Id	Name	Category	Site	Link	Author	Date	Description
11327	Levelling v1.0	Tweaks	MMH	90-9732	Balor	2005-03-12	Everybody knows that Morrowind characters capable of, with surprisingly little effort, become demigods of unsurpassed power. Many things done to fix that, and here is an other one - an alternative leveling system. Now you gain max of x2 multiplier on stat per level (if you trained apro...
11256	Herbalism v1.3	Tweaks	MMH	90-9099	Balor	2005-03-12	Well, have you been boggled by the way Morrowind handles plants? "Opening" them is already became part of folklore (One of "If you played too much Morrowind: - You try to "open" flovers instead of picking them up"). Well, I was :). Also, it makes finding which plant you "picked" and which...
8228	Vigilant Guards	Miscellaneous	MMH	53-2076	Balor	2009-04-06	Purpose - bring more reality and immersion into Morrowind :) Essentially, when you approach the guard with weapon ready (bare hands and shortblades do not count), he'll warn twice and then attack. May expand if this idea will meet approval. *New version: Changed my sound to app...
7446	One Power v1.4	Magic and Spells	MMH	51-14990	Balor	2013-09-16	Very hard to describe in a few sentences, One Power mod changes Morrowind magick system into a system of channeling One Power. Use birthsign to make yourself a channeler. You have to eat (my Primary Needs mod is included), drink and rest. Mess kit is located on a well in Seyda Neen. (It's es...
7445	One Power v1.3	Magic and Spells	MMH	51-595	Balor	2009-04-06	Changes Morrowind magics system into a system of channeling One Power. Use birthsign to make yourself a channeler. You have to eat (my Primary Needs mod is included), drink and rest. Mess kit is located on a well in Seyda Neen. Everything else is pretty much explained inside gam...
7444	One Power v1.1	Magic and Spells	MMH	51-14991	Balor	2013-09-16	Changes Morrowind magics system into a system of channeling One Power. Use birthsign to make yourself a channeler. You have to eat (my Primary Needs mod is included), drink and rest. Mess kit is located on a well in Seyda Neen. Everything else is pretty much explained inside game i...
7443	One Power	Magic and Spells	MMH	51-14992	Balor	2013-09-16	This is a beta of my Pure One Power mod. It introduce an alternative magic system to Morrowind - One Power, with it's unique properties and spell (weaves). While it's made for Wheel of Time fans, it can be played by those who didn't read it too without much difficulty (though it i...
7185	Primary Needs v2.7	Gameplay	MMH	37-2154	Balor	2009-04-24	1. You now have to eat each 6 hours, or suffer penalties to stats. You have to eat ingredients like eggs, bread, saltrice, etc. Use common sense. First I thought to add some food to taverns, but since most taverns already have plenty of food, I decided not to mess around with game more than its a...
7095	Levelling 1.3	Gameplay	MMH	37-919	Balor	2009-04-06	Alternate Leveling (Forgetfulness) Created by Balor (Balor_abyss@mail.ru) Idea is all original (at least I think so 8)) 22/1/03 Update: 24.08.04 Improved stability. It's fully funtional now. 14.09.04 Added a few features. (Stats that are riseable above 100...
6908	Alternate Leveling 1.0	Gameplay	MMH	37-1892	Balor	2009-04-06	Idea is all original (at least I think so 8)) 22/1/03 Features - well, everybody knows that Morrowind characters capable of, with surprisingly little effort, become demigods of unsurpassed power. Many things done to fix that, and here is an other one - an alternative leveli...
4965	Levelling 1.4	Chargen	MMH	17-584	Balor	2009-04-06	Alternate Leveling (Forgetfulness) Created by Balor (Balor_abyss@mail.ru) Idea is all original (at least I think so 8)) Require Bloodmoon for script funcs. Tribunal is not needed. 22/1/03 Update: 24.08.04 Improved stability. It's fully funtional now. 14.09...
3390	Sneak and Stun	Beta	MMH	7-76	Balor	2009-04-06	Adds stunning and crippling blows to hand to hand combat. Great mod for Monk players. It messes with some old Morrowind Seyda Neen scripting, so customer beware. (It only affects NPCs in Seyda Neen Arrielle Shop, Imperial Guards, and test Cell - you will not miss it.)
113	Herbalism v1.2 (Tribunal)	Alchemical	MMH	1-797	Balor	2009-04-06	Well, have you been boggled by the way Morrowind handles plants? "Opening" them is already became part of folklore (One of "If you played too much Morrowind: - You try to "open" flovers instead of picking them up"). Well, I was :). Also, it makes finding which plant you "picked" and which...

Id	Name	Category	Site	Link	Author	Date	Description
105	Herbalism Final	Alchemical	MMH	1-526	Balor	2009-04-06	Well, have you been boggled by the way Morrowind handles plants? "Opening" them is already became part of folklore (One of "If you played too much Morrowind: - You try to "open" flovers instead of picking them up"). Well, I was :). Also, it makes finding which plant you "picked" and which...
104	Herbalism 1.3	Alchemical	MMH	1-845	Balor	2009-04-06	Herbalism Created by Balor (Balor_abyss@mail.ru) Idea is all original (at least I think so 8)) 14/08/04 * Installation Instructions: Extract to your base Morrowind folder (by default, that's C:Program FilesBethesda SoftworksMorrowind) Then run Morrowind's ...