

ID	Name	Category	Site	Link	Author	Date	Description
11627	Tyrthyllanos Magicka Regen	Tweaks	MMH	90-13657	Tyrthyllanos	2009-09-09	This is my personal magicka regeneration mod, which I created mostly as a practice session for mildly mathematically complex scripting in Morrowind. Nonetheless, I went to the trouble to make it fully featured, and as good as anything else out there (dependent on taste and playstyle of course). T...
11164	Dremora Loot Enhancement	Tweaks	MMH	90-11304	Tyrthyllanos	2007-06-21	With this mod enabled, dremora will, beginning at player level 25 (or 15 with an optional choice of .ESP files), have a small chance of dropping Daedric armor. By making use of nested lists, this mod allows a chance for any and every piece of Daedric to drop, while the overall chance that one wil...
7489	Tyrthyllanos Magicka Regen	Magic and Spells	MMH	51-15220	Tyrthyllanos	2014-06-05	This is my personal magicka regeneration mod. It is fully featured, and as good as anything else out there (dependent on taste and playstyle of course). There are two ESPs included, a 'normal' and 'slow' version: use only 1 of these 2 ESPs! Features ===== So what makes this magic...
3731	Expanded Birthsigns for Purists	Birthsigns	MMH	8-11315	Tyrthyllanos	2007-06-28	Expanded Birthsigns for Purists rebalances and expands the original birthsigns while retaining lore-purity, based on the in-game text 'The Firmament', and the birthsigns available in Oblivion, doubling the number of birthsigns from thirteen to twenty-six. See 'The Firmament' here, along with the ...
995	Dremora Loot Enhancement v1.2	Armor	MMH	4-2195	Tyrthyllanos	2009-04-24	It's simple -- with this mod enabled, dremora will, beginning at player level 25 (or 15), have a very, very small chance of dropping Daedric armor. By making use of nested lists, this mod allows a chance for any and every piece of Daedric to drop, while the overall chance that one will drop from ...