

ID	Name	Category	Site	Link	Author	Date	Description
13304	Lexa's Dwemer Alchemy [LDA]	Alchemical	Fliggerty	*308	Lexa	2011-08-11	Lexa's Dwemer Alchemy - Volume II Dwemer Alchemy Tools, Ingredient Jars and Sorter Bot Rev.: 2.0 R3 [Arkngchend R3LOADED] Teaser Mod (Dual Language EN/GE) Author: Lexa
13303	Potion Storage Helper	Alchemical	Fliggerty	*821	latendresse76	2013-04-17	Potion Storage Helper v1.0 Created as ALchemy Storage Helper by scruggs. Converted to Potion Storage Helper by latendresse76 utilizing freshFish's MWScript Extender About the Plugin This is a simple update on a simple...
13302	Pearls Enhanced	Alchemical	Fliggerty	*1144	Melchior Dahrk	2015-09-01	Pearls Enhanced by Melchior Dahrk Description Makes pearl diving more exciting by adding nine new varieties of pearls to find in your submarine travels! Now when you open up various kollops you have a chance to find one of the 7 new qualities of pearls or 1 of 2 rare types. T...
13301	Kollop Farm	Alchemical	Fliggerty	*258	AKNORD	2011-08-09	Kollop Farm by AKNORD. Description: I got tired of drowning when I tried to get pearls, and I didn't want to buy them. So... The Kollop Farm! A small building in Caldera just behind the mage's guild. Installation: Unzip and place the .esp in to d...
13300	Illy's Hot Pots	Alchemical	Fliggerty	*1054	Illuminiel	2014-07-28	This is a mesh and texture replacer mod for the in game calcinators and retorts. Each apparatus now has coals that flicker and the calcinators have steam escaping from their chimneys, textures have detail maps to make them stand out a little more. The secret master calcinator and secret master ...
13299	ASH 2.0 Ort Edit	Alchemical	Fliggerty	*1030	Ortorin	2014-04-16	The original work by Scruggs contained a sack that always stayed at 1 pound regardless of how many ingredients were contained inside. This edit of mine adds weight to the sack based on the combined weight of the ingredients rounded down to the nearest five. The sack can only go up to 500 pounds...
217	Wolli's Mushrooms H4x0r'd	Alchemical	MMH	1-6663	Crawldragon	2011-01-27	This is a simple little addon to Wollibeebe's toadstool mushroom mod. I liked the mushrooms, but was disappointed that Wolli hadn't included a .esp file that actually puts them in the game. So I did it myself :D I also put in a Toadstool Cap ingredient which can be harve...
216	Wild Rare Ingredients	Alchemical	MMH	1-12530	Alphax	2008-02-12	A collection of bugfixes which address various issues regarding the availability of ingredients "in the wild": * Daedra skin is now available on suitable Daedra, as described in dialogue * Ghoul heart is now available on Ash Ghouls, as described in dialogue &#...
215	What's on the Menu?	Alchemical	MMH	1-13912	DebiDalio	2010-04-09	You arrive on an unfamiliar island. You know nothing about the local food or customs. Since you are unskilled at determining what is and is not safe to eat, you think it prudent not to go munching on whatever plant or animal material you find at the side of the road as you would prefer not to spe...
214	w3 rune mod	Alchemical	MMH	1-2294	Unknown	2009-04-24	Adds some new ingredients so you can create more effects for potions. Several new gems are among the most popular. You may not find these ingredients easy to come by as 'nobody' sells them. Enjoy the RUNES.
213	Vampirism potions	Alchemical	MMH	1-11395	Hazode	2007-07-24	A few potions I made - they look like quills and there is only one of each (aundae berne quarne thingy) also there is a cure vampirism potion (not 100% sure it works though) Find these in Ra'virrs house, upstairs near his bed.
212	Ultra Light Herbalism v1.0	Alchemical	MMH	1-453	Qwert	2009-04-06	Based on Balor's Herbalism and Korath's Herbalism Minimal, Qwert's Ultra Light Herbalism is the most minimalist of the herbalism mods, aimed at players who simply want plants that disappear when harvested and respawn monthly, in an ultra-lightweight script, without changing anything else. The mod...
211	Tribunal Bloodmoon Ingredients	Alchemical	MMH	1-1021	PCC aka Blockhead	2009-04-06	Tribunal Bloodmoon Ingredients by PCC aka Blockhead June 2004 THIS PLUGIN REQUIRES BOTH TRIBUNAL AND BLOODMOON! What It Is ----- This plugin changes the game so that there is a chance of sometimes finding Tribunal or Bloodmoon alchemy ingredien...
210	Tribunal - Realistic Ingredient Weights	Alchemical	MMH	1-2345	MadPauly	2009-04-24	Fed up with carrying flowers and sweetpulp weighing a pound a piece in Tribunal, I decided to alter the weights of various alchemical components from Tribunal to be more consistent with their Morrowind cousins. I know it's only a tiny niggle, but it has irritated me for some time.<...
209	Toxicity	Alchemical	MMH	1-6823	krol	2011-12-16	Toxicity v2.2 ===== Change Log ===== 2.2 - Fixed a problem with toxicity decay on rest that was introduced in 2.1. 2.1 - Added easier/better customisation by editing the script krolToxicityCustomise. Open the script using the...
208	Throwing Potions	Alchemical	MMH	1-3903	Peng	2009-05-12	----- The Elder Scrolls III MORROWIND: Throwing Potions Plugin V...
207	The Stair Way to No Where	Alchemical	MMH	1-12580	Elder Mage S	2008-03-04	Description ----- Adds a stairway to nowhere as the title suggests. It's located just out side Ebonheart and it's hard to miss. Looks see through from the out side but works. Just climb up and jump off don't worry...
206	The observers	Alchemical	MMH	1-9615	Widigo	2005-02-26	This is a rather small mod that adds The Observer as a class and Birthsign. Adds three observers all holding Observer staffs made of either ebony or silver. There is now Observer apparatus where the master apparatus was in the caldera mages guild, better than Se...
205	TETST	Alchemical	MMH	1-14485	Mystery	2012-06-11	Test Changelog:TEST
204	Tel Mora Alchemist	Alchemical	MMH	1-1329	RWH	2009-04-06	----- Tel Mora Alchemist Version 1.0 ----- Files required: Morrowind, Tribunal, and Bloodmoon Changes to Morrowind: Changed some external entries in Tel Mora, ad...
203	Tel brenar or something like that.	Alchemical	MMH	1-14286	Kyobre	2011-04-25	Go to Sadrith Mora. Look around for a wizard in Dwemer armor. He is a level 100 who has 999999 gold 6 soul gems and a teapot name 999999Gold(dont ask) and a lot of spells. Basicly I needed two grand soul gems and needed to sell something expensive. hopefully t...
202	Tealpanda's Alchemy Essentials	Alchemical	MMH	1-13410	Tealpanda	2009-05-13	Alchemy Essentials contains five modular alchemy mods: Apparatus Retexture (smooth meshes), Essence Potions, Ingredient Trader, Ingredient Retexture (in an optional folder), and Tamriel Rebuilt essences and effects. There's also a merged esp for those who don't care about modularity. *Does not re...

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201	Tamriel Rebuilt/Herbalism Lite	Alchemical	MMH	1-13506	Tealpanda	2009-06-25	*REQUIRES Tamriel Rebuilt* This automates plant picking. Instead of opening when you click on it, the plants will automatically be picked and placed in your inventory. For plants that sometimes have no ingredients there is a random chance that nothing will be picke...
200	Taddeus' Balanced Alchemy	Alchemical	MMH	1-13344	Taddeus	2009-03-28	This mod modifies some aspects of the game related to alchemy. It is heavily based on Srikandy's Alchemy for Bloodmoon, so a big thanks and big credits go to her. The mod modifies the following things: - Ingredients: the ingredients hav...
199	Swamp Scums	Alchemical	MMH	1-10824	James Fraser	2006-10-04	This mod uses scripted harvesting, allowing you to collect either some or all of the swamp scum from a pond. Harvesting it all will permanently clean that pond! Does NOT conflict with Swampy Swamps! Changelog:11/11/06: Bug-fix - corrected pathways ...
198	Swamp Oil	Alchemical	MMH	1-9288	Zlians	2004-03-01	This adds a new type of drink, called Swamp Oil, A new shipment of potions has arrived in Vvardenfell from the harsh lands of Black Marsh. This new potion, called swamp oil, is made from processed swamp goo. Though the drink has fortifying properties, it is also ...
