

Id	Name	Category	Site	Link	Author	Date	Description
13137	AllKeys	Tweaks	Fliggerty	*285	Elaura	2011-08-10	The Elder Scrolls III MORROWIND: "AllKeys" by Elaura Contact me though PM on GHF forum (http://www.fliggerty.com/) or glenda_69@hotmail.com Please use "AllKeys" as subject of email. ...
13136	Better Propylon Index Stones	Tweaks	Fliggerty	*1154	iamnone	2015-10-01	--- Better Propylon Index Stones --- (mod for TESIII: Morrowind) by iamnone This mod makes the propylon index stones more useful. Compatible with Master Index. Improvements: - Each index can be used to teleport to its stronghold (costs 10 magicka) . - Weight of each index reduced to 0.2 unit...
13135	Blank Land - Morrowind/Tribunal/Bloodmoon ESP	Tweaks	Fliggerty	*288	redwoodtreesprite	2011-08-10	Blank Land - Morrowind/Tribunal/Bloodmoon ESP by redwoodtreesprite Version 2.0 A Resource for TCs redwoodtreesprite@yahoo.com http://www.zyworld.com/redwoodtreesprite/Home.htm CONTEN...
13134	Caius Cosades Redux	Tweaks	Fliggerty	*812	Spirited Treasure	2013-03-22	This mod Straighten's Caius bed. It picks up one turned over chair and one bottle. It gives Caius a shirt and trousers and shoes. It adds a lantern to the outside of his apartment. It adds a unique and playable Imperial Male head for Caius. It adds one player useable(owned) high capacity chest ...
13133	Castle Wars Alternate Start	Tweaks	Fliggerty	*314	Falador Wiz1	2011-08-11	The new location is just outside seyda neen to the west. It is justy across a small river. It is literally a giant shrine. You cant miss it. Have fun!!!Compatible with all addons and future updates!
13132	Changing the proportions of the skeleton	Tweaks	Fliggerty	*1195	CemKey	2017-03-10	I think that for so many years everyone has noticed that the protagonist and the NPC are disproportionately long-legged (especially calf). So I cut them. If you think that my version is wrong, then offer your options. PS Because of the short legs, now the hem of the robes to the ground and even L...
13131	Darknut's 1st Person Enhanced 2.0	Tweaks	Fliggerty	*1178	Darknut	2016-02-08	1st Person Enhanced By Darknut 2-5-16 Version 2.0 This mod replaces the 1st person animations with the 3rd Person animations. The affect is more realistic 1st person. If you like more realistic game play this mod is for you. This mod only effects 1st person animation. ...
13130	DBAttack Tweaked	Tweaks	Fliggerty	*738	hollaajith	2012-11-08	DBAttack Tweaked Version 2.0 hollaajith :
13129	erin's improved_weather	Tweaks	Fliggerty	*243	Dirges	2011-08-09	:erin's improved_weather:::.....: \ _____   : _____ \version. 0.1B/ / ____ :::CREDITS\ _____ for almost the entire script::: :casey_tucker for the patience:::..... :::fliggerty for being a scriptin...
13128	Eternal Skeleton Key	Tweaks	Fliggerty	*1077	WHReaper	2014-09-22	I always felt it is a bit strange that Skeleton Key, ancient daedric artifact that lasted through centuries can be broken upon using it on fiftieth lock. Oc course, it can be seen as if Nocturnal decied it is time for the key to change it's owner, but that idea does not suit me, so I created thi...
13127	Glass Appraisal 1.2	Tweaks	Fliggerty	*1034	Crankgorilla	2014-04-23	Makes the trade of glass pieces more practical in price. It also makes the items more readily available. It brings the price down to levels that make the items fit into the economy and Morrowind plays better without almost unlimited gold from selling single weapons (if you could find a merchant t...
13126	Glass Daedric Ebony Appraisal 1.0	Tweaks	Fliggerty	*727	Crankgorilla	2012-10-20	Removes a decimal point from the value of all glass, daedric and ebony items to help balance the Morrowind economy.
13125	Golden Saint Feminine Walk	Tweaks	Fliggerty	*917	dopey fish	2013-10-04	This assigns the Golden Saint the feminine walk and idle animations instead of the default male animations. Requires Morrowind. *This may be incompatible with animation replacers. Installation: Just extract the files into the Data Files/Meshes/r directory. No plug-in required. Removal: Just ...
13124	JUST GET ME OUT OF THE WATER!	Tweaks	Fliggerty	*764	qqqbbb	2012-12-08	This mod allows you to quickly surface ( if underwater ) or jump out of water ( if on surface of water ). Just press the E key. To prevent abusing the energy ( or as bethesda calls it "fatigue" ) cost is 3 times more than real jumping. How high you can jump depends on your acrobatics and athletic...
13123	No Ashstorms AL&MA	Tweaks	Fliggerty	*863	Spirithawke	2013-07-20	Gets rid of Ash Storms in the Ashlands and Molag Amur regions via the modregion command in a startscript. This mod is Tes3cmd verified clean. This archive is Wrye Mash Installers friendly.
13122	Sewer Canal Bridges	Tweaks	Fliggerty	*1135	starwarsgal9875	2015-08-01	Uses a plugin to replace all instances of "in_sewer_canal00.nif" with a version that has bridges. Should make exploring Vivec and Molag Mar's Underworks much more convenient. I made sure to delete any existing objects that intersected with my new mesh, and cleaned the plugin of GMSTs.
13121	Shortchanged	Tweaks	Fliggerty	*1106	Danjb	2015-05-16	Changes a number of game setting to make it much harder to accumulate Gold. I always found that Gold quickly became meaningless in Morrowind. Why would anyone think twice about paying 20 Gold for a Silt Strider when they have tens of thousands in their pockets? This mod makes the game a lot more...
13120	Simpler Cliff Racer Slaughtering	Tweaks	Fliggerty	*936	Spirithawke	2013-12-05	It was mentioned on the official forums some people would like cliffracers with a larger hit box. This mod does just that. Now you should be able to easily kill a cliff racer with a dagger, or pummel it into submission with your bare fists. This mod is a simple mesh replacer and so do not need cl...
13119	Skill Progress v2.0	Tweaks	Fliggerty	*883	Fliggerty & Spirithawke	2013-08-07	This mod adds a scroll to your inventory called "Progress Notes." It contains a list of all skills, and how much each one has increased since you last levelled up, as well as tells you the totals of the skills as they relate to a stat and the total skill points increased overall. The skills in th...
13118	Skill Reorganization and Skill Experience	Tweaks	Fliggerty	*1134	TFCKMK988	2015-07-27	Changed what skills increase what ability scores as well as changing how much experience you get for using a certain skill Skills are distributed in the following way Strength: Axe, Spear, Blunt
13117	Solstheim No SnowStorms	Tweaks	Fliggerty	*862	Spirithawke	2013-07-20	Changes the weather percentages to not have any snow chance on Solstheim via the modregion command in a startscript. This mod is Tes3cmd verified clean. This archive is Wrye Mash Installers friendly.
13116	Spirit's Bound Armor Correctors v1.1	Tweaks	Fliggerty	*808	Spirithawke	2013-03-12	This mod corrects the bound armor to be heavy or medium armor (dependant on which esp you activate) instead of light armor. A CE feather effect is added to each item so that the only difference is which skill improves, not how much you can carry. A light armor version has been added due to my bec...
13115	Stackable Armor	Tweaks	Fliggerty	*678	Jac	2012-08-23	This is a simple mod that removes the scripts from the Legion cuirass and Ordinator (and Her Hands expect for the ones worn by named NPCs) helmet and cuirass so that these armor pieces can be stacked.
13114	Symbiote Dinosaur's Role-Playing Tweaks	Tweaks	Fliggerty	*1141	SYMBIOTE DINOSAUR	2015-08-17	This mod I made so that some things in morrowind would seem more unique. CHANGES MADE: Dwarven Weapons have been renamed to Dwemer
13113	Tamrielic Lore	Tweaks	Fliggerty	*1184	PikachunoTM	2016-05-09	; Tamrielic Lore ; A mod by PikachunoTM ; Release Version 1.1, build 2 ; Description // This mod is a personal project intending to bring more artifacts to the Museum of Artifacts in Mournhold, Museum of Artifacts. It adds in everything missing from Tamrielic Lore (and more!) .// ; Notice //...
13112	Throwing Rebalanced	Tweaks	Fliggerty	*311	Rattlesnake	2011-08-11	*Throwing Rebalanced - Throwing Objects Now Have Sharp Edges* v1.0 by Rattlesnake *Installation* Simply unzip the file into your Morrowi...
