

Id	Name	Category	Site	Link	Author	Date	Description
13201	Linora's Leveling Mod	Gameplay	Fliggerty	*289	Linora	2011-08-10	The Elder Scrolls III MORROWIND: Linora's Leveling Mod by Linora (linoraforever@gmail.com) Index: 1. Installation 2. Features...
11334	Linora's Leveling Mod v2.0	Tweaks	MMH	90-12299	Linora	2013-03-09	A simple solution to Morrowind's biggest problem, and it's done using no scripts whatsoever. Alters 11 GMSTs to make Morrowind less of a stat-crunch when leveling your character. I changed 9 GMSTs, so that if you gain 1 skill point or more in a skill governed by an attri...
9513	Linora's Locking Bashing Mod Beta	MWE, MWSE, MGE	MMH	63-5975	Linora	2011-12-03	I feel my Lockbashing mod is finally ready for testing. (I've played with it a bit without any issues thusfar.) The only thing I think is really subject to change at this point as far as functionality is concerned is the formula for determining the locks for which the player can bash, which will ...
9036	Refined Vivec Canton Signs v1.1	Models and Textures	MMH	56-11947	Linora	2012-11-15	Refines Tarnsmen's original colored canton signs to make them not look out of place when using a high-resolution texture replacer. They now use 512x512 resolution and include new detailing. I also toned down the Hlaalu Canton Sign coloring a bit.
9035	Refined Vivec Canton Signs	Models and Textures	MMH	56-13279	Linora	2009-02-26	Refines Tarnsmen's original colored canton signs to make them not look out of place when using a high-resolution texture replacer. They now use 512x512 resolution and include new detailing. I also toned down the Hlaalu Canton Sign coloring a bit. ...
9034	Refined Signs v1.0	Models and Textures	MMH	56-11951	Linora	2012-11-15	Refines Morrowind's Original signs with new details and a higher resolution, making them fit in better with other high-res textures. I also included refined wooden signs from Bart Notelar's "Unique Banners and Signs", using the same method I used on the originals.This will require his...
9033	Refined Signs	Models and Textures	MMH	56-13286	Linora	2009-02-28	Refines Morrowind's Original signs with new details and a higher resolution, making them fit in better with other high-res textures. I also included refined wooden signs from Bart Notelar's "Unique Banners and Signs", using the same method I used on the originals.This wil...
9032	Refined Banners v2.0	Models and Textures	MMH	56-11957	Linora	2012-11-15	Refines Morrowind's original banners with new details and a higher resolution, making them fit in much better with other high-res texture replacers. Doesn't include Imperial, 6th house, or other such banners, only the type seen in Balmora, Gnisis, Sadrith Mora, etc. Also includes the ...
9031	Refined Banners	Models and Textures	MMH	56-13303	Linora	2009-03-07	Refines Morrowind's original banners with new details and a higher resolution, making them fit in much better with other high-res texture replacers. Doesn't include Imperial, 6th house, or other such banners, only the type seen in Balmora, Gnisis, Sadrith Mora, etc. Also ...
8820	Linora's Thatch Roof v2.0	Models and Textures	MMH	56-12300	Linora	2013-03-09	Hello everyone! This is my first mod release ever.(Yay!) Basically, all I did was a simple re-texture of the thatch roof texture. (tx_thatch_01.dds) ===== Now look even better, see the screenshots for a comparison. New vers...