

Id	Name	Category	Site	Link	Author	Date	Description
10967	Xenn's Marksman Overhaul v1.0	Weapons	MMH	98-13282	Xenn	2009-02-27	PLAYING THE PLUGIN Start Morrowind, select "Data Files" from the start screen, and select the appropriate .esp for your game and begin playing! To ...
6894	Xenn's Strict Factions v2.0	Factions	MMH	35-13297	Xenn	2009-03-05	This mod makes some factions block you from joining if you're a member of a rival faction. Factions changed: Great Houses; House Hlaalu now blocks the Imperial Legion, Imperial Cult, and the Thieves Guild. House Redoran now blocks the Imperial Legion and Imperial Cult.
3525	Xenn's Shadowscales v2.0	Races	MMH	70-13295	Xenn	2009-03-04	This mod adds Argonian Shadowscales as a new, lore-based race. They are darker in color than normal Argonians, and have skills based around stealth abilities. This race is balanced with the 45/310 rule, and will not conflict with any other mods. Version 2.0 now has much ...