197	Static Alchemy Set	Alchemical	MMH	1-12184	Gawain	2013-02-08	It always bothered me that everyone could use a GrandMaster set of tools having even the tiniest amount of skill. This mod is an attempt to change the way player has access to the alchemy apparatus. Its quality depends on both the alchemy skill and intelligence. The higher the resulting skill (3/...
196	Starstone Outpost Addon - Spider Silk	Alchemical	MMH	1-12783	midgetalien	2008-06-22	Disclaimer ===== This mod is an addon for the Starstone outpost mod created by Calislahn You may not redistribute this mod or change it in anyway. What this mod does This Mod ...
195	Sri's Alchemy, Bloodmoon Edition v3.0609	Alchemical	MMH	1-12192	Srikandi	2013-02-09	This mod is intended to enrich Morrowind's alchemy system. It has the following goals: Make the effects of the ingredients somewhat less arbitrary by adopting the principle "you are what you eat". In particular, if you consume monster products (properly prepared in potions), they will...
194	Sri's Alchemy, Bloodmoon Edition v3.0607	Alchemical	MMH	1-6087	Srikandi	2012-02-20	Sri's Alchemy expands and rebalances the MW alchemy system. Earlier versions added new ingredients and brewable potion effects, focusing on diversity. The Bloodmoon and Tribunal versions also make the ingredients from those regions available elsewhere in MW. Most of MW's ingredients ar...
193	Sri's Alchemy (Bloodmoon Edition) Remixed! v1.0	Alchemical	MMH	1-6084	Adeliedreams	2012-02-20	This is a modification of Srikandi's Alchemy - Bloodmoon version. This mod installs over the original .esp file from Sri's Alchemy BM, original meshes/textures are NOT included. * Corrects a dialog spelling error. * Ash Yams now provide the effects listed in the spreadsheet. ...
192	Sri Alchemy BM List Patch	Alchemical	MMH	1-6569	Wrye	2010-10-15	This is a patch for Srikandi's excellent Alchemy (Bloodmoon version) mod. The only change is a conversion of leveled list changes from scripts to a regular leveled list entries (suitable for use with leveled list mergers). See Scripted Levelled Lists on UESP: ...
191	SRH's Drugfix v1.1	Alchemical	MMH	1-2202	Scumbag-R-Hire	2009-04-24	This mod makes Alchemists/Apothecaries/Traders that have Moonsugar or Skooma in their inventories buy those things.
190	Spot of Tea?	Alchemical	MMH	1-6724	Retal19	2011-04-27	Simply adds a new plant and ingredient (Mara's Tea Plant and Mara's Tea Plant Leaves, respectively) along with four (very basic) NPC Tea Salesmen in Seyda Neen, Balmora, Ald-Ruhn and Solstheim, each selling different brews of Tea. Each one has it's own Pros and Cons, but each should be of some he...
189	Special Ingredients	Alchemical	MMH	1-9693	Nightblade1	2004-08-22	Plugin adds 2 NPC's that sell the special ingredients. One is in Maar Gan the other is in Gnisis. Each NPC has 700 gold and the ingredient. Nothing else. The combined ingredients make a potion that restores health, fatigue, & magicka. The only cheat is th...
188	Special Ingredients	Alchemical	MMH	1-2340	Nightblade1	2009-04-24	Plugin adds 2 NPC's that sell the special ingredient. One is in Maar Gan, the other is in Gnisis. Each NPC has 700 gold and the ingredient. Nothing else. The combined ingredients make a potion that restores health, fatigue, & magicka.
187	Sort%2FRetrieveUpdate1	Alchemical	MMH	1-735	Unknown	2009-04-06	Alchemy sorting mod with this plugins AlchemySortAndRetrieveMachine1.1.esp AlchemySortAndRetrieveMachinetribloodv1.03.esp
186	Somnalius Plant	Alchemical	MMH	1-13859	Midgetalien	2010-02-24	The Elder Scrolls III MORROWIND: Somnalius plant By Midgetalien [url=mailto:Midgetalien@hotmail.com/[img]Midgetalien@hotmail.com/[url]
185	skooma Pipe Replacer	Alchemical	MMH	1-13547	The Pelican	2009-07-16	Replaces the normal skooma pipe with what it should look like. Please Comment And Vote.
184	Skooma Lab	Alchemical	MMH	1-9244	Anubis	2004-02-23	This mod adds a Lab that gives you the ability to make your own skooma and moon sugar. While this mod is good by itself I would recomend using the Skooma addiction mod. Please send back feedback about this mod to me or just post your thoughts. If anything is wrong with...
183	Sitting animations - bar and throne	Alchemical	MMH	1-14214	Arcimaestro Antares	2011-02-14	there are 2 files to download here - sitting at bar&_gt_ ; This mod adds 2 animated drunken in Caldera, Shenk's Shovel. It is a modder resource for your own mods. VIDEO
182	Sit Down in Morrowind	Alchemical	MMH	1-6455	RuneThoughts	2010-04-28	It alows you to sit in tavern and inns. I am just uploading this file. The original site is off. This file is present at Tes Nexus, but also as a reupload so i wondered why not here. All credit to the author. As always RTFRMF.
180	Sgaileach's Illustrated Book of Alchemy	Alchemical	MMH	1-7339	Sgaileach1	2012-08-27	This little mod adds a beautifully decorated alchemy book to the Balmora Mages Guild. The book itself contains general information on alchemy as well as an alphabetized list of all effects achievable through the craft and the ingredients required to harness them. Ingredients are color coded based...
179	Sensou Beans	Alchemical	MMH	1-14407	Slaanesh the Corruptor	2011-12-15	=== --Sensou Beans-- By Slaanesh the Corruptor === Table of Contents: === 1)Description 2)Installa...
178	Secret Master's Alchemy Equipment	Alchemical	MMH	1-11452	aged hippy	2007-08-15	This plugin brings the Secret Master's equipment into the game, you can buy it from Nalcarya of White Haven in Balmora
177	Revised Alchemy Chart	Alchemical	MMH	1-8470	Rayhne	2002-10-30	a chart is for making potions with Srikandi's Homeopathic Alchemy Mod ingredients changes and new ingredients. It also lists the potions possible with ingredients added by the following mods: Armorer Mod...Creatures of Morrowind Mod... Water Creatures Mod, and GIANTS Mod So...

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176	Realistic Pelts	Alchemical	MMH	1-8875	Heremod production	2005-05-28	Makes bear and wolf pelts more realistic. Now all pelts (from any bear or any wolf) looks like a pelt is supposed to look, instead of those splitted heads. They use same meshes and textures as static fur rugs. Now you can decorate your own home with real pelts! Ever wanted to place ...
175	Purchasable Alchemy Lab	Alchemical	MMH	1-15578	Cyrano	2017-09-28	Nalcarya of White Haven, the alchemist in Balmora, offers for sale the Delvanni alchemy system that the player may install in any cell. The laboratory consists of ninety-six containers representing all the ingredients available in un-modded Morrowind, Tribunal and Bloodmoon placed alphabetically ...
174	Private Mobile Base Alchemy Sorter	Alchemical	MMH	1-515	Nemo	2009-04-06	PMBPatchAlchemySorter.esp PMB Addon Alchemy Sorter: Having problems putting all your ingredients where they should go? No problem with the alchemy sorter, just 1 click on the collector to remove your ingredients from your inventory, and 1 other click on the sorter wich ...
173	Potions 1.01 (Update)	Alchemical	MMH	1-2336	Tarnsman	2009-04-24	A retexturing of all the in-game potions. Creates 26 different texture/icon categories (reflecting the game's original atmosphere) to make locating potions in your inventory easier. Changes the burden, paralyze and silence potions into throwing potions and adds a thrown poisoning potion...
172	Potions 1.01	Alchemical	MMH	1-850	Tarnsman	2009-04-06	Potions 1.01 Mod by Tarnsman A retexturing of all the in-game potions. Creates 26 different texture/icon categories (reflecting the game's original atmosphere) to make locating potions in your inventory easier. Changes the burden, paralyze and silence potions into throwing ...
171	Potions & Scrolls	Alchemical	MMH	1-2339	Erasmus	2009-04-24	2 mods (with respective ESPs) bundled into one package: Potions: ===== Function: -To give a brand new and unique inventory icon to each and every potion in Morrowind. -To get rid of the annoyance in Morrowind which is trawling through your inventory, loo...
170	Potion Sorter	Alchemical	MMH	1-8428	Srikandi	2002-09-23	Sorts potions in inventory according to effect rather than quality. The original version of Morrowind sorted items in inventory alphabetically according to their internal identifiers. This usually resulted in similar things being sorted together. A patch changed things so that the i...
