

Id	Name	Category	Site	Link	Author	Date	Description
8502	Daedric Claymore Sapphire	Models and Textures	MMH	56-9458	theGreatNothing	2005-02-11	This mod adds a retextured Daedric Claymore to the game (Seyda Neen) There is a script to prevent low-level characters from taking it: the player must have equipped a Daedric Claymore once to take the sword.
8098	Shelves for Bob's Armory	Miscellaneous	MMH	53-7727	theGreatNothing	2005-06-17	My mod modifies Mr. Dave's "Bob's Armory"-Mod. It adds shelves to the armory to make it easier for the player to choose his clothing. All clothes are lined up in shelves.
5847	You Are What You Wear	Clothing	MMH	21-8344	theGreatNothing	2005-05-24	I was disturbed by the fact that better clothes have no effect on the reaction of the NPC's. Now this changes. If you wear more expensive clothes your personality will be fortified. If you drop your clothes your personality will be reset.