

<b>Id</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
13380	UMPP 1.6.5 fixes	Bugfixes	Fliggerty	*872	EnderAndrew	2013-07-23	There are two versions included, depending on whether or not you use the "Morrowind Patch v1.6.5 BETA (BTB Edit).esm" or "Morrowind Patch v1.6.5-BETA.esm" master. I didn't reimplement changes specific to the BTB edition. I assume if you're not running it, you don't want those changes. Some of the...
13379	Texture Fix 2.0 Caldera patch	Bugfixes	Fliggerty	*1009	WHReaper	2014-02-03	Texture Fix 2.0 Caldera patch This patch corrects some errors in landscape shape edits done by Texture Fix 2.0 around Caldera and also adds some variety to used textures, making the overall appearance closer to vanilla. Created by WHReaper
13378	Tales of the Bitter Coast Replacer (A. P. Hillard/LG)	Bugfixes	Fliggerty	*276	Lady Godiva	2011-08-10	This is the next in my series of replacements for Morrowind quest mods. The idea is to finish every component of an add-on and then replace the file with this simple .esp, in order to massively cut down on load time and remove conflicts. This has certainly proven a relief to me as I hate waiting ...
13377	Tales of Seyda Neen replacer	Bugfixes	Fliggerty	*268	Lady Godiva	2011-08-10	This is the next in my series of replacements for Morrowind quest mods. The idea is to finish every component of an add-on and then replace the file with this simple .esp, in order to massively cut down on load time and remove conflicts. This has certainly proven a relief to me as I hate waiting ...
13376	Suran Temple Door Fix	Bugfixes	Fliggerty	*1049	cml33	2014-07-07	The front door to the temple in Suran uses a Hlaalu style door instead of a Velothi style door. This mod corrects this inconsistency. This mod also repositions the door inside the temple which used to stick out a bit too far. Update 1.1 Lowers the temple a tiny bit so that it no longer floats.
13375	Spirit's MGSO Daedric Armor Fixes	Bugfixes	Fliggerty	*852	Spirithawke	2013-05-31	When using the Morrowind Overhaul - Sounds & Graphics v3.0 The male daedric cuirass and the daedric gloves do not use the MGSO updated textures. Spirit's MGSO Daedric Armor Fix.esp fixes that. I am also including in this my previously released on the forums fix for the a daedric cuirass f.nif whe...
13374	Sethan Tomb floor fix	Bugfixes	Fliggerty	*937	WHReaper	2013-12-06	===== Sethan Tomb floor fix # Description Floor at the end of Sethan Ancestor Tomb is a bit broken - You can see through gaps to the void. This mod ...
13373	Ownership Indicator Custom Crosshair Fix	Bugfixes	Fliggerty	*328	MrSmit	2011-08-12	Name: Ownership Indicator Custom Crosshair Fix Version: 1.0 Date: 6/9/2011 Category: Models and Textures Author: MrSmit Description This mod makes Yacoby's Ownership indicator compatible with two custom crosshairs. You must have Yacoby's Ownership Indicator installed (requires MGE)...
13372	Morrowind Official Plugins	Bugfixes	Fliggerty	*1079	WHReaper	2014-09-25	===== Morrowind Official Plugins Based on O...
13371	MGSO v3 Temporary Patch 5	Bugfixes	Fliggerty	*726	john.moonsugar	2012-10-19	Note! Please proceed with caution, as I rely on others to do most of the testing of this patch. This is an unofficial temporary patch for MGSO version 3 to provide quick fixes to problems noted by forum users. To install, please first unpack in a temporary directory and review the contents and ...
13370	IDZeroNo's Actor Animation Fix	Bugfixes	Fliggerty	*638	IDZeroNo	2012-04-25	Simply fixes the no actor has animations bug for the default game when you are messing with them. IDK If it will work for mods tho... The animations in these pack are the default ones only used to fix these bug only!
13369	Hunger Keyframe Fix	Bugfixes	Fliggerty	*891	Gez	2013-08-27	When a hunger (or any other creature using the hunger mesh) is knocked out, it starts to emit a horrible noise. This is because the animation loops on a single frame while the hunger is down, and this frame has the "SoundGen: Land" instruction, calling the sound of the body falling to the ground ...
13368	Dagoth Ur Fix	Bugfixes	Fliggerty	*688	hollaajith	2012-09-09	Description : In Vanilla Morrowind, killing Ash Vampires does not weaken Dagoth Ur. This mods attempts to correct that. Now killing Ashvampire weakens him as Bethesda originally intended. Installation : Just copy the ESP into your Data Files folder and activate one of the ESP. Dagoth Ur Fix.es...
13367	Castle Wars Updater	Bugfixes	Fliggerty	*315	Falador Wiz1	2011-08-11	This module contains all the updates for castlewars. Compatible with old games. Simply replace old plugin if necessary. Up to date changes on the site.
13366	arvisrend's Morrowind fixes	Bugfixes	Fliggerty	*870	arvisrend	2013-07-22	arvisrend's Morrowind fixes Version 0.5 ----- These seven little ESPs (actually six, but one comes in two versions) are meant to fix a few bugs in Morrowind (with expansions) that have not been addressed by the MPP (Morrowind Pa...
13365	Annastia post-play replacement .esp (to save load time)	Bugfixes	Fliggerty	*267	Lady Godiva	2011-08-10	This is the first of my series of replacement .esp files that can be used to replace the main .esp file of any user-made expansion for the game. It is a simple remake of the original .esp file which simply removes all references to dialogue, NPCs, land mass, quests etc. That means one you've repl...
4627	You have captured a soul	Bugfixes	MMH	13-2111	Soccerball	2009-04-06	All this plug does is change the "Your" in "Your have captured a soul" to "You". Tested with my saves and verified functional. Didn't seem to disturb anything, but although I don't foresee any problems arising from the use of this mod in a new gam...
4626	Writ Bug Fix	Bugfixes	MMH	13-8035	Mashin	2002-06-20	
4625	Wraithguard	Bugfixes	MMH	13-8623	DarkChojin	2003-01-11	. This is now fixed; see readme for info.
4624	Word Use Fix	Bugfixes	MMH	13-8626	Blockhead	2003-01-15	This plug-in fixes 2 odd word-use bugs in the dialogue of Morrowind - misuse of the word "issues" and using "an" when "a" should be used. More info in readme file.
4623	Wolven Fixes	Bugfixes	MMH	13-15266	Qawsed Asap	2014-10-01	I notice two error in the Wolven race. One is the neck. The other is the rotating jaw. In the fix folder contains the fix. The meshes folder is for removing the rotating jaw and the esp is to remove the ugly neck. Currently, the race mod can be found here: http://www....
4622	WJ's Tweaks	Bugfixes	MMH	13-10655	Warlord Jim	2006-07-01	The purpose of this mod is to make it so when you eat corpus meat you get corpus disease. That always bugged me how that didn't happen. Other tweaks include making scribes weak to fire and frost, and making slaughterfish weak against shock an dfrost but strong against fi...
4621	Wizards' Islands and BE compatibility v1.0	Bugfixes	MMH	13-14661	ThreadWhisperer	2013-04-25	This is a replacement ESM file for Wizards' Islands. It renames a few items so that it is compatible with Balmora Expansion. Please note that this is an unofficial fix and therefor not supported by the Wizards' Islands team! Please contact ThreadWhisperer if you have any questions about this. We ...
4620	Wizards Islands FPS fix v1.0	Bugfixes	MMH	13-10121	Gorkon	2005-09-08	This plugin fixes certain areas in the Wizards Islands mod, like the BloodLords Quarters and the Cult Area. These run horribly slow on some systems (sometimes less than 1 FPS). The fix changes the way the scripts responsible for these slowdowns work. This puts FPS back to normal rates. See readme...
4619	Weapon Fix	Bugfixes	MMH	13-9405	Varg 'Euthanasialogist'	2004-03-23	Makes weapons stats more realistic and balanced, based on specifications of real-world prototypes, makes different types more useful. *Optionally* modifies weapons in plugins. For all weapons in MW, Tribunal, BM, SoP, WCM, Marksman mod and others. No plugins or addons a...

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4618	Water Level Fix v1.1	Bugfixes	MMH	13-14058	Taddeus	2010-08-31	IMPORTANT NOTE - Since its 2.0 release, the Morrowind Code Patch contains a 'Detect water level fix' (Bug fixes section - checked by default). If you install it, you'll no longer need my Water Level Fix, since they solve the same problem, but MCP does it in a more reliable and complete way. I'll ...
4617	Vodunious Nuccius Fix v1.0	Bugfixes	MMH	13-14760	Startibartfast	2013-05-24	This mod fixes an issue reported on the official Morrowind forums. Logitech, on 10 May 2013 - 4:33 PM, said: Just a little error in one of journal entries: BUG: MS_Nuccius, Index 100 "I bought a cursed ring from Vodunius Nuccius so he would have enough gold to ...
4616	van Helsing crossbow hat,glasshouse fix,v1	Bugfixes	MMH	13-1041	Unknown	2009-04-06	
4615	Vampiric Levitation Fix	Bugfixes	MMH	13-8019	Kal Choedan	2003-07-12	Bethesda originally intended that Vampires were supposed to be able to fly(a sort of limited levitation), the power was included but somehow never implemented in the game, and was missed from the scripts which run when you become a vampire This small plugin fixes ...
4614	Vampire Werewolf - Werewolf realism patch	Bugfixes	MMH	13-10927	Blade9722	2006-12-17	This is a trivial fix which allows to play Sabregirl Werewolf Realism and Cortex Vampire Werewolf mods together. It simply changes Sabregirl WereCheckScript by commenting this three lines: ;if ( PCVampire == 1 ) ;MAKE SURE PC CAN'T BE VAMP AND WERE
4613	Vampire Werewolf	Bugfixes	MMH	13-9731	Cortex	2004-08-22	Allows vampires to become werewolves. Allows werewolves to become vampires. Fixes the vampire werewolf head bug. A choice of 4 different heads for your vampire werewolf. RECOMMENDED MOD: [url=http://www.rpgplanet.com/morrowind/modcont...
