

<b>Id</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
12446	Marble & Gold Statues Resource	Resources	MMH	55-12591	Aediin	2008-03-11	Marble and gold statues. No .esp, only meshes and textures for anyone to use freely as they see fit in their own mods. I am not responsible for wrongful use of these resources. Warning: The statues depict nudity. If marble or metal representations of the human body offend...
10864	The Devil's Gun	Weapons	MMH	98-11101	Aediin	2007-02-28	The Devil's Gun (when loaded with bullets) is a firearm, so it's more powerful than a crossbow, but a lot slower to reload. If you run out of bullets (or just unequip them) the weapon switches to a spear-type weapon using the bayonet to stab enemies. Changelog: Apparently, the fu...
10648	Knight's Lance	Weapons	MMH	98-12476	Aediin	2008-01-16	Adds a type of weapon: lances (new meshes & textures). The lance is inspired on the historical medieval weapons. They have a small heraldic banner near the tip. The banners are "physiqued", that is, they are not completely rigid, and occasionally wave in the wind. There are nine different ban...