13111	Tshultze's Magical Tweaks	Tweaks	Fliggerty	*228	Tshultze	2011-08-08	Filename: Tshultze's Magical Tweaks v2 Author: Tshultze/Silver Fox Rival Date Created/Modified: December 8th, 2008 Installation: 'Tis simple. Extract the esp into your data files folder and check the box in then menu. Description: This mod simply changes a few of the effects on certain item...
11684	Zzz (Vampires sleep calmly)	Tweaks	MMH	90-9412	Shaminar the Dragon	2005-01-12	This simple mod stops Vampires having nightmares when they sleep or rest. This helps if you plan on staying a vampire for the whole game using mods such as "Vampire Embrace" as You'll no longer have to put up with tormenting bad dreams....Now our lovely blood suckers can rest pe...
11683	You violated the law	Tweaks	MMH	90-11213	Arcimaestro Antares	2007-04-28	With this plugin, you can finally say to other Npcs, what they told you many times: You violated the law! With this plugin, if you are a member of the Imperial Legion of rank trooper or higher, talk to another member of the faction and he'll inform you that from now on yo...
11682	Yet another level system mod	Tweaks	MMH	90-6684	etmorrowindb	2011-02-18	This mod is meant to improve the game immersion hiding the level system details; making the initial decision less important and removing caps to Skill and Abilities. How it is obtained? All the Skills are equally difficult to increase; there is no bonus to Primaries or ma...
11681	WulfvenAngel's Minor Fix Compilation	Tweaks	MMH	90-12487	WulfvenAngel aka Anthroplayer	2008-01-20	My Minor Fix Compilation contains various fixes mainly improving the guards as well as altering misc. items weight. I also added 4 other mods into this compilation because they were so awesome that I couldn't resist. Credits: WulfvenAn...
11680	Wretched Dwemer Animunculi	Tweaks	MMH	90-11403	Laughs-at-the-Moon	2007-07-26	This mod adds new "wretched" versions of normal dwemer animunculi. These creatures have been added to most of the dwemer leveled lists, and all have chance of giving the player the common disease "Tetanus". Effects of Tetanus: Drain Agility 10-15 ...
11679	Wolli's weather	Tweaks	MMH	90-14203	Wollibeebee	2011-02-01	Woll's weather wollibeebee This is a personal mod i created. I was never "happy" with the weather in the game -mainly the bitter coast- so i opened the CS and remade the settings. Here's a chart to show the changes i've made to the we...
11678	Wine Rack	Tweaks	MMH	90-2142	Maboroshi Daikon	2009-04-24	Mod for Morrowind that allows you to place Alcoholic potions and empty bottles horizontally in the game. Perfect for populating the existing wineracks in your house mod. When you first drop a bottle, it will appear horizontally with the neck of the bottle pointing towards you. If you...
11677	Wildlife Behaviour	Tweaks	MMH	90-10962	Dakilleux	2007-01-02	This mod is a small tweak that changes the behaviour of these followind beasts (Normal, diseased and blighted) : -Rats -Cliff Racers -Kwama Foragers They will be less likely to betray you during your traveling and mor...
11676	Wilderness Mod Rectifier	Tweaks	MMH	90-12708	Eisenfaust	2008-05-09	//////////////////////////////////// The Elder Scrolls III: Morrowind Wilderness Mod Rectifier v1.0 Author: Eisenfaust Required files: Tribunal, Bloodmoon and Wilderness Mod by Puma Man ...
11675	Whips	Tweaks	MMH	90-8847	Dale Stocker	2003-06-03	New Whip Weapons added. in 4 colors. Morning Star Flail weapon. Two Dungeons for powerful Whips. The Whips and Morning Stars are one handed blunt type weapons. There is animation attached to them, but due to limits in the game engine, this does not work all ...
11674	What a Wonderful World	Tweaks	MMH	90-13845	SuterMan	2010-02-16	This mod takes out all NPCs (except a select few and Guards) and replaces most of the creatures on the leveled creature lists with the Corpus Infected. Haven't tested completely but runs fine. So far the Seyda Neen Census Offices, and the Balmora Temple are the only Safe Zone. I might make make ...
11673	What a Wonderful World	Tweaks	MMH	90-6402	SuterMan	2010-02-16	This mod takes out all NPCs (except a select few and Guards) and replaces most of the creatures on the leveled creature lists with the Corpus Infected. Haven't tested completely but runs fine. So far the Seyda Neen Census Offices, and the Balmora Temple are the only Safe Zone. I might make make ...

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11672	Werewolf Will	Tweaks	MMH	90-6345	tornadominds	2009-12-01	Many believe the werewolf curse to be uncontrollable, and they are usually right. However, those gifted in magic are able to suppress their transformation using their own magical energies. But only for as long as those energies last... This mod enables you to resist the w...
11671	Werewolf ReEquip v1.0	Tweaks	MMH	90-11205	Yacoby	2007-04-23	REQUIRES MWSE 0.9.3+ MWSE can be downloaded here This mod makes it so that when you change back to a human from a werewolf, all your clothes are reequipped, rather than you having to reequip them, which is a right pain to do. This mod may have compatibility problems ...
11670	Weightfix	Tweaks	MMH	90-5509	dragonofurey	2009-06-06	Weightfix by dragonofurey@hotmail.com Description: Adjusts the height and weight of many of the stock models so that they dont look so anarexic anymore specifically the Nord, Dark Elf, Breton, and Imperial Female models were the worst offenders. req: Morrowind only
11669	Weight Fix	Tweaks	MMH	90-7433	Dan	2002-06-07	This mini mod fixes the weight for many misc. items such as forks, spoons, knives, plates, and cups. In my opinion the original weight values were set too high and this mod now makes their weights far more realistic than they are by default.
11668	Weather Transitions	Tweaks	MMH	90-750	Unknown	2009-04-06	null
11667	Weather Mod: Blight Storms	Tweaks	MMH	90-6349	tornadominds	2009-12-07	This simple mod makes the blight storms a bit more interesting. If you are caught in a blight storm, your health will not be able to go above 100, and you will have severely stunted fatigue. You may pass out if you run out of fatigue, and may also...
11666	Weather Effects	Tweaks	MMH	90-9577	Endrek	2004-04-23	With how awesomely powerful some of the storms in Morrowind are, one would think that they would have a more prominent effect on your character than simply causing them to shield their eyes. This mod will add negative status effects to the player when they travel in areas with harsh...
11665	Weather Changes	Tweaks	MMH	90-11486	Elioden ward	2007-08-28	This is a very simple mod...Took me about 3 minutes to throw it together. All it does is makes it rain,snow,ashstorm,and blizzard more...
11664	Weather Based Sneaking	Tweaks	MMH	90-8647	Noirgrim	2003-02-03	Inspired by LightBasedSneaking, this mod grants different sneak bonuses when sneaking at night time, dusk and dawn, and in different weather. While sneaking, Imagine sneaking around n a lighting storm, when all people can hear is rain and thunder, they aren't...
11663	Weapons and Armor Balance Mod v1.3	Tweaks	MMH	90-12207	Demens Ignis, DreadNoughtOmnis	2013-02-11	Within the game of Morrowind, although the balance of power among weapons and armor is well-executed, I nevertheless realized that there exist a number of glaring errors among weapons and a number of balancing issues among armor types. This mod pack includes two separate plugins, one of which add...
11662	Weapon Resistance Tweak	Tweaks	MMH	90-6292	Inferne	2009-10-10	This is just a small tweak that makes it so only silver, daedric, and enchanted weapons ignore normal weapon resistance. It didn't make sense that ebony or glass weapons could affect the undead just because they are of better quality. It seems like more of a magical/supernatural thing to me. Ebon...
11661	Weapon Realism and Balance	Tweaks	MMH	90-13892	Jennii	2010-03-24	Morrowind is a great game, but the development team were clearly rushing when they programmed the weapons and armour. This mod aims to make sense of the jumbled mess that is the weapons statistics in Morrowind. It uses a clear system (listed in the readme) to ensure each ...
11660	Weapon Range Balance	Tweaks	MMH	90-10726	M6n6M6(Derek)	2006-08-08	Makes all the Range for weapons in the game much more realistic and balanced.
11659	Weapon Length Fix	Tweaks	MMH	90-460	DRG	2009-04-06	Weapon Length Fix by DRG ***** Installation: Unzip this folder directly into your Morrowind\Data Files directory - or- you can simply copy and paste the .esp file into you Data Files ...
11658	Weapon Fix v 1.5	Tweaks	MMH	90-12200	Varg 'Euthanasialogist'	2013-02-11	Weapon Fix is a plugin designed to increase realism and interest of gameplay in Morrowind by replacing unrealistic and non-balanced original weaponry stats with realistic ones based on specifications of real-world prototypes of weapons used in Morrowind. The most significant change is related to ...
