

ID	Name	Category	Site	Link	Author	Date	Description
11658	Weapon Fix v 1.5	Tweaks	MMH	90-12200	Varg 'Euthanasiologist'	2013-02-11	Weapon Fix is a plugin designed to increase realism and interest of gameplay in Morrowind by replacing unrealistic and non-balanced original weaponry stats with realistic ones based on specifications of real-world prototypes of weapons used in Morrowind. The most significant change is related to ...
11297	Intense Combat 4 v1.1	Tweaks	MMH	90-12203	Varg 'Euthanasiologist'	2013-02-11	This plugin, made on request, increases damage dealt by all weapons in Morrowind and some plugins. However, stats weren't mindlessly boosted, for many categories formulas are different. Generally difference between weakest and best weapons is reduced to provide more challenge.
11016	Armor Fix	Tweaks	MMH	90-12202	Varg 'Euthanasiologist'	2013-02-11	There are a lot of inconsistencies in Morrowind armor specifications. Armor Fix is, as it name states, a plugin designed to fix them. I'm not going to list all the corrections, there are too many of them. They were made in directions of realism and balance, second a bit more impor...
7250	Subway Mod v1.0	Gameplay	MMH	37-12204	Varg 'Euthanasiologist'	2013-02-11	Subway Mod adds a new way of getting around. It's quite simple - no rubber horses, static dragons or aircraft (I think Dwemer Glider is enough). Entrances to the Subway are located in cities as standalone buildings or are accessible through interior cells. A Subway station is pres...
7143	Mournhold Downtown Fix	Gameplay	MMH	37-12205	Varg 'Euthanasiologist'	2013-02-11	A fix for Mournhold Downtown 1.30
4619	Weapon Fix	Bugfixes	MMH	13-9405	Varg 'Euthanasiologist'	2004-03-23	Makes weapons stats more realistic and balanced, based on specifications of real-world prototypes, makes different types more useful. *Optionally* modifies weapons in plugins. For all weapons in MW, Tribunal, BM, SoP, WCM, Marksman mod and others. No plugins or addons a...
3890	Mournhold Downtown v1.3	Townd and town Expansions	MMH	87-12201	Varg 'Euthanasiologist'	2013-02-11	Mournhold Downtown creates an exterior area around Mournhold. It consists of some farming ground, a few houses, one small quest to make it appear more alive. Nothing exciting, but some space to breathe fresh air while in Mournhold. Finally, shouldn't there be at least something ar...
431	Armor Fix	Armor	MMH	4-9549	Varg 'Euthanasiologist'	2004-04-28	Fixes inconsistencies in armor specifications and improves realism, making significantly more sensible choice between armor types for almost all stages of the game, from iron/chain/leather to glass/indoril/daedric. A lot of corrections made in directions of realism and balance,...
23	Alchemy Improvement	Alchemical	MMH	1-7688	Varg 'Euthanasiologist'	2004-06-20	Useful both for alchemists and off-shelf potion users, this mod:[list] makes most used potions very quick to find in inventory and world by using special icons and meshes improves previously useless potions better balances magic effects adds a few new ...