

<b>Id</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
7303	WeaponFix v1.1	Gameplay	MMH	37-2709	Varg 'Euthanasiologist' Axenov	2009-04-24	WeaponFix 1.1 This plugin corrects the weight of weapons in Morrowind, making it is similar to real world prototypes'. Hi-end weapons are a bit lighter. This version also gives "normal weapon immunity" creature ability wider effect (see weaponfix.txt).
7145	mournholddowntown131	Gameplay	MMH	37-2750	Varg 'Euthanasiologist' Axenov	2009-04-24	Mournhold Downtown creates an exterior area around Mournhold, with some farms, a few houses and one small quest to make it appear more alive. v1.20 is extended and better integrated with Mournhold.
3891	Mournhold Downtown v1.40	Townd and town Expansions	MMH	87-15154	Varg 'Euthanasiologist' Axenov	2014-01-09	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...
1096	Enchanting Improvement mod	Armor	MMH	4-9711	Varg 'Euthanasiologist' Axenov	2004-08-22	You'e probably been disappointed with very tight limits for creating constant effect enchanted armor and clothing: it is capped by item's enchant capacity no matter what soul you use. This mod makes constant effect enchanting more dependent on soul rather than i...