

<b>Id</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
7272	Tribunal - Revised Dark Brotherhood Assassins	Gameplay	MMH	37-15617	ladyonthemoon	2018-05-10	I made this mod because I was tired that my player be attacked by Dark Brotherhood assassins wearing full uber armour at low levels. This was fun breaking for me. To keep the challenge interesting, all of them will be wielding enchanted weapons, short blades, and throw the usual ebony darts....
239	A Room In Town v.2	Houses	MMH	44-15616	ladyonthemoon	2018-04-29	A Room In Town v.2 adds: - a room for the player in Balmora. This room is in Caius Cosades' place, in his cellar. The trap door that gives access to it is locked; Caius Cosades will give the key to the player once he/she has joined the Blades. - an abandoned shack in Seyda Neen for the ...
238	A Room In Town v.1	Houses	MMH	44-15611	ladyonthemoon	2018-04-22	A Room In Town v.1 adds a room for the player in Balmora. This room is in Caius Cosades' place, in his cellar. The trap door that gives access to it is locked; Caius Cosades will give the key to the player once he/she has joined the Blades. This mod is compatible with OpenMW 0.43.0.