

Id	Name	Category	Site	Link	Author	Date	Description
11193	Enemy H2H Damage v1.0	Tweaks	MMH	90-1039	Aerelorn	2009-04-06	Enemy Hand-to-Hand Damage v1.0 by aerelorn Overview: This is a simple mod to change the way enemy punches affect the player. Instead of doing fatigue damage, they will do health damage instead. I've always found it boring to fight an enemy using Hand-t...
10204	Morrowind Enhanced v1.21	Utilities	MMH	95-1178	Aerelorn	2009-04-06	See Morrowind Enhanced.htm
10203	Morrowind Enhanced v1.2	Utilities	MMH	95-1171	Aerelorn	2009-04-06	See Morrowind Enhanced.htm
10180	Leveled List Resequencer v1.0	Utilities	MMH	95-891	Aerelorn	2009-04-06	Leveled List Resequencer v1.0 for TESTool by aerelorn Overview: This utility fixes a bug in TESTool v1.3 by ghostwheel. As discovered by tru021 and later researched extensively by DinkumThinkum, when TESTOOL merges leveled lists it appends the lists one after anot...
10179	Leveled List Resequencer v1.0	Utilities	MMH	95-5245	Aerelorn	2009-05-12	Leveled List Resequencer v1.0 for TESTool by aerelorn Overview: This utility fixes a bug in TESTool v1.3 by ghostwheel. As discovered by tru021 and later researched extensively by DinkumThinkum, when TESTool merges leveled lists it appends the lists one afte...
10175	Journal Enhanced v1.1	Utilities	MMH	95-1154	Aerelorn	2009-04-06	See Journal Enhanced.htm
9529	Writing Enhanced v1.0	MWE, MWSE, MGE	MMH	63-1241	Aerelorn	2009-04-06	See Writing Enhanced.htm
9515	Morrowind Enhanced v1.21	MWE, MWSE, MGE	MMH	63-9633	Aerelorn	2004-07-16	Morrowind Enhanced (MWE) is an external utility used by a growing number of mods to do things that would normally be impossible using normal Morrowind scripting. Morrowind Enhanced itself is not a mod, but is a required component of others. Morrowind Enhanced.exe must be run concurrently with Mor...
9514	Morrowind Enhanced v1 21	MWE, MWSE, MGE	MMH	63-419	Aerelorn	2009-04-06	See Morrowind Enhanced.htm
9512	Journal Enhanced v1 1	MWE, MWSE, MGE	MMH	63-232	Aerelorn	2009-04-06	Journal Enhanced(JEN) v1.1 Allows the player to write custom notes in their journal from within the game. A quill and inkwell are required in order to begin writing. See Journal Enhanced.htm for more details.
9511	Journal Enhanced	MWE, MWSE, MGE	MMH	63-3011	Aerelorn	2009-04-29	Journal Enhanced(JEN) Beta 0.2 Installation: 1. Unzip into your Morrowind directory(not the Data Files directory) 2. Run Morrowind Enhanced.exe. From there you can launch the game, or you can run it manually. 3. Select MWE_Journal.esp in the Data ...
9497	Crime Enhanced 0.2	MWE, MWSE, MGE	MMH	63-15390	Aerelorn	2015-08-05	Contains both plugins in the MWE Crime series of mods. Each mod will work independently of the other, but for the fullest experience in "deviant" roleplaying, it is suggested that you use all of the included mods: Less Annoying Guards: It can be annoying to have guards popup dialogue an...
9496	Combat Enhanced v1 2	MWE, MWSE, MGE	MMH	63-67	Aerelorn	2009-04-06	Aerelorn's Combat Enhanced(ACE) is the first of several plugins to use the Morrowind Enhanced(MWE) utility. It provides: 30 different combat combos performed using simple combinations of the basic attacks(i.e. Slash, Slash, Thrust). There are 5 combos for each of the 6 weapon...
9495	Blocking Enhanced v1.1	MWE, MWSE, MGE	MMH	63-1243	Aerelorn	2009-04-06	See Blocking Enhanced.htm
9494	Blocking Enhanced v1 1	MWE, MWSE, MGE	MMH	63-108	Aerelorn	2009-04-06	Blocking Enhanced(BEN) v1.1 An attempt to make blocking more fun by bringing it under the player's control. See Blocking Enhanced.htm for more details.
