

ID	Name	Category	Site	Link	Author	Date	Description
12070	Dagger Collection Resource	Resources	MMH	55-6323	Alaisiagae	2009-11-12	Modder's resource only. Converted meshes from TESIV mod Coolmans Dagger Collection.
12028	Profane Tools Varieties Resource v2.0	Resources	MMH	55-6472	Alaisiagae	2010-05-22	[Keening Axe, Keening Longsword, Keening Spear, Keening Mace, Keening Claymore, Keening Bolt, Keening Staff, Sunder Warhammer, Wraithguard Amulet] Keening Axe, Keening Longsword, Keening Spear, Keening Mace, Keening Claymore, Keening Bolt, Keening Staff, Sunder Warhammer, Wraithguard Amulet Modder's resource only. Includes meshes and icons for Keening as a dwemer axe, spear, staff, claymore, longsword, mace, and bolt; Sunder as a warhammer; wraithguard as an amulet. Details ===== MODDER'S RESOURCE ONLY. Included are the meshes and icons for retextured/tweak...
12007	Morag Tong Armor Resource	Resources	MMH	55-6599	Alaisiagae	2010-11-07	Modder's resource only. Includes meshes and icons for Morag Tong cuirass, greaves, boots, bracers, pauldrons, and shield.
12006	Imperial Silver Armor Resource	Resources	MMH	55-6598	Alaisiagae	2010-11-07	Modder's resource only. Includes meshes and icons for Imperial Silver pauldrons, bracers, greaves, and boots.
12005	Duke Silver Armor Resource	Resources	MMH	55-6597	Alaisiagae	2010-11-07	Modder's resource only. Includes meshes and icons for Duke Silver helm, pauldrons, bracers, greaves, and boots.
12004	Dragonscale Armor Resource	Resources	MMH	55-6596	Alaisiagae	2010-11-07	Modder's resource only. Includes meshes and icons for Dragonscale greaves, boots, bracers, and pauldrons.
11995	Extra Ingredients Resource	Resources	MMH	55-6650	Alaisiagae	2011-01-08	Modder's resource only. Includes meshes and icons for extra ingredients. MODDER'S RESOURCE ONLY. Included are the meshes and icons for various new ingredients. Also included are meshes for species-specific wolf and bear
11993	Drum Resource	Resources	MMH	55-6700	Alaisiagae	2011-03-15	Modder's resource only. Includes meshes and icons for retextured drums.
11992	Soul Gem Resource	Resources	MMH	55-6702	Alaisiagae	2011-03-16	Modder's resource only. Contains meshes and icons for retextured soul gems. 15 new gems in total. Uses Bethesda meshes and textures.
11991	Document Items Resource	Resources	MMH	55-6708	Alaisiagae	2011-03-19	Modder's resource only. Includes meshes and icons for 61 new scroll, parchment, and note items. MODDER'S RESOURCE ONLY. Includes meshes and icons for new scroll, parchment, and note items. 61 new meshes in total, all us...
11758	Resources that need to become mods	Resources	MMH	55-15049	Alaisiagae	2013-11-05	I had a lot of ideas but I'm getting nowhere with actually implementing them. I just don't have the inspiration and enthusiasm I once had. Anyway, I don't want this stuff to go to waste, I want the community to be able to use this stuff if they find it useful. So, this is just a shout-...
11608	Tools Integrative Modifications TIM	Tweaks	MMH	90-12859	Alaisiagae	2008-08-11	Standardizes the weight and number of uses for lockpicks, probes, repair tools, and alchemical apparati. Details ===== Included is an esp for compatibility with Sir Luthor's "Sir Luthor's Tools" mod, which can be found here:
11018	Armor Integrative Modifications AIM	Tweaks	MMH	90-6191	Alaisiagae	2008-08-07	This mod modifies all armor, both enchanted and unenchanted, including artifacts. Weights, prices, enchantment capacity, health, and even the AR values have been changed. This mod incorporates Lurlock's Left Gloves mod and my own Left Gloves addon mod, as well as several bug fixes. &...
11017	Armor Integrative Modifications AIM	Tweaks	MMH	90-12853	Alaisiagae	2008-08-07	This mod modifies all armor, both enchanted and unenchanted, including artifacts. Weights, prices, enchantment capacity, health, and even the AR values have been changed. This mod incorporates Lurlock's Left Gloves mod and my own Left Gloves addon mod, as well as several bug fixes. &...
9393	Wolf Helmet Replacer	Models and Textures	MMH	56-6372	Alaisiagae	2010-01-11	Replaces the Wolf and Snow Wolf Helmets with a ferocious wolf head with gaping jaws. Details ===== Replaces the Wolf and Snow Wolf helmets with a fierce wolf head in the same style as the Bear and Snow Bear helmet meshes. You can now...

