

Id	Name	Category	Site	Link	Author	Date	Description
11361	Marb's Compass	Tweaks	MMH	90-11404	Marbred	2007-07-27	Smaller, less abrasive compass arrow. The 'arrow head' spins around the little circle. This is an attempt to make the compass arrow slimmer, less noticable, and less annoying.
11352	Magic Icon Border (icon replacer) v2.0	Tweaks	MMH	90-10518	Marbred	2006-03-26	null
11091	Chargen Diseases	Tweaks	MMH	90-11436	Marbred	2007-08-10	Have you come to Morrowind as a Werewolf... or a Vampire... or niether? This mod allows you to select, during charater generation, if you have no diseases, the werewolf disease, or any of the vampire clan diseases. It's simple and easy. This is the...
10696	More Breaker Swords	Weapons	MMH	98-5535	Marbred	2009-07-09	The Elder Scrolls III MORROWIND: More Breaker Swords &#...
10651	Kupo Nut Bombs	Weapons	MMH	98-10823	Marbred	2006-10-03	Simply adds Kupo Nuts, which are magical explosive seeds. You can find the Nuts on Kupo Trees in the Grazelands. There are 5 types of Nuts: Normal(not enchanted), fire, frost, shock, and blinding. They're all marksman-thrown weopons, but you don't need to be high in marks...
9669	MCA Tamriel Knights Add-on	NPCs	MMH	64-11261	Marbred	2007-05-25	Adds the armor from Jeremy McGuinn's Knights of Tamriel (KoT) to Morrowind Comes Alive's NPC templates as well as creates specific Knights from each of the six orders (Akatosh, Arkay, Dibella, Kynareth, Mara and Order of the Leopard). Includes all the resources from all of the ...
9666	MCA Mog Addon v5.0	NPCs	MMH	64-4290	Marbred	2009-05-12	The Elder Scrolls III MORROWIND: MCA Mog Addon V...
9662	MCA Lite for MCA 5.0	NPCs	MMH	64-10821	Marbred	2006-10-02	This should reduce the amount of NPCs that spawn by almost half. The goal of this is to help reduce the framerate hit that MCA can cause in peoples games. You should notice a decrease in the amount of NPCs spawning inside and out side of towns and geographical areas as a ...
9661	MCA Lite	NPCs	MMH	64-10519	Marbred	2006-03-28	This should reduce the amount of Morrowind Comes Alive NPCs that spawn by almost half. The goal of this is to help reduce the framerate hit that MCA can cause in peoples games.
9660	MCA Kage Mog Addon	NPCs	MMH	64-4292	Marbred	2009-05-12	The Elder Scrolls III MORROWIND: MCA Kage Mog Addon ☐...
9659	MCA Elven Armor Addon	NPCs	MMH	64-10533	Marbred	2006-04-10	Adds the Elven armor to various NPCs in Morrowind Comes Alive that would wear it(High Elf warriors, archers, and rangers). You may or may not start seeing the armor being worn by NPCs right away, this is meant to be a complimenting mod to MCA and TG's Elven Armor, not a free item mod.
9658	MCA Chainmail Addon	NPCs	MMH	64-10535	Marbred	2006-04-10	Adds Chainmail armor to various Morrowind Comes Alive NPCs that would wear it (fighters, bandits, Imperial solders, etc). You may or may not start seeing the armor being worn by NPCs right away, this is meant to be a complaimenting mod to MCA and Chainmail Armor Merchant (by ReflectionN), not a fr...
7936	Mog*Mod Community Patch	Miscellaneous	MMH	53-6276	Marbred	2009-09-24	This mod is mot by me but by Marabred I am reposting. Description from Readme: This should update the v4b Mog race to recent standards. You shouldn't be bothered by the "spiked hands" bug, or the "can't climb stairs" bug. As a mog you will now be able to pick ...
7641	Chargen Werewolf	Miscellaneous	MMH	53-8989	Marbred	2003-09-16	This is meant to let you become a werewolf right from the get-go when you create a new character, but can also be used anytime during the game; just step into the Seyda Neen Census Office and you aquire the ww disease. DO NOT use this plug-in at the same time as ANY of ...
6577	Party at Boro's House	Dungeons	MMH	31-10822	Marbred	2006-10-03	Regent Boro is throwing a party at his house near Seyda Neen, and you're invited! You can talk to him near the northern exit of the town for directions to his house. Not a big mod in the least, this is just meant to be a fun little diversion, a nice little romp through a ...

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6379	True Unleveled Creatures	Creatures	MMH	26-7514	Marbred	2005-03-02	This changes most of the Exterior leveled creatures list so the creatures may appear at any level. This means you may find a rat or an orgrim titan while wandering around at level 2. I also deleted the three cliff racer lists, so you won't be faced with them...
6257	Moglits (mini-moogles)	Creatures	MMH	26-14138	Marbred	2009-05-31	Adds various new types of 'mini-mogs' to the game. All are treated as creatures, hostile creatures. There's the Sand Moogle who inhabits beaches and is skilled with throwing Kupo Nuts, the Undead Moogle has risen in tombs all over and is not happy about it, the Deadric Moogles and thier Lords sta...
5988	MCA Mog Addon 4.0.4b2 (2004 Complete)	Companions	MMH	24-4311	Marbred	2009-05-12	MCA Mog Addon 4.0.4b2 (2004 Complete) Version C by Marbred 12/29/04 Requires:* Tribunal&Bloodmoon * Morrowind Comes Alive 3.4 * Morr...
5987	MCA Mog Addon 3.4.4b2 (2004 Complete)	Companions	MMH	24-4293	Marbred	2009-05-12	MCA Mog Addon 3.4.4b2 (2004 Complete) Version C by Marbred 12/27/04 Requires:* Tribunal&Bloodmoon * Morrowind Comes Alive 3.4 * Morr...
5337	Chargen Vampire Berne	Classes	MMH	20-8053	Marbred	2003-07-27	A Berne bloodline version of the (Arundea)Chargen Vampire mod As before, creating a new character(or just entering the Seyda Neen Census Office) automaticlly infects you with the vampire disease. If you don't want to be a vamp, then just drink a cure common di...
5336	Chargen Vampire Aundae	Classes	MMH	20-8958	Marbred	2003-06-29	Once you enter the Seyda Neen Cencis Office you become afflicted with the vampire disease. Do or don't follow thru with the vampire-making ritual, it's up to you.
3661	Chargen Vampire Birthsigns	Birthsigns	MMH	8-8997	Marbred	2003-09-16	Allows you to pick from the 3 vampire clans birthsigns, and become a vampire right from the start. Each clans attributes are listed in the read-me.
1666	MCA Wizard Hats Addon (mca 5.1)	Armor	MMH	4-10930	Marbred	2006-12-17	Gives mage-type NPCs the random chance of wearing old-school style wizard hats (pointy hats!). There's 30 differant hats, black, blue, gray, red, brown, purple, yellow, orange, white, most have differant color combinations and all of them have a set of five differant hair styles sticking out in t...
1665	MCA cm Armory Addon	Armor	MMH	4-10926	Marbred	2006-12-16	Adds all 60+ shields, 3 swords, battleskirts, and a full set of Fine Leather Armor from "CM Cutthroat Armory", by Cutthroat Mods, to Warriors, Fighters, Crusaders, Bandits, Rogues, and others to Morrowind Comes Alive. Requires Morrowind Comes Alive 5.1, and CM...