169	Potion Machine	Alchemical	MMH	1-10204	lordsoulstrike	2005-10-21	First off thank you for using this mod. Secondly since I am new to scripting this is a simple mod. To make yourself potions you will need certain ingredients. For magicka potions you will need Void Salts and Comberry. For health potions ...
168	Potion Bottles	Alchemical	MMH	1-12719	Danjb	2008-05-11	This is a fairly simple mod that hopefully adds a bit of realism to the game. Now whenever you drink a potion, you get to keep the bottle! Most bottles are junk, but better potions come in bottles worth a little more. Currently the mod only works for Restore Health, Resto...
167	Poison Maker	Alchemical	MMH	1-1917	Digital_Ronin	2009-04-06	POISON MAKER ===== Description: A plugin to make poison from certain ingredients and to use it to poison your arrows. Included Files: - Plugin: xmy_PoisonMaker.esp - Icon: m/xmy_p_soulshroud.tga - Icon: m/xmy_p_dragonbane.tga - Ic...
166	Poe Lighthouse Lab	Alchemical	MMH	1-13938	latendresse76	2010-04-30	This Adds an alchemy lab to Poe Lighthouse. It's accessible only after you finish the quest. As for the lab it has an ingredient sorter & un-sorter for all MW and TR ingredients. it also has ingredient pullers for Restore Health, Fatigue & Magicka Potions along with one f...
165	Plumb Brandy	Alchemical	MMH	1-2346	Sir Sparx	2009-04-24	This mod puts a merchant that will sell you Plumb brandy. You can find him in Balmora mage guild.
164	Perfume Shop	Alchemical	MMH	1-334	Pogo the Monk	2009-04-06	Perfume_Shop.esp Please note: This mod was transferred from Gamer's Roam after the site's closure. No information was included, so this note containing some basic information about the mod has been added as a courtesy to mod users.
163	Pearls Enhanced v2.80	Alchemical	MMH	1-13019	Melchior Dahrk	2008-11-18	Makes pearl diving more exciting! By adding nine new varieties of pearls to find in your submarine travels! Now when you open up various Kollops you will find one of nine of these varieties or none at all. The varieties added are: Grand, Flawless, Bright, Common, Dull, Flawed, and Defective Pearl...
162	Pathanias Sorted Potions 1.02	Alchemical	MMH	1-15316	Pathanias	2015-01-04	The Elder Scrolls III Morrowind: Pathanias Sorted Potions v1.02 1-INSTALLING THE PLUGIN *****...
157	Nymeria's magicka potions adder	Alchemical	MMH	1-13404	Nymeria	2009-05-11	This plugin adds restore magicka potions to most mages'guilds, apothecaries and alchemists in Vvardenfell. I decided to create it because I was playing a Breton mage born under the Atronach sign (that is, a lot of magicka but no chance to recover it by resti...
156	NV Flora v2.0	Alchemical	MMH	1-1686	Nameless Voice	2009-04-06	Plug-in Name : NV Flora Version : 2.0 Date of release : 27th of January, 2004 Author : Nameless Voice Contact Info : nameless_voice@hotmail.com Website : http://www.geocities.com/nameless_voice
155	Nordic Strength Potion	Alchemical	MMH	1-7652	Kaghouz	2005-04-08	The Eight Plates in Balmora has bought a potion from a nord. The Nordic Strenght is a potion who makes you stronger and faster. But it will freeze the drinker to death. It's called Nordic because the Nord's are immune to the bad effect. So, all Nords, run to the bartender in...
154	Nord Amulets	Alchemical	MMH	1-14074	Midgetalien	2010-09-06	This mod adds various Nord amulets around Solsthiem via Levelled lists, hand placed in game or on NPC's. some are unenchanted while some are magical. There are also unique amulets placed on various NPCs. - Magical:Amulets of Frost, Fire and Shock (each has it...
153	Nirnroot	Alchemical	MMH	1-12423	Wildman	2007-12-11	Based on the Oblivion quest, "Seeking your Roots" Find Nirnroot and trade it for an Elixir of Exploration Unlike Oblivion, Nirnroots are normal plants that respawn ingredients over time. However there are fewer in game. To start the quest, find a nirnr...
152	Nimawia Dealnization Plant	Alchemical	MMH	1-13471	Mohawkachu	2009-06-10	Basically the Nimawia Pearl farm has inspired me to start making mods according to it. I first started with the second set of boats taking you from the farm to Tel Mora now I've made a Dwemer Desalination Machine on the island that the shack is on. It takes in sea water and separates the salt a...
151	New Ingredients v1	Alchemical	MMH	1-1873	LadyLuck	2009-04-06	This is a playable plugin. The items are placed in leveled lists, so you will not encounter all of them with a low level character. However, it's really meant for modders. Adds 21 ingredients.

Id	Name	Category	Site	Link	Author	Date	Description
150	New Drinks	Alchemical	MMH	1-369	Pogo the Monk	2009-04-06	NewDrinks.esp Please note: This mod was transferred from Gamer's Roam after the site's closure. No information was included, so this note containing some basic information about the mod has been added as a courtesy to mod users. -----...
149	Mystical Ingredients	Alchemical	MMH	1-9230	Sendai45	2004-02-19	In Caldera, a travelling merchant has appeared, selling wonderful ingredients to anybody who has the money. Visit him in the Shenk's Shovel to find out more. This mod adds new Fortify Skill ingredients and a pre-existing but unused alchemy set to Morrowind. I change...
148	MWSE Melee Missles	Alchemical	MMH	1-13817	Scruggs, cleaned Kyte	2010-01-18	This plugin was created to address one (in my opinion) glaring oversight in Morrowind's enchantment system. Why is it that you can enchant a weapon with Cast-On-Target spell effects, but in order to invoke the enchantment, you need to put away your weapon, select it from the list in your magic me...
147	Multiple Summoning Potions v1.0	Alchemical	MMH	1-8204	Talohoff	2002-07-12	This plug-in adds special summoning potions available for sale from various vendors around Vvardenfel. These special potions are available in 3 different strengths. 'Weak' means the potion summons 2 of the same type of creature. 'Average' means the potion summons 5 of the same type of creature. '...
146	Muck Harvest	Alchemical	MMH	1-12714	Danjb	2008-05-10	This is a very simple mod that adds a use to one of Morrowind's many miscellaneous items; the muck shovel. You now need to have a muck shovel in your inventory in order to harvest muck. This adds a script to Mucksponge, so it may conflict with other harvesting mods. Howev...
145	Mournhold Dorom Bar	Alchemical	MMH	1-10171	Unit984Beta	2005-10-04	Add Bar with a dancing girl at Mournhold, Plaza Brindisi Dorom. Some new potions. One 100 trainer. Version 1.1.1[list] There is no conflict to tribunal main quest; bar is there before the attack and it's there after the attack and nothing changes. ...
144	Moss & Vines	Alchemical	MMH	1-10954	James Fraser	2006-12-29	This mod makes all the moss and vines in original Morrowind into harvestable alchemy ingredients. Scripted and unscripted versions are both available in the 7z file. The scripted version allows you the choice of taking some of the plants and leaving the rest to grow back, or taking th...
143	Morrowdrugs	Alchemical	MMH	1-10082	Helterskelter750	2005-08-26	This is a simple mod that adds skooma addiction and randomly spawning drug dealers to MCA. Cleaned already, just drop .esp file in data files folder, load, and play!
142	More Potions	Alchemical	MMH	1-8907	The Chooser of the Slain	2003-08-08	Tthis mod adds 3 new NPCs, 1 to Vivec Mages Guild, 1 to Mournhold Magic Shop and 1 Fort Frostmoth. These are the Alchemists selling new potions never before seen in Morrowind. Some have been taken from scrolls and some I made myself. A seller is outside Vivec where...
141	More Gems v1.0	Alchemical	MMH	1-12182	Gawain	2013-02-08	This mod adds 48 new precious and semiprecious gems to the leveled lists so you will encounter them in places where the standard gems were found plus some others. Some gems were added as a side product of mining ebony and glass. The gems do not have alchemical properties but they can be grinded i...
140	More Gems Expansion Expanded	Alchemical	MMH	1-6617	maura amalia	2010-11-26	Taking up where More Gems Expansion left off, this mod adds pearl and gem crushers to all five mainland morrowind mages guilds and includes support for Sri's Alchemy and W3 RuneMod. Gems and pearls now have no alchemical effects and the new powders have the alchemical effects of the ...