11657	Weapon & Armor Realism	Tweaks	MMH	90-6779	Rowan WalkingWolf	2011-08-08	After years of searching for a mod that brings weapons and armor in line with their real-world correlates, and after years of subsequent disappointment, I finally managed to eke out this mod. Are you tired of hitting unarmored commoners 50+ times with a broadsword? Tired ...
11656	Wakims Game Improvements	Tweaks	MMH	90-8471	Wakim	2002-10-14	Character, game settings, spells, magic effects and items balancing.
11655	Wakims Game Improvement Guild Guide Fix v1	Tweaks	MMH	90-1141	DlocPuWons	2009-04-06	***** The Elder Scrolls III MORROWIND: Wakims Game Improvement Guild Guide Fix Version I &...
11654	Wakim's Game Improvements 9 Combined	Tweaks	MMH	90-459	Wakim, Qwert	2009-04-06	Adds Flee AI, a magic system overhaul, dialogue and faction-relation enhancements, and numerous Item/Character/Game Settings balances, all making Morrowind a richer and more vibrant world for all kinds of characters to play in
11653	Wakim's Game Improvements - Modular (WGIM)	Tweaks	MMH	90-13337	Wakim	2009-03-24	This is a modular version of Wakim's Game Improvements. A true legend among mods. These tweaks tend to make Flee AI actually work, balance gameplay, spells, characters, almost everything This is LDones' description of this mod according to his old classic site:
11652	Wakim's Game Improvements (with No-glo)	Tweaks	MMH	90-8629	Wakim	2003-01-20	This is a compilation of tweaks which have been posted by Wakim on the forums, in mod format for easier use. These tweaks tend to make Flee AI actually work, balance gameplay, spells, characters, almost everything Originally compiled by Qwert and found at T...
11651	Vyniea's Lore-Friendly Game Changes	Tweaks	MMH	90-6767	Vyniea	2011-07-09	A simple mod modifying many aspects of the game while trying to stay completely Lore-Friendly and balanced. The mod is modular so you can mix it with other mods affecting aspects of the game ! This initial release contains my modifications for Rac...
11650	Volendrung Enchantment	Tweaks	MMH	90-7851	Miltiades	2003-10-06	"The Hammer of Might, Volendrung is said to have been created by the Dwarves of the now abandoned clan of Rourken, hundreds of years before they disappeared from the world of Tamriel. It has the ability to grant health to its wielder, but it is best known for the paralyzing and stre...
11649	Vivec glitch fix and more	Tweaks	MMH	90-12992	titanomachy59033	2008-10-28	In this mod I fixed the glitch that if you talked to Vivec before you were invited you would not be able to advance in the main quest and after the main quest you can kill Vivec without getting messages about him. Also I added Vivec's Unused Voices and Wraithguard LH will now drain 200-225 of you...
11648	VGreetings v0.9.6	Tweaks	MMH	90-13335	The Other Felix	2009-03-23	Fixes and tweaks many issues involving greetings and voice samples, implements many of Bethesda's included-but-unused voice samples, and enables Tribunal's new faction and rank greetings in the rest of Vvardenfell. This is the original unmodified VGreeting by The Other Felix. <...
11647	Vgreeting Polish version	Tweaks	MMH	90-6346	The Other Felix (plugin), Minamir, Bruce (translation)	2009-12-02	This is a Polish version of The Other Felix's VGreetings plugin. Bruce and I just translated it. To jest polska wersja pluginu VGreetings stworzonego przez The Other Felix. Bruce i ja go tylko spolszczyliśmy. Changelog: 7.XII.2009 - added and combined Bruce's translat...
11646	Vampiric Visage v1.0 for Vampire Weakness	Tweaks	MMH	90-12729	Birthofinsanity	2008-05-19	This mod requires morrowind and either VAO Vampire weakness weather dependant v1.7.1 or Vampire weakness weather dependant v1.8.1 onwards NPC's will speak to you while you are wearing a helm. Adds a new spell 'Vampiric Visage' that will allow you to spe...
11645	Vampiric Curse	Tweaks	MMH	90-14026	Birthofinsanity	2010-07-21	This mod changes the sun damage effect to an attribute/skill damage effect. The attributes/skills (with the exception of endurance, luck and strength) will reach '0' during the day. The will be restored at night and when entering an interior. DO NOT USE WITH ANY FILE ASSO...
11644	Vampire Weakness Patch v1.1	Tweaks	MMH	90-12485	Birthofinsanity	2008-01-20	Vampire weakness weather dependant Patch v1.1 version 1.1 By Birthofinsanity This mod requires morrowind, Tribunal, Bloodmoon, Vampire Realism II, Vampiric Hunger III, Vampire Embrace and Vampire ...
11643	Vampire Realism II - VH Patch	Tweaks	MMH	90-13208	Pwin	2009-01-30	REQUIRES: Vampire Embrace Vampire Realism II Vampiric Hunger III Vampire Realism mentions that you can feed off the crypt rats after you've been turned into a vampire. Well, this mod makes the crypt rats added by VR use th...
11642	Vampire Hider	Tweaks	MMH	90-10509	Yacoby	2006-03-21	When you are a vampire and wearing a helm, this mod allows you to talk to people normally. It was originally intened that it would only allow you to talk normally if you were wearing a closed helm, but as I know no way of detecting what type of helm you are wearing, it allows you to talk normally if y...
11641	Vampire Fly and Vampire Dust Fix	Tweaks	MMH	90-12455	Proud Ho	2007-12-31	When I discovered the Unofficial Morrowind Patch, it was a blessing, except for one thing... Vampire Fly still depended on the Alteration skill... I decided to take action, editing vampire dust's effects along the way. Although the Unofficial Morrowind Patch is NOT REQUIRED to actually use this m...
11640	Vampire Embrace MCA Patch	Tweaks	MMH	90-11591	Deylendor	2007-10-11	I'm using MCA 5.2 and Vampire Embrace 2.4. And my problem was. That some npc's dissapeared due the script they have. Picture yourself you have a vampire hideout. You have some slaves, thralls, your childs. Of course the MCA scripts don't delete NPC...
11639	Vampire Dreams Reduction	Tweaks	MMH	90-10193	Pseudopath	2005-10-13	This plugin was developed and used only with the latest release of the Morrowind game and expansions, I do not know whether it works on any others apart from the most recent release (1.6.1820). That said it should work without the Tribunal or Bloodmoon expansions. Let me know if not. ...
11638	v1.8.1 Vampire Weakness Weather Dependant	Tweaks	MMH	90-11652	Birthofinsanity	2007-11-19	This mod replaces the vampire sun damage with a vampire weakness type effect.This mod was inspired by how vampires are portrayed in some books. Features 1.0 - Removes the vampire sun damage effect.
11637	Useable Kegstands	Tweaks	MMH	90-12618	Almsivi Studios	2008-03-25	Useable Kegstands changes all Kegstands to useable ones that dispense drinks! All you need is some gold and an empty bottle to make them work. Simply activate them and pay and you will recieve a bottle filled with your drink. Speaking of bottles, all corked bottles in the ...
11636	Upgraded Creeper	Tweaks	MMH	90-12659	Feanaro Surion	2008-04-10	As you can probably tell, it makes some changes to our favourite scamp from Caldera. However, it is not a cheat, and was never intended to be used that way. Basically, Creeper now buys everything. That's all I changed. Depending on the ESP you use, he gets the regular 5K, 10K, or 20K. I didn't in...
11635	Unofficial tweaks for Predator: Hunters and Prey v1.0	Tweaks	MMH	90-10143	Serpentax	2005-09-21	Updated number of performance tweaks and balancing issues I have made to the predator mod (for personal enjoyment). Included now is self spawning plasmacaster ammo (lacking a suitable projectile image atm but fully working). Now go hunt some cliff racers :D...
11634	Unofficial Romance mod - No gift clothes after	Tweaks	MMH	90-13863	Letrune	2010-02-26	You will need: Romance - English Version by Fandorn Delavie and the Wiwiland team It is an unofficial tweak-like thingie for the mod named above. I started a game anew with the plugin named above - yes, you can get those pitchforks and...

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11633	Unofficial No Female Armor for MCA 6.1	Tweaks	MMH	90-14280	Letrune	2011-04-16	REQUIRES: Morrowind Comes Alive 6.1 Love Morrowind Comes Alive, but feel bad on women legionares or bounty hunters wearing metallic corsets? Feeling neglected or way too sexualized by wearing them? Then you may try out this little plugin, which change the weak...
11632	Unofficial Morrowind Comes Alive - City Attack Patches v1.0	Tweaks	MMH	90-12353	Ninjakreborn	2013-03-20	This is a very simple "fix" for a currently existing mod that was developed by someone else. The very famous" Morrowind Comes Alive". I read through a lot of complaints there about the bandits and footpads attacking people in the city. I saw a few people attempted to tell people how to fix there ...
