

Name	Category	Link	Author	Date	Description
Curses	Beta	<a href="http://mw.modhistory.com/download-7-13620">http://mw.modhistory.com/download-7-13620</a>	Candlemaster	2009-08-23 00:00:00	Curses - By Candlemaster (Haydn V. Harach) Requires Tribunal Wip version 1.2 Installation: Place "Curses_wip.esp" in your "*/Morrowind/Data Files/" folder. When you start Morrowind, click on "Data Files" and check the...
Blender Animation Tutorial	Tutorials	<a href="http://mw.modhistory.com/download-106-6258">http://mw.modhistory.com/download-106-6258</a>	Candlemaster	2009-09-11 00:00:00	After learning how to animate with Blender, I decided to release this much-requested tutorial for everybody who wishes to animate using the free, easy-to-use program Blender. This tutorial relies on Liztail's Animation Toolkit (
Better Propylons	Tweaks	<a href="http://mw.modhistory.com/download-90-13626">http://mw.modhistory.com/download-90-13626</a>	Candlemaster	2009-08-25 00:00:00	This mod changes propylons into "doors", making them companion-friendly. An optional second ESP supports Bethesda's official Master Index plugin, making the master index act as a "master key" for the propylons, and you can use it to teleport you to the caldera mage's guild. [b]Ch...
Dark Damage Health	Tweaks	<a href="http://mw.modhistory.com/download-90-13807">http://mw.modhistory.com/download-90-13807</a>	Candlemaster	2010-01-05 00:00:00	This mod recolors the visual effects for the "Damage Health" spell, making them dark purple. The goal of this mod was to create a "dark damage" effect out of damage health, but sadly it didn't enjoy using black textures, so it didn't turn out as well as I'd hoped. In any case, I think...
Elemental Icons	Tweaks	<a href="http://mw.modhistory.com/download-90-6364">http://mw.modhistory.com/download-90-6364</a>	Candlemaster	2010-01-05 00:00:00	This replacer recolors the small and large icons for the "fire damage", "fire shield", "frost damage", "frost shield", "shock damage", "lightning shield", and "poison" spell effects, recoloring them according to their element. Some may consider this lore-breaking, as it breaks the original ...