

Id	Name	Category	Site	Link	Author	Date	Description
12101	Architect	Resources	MMH	55-5243	Argent	2009-05-12	Resource plugin for the Morrowind Immersive Architect.
10287	TES Dependency Tool Kit (TESDTK) v2.0	Utilities	MMH	95-5258	Argent	2009-05-12	TES Dependency Tool Kit v2.0 written by Aaron White (aka Argent) Installation Using TESDTK Adding Dependencies Removing Dependencies Updating Version Number Converting ESD to ESP Converting ESM to ESP Converting ESP to ESM Bugs Li...
10170	Immersive Architect	Utilities	MMH	95-14558	Argent	2004-05-19	The idea behind this tool is to utilize the Morrowind game engine as a world building tool. It allows towns/citys to be built in-game instead of using the construction set. Placeholder items are carried in inventory, and are dropped on the ground to place building meshes in th...
10165	GMSTCleaner v1	Utilities	MMH	95-5227	Argent	2009-05-12	The purpose of this application is to provide a quick and easy way to clean mods of the 'evil' GMST entries that get dumped into plug-in files. This will remove the 11 entries that Tribunal adds and the 61 added by Bloodmoon. This program will not remove other intentional GMST entries, only entri...
10162	GMST Cleaner 1.1	Utilities	MMH	95-14561	Argent	2003-09-29	-=GMST Cleaner Update 1.1=- This updated file should replace the current one. Simply delete the current on and extract the new one. Long overdue update that fixes errors while cleaning Bloodmoon GMST entries. If you have previously downloaded this app from Summit (and f...
10130	Bsa Browser v1.0	Utilities	MMH	95-5496	Argent	2009-05-12	BSA Browser v1.0 by Argent (Aaron White) incorporating BSAPACK v 0.1a by ghostwheel Purpose This utility allows you to browse, search, pack, unpack, and register Bethesda Softworks Archive (bsa) files with a user friendly inte...
10128	BSA Browser	Utilities	MMH	95-14573	Argent	2003-12-30	This utility allows you to browse, search, pack, unpack, and register Bethesda Softworks Archive (bsa) files with a user friendly interface . This program was inspired by Ghostwheel's BSAPack (which the program uses to perform 3 of the 5 functions mentioned), and Splendor ...
10127	BookGen 1.2	Utilities	MMH	95-11669	Argent	2012-09-11	BookGen is a limited text editor that provides a quick and easy method of generating HTML source code for use with Morrowind books. No prior knowledge of HTML is required. Simply type in your text and click convert or export, and BookGen does the rest. This program requires the Java Ru...
7834	HTH Physical Damage	Miscellaneous	MMH	53-7537	Argent	2004-05-19	This mod gives the player the ability to inflict physical damage when striking bare-handed. No training, spells or gloves are needed. Simply install and load the mod and you'll find your player now inflicts non-spell based physical damage to an opponent. ...
7476	ss2 demo	Magic and Spells	MMH	51-3919	Argent	2009-05-12	Soul Summon2 Demo v1.0 by Argent About SS2 Installation Playing SS2 Credits Bugs/Suggestion About Soul Summon 2 This mod expands and improves on the alternate soul trap system created for Soul Summon1, which expanded and improve...
7393	FistsOfFire 0.9	Magic and Spells	MMH	51-3912	Argent	2009-05-12	Fists Of Fire 0.9.4 -=Sparring=- plug-in. Load this file if you want the sparring service.
7391	Fists of Fire 2.0	Magic and Spells	MMH	51-15657	Argent	2018-08-09	This mod adds physical damage and cast-on-strike spell effects to hand-to-hand combat. It is a spell based mod but emphasis is given to hand-to-hand fighting, not spell-casting. The spells involved do not have high magicka drains and, once learned, will always succeed when cast. You c...
7390	Fists Of Fire 1.3	Magic and Spells	MMH	51-1899	Argent	2009-04-06	-=Fists Of Fire=- Morrowind only v 1.3.9.2 Adds physical damage and cast on strike spell effects to hand to hand combat .
7389	Fists Of Fire	Magic and Spells	MMH	51-8991	Argent	2003-09-16	This mod adds 'Cast-On-Strike' spell damage to Hand-To-Hand combat. It is a spell based mod but emphasis is given to hand-to-hand fighting, not spellcasting. The spells involved do not have high magicka drains and, once learned, will always succeed when c...
7242	Soul Summon	Gameplay	MMH	37-3784	Argent	2009-05-12	Soul Summon v1.5 (patched) by Argent Contents: Quick Start Mod Description Installation Credits Technical Details Known Problems and Limitations Disclaimer

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7241	Soul Summon	Gameplay	MMH	37-3790	Argent	2009-05-12	Soul Summonv 1.5 (2nd patch) by Argent Contents: Quick Start Mod Description Installation Credits Technical Details Known Problems and Limitations Disclaimer
7059	HTH Physical Damage	Gameplay	MMH	37-1359	Argent	2009-04-06	HTH Physical Damage by Argent Description This mod give the player the ability to inflict physical damage when striking bare-handed. No training, spells or gloves are needed. Simply install and load the mod and you'll find your player now inflicts non-spell based physic...
7031	FistsOfFire 1.3.9.2	Gameplay	MMH	37-2777	Argent	2009-04-24	Fists Of Fire 1.3.9.2 By Argent Description I have always been dismayed at the many limitations placed upon the Hand-to-Hand combat skill in Morrowind. Some of the many sacrifices suffered by unarmed fighters include the inability to block attack...
7030	Fists Of Fire v0.9.4	Gameplay	MMH	37-1787	Argent	2009-04-06	This mod adds Cast-On-Strike spell damage to Hand-To- Hand combat. It is a spell based mod but emphasis is given to hand-to-hand fighting, not spellcasting. The spells involved do not have high magicka drains and, once learned, will always succeed when cast. You can learn these spells from the mon...