11631	Unofficial Morrowind Comes Alive - City Attack Patches	Tweaks	MMH	90-13592	ninjakreborn	2009-08-15	This is a very simple "fix" for a currently existing mod that was developed by someone else. The very famous" Morrowind Comes Alive". I read through a lot of complaints there about the bandits and footpads attacking people in the city. I saw a few people attempted to tell people how t...
11630	Uniform script fixes	Tweaks	MMH	90-12429	Tabasco AKA SGO	2007-12-14	There have always been masses of complaints about Morrowind's uniform scripting. This mod aims to fix the 2 biggest: the Legion and Ordinator uniforms. Two ESPs included (made two in case you want to keep the Ordinator one): TASGO_uniformf...
11629	Uni-Monset Fix	Tweaks	MMH	90-701	Unknown	2009-04-06	
11628	Umbra Enhanced!	Tweaks	MMH	90-13982	Riryoku	2010-06-13	This is my first mod, a simple mod, but one that can make collecting the sword Umbra much more challenging... and rewarding. The sword has become one handed, as it is in Oblivion. It has also become very strong, and unbalancing on normal terms. It has actually become a weapon worth gaining... and...
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...
11626	Twilight Flight	Tweaks	MMH	90-10741	James Fraser	2006-08-13	This is just a simple mod that gives the gift of flight to all the Winged Twilight creatures in the game. It never made sense to me that they couldn't fly, so I added it. This was tested in a huge cave, and it worked beautifully - the winged twilight flapped its wings and jumped into ...
11625	Tweaks, Sneaks and Better Freaks	Tweaks	MMH	90-10991	mithblades	2007-01-15	Several improvements to the basic game, should make the game more interesting. Edited prices of several items - changed basic stats - recharging magicka - better drops, and bundles of arrows and bolts. Also, changed chests and such to replenish a...
11624	Tutorial Disable	Tweaks	MMH	90-464	JTE	2009-04-06	This plugin removes all tutorial crap at when you start a new game. It is very convenient if you often press the 'New Game' button.
11623	Tshultze's Magicalk Tweaks	Tweaks	MMH	90-12793	Tshultze	2008-06-22	Filename: Tshultze's Magicalk Tweaks 3 Author: Tshultze Date Created/Modified: April 17th, 2009 Installation: Tis simple. Extract the esp into your data files folder and check the box in then m...
11622	TrueFlame-HopesFire Fix	Tweaks	MMH	90-14124	Misty Moon	2010-10-16	Have corrected the TrueFlame, HopesFire, Her-Hand's Scimitar and Ebony Scimitar like I think Bethesda did mean to do them. The changes regards the chop, slash and thrust damage. [Uploader's note: More of a personal tweak than a fix, hence the categorisation]
11621	Trimmed Down Morrowind	Tweaks	MMH	90-13588	Rpgingmaster	2009-08-13	Stripped Down Morrowind Version 1.2 By Rpgingmaster A Morrowind Mod for FPS Challenged and the heavy mod users <...
11620	Trimmed Down Balmora	Tweaks	MMH	90-13578	Rpgingmaster	2009-08-09	Trimmed down Balmora 0.1 A mod for the FPS challenged and the heavy mod users Requires stock Morrowind ***** I...
11619	Tribunal Royal Guard Blue Recolor	Tweaks	MMH	90-11044	Grimster	2007-02-07	I got tired of looking at the Tribunal Guards walking around in pink armor. When I got a set of my own, I REALLY got tired of it. So I recolored it and now they all wear a deep blue armor. [b]Install[/b]> Use WinRAR (or whatever) to extract to your ...
11618	Tribunal Royal Guard Black Recolor	Tweaks	MMH	90-11050	Grimster	2007-02-09	Changes the Royal Guard armor from pink to black with red eyes. This will overwrite any other Royal Guard recolors you may have. As with the blue recolor I created, there is no .esp or .esm file, you simply install it and play. Be sure to ba...
11617	Tremullus Alchemy	Tweaks	MMH	90-6656	Tremullus	2011-01-19	This mod addresses the fortify intelligence potions. This mod changes the properties of the four ingredients for making the potions. Now instead of fortify intelligence they restore magicka or health. Also the fortify intelligence potions have been changed so ...
11616	TravelTent Furnishing	Tweaks	MMH	90-6194	MasterNetra	2008-10-05	null
11615	Travel Time	Tweaks	MMH	90-11576	Gwilym	2007-10-04	Alters the amount of time that lapses when you travel by boat or strider. Intended for people playing with a slowed timescale, this means that paid transport doesn't have to take several times longer than travelling by foot. Six ESPs are included,...
11614	Travel Mode	Tweaks	MMH	90-6653	etmorrowindb	2011-01-11	This mod gives the character a bonus to speed when he is not fighting; hence the name 'Travel Mode'. Once the character draws a weapon or prepare a spell the bonus disappears. It appears again only after one minute without weapons. The idea is mak...
11613	TPB changes	Tweaks	MMH	90-4985	Josh0	2009-05-12	The following changes have been made to the Ten Pace Boots: 1. Slowfall increased to 5. 2. Constant Effect enabled. 3. Does not drain Fatigue 4. Same weight as the Boots of the Apostle (10 pounds).
11612	Tougher Sixth House	Tweaks	MMH	90-10724	Sabregirl	2006-08-08	This mod modifies the Dwemer strongholds of Venyamal and Odrosal to be much more difficult. Finding Kragrenac's tools is no longer easy! A dwemer ruin dungeon generator was used to create the new areas - 9 new cells for each dwemer ruin. All of them are interco...
11611	Tougher Dagoth Ur	Tweaks	MMH	90-7890	Ryan	2003-10-15	All the Dagoths, Ashbeasts, Acended Masters, and especially Dagoth Ur have been greatly enhanced in powers to reflect how tough they ought to be; not recommended if you are below 40 though, but it maybe doable. This is the end game I had envisioned; Dagoth Ur is n...
11610	Tough Skeleton Key	Tweaks	MMH	90-11654	Ziana	2007-11-21	Makes the Skeleton Key (Thieves Guild reward) much tougher. (One million uses.) This is for anyone tired of juggling their lockpicks and having to keep replenishing them. For purists, does this go too far? As I see it, by aquring the Skeleton Key...
11609	Tough Justice, Hard Times v0.1B	Tweaks	MMH	90-248	BlindEye	2009-04-06	Makes money a little more difficult to accumulate. There are numerous changes made by this mod. Here are a few: Mages guild travel is 10x as expensive, merchant gold will take 1 week to resupply, and crime penalties are 9,000 killing;4,000 attacking;1,000 pickpocketing.
11608	Tools Integrative Modifications TIM	Tweaks	MMH	90-12859	Alaisiagae	2008-08-11	Standardizes the weight and number of uses for lockpicks, probes, repair tools, and alchemical apparati. Details ===== Included is an esp for compatibility with Sir Luthor's "Sir Luthor's Tools" mod, which can be found here:
11607	Tonal Architect's Mod Pack	Tweaks	MMH	90-14339	Tonal Architect	2011-07-13	..... Description ..... This is a collection of small mods centered mainly on gameplay alterations that I've come to enjoy, and wish to share with the community. At this time, there are twelve separate plug-ins. They're made to ...
11606	TLM - The Lighting Mod (Modular)	Tweaks	MMH	90-7883	Sensei	2003-11-14	TLM - The Lighting Mod (Modular Version) (advanced install) Dark dungeons, murky nights, no more sneaking in brightly lit taverns. Watch your torch slowly burn out taking away all hope of seeing what's around the next corner. Learn to value your light source....
11605	TLM - The Lighting Mod (Complete)	Tweaks	MMH	90-7882	Sensei	2003-11-14	TLM - The Lighting Mod (Complete Version) (simple install) Dark dungeons, murky nights, no more sneaking in brightly lit taverns. Watch your torch slowly burn out taking away all hope of seeing what's around the next corner. Learn to value your light source. &...
11604	Tireless Running	Tweaks	MMH	90-13074	starwarsga19875	2008-12-07	No more fatigue drain when running! --DO NOT CLEAN THIS OF GMST's-- After all the requests to make a mod like this, I made one. Enjoy!
11603	Throwing Spears	Tweaks	MMH	90-9220	Matt	2004-02-16	This mod adds a throwing version of every spear in the game and can be found in many places including Dwemer and Daedric ruins, shops and in caves. These spears possess higher damage than other spears because they may not be recovered. I have also added a second...
