

Id	Name	Category	Site	Link	Author	Date	Description
11192	Encumbrance Mod	Tweaks	MMH	90-11133	BlueBit	2007-03-19	The Encumbrance Mod makes the encumbrance aspect of Morrowind a little bit more realistic. It makes it how ever much you can carry is only double or triple your strength (2 .esp's). It makes you pick and choose what you should bring before going out on a mission, adding ...
10735	One-Handed Spears	Weapons	MMH	98-11254	BlueBit	2007-05-20	This mod was inspired by the movie 300, and I'm sure once you guys saw the movie you immediately wanted to make a Spartan, but there was no way you could get a spear and a shield, well now you can! One problem: The only way I could make the spears one-handed was to make t...
7521	Alternate Beginnings 2	Miscellaneous	MMH	53-12399	BlueBit	2007-11-25	Sequel to Evermoon's 'Alternate Beginnings', this mod expands upon it by adding 13 new choices to the already existing 5 to make a total of 18. It also fixes the bugs of Alternate Beginnings 1, including adding 4 dialogue options that you'd miss (background, little secret, latest rumors, little a...
5674	MCA Stealth Clothing	Clothing	MMH	21-11176	BlueBit	2007-04-08	I love the stealth-like clothes added by Morrowind Comes Alive, but what I didn't like was that you had to kill an NPC to get those clothes, takes away the experience completely, so this mod adds a Dark Elf named Talinos to the South Wall Cornerclub who sells all the stealth armor I could find in...
5472	Ultimazing Class Pack	Classes	MMH	20-11630	BlueBit	2007-11-07	It's annoying having a bunch of class packs in your Morrowind folder, right? This pack makes all the Morrowind NPC classes available to play (with descriptions!), and also adds 27 of my own classes (also with descriptions!) Ultimazing Class Pack I...
1301	Hermit Home	Houses	MMH	44-11264	BlueBit	2007-05-26	Adds a low-level home near the Seyda Neen lighthouse, hidden from view, some lore around town, and a backstory to the home.