139	More Gems Expansion	Alchemical	MMH	1-6383	sa9097	2010-01-22	This series of plugins aims to unify the various alchemy ingredient mods with Gawain's excellent More Gems plugin, adding the gem crusher mechanic to other appropriate ingredients. I might add a few books in the future, with the effects being hidden and all. -----...
138	More Gems	Alchemical	MMH	1-13141	Gawain	2009-01-05	** The Elder Scrolls III MORROWIND: More Gems 1.0 ** Index: □...
137	Moon Sugar Enhancement	Alchemical	MMH	1-7871	Nickels	2005-04-07	As I delved into Morrowind's underworld, I noticed something was missing, something big. Sure, there is some moon sugar and skooma lying around, but these are hardly worthy of being called narcotics. Skooma gives you a small boost, but not much more than a fairly priced liquor, ...
136	ModMan's Gem Pack	Alchemical	MMH	1-2338	ModMan	2009-04-24	This plugin adds 55 re-skinned gemstones to the game. Each gem is an ingredient and has different effects for use by alchemists. This version contains only the gems in the Ingredient Tab; there are no modified containers--nothing has been changed in the game and therefore this pl...
135	Missing gems	Alchemical	MMH	1-6579	Vesilth a.k.a. Misiak95	2010-10-25	Adds two new gem types: sapphire and topaz to levelled lists. You can find both of them in Balmora's Mages Guild, on a table. Everything was made by me (recoloring gems and placing them...), also you are free to use them anywhere you want without g...
133	Magic Garden	Alchemical	MMH	1-9112	Archeopterix	2004-01-12	I made this for my low level mage with The Atrinoch as a sign- it's a small garden in Caldera that has ingredients to create Restore Magic potions. Since it's a lot of plants, it slows frame rate a bit.
132	Lite Beer! Addon for NOMv3	Alchemical	MMH	1-6444	Gaius Atrius	2010-04-11	This mod is a simplified version of Tarnsman's BEER! mod, designed as an addon for NOM. It includes all the drinks, as well as full NOM functionality, but none of the other content. The original version had many glitches, and required a...
131	Lilypads	Alchemical	MMH	1-10817	James Fraser	2006-09-29	This mod changes all the lilypads in original Morrowind into usable ingredients for alchemy. This mod employs a different method, due to the botanical nature of the ingredients - the lilypads themselves are made as organic containers, where you can 'pick' a small amount of the ingredient, and it ...
129	JMK's Ingredients Listed v1.0	Alchemical	MMH	1-11759	John Kahler	2012-11-02	This mod requires my Gems Addition version 1.5 + my Ingredients Addition plug-ins to work! It adds the ingredients from each to the levelled lists, so they can be found outside of the 2 places where they're sold. If you have other mods that change the affected lists, you may need to merge them.
128	JMK's Ingredients Addition	Alchemical	MMH	1-11755	John Kahler	2012-11-02	Adds a selection of new ingredients to the shop of Fadase Selvayn in Tel Branora. This is to compliment my Gems Addition 1.5 mod. Ingredients include apples, oranges, peas and even sherbet. Also includes some miscellaneous items too.
127	JMK's Gems Addition v 1.5	Alchemical	MMH	1-11754	John Kahler	2012-11-02	Basically it adds a chest to Valenvaryon's Propylon Chamber, under the ownership of Abelle Chriditte, which is filled with lovely gems for your potion making pleasure. All gems restock.

Id	Name	Category	Site	Link	Author	Date	Description
126	JMK's Gems Addition	Alchemical	MMH	1-14529	JMK22	2012-07-25	My 1st Morrowind mod, which adds a locked chest to Valenvaryon's Propylon Chamber, and allows Abelle Chriditte to sell a host of new gems, for your alchemy delight! All fully restocking too. Based around ModMan's Gem Pack V1 resource, who gets the most credit! (Needs only ...
125	Jim's Flat and cobwebs	Alchemical	MMH	1-10618	James Fraser	2006-06-12	This is an expansion of an excellent mod (Vivec Flat) by Occam. This is my expanded version, combined with my Cobwebs mod (modified), which adds cobwebs in the flat only, which are harvestable as alchemy ingredients. This is compatible with my Cobwebs 3.x mod, but l...
124	Ivies	Alchemical	MMH	1-10872	James Fraser	2006-11-03	This mod makes all the ivies in Morrowind into usable alchemy ingredients. There are two types, and when mixed together, they enable extended underwater excursions. Anyway, I've included both scripted and unscripted versions. Scripted allows...
123	Ingredient Tweaks	Alchemical	MMH	1-10216	Wolfie!	2005-11-14	Just changed a few things, made it so you feel the effects of ingredients you eat 100% of the time (instead of your alchemy skill determining it) and made the effects a little more powerful, also I changed fire and frost salts to burn and freeze you when you eat them.
122	Ingredient Retexture	Alchemical	MMH	1-10294	blake.	2005-12-18	Retextures most ingredients with higher resolution textures.
121	Ingredient Pots and Sorter	Alchemical	MMH	1-10290	despair	2005-12-17	This is a modder's resource. It add a number of pots (95 in total) in which to keep your alchemy ingredients. Each of the pots is hand-glazed and individually painted with a representation of the ingredient it is supposed to hold (well, almost). ...
120	Ingredient Park	Alchemical	MMH	1-2342	Sirrocco	2009-04-24	This is a simple mod creating a garden near vivec with all the plants from Tribunal and Bloodmoon.
119	Improved Resting	Alchemical	MMH	1-9190	MangoMan	2004-02-11	This mod adds a lot of things in regards to resting: There is now an outdoor merchant in Seyda Neen who will sell you all of the items in this mod The 3 main magic items that are added are: the Magic Pillow....Magic Dinner Set,.... Magic Tent. ...
118	Human Meat Vampirism	Alchemical	MMH	1-287	Unknown	2009-04-06	Human Meat Vampirism.esp Please note: This mod was transferred from Gamer's Roam after the site's closure. No information was included, so this note containing some basic information about the mod has been added as a courtesy to mod users.
117	Hookah v1.0	Alchemical	MMH	1-3786	Unknown	2009-05-12	This mod adds four hookahs to morrowind set as alembics. Hookah, No Hose is equivalent to Apprentice's Alembic. Hookah, Left Hose is equivalent to Journeyman's Alembic. Hookah, Right Hose is equivalent to Master's Alembic. Hookah, Two Hoses is equivalent to Grandmaster's Alemb...
116	Hookah	Alchemical	MMH	1-11970	t_nilc	2012-11-15	This mod adds four hookahs to morrowind set as alembics. Hookah, No Hose is equivalent to Apprentice's Alembic. Hookah, Left Hose is equivalent to Journeyman's Alembic. Hookah, Right Hose is equivalent to Master's Alembic. Hookah, Two Hoses is equivalent to Grandmaster's Alemb...
115	Homeopathic Alchemy v1.0	Alchemical	MMH	1-6086	Srikandi	2012-02-20	Approved bug-free with patch version 1.2.0722 by Morrowind Beta Testers Group Mod is intended to enrich Morrowind's alchemy system and has the following goals: 1. Make the effects of the ingredients somewhat less arbitrary by adopting the principle "you are what you eat". ...
114	Homeopathic Alchemy beta	Alchemical	MMH	1-2334	Srikandi	2009-04-24	Srikandi's Homeopathic Alchemy, Beta version 0.0727 This version compiled under MW version 1.2.0722 Download from: http://members.cox.net/srikandi/alchemy/alchemy_doc.htm Author's E-mail: srikandi@cox.net ===== This mod is intended to enrich Morrowind's...
113	Herbalism v1.2 (Tribunal)	Alchemical	MMH	1-797	Balor	2009-04-06	Well, have you been boggled by the way Morrowind handles plants? "Opening" them is already became part of folklore (One of "If you played too much Morrowind: - You try to "open" flowers instead of picking them up"). Well, I was :). Also, it makes finding which plant you "picked" and which...
112	Herbalism v1.1 Seed Version	Alchemical	MMH	1-13322	Balor, Shanjaq	2009-03-17	Shanjaq's modification is an upgrade of a previous version of Balor's Herbalism that makes plants also yield plantable seeds. * Plants will also yield seeds on certain moon phases, with different plants responding to different moon phases. The resulting seeds can be planted wherever dropped...
