Id	Name	Category	Site	Link	Author	Date	Description
8134	Stormcall Tech Demo Video (Non-messed up archive)	Miscellaneous	MMH	53-817	Mode_Locrian	2009-04-06	I had the idea for this weapon this afternoon as I was returning from the gym. Basically, it's a weapon with a scripted magical effect, which is much cooler than a normal enchantment. I'll let the video speak for itself (note, it is very low quality to conserve bandwidth, but it gets t...
3631	Black Market v0.1	Stores and Merchants	MMH	80-14631	Mode_Locrian	2013-04-16	The economy in Vvardenfell is a bit odd, to say the least. At a certain point in every character's progression, it becomes impossible to sell the items that one acquires while adventuring at anywhere near their value, without resorting to Creeper and/or the Mudcrab. This is both ...
2417	The Abandoned Shack v1.2	Houses	MMH	44-3632	Mode_Locrian	2009-05-12	The Abandoned Shack: Because even the lowliest of would-be heroes needs a place to sleep. By Mode_Locrian This plugin has been cleaned of all GMSTs and other unnecessary references with TESTool. This plugin requires Morrowind and Tribunal (but not Bloodmoon). This plugin was creat...
2416	The Abandoned Shack 1.2	Houses	MMH	44-458	Mode_Locrian	2009-04-06	The Abandoned Shack: Because even the lowliest of would-be heroes needs a place to sleep. Out in the wilderness of the Bitter Coast sits an old abandoned shack with a mystery: Who built it, why did they build it, and why is it abandoned now? V 1.2
111	Herbalism Redux v1.12a	Alchemical	MMH	1-11745	Mode_Locrian	2012-10-22	This mod was made completely from scratch. While I used the basic idea of Balor's herbalism mod as a starting point, the code is entirely orginal. This mod adds a script to every "harvestable" plant in Morrowind, Tribunal, and Bloodmoon. When you click on the plant, its contents will automaticall...
110	Herbalism Redux v1.12	Alchemical	MMH	1-1250	Mode_Locrian	2009-04-06	Herbalism Redux 1.12 By Mode_Locrian --- Requirements: This mod requires Morrowind, Tribunal, and Bloodmoon. Installation Note: This archive includes two different esp files. "Herbalism Redux 1.12.esp" i...
109	Herbalism Redux v1.0	Alchemical	MMH	1-1293	Mode_Locrian	2009-04-06	Herbalism Redux By Mode_Locrian --- Requirements: This mod requires Morrowind, Tribunal, and Bloodmoon. Version History: 1.0: Mod created. - Why this mod exists:<...
108	Herbalism Redux + Explorers Wilderness Compatibility	Alchemical	MMH	1-537	Mode_Locrian	2009-04-06	HR 1.12a + EW 1.5.esp HR 1.12a BMW + EW 1.5.esp The Elder Scrolls III MORROWIND: Herbalism Redux 1.12a + Explorers Wilderness 1.5 Combatibility/Tweaks ***...