4612	Vampire Quest repair	Bugfixes	MMH	13-10180	Shaminar the Dragon	2005-10-13	This simple mod will repair the dialoge during the quests being offered by the vampire leaders of all three clans. For example, the "Raw Materials" topic is now selectable in the Quarra Clan mission after you killed Irak. This 1.1 update fixes the mistake I made w...
4611	Vampire Fly Fix	Bugfixes	MMH	13-9444	Lord Gildor	2005-04-23	According to the dialogues in Morrowind, vampires should receive a special Vampire Fly ability. This ability is also present in the game, however no vampire actually possesses it. This fix-mod grants vampires that ability.
4610	Uvirith Inside Patch	Bugfixes	MMH	13-10871	The Mad God	2006-11-02	This is an update for Uvirith Inside. It contains only the updated ESP, so you still need a full install of Uvirith Inside to run it. The Bag of Holding now uses the scripts from Better Portable Containers, so you only have to initialise it outside after each...
4609	Uupse Fyr Bug Fix	Bugfixes	MMH	13-8257	Wormlore	2002-07-22	
4608	Unofficial Morrowind Patch v1.6.3b	Bugfixes	MMH	13-9202	Thepal	2004-02-11	Fixes most of the bugs, spelling/grammar mistakes and other problems in Morrowind. Without a doubt the most comprehensive bug-fix mod. (Requires Bloodmoon & Tribunal. Use other version 1.2.1 if you have no expansions)
4607	Unofficial Morrowind Patch v1.6.2	Bugfixes	MMH	13-1511	Thepal	2009-04-06	This unofficial Morrowind Patch does following: * Fix any bugs in the quests that make them incompletable or skip you ahead. * Correct spelling & grammar mistakes in the dialogue and object names, and give them a uniform appearance. * Make global scripts end when they are ...
4606	Unofficial Morrowind Patch (MW) v1.2.2b	Bugfixes	MMH	13-9201	Thepal	2004-02-11	Fixes most of the bugs, spelling/grammar mistakes and other problems in Morrowind. Without a doubt the most comprehensive bug-fix mod.
4605	Unofficial Morrowind Official Plugins Patched	Bugfixes	MMH	13-15453	PikachunoTM	2016-02-05	[ ] = [ ] [ ]====Unofficial Morrowind====[ ]====Official Plugins====[ ] [ ]====Patched====[ ] [ ]====2.0====[ ] [ ] = [ ] { }-----By PikachunoTM-----{ }  --{(Introduction//)}--  Welcome to the Official Add-Ons C...
4604	Unoffical Bloodmoon patch for Wizards Islands v1.0	Bugfixes	MMH	13-10194	Zennorious	2005-10-17	This mod replaces Wizards Islands snow with Bloodmoons snow. This way it makes the game run faster in outdoor areas. Makes the frost damage dependent on the players frost resistance. You can also disable the frost damage for the player when he/she is a vampire or is in werewolf form. To do so ope...
4603	Unoffical Bloodmoon Patch	Bugfixes	MMH	13-14473	Midgetalien	2012-05-19	From the readme: This is a "patch" [MOD] - That fixes some minor bugs in the Bloodmoon expansion. This patch fixes the following: Quote BUG: Sados Relothan's house in Raven Rock - there is no Sados Relothan any...
4602	Unlocked Start Mod	Bugfixes	MMH	13-7492	Weevil	2004-12-06	Needs Tribunal but doesn't use Tribunal features. Unlocks the two doors in the Census and Excise main office.
4601	UMP 1.6.3 PL	Bugfixes	MMH	13-15349	Thepal, Zgred	2015-05-20	General patch UMP 1.6.3 for polish version of "Morrowind" only. Polska wersja patcha ogólnego UMP 1.6.3, dla gry "Morrowind". Autor angielskiego oryginału Thepal, polonizacja Zgred. Patch ten poprawia gigantyczną liczbę błędów w grze. W archiwum jest polskie readme i ...
4600	Typo Fix plugin	Bugfixes	MMH	13-7502	Teppo Lehtonen	2002-06-14	Fixes more than 160 typos in dialogues, journal, etc. Also fixes an infinite 'Continue' loop in "law in Morrowind" topic.
4599	Turn Undead Fix	Bugfixes	MMH	13-9308	Oh-Dee	2004-03-04	This mod adds an alternative version of Turn Undead to Morrowind. In case you didn't know, "Turn Undead" is *broken* in Morrowind. This adds an alternative that, while not working as the original was supposed to, is better than having nothing at all, bu...
4598	TU2 Walkthrough	Bugfixes	MMH	13-12600	BadCompany	2008-03-17	While playing through The Underground 2 (made by the legend "Qarl") i found it really annoying to keep checking online to make sure i didn't miss any journal entries or just cause i was stuck. My mod adds a walkthrough to the Balmora, Mages Guild which also includes how to fix/workaround the vari...
4597	Tribunal v1.4.1313	Bugfixes	MMH	13-4385	Bethesda Softworks	2009-05-12	TRIBUNAL VERSION NOTES VERSION 1.4.1313 Bug Fixes *** Fixed a bug While playing with software audio acceleration. The environment sounds for Mourmhold will sound and behave the same as they do when the game is in hardware audio acclerat...
4596	Tribunal Quest Fix	Bugfixes	MMH	13-9367	Enmesharra	2004-03-23	If you do the Mazed Band Quest before the Journalist (The Common Tongue) Quest when you are sent to talk Barenziah she has nothing new to say to you and you miss certain important topics ('whom you may trust' and 'Plitinius Mero'). This mod prevents that.
4595	Tribunal Mainscript Correction	Bugfixes	MMH	13-2312	Unknown	2009-04-24	
4594	Tribunal Crimson Plague Quest Tweaker	Bugfixes	MMH	13-7985	Max a.k.a. ~NOBODY~	2003-11-26	A Simple Plugin that fixes the bug with the Crimson Plague Quest. Readme Included.
4593	Trebonius-AntabolisFix	Bugfixes	MMH	13-7475	FatherFrost	2002-06-06	Fixes two bugs i've found - Hasphat Antabolis does not give you a Dwemer key. Now he does. - Trebonius: if you've challenged Trebonius while you are a wizard you'll never become Arch-Mage. Go to Edwinna Elbert in Ald'ruhn and ask her about Trebonius ...
4592	The Winged Guar Rental Refurbishment	Bugfixes	MMH	13-9753	Nonsuch	2004-08-29	This Plug-in updates the so-called 'Room Rentals' at "The Winged Guar" in Mourmhold's Godsreach. "After the filing of numerous complaints on the conditions of the rentals at 'The Winged Guar', today the management unveiled new, updated accommodations. The management has...

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4591	THE UNDERGROUND Patch1.1	Bugfixes	MMH	13-5048	Qarl	2009-05-12	A patch to fix some bugs in The Underground. Just put THE UNDERGROUND.esp in your Data Files directory, overwriting the old one. Important: because this will update your esp file, it will invalidate your savegames. So you need to load a save from BEFORE you ever installed The ...
4590	The Underground 2 Patch Project	Bugfixes	MMH	13-14239	Qarl, Huskobar minor edit Noabody	2011-03-13	*Warning* This is a binary diff patch, not an ESP. It must be applied to an original, unmodified, copy of either THE UNDERGROUND 2.esp or UG2PhaseC v07.esp. Beware - Wyre Mash's update masters feature will alter the file and make it useless as a target for the patch. Plea...
4589	The Undead 3.0 Missing Sounds	Bugfixes	MMH	13-5897	Alphax	2011-10-08	The Undead 3.0 Missing Sounds by Alphax Addon for: The Undead 3.0 by Neoptolemus <a href="http://www.elricm.com/mods.php?mod=4352">http://www.elricm.com/mods.php?mod=4352</a> <a href="http://planetelderscrolls.gamespy.com/View.php?view=Mods.Detail&amp;id=6616">http://planetelderscrolls.gamespy.com/View.php?view=Mods.Detail&amp;id=6616</a> Bain for Mash Compatible! Sounds taken from "Morrowind Comes A...
4588	The Huleeya Fix	Bugfixes	MMH	13-8118	Psychosavant	2002-06-27	
4587	The Glory Road Patch Project v1.0a	Bugfixes	MMH	13-14271	Kathryn, Tommy Khajit, Noabody	2011-04-05	*Warning* This is a binary diff patch, not an ESP. It must be applied to an original, unmodified, copy of TheGloryRoad.esm. The patched version is not compatible with savegames from the original. Use this before starting the mod or clean your save and start The Glory Road over. Both th...
4586	Texture Fix Addition	Bugfixes	MMH	13-5544	Adrala	2010-10-23	A set of additional landscape texture fixes. Based on, and requiring, Slartibartfast's Texture Fix 1.8
4585	TextPatchforMorrowindwithTribunal	Bugfixes	MMH	13-2233	Kevin Dorner aka Kivan	2009-04-24	Morrowind Text Patch v1.2 (2004-Apr.-09) by Kevin Dorner, mrkevvy@rogers.com <a href="http://www.balduddash.org">http://www.balduddash.org</a> (Q&A) Questions and Answers (Hey, I can't call it a FAQ... no one has asked me anything yet, never mind Frequently.) -----
4584	Tenpace Boots Fix	Bugfixes	MMH	13-2232	aedroth	2009-04-24	Tenpace Boots Fix Created By: aedroth (lege@sympatico.ca) 06/18/03 Installation: Just unzip to the game's Data Files directory and you'll be good to go. Summary: Bethesda's default mesh for the Tenpace Boots was a little quirky to say the least...