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9285	Unique Finery Replacer UFR	Models and Textures	MMH	56-6244	Alaisiagae	2009-07-11	Gives most special and unique amulets, belts, rings, robes, shoes, and amulets new, unique models. Details ===== Gives most special and unique amulets, belts, rings, robes, shoes, and amulets new, unique models. All textures are actu...
9280	Unique Armor Replacer Ebony Helms UAR	Models and Textures	MMH	56-6212	Alaisiagae	2009-01-25	Replaces the either the Closed Ebony Helms or the Sarano Ebony Helm with Khan Raider's Corinthian open helm. Details ===== There are two .esps. One will replace all Closed Ebony Helms with Khan Raider's gorgeous open Corinthian helm,...
9279	Unique Armor Replacer Chodala Boots UAR	Models and Textures	MMH	56-6380	Alaisiagae	2010-01-19	Gives Conoon Chodala's Boots a different/new mesh, texture, and icon. Details ===== Uses Silaria's Boots Resource by Mandamus as the new meshes for Conoon Chodala's Boots. These knee-high boots use a vanilla texture, and I've given t...
9278	Unique Armor Replacer Bloodworm UAR	Models and Textures	MMH	56-6211	Alaisiagae	2009-01-23	Gives the Bloodworm helm a modified mesh with a new icon. Details ===== This mod gives the Bloodworm Helm a new mesh modified from vanilla mesh parts and using vanilla textures. In a nutshell: I added on the wicked looking ram's horn...
9132	Soulgem Ingredient Retexture SIR	Models and Textures	MMH	56-12180	Alaisiagae	2013-02-07	Replaces various mostly non-flora ingredients and all five soulgems with higher resolution textures that maintain the look and feel of the original textures. Details: This mod replaces the textures for various ingredients found in Morrowind, Tribunal, and Bloodmoon. It als...
9064	Sail Cloth Retexture SCR	Models and Textures	MMH	56-6193	Alaisiagae	2008-09-22	Replaces the four sail cloth textures with higher resolution textures that maintain the look and feel of the originals. Includes an alternative set as well. Details ===== I haven't seen too many sail cloth replacers, so I decided to ...
9002	Propylon Pillar Retexture PPR	Models and Textures	MMH	56-12908	Alaisiagae	2008-09-03	Replaces Propylon Pillars textures with crisp, hi-res textures. Optional download contains glowmapped textures. Replaces the textures for the propylon indexes and the Master Index (from the Bethesda Master Index plugin). Details ...
8967	Ore Rock Retexture ORR	Models and Textures	MMH	56-12942	Alaisiagae	2008-09-18	Replaces the three ore veins and the raw ingredients (which protrude from the veins) with high resolution textures. Details ===== This mod replaces the textures for the Diamond, Ebony, and Glass ore vein rock textures. It also replac...
8897	Morrowind Pillow Replacer MPR	Models and Textures	MMH	56-13152	Alaisiagae	2009-01-09	Replaces the pillow texture with a new, high-resolution, detailed texture. Details ===== This mod replaces the texture for the pillows found throughout the game with a new, hi-res texture. Texture is 1024x512 in .dds format. Thanks t...
8769	Jury-rig Wraithguard Replacer JWR	Models and Textures	MMH	56-13179	Alaisiagae	2009-01-18	Offers a variety of replacers for the Jury-rig Wraithguard. Details ===== While working on an upgrade to my AIM mod, the issue regarding the jury-rig Wraithguard came up. Some people wanted it to be left-handed and look like Wraithg...
8701	Guarskin Drum Replacer	Models and Textures	MMH	56-6699	Alaisiagae	2011-03-12	Gives the guarskin drum a unique model. Details ===== This mod gives the guarskin drum a new model that uses a - surprise! - guarskin texture. Same mesh as misc_de_drum_02.nif, so there should be no oddities in the game world (i.e. f...
8587	Dwemer Crossbow Replacer v1.0	Models and Textures	MMH	56-6273	Alaisiagae	2009-09-20	Replaces the Dwemer crossbow mesh with a new, better-looking mesh. Details ===== Replaces the (ugly) vanilla Dwemer crossbow with a modified and re-textured version of Mighty Joe Young's Van Helsing Crossbow. The mesh uses vanilla textures so it will be compatible with oth...
8549	DeFemme Armor Replacer	Models and Textures	MMH	56-6382	Alaisiagae	2010-01-22	Replaces all female-specific armor meshes and icons with the regular "male" meshes and icons. Requirements: Tribunal &/or Bloodmoon &/or LeFemme.esp Details ===== After seeing the impressive armor on those Skaal h...

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8504	Daedric Key Replacer	Models and Textures	MMH	56-6698	Alaisiagae	2011-03-12	===== Gives the glowing daedric key a new model and icon. Details ===== This mod gives the "glowing daedric key" item in Bloodmoon a retextured (with daedric textures) model. It also has an animated texture, so it w...
8503	Daedric Helm of Tohan	Models and Textures	MMH	56-6262	Alaisiagae	2009-09-15	Changes the texture on the Helm of Tohan to be Daedric. Details ===== This was made for a request by Tyrthyllanos, and he asked me to release it. The mod changes the Helm of Tohan mesh to use parts of the Dae...