111	Herbalism Redux v1.12a	Alchemical	MMH	1-11745	Mode_Locrian	2012-10-22	This mod was made completely from scratch. While I used the basic idea of Balor's herbalism mod as a starting point, the code is entirely original. This mod adds a script to every "harvestable" plant in Morrowind, Tribunal, and Bloodmoon. When you click on the plant, its contents will automaticall...
110	Herbalism Redux v1.12	Alchemical	MMH	1-1250	Mode_Locrian	2009-04-06	Herbalism Redux 1.12 By Mode_Locrian -- Requirements: This mod requires Morrowind, Tribunal, and Bloodmoon. Installation Note: This archive includes two different esp files. "Herbalism Redux 1.12.esp" i...
109	Herbalism Redux v1.0	Alchemical	MMH	1-1293	Mode_Locrian	2009-04-06	Herbalism Redux By Mode_Locrian -- Requirements: This mod requires Morrowind, Tribunal, and Bloodmoon. Version History: 1.0: Mod created. - Why this mod exists:<...
108	Herbalism Redux + Explorers Wilderness Compatibility	Alchemical	MMH	1-537	Mode_Locrian	2009-04-06	HR 1.12a + EW 1.5.esp HR 1.12a BMW + EW 1.5.esp The Elder Scrolls III MORROWIND: Herbalism Redux 1.12a + Explorers Wilderness 1.5 Combatibility/Tweaks ***...
107	Herbalism Lite	Alchemical	MMH	1-9004	Shakeidas	2003-12-15	Tired of having to "open" plants and drag their contents into your inventory? This plugin automatically transfers any ingredients into your inventory instantly and painlessly. It's kinda like Balor's Herbalism mod, but without all the superfluous stuff involving ...
106	Herbalism for Purists v1.22	Alchemical	MMH	1-9321	Syclonix	2005-06-15	Like previous herbalism mods, Herbalism for Purists makes Morrowind more immersive by letting you pick up plants instead of "opening" them as containers. These plants will also grow back after a month ready to be harvested again. So what makes this mod different from other herbalism mods? This is...
105	Herbalism Final	Alchemical	MMH	1-526	Balor	2009-04-06	Well, have you been boggled by the way Morrowind handles plants? "Opening" them is already became part of folklore (One of "If you played too much Morrowind: - You try to "open" flowers instead of picking them up"). Well, I was :). Also, it makes finding which plant you "picked" and which...

Id	Name	Category	Site	Link	Author	Date	Description
104	Herbalism 1.3	Alchemical	MMH	1-845	Balor	2009-04-06	Herbalism Created by Balor (Balor_abyss@mail.ru) Idea is all original (at least I think so 8)) 14/08/04 * Installation Instructions: Extract to your base Morrowind folder (by default, that's C:\Program Files\Bethesda Softworks\Morrowind) Then run Morrowind's ...
103	Herbal Soap	Alchemical	MMH	1-8502	Heremod production	2005-05-20	New commodity called Herbal Soap has arrived to Vvardenfel and this soap works as a soap is supposed to work. The aromatic soap includes extracts from various herbs mixed with purifying minerals. Guaranteed refreshment and improved charisma for a full day. Features:[lis...
101	Heavy Armor fix for Slof's Goth shop	Alchemical	MMH	1-10446	Mungo	2006-02-25	Nothing special, just a lil tweak that anyone could have done but I thought needed doing - did it for myself and thought I'd submit it for others' benefits. If, like me, you are a big fan of Slof's Goth outfits but prefer to use heavy armor instead of light then download this and all ...
100	Heartwood	Alchemical	MMH	1-13610	Midgetalien	2009-08-20	Heartwood Midgetalien ===== Installing the Plugin === Install to your morrowind datafiles directory. Playing the Plugin = In standard morrowind it was near impossible to get the ingredi...
99	Hayaraht: Edible Bosmer	Alchemical	MMH	1-6785	Pokegami	2011-08-19	"So small and tasty. I will enjoy eating you" (Hostile Khajit to Bosmer) This line made me think. About whether the hostile Khajit are serious. They probably are. And that's what this mod is about. Edible Bosmer. A tavern, The Cat's Claw, has been found in Molag Amur. S...
98	Guar Meat	Alchemical	MMH	1-7216	Princess Stomper	2012-08-05	I saw the 'food in Morrowind' topic and was surprised to see that 'the meat of the domesticated guar' is a primary food-source in Morrowind. I thought I'd correct that little oversight by adding guar meat - using the models and stats of hound meat - to the lev...
97	Grasses	Alchemical	MMH	1-10840	James Fraser	2006-10-15	All over Vvardenfell, you see grasses growing. Now, you can harvest them for alchemy! The scripted version of this file also allows you to rip out the whole plant to clear it away. The unscripted version simply makes the grasses act like any other plant in Morrowind. There...
96	Graphic Herbalism TR	Alchemical	MMH	1-13199	Spiffyman	2009-01-25	This mod will allow you to harvest plants from Tamriel Rebuilt without opening them as containers. It will also change the models for picked/unpicked plants. For example, if you were to pick a black rose, the rose would disappear but the plant would remain (after all, you didn't harvest the whole...
95	Graphic Herbalism (Polish)	Alchemical	MMH	1-15060	Minamir	2013-11-10	This is the Polish version of ManaUser's "Graphic Herbalism" mod. It allows you to pick herbs without opening them like containers, instead you just activate them. Gathered plants change their texture/model, so you know it has already been picked. To jest polska wersja moda "Graphic H...
94	Graphic Herbalism v1.2	Alchemical	MMH	1-5831	ManaUser	2011-10-07	When you activate a plant, instead of opening like a container you will automatically try to harvest ingredients. A message (as well as a sound effect) will let you know whether you succeeded, and if so, how many ingredients you got. You have the same chance of getting ingredients as in the origi...
93	Grails Goods	Alchemical	MMH	1-9506	Grail	2004-04-12	This mod adds a few gems and a set of golden dinnerware. The mod places none of these items in Morrowind itself, so its for the use of Modders only. A single copy of each item can be found in the interior cell called "grails test" All of these use original...
92	GlassBoy's Alchemy Package	Alchemical	MMH	1-2335	GlassBoy	2009-04-24	This package includes two features: # 1 > Two esp files, one for Tribunal users which adds Mournhold ingredients to a place in Vvardenfell (shown in readme), and one for non-tribunal users. Both address several issues of ingredient effect inconveniences and some of their unre...
91	Ferns	Alchemical	MMH	1-10878	James Fraser	2006-11-08	As you can guess by the title, this mod makes all the ferns in original Morrowind into usable alchemy ingredients. This mod, like my others, has both scripted and unscripted versions. The unscripted version works like any other harvestable plant in Morrowind, while the scripted versio...
90	Expansion Ingredients	Alchemical	MMH	1-10059	Stabbye_the_Clown	2005-07-25	The expansions added a lot of new ingredients, but unfortunately, in Tribunal most are terribly limited, and in Bloodmoon you have to wander half the island. This mod (2 esp files) adds a new merchant to the Mournhold Magic shop that sells some Tribunal ingredien...
89	Expansion Ingredients	Alchemical	MMH	1-11735	Stabbye The Clown	2012-10-09	The expansions added a lot of new ingredients, but unfortunately, in Tribunal most are terribly limited, and in Bloodmoon you have to wander half the island. This mod (2 esp files) adds a new merchant to the Mournhold Magic shop that sells some Tribunal ingredients in infinite quantities, ...
88	EvilGreebo's Vending Machines	Alchemical	MMH	1-1174	EvilGreebo	2009-04-06	The Elder Scrolls III MORROWIND: EvilGreebo's Vending Machines ***...
86	Dwemer Stuff v1.02	Alchemical	MMH	1-14800	Sandman101	2013-06-10	Adds dwemer retextured in Alchemy Equipment, lockpicks, probes and repair items to Morrowind using stock textures. Mebestian Ence in Peligad has them. Uses the steam centurion textures. See readme for more info
85	Dwemer Brandy	Alchemical	MMH	1-10366	Rob B.	2006-01-24	This plugin adds a new potion to Morrowind, and as you can tell by the name of the plug, it's Dwemer Brandy. Dwemer Brandy gives you the strength of an ox, but makes you just as dumb. I thought to myself, if the Dwarves created facinating weapons and artifacts, surely they must have created a liq...
84	Dwemer BioMonitor v1.2	Alchemical	MMH	1-9479	Tundra Walker	2004-04-09	The Emperor has sent a special gift for you to use. It's waiting for you on the counter-top in front of Arrille, at Arrille's Tradehouse in Seyda Neen. Through research of Dwemer technology, the Imperial Legion & Tundra Enterprises have developed a symbiotic implant that that can automate the tas...
