

<b>Id</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
11234	Glowing Bitter Coast v1.0	Tweaks	MMH	90-14321	michael163377	2011-06-17	null
11211	Fatigue Regen v1.11	Tweaks	MMH	90-14290	michael163377	2011-04-26	This mod changes the fatigue in Morrowind to be more like in Oblivion. Fatigue will now regenerate while running, but at a slower rate than while walking, and fatigue loss for attacking, blocking and jumping has been significantly increased. Read the readme file for more information. ...
10531	Enchanted Weapon Variety v1.11	Weapons	MMH	98-14293	michael163377	2011-05-03	Adds over 130 new enchanted weapons to leveled lists. Currently Iron, Steel, Silver, Imperial and Orcish weapon sets have been done. You can now find more enchanted versions of less common weapons like broadswords, sabers, clubs, tantos, wakizashis, etc. It also fixes some odd weapon stats.
4546	Official Plugins Fixes v1.1	Bugfixes	MMH	13-14291	michael163377	2011-04-27	Fixes a few annoying issues in Bethesda's official plugins. You will no longer collide with dragonflies, Sirollus Saccus now sells Gold Armor instead of wearing it, the quests will be added to your Quests tab in your journal and dragonflies and the master index will glow. The H...