

Id	Name	Category	Site	Link	Author	Date	Description
11502	Redoran Guards - Katanas and Shields	Tweaks	MMH	90-10958	Xeth-Ban	2006-12-31	
11316	Kogoruhn Rebalanced	Tweaks	MMH	90-14378	Xeth-Ban	2011-10-10	I always felt that Kogoruhn was far too easy considering what it was supposed to be. I also felt that you were given many top-tier items without having to do much to get them. I therefore decided to do something about it. A complete list of changes can be found below, but...
11090	Chargen at Night	Tweaks	MMH	90-10934	Xeth-Ban	2006-12-19	Makes character generation* happen at night, giving chargen a very different feel. *The introductonal scene where you pick your name, race etc.
10559	Foeburner Fix	Weapons	MMH	98-14375	Xeth-Ban	2011-10-07	Among the bugs/oversights not fixed by the Unofficial Morrowind Patch or similar major mods was the Foeburner enchantment, or more precisely the lack thereof. For those of you who never noticed, Foeburner is a uniquely named Dwemer Claymore often stocked by enchanterers throughout Vvardenfell. Judg...
9775	Umbra - True Warrior	NPCs	MMH	64-10935	Xeth-Ban	2006-12-19	After fighting Umbra, were you ever left with a "That was too easy" feeling? Well, after using this, you will probably never think that again. List of changes to the original Umbra: 1. Umbras warrior-related stats have been boosted a LOT.
9716	Rasha - New Shirt	NPCs	MMH	64-10932	Xeth-Ban	2006-12-19	Quite simple, really, it makes Rasha(the argonian who wants you to deliver his shirts)put on a new shirt when he hands over the ones he want you to deliver. Lizards need shirts to!
7675	Costume for the Horror of Castle Xyr Play	Miscellaneous	MMH	53-10885	Xeth-Ban	2006-11-13	
4090	Uncle Sweetshare - Drug Dealer	Stores and Merchants	MMH	80-10933	Xeth-Ban	2006-12-19	
3562	Area Effect Arrows XB Edition	Stores and Merchants	MMH	80-10944	Xeth-Ban	2006-12-24	
3549	Ald-Ruhn Temple Expansion v1.2	Townd and town Expansions	MMH	87-14377	Xeth-Ban	2011-10-09	After spending a ridiculous amount of time (3 odd years?) working on this - on and off mind you - I am finally done with the Ald-Ruhn Temple Expansion. I have abandoned all plans for dialogue and quests for the main release, but I may release a patch or something sometime in the future. (Don't wa...
796	Christmas Manor	Houses	MMH	44-10939	Xeth-Ban	2006-12-22	This housing mod adds a medium/semi-large manor to the Solstheim landmass, the manor complex consists of a total of 3 buildings; the manor itself, a kitchen building, and a guest house building. 2 Nordic "storage huts" is also included. The manor is built in a Christmas theme - as the...