4583	Ten Pace Boots Fix	Bugfixes	MMH	13-11183	DIE CLIFFRACER DIE DIE	2007-04-11	Ever get annoyed by the fact that the Ten Pace Boots don't actually appear on your character? I did. After finishing screaming, I settled down and whipped up a mod I currently use myself, since the Ten Pace Boots are the best in the game. Anyhow, this is my first posted mode but I don't care whet...
4582	Telvanni Magister Fix	Bugfixes	MMH	13-7490	Robin Lee Powell	2002-06-13	There is a fairly severe and easy to hit bug that makes it impossible to finish the Telvanni quest tree. If you are a Telvanni Wizard and you have not yet recruited a Mouth, you've hit this bug. There is no path from there that allows you to complete the Telvanni quest tree to Arc...
4581	Telvanni Exterior UV Fix v1.1	Bugfixes	MMH	13-13327	Plangkye	2009-03-18	Corrects the UV mapping on Telvanni exterior models: -Removes and in a few cases hides texture seams -Repairs 'broken' polygons on which textures were not visible -Repairs root bridge with incorrect UV that caused some texture replacers to appear sideways ...
4580	Tel Fyr Amulet Fix	Bugfixes	MMH	13-12457	Zobator	2008-01-03	Some people could have noticed this bug when they marked in Magas Volar and returned for a second Daedric Crescent: when they equiped the amulet to return to Tel Fyr the game crashed! This fix changes the script of the amulet so it will work. I made this becau...
4579	T's Unnofficial Patch Add-on 1	Bugfixes	MMH	13-12658	Tshultze	2008-04-10	This combiens the following mods together: WGI-M9 Text Patch Key Replacer Key Renamer NOTE: You do not need to have this and the files included in it running at the same time. using this by itself will do the sa...
4578	Suran Underworld v2.5 & ArcheryTradehouse Fix	Bugfixes	MMH	13-2192	Pseron Wyrd	2009-04-24	Resolves the conflict between Suran Underworld and Suran Archery Store by moving the Abandoned House outside the gates of Suran near the bridge and silt strider port. To be used in place of the original Suran_Underworld_2.5.esp file.
4577	Suran Underworld v 2.5, Dock Fix	Bugfixes	MMH	13-12015	Korana	2012-11-19	This esp is simply a rework of Suran Underworld 2.5, by Matthew. The docks at Fort Frostmoth where modified to accomodate a ship in the original version of this esp. In the esp included, the docks have been reset to their original Bloodmoon Coordinates, and the ship has been moved to the side...
4576	Suran Underworld 2.5-jms patch-0.1	Bugfixes	MMH	13-1972	John Moonsugar	2009-04-06	This is a compatibility patch for Suran Underworld and White Wolf of Lokken to work around an overlapping dialog problem that prevents Ylarra from giving the topic "rescue me" when you talk to her in her cell in Chiraden.
4575	Suran Underworld - Archery Tradehouse Fix v2.5	Bugfixes	MMH	13-11921	Pseron Wyrd	2012-11-14	Resolves the conflict between Suran Underworld 2.5 and Suran Archery Store by moving the Abandoned House outside the gates of Suran near the bridge and silt strider port. To be used in place of the original Suran_Underworld_2.5.esp file.
4574	Sufficient Adamantium 1.0 (OpenMW)	Bugfixes	MMH	13-15598	Darloq	2018-03-04	Sufficient Adamantium (OpenMW) v1.0 by Darkloq, 2018-03-04 What it does: ===== The included .omwaddon file is an OpenMW-only patch for Bethesda's Tribunal expansion. The mod markedly increases the amount of Raw Adamantium available, so there's enough ...
4573	State-Based Hit Points	Bugfixes	MMH	13-11496	HotFusion4	2007-09-03	excuse me everyone, a week ago by mistake i uploaded wrong file, here is HotFusion's original "State-Based Hit Points 1.1" This mod uses a script to alter the way that Morrowind calculates hit points for the player. Your total hit points are now b...
4572	Spuzzum's Year Patch	Bugfixes	MMH	13-8819	Spuzzum	2003-04-30	The Morrowind calendar has 12 months, but by default, but only 11 of those months are ever seen by the player, due to a small error on the part of Bethesda Softworks. This plugin is a simple patch that allows the missing month, Morning Star, to appear 2 versions ...
4571	Snow Bear Boot fix	Bugfixes	MMH	13-8901	Corroded soul	2003-06-11	A simple fix i made to the snow bear boots in Bloodmoon. I put the correct .NIF in the nif slot which had the pauldron .NIF instead.
4570	Sliver's Devil Tanto Fix	Bugfixes	MMH	13-8363	Sliver	2002-08-19	Allows completion of the Anareren's Devil Tanto quest in Ald-ruhn. The difference between this and others posted is that this mod only adds one tanto to the game world. I know it is picky, but I didn't like the fact that other mods accidently globally placed the tanto into a c...
4569	Slave mod	Bugfixes	MMH	13-8993	Brian Hodge (Brianth)	2004-12-16	I didn't like how if you bought a slave, it followed you EVERYWHERE, without ever the option of telling the slave to wait for you in a certain place. This mod adds that feature to all the slaves you can purchase in Tel Aruhn. You can now send your slave(s) to various places thro...
4568	Sirollus Master Armorer Fix	Bugfixes	MMH	13-395	Drapskind	2009-04-06	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. -----
4567	Sinking Gondola Fix	Bugfixes	MMH	13-8829	scruggs	2003-05-05	Have you noticed the way those gondolas in Vivec slowly start tilting out of the water as your game progresses? This very simple mod fixes that problem.

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4566	Siege at Firemoth Fix	Bugfixes	MMH	13-6753	Kikaz	2011-06-22	SIEGE AT FIREMOTH FIX V1.0 by Kikaz Of course, this was all made by Bethesda. I simply tweaked a few things. This was made due to the increasing frustration that everytime I started a game with this DLC, I had to see the Firemoth boat ...
4565	shvBugFix02	Bugfixes	MMH	13-2325	shiva7663	2009-04-24	BugFix02 Author: shiva7663 Email: Send a PM to shiva7663. Date: 4 JAN 05 Future update planned: yes Version number: 1.00 Index: 1. What this files should contain...
4564	Ships of the Imperial Navy Bloodmoon MQB	Bugfixes	MMH	13-11922	tmartin827	2012-11-14	This mod places the wonderful Galleon model by dongle in various places around Vvardenfell, crewed by Imperial sailors. You will see the Galleon at Ebonheart, Wolverine Hall, Dagon Fel, Seyda Neen and Fort Frostmoth (if you use the Bloodmoon version). All sailors will disappear ...
4563	Shakti's Secret Masters Fix	Bugfixes	MMH	13-10358	Shakti	2006-01-19	This plug-in fixes two actual bugs in the retail version of the game that affect the "secret master" trainers, which are the special NPCs who can train you all the way to 100 in each skill. There is supposed to be one secret master for each of the 2...
4562	Secret Master Fix	Bugfixes	MMH	13-7463	Kicker	2002-06-05	The Armorer Secret Master will now train you, and the Medium Armor Secret Master...exists.
4561	Scroll Upgrade Fix TR Map 1 v1.1	Bugfixes	MMH	13-13060	Osiris	2008-12-02	As many other Morrowind players I enjoy to install meshes replacers and play with them: they're often very nice, and part of my Morrowind installations by default from a long time. The only problem with these replacers is that the modded items will bleed in surfaces or conflict with other m...
4560	Romance_Mod -VE Patch	Bugfixes	MMH	13-13207	Pwin	2009-01-30	The Romance Mod (English version) was previously incompatable with Vampire Embrace because of a scripting issue. If you became a vampire and tried to "Romance" an NPC, you would get something along the lines of "I don't like you enough to talk about that.." as a response. Its fixed now!
4559	Redesigned Vivec Children of Morrowind and MCA patches	Bugfixes	MMH	13-13949	Jac	2010-05-13	These mods move the NPCs added by Children of Morrowind (CoM) 2.0 and Morrowind Comes Alive (MCA) 5.1/5.2 when using PirateLord's (PL) Redesigned Vivec (RV) mod. Note that there are three patches: one for CoM only, one for MCA only and one for both CoM and MCA. Only use one patch at a time! Also,...
4558	QuestFix	Bugfixes	MMH	13-8335	Nathan Strong	2002-09-23	*** REQUIRES MORROWIND 1.2 *** This plugin represents a cumulative fix to a wide variety of quest issues. It was originally meant as a drop-in replacement for the FanFix patch, but has since been expanded with additional fixe IMPORTANT: This plugin is meant t...
4557	PWRP fix	Bugfixes	MMH	13-15107	Knots	2013-12-24	These are fixed meshes for Fallen One's PWRP - specifically, Crysamere and Goldbrand. As far as I could tell, Umbra should be fine. In Fallen One's release, he made a mistake in assigning the texture paths in so that his mod would only work correctly for someone who had Morrowind insta...
4556	Poorly Placed Object Fix v1.2	Bugfixes	MMH	13-12002	Slartibartfast	2012-11-16	This mod is concerned with correctly positioning items of a physical nature within the game and deals with things such as rocks floating in the air, the correct alignment of models,and so forth, with version 1.2 fixing around 120 errors of this type. The mod comes in 2 flavours, The Po...
4555	PirateLords Trade Enhancements + AIM Fix	Bugfixes	MMH	13-13296	SlasherPL	2009-03-05	== Name:PirateLords Trade Enhancements-AIM Fix Current Version:1.0 == Description: It's just a simple fix to those who a...