11602	Threads of the Webspinner Completed V1	Tweaks	MMH	90-770	Curmudgeon	2009-04-06	***** The Elder Scrolls III MORROWIND - Tribunal - Bloodmoon Threads of the Webspinner Completed, Version 1 - by Curmudgeon (can be sent a PM on the ES Forums) - 4 September 2004 - *****
11601	Threads of the Webspinner Completed	Tweaks	MMH	90-5667	Curmudgeon, LostInSpace	2011-08-06	***** The Elder Scrolls III MORROWIND - Tribunal - Bloodmoon Threads of the Webspinner Completed, Version 2.1 - by Curmudgeon and LostInSpace (aka Erransin Mundum) - PM on the Elder Scrolls Foru...
11600	Thirsk: More Patrons!	Tweaks	MMH	90-14000	deathbydeathnote	2010-06-28	My first mod! This mod adds new patrons to Thirsk mead hall, and changes a few other things. It adds a full set of nordic armor into the drawer chest inside your private quarters, the bed inside your private quarters is changed to a queen sized bed, and clanbringer is turned into a claymore. This...
11599	The Underground (Treat as Male)	Tweaks	MMH	90-10237	maw3193	2005-11-14	Disclaimer: I would like to make it clear that I am not a master modder, nor have I gone through this with a fine-toothed comb. There may be many errors in this, though I have played it through as a vampire on the good path. Some modding experience may be nee...
11598	The Imperial Legion Badge	Tweaks	MMH	90-5113	Rodrigo Ortiz	2009-05-12	***** The Elder Scrolls III [I...
11597	The Holiday Mod v1.1	Tweaks	MMH	90-7217	Princess Stomper	2012-08-05	null
11596	The Holiday Mod	Tweaks	MMH	90-11454	Princess Stomper	2007-08-16	Holidays and birthdays come to Morrowind! New scripts adding many of the festivals listed in the Imperial Library - including New Life (Christmas), First Planting (Easter), Mid-Year, and Tales and Tallows (Hallowe'en). Scripted streamers, Jack O' Lanterns and pine trees ap...
11595	The Fyrryman	Tweaks	MMH	90-10868	Ershatz	2006-10-29	Ever looked at the useless boat at Tel Fyr and been annoyed? Well, no more as the Fyrryman (not a spelling mistake, just a bad pun) is here to help. He will take you to Tel Aruhn and Vos (the existing Boat people will take you there). The Fyrryman has custom dialogue, a h...
11594	The Dialogue Request Mod	Tweaks	MMH	90-10768	Casey Tucker	2006-08-26	--The Request Mod-- Created by Casey Tucker This is a BETA. I've always wanted a touch of realism to bring Morrowind's dead NPCs to life. In real life, people are social. Naturally, they interact. How d...
11593	The Crappy Mod	Tweaks	MMH	90-10343	Savant	2006-01-12	Don't let the name fool you! This mod adds the oftentimes ignored necessity of going to the bathroom. More details on how it works are in the readme. I've tried to be as mature on this topic as possible: the mod is entirely for the sake of realism, and I...

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
11592	Texture Fix v2.0	Tweaks	MMH	90-10353	Slartibartfast	2006-01-18	null
11591	Texture Fix - Tamriel Rebuilt v2.0	Tweaks	MMH	90-10816	Slartibartfast	2006-09-27	null
11590	Texture Fix - Silgrad Tower v1.0	Tweaks	MMH	90-10881	Slartibartfast	2006-11-10	null
11589	Texture Fix - Bloodmoon v1.1	Tweaks	MMH	90-10388	Slartibartfast	2006-02-03	null
11588	Texture Fix - Balmora Expansion v1.4	Tweaks	MMH	90-10606	Slartibartfast	2006-06-01	null
11587	TextPatchforMorrowindOnly v1.2	Tweaks	MMH	90-2237	Kevin Dorner aka Kivan	2009-04-24	Morrowind Text Patch v1.2 (2004-July-13) by Kevin Dorner, mrkevvy@rogers.com http://www.baldurdash.org (Q&A) Questions and Answers (Hey, I can't call it a FAQ... no one has asked me anything yet, never mind Frequently.) .....
11586	Text Changes	Tweaks	MMH	90-8779	Vladimir	2003-05-31	All references to the attribute "Fatigue" have been changed to instead read "Stamina." After all, why would you ever want to regain your "fatigue" which means weariness. What is currently called fatigue is better described as stamina. Also includes a number of C...
11585	Ten times difficulty slider impact	Tweaks	MMH	90-9514	Hannobal	2004-12-30	This mod gives the difficulty slider ten times bigger impact on difficulty. Should be enough.
11584	Tel Fyr Dock v1.0	Tweaks	MMH	90-2259	Ciruz	2009-04-24	Dock in Tel Fyr Adds a shipmaster to the empty dock in Tel Fyr. She can take you to Tel Mora, Tel Aruhn, Sadriith Mora and Tel Branora. She also has a small quest, but that is optional. Cleaned with TESAME.
11583	TejÃn's Fatigue Effects v1.21	Tweaks	MMH	90-7953	TejÃn	2005-05-10	This is a collection of separate effects, which can be applied individually or as a complete package. Blackout: causes vision to dim as fatigue decreases. Collapse: causes your character to drop to the ground at 0 fatigue. Sleep!: tracks how long you've been awake and applies increas...
11582	Tamrielic Lore v2.0	Tweaks	MMH	90-15478	PikachunoTM	2016-05-30	; Tamrielic Lore ; A mod by PikachunoTM ; Release Version 1.1, build 2 ; Description // This mod is a personal project intending to bring more artifacts to the Museum of Artifacts in Mournhold, Museum of Artifacts. It adds in everything missing from Tamrielic Lore (and more!)...
11581	Tamrielic Lore v1.1	Tweaks	MMH	90-15473	PikachunoTM	2016-05-26	; Tamrielic Lore ; A mod by PikachunoTM ; Release Version 1.1, build 2 ; Description // This mod is a personal project intending to bring more artifacts to the Museum of Artifacts in Mournhold, Museum of Artifacts. It adds in everything missing from Tamrielic Lore (and more!)...
11580	Tamrielic Lore v1.0	Tweaks	MMH	90-15470	PikachunoTM	2016-05-09	null
11579	Tamriel Rebuild/Herbalism	Tweaks	MMH	90-11511	tek_604	2007-09-10	Based on the Herbalism mod by Balor... Rather than open flowers as if they were the same as any crate you find, this mod allows you to "pick" any of the flora which is specific to Tamriel Rebuilt (see the Herbalism mod for flora from Morrowind, Tribunal and Bl...
11578	Tamriel Rebuilt Census and Excise Travel Links	Tweaks	MMH	90-13063	The Bloodthirsty Crustacean	2008-12-03	Adds fast travel links between Vvardenfell and TR's mainland, through the Census and Excise office at Seyda Neen. Lore-friendly as possible, you need to go through some bureaucratic procedures to get past the quarantine. Requires both Map 1 and Map 2 .esms. &#...
11577	Talrivian's State-Based HP Mod	Tweaks	MMH	90-6521	Talrivian, HotFusion	2010-08-09	State Based HP Mod by Talrivian v.2.2 (Rewrite of HotFusion's State-Based HP Mod) .....*****..... !!!IMPORTANT NOTE!!! .....*****..... Instructions: To use this mod, you need to do the fol...
11576	Talk to Me	Tweaks	MMH	90-13332	Nextmastermind	2009-03-22	Do you hate not being able to talk to people as a vampire? Well, this rather simple mod makes it so the majority of people are willing to talk to you. NOTE: This may not be compatible with other vampire mods. (No Readme, sorry) ...
11575	Take Divayth Fyrs ego down a bit	Tweaks	MMH	90-15136	TheDrunkenMudcrab	2014-01-06	null
11574	Take All Button of Pain and Happiness	Tweaks	MMH	90-11201	Fliggerty	2007-04-22	It has been suggested that I employ the methods I used to create my Dialogue Closer of Doom to emulate the "Take All" button press function on the xBox. I have done so; here it is. When a container is open, all you have to do is press the preset key (third mouse button by ...
11573	Taddeus' Balanced Weapons v1.3	Tweaks	MMH	90-12836	Taddeus	2008-07-28	This mod modifies the stats of all Morrowind, Tribunal and Bloodmoon weapons to make them more realistic and the game more balanced and challenging. The mod modifies: - Weight: weapons have consistent weights now. The weights of differe...
11572	Taddeus' Balanced Settings	Tweaks	MMH	90-13343	Taddeus	2009-03-28	This mod modifies some settings regarding the Morrowind economy to make the game more realistic, balanced and challenging. The mod modifies: - Travel settings: travel costs have been more or less raised for both Guild Guides (more), sil...
