

Id	Name	Category	Site	Link	Author	Date	Description
8122	South Wall, Den of Iniquity	Miscellaneous	MMH	53-13449	Balathustrius	2009-06-03	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...
7648	Class Abilities	Miscellaneous	MMH	53-12566	Balathustrius	2008-02-29	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...
6345	Sharks of Morrowind	Creatures	MMH	26-13457	Balathustrius	2009-06-05	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.
4384	Way of the Necromancer	Books	MMH	11-10259	Balathustrius	2005-12-04	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...