

Id	Name	Category	Site	Link	Author	Date	Description
11626	Twilight Flight	Tweaks	MMH	90-10741	James Fraser	2006-08-13	This is just a simple mod that gives the gift of flight to all the Winged Twilight creatures in the game. It never made sense to me that they couldn't fly, so I added it. This was tested in a huge cave, and it worked beautifully - the winged twilight flapped its wings and jumped into ...
10593	Grenades	Weapons	MMH	98-10590	James Fraser	2006-05-15	This mod adds grenades for sale from Eydis Fire-Eye in the Balmora Fighters' Guild to high-ranking faction members only! Look for: acid grenade, fire grenade, flare grenade, flash grenade, flash-bang grenade, gravity grenade, ice grenade, lightning grenade, magicka drain grenade, poison gre...
10385	Blade of Fetid Effluvium	Weapons	MMH	98-10882	James Fraser	2006-11-10	Recently, there was a certain wizard (preferring to remain nameless out of utter humiliation) became tired of being bullied and created the Sword of Fetid Effluvium in the hopes of repulsing his ever-vigilant tormentors. Unfortunately, the enchantment he placed on ...
5141	Megacheats	Cheats	MMH	18-10591	James Fraser	2006-05-15	This mod adds several HUGE cheats to the palace room in Vivec: A doomsday arrow, a super-powerful club, two power rings and a cure-all belt (yes, even corpus!) This will HORRIBLY unbalance your game, so save any existing games before use of this mod, because you WILL want to go back...
199	Swamp Scums	Alchemical	MMH	1-10824	James Fraser	2006-10-04	This mod uses scripted harvesting, allowing you to collect either some or all of the swamp scum from a pond. Harvesting it all will permanently clean that pond! Does NOT conflict with Swampy Swamps! Changelog:11/11/06: Bug-fix - corrected pathways ...
144	Moss & Vines	Alchemical	MMH	1-10954	James Fraser	2006-12-29	This mod makes all the moss and vines in original Morrowind into harvestable alchemy ingredients. Scripted and unscripted versions are both available in the 7z file. The scripted version allows you the choice of taking some of the plants and leaving the rest to grow back, or taking th...
131	Lilypads	Alchemical	MMH	1-10817	James Fraser	2006-09-29	This mod changes all the lilypads in original Morrowind into usable ingredients for alchemy. This mod employs a different method, due to the botanical nature of the ingredients - the lilypads themselves are made as organic containers, where you can 'pick' a small amount of the ingredient, and it ...
125	Jim's Flat and cobwebs	Alchemical	MMH	1-10618	James Fraser	2006-06-12	This is an expansion of an excellent mod (Vivec Flat) by Occam. This is my expanded version, combined with my Cobwebs mod (modified), which adds cobwebs in the flat only, which are harvestable as alchemy ingredients. This is compatible with my Cobwebs 3.x mod, but l...
124	Ivies	Alchemical	MMH	1-10872	James Fraser	2006-11-03	This mod makes all the ivies in Morrowind into usable alchemy ingredients. There are two types, and when mixed together, they enable extended underwater excursions. Anyway, I've included both scripted and unscripted versions. Scripted allows...
97	Grasses	Alchemical	MMH	1-10840	James Fraser	2006-10-15	All over Vvardenfell, you see grasses growing. Now, you can harvest them for alchemy! The scripted version of this file also allows you to rip out the whole plant to clear it away. The unscripted version simply makes the grasses act like any other plant in Morrowind. There...
91	Ferns	Alchemical	MMH	1-10878	James Fraser	2006-11-08	As you can guess by the title, this mod makes all the ferns in original Morrowind into usable alchemy ingredients. This mod, like my others, has both scripted and unscripted versions. The unscripted version works like any other harvestable plant in Morrowind, while the scripted versio...
71	Cobwebs	Alchemical	MMH	1-10595	James Fraser	2006-05-19	This mod changes all the cobwebs in original Morrowind into usable alchemy ingredients that you can collect. Of course, this also means that in the process of collecting webs, you can actually clean them up, turning a filthy place into a nice one! Go to...
70	Cobwebs	Alchemical	MMH	1-15534	James Fraser	2017-07-30	Cobwebs By: James Fraser Requires Morrowind.esm only Description: This mod changes all the cobwebs in Morrowind into usable ingredients. Now you can collect the webs and spiders and keep them for use in alchemy. This mod assumes your character has the experience and common se...
69	Cobwebs	Alchemical	MMH	1-15536	James Fraser	2017-07-30	Cobwebs By: James Fraser Requires Morrowind.esm only Description: This mod changes all the cobwebs in Morrowind into usable ingredients. Now you can collect the webs and spiders and keep them for use in alchemy. This mod assumes your character has the experience and common se...

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64	Bones	Alchemical	MMH	1-6063	James Fraser	2012-02-03	Bones By: James Fraser Requires Morrowind.esm only Description: This mod changes all the loose bones in Morrowind into usable ingredients for alchemy. This is my second mod in my alchemy series. This mod will also effect other mods using original Morrowind bones.
48	Barnacles	Alchemical	MMH	1-10786	James Fraser	2006-09-03	As the title implies, this mod changes all the barnacles in Morrowind into usable alchemy ingredients. As always, if you have any questions, please email me at jamestbfraser@yahoo.com For those who have asked, I've added an image of the alchemical...
43	Ash Grasses	Alchemical	MMH	1-10796	James Fraser	2006-09-14	This mod changes all the ash grasses in original Morrowind into usable ingredients for alchemy. This mod employs a different method, due to the botanical nature of the ingredients - the grasses themselves are made as organic containers, where you can 'pick' a small amount of the ingredient,...