

<b>Id</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
8477	Clear Ice Equipment v1.1	Models and Textures	MMH	56-12312	millinhordesman	2013-03-12	This Plugins Adds: Ice weapon meshes now contain translucent ice components The Raw Stalhrim ingredient also has some translucency Ice shield now added
8476	Clear Glass Equipment v1.0b	Models and Textures	MMH	56-7531	millinhordesman	2005-03-02	Glass weapon and armor meshes now contain translucent blades and details. The Raw Glass ingredient now also has translucency.
7365	Bound Armorer's Hammers	Magic and Spells	MMH	51-8067	millinhordesman	2003-08-02	Creates several new "Bound Armorer's Hammer" spells, sold by an new NPC downstairs in the Ald-Ruhn Guild of Mages, situated between the stairwells.
3492	Water Seraphs v1.1	Races	MMH	70-10461	millinhordesman	2006-03-02	A new playable BB-based race, Water Seraphs. Seraphs are beings that originated from a demiplane related to their elemental sphere. For the most part they assume a roughly humanoid appearance, but at times Seraphs assume a form more close to their elemental nature. Each se...
1801	Necro Armor v1.0	Armor	MMH	4-1782	millinhordesman	2009-04-06	Adds a new set of armor designed with Necromancers in mind . to Azura's Coast SE of Zaintiratis . A fully reskinned set of armor, Necro Armor uses custom textures derived from the base Morrowind skeleton textures to create a quality set of Medium Armor designed just for Necromancers.