11571	Taddeus' Balanced Objects (full & light version)	Tweaks	MMH	90-12822	Taddeus	2008-07-21	This mod modifies stats and graphics of some Morrowind, Tribunal and Bloodmoon items to make them more realistic and the game a little more balanced. Changes are concentrated on potions, scrolls, rings and amulets. However, many other objects have been tweaked in some way...
11570	Taddeus' Balanced Enchanting	Tweaks	MMH	90-12825	Taddeus	2008-07-21	This mod modifies some aspects of the game related with the creation of enchanted objects. This mod has been built to make the enchanting experience more useable and for preventing the souls to be an endless source of gold. The mod modifies 4 main t...
11569	Taddeus' Balanced Armors (full & light version)	Tweaks	MMH	90-12821	Taddeus	2008-07-21	
11568	Swimming Realism	Tweaks	MMH	90-10456	Yacoby	2006-02-28	This mod adds realism to swimming (No more swimming in full dead armor) In water you only use, spears, daggers and your hands You lose 80% of your carrying capability If you are wearing Medium of Heavy armou...
11567	Suga Muncher's Preadator Addons	Tweaks	MMH	90-12925	Sugar Muncher Jeff	2008-09-11	Just a couple of lil mods i made to make being a predator a better experience there will most probably be problems with this mod as i am not what you would call an experienced modder. Anyways the first mod HJ_predator_fixes_&_addons.esp doesn't add many fi...
11566	Stronghold Teleporter	Tweaks	MMH	90-8465	Fukuro	2002-10-11	The Stronghold Teleporter is a simple script, positioning the player into his Stronghold There is one key for each Stronghold; when you equip the Teleporter Key a small amount of Magicka will be removed and you will be teleported to your Stronghold. If there is no...
11565	Strider Ports	Tweaks	MMH	90-7395	Bronaus	2002-05-29	My first mod. The goal was to add something to the Strongholds making travel to and from them a little easier and a little more within the realm of established Morrowind parameters. It would have been much much easier to add an NPC teleporter, but that wasn't quite what I wanted...
11564	Stormrider v1.1	Tweaks	MMH	90-10725	Kellick Stormcrow	2006-08-08	Looking for a ship of your own, but don't want to do the Fishing Academy quests? Would rather have a standard ship with separate cabin and below decks instead of the Sellnsail galleon? Well I did, so now you can too! This mod incorporates my own modified version of the bo...
11563	Stat Burning & Boosting v1.0	Tweaks	MMH	90-6623	Era Scarecrow	2010-11-30	Ever gotten your character's stats or skills to 100, and you would love to keep improving but the game's limited you? Or have you wanted to drop your skills to a lower level to challenge yourself, or allow you to keep leveling when you've maxed your Major/Minor skills? This is the m...
11562	Standard Legion Uniforms	Tweaks	MMH	90-12647	Arthmodeus	2008-04-03	*Not to be confused with Legion Uniforms. Ever noticed how disorganized the Imperial Legion is? None of their armor matches and, as a result, there is no true rank identification. Since the PC gets armor pieces as he rises in rank, how come NPC's that are BELOW him have a...
11561	Stamina / GCD + Stamina	Tweaks	MMH	90-11236	Paylarido!	2007-05-13	Bothered by getting tired in order to... become less tired? Stamina will convert all in-game instances of "fatigue" into "stamina" in Morrowind, Tribunal, and Bloodmoon. Instances of "fatigue" that were already in their correct context were not changed. ...
11560	Stalhrim Weight Fix	Tweaks	MMH	90-12288	Locklear93	2013-03-07	This is just a quick edit to the weight of stalhrim weapons in Bloodmoon--they're normally heavier than Daedric for some reason!
11559	Staff Weapon Skill	Tweaks	MMH	90-13579	Dormouse	2009-08-09	This mod splits the blunt weapon skill into two separate, independent skills for blunt weapons (such as warhammers and maces) and staff weapons. Mages will use staves more effectively by creating a new staff weapon skill. In Morrowind, the blunt weapon skill controls warh...
11558	SSAOish	Tweaks	MMH	90-13290	peachykeen	2009-03-01	Using MGE, this mod adds a simple, false SSAO shader. SSAO (Screen Space Ambient Occlusion) is a technique used to add depth to a render. This shader tries to simulate that without using a depth buffer, instead parsing the image itself. Essentially the edges and surfaces o...
11557	spellsandweapons	Tweaks	MMH	90-5057	Unknown	2009-05-12	No readme, esp only. This file appears to be tweaks to weapons and spells with the creation of an High Elf npc named Raistlin in the Balmora mages guild who makes and sells spells plus few other changes in that cell. There are also unknown changes to Solstheim, Lake Fjalding -21,23
11556	Spellmaking Mod	Tweaks	MMH	90-7776	Vimes	2003-09-01	This mod allows the player to study and create their own spells for free, and without having to talk directly to an NPC, using a balanced spellmaking skill instead to determine the success. Yes, It does use the dialogue function still. But everything possible has been done to ...
11555	Spell Target Speed Mod	Tweaks	MMH	90-8676	Fredrik Edberg	2003-02-22	This plugin modifies the speed of targeted spells to slightly above that of an arrow. This makes it much more interesting for mages casting spells and also when you battle enemy mages, since it is ridiculously easy to evade spells with the default value.
11554	Spell Fix - WGI version	Tweaks	MMH	90-11103	PetrusOctavianus	2007-02-28	This mod sets all spells in Morrowind, Bloodmoon and Tribunal to not auto-calculate. This means that NPCs will cast *only* the spells that are in in their spell selection. As it is NPCs have access to all spells set to auto-calculate, which means they can cast any sp...
11553	Spell Fix	Tweaks	MMH	90-11102	PetrusOctavianus	2007-02-28	This mod sets all spells in Morrowind, Bloodmoon and Tribunal to not auto-calculate. This means that NPCs will cast *only* the spells that are in in their spell selection. As it is NPCs have access to all spells set to auto-calculate, which means they can cast any sp...
11552	Spell Cast Reduction v3.1	Tweaks	MMH	90-6251	Aragon	2009-08-25	null



Id	Name	Category	Site	Link	Author	Date	Description
11551	Spell Cast Reduction	Tweaks	MMH	90-13629	Aragon	2009-08-25	This mod reduces the casting cost of a spell based on your skill level in the corresponding magic school (destruction, mysticism, etc). It allows you to develop your mages more satisfactory at higher levels. The spell costs will not be lower in the spell men...
11550	Speechcraft What Not to Say	Tweaks	MMH	90-13437	Err:520	2009-05-25	----- Speechcraft What Not to Say V1.0 ----- Have you ever said something to someone that they didn't like? You know not to say that anymore, don't you? But in
11549	SoulGem Drainer	Tweaks	MMH	90-6736	Tampus	2011-06-05	I always found it very annoying to soul trap a create only to find out that my Grand soul Gem is now filled with a rat soul... this little tweak adds a box in the belmora mage guild which enable you to empty filled soul gem. ( 3 versions included. ) it also ...
11548	Sottilde's Code Book Quest Fixer	Tweaks	MMH	90-2453	Mars (aka LadyMaedthros)	2009-04-24	Offers an alternate way to play the Sottilde Code Book quest for the Thieves' Guild. Dialogue and journal changes only.
11547	Sorial Quickcreate	Tweaks	MMH	90-7857	sorial	2003-11-01	This mod was created for those of us who change characters like we change underwear - daily (one hopes!). It shortens your character creation process so it all happens onboard the ship in front of jub. It also allows you to loot the ship, if you see fit, on your way o...
11546	Solstheim Dialogue Flx	Tweaks	MMH	90-13088	Mr. Versipellis	2008-12-17	Solstheim Dialogue Fix By Mr. Versipellis 17/12/2008 What does this mod do? It removes the topic "Solstheim" from no-lore NPCs by adding an extra condition to the dialogue. I think it creates a better atmosper...
11545	Solsteim Topic Reducer	Tweaks	MMH	90-6609	Zenox	2010-11-16	I was annoyed by the fact that everyone in the game could talk about the "Solsteim" topic, especially those who have the nolore variable attached. This mod makes it so NPC's that have the NoLore variable can't talk about the Solsteim topic.
11544	Sneaking Realism	Tweaks	MMH	90-14039	TJ	2010-08-15	Mod enters 5 levels of sneak skill and system of the factors influencing efficiency of sneaking. When you'll be becomes more professional in Sneak skill, penalties gradually can turn to the bonuses. For game it is not required any special actions, simply play game. <...
11543	Slower Skill Progression	Tweaks	MMH	90-14500	Nethellus	2012-07-04	When I play Morrowind I often find myself at a very high level mastering most skills before I've barely had time to do anything. Getting a skill to 100 is something that can be done in a couple of in game days, and at that level you are supposed to be one of the best in the WORLD at that sk...
