

Id	Name	Category	Site	Link	Author	Date	Description
4788	Improved Governor's Hall	Buildings	MMH	15-12568	Morandir Nailo	2008-02-29	This mod redesigns and decorates the Caldera Governor's Hall to look like a realhome instead of a big empty wasted space with a table and a few beds. It's suitable as a player home if you so desire, or just as eye candy. Should you decide to live in it, an Alchemy sorter and several a...
3806	Improved Caldera	Townd and town Expansions	MMH	87-12567	Morandir Nailo	2008-02-29	This mod replaces most of the buildings in Caldera with Barabus's new imperial meshes and retextures the remaining original meshes to match. In addition the wall around the city has been completed and raised as much as possible, and portcullises have been added to the gates. Load door...
67	Cannibals of Morrowind v1.0	Alchemical	MMH	1-12173	Morandir Nailo	2013-02-05	Adds body part ingredients (brains, hearts, flesh, etc.) to all NPC inventories in the game, which restore fatigue and have further properties which reflect the race (for instance, Dunmer Flesh can be eaten, or used in a potion, to gain fire resistance). In addition, each NPC has a sku...