83	Dwemer Alchemy - Volume II	Alchemical	MMH	1-15568	Lexa	2017-08-20	Game: The Elder Scrolls III: MORROWIND Name: fexa's Dwemer Alchemy - Volume II Dwemer Alchemy Tools, Ingredient Jars and Sorter Bot Rev.: 2.0 R3 [Arkngchend R3LOADED] Teaser Mod Author: fexa
82	Drinking Water	Alchemical	MMH	1-10810	fleck1974	2006-09-23	This mod adds bottles of water for sale. Bottles of water obtainable from kegs. And water that can be "drunk" from barrels and urns. I tried to add it pretty much everywhere, except in NPC's homes. It was added to most guild halls, manors, temples, strongholds, garrisons...
81	Dragon Steaks	Alchemical	MMH	1-2343	Tenaka	2009-04-24	A small plugin that adds a Khajit to the Moonmoth Legion Fort. He sells dragon steaks which restore 10 points of fatigue when eaten. They also restore 15 Magicka, 10 Health and provide resistance to fire for 30 secs. Note: They are an alchemy item so the sound when you eat them is lik...

Id	Name	Category	Site	Link	Author	Date	Description
80	Dr. Drug's Alchemy Shop v 1.0	Alchemical	MMH	1-11765	Dr. Drug	2012-11-03	In this are: -a new house near the temple of Balmora -a ultimate Longbow -a Daedric Dagger -an new idea of me: throwing skulls as an weapon in the house -weed and poppys -dancing girls COPYRIGHT by Dr. Drug 2002
79	Dolphin Blood	Alchemical	MMH	1-7870	Kaghouz	2005-04-06	The bartender in Suran Tradehouse has bought a drink of a unknown Breton. The drink was Dolphin Blood. You can buy it. It will make the drinker fast in water, and even meke the drinker able to breathe water. But, there are some bad effects. The Personality, speechcraft and Mercantil...
78	Daedric loot adjustment	Alchemical	MMH	1-7949	R	2003-11-14	1) Dremora and most variants (including some uniques) will carry, use and drop only Daedric weapons. All varieties, including a one in four chance of an additional longbow. Also, there is a 50/50 chance that they will drop a random peice of Daedric armor, includi...
77	Cyrodons Projectile Potions V1.41	Alchemical	MMH	1-844	Slategrey	2009-04-06	CYRODON'S PROJECTILE POTIONS V1.41 1. Installation. Copy all the folders and files contained in the zip to your \data files directory. 2. &...
76	Cyrodons Projectile Potions	Alchemical	MMH	1-767	Slategrey	2009-04-06	CYRODON'S PROJECTILE POTIONS V1.41 1. Installation. Copy all the folders and files contained in the zip to your \data files directory. 2. &...
75	Custom Potions by Abelle Chriditte	Alchemical	MMH	1-2337	shiva7663	2009-04-24	This plugin adds five useful custom potions, the ingredients required to make them, and their Alchemy recipes, to potion merchants in Balmora, Mournhold, and Sadrith Mora, as consignment lots made by Abelle Chriditte. Both the Tribunal and Bloodmoon expansions are required, as the plugin uses ing...
74	Crab Fishing Pot	Alchemical	MMH	1-13465	Mohawkachu	2009-06-08	Adds a metal bucket that is to be used like a lobster pot it's nothing big it runs like the Simply Fish mods fishing pole I made it because as a Born and raised Floridian I wanted to be able to go lobster fishing so I opened up TES construction and got to work hope you guys like it P.S. Comment!!...
73	Complete Morrowind Part 1: Cooking	Alchemical	MMH	1-9034	Max a.k.a. ~NOBODY~	2003-12-22	Tired of having tons of useless "misc" items? Annoyed by the lack of realism in other mods? Then download this ASAP! This is the first part of quite a big project, called "Complete Morrowind". This particular mod, adds the ability to cook. Now, you can cook\brew!...
72	Complete Morrowind Part 1 addon: Poisons	Alchemical	MMH	1-9245	Max a.k.a. ~NOBODY~	2004-02-23	This plugin adds the ability to brew poisons (9 kinds, each one with its own effect, recipe & story, written by Purpletooth. Using these, you will be able to poison your arrows\bolts\throwing weapons. New feature, is the ability to change the difficulty ingame by the player (instruc...
71	Cobwebs	Alchemical	MMH	1-10595	James Fraser	2006-05-19	This mod changes all the cobwebs in original Morrowind into usable alchemy ingredients that you can collect. Of course, this also means that in the process of collecting webs, you can actually clean them up, turning a filthy place into a nice one! Go to...
70	Cobwebs	Alchemical	MMH	1-15534	James Fraser	2017-07-30	Cobwebs By: James Fraser Requires Morrowind.esm only Description: This mod changes all the cobwebs in Morrowind into usable ingredients. Now you can collect the webs and spiders and keep them for use in alchemy. This mod assumes your character has the experience and common se...
69	Cobwebs	Alchemical	MMH	1-15536	James Fraser	2017-07-30	Cobwebs By: James Fraser Requires Morrowind.esm only Description: This mod changes all the cobwebs in Morrowind into usable ingredients. Now you can collect the webs and spiders and keep them for use in alchemy. This mod assumes your character has the experience and common se...
68	cleaned alchemy adjuster	Alchemical	MMH	1-5812	jaxawier	2011-10-06	cleaned alchemy adjuster Author: jaxawier Description: Cleaned with tesame. Morrowind 1.6.0.1820(patchd Goty). Alchemy ingredients and apparatus weight adjuster mostly but also the most popular potions are made easier to carry. This is checked for gmst and no ones are seen with ...
67	Cannibals of Morrowind v1.0	Alchemical	MMH	1-12173	Morandir Nailo	2013-02-05	Adds body part ingredients (brains, hearts, flesh, etc.) to all NPC inventories in the game, which restore fatigue and have further properties which reflect the race (for instance, Dunmer Flesh can be eaten, or used in a potion, to gain fire resistance). In addition, each NPC has a sku...
66	BTB's Sorted New Alchemy Potions v1.5	Alchemical	MMH	1-6752	Revan	2011-06-20	This plugin does several things: * It's based on BTB's alchemy plugin * It changes potion names (QUALITY EFFECT -> EFFECT, QUALITY); "potion of"-prefix is also deleted (potion of invisibility -> invisibility) * It uses new meshes and icons in TWO flavors:...
65	Bound Alchemy	Alchemical	MMH	1-8059	Dan Wheeler	2003-07-27	This plugin adds 4 spells to Morrowind: Bound Alembic...Bound Calcinato...Bound Mortar& Pestle, and Bound Retort. Each spell summons a different piece of alchemy equipment for 15 seconds. see readme for info Send questions/comments to randomDan at ...
64	Bones	Alchemical	MMH	1-6063	James Fraser	2012-02-03	Bones By: James Fraser Requires Morrowind.esm only Description: This mod changes all the loose bones in Morrowind into usable ingredients for alchemy. This is my second mod in my alchemy series. This mod will also effect other mods using original Morrowind bones.
63	BM Wolf Greaves Fix	Alchemical	MMH	1-14196	aedroth	2011-01-24	Bethesda's default groin meshes were backwards (ie: butt facing forwards) for both types of wolf armor. This fixes that groin orientation issue with a pair of new meshes facing the right way. Enjoy. Note: This mod has been uploaded to...
62	Bloodlust's Ingredient Jars	Alchemical	MMH	1-2344	Bloodlust	2009-04-24	This plugin only adds jars that are containers to the Construction Set for modders to place into their plugins. They are conveniently ordered by ID tag in the container tab so that they are on the top of the list and in order alphabetically by name of the ingredient.
61	Bloated Morrowind v1.0	Alchemical	MMH	1-7817	MagicNakor	2003-10-01	This plugin adds around bloatspores to the wilderness of Morrowind, generally centred in the Bitter Coast area and various grottos and caverns.
60	Bloated Morrowind v1.0	Alchemical	MMH	1-7347	MagicNakor	2012-08-27	Adds Bloatspores (the source of Bloat) to various caverns generally on the Bitter Coast .
59	Blindeye's Non-profit Alchemy v 1.0	Alchemical	MMH	1-1784	Blindeye	2009-04-06	This Mod makes all [i]player made potions have no monetary value.