4554	Pillow Quest Fix	Bugfixes	MMH	13-7957	Cep	2003-11-14	This is a fix for the broken pillow quest. Includes not only a fix but gives the quest many more options for starting and finishing, including new dialogue's. Read the Readme.txt for more info.
4553	Pickpocket Fix	Bugfixes	MMH	13-6311	TheOne&Only	2009-10-30	Fixes bugs associated with pickpocketing. Changes the fPickPocketMod GMST from 0.3 to -3 causing the odds of a successful pickpocketing to increase instead of decrease based on sneak skill level. A character with minimal sneak skill will have the ...
4552	PC Clothier - Balmora Patch	Bugfixes	MMH	13-10227	aimeekae	2005-11-07	PATCH FIXES:[list] Buy common script will now fire in menu mode, so it will fire while the player is traveling Main assistant script will now fire in menu mode, so it will fire while the player is traveling. Buy common script will now choose from 80 random items in...
4551	Pax Hlaalu Addendum v.3	Bugfixes	MMH	13-5019	Dorfmann	2009-05-12	[i]What's does this plug-in do?[i] The Pax Hlaalu Addendum introduces "bug-fixes" in the dialogue menus of the original Pax Hlaalu and Pax Hlaalu (version 3.0) mods. Topics such as [i]business [i]and [i]latest rumors[i] which were omitted from the latter plugins, are now incl...
4550	Patch for Better Clothes	Bugfixes	MMH	13-12843	Keazen	2008-07-30	This patch corrects the slots of all shoes and remove from the Warnings.txt all "Not able to find Foot part in BC shoes..." Must be loaded after BetterClothes (PsychodogStudios).
4549	Pagan Supply Store File Fix	Bugfixes	MMH	13-1876	Unknown	2009-04-06	Sk_Robe_2_GND.nif A single nif. Appears to be a fix for a ground robe mesh. Obviously would require Pagan Supply Store.
4548	Packrat Upgrade	Bugfixes	MMH	13-9063	Baratheon79	2004-01-05	On my first visit to Mournhold, I found the guy who was selling rats, scribes, and pack rats. Out of curiosity, I bought a pack rat. About ten minutes later, I lost the little guy in Ebonheart; the last I saw of him, he was climbing out of the water just outside of town, and then he ...
4547	Ordiniran Fix	Bugfixes	MMH	13-14255	Thondur	2011-03-20	The term "Fixes" is used very liberally these days; this mod will address two locations that actually do have a bug in the Vanilla version of the game and to my knowledge have not been addressed by any other patches, and one "bug fix" that is my interpretation of what was missing. This esp ...
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...
4545	Object Permanence v2.0	Bugfixes	MMH	13-6235	TheOne&Only	2009-06-27	This corrects the duplication, spontaneous generation and annihilation of quest rewards and quest items. With few exceptions (see readme) items are now physically extant in the game world throughout the entire course of the game. It's completely compatible with the unoff...
4544	Obiekty patch PL	Bugfixes	MMH	13-15352	Slartibartfast	2015-05-24	Polish version of "Poorly Placed Object Fix 1.2" by Slartibartfast. Polska wersja patcha poprawiającego 120 błędów związanych ze złym umiejscowieniem różnych elementów exteriorów (głównie elementów terenu). Poprawki kamieni odstających od gru...
4543	Obiekty patch PL	Bugfixes	MMH	13-15353	Slartibartfast	2015-05-24	Polish version of "Poorly Placed Object Fix" v.1.2 by Slartibartfast. Polska wersja patcha poprawiającego ułożenie ok. 120 elementów exteriorów na Vvardenfell. Poprawki głównie dotyczą głazów źle przylegających (lub nawet "lewitujących") do gruntu. P...
4542	Nordic Broadsword & Claymore Fix	Bugfixes	MMH	13-14941	Alaisiagae	2013-08-28	Fixes a gap in the Nordic Broadsword & Claymore.



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4541	NoLore Solstheim	Bugfixes	MMH	13-9086	Adam	2004-01-28	This mod fixes the minor error wherein the dialogue topic "Solstheim" still appears in the dialogue options of NPC's with the "nolore" script. Hardly a masterpiece of MW scripting, but if that slight glitch annoys you as much as it did me, you'll probably like this mod.
4540	Nix-Hound Knockout Animation Fix v1.0	Bugfixes	MMH	13-14762	Arcimaestro Antares, PeterBitt	2013-05-27	The Nix-Hound in vanilla MW has a buggy knock-out animation. This mod fixes that. Also contains meshes for Blighted Animals Retextured mod by PeterBitt.
4539	Nerevarine Greetings	Bugfixes	MMH	13-12506	Alphax	2008-02-03	Allows NPCs to give more specific endgame dialogue. Bethesda included but badly filtered this dialogue; this mod simply makes it visible. Also changes one of the endgame greetings to be consistent with all the others of the same type. Unlike Raptormeat's "No More Excuse ...
4538	Necronomicon Quest MW v1.0 patch	Bugfixes	MMH	13-2034	Tolkein	2009-04-06	requires TB files Tolkein
4537	MV_Victim Romance Quest Fix-update	Bugfixes	MMH	13-14222	Bolgo the Madd, samurai	2011-02-23	This mod was originally created by 'Bolgo the Madd' and is listed in ' Gluby's Comprehensive Catalog and Guide to Bugfixes for Morrowind ' as an ' Optional/Discretionary Bugfix Mod ' which means it is not essential but could solve an annoying issue for some people. The only thing wrong wit...
4536	MV_SLAVE MULE QUEST FIX-update	Bugfixes	MMH	13-14221	Bolgo the Madd, samurai	2011-02-23	This mod was originally created by 'Bolgo the Madd' and is listed in ' Gluby's Comprehensive Catalog and Guide to Bugfixes for Morrowind ' as an ' Optional/Discretionary Bugfix Mod ' which means it is not essential but could solve an annoying issue for some people. The only thing wrong wit...
4535	Mug Fix	Bugfixes	MMH	13-8996	Reznod	2005-05-05	This plug-in was designed to fix the bug that was applied by a patch. You will now be able to mug NPCs.
4534	MTT IV Master - jms patch 0.2	Bugfixes	MMH	13-12014	John Moonsugar	2012-11-19	This patch provides a drop-in replacement for the file "MTT IV Master.esp" which is part of MTT IV Beta (Magical Trinkets of Tamriel 4 Beta). This patch attempts to fix the problems in the original regarding how trinkets show up in bandit loot.
4533	MRM Puzzle Canal Fix v1.1	Bugfixes	MMH	13-15169	Pherim	2014-01-15	This fixes a problem where the new Ex_GG_fence_s_01.nif from MRM is shared with the "Puzzle Canal Force Field". The new nif, being much taller, leaves the Puzzle Canal part unable to be crossed. Moved the Force Field higher up, so that the path to the shrine is free again. Changelog:
4532	MRM Puzzle Canal Fix v1.0	Bugfixes	MMH	13-15005	Pherim	2013-09-29	This fixes a problem where the new Ex_GG_fence_s_01.nif from MRM is shared with the "Puzzle Canal Force Field". The new nif, being much taller, leaves the Puzzle Canal part unable to be crossed. Moved the Force Field higher up, so that the path to the shrine is free again.
4531	MR Ingredients Dialogue	Bugfixes	MMH	13-15034	Envy123	2013-10-10	Corrects the dialog descriptions of Black Anther, Black Lichen, Bonemeal, Gold Kanet, Green Lichen, Kresh Fiber, Red Lichen, Saltrice, Scathecrow, and Stoneflower Petals to correctly reflect where they come from or may be found.
4530	Moya -groinfix	Bugfixes	MMH	13-878	Unknown	2009-04-06	
4529	Mournhold Sewer Fix	Bugfixes	MMH	13-9398	Enmesharra	2004-03-23	I encountered the problem of my computer crashing (rebooting) when I entered certain sewers in Mournhold. After some reading on the forums and a little experimenting I learned that the problem was the Goblin Bucklers (they also crashed the CS). This fix sim...
4528	Mournhold Expanded PATCHES	Bugfixes	MMH	13-10494	Princess Stomper	2006-03-16	Requires Mournhold Expanded. .esp file only patches replacement .esp files including version 1.4 regular, version 1.4 No Chess (NC), version 1.4 Children of Morrowind (COM) and version 1.5 COM NC. DO NOT USE MORE THAN ONE MOURNHOLD EXPANDED.ESP AT A TIME. Ch...
4527	Morrowind's Stupidest Criminals	Bugfixes	MMH	13-10061	Syclonix	2005-07-20	This mod is the first in a series of crime related mods I am working on. As the title suggests, this mod is for Morrowind's stupidest criminals--those sociable thieving types who decide to chat up the guards after holding up the local tradehouse. I even remember one thief who go...
4526	Morrowind v1.2.0722	Bugfixes	MMH	13-4380	Bethesda Softworks	2009-05-12	VERSION 1.2.0722 Additions *** Saved games now know which language they are and the Save and Load menus will not display saves that do not match the current language. Imperial Altars and Temple Shrines now restore damaged skills as well ...
4525	Morrowind Patch Project v1.6.5b (BTB Edit)	Bugfixes	MMH	13-14827	TES Morrowind Community, Thepal, Baldurdash, Quorn, BTB	2013-06-18	The Morrowind Patch Project does following: Fix any bugs in the quests that make them incompletable or skip you ahead. Correct spelling & grammar mistakes in the dialogue and object names, and give them a uniform appearance. Make global scripts end when they are no longer nee...
4524	Morrowind Patch Project v1.6.5 BETA	Bugfixes	MMH	13-7127	TES Morrowind Community, Thepal, Baldurdash, Quorn	2012-07-28	This is the succession of the unofficial morrowind patch 1.6.3b which continues the hunt for errors and inconsistencies left in the master files. A huge effort on the parts of everyone involved past and present! Thousands of errors corrected. This plug-in incorporates the original Un...
