Id	Name	Category	Site	Link	Author	Date	Description
11469	PlainPaperFix ckl	Tweaks	MMH	90-2229	claudekennilol	2009-04-24	** The Elder Scrolls III MORROWIND: Plain Paper Fix ckl v1.0 by: claudekennilol ** Index: 1. Installation 2. Playi...
11468	Plain Paper Fix ckl	Tweaks	MMH	90-10436	claudekennilol	2006-02-23	This is my attempt at fixing "paper" in morrowind. As it is you have to "read" it every time--even though it's blank. This is my alternative to dej's plain paper fix because his alters the id of the paper. This made it incompatible with a few other mods I've played ...
4487	Index Fix	Bugfixes	MMH	13-9348	claudekennilol	2005-04-20	This plugin simply renames the 10 propylon indexes found in the game so that if you have them stored in a container they will be found next to each other. This is not a replacement to the "official" plugin, but a complement to it. If you happen to be like me, then you am...
621	Better Cursed Items	Items	MMH	46-2246	claudekennilol	2009-04-24	The Elder Scrolls III MORROWIND: Better Cursed Items ********...
55	Better Cursed Items	Alchemical	MMH	1-10145	claudekennilol	2005-09-23	This mod changes the cursed items in the game so that they now spawn a random daedra instead of just a dremora lord. Also, have you ever found it odd that when you picked up one, it wouldnt stack with the rest, even though it had the same name and same properties? ...