8453	Cart Cloth Retexture CCR	Models and Textures	MMH	56-6209	Alaisiagae	2009-01-06	Replaces the cart cloth found in Tribunal with a higher resolution texture. Includes an alternative texture as well. Fixes vertex shading and UV maps on the cart mesh. Details ===== This mod replaces the texture for the cloth found o...
8423	Bloodmoon Pelt Replacer BPR	Models and Textures	MMH	56-12897	Alaisiagae	2008-08-28	Replaces the three decorative pelts found in the Bloodmoon expansion with realistic, higher resolution fur textures. Details ===== This mod replaces the bear pelt, white wolf pelt, and red wolf pelt textures found in various building...
8420	Bloodmoon Hide Replacer BHR	Models and Textures	MMH	56-6208	Alaisiagae	2009-01-01	Replaces the Bear, Snow Bear, Wolf, and Snow Wolf ingredients so that they look like pelts instead of mutilated heads. Details ===== This mod changes the meshes and textures of the wolf and bear ingredients so that they look like pel...
8419	Bloodmoon Hide Replacer	Models and Textures	MMH	56-6061	Alaisiagae	2012-02-03	Name: Bloodmoon Hide Replacer BHR Version: 2.1 Date: 12/12/2010 Category: Models and Textures Author: Alaisiagae Description ===== Replaces the Bear, Snow Bear, Wolf, and Snow Wolf ingredients so that they look like pelts instead of mutilated heads.<...
8207	Ultimate Icon Replacer	Miscellaneous	MMH	53-6673	Alaisiagae	2011-02-02	Replaces all Morrowind object/inventory icons with better icons! Details ===== This mod replaces all 600+ icons for all the stuff you can put in your inventory in Morrowind, Tribunal, and Bloodmoon! The icons are remade to reduce the...
8125	Splash Screen Addon	Miscellaneous	MMH	53-13263	Alaisiagae	2009-02-20	Adds Bethesda-style splash screens for Tribunal and Bloodmoon. Also adds a few more Morrowind splash screens. Details ===== This mod adds several splash screens to the game, done in the style of the Bethesda Splash Screens. There are several screens each for Trib...
7881	Left Gloves Addon	Miscellaneous	MMH	53-12801	Alaisiagae	2008-06-29	This mod adds Left and Right icons and ground meshes for the pauldrons and gauntlets of all the armors added in the Bloodmoon and Tribunal expansions, as well as the four new types of cloth gloves added in Bloodmoon. Also contains the files from Lurlock's Left Gloves. &#...
5772	Soldier Belts Fix	Clothing	MMH	21-12179	Alaisiagae	2013-02-07	Gives the Templar, Imperial, and Indoril Belts unique meshes and icons. Details ===== This mod gives the Templar, Imperial, and Indoril belts unique ground meshes based on the belts as they appear on the corresponding armor. This mod also gives the belts their ow...
5436	Races Are More Fun RAMF	Classes	MMH	20-13148	Alaisiagae	2009-01-08	A lore-friendly mod that changes the Races's attributes, skill bonuses, powers, abilities, and spells to be more true to lore - and more fun. Details ===== I wanted to make the races more fun and balanced. Some attributes have been m...
4542	Nordic Broadsword & Claymore Fix	Bugfixes	MMH	13-14941	Alaisiagae	2013-08-28	Fixes a gap in the Nordic Broadsword & Claymore.
3628	Birthsigns Are More Fun BAMF	Birthsigns	MMH	8-12775	Alaisiagae	2008-06-18	I wanted to make the original birthsigns a bit more fun and interesting to play. They are now more powerful than the original abilities/powers/spells because I felt that, at higher character levels, a birthsign could be replaced by a piece of enchanted clothing or a custom spell. Hopefully, the n...

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3627	Birthsigns Are More Fun (BAMF) v 1.0	Birthsigns	MMH	8-11775	Alaisiagae	2012-11-04	I wanted to make the original birthsigns a bit more fun and interesting to play. They are now more powerful than the original abilities/powers/spells because I felt that, at higher character levels, a birthsign could be replaced by a piece of enchanted clothing or a custom spell. Hopefully, the n...
3339	Races Are More Fun RAMF - Regular v 0.5	Races	MMH	70-11774	Alaisiagae	2012-11-04	A lore-friendly mod that changes the Races's attributes, skill bonuses, powers, abilities, and spells to be more true to lore - and more fun.
2101	Royal Guard Addon RGA	Armor	MMH	4-12178	Alaisiagae	2013-02-07	Adds a shield to the Royal Guard armor set. Also adds shields to Royal Guard NPCs. Additional shield available for player use Details: I've worked on and tweaked GMatthews' "Helseth Royal Guard Shield" mod. This mod provides all new textures for a shield (it uses the Iron Sh...