4523	Morrowind Patch Project v1.6.4	Bugfixes	MMH	13-7319	TES Morrowind Community, Thepal, Baldurdash, Quorn	2012-08-24	This is the succession of the unofficial morrowind patch 1.6.3b which continues the hunt for errors and inconsistencies left in the master files. A huge effort on the parts of everyone involved past and present! Thousands of errors corrected. This plug-in incorporates the original Un...
4522	Morrowind Mod Impact List aka MMIL	Bugfixes	MMH	13-12639	Rougetet	2008-04-01	MMIL is a mod-user resource that informs mod users of the impact many of the mods they may be using may have on their gaming experience. The Morrowind Mod Impact List (MMIL) is an attempt to provide mod users with certain data how using some mods may impact their system a...
4521	More Treasure PATCH 1	Bugfixes	MMH	13-8734	Dale Stocker	2003-03-17	An error was found in the ZIP file directories that led to a NIF file not found. The problem is the NIF's are in the DATA\MESHES\SYLPH subdirectory and the MOD looks for them in the DATA\MESHES\SYLPHS subdirectory This ESP fixes that. Just write over the old o...
4520	Morag Tong Compatible MCA 5.2	Bugfixes	MMH	13-12585	Eisenfaust	2008-03-06	///////// Morag Tong Compatible MCA v1.0 Author: Eisenfaust Required files: Morrowind, Tribunal, Bloodmoon and MCA 5.2 ///////// Contents
4519	Month Bugfix v2.0	Bugfixes	MMH	13-1017	Zennorious	2009-04-06	1. Description In Morrowind there are 12 months just like in the real world. The problem is that the first month called Morning Star is missing and the year starts with the second month. This plugin corrects this bug and makes Morning Star an active month. 2. There are other mods ...
4518	MOG*MOD stairs fix	Bugfixes	MMH	13-7754	Ikkuh	2005-03-06	This is a simple mod that kinda fixes the problem of going down the stairs with the mog mod by placing a hatch at the top of the stairs and the end of it so you can teleport downstairs.
4517	Mog*Mod Spike hand fix	Bugfixes	MMH	13-10807	Makairu	2006-09-21	A very simple fix for the mog mod's notorious bug, the spike hand. Just replace you old mog mod file with it.
4516	Mog Hand Fixes	Bugfixes	MMH	13-15265	Qawsed Asap	2014-10-01	This mod is a fix for the Mog race I made long ago. It just makes the female use the male's hand. Its its own file. It requires the Mog Race mod.
4515	missing files	Bugfixes	MMH	13-572	Unknown	2009-04-06	

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4514	Minor Race Tweaks	Bugfixes	MMH	13-7887	PandemoniumPuppet	2003-10-15	This mod changes the height and weight of some races - in particular making the wood elves and orcs a bit taller. Furthermore, I've balanced the beast races a bit, so they can now match up evenly with the others. I did this by changing their basic abilities a bit, ...
4513	Milyn Faram Fix 0529	Bugfixes	MMH	13-4994	Unknown	2009-05-12	
4512	Milyn Faram Fix	Bugfixes	MMH	13-2461	Unknown	2009-04-24	This plugin fixes a scripting bug in a quest that is given by Master Aryon in House Telvanni. The quest is: Master Aryon asked me to help Milyn Faram who is being attacked by Hlaalu in Odirniran. I should find Milyn Faram first to find out how many Hlaalu there are. At the end of the quest, Milyn...
4511	MG_SHARN NECRO QUEST FIX-update	Bugfixes	MMH	13-14220	Bolgo the Madd, samurai	2011-02-23	This mod was originally created by 'Bolgo the Madd' and was listed in 'Gluby's Comprehensive Catalog and Guide to Bugfixes for Morrowind ' as an 'Optional/Discretionary Bugfix Mod ' which means it is not essential but could solve an annoying issue for some people. The only thing wrong...
4510	Medium Armor Master Trainer	Bugfixes	MMH	13-8287	Michelle	2002-08-01	
4509	Medium Armor Fix	Bugfixes	MMH	13-2469	Jolinar	2009-04-24	This plug-in edits the medium armor that comes up heavy in game so they stay medium from editor to game. You should NOT use this mod if you do not have this bug. For those of you that have this bug, it should fix the problem.
4508	Med. Armor Master fixed	Bugfixes	MMH	13-2459	Unknown	2009-04-24	Puts the secret master of medium armor on boat dock, Tel Fyr.
4507	Max's Quest Fixes	Bugfixes	MMH	13-7995	Max a.k.a. ~NOBODY~	2003-12-08	This simple mod solves several quests for Morrowind, Tribunal & Bloodmoon. The quests include: 1. Sul-Senipul's Longbow Quest(Morrowind) 2. Recovering CloudCleave(Morrowind) 3. Museum Of Artifacts(Tribunal) 4. &...
4506	MasterTrainers Fix	Bugfixes	MMH	13-8842	HitokiriOTD	2003-05-15	Fixes a few master trainers ingame so that all master trainers work.
4505	Master Index Journalfix v1.0	Bugfixes	MMH	13-1886	DeusXMachina	2009-04-06	This Mod requires Morrowind and Tribunal and the official Master Index Plugin. As the official Masterindex-Plugin by Bethesda is a pre-Tribunal-mod, it doesn't profit from the upgraded journal which came with this add-on. As it's a quite long questline which can be dealt with during sol...
4504	Master Aryon Fix	Bugfixes	MMH	13-7396	Robin	2002-05-29	This plugin fixes a scripting bug in a quest given by Master Aryon in House Telvanni. Quest is: "Master Aryon asked me to help Milyn Faram who is being attacked by Hlaalu in Odirniran. I should find Milyn Faram first to find out how many Hlaalu there ...
4503	Magical Trinkets of Tamriel Vol IV beta patch	Bugfixes	MMH	13-5976	DWS	2011-12-11	Replacement plugin for Magical Trinkets of Tamriel Vol IV beta. Corrects the use of scripted levelled lists. Should only be used by people playing Oluhan and Magical Trinkets of Tamriel Vol IV beta. People not playing Oluhan should use another patched version of MTT IV.
4502	Magical Trinkets of Tamriel IV beta - Dragon32 patch	Bugfixes	MMH	13-6822	Dragon32	2011-12-11	Based on the original Magical Trinkets of Tamriel IV beta (Hotel release) by Chris Woods. This is a drop in patch for the latest available beta release of Magical Trinkets of Tamriel IV. Since Chris Woods released the last beta (the Hotel release) of Magical Trinkets of T...
4501	Madd Leveler - Assassin%5C%27s Armory Fix 0.3	Bugfixes	MMH	13-814	Unknown	2009-04-06	
4500	Madd Leveler - Assassin%5C%27s Armory Fix 0.2	Bugfixes	MMH	13-763	Unknown	2009-04-06	
4499	Lord Altab the Trader Fix	Bugfixes	MMH	13-11075	Ginge13	2007-02-19	Fixes the change to the main door of Ghorak Manor.
4498	Locked Doors Fix	Bugfixes	MMH	13-6824	qqqbbb	2011-12-20	Some doors that lead to another cell are accessible from both sides. If such a door is locked then what happens is you enter new cell, turn around but the door you've just used is locked. This mod fixes it. Also an unopenable chest in Ravel tomb was fixed.
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...
4496	Leaves of Lorien Male Greaves Mesh Replacer	Bugfixes	MMH	13-10583	Westly	2006-05-10	This Mod replaces the Male Greaves Mesh for the mod "Leaves of Lorien"(which Clips when a player runs) with an altered mesh that does not clip through the armour. There is no .esp included, only a meshes folder
4495	Leaves of Lorien Greaves Texture Fix	Bugfixes	MMH	13-10493	Westly	2006-03-15	This is a Texture replacer for the mod "Leaves of Lorien" There is a slight problem with the male texture for the armour greaves. Apparently they have an unusual transparency, which is remedied by this texture fix. ...
4494	Korobal	Bugfixes	MMH	13-932	Unknown	2009-04-06	These files resolve small issue between Korobal Island and Giants Ultimate. They simply remove some spawn points Giants added, but appear in a guarded compound added by Korobal. Both mods will work together fine without the compatibility esp, just a little unrealistic. These esp...
4493	King's Oath Fix	Bugfixes	MMH	13-8776	Paktu	2003-03-31	This mod fixes the King's Oath sword in Tribunal, so it does fire damage to your enemy ..and not to you.
4492	JMS shishi door fix	Bugfixes	MMH	13-15312	john.moonsugar	2014-12-16	Fixes the platform that reveals the hidden door in Shishi, so that when it's lowered, it stays lowered. Also adds ability to re-raise the platform.
4491	JMK's Heartwood Fix	Bugfixes	MMH	13-15337	John Kahler	2015-05-01	Fixes the shared texture issue between the Heartwood ingredient in Bloodmoon and the various Telvanni meshes. Has no ESP file, so your mod load order isn't affected.
4490	Inn Fix	Bugfixes	MMH	13-14970	Serykar	2013-09-05	Several NPCs mention places that you can rest, but the people they refer you to don't allow you to rent a bed. I added the ability to do so in Seyda Neen (talk to Arille), Dagon Fell (talk to Fryfnihild), and Khuul (talk to Thongar). You should now be able to rent a bed in these places like ...
4489	Infernal Summoning patch	Bugfixes	MMH	13-8418	Lap	2002-09-16	
4488	Indoril AR Patch	Bugfixes	MMH	13-7447	Joe Shelton	2002-06-05	The Indoril Armor switches at random between Heavy and Medium armor, and I found out recently the developers had intended the armor to be Medium. Therefore this patch fixes the armor to it's intended medium rating by a simple change in the editor. You will no...
