

Id	Name	Category	Site	Link	Author	Date	Description
8222	Vampires are Better- Blood Magic	Miscellaneous	MMH	53-8679	The Chooser of the Slain	2003-03-17	My Mod adds 2 new powers to each of the vampire clans and about 5 new spells. Vampires have now learned to use the potent energies of thier blood to perform even greater acts of killing etc Will you help fight the rulers of the night or will you join ...
4064	The Light And The Beast	Birthsigns	MMH	8-8693	The Chooser of The Slain	2003-03-03	Mod adds 2 new birthsigns. Each has unique abilities. There is a saintly sign called "The Light" and a savage one called "The Beast"
3723	Elemental Birthsigns	Birthsigns	MMH	8-8692	The Chooser of the Slain	2003-03-03	Mod adds 3 new birthsigns, 1 offire, 1 of frost and 1 of thunder. Each 1 has resist 75% to its element and weakness 50% to another one. They also have a power which is a bit unbalancing but i thought it wouldn't matter;
142	More Potions	Alchemical	MMH	1-8907	The Chooser of the Slain	2003-08-08	Tthis mod adds 3 new NPCs, 1 to Vivec Mages Guild, 1 to Mournhold Magic Shop and 1 Fort Frostmoth These are the Alchemists selling new potions never before seen in Morrowind. Some have been taken from scrolls and some I made myself. A seller is outside Vivec where...