11542	Slower Fatigue Running	Tweaks	MMH	90-8174	Chris Cook	2002-07-05	
11541	Sleepers Fix	Tweaks	MMH	90-6202	quorn	2008-11-25	This plug-in alters the sleepers, where instead of being rather mute for topics, the sleepers will behave like normal NPCs before & after the main quest, and while 'awake'. They will have their topics restricted only while 'asleep'. This only affects the sleeper...
11540	Sleep with the Fishes	Tweaks	MMH	90-6326	TheOne&Only	2009-11-16	Sovor Trandel sleeps with the fishes. During a Thieves Guild mission, Savor Trandel can be bribed into giving the player the key to Nerano Manor. Reporting this to Ondres Nerano caused Savor Trandel to disappear from the game. However, Savor Trand...
11539	Slave Upgrades	Tweaks	MMH	90-9122	Claviarm	2004-01-12	This mod does two things: 1. Slaves will follow orders to follow you, stop following you, or wander around. So if you want to be able to leave your slaves somewhere without the annoying little ads, this is for you. Also, if you happen to ...
11538	Slave Collars-BB	Tweaks	MMH	90-2292	Smite_Plight a.k.a. Biagio Virde	2009-04-24	null
11537	Slave Collars	Tweaks	MMH	90-3809	Smite_Plight a.k.a. Biagio Virde	2009-05-12	null
11536	Slave Collars	Tweaks	MMH	90-2244	Smite_Plight a.k.a. Biagio Virde	2009-04-24	Slave Collars by Smite_Plight a.k.a. Biagio Virde ----- Disclaimer: Slaves don't always do what they're told. I take no responsibility for any damage or inconvenience caused by attempting to use this mod. Features: Replace...
11535	Skydiving Platform	Tweaks	MMH	90-12922	Matthias99	2008-09-09	Adds a trapdoor in balmora near the river that teleports you to a floating diving board high above the city. Good for some pointless fun. (I would turn on god mode though). I originally intended this to train your acrobatics, but then I found out about the stat modding cheat. Still, if you don't ...
11534	Skills Adjuster	Tweaks	MMH	90-6282	Valtur Naa	2009-10-05	This is an adjuster for PC skills. You gain skills quicker, and they're more balanced (I hope) than the original game. Armor and weapons skills rise at about the same rate, while alchemy and enchant rise much faster. Block is now much more useful (and should level about as quick as armor skills)....
11533	Skill Attributes Reassigned	Tweaks	MMH	90-14767	Arizzi	2013-05-31	As the title implies, this mod changes the attributes governing certain skills. The way they were assigned in vanilla morrowind made very little sense to me, they were often governed by attributes that usually had nothing to do with the gameplay style the skill catered towards. My edits make them...
11532	Simple Seasons	Tweaks	MMH	90-14099	Neildarkstar	2010-10-03	As the title indicates, this mod adds simple seasonal weather changes to Vardenfell, Mournhold, and Solstheim. While there are other mods that add seasons, they also are more complicated, like adding changes to trees, or lengthening and shortening days. Some, like fligger...
11531	Silt Strider Planks And Ladders v1	Tweaks	MMH	90-1128	lochnarus	2009-04-06	***** The Elder Scrolls III MORROWIND: Silt Strider Planks And Ladders [..]
11530	Silt Strider Animator	Tweaks	MMH	90-9027	Max a.k.a. ~NOBODY~	2004-01-28	This simple plugin applies the Animation on the Silt-Striders.
11529	Silent Battles	Tweaks	MMH	90-11505	Toadigger	2007-09-08	If like me your game crashes when lots of NPCs try to talk at the same time during battles, or if you're just fed up of being asked "How does it feel to know death is near" then this plugin is for you. NPCs in Attack mode will not say a word, neither will those being Hit...
11528	Signs-Banners tweak	Tweaks	MMH	90-6782	ddfields	2011-08-16	Signs & Banners mesh tweak ----- This is a tweak to the signs and banners of Morrowind and Mournhold that corrects the UV Set TexCoord so that the sign or banner will display the same on both sides. These are ...
11527	Sickening Diseases 1.1	Tweaks	MMH	90-11726	Arizzi	2012-10-01	This mod makes the edits btb applied to morrowind advanced concerning diseases. This does not include Morrowind Advanced (MA), and is for people who want the edits to diseases without being forced to have MA. For those who do not know,basically this plug-in edits diseases to have a mo...
11526	Sickening Diseases	Tweaks	MMH	90-14361	Arizzi	2011-08-25	This mod makes the edits btb applied to morrowind advanced concerning diseases. This does not include Morrowind Advanced (MA), and is for people who want the edits to diseases without being forced to have MA. For those who do not know,basically this plug-in &#...
11525	Sickening Diseases	Tweaks	MMH	90-6786	Arizzi	2011-08-25	This mod makes the edits btb applied to morrowind advanced concerning diseases. This does not include Morrowind Advanced (MA), and is for people who want the edits to diseases without being forced to have MA. For those who do not know,basically this plug-in &#...
11524	Shoujo's Wound Penalties	Tweaks	MMH	90-8579	Shoujo	2002-12-30	I personally never liked how a character near death could fight just as well as a character at full health. Hence I created these 2 mods. The first esp Wounds Penalties 1.0 reduces the player's attributes once their health hits 50% and adds partial blin...
11523	Shortchanged	Tweaks	MMH	90-12710	Danjb	2008-05-09	null
11522	Shield Toggle	Tweaks	MMH	90-10387	Shadre	2006-02-02	This mod will automatically equip the best shield in your inventory when you draw or switch to a one-handed weapon and unequip any equipped shield when you sheathe your weapon. This is partly for looks and partly for realism. I have always found it distracting to be runi...
11521	Shield Spells Visual Effect Remover	Tweaks	MMH	90-14507	pseunomix	2012-07-09	This plugin simply removes that annoying Shield Spell/Fire Shield/Frost Shield/Lightning Shield Visual that surrounds your character when they have one of these spell effects.
11520	ShadowDemon's Soulgem Converger	Tweaks	MMH	90-12677	ShadowDemon	2008-04-20	***** ShadowDemon's Soulgem Converger!!! ***** What it is: ***** When I was playing Morrowind one day I noticed that all the undead zomb...
11519	Shadow Chaser's Armor Rebalance & Gameplay Tweaks	Tweaks	MMH	90-11380	Shadow Chaser	2007-07-15	
11518	Seyda Neen Rest	Tweaks	MMH	90-6412	Tyri	2010-02-28	This makes it so that the girl on the lower floor of Arrille's Tradehouse rents the bed and sells food and potions. I took the goodies from the room, put the blade in front of Arrille and gave the armor to Arrille, but he doesn't sell it. This just fixes something I...
11517	Servants Must Serve	Tweaks	MMH	90-6361	Undream	2010-01-03	This mod is meant for those people like me who found it highly illogical that your blood victim (Vampire Embrace) would bellow at you to get out because it was late and he wanted to sleep. (Living Cities of Vardenfell). You also were unable to feed with any mortal, since they would e...
11516	Sanity Globe for The Underground 2	Tweaks	MMH	90-12471	Shasta Thorne	2008-01-10	Upon completion of The Underground 2's main quest, the citizens of many towns celebrate your good deeds with fire rocket shows. These celebrations never end, unfortunately. Also, the spiders added by The Underground 2 continue to spawn, even though the spider...
11515	S-R-H's DrugFix	Tweaks	MMH	90-9583	Scumbag-R-Hire	2004-06-17	This mod simply makes NPC traders/alchemists/apothecaries that have skooma or moon sugar buy those things instead of saying "I want no trouble with the law..."
11514	Run Like The Wind! 2.0	Tweaks	MMH	90-12851	Aeven	2008-08-07	The default running and walking speed is very slow, to create the illusion of a bigger world. This mod changes the walking and running speed, and the athletics bonus, to increase the speed considerably. No more endless wandering through the Ashlands. It shouldn't feel too...
11513	Rumpelstilzchen's Armor Realism Mod	Tweaks	MMH	90-9371	Rumpelstilzchen	2004-03-14	This mod adds natural effects to the armors. Armors with metal amplify shock damage, because metal is a conductor; Leather armors resist poison; Fur and cloth armors resist cold; Armors made from materials with natural magical properti...