4487	Index Fix	Bugfixes	MMH	13-9348	claudekennilol	2005-04-20	This plugin simply renames the 10 propylon indexes found in the game so that if you have them stored in a container they will be found next to each other. This is not a replacement to the "official" plugin, but a complement to it. If you happen to be like me, then you am...
4486	Improved Hand to Hand-VE patch	Bugfixes	MMH	13-12913	Pwin	2008-09-05	Improved Hand to Hand -VE Patch By Pwin This mod REQUIRES Improved Hand to Hand by Fliggerty to work. In order for this patch to have ANY effect, it also REQUIRES Vampire Embrace by Cortex Installation Unzip the...
4485	Imperial Chain Cuirass Fix v1.0	Bugfixes	MMH	13-12385	Arcimaestro Anteres	2013-04-01	This is a fix for an unnoticed before hole in the imperial chain cuirass armor mesh posted by Arcimaestro Anteres on the Official Bethsada forums.

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4484	Illy's Solsteim Rumour Fix v1.0	Bugfixes	MMH	13-13960	Illuminiei	2010-05-27	Tired of having every person on Vvardenfell know about Solsteim? Do you find it immersion breaking that every Imperial says their son was sent to Solsteim? I was - hence this little mod which adds a filter to the latest rumour topics for Solsteim. Now only Jonus Maximus ...
4483	Huleeya, Morag Tong Bugfix	Bugfixes	MMH	13-7467	escee	2002-06-06	Fixes the bug to do with being Grandmaster of the Morag Tong before doing the main quest.
4482	House of Mannequins - Mistform Fix	Bugfixes	MMH	13-9291	Pantalaimon	2005-05-28	Fixes the mistform mannequins from "House of Mannequins" by giving them clothing when you drop them. Clothing of some visible kind (i.e. not a belt or ring) must be in its inventory at all times to remain usable.
4481	Her Tamed Lightning	Bugfixes	MMH	13-13124	Mytch	2008-12-30	This plugin is a simple fix for a bug that I couldn't find a fix for myself. During part of the Tribunal questline, you are offered a choice of enhancements from Almalexia. Under certain circumstances the options you receive would change, however even selecting the new option you would...
4480	Hedgehog Tweak	Bugfixes	MMH	13-15273	Qawsed Asap	2014-10-06	Requirement: Morrowind Hedgehog Race by Amy http://mw.modhistory.com/download-56-10945 Installation: Install the Hedgehog Race mod by Amy FIRST into the data File. After that done, then place this mod into the data file. Select one the the ESP that was pro...
4479	Health Fix	Bugfixes	MMH	13-11513	Kosta Darjania	2007-09-12	fixes bug when changing endurance did not change health changes health calculation formula: health = ( endurance + level ) * 2 Changelog:1.1 minor optimization 1.2 fixed strength and endurance descriptions 1.3 minor optimization 1....
4478	Havish Mini-Patch	Bugfixes	MMH	13-13281	Tyraa Rane	2009-02-27	A small patch for the mod Havish, by JOG. This mod fixes errors within the "Fighters Guild: A Visitor from Havish" and "Thieves Guild: The Damsel in Distress" quests that would cause Morrowind to crash with a generic Windows error on quest completion. Both quests can now be safely (and properly) ...
4477	Havish Mini-Patch	Bugfixes	MMH	13-5835	Tyraa Rane	2011-10-07	===== Havish Mini-Patch Version 1.0 (27/02/2009) by Tyraa Rane ===== INDEX: ~...
4476	Guar Followers Fix v1.1	Bugfixes	MMH	13-6240	TheOne&Only	2009-07-04	Fixes some bugs with escorting Rolliie the Guar and fixes the Corky teleportation bug in Lurlock's Improved Followers. The mod works fine by itself but Lurlock's Improved Followers is still highly recommended to decrease the frustration of escort quests. Changelog: v1....
4475	Graphic Herbalism - Morrowind Crafting Patch	Bugfixes	MMH	13-3663	Unknown	2010-10-21	This adds Graphic Herbalism behaviour to Morrowind Crafting plants, namely Kelp and the "Sausage Plant". It also gives the ingredients from those plants new graphics that look more like the plant parts they're supposed to be.
4474	Grandmaster Writs fix	Bugfixes	MMH	13-7508	Hells Satan	2002-06-14	
4473	GOTY Script Tidy v2.02	Bugfixes	MMH	13-6445	Huskobar	2010-04-12	Updates to v2.02. NOTE: Despite what the name implies, you are NOT required to have The Game of the Year. It is sufficient that you have the latest game patches up to version 1.6.1820. In the course of playing other mods, I have often adjusted scripts for syntax errors and excess ove...
4472	Golena Sadri Hidden Player Fix	Bugfixes	MMH	13-8425	Emprint	2003-05-15	In addition to seeming slightly incongruous (due to an undocumented behavior of the ForceGreeting function), this causes her to target the player which In effect makes sneaking, chameleon and invisibility useless against Sadri. Starting on line 17 of the "SadriFi...
4471	Golden Gold Patch	Bugfixes	MMH	13-12653	osiris	2008-04-07	** DO NOT UPLOAD ON OTHER SITES** Being a great fan of Arcimaestro Antares' mods, I enjoyed his 'Golden Gold' replacer a lot. Great mod! However, apparently he forgot to replace the two daedric cursed type coins... Here's the patch to fix this small issue. [...]
4470	God 2.0s Telvanni quest-fix	Bugfixes	MMH	13-10187	God 2.0	2005-10-13	This plugin fixes an issue with a Telvanni quest where you have to help Milyn Faram in the tower Odinniran against Hlaalu Assailants. This is the only content in this plug. If you dont care about that quest, or if that quest by some reason works properly, then you wont need this plu...
4469	Glass Arrow Fix	Bugfixes	MMH	13-15557	Unknown	2017-08-19	No read me, just an eps.
4468	GIANTS Ultimate Bugfixes	Bugfixes	MMH	13-12723	Feanor the Redguard	2008-05-13	Certain heavily scripted GIANTS creatures had a tendency to lock the leveled list spot so that the spot will not spawn anything else for quite a long time. My mod fixes that and lets the spots spawn anything else. Due to the manner how I solved this problem the spot will spawn things even if the ...
4467	GIANTS Ultimate (unofficial) Patch	Bugfixes	MMH	13-6138	Michael Bennett	2004-07-07	
4466	Ghostgate Shrine Fix	Bugfixes	MMH	13-8646	Craig Stewart	2003-02-03	This mod adds a simple fix to the Ghostgate Shrine script so that the shrine will take only one soul gem (going from lesser to grand)... Be aware that it might take a souled gem before an empty gem (of the same type). This fixes the bug where it would take one of every type of...
4465	Geon Fix	Bugfixes	MMH	13-254	Unknown	2009-04-06	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. -----
4464	Gatanas Companion - Female Fix	Bugfixes	MMH	13-10983	blackwindwalker	2007-01-11	When playing Westlys new daemora race with Princess Stomper companion mod there was a conflict between variables, the error ocured when the companion says she has much to discuss this should open up the topic -much to discuss-, the text will appear but the topic will not appear. This fix will cha...
4463	FuryBugFix	Bugfixes	MMH	13-15554	Du-Sith	2017-08-19	Plugin Created by: Du-Sith Email: TheGhou4509@cox.net Update: 5/27/02 You can now also purchase the "Restore Armor Skills" spell off the NPC "Meldor" who runs the Smithy shop in Balmora near the Fighters and Mages Guilds! I add'd this for all you people who have bad standings...
4462	Fury Bug Fix	Bugfixes	MMH	13-7378	The Reaper	2002-06-06	This file will repair your Armor skills which were permanently affected by the "Fury Sword" that lowers all Armor Skills to 0! This Plugin will create a "Restore Armor Skills" spell on the NPC "Dralval Andrano" in the Balmora Temple in one of the first rooms...
4461	Further Extended Smeradon Fix	Bugfixes	MMH	13-14917	PCC aka Blockhead	2013-08-16	There is a bug in Further Extended Smeradon that could break the Bloodmoon Main Quest! A leveled list uses a Dire Frost Atronach creature from Bloodmoon. It turns out that the Dire Frost Atronoch has a script that is used by a quest in Bloodmoon. Killing too many of them causes an...
4460	Fixed tavern mesh for Windows Glow 2.2	Bugfixes	MMH	13-6563	Dragon32	2010-10-13	One of the meshes included with Max a.k.a. ~NOBODY~'s Windows Glow 2.2 is broken. The UV mapping of the Imperial tavern mesh is broken for the wood trim areas and the upstairs windows don't light up as brightly as the other windows in the mod. This mod is simply a replacement mesh (3...
4459	Fixed Meshes	Bugfixes	MMH	13-5559	Gez	2010-10-24	You might be interested in these meshes, but then again maybe not. They're fixed meshes for stuff Bethesda didn't use, the bloatspore plant (had an empty ring which could be seen) and the Mournhold tent (had a completely screwy UV and a stone texture). None of these meshes are...

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4458	Fixed Daedric Fountain Helm/Daedric Face of Inspiration	Bugfixes	MMH	13-5555	thefunkyone	2010-10-23	This is a Fixed version of Bethesda's Daedric Fountain Helm (Daedric Face of Inspiration) The original Bethesda 3d model had the horns floating above the helm.... My patched up mesh places the horns firmly in their correct place. Also the original helmet stuck out to far, this caus...
4457	Fix for Pozzo's Lady Gray Boutique	Bugfixes	MMH	13-6261	Aisis	2009-09-15	A fast fix for Pozzo's Lady Gray Boutique. This definitely isn't perfect, but it should guarantee you less trouble and more fun. For all the people who deserve it and for the creator, who kindly made the original. Fixed most of the missing textures. They are not the origi...
