Id	Name	Category	Site	Link	Author	Date	Description
10305	Texture Pack Uninstaller	Utilities	MMH	95-14560	Jaxalot	2005-08-07	A utility which will effectively uninstall texture packs such as "Darker Morrowind" and return Morrowind's textures to their out-of-the-box glory. Consists of three batch files: one for Morrowind's textures, and one each for Tribunal and Bloodmoon's textures. ...
10173	Jaxalot's TX Uninstaller	Utilities	MMH	95-14579	Jaxalot	2006-08-20	Created by Jaxalot, re-uploaded on his behalf... The Texture Pack Uninstaller is a simple utility program that makes removing TX replacers a much simpler and easier task, by scanning the Data FilesTextures folder for filenames that match the game's default textures and re...
9786	Werewolf Forget	NPCs	MMH	64-2209	Jaxalot	2009-04-24	The Elder Scrolls III MORROWIND: Werewolf Forget Version 1.0 by Jaxalot Index: 1. Overview 2. I...
8499	Crosshair Pack	Models and Textures	MMH	56-3150	Jaxalot	2009-05-12	This is a pack with a total of 44 new crosshairs. There are two new styles - minicross1 and minicross2 - and 15 different colors of each. There are also 14 recolors of the standard crosshair, including all of the colors used in the two new styles except for white, as the crosshair tha...
8252	Werewolf Forget	Miscellaneous	MMH	53-9484	Jaxalot	2004-04-12	Ever thought it was annoying that once you were sighted changing in or out of Werewolf form, there was no way to get back to normal life? This plugin changes that. A certain amount of time after you're spotted transforming to or from werewolf form, the NPCs wi...
7835	Hunt Cliff Racers to Extinction	Miscellaneous	MMH	53-9723	Jaxalot	2005-04-02	Removes cliff racers from leveled lists after a certain number have been killed by the player, simulating their extinction. This number defaults at 200, but may be modified via an in-game menu to a wide range of values. The in-game menu also allows the player to either force c...
7783	Framerate Calculator	Miscellaneous	MMH	53-10072	Jaxalot	2005-08-07	Allows the user to determine their average Frames-Per-Second (FPS) over a period of time ranging from 30 to 180 seconds, with minimal test overhead. The test is started via an in-game menu, which in turn is started through a command in Morrowind's console.
7553	Artifact Level Requirements	Miscellaneous	MMH	53-9986	Jaxalot	2005-08-06	Artifact Level Requirements adds level restrictions to many of the powerful unique items in Morrowind, as well as those found in Tribunal and Bloodmoon through the use of included add-on files. Please see readme for complete info.
7288	Vampire Realism II v2.2	Gameplay	MMH	37-2875	Jaxalot	2009-04-24	This plugin is dedicated to StoneDrake, a great friend and regular on the #Elderscrolls IRC channel, who has sadly left this world. Vampire Realism is an ongoing project of mine to improve vampires in Morrowind. And rather than focusing on a single larger feature, it is basically a lar...
6986	Crosshair Pack II	Gameplay	MMH	37-1312	Jaxalot	2009-04-06	The Elder Scrolls III MORROWIND: Crosshair Pack II by Jaxalot ...
6889	Vampire Realism II BETA 2.0c	Factions	MMH	35-643	Jaxalot	2009-04-06	Vampire Realism II Bloodmoon Add-On ESP file. Makes a few changes to Vampire Realism II for Bloodmoon users. Use this WITH the Vampire Realism II base ESP. Version 2.0c BETA
6888	Vampire Realism II Beta	Factions	MMH	35-2179	Jaxalot	2009-04-24	Vampire Realism II Bloodmoon Add-On ESP file. Makes a few changes to Vampire Realism II for Bloodmoon users. Use this WITH the Vampire Realism II base ESP. Version 2.0c BETA
6887	Vampire Realism 2.2	Factions	MMH	35-6939	Jaxalot	2012-07-08	Vampire Realism is an ongoing project of mine to improve vampires in Morrowind. And rather than focusing on a single larger feature, it is basically a large compilation of changes to vampires, to improve the whole experience. This plugin is dedicated to StoneDrake, a great friend and regula...
6886	Vampire Realism 1.2	Factions	MMH	35-1566	Jaxalot	2009-04-06	The Elder Scrolls III MORROWIND: Vampire Realism Version 1.2 &...