

Id	Name	Category	Site	Link	Author	Date	Description
11281	Improved Gold Weight	Tweaks	MMH	90-6309	ManaUser	2009-10-30	
10703	Mundane Weapons v1.0	Weapons	MMH	98-12260	ManaUser	2013-03-03	A pack of two loosely related mods. One makes table knives usable as weapons. Silver knives are Short Blades and wood (handled) knives are throwable. The other adds a "sturdy torch" that works as a weapon. You will need one of the expansions to use torch, but the knives work without.
10255	NifLight v1.1	Utilities	MMH	95-14694	ManaUser	2013-05-10	NifLight v1.1 WHAT IT IS: A tool for editing the lighting properties of .NIF files for Morrowind, and specifically, making them glow. This is somewhat obsolete thanks to NIBLE and NifSkoep, but may be useful for cases where you want to change a large num...
10166	Hold That Thought	Utilities	MMH	95-14922	ManaUser	2013-08-18	This appears to be a utility that takes all the references in mod A and mod B and makes the mod B references be numbered the same as Mod A...saving the output as Mod C - Spirithawke
9782	Wanderers of Solstheim v1.1	NPCs	MMH	64-14687	ManaUser	2013-05-10	This mod adds random friendly NPCs to the wilderness of Solstheim. Somewhat like Morrowind Comes alive only for Solstheim. I got the idea when, while wandering the island, I spotted an person ahead. For a moment I wondered if should approach and see who they were. Then I...
8009	Nude System B	Miscellaneous	MMH	53-8823	ManaUser	2003-04-30	First of all, this more of a proof of concept than anything else, but I hope it's entertaining The concept is making NPCs (and to a lesser extent the world in general) react when your character is naked or only partly clothed. This is intended as a companion to whatever nude patch you may be usi...
7990	New Icons	Miscellaneous	MMH	53-8624	ManaUser	2003-01-15	The purpose of this mod is to replace those vague blobs of daedric letters that passed for spell icons before with something a little more meaningful. See readme for info.
7926	Mini-Mods by ManaUser	Miscellaneous	MMH	53-14691	ManaUser	2013-05-10	This is a collection of simple mods I made mostly for my own use. Many of them didn't seem quite worth releasing by themselves, so I packaged them together. Most but not all could be considered "tweaks", but the only thing they really have in common, is that they're fairly small, esp-only mods. <...
7909	Mannequins for Sale v1.3	Miscellaneous	MMH	53-14686	ManaUser	2013-05-10	I wasn't impressed with any of the portable mannequin mods I tried. Especially when it came to holding weapons. None of them would keep holding the weapon when I left the area (even though some claimed they would). So I made my own.
7796	GMST-Fix	Miscellaneous	MMH	53-9185	ManaUser	2004-02-09	This plug-in is intended as an easy work-around for players who have Tribunal or Bloodmoon and a plug-in that contains extraneous GMST entries, and also an easy way for authors who have either or both expansions to make clean mod that don't require those expansions.
7637	Chalk v3.1	Miscellaneous	MMH	53-11748	ManaUser	2012-10-23	This mod adds sticks of chalk. These can be used to write on the ground, walls, or other surfaces. A selection of pre-set text and symbols are provided, but you can also spell your own message by letter. New since version 3.0.3: * Glowing chalk. Finally! * More interface twea...
7636	Chalk v3.0.2	Miscellaneous	MMH	53-14690	ManaUser	2013-05-10	This mod adds sticks of chalk. These can be used to write on the ground, walls, or other surfaces. A selection of pre-set text and symbols are provided for convenience, but you can also spell your own message by letter.
7439	New Icons v2.1	Magic and Spells	MMH	51-14689	ManaUser	2013-05-10	I never liked the spell icons in Morrowind. They're pretty, but most of them don't look like anything particular. I suppose I would have learned to recognize them eventually, but I but I decided to make my own instead. This may not be as pretty, but they all have at ...

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6957	Chalk v2.0	Gameplay	MMH	37-3781	ManaUser	2009-05-12	This mod adds sticks of chalk. These can be used to write on the ground or other horizontal surfaces. A selection of pre-set text and symbols are provided for convenience, but you can also spell your own message by letter. You may also find chalk marks from those who came before you from time to ...
6956	Chalk v1.0	Gameplay	MMH	37-2309	ManaUser	2009-04-24	This mod includes: Sticks of chalk. These can be used to write on the ground or other horizontal surfaces. Currently you can write pre-set text and symbols only, spelling out your own message by letter may be possible in a future version. You may also find chalk marks from those who came bef...
6955	Chalk 2.0 Fix	Gameplay	MMH	37-2277	ManaUser	2009-04-24	Adds chalk to the game. As well as a few chalk related encounters and quests. Chalk can be found in at least one store in most cities. See ReadMe for details on chalk use.
6192	Femmons	Creatures	MMH	26-14688	ManaUser	2013-05-10	This is an anatomically correct texture replacer for three female monsters in Morrowind. Specifically these three: Golden Saint Winged Twilight Spriggan Interestingly, the golden saint armor looked like it was meant to be cupless to start with, but the te...
5910	Companion Role Play Plus v1.01	Companions	MMH	24-14921	ManaUser	2013-08-18	This mod adds a few special "topics" to any NPC with Companion Share enabled (companions, presumably). You can ask your Companion "How's your health?" which is handy, but the rest are just an aid to role play; to make your companion seem a little more like a separate person from your charact...
5154	Morrowind Toolkit v2.0	Cheats	MMH	18-14918	ManaUser	2013-08-17	This is a collection of scripts and spells which I find handy for testing mods. They can also be used as cheats or for working around any bugs that crop up while playing. Requires either Tribunal OR Bloodmoon.
4328	Map Deluxe v 1.0	Books	MMH	11-11771	ManaUser	2012-11-03	This mod adds a new in-game map of Vvardenfell with more detail than ever before. It doesn't show dungeons, ashlander camps or that sort of thing, but shows cities, forts, roads, fast travel routes, Temple and Cult locations, and propylon chambers, as well as certain terrain f...
1640	Mannequins for Sale v1.31	Items	MMH	46-14919	ManaUser	2013-08-17	Portable mannequins which can be equipped with weapons and armor, and posed in about ten positions. I know there are other mannequin mods, but I wasn't happy with any that I tried. If you feel the same way, give mine a try. Visit the shop in Caldera to get started. Now with wigs!
1251	Grave Goods v1.0	Items	MMH	46-2295	ManaUser	2009-04-24	Makes urns in tombs more interesting. You can now find the odd bit of jewelry, or other items from time to time, plus a chance of more interesting "dusts" instead of bonemeal. Nothing bad can happen in this version, but I have some ideas...
94	Graphic Herbalism v1.2	Alchemical	MMH	1-5831	ManaUser	2011-10-07	When you activate a plant, instead of opening like a container you will automatically try to harvest ingredients. A message (as well as a sound effect) will let you know whether you succeeded, and if so, how many ingredients you got. You have the same chance of getting ingredients as in the origi...