4456	Fix for Kavlik	Bugfixes	MMH	13-15552	Unknown	2017-08-19	No Readme
4455	Fix 1 (Package for Caius)	Bugfixes	MMH	13-275	Unknown	2009-04-06	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. -----
4454	Female Ice Gauntlet Fix	Bugfixes	MMH	13-7693	Lee Matthias	2004-06-28	This fixes a bug in Bloodmoon that makes your characters arms invisible in 1st person mode when playing as a female character wearing Ice armour gauntlets
4453	Fast Eddie Fix	Bugfixes	MMH	13-2465	shiva7663	2009-04-24	Fast Eddie Fix Author: shiva7663 Email: Send a PM to shiva7663 on either gamersroam.com or the Elder Scrolls forum Web Site: <a href="http://www.esc3.com/umbra/">http://www.esc3.com/umbra/</a> Date: 10 NOV 03 Future update planned: no Version number: 1.0 *****...
4452	Fashionable Merchants	Bugfixes	MMH	13-11282	TakeMeToYourLizard	2007-06-02	This mod ensures all merchants who buy armor will no longer equip it when they do so and that they will place your stuff where it belongs: in the barter menu ready to sell. ----- Requirements ----- This mod does not need Tribunal or Bloodmoon, and will cause ...
4451	False Incarnate Fix	Bugfixes	MMH	13-8275	Ciante	2002-07-28	
4450	Factor Fix	Bugfixes	MMH	13-7904	mithrim	2003-10-15	Fixes the weirdness in your character window when you reach Factor of the East Empire Company. See readme for details.
4449	FA Door Upgrade	Bugfixes	MMH	13-8975	AFTERSHOCK_81	2003-08-22	Removes the Fishing Academy 2.0 dependence on Mark and Recall Spell effects, allowing the player to use them as normal. Includes a 2nd plugin to remove the stone spires from the coastal waters allowing to player improved navigation with their ship. Correc...
4448	Eydis Fire-Eye Bitter Cup fix	Bugfixes	MMH	13-8205	ashman	2002-07-12	
4447	Eisenfaust's Minor Fixes	Bugfixes	MMH	13-12458	Eisenfaust	2008-01-03	Eisenfaust's Minor Tweaks v1.01a Author: Eisenfaust Required files: Morrowind and Tribunal ///////////////...
4446	Edwinna Elbert's Book	Bugfixes	MMH	13-12570	Alphax	2008-03-01	
4445	Ebony Greaves v1.0	Bugfixes	MMH	13-2240	Tommy Khajiit	2009-04-24	STORY This plugin replaces the none textured groin of the Ebony Greaves by a textured version. INSTALLATION To install simply unzip the file to your Morrowind Data Files directory, make sure to use the subdirectory names in the zip file for the meshes and icons. Then activate...
4444	EB ACTOR QUEST FIX - update	Bugfixes	MMH	13-14218	Bolgo the Madd, samurai	2011-02-20	This mod was originally created by 'Bolgo the Madd' and was listed in ' Gluby's Comprehensive Catalog and Guide to Bugfixes for Morrowind ' as an ' Optional/Discretionary Bugfix Mod ' which means it is not essential but could solve an annoying issue for some people. The only thing wrong with ...
4443	Dwemer Glider & Robes R Us fix	Bugfixes	MMH	13-10406	Arakhor Vorac	2006-02-10	This fixes the clash between the two mods so that the Dwemer Glider and flying greaves are located on top of the shop roof, rather than halfway inside the exterior wall. I did not make either of the mods I'm fixing with this plugin and although you can run both mods with this plugin, ...
4442	Disguise Helm Quest Fix	Bugfixes	MMH	13-15288	Qawsada	2014-10-30	Disguise Helm Quest Fix By Qawsada When becoming a member of the House Hlaalu, you will be taking orders from Nilenor Dorvayn at the Balmora Council Manor. Her first quest requires the player to wear a full helmet, which wouldn't work on a beast race. The Argonian and the Khajiit w...
4441	Darker Morrowind	Bugfixes	MMH	13-6134	Michael Bennett	2004-07-07	This plugin is one of a series of plugins which endeavour to create a more foreboding atmosphere in Morrowind. Includes: [list]One Morrowind.INI customized. A replacement for almost every texture in Morrowind. One ESP file containing significant weather changes.
4440	Dark Brotherhood Attacks Fixed	Bugfixes	MMH	13-13509	Xiran	2009-06-28	This is a very simple fix with which you will get attacked by the Dark Brotherhood assassins only when the Morrowind Main Quest has been completed. ----- I've been informed of a conflict (Julan companion mod). So, since...
4439	Dandras fix	Bugfixes	MMH	13-7479	YrthWyndAndFyre	2004-12-23	This mod fixes a bug in DandrasScript in the Tribunal expansion pack that only allows you to kill the head of the Dark Brotherhood if you can knock the last 50 points of his life out in a single strike. Failure to do so results in the game going into an infinite loop (it hangs, repe...
4438	Dandras bugfix	Bugfixes	MMH	13-2476	Flaming Phoenix	2009-04-24	This mod fixes a bug that exists in Tribunal. A certain fellow named Dandras has a very annoying bug that causes him to say the same line over and over again. This problem even occurs when he is dead. This mod changes his script, so that he will not say this line, and you can continue with more i...
4437	Dagoth ur vampire *FIX*	Bugfixes	MMH	13-6428	antiph3djr	2010-03-20	OK have you downloaded Suga Muncha Hamish's dagoth ur race and got VAMPIRISM and your face turned clear that's because the race does not have a vampire face. Well i took the head and made it a vampire head its the same head though. You can copy and do whatever you want but give me credit if you do.
4436	Dagon Fel Dock Rebuild	Bugfixes	MMH	13-2482	foreverknight	2009-04-24	Rebuilds the Dagon FEL docks as unique static items that will persist. This plugin allows you to run any combo of mods that affect Dagon Fel with MQB installed. No More dissapearing docks and drowned NPCs:) <...
4435	Creature Sound Fix	Bugfixes	MMH	13-11365	Warlord Jim	2007-07-10	This mod merely fixes the sound on the Hunger so it doesn't sound like a werewolf. It also adds th sounds meant for the Ascended Sleeper to the Ascended Sleeper. Now has a separate esp (soundfixNOSLEEP.esp) that doesn't have the crappy Ascended Sleeper sounds. ...
4434	Corprus Bugfix	Bugfixes	MMH	13-8089	Inki	2002-06-19	
4433	Companion Friendly Doors	Bugfixes	MMH	13-2018	Vorwoda the Black	2009-04-06	This plugin adds a Global Variable (JHSDoors) and a short script (JHSDoorScript) to almost all doors in the game. All companions with compatible scripting (see readme) will have their Levitate and Slowfall spells cancelled automatically immediately before passing through the doors. Th...
4432	Colony Spriggan Fix	Bugfixes	MMH	13-7695	Falnor	2004-06-30	There is a bug in the East Empire quest where you have to kill the spriggans in the colony. Unfortunately if you kill the spriggans in the wrong order and remove the corpses the quest will break and it will be impossible to complete. This plugin fixes that quest.



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4431	Clean Modified Beds for Rent	Bugfixes	MMH	13-2472	HAVOKK, TPR494	2009-04-24	This plugin adds previously missing rentable beds and publitions to towns of Dagon Fel, Gnisis, Suran and Molag Mar. Modified version removes a door in Dagon Fel.
4430	Clan Quarra Quest Fix	Bugfixes	MMH	13-8346	Saggitarii	2002-08-15	
4429	Child PC Fix	Bugfixes	MMH	13-10647	Nezumi	2006-06-27	This is my first ESP. It's for use with Emma's Playable Children mod, and edits the RaceCheck script so the child races' PCRace global is set as if they were the adult equivalents--causing NPCs to use the appropriate greeting voiceclips, and fixing a bug involving House Hlaalu and Khajit/Argonian...
4428	Child Collision Fix	Bugfixes	MMH	13-10657	Nezumi	2006-07-04	This mod simply slightly ups the height and weight of all the teen/older child races in Children of Morrowind and Playable Children to fix some collision issues with the shortest among them, while maintaining relative proportions within themselves and with each other. This change should be slight...
4427	Cape, (Physiqued) - Update	Bugfixes	MMH	13-10211	Hopperfly621 / Update Manny	2005-11-04	This is an updated .esp of Hopperfly621's excellent Cape, (Physiqued) plugin. It removes placed capes from several NPCs where the cape placement would cause the NPC to go topless. The cape is worn in the shirt slot, thus NPCs without any armor on would have their shirts replaced...
4426	Calendar Fix	Bugfixes	MMH	13-10633	Tom Curtis	2006-06-22	This mod adds the month of Morning Star (December) back into Morrowind. Zennorious similar mod also realigns the calendar so that Morning Star coincides with January, and adds leap years. By being less ambitious, this mod is simpler and should result in a lower fps hit for low end mac...
4425	BugFixes	Bugfixes	MMH	13-8916	Lurios	2003-07-23	The completly unofficial plugin patch! This mod patches up a few errors lurking about within Morrowind and Tribunal, most of these are small mistakes that you wouldnt normally encounter, however the occasional Quest Fix has been included. Updates will b...
4424	bugfix Ahnassi	Bugfixes	MMH	13-4988	James	2009-05-12	bugfix for Ahnassi script At one point with Ahnassi, she says she will meet you in her house from now on. You might see her the first time, but sometimes, she disappears (into the walls). Fix should work even if this has happened for you already.
