

Id	Name	Category	Site	Link	Author	Date	Description
11869	Nethellus' Dwemer Resources	Resources	MMH	55-14547	Nethellus	2012-08-11	I've been modding the dwarven ruins and adding more powerful enemies among other things, and here are some of the new models I've come up with. Nothing is original, it is all put together from Bethesda's meshes and textures. You may use these however and for whatever you ...
11543	Slower Skill Progression	Tweaks	MMH	90-14500	Nethellus	2012-07-04	When I play Morrowind I often find myself at a very high level mastering most skills before I've barely had time to do anything. Getting a skill to 100 is something that can be done in a couple of in game days, and at that level you are supposed to be one of the best in the WORLD at that sk...
8364	Better Bodies Slave Bracer v1.01	Models and Textures	MMH	56-6448	Nethellus	2010-04-14	This is a slightly updated version of the slave bracer mesh, removing the clipping for males and females when using Better Bodies as well as Better Clothes. Changelog:v1.01: - Adjusted the mesh to remove clipping when used with Better Clothes.
7587	Basic Needs	Miscellaneous	MMH	53-14502	Nethellus	2012-07-07	This mod gives you four very basic needs: Hunger, thirst, sleep an shelter. Food and water in your inventory will be consumed automatically, prioritizing the cheapest ingredients, and shelter simply equals the time you need to spend indoors. What all this does is it encou...
7358	Autonomous Spellmaking	Magic and Spells	MMH	51-6817	Nethellus	2011-12-01	DESCRIPTION: This mod allows you to create spells and eventually get access to all spell effects without ever having to talk to an NPC. This is especially useful for vampires and any character sufficiently antisocial, mean or murderous.
7357	Autonomous Spellmaking	Magic and Spells	MMH	51-14405	Nethellus	2011-12-01	This mod allows you to create spells and eventually get access to all spell effects without ever having to talk to an NPC. This is especially useful for vampires and any character sufficiently antisocial, mean or murderous. Spellmaking costs no gold to preform but the pow...
3943	Portable Daedric Merchant	Stores and Merchants	MMH	80-14494	Nethellus	2012-06-30	DESCRIPTION: This mod allows you to summon a daedric merchant to act as a source of gold and random items. The statue required to do so can be picked up but is very heavy so it would be impractical to carry it around all of the time. The gold and ...