58	BlaaguuuPotions	Alchemical	MMH	1-8341	Blaaguuu aka Devon Carlson	2002-08-14	This plugin adds 8 new items all of which look like potions. There are 2 types of potions for each attribute, when used, one perminately fortifies the attribute 3 points, and the other 5 points. there are 4 of each 3pt-potion, and 2 of each 5pt-potion placed in the world. they a...
56	Better Skooma	Alchemical	MMH	1-6835	Skooma Modder	2012-01-22	Multiplies all effects of Skooma by 50 and changes it's value to 48000.

ID	Name	Category	Site	Link	Author	Date	Description
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 wouldn't stack with the rest, even though it had the same name and same properties? ...
54	Berserker Potions	Alchemical	MMH	1-14069	Midgetalien	2010-09-06	his mod adds Berserker potions to the Nord drinks levelled list that the Berserkers on Solstheim use. You now have a chance to find Berserk potions on Berserkers and looting caves/tombs. There are also a handful of handplaced potions in Gronn - the Berserkers ...
53	BEER! v1.12-04 Update	Alchemical	MMH	1-14817	Tarnsman	2013-06-12	This update is for users of Wrye's update to Necessities of Morrowind (NoM v2.12-04). Updates both the NoM with BEER! and BEER! Combo (for users of Morrowind Comes Alive). Also included are the Pegas Ranch fix versions for users of Pegas Ranch. The fix eliminates a minor conflic...
52	BEER! v1.1	Alchemical	MMH	1-14816	Tarnsman	2013-06-12	Beer is now found throughout Vvanderfell and in Mournhold. Adds 12 different brands of beer, a hard cider, honey mead and the rare, and very expensive, Telvanni Ale to the game. Many of the once empty kegs now contain draft beer. Four new taverns have been added to the game whe...
51	BEER! v1.0b	Alchemical	MMH	1-3821	Tarnsman	2009-05-12	Beer is now found throughout Vvanderfell and in Mournhold. Adds 12 different brands of beer, a hard cider, honey mead and the rare, and very expensive, Telvanni Ale to the game. Many of the once empty kegs now contain draft beer. Four new taverns have been added to the game where travelers can qu...
50	BEER! v1.0	Alchemical	MMH	1-3783	Tarnsman	2009-05-12	Beer is now found throughout Vvanderfell and in Mournhold. Adds 12 different brands of beer, a hard cider, honey mead and the rare, and very expensive, Telvanni Ale to the game. Many of the once empty kegs now contain draft beer. Four new taverns have been added to the game where travelers can qu...
49	Beer!	Alchemical	MMH	1-14821	Tarnsman	2013-06-13	Beer is now found throughout Vvanderfell and in Mournhold. Adds 12 different brands of beer, a hard cider, honey mead and the rare, and very expensive, Telvanni Ale to the game. Many of the once empty kegs now contain draft beer. Four new taverns have been added to the game whe...
48	Barnacles	Alchemical	MMH	1-10786	James Fraser	2006-09-03	As the title implies, this mod changes all the barnacles in Morrowind into usable alchemy ingredients. As always, if you have any questions, please email me at jamesbfraser@yahoo.com For those who have asked, I've added an image of the alchemical...
47	Background Harvest - Ivies	Alchemical	MMH	1-10877	Tiaganna	2006-11-08	This mod will automatically place Ivy alchemical ingredients that are generally withing sight of the player into the player's backpack without having to click on the plant. Requires Ivies 1.0 Unscripted and GQ Background Harvest Ingredients (Which can be found in the pack...
46	Background Harvest - Grasses	Alchemical	MMH	1-10866	Tiaganna	2006-10-28	This mod will automatically place Grass alchemical ingredients that are generally within sight of the player into the player's backpack without having to click on the plant. Requires Grasses Unscripted 1.0 and GQ Background Harvest Ingredients (Which can be found in the p...
45	Background Harvest - Ash Grasses	Alchemical	MMH	1-10865	Tiaganna	2006-10-28	This mod will automatically place Ash Grass alchemical ingredients that are generally withing sight of the player into the player's backpack without having to click on the plant. Requires Ash Grasses 1.0 (unscripted version) and GQ Background Harvest Ingredients (Wh...
44	At Home Alchemy	Alchemical	MMH	1-9765	Syclonix	2005-07-05	At Home Alchemists rejoice! Never again will you have to re-adjust your perfectly placed alchemy set. Instead of having to put your apparatuses into your inventory every time you want to make a potion, you can now simply "fire up" the apparatuses you wish to use by activating them. Not only does ...
43	Ash Grasses	Alchemical	MMH	1-10796	James Fraser	2006-09-14	This mod changes all the ash grasses in original Morrowind into usable ingredients for alchemy. This mod employs a different method, due to the botanical nature of the ingredients - the grasses themselves are made as organic containers, where you can 'pick' a small amount of the ingredient,...
42	Ash Ghoul Hearts	Alchemical	MMH	1-13137	Denina	2009-01-03	Have you ever noticed that ghoule hearts are in the game; the alchemists even say it can be collected from the remnants of ash ghouls, and yet if you go kill them, they don't have one? This mod fixes that. All the ash ghouls will drop their hearts now, even the named ash g...
41	Ash Armor	Alchemical	MMH	1-13940	Wayne Werner	2010-04-30	This is a very nice set of armor so old i can t remember where or when i downloaded it. The read mention nothing but the name of the author, which by the way, found no trace in Morrowind on google. I m uploading it because i find it highly interesting. Te imag...
40	Asentiah's Weightless Morrowind - Ingridients - TB + BM Version	Alchemical	MMH	1-13358	Asentis Vallenghigh	2009-04-07	Shortly after creating the addon for weightless Morrowind ingridients, I made this one for those that have Bloodmoon and Tribunal, and wished to have the ingridients from them weightless aswell. Cleaned with Morrowind Enchanted Editor from any GMST's. Changelog: Added compi...
39	Asentiah's Weightless Morrowind - Ingridients	Alchemical	MMH	1-13357	Asentis Vallenghigh	2009-04-07	What this mod does is simple, yet useful. Its purpose is to make -all- stock Morrowind ingridients absolutly weightless. If you are running any addons that might somehow alter any of the stock Morrowind ingridients, please be sure to run my addon after to avoid conflict. ...
36	Apothecary's Services	Alchemical	MMH	1-11342	Arcimaestro Antares	2007-07-05	With this plugin, you may ask the apotecaries in Morrowind to prepare potions for you, even if they don't have them for sale. To start, speak to a NPC that belongs to the class Apothecary Service (for example, Dralval Andrano, in Balmora Temple) about "my trade". It will add the topic...
35	AOF Potions Recolored v1.11	Alchemical	MMH	1-13981	Bycote	2010-06-12	This version of AOF's Potion Replacer is an expansion of the work released by AnOldFriend3. It is primarily a cosmetic mod which replaces all of the game's magicalk potions with new beautiful potions made with the skillful hands and creative imagination of AOF. In addition to AOF's previous work,...
34	Animal Loot Mod	Alchemical	MMH	1-9194	Sendai45	2004-02-11	If you're an alchemist or a role player, this mod is for; you! I've played MW for a long time, and have grown frustrated by the lack of ingredients in creatures. It never made sense to me how a horker, who clearly has 2 tusks at all times, would not have any available to col...
33	Animal Loot Mod	Alchemical	MMH	1-13273	Sendai45	2009-02-24	The original upload for 'Animal Loot Mod' was in an outdated archive format (ace). Merely uploading with more modern format so that this mod might see more widespread use. Original Desc is: ----- If you're an alchemist or a role player...

ID	Name	Category	Site	Link	Author	Date	Description
32	Amulets and rings 2.1	Alchemical	MMH	1-13937	Daduke	2010-04-30	This mod adds 246 amulets and 130 rings... The Ring and Amulet Values are broken up as shown below... Some changes to 'at what level' you get the amulets and rings had to made. Therefore I presented the information on the forums and 90% of people voted for every 2 levels.<...
31	Ald-ruhn Home	Alchemical	MMH	1-9059	Lucas	2004-01-05	This plugin adds a beautiful home to Ald-ruhn near the Silt Strider. It has a Study, Armoury, Alchemy Garden, Library and a large Secret Study! There's plenty of storage space for all your things.
30	Alchemy Workroom	Alchemical	MMH	1-9555	GUILDmaster	2004-04-23	Adds an alchemy workroom for the player at Balmora, Mages Guild. For all you Alchemists out there.
29	Alchemy Storage Helper 2.0 -Fixed	Alchemical	MMH	1-11736	scruggs	2012-10-12	This is just a fixed esp of the Alchemy Storage Helper mod which had a harmless loading error but it was annoying so I fix it. Please read the comments on the release thread on PES. How to install manually - Just extract the archive into the \Data Files\ folder and over...