4423	Brittlewind Fix	Bugfixes	MMH	13-10596	64057	2006-05-20	This is a fix for a problem caused by a mod affecting Bloodmoon (Waukim's Game Improvements I believe). I have since forgotten precisely which mod is the cause of this problem, but if you find that all characters that can cast magic, are casting as many of these powerful ice spells (named B...
4422	Bouyant Class Fix	Bugfixes	MMH	13-15247	shiva7663	2014-09-12	From the included readme: "This plugin corrects Class information for the Bouyant Armigers so that they properly mention their faction and rank in dialog."
4421	Bound Armor Bugfix v1.0	Bugfixes	MMH	13-12373	Tizzo	2013-03-27	This mod acts as a bugfix for the various Bound Armor pieces. Due to an engine limitation, Bound armor items do not increase in Armor Rating with your Armor skill due to being weightless. These mods alters each Bound Armor piece (Boots, Cuirass, Helm, Left & Right Gauntlet, and Shield)...
4420	Book Jackets Fix	Bugfixes	MMH	13-14927	Petethegoat	2013-08-22	This mod fixes an issue with the Book Jackets mesh for A Dance in the Fire, chapter four, which would cause a purple discolouration. Additionally, it replaces the texture and mesh for The Firmament, as I found the original looked vastly out of place.
4419	BM-Armor-FIX	Bugfixes	MMH	13-13420	Misty Moon	2009-05-18	Fixes the following: Wolf Greaves. Ice Female Gauntlets. Snow Bear Boots. <b>**NOTE**</b> The problems this plugin fixes are either included in or by the latest Morrowind Patch Project by quorn et al, see Related Mods. ...
4418	BloodMoon-FIX	Bugfixes	MMH	13-14114	Misty Moon	2010-10-16	Fixes the following armor: Wolf Greaves. Ice Female Gauntlets. Snow Bear Boots. Tweaks the following creature's attack/flee: Grizzly bear Plague bear Snow bear Tusked bristleback
4417	Bloodmoon v1.6.1820	Bugfixes	MMH	13-4382	Bethesda Softworks	2009-05-12	BLOODMOON VERSION NOTES VERSION 1.6.1820 Bug Fixes *** Fixed conflicts between the werewolf quest line and the werewolf cure quest. Turning into a vampire and werewolf at the same time using Hircine's Ring or by catching ...
4416	Bloodmoon Extras plugin	Bugfixes	MMH	13-15246	felix	2014-09-12	From the included readme: "This plugin adds two new weapons, one shield, and one creature to the game using unused meshes included with Bloodmoon"
4415	Bloodmoon Ammo Fix	Bugfixes	MMH	13-6085	Srikandi	2012-02-20	Bloodmoon Ammo Fix Version 1.0609 This version compiled under MW version 1.5.1629 BLOODMOON REQUIRED Download from: <a href="http://members.cox.net/srikandi/">http://members.cox.net/srikandi/</a> Author's E-mail: srikandi@cox.net Installation instructions: One .esp. Unzip it into Data Files.
4414	Bloodlines Blood Drinking Fix	Bugfixes	MMH	13-14003	Dravenjv	2010-07-02	I recently realised that one of my mods had ruined the 'Blood Drinking' Topic. When I tried to get an NPC to spare a little blood they all said 'this is what we must do to survive, I checked through the mods one by one and found out that it was Bloodlines which for some reason got rid of a Global...
4413	Blood and Gore PATCH	Bugfixes	MMH	13-10543	Aualin	2006-04-14	I got some errors when loading Blood and Gore by Thelys. But now I fixed it and release the fix to the public! You shouldn't have any problems now. hope it helps you :). And of course you will need Blood and Gore :) Changelog: 1.00 First Release
4412	Beyond YsGramor Patch	Bugfixes	MMH	13-10174	Miles Acraeus	2005-10-10	Removes Main ESM container from game that blocks activation of quest related container in Ald-rhun Temple. This bug is caused by conversion from ESP to ESM, and any further problems, please contact me via email. Update Info:[list] Fixes broken ...
4411	Better Bound Bows	Bugfixes	MMH	13-10056	Syclonix	2005-07-13	Ever summon a Daedric Longbow just to find you forgot to stock your quiver with arrows? Better Bound Bows makes the marksman a more formidable opponent by correcting this oversight. Now when you summon a Bound Longbow, you will also summon a replenishing supply of Daedric Arro...
4410	Better Bodies; Lugrub Axe Fix	Bugfixes	MMH	13-13462	Ragnax	2009-06-08	This small mod slightly alters placement of the quest-related item "Lugrub's Axe" in the "Gnisis, Underground Stream" cell to play nice with the bounding box of a Better Bodies corpse. Vanilla Morrowind has the axe placed right next to Mansilamat Vabdas' corpse. If you play with Better Bodies, Ma...
4409	Berne Centurion Fix	Bugfixes	MMH	13-6751	Rellac	2011-06-20	Ever get tired of being mauled by Centurions in your own vampire headquarters? This mod solves that problem! I've added an altered "Berne Vampire" script to the centurions in Galom Daeus, which will make them peaceful when you're one of them. Vamp...
4408	BEER! and Pegas Ranch fix v.1.0	Bugfixes	MMH	13-3778	Tarnsman	2009-05-12	It has come to my attention that there is a minor conflict between the BEER! mod and the Pegas Ranch mod, the result of which is some land separation between cells near Vos. The attached esp files fix this conflict and is for users of both Pegas Ranch and BEER! (all versions). You will use one of...
4407	Beds 4 Rent (TPR494 Edit)	Bugfixes	MMH	13-262	HAVOKK, TPR494	2009-04-06	This mod is a replacement plugin for HAVOKK's "Beds 4 Rent v1.0" mod. It fixes a duplicated door (doubling issue) at the "End of the World Rent Rooms" in Dagon Fel.

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4406	BE 1.4 -Golden Arrow fix-	Bugfixes	MMH	13-11623	Zobator	2007-11-01	This mod fix an error in BE 1.4 I noticed. This repairs the meshes of the golden arrow bought in the fletcher shop near the Balmora Temple added by BE 1.4 The problem was that some of the golden arrow had the wrong addres for their mesh. Well it's now fixed! &#x2013;
4405	bc_shirt_exp_03_Fem.nif	Bugfixes	MMH	13-14998	LizTail	2013-09-22	Thanks to LizTail, we have a fix for the Better Clothes v1.1 expensive female shirt. Put the corrected model in your Meshes/BC folder and allow to overwrite. There's no immediate plan to release an update to Better Clothes just for this, so will have to suffice for now.
4404	Balmora Shopkeeper Home Fixed Version	Bugfixes	MMH	13-2029	Unknown	2009-04-06	
4403	Balmora Expanded and Forested MW compatibility 1.0	Bugfixes	MMH	13-15386	Sintek	2015-08-05	This is a quick fix to the problems Max's Forested Morrowind presented in the Balmora Expanded mod, such as trees blocking paths and draping NPCs where you are unable to converse with them This .esp replaces Forested Morrowind so be sure to uncheck it.
4402	Assassins Armory - Unofficial Patch	Bugfixes	MMH	13-7915	The Mad God	2005-04-07	This plug in is an unofficial patch made for Assassins Armory. I made this because the author I contacted with a bug report told me he had left Morrowind Modding, and gave his permission for me to release a fix. This plug in fixes only two errors which occur in t...
4401	Assaba Fix	Bugfixes	MMH	13-8749	Mordraaneth	2003-03-24	I found a bug on an Imperial Legion Quest, which involved rescuing a hermit from a camp in Molag Amur When Assaba reaches the camp he follows you to, a journal entry was not being made, making the quest unfinished. This fixes that bug. Made for version 1.2, but...
4400	ArchMage Fix 0604	Bugfixes	MMH	13-5071	Unknown	2009-05-12	
4399	Arch-Mage Fix	Bugfixes	MMH	13-7455	Robin	2002-06-04	There is a *major* bug in the Mage's Guild allowing you to make it impossible to become Arch-Mage. Trebonius will challenge you when you are a Wizard, but this is isn't supposed to happen until Master Wizard. This script fixes that. This script also ...
4398	Alt Tabs Trader Ghorak Manor door fix	Bugfixes	MMH	13-1228	Unknown	2009-04-06	
4397	Alighiere's Blood Thirst (RoHT) Fix	Bugfixes	MMH	13-6462	Rellac	2010-05-05	Rise of House Telvanni has a similar problem to the Brittlewind bug from Wakim's Game Improvements. When you load up both RoHT and WGI, you'll have low level NPC's cast "Alighiere's Blood Thirst" This patch stops them from doing so. An easy problem to fix if you know how (just deselect "Auto Calu...
4396	Ald Daedroth: Cleaned	Bugfixes	MMH	13-7493	Rinji	2005-01-18	A mod that takes care of the crashing of your game while trying to clean Ald Daedroth for the Ahemmusa Tribe during the Main Quest. I'm a perfectionist when it comes to completing a quest. So, for you people who want to clean Ald Daedroth of all the bodies, creatures, and unneed...
4395	Ahnassi Fix	Bugfixes	MMH	13-7656	SlugZ	2004-06-30	This plug-in fixes the error, that might occur in Ahnassi's quests. Some players won't be able to complete the quest. (Entry still in journal after all the quests is done.) If you have completed all Ahnassi's quests and the journal entry wont go away - ...
4394	Ahnassi bugfix	Bugfixes	MMH	13-2462	Unknown	2009-04-24	At a certain point in the quests that you do for Ahnassi, she tells you to meet her in her house later. Both myself and my friend found that she wouldn't always appear there correctly (she actually appears inside a wall). This replaces a script to correct this potential quest-stopper bug. It ...
4393	A tribute to Jeremy - Iron esp fixed	Bugfixes	MMH	13-751	Unknown	2009-04-06	