7884	Less Annoying Guards	Miscellaneous	MMH	53-7972	Aerelorn	2003-11-20	The purpose of this plugin is simple. To stop guards from harassing you with dialogue while you're in the middle of combat - so if your weapon is drawn or a spell is readied, the guards will simply attack. If you want to pay the fine, go to jail, or present writs jus...
7865	Journal Enhanced	Miscellaneous	MMH	53-9634	Aerelorn	2004-07-16	Journal Enhanced(JEN) allows the player to write custom notes in their journal from within the game using a quill and inkwell. See the attached screenshots or the manual at [url=http://www.freewebs.com/aerelorn/Journal Enhanced.htm" class="mainlink" target="_blank/img]www.fre...

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7733	Enemy Hand-to-Hand Damage	Miscellaneous	MMH	53-9592	Aerelorn	2004-07-11	This is a simple mod to change the way enemy punches affect the player. Instead of doing fatigue damage, they will do health damage instead. I've always found it boring to fight an enemy using Hand-to-Hand because once they wear down your fatigue, they will k...
7657	Combat Enhanced	Miscellaneous	MMH	53-9277	Aerelorn	2004-03-01	- 30 different combat combos performed using simple combinations of the basic attacks(i.e. Slash, Slash, Thrust). There are 5 combos for each of the 6 weapon types(Long Blade, Short Blade, Blunt Weapon, Axe, Spear, and Unarmed). The combos range from stat drains to knockdowns to dec...
7614	Blocking Enhanced	Miscellaneous	MMH	53-9084	Aerelorn	2005-03-12	Blocking Enhanced (BEN) is an attempt to make blocking more fun by bringing it under the player's control. Normally, no attacks will be blocked When the player holds down a configurable key, they will block every attack, but at the same time cannot attack back. If t...
7316	Writing Enhanced v1 0	Gameplay	MMH	37-2868	Aerelorn	2009-04-24	Aerelorn's Writing Enhanced(AWE) v1.0 Adds 150 blank books and scrolls that the player can write in from within the game. The books and scrolls can be found in 10 different shops around Vvardenfell. See Writing Enhanced.htm for more details.
7139	Morrowind Enhanced v1 21	Gameplay	MMH	37-2934	Aerelorn	2009-04-24	Morrowind Enhanced(MWE) v1.21 MWE is used by a growing number of mods to do things that would normally be impossible using normal Morrowind scripting. This base esp is used by all MWE mods. See Morrowind Enhanced.htm for more details.
7077	Journal Enhanced v1 1	Gameplay	MMH	37-2759	Aerelorn	2009-04-24	Journal Enhanced(JEN) v1.1 Allows the player to write custom notes in their journal from within the game. A quill and inkwell are required in order to begin writing. See Journal Enhanced.htm for more details.
6965	Combat Enhanced v1.0	Gameplay	MMH	37-1605	Aerelorn	2009-04-06	Aerelorn's Combat Enhanced(ACE) is the first of hopefully several plugins to use the Morrowind Enhanced(MWE) utility. It provides: 30 different combat combos performed using simple combinations of the basic attacks(i.e. Slash, Slash, Thrust). There are 5 combos for each of the 6 weapon...
6964	Combat Enhanced v1 2	Gameplay	MMH	37-2829	Aerelorn	2009-04-24	Aerelorn's Combat Enhanced(ACE) v1.2 Adds a multitude of new combat opportunities to the game. See Combat Enhanced.htm for more details.
6943	Blocking Enhanced v1 1	Gameplay	MMH	37-2796	Aerelorn	2009-04-24	Blocking Enhanced(BEN) v1.1 An attempt to make blocking more fun by bringing it under the player's control. See Blocking Enhanced.htm for more details.
4497	Leveled List Resequencer for TESTool	Bugfixes	MMH	13-9755	Aerelorn	2004-08-31	This utility fixes a bug in TESTool v1.3 by ghostwheel. As discovered by tru021 and later researched extensively by DinkumThinkum, when TESTool merges leveled lists it appends the lists one after another instead of sorting them all together by level. The result is that...
4388	Writing Enhanced	Books	MMH	11-9687	Aerelorn	2004-08-05	Aerelorn's Writing Enhanced (AWE) adds 80 blank books and 70 blank scrolls sold from 10 different locations all around Vvardenfell. When one of the books or scrolls is equipped, the player can give it a name and then enter up to 3000 characters of text. A quill and...