

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
11465	Passive Healthy Wildlife v2.0	Tweaks	MMH	90-7507	The Puma Man	2002-07-15	This mod changes the attack setting of MOST non-diseased animals into a much more PASSIVE state in which they DO NOT attack unless attacked first or "bothered.". Healthy animals WILL attack if you "bother" them eg: linger too long; other tweaks. Please see readme for complete info.
9535	Advanced Guards v4	NPCs	MMH	64-6968	The Puma Man	2012-07-18	You will learn to respect the law! This mod changes all generic guards in the land of Vardenfell to a much more powerful state. Now gaurds in Vvardenfel will be as strong as the ones in Mournhold. There are 2 different versions of this mod ( can be used at the same time ...
9534	Advanced Guards	NPCs	MMH	64-8602	The Puma Man	2003-04-23	You will learn to respect the law! This mod changes all generic guards in the land of Vardenfell to a much more powerful state. Now gaurds in Vvardenfel will be as strong as the ones in Mournhold. There are 2 different versions of this mod ( can be used at ...
7800	Gnisis Guard Fix	Miscellaneous	MMH	53-8565	The Puma Man	2002-12-04	There seems to be a serious problem that Bethesda overlooked when Morrowind was released. It seems the orc guards in Gnisis have the wrong swords, all having "Imperial short swords" but their short sword skills are between 5-6 while their long sword skill is much higher (in th...
7789	GIANTS Creature Remover + Tool kit	Miscellaneous	MMH	53-9650	The Puma Man	2004-08-05	Choose any of the included 65 plugins to remove anyspecies from the GIANTS Mod. It also includes a tool kit for modders to makeremovers for other mods including Wilderness 2.0. Remember that it may not work on current saves so onlyNEW games are full-proof. Please do...
7311	Wilderness 2.0	Gameplay	MMH	37-635	The Puma Man	2009-04-06	Readme: Wilderness 2.0, (lite) Requires Tribunal and Bloodmoon expansions This will hopefully increase framerates in the towns and cities Well not much to say about this, is simply the Wilderness 2.0 esm, with the Pet Crime Scripts, The Invisible Pet Security Guar...
6296	Passive Healthy Wildlife	Creatures	MMH	26-2604	The Puma Man	2009-04-24	"Passive Healthy Wildlife" V 2.0 This mod changes the attack setting of MOST non-diseased animals into a much more PASSIVE state in which they DO NOT attack unless attacked first or "bothered". Marty V. tempusfugit99@yahoo.com a.k.a. The Puma Man
6211	Giants Ultimate v2.7.1	Creatures	MMH	26-7302	The Puma Man	2012-08-24	This Mod adds almost 200 new creatures to fight in MW: Giants, Lich, Zombies, Mummies... Includes DISMEMBERMENT & GORE! FINAL VERSION 2.7.1! 3 new versions for Tribunal, Bloodmoon and MW only. [url=http://morepumaman.freehomepage.com/readme.html]GIANTS online re...
3518	WildernessSoundsMod	Sounds	MMH	76-4822	The Puma Man	2009-05-12	v 1.0 This is the stand-alone sound effects plugin for The Wilderness Mod. It merges these mods; Official Bitter Coast Sounds & Master Index with changes done to them by Pancreas. It also adds night & day wilderness sounds ALL OVER Morrowind!
2759	Widerness 2.0 (lite)	Landmasses	MMH	48-703	The Puma Man	2009-04-06	Readme: Widerness 2.0 (lite) fixed. A- Fix---This removes the over looked pet security script in Ald Ruhn, other than that same esm, as the earlier Requires Tribunal and Bloodmoon expansions This will hopefully increase framerates in the towns and cities