

| Name | Category | Link | Author | Date | Description |
|-----------------------------|---------------|---|---------------|---------------------|--|
| Way of the Necromancer | Books | http://mw.modhistory.com/download-11-10259 | Balathustrius | 2005-12-04 00:00:00 | Adds the ability to raise (permanent) Undead minions, that your mage can master the Dark Arts of Necromancy and know true Power. This power comes at a grim cost, however... |
| Sharks of Morrowind | Creatures | http://mw.modhistory.com/download-26-13457 | Balathustrius | 2009-06-05 00:00:00 | A personal mod hand-placing sharks to the seas surrounding Vvardenfell. I liked ABoT's Water Life, but decided I'd prefer to lose the FPS hit and keep the sharks. The sharks themselves are the work of Cait. |
| Class Abilities | Miscellaneous | http://mw.modhistory.com/download-53-12566 | Balathustrius | 2008-02-29 00:00:00 | Adds new special abilities and powers to the PC dependent on class. Necromancers start with the ability to summon undead servants and curse their foes, Paladins inspire courage and heal the wounded, Monks may enter a martial trance, Witchhunters can sap the magicka from their sorcerous quar... |
| South Wall, Den of Iniquity | Miscellaneous | http://mw.modhistory.com/download-53-13449 | Balathustrius | 2009-06-03 00:00:00 | This mod revamps the South Wall Cornerclub with the goal of creating an atmospheric and believable base for the Thieves Guild to operate in in Balmora. Adds several new NPCs, quests, and hopefully enlivens the general atmosphere. Changelog:1.4 Some fixes, some new addition... |