Id	Name	Category	Site	Link	Author	Date	Description
11132	Daggerfall Style Hircine Ring	Tweaks	ММН	90-8948	The Mad God	2003-07-27	This is a mod which changes the scripts on the Hircine Ring in BloodMoon. Now nonlycanthropes will find the thing nothing more than a pretty piece of jewelery When equiped but not used (ie., chose no on the menu) the ring will block normal transformations until it is re
11131	Daggerfall Style Hircine Ring	Tweaks	ММН	90-2276	The Mad God	2009-04-24	**************************************
7714	Dwarven Submersible	Miscellaneous	ММН	53-9701	The Mad God	2004-08-05	This Mod adds a Dwarven Submersible to Vivec city and a merchant who is willing to sell it (of course you could always steal it). This submersible is capable of traveling between most of the port cities on Vvardenfell. There are numerous cargo holds and closets for storing excess treasure and equ
6776	Great House Dagoth v1.04	Factions	ММН	35-8052	The Mad God	2005-04-16	When Dagoth Gares falls in battle, he leaves behind an invitation to join House Dagoth. I have written a mod that lets you accept that invitation. This mod differs from Endrek's Sixth House mod in several ways. The two most significant differences are: 1.) I have used the sh
5091	Great House Dagoth Instant Godking	Cheats	ММН	18-6646	The Mad God	2010-12-31	Adds a strange Ash Statue to Caius' table. Use it to instantly complete Great House Dagoth. Don't forget to pick up your heart ring at the doorstop to the Heart Chamber.
4610	Uvirith Inside Patch	Bugfixes	ММН	13-10871	The Mad God	2006-11-02	This is an update for Uvirith Inside. It contains only the updated ESP, so you still need a full install of Uvirith Inside to run it. The Bag of Holding now uses the scripts from Better Portable Containers, so you only have to initialise it outside after each
4402	Assassins Armory - Unofficial Patch	Bugfixes	ММН	13-7915	The Mad God	2005-04-07	This plug in is an unofficial patch made for Assassins Armory. I made this because the author I contacted with a bug report told me he had left Morrowind Modding, and gave his permission for me to release a fix. This plug in fixes only two errors which occur in t