

Id	Name	Category	Site	Link	Author	Date	Description
11682	Yet another level system mod	Tweaks	MMH	90-6684	etmorrowindb	2011-02-18	This mod is meant to improve the game immersion hiding the level system details; making the initial decision less important and removing caps to Skill and Abilities. How it is obtained? All the Skills are equally difficult to increase; there is no bonus to Primaries or ma...
11614	Travel Mode	Tweaks	MMH	90-6653	etmorrowindb	2011-01-11	This mod gives the character a bonus to speed when he is not fighting; hence the name 'Travel Mode'. Once the character draws a weapon or prepare a spell the bonus disappears. It appears again only after one minute without weapons. The idea is mak...
11485	Quick CharGen	Tweaks	MMH	90-6665	etmorrowindb	2011-01-29	This mod replaces the original procedure to create the character with the cleaner and simpler from evermoon. The begin is now much quicker. This is it. As usual you start from Seyda Neen ready to talk with Sellus Gravius (or not) and begin the main quest. □...
11203	Failure Based Learning	Tweaks	MMH	90-6657	etmorrowindb	2011-01-20	This mod makes learning based on failure instead of success for some Skills. The influenced Skills are: Alteration, Axe, Blunt Weapon, Conjunction, Destruction, Hand-to-hand, ...
11148	Delayed Dark Brotherhood attacks	Tweaks	MMH	90-6670	etmorrowindb	2011-02-01	Dark Brotherhood assassins will not attack the player until she has at least 5 of reputation. There is also a chance the assassin actually hurts the player before waking him up. If it happens the attack removes half of the current health, so it cannot kill the player. Bu...
10176	KISS mod sorter	Utilities	MMH	95-14599	etmorrowindb	2011-01-31	Yet another mod sorter. To install just unpack the .7z file in the Morrowind folder. You will get two executables in the 'data files' directory. The two executables are _makelist.exe and _sort.exe. Execute the first and it...
9399	Yet another Black Sun	Models and Textures	MMH	56-6678	etmorrowindb	2011-02-12	Changes the sun with a weird black sun. As a texture replacer there is no .esp, you just need to backup your 'data files/textures/tx_sun_05.dds' and unpack. Thanks to Mario_giesty for the inspiration. Please enjoy and comm...
7997	No Dark Brotherhood Attacks	Miscellaneous	MMH	53-6715	etmorrowindb	2011-03-31	A simple mod that disables the Dark Brotherhood attacks to the player. The first time the character sleeps will be attacked, but the Assassin will immediately die. Few seconds later the journal is filled with all the passages of the TR_DBAttack quests. Go to A...
7817	Hammer of Enchanting	Miscellaneous	MMH	53-6696	etmorrowindb	2011-03-10	The Enchanting Hammer can be used by enchanters to improve their ability. Using the hammer an enchanter can use its magicka to boost his enchanting ability or making simple incantations safely. This mod is meant to be used with ManaUser's Tome of Spellmaking.
7617	Blood Magic	Miscellaneous	MMH	53-6674	etmorrowindb	2011-02-05	Use your blood to fuel your spells. This mods change what happens when you fail to cast a spell for lack of magicka. 1/3 of the character current Health will be transferred to the Magicka. You can imagine this is a technique invented by the though ...
3832	Living Training	Stores and Merchants	MMH	80-6692	etmorrowindb	2011-03-05	Guild of Fighters now give the service of live training. Just use one of the special padded weapons and you will be able to train armor, block and weapon safely. The Guilds of Balmora, Vivec and Ald-ruhn are now giving the service for free. Just pick up one of the special...
3777	Guild Guide	Stores and Merchants	MMH	80-6713	etmorrowindb	2011-03-25	Adds a Guild Guide service to the faction of the Imperial Legion and the Almsivi Temple. The new Guild Guides, as their counterpart in the Mages Guild, are Mysticism experts that transfer in a instant the player near another Guild Guide for a fee.