

Id	Name	Category	Site	Link	Author	Date	Description
11609	Tough Justice, Hard Times v0.1B	Tweaks	MMH	90-248	BlindEye	2009-04-06	Makes money a little more difficult to accumulate. There are numerous changes made by this mod. Here are a few: Mages guild travel is 10x as expensive, merchant gold will take 1 week to resupply, and crime penalties are 9,000 killing;4,000 attacking;1,000 pickpocketing.
11073	BlindEyes Non-Profit Alchemy	Tweaks	MMH	90-9286	BlindEye	2005-02-11	This Mod makes all player made potions have no monetary value. Changes made are? 2 iAlchemyMod to 0
11072	BlindEyes Difficult Health	Tweaks	MMH	90-7901	BlindEye	2005-02-11	This modification changes the percentage health a player receives from Endurance at level up; specifically, 20% is now rewarded. To counteract this, I have increased the difficulty of the game 600%. Changes made are? 0.1000 fLevelUpHealthEndMult to 0.2000
11071	BlindEyes Bribery	Tweaks	MMH	90-8653	BlindEye	2005-02-11	This small modification makes it difficult for the player to cajole an NPC, unless the player has a high Speechcraft skill. Changes made are?: 35.0000 fBribe10Mod to 5.0000 75.0000 fBribe100Mod to 20.0000 150.0000 fBribe1000Mod to 8...
10997	Alternate Messages	Tweaks	MMH	90-7804	Blindeye	2005-03-02	Changes ingame messages to be more roleplayer friendly. Message changes include... "Do you want to remember this location?" instead of: Do you want to save you game? "The lock spring eludes your probing" instead of: lock pick failed. □...
6941	Blindeye's Difficult Health v1.0	Gameplay	MMH	37-2834	Blindeye	2009-04-24	Blindeye's Difficult Health v1.0 This modification changes the percentage health a player receives from Endurance at level up; specifically, 20% is now rewarded. To counteract this, I have increased the difficulty of the game 600%. Changes made are&hellip...
5074	Enchanted Renaissance	Cheats	MMH	18-8592	Blindeye	2005-05-24	This mod makes the following changes to enchantments: [list]Almost all enchantments have been beefed up, on rings, amulets and robes. Enchanted rings have now ten discharges instead of the default five. Amulets have now ten discharges instead of the default ...
59	Blindeye's Non-profit Alchemy v 1.0	Alchemical	MMH	1-1784	Blindeye	2009-04-06	This Mod makes all [i]player made potions have no monetary value.