

Id	Name	Category	Site	Link	Author	Date	Description
10472	Dart Collection 1.02	Weapons	MMH	98-8758	Mephisto	2003-04-28	A new NPC has been added to the Morag Tong hideout in the Vivec Arena. Selling handcrafted darts this NPC has become the favorite merchant of every self-respecting assassin. Of course, premium quality warrants a premium price, so only the wealthiest of all can consider themselves a cus...
9723	Rogues and Ambushes v1.51	NPCs	MMH	64-8454	Mephisto	2003-06-09	Rogues & Abushes is a mod that will let NPCs ambush and attack the player, often during the night. This will make the game both more realistic and more enjoyable, for players should now make a choice whether they dare to travel in the night or if they would rather wait till the sun rises. Some ty...
9722	Rogues 1.51	NPCs	MMH	64-4319	Mephisto	2009-05-12	***** The Elder Scrolls III MORROWIND: Rogues & Ambushes 1.5 FAQ *****...
9721	Rogues & Ambushes v1.41	NPCs	MMH	64-15409	Mephisto	2015-08-10	With more and more Imperial Soldiers being recalled to Cyrodiil there has been an increase in attacks from rogues and bandits. Citizens have been advised to stay in bed during the night.
7486	Tome of Ancient Knowledge 1.02	Magic and Spells	MMH	51-3780	Mephisto	2009-05-12	The Elder Scrolls III MORROWIND: Tome of ancient Knowledge 1.02 Index: 1. Installation 2. Playing the Plugin
6954	CapRemover 1.2 alpha	Gameplay	MMH	37-2892	Mephisto	2009-04-24	This mod will remove the limits on your attributes and skills, which allows you to specialise instead of becoming the standard 'master-of-all-trades'.
6953	Cap Remover v1.2 alpha	Gameplay	MMH	37-1810	Mephisto	2009-04-06	This mod will remove the limits on your attributes and skills, which allows you to specialise instead of becoming the standard 'master-of-all-trades'. "There comes a time when you realize that limits exist only in your mind" Ever wondered why you could never match your skill...
6952	Cap Remover v1.1c	Gameplay	MMH	37-2721	Mephisto	2009-04-24	There comes a time when you realize that limits exist only in your mind" Ever wondered why you could never match your skills with the heroes of myth and legend? Were you ever forced to hit the books just so you could advance in your trade when all you wanted was to crush legions ...
6254	Mephisto's creature pack	Creatures	MMH	26-15306	Mephisto	2014-12-13	1. WHAT DOES CREATURE PACK DO? Creature pack is a mod that will add many new variations of existing creatures to various Leveled-creature lists. It will increase the diffic...
6149	Creature Pack v1.1	Creatures	MMH	26-8807	Mephisto	2003-06-09	This is a mod that will add many new variations (100+) of existing creatures to various Leveled-creature lists. It will increase the difficulty, add variation and forces the player to search for weaknesses in their opponents. Since this mod uses pre-made textures and meshes it ...
5556	Cloak Collection v1.4	Clothing	MMH	21-11793	Mephisto	2012-11-08	A fine selection of magical and mundane cloaks, hoods, robes and capes. To find out the locations of the set items you must speak with Salvor, a Dunmer somewhere on the streets of Balmora.
2958	Cap Remover	Beta	MMH	7-8701	Mephisto	2003-04-28	This mod will remove the limits on your attributes and skills, which allows you to specialize instead of becoming the standard 'master-of-all-trades'. This version also fixes: 1. all known bugs, 2. increases compatibility w...
2555	Tome of Ancient Knowledge	Items	MMH	46-8808	Mephisto	2003-04-29	This mod will add a book, which will allow you to study your own spells in your own study. After all, why would the wisest mage on the island have to rely on much weaker spellmakers? Dont forget to read the readme..