28	Alchemy Storage Helper	Alchemical	MMH	1-6047	scruggsywuggsytheferret	2012-01-22	Alchemy Storage Helper v2.0 created by scruggs. utilizing freshFish's MWScript Extender
27	Alchemy Storage Helper	Alchemical	MMH	1-8805	scruggs	2003-04-23	This is a simple update on a simple plugin. The original version was released over a year ago, and was designed to assist herb-gathering characters in managing their inventories. Dedicated alchemists know that those little bundles of saltrice and marshmerrow not only clutter up your...
26	Alchemy Storage	Alchemical	MMH	1-15501	scruggs	2017-07-22	Alchemy Storage Helper v1.0 I made this simple mod because I needed an easy way to carry and store all those alchemical ingredients. I used to store them in a crate in my house, but it gets very tedious to have to constantly trek back home to drop off a load of ingredients...
25	Alchemy Stockpile Helper	Alchemical	MMH	1-13401	Shanjaq	2009-05-08	Adds Alchemy Stockpile Kegs to the Guild of Mages in Balmora. These kegs will automatically restock ingredients from your inventory if at least one of each ingredient is already present in the keg. This allows you to create custom categories of ingredients, for example: Animal, ...
24	Alchemy merchant	Alchemical	MMH	1-5886	Sorcha Ravenlock	2011-10-08	Alchemy merchant Created By Sorcha Ravenlock This file contains aa alchemy merchant just outside Seyda Neen with every ingredient a budding alchemist could wish for. All for the normal prices. Every ingredient from Morrowind, Bloodmoon and Tribunal is for sale from the...
23	Alchemy Improvement	Alchemical	MMH	1-7688	Varg 'Euthanasiologist'	2004-06-20	Useful both for alchemists and off-shelf potion users, this mod:[list] makes most used potions very quick to find in inventory and world by using special icons and meshes improves previously useless potions better balances magic effects adds a few new ...
22	Alchemy Compendium	Alchemical	MMH	1-10319	NFITC1	2005-12-30	This replaces the previous version by fixing a few bugs. Details in the readme. For some reason GameSpy doesn't think I was the one that submitted the original one so I can't replace it. This'll have to stand alongside the original. This is a VB executable file. Its a pro...
21	Alchemy Balance v1	Alchemical	MMH	1-2274	Beancounter501	2009-04-24	ALCHEMY_BALANCE_V1 Notes: By Beancounter501 This is a difficulty Mod that address some of the more unbalancing aspects of Alchemy. Standard alchemy allows you to make potions that are incredibly powerful, weigh next to nothing and can be made for a couple of gold piece...
20	Alchemy Balance	Alchemical	MMH	1-3646	Beancounter501	2010-10-20	This is a difficulty Mod that address some of the more unbalancing aspects of Alchemy. Standard alchemy allows you to make potions that are incredibly powerful, weigh next to nothing and can be made for a couple of gold pieces. To make things worse the game allows you to turn around a...
19	Alchemist's Services	Alchemical	MMH	1-11330	Arcimaestro Antares	2007-07-01	With this plugin, you may ask the Alchemists in Morrowind, to prepare the potions for you, even if they don't have them for sale. To start, speak to an Alchemist Service (like Nalcaraya of White Haven, in Balmora) about "my trade". It will add the topic "Alchemist's Serv...
18	Alchemist's Recipe Books	Alchemical	MMH	1-39	Unknown	2009-04-06	Alchemists Recipes Books.esp Please note: This mod was transferred from Gamer's Roam after the site's closure. No information was included, so this note containing some basic information about the mod has been added as a courtesy to mod users. ...
17	Alchemist's Arsenal	Alchemical	MMH	1-10001	Scruggs	2005-06-21	Alchemist's Arsenal transforms Alchemy from a passive healing art to an offensive skill. Allows you to brew 9 different types of thrown potions, capable of damaging, blinding, calming, paralyzing, silencing, or destroying the weapons of your opponents. The strength of the potion...
16	Alchemist Containers	Alchemical	MMH	1-1093	Curmudgeon	2009-04-06	The Elder Scrolls III MORROWIND - Tribunal - Bloodmoon Alchemist Containers Plugin - by Curmudgeon (can be sent a PM on the ES Forums) ****...
15	Alchemist Formula's	Alchemical	MMH	1-12534	Midgetalien	2008-02-15	From the readme: This mod is intended to allow the player gain in game Alchemists knowledge. By this i mean it allows for the palyer to aquire texts that are ingame about alchemy. this mod does two things: - Whe...
14	Alchemichal Jars	Alchemical	MMH	1-2333	jaketesnake	2009-04-24	This mod adds alchemy jars for all the ingredients.
13	Alchemical Warfare 1.8	Alchemical	MMH	1-2061	Shanjaq	2009-04-06	Galbedir's family has arrived in Vvardenfell! Seek them out and if you're nice enough, they may reveal some family secrets! Namely, their discovery that drilling a hole in the end of arrows will allow the packing of ingredients to produce effects on impact! They have even started their own period...
12	Alchemical Warfare	Alchemical	MMH	1-8412	Shanjaq	2002-09-10	Galbedir's family has arrived in Vvardenfell! Seek them out and if you're nice enough, they may reveal some family secrets! namely, their discovery that drilling a hole in the end of arrows will allow the packing of ingredients to produce effects on impact! []...
11	Alchemical Salts v1.0	Alchemical	MMH	1-5806	PeachyKeen	2011-10-06	peachykeen's Alchemical Salts v1.0 1. What 2. Where 3. Credits/Usage 4. Contact 1. What ===== This small mod replaces four "salt" ingredients in the game (a...
10	Alchemical Library	Alchemical	MMH	1-13416	Spline	2009-05-16	What's added? Four crates which can be activated to sort all your ingredients into them based on the broad categories listed in the game: Vegetable Products, Ani...
9	Alchemical Ingredient Containers v1.01	Alchemical	MMH	1-1202	Curmudgeon	2009-04-06	The Elder Scrolls III MORROWIND - Tribunal - Bloodmoon Alchemist Containers Plugin Version 1.01** (2004.7.26) - by Curmudgeon (can be sent a PM on the ES Forums) ****...

Id	Name	Category	Site	Link	Author	Date	Description
8	Ajira's Alchemy Reports	Alchemical	MMH	1-13910	DebiDolio	2010-04-07	It seems to me that after having Ajira explain how to find certain mushrooms and flowers, then wandering around and finding and collecting them, and then reading both of her somewhat detailed reports, you should have learned at least a little about alchemy. Now you will! Each report, when r...
7	Advanced Water Life Herbalism v1.0	Alchemical	MMH	1-12100	Viirin	2012-12-23	I added a little snippet of "Advanced Herbalism (TR & BM)" script into "Abot's Water Life" alga plant scripting, and made unique seeds for each of them so they could be grown at will instead of having to swim around for 20 minutes for a chance for alga to spawn. This mod requires both of those.
6	Advanced Potion Creator v1.0	Alchemical	MMH	1-9505	Orobas	2005-03-03	Allows the player to to create standard potions by using a dwarven potion creator. Ingredients are stored in a chamber and are used when needed, the finished product is put straight into the players inventory. No mess, no fuss and no frustration when your picking out ingredie...
5	Advanced Herbalism: Trama Complete v 1.0	Alchemical	MMH	1-12099	Viirin	2012-12-23	Also requires Advanced Herbalism (TR & BM). One of the trama roots was missed, leaving 168 or so trama roots without the proper script. This fixes that.
4	Advanced Herbalism v1.1	Alchemical	MMH	1-13832	Andoreth	2010-01-31	Advanced Herbalism is a re-working of the herbalism concept first created by Balor and Shanjac. It adds a new skill called "Herbalism" to the game. This skill determines the player's ability to harvest organic ingredients in the wild. When a plant is activated, its ingredients are placed directly...
3	Advanced Alchemy	Alchemical	MMH	1-13988	DarkSCR	2010-06-21	The main goal of this mod is to make alchemy more immersive. With this mod Alchemy skill is even more important, so train it. This mod has been inspired (but completely redone) by the mod AtHomeAlchemy (by Syclonix). So like AHA, now y...
2	Adv. Herbalism: Trama Root Complete v1.0	Alchemical	MMH	1-12098	Viirin	2012-12-23	Also requires Advanced Herbalism (TR & BM). One of the trama roots doesn't have the Trama root script on it, but now that's fixed.