The hardest shield to find, and it's very bad. This mod makes it better, that's all. The base armor points are still the same. Changelog: v2.2 - Replaced original Eleidon's spell, so its mouse-over display in the Museum in Mournhold is correct. Reduced the encha...