11512	Royal Guard Addons	Tweaks	MMH	90-11164	Sir-Stabs-Alot	2007-04-02	null
11511	Rotation	Tweaks	MMH	90-1383	Mahatma_Dandee	2009-04-06	this mod contains 4 eps Weapon rotate lets you rotate every weapon in the game using the same script as the shield rotate mod seen on the official forums. armor rotate is the same deal, only with all armor and no weapons misc rotate, you can probably guess, is just misc items

Id	Name	Category	Site	Link	Author	Date	Description
11510	Rotate Enhanced v1.0	Tweaks	MMH	90-4993	Raveren	2009-05-12	This plugin adds a "- Rotate Enhanced" spell to the player's spell list. Cast it on *any* pick-upable item in the game world to show a rotate-position-scale menu. You may then adjust the position, angle and even size of the object of your choice. Be sure to read the known issues section thou...
11509	ROCKS 01	Tweaks	MMH	90-4951	Dale Stocker	2009-05-12	From : DaleStocker@hotmail.com Mod has: 1. Ring of Taunting. Tiered of trying to get these people to fight you. I had to taunt some of the NPC's for a half hour to get the fight needed for the quest. So here's a ring to help. 2. Gen of light. Try it you may like it....
11508	Robe Of Saint Roris Fixed	Tweaks	MMH	90-13571	gp5395	2009-08-06	This is my first mod and it just makes the robe of saint roris into the game breaking piece of clothing it was before the expansion packs. the file is insanely small. even if the zip file is saying 0kb it is still there   SPOILER!!!!
11507	Ridable Animals v.1	Tweaks	MMH	90-11251	Lunaraene	2007-05-19	Adds free creatures that you can ride in the following: Skaal village= boar snow bear Molag mar= Durzog Gnisis= white Guar
11506	Richer Traders	Tweaks	MMH	90-10287	Doedel	2005-12-17	Ever get tired of having to roam the countryside, visiting 3, 4 or more shopkeepers to sell your booty from your latest adventure? Tired of travelling to Mournhold's shopkeepers just to get 10,000gp for loot that you could get five times as much for? This mod was created by me FOR me. I got sick ...
11505	Restoration/Healing Tweaks	Tweaks	MMH	90-6842	Lemony Lime	2012-02-04	Tweaks the restoration skill to be more balanced, and makes Restore Magicka spells available for purchase from various merchants across the world. It doubles the base cost of both Restore Health and Restore Magicka, and changes to starting restoration skill to 'Heal Minor'...
11504	Regional Mana	Tweaks	MMH	90-10674	Wildman	2006-07-14	Regions of wilderness have their own mana properties. in areas of high mana, you will have increased magicka but also increased weakness to it. In areas of lower mana you will have more difficulty casting spells but are more resistant to magicka. Now with optional Magick...
11503	Reduced (Passing) Commentary Mod	Tweaks	MMH	90-12831	LadyDeadlock	2008-07-25	null
11502	Redoran Guards - Katanas and Shields	Tweaks	MMH	90-10958	Xeth-Ban	2006-12-31	
11501	Redoran Door Fix	Tweaks	MMH	90-14382	Mudcrab Merchant	2011-10-23	This mod fixes a rather glaring problem in the Redoran stronghold where the interior doors are spread apart at least five feet, but on the exterior they're pushed right up against each other. This fixes that. May or may not need Bloodmoon and Tribunal, was made on Expansi...
11500	Rectified Fines	Tweaks	MMH	90-6363	Rpgingmaster	2010-01-05	Rectified Fines A Legal System Refinement Mod for Morrowind GOTY By Rpgingmaster ***** I. Intro &...
11499	Really Red Red Mountain	Tweaks	MMH	90-14470	IronPlatypus	2012-05-10	It's called Red Mountain, but it's really a shade of grey. That was bugging me so much that one day I decided to fix it. Now Red Mountain is really red. Conflicts with Darknut's Better Dwemer Ruins and Mountainous Red Mountain.
11498	Realistic Fixes	Tweaks	MMH	90-13667	Invictus	2009-09-13	My First Mod, One I Never Play Without, One I Think Others May Enjoy .... Makes Very Small, But Very Effective, Game-Changing Changes. From My Readme. Invictus Fix Readme What It Does: [...]
11497	Realistic Colour Config for Morrowind	Tweaks	MMH	90-12637	Daerk	2008-03-31	Realistic Colour Config for Morrowind (RCC4MW) is a mod that is applied (uncharacteristically) directly to the Morrowind.ini file, changing some of the defaults for colour, fog, and lighting options. These changes are (in my humble opinion) for the better, but try it out,...
11496	Realistic Blades	Tweaks	MMH	90-10686	Warlord Jim	2006-07-24	This makes the Blades work more like a real spy agency. This came about after I visited the International Spy Museum in Washington D.C.
11495	Realistic Ashpits	Tweaks	MMH	90-11071	glymfeather	2007-02-18	Necromancers! Alchemists! Do you need Gravedust for potions? Do you need skulls for your dark rituals? A ready source of both is now available: ashpits! The ashpits in the ancestral tombs and temples of Morrowind Province are now open to y...
11494	Real Wildlife v1.0	Tweaks	MMH	90-8736	Nedius	2003-03-17	A pretty simple mod, it alters the scale of most of the 'wild life' creatures, and their stats accordingly. You can now encounter a range of ages in wild life, from 'pups' or 'cubs' to 'adult' and 'mature'. Homepage: <a href="http://www.geocities.com/nedius/nedius">http://www.geocities.com/nedius/nedius</a> .
11493	Real Wildlife 2B: No Town Creatures	Tweaks	MMH	90-12870	Aeven	2008-08-17	This esp alters the leveled lists added by Real Wildlife so the Town Racers and Town Rats no longer spawn. These creatures have been known to cause FPS hits on lower end systems. Make sure this loads after Real Wildlife. If you use additional mods which alter leveled lists, be sure t...
11492	Ravenloft Entrance	Tweaks	MMH	90-11837	MasterNetra	2012-11-10	null
11491	Rational Wildlife	Tweaks	MMH	90-7679	Max	2004-06-17	An update to many like-minded mods that've gone before - this one turns the suicidally crazed wildlife of Morrowind, Mournhold, and Solstheim into somewhat calmer creatures who generally try to avoid a fight, if possible. Even the diseased animals won't L...
11490	Rad LAL Dialogue fix	Tweaks	MMH	90-10779	Radnurag	2006-09-02	This plugin adds some changes to Mr. Cellophane's LAL mod in the dialogue part, so make sure the mod is loaded AFTER that one, LAL is STILL REQUIRED!!!! this is just a patch... 1. Beastraces now talk the way they are used to when you click the "Fancy A Shag?" topic ("Ajira...
11489	Races Enhanced	Tweaks	MMH	90-14534	Jcul97	2012-07-29	This mod simply edits and adds spell, abilities, and powers of all races, this is my first mod so be nice :), it only requires morrowind. Argonian- Water breathing is now an ability, another ability is reptilian waters, which makes them swim faster than usua...
11488	RacerFear	Tweaks	MMH	90-13017	Nogi.Fox	2008-11-15	RacerFear puts fear into the annoying cliff racers found all over Vvardenfell. By killing over a hundred of them, the cliff racers will know the player's scent and flee rather than attack. Unless of course they're diseased or blighted. -- <...
11487	Racer, Fish, and Dreugh	Tweaks	MMH	90-7735	LizKRichards	2005-08-18	This mod simply changes the AI of Cliff Racers (normal, diseased, and blighted), Slaughterfish (small and regular), and Dreugh to where they will not attack you (unless you attack them first).
11486	Quiet Assassin	Tweaks	MMH	90-9735	Zuboko	2005-03-22	This mod simple just changes the wake-up message you get when you are attacked by the Dark Brotherhood from ?You are awakened by a loud noise.? To "You are awakened to the unsettling of being watched!" Who has ever heard of a noisy assassin?
11485	Quick CharGen	Tweaks	MMH	90-6665	etmorrowindb	2011-01-29	This mod replaces the original procedure to create the character with the cleaner and simpler from evermoon. The begin is now much quicker. This is it. As usual you start from Seyda Neen ready to talk with Sellus Gravius (or not) and begin the main quest. [...]
11484	Quick Char v1.2	Tweaks	MMH	90-7364	Bink, MaXiMiUS	2002-06-04	Whenever you create a new character, this plugin asks if you want to do it quickly instead of the original tutorial way. The quick way just pops up each of the character creation screens in order, then moves you to in front of Sellus Gravius with your papers in your inventory.
11483	Pursuit Enhanced	Tweaks	MMH	90-6153	Yacoby	2006-07-18	This requires MWSE to run. See the readme for more information This makes up to 6 people or creatures that are attacking you, and within a certain distance from you follow you through load doors. The time it takes for them to go through the load doors is based on factors ...
11482	Protective Guards	Tweaks	MMH	90-11605	Fliggerty	2007-10-20	How come guards will fight you if you attack someone, and yet anyone else can get away with attacking you? This mods aims to even things up a little bit. Anytime you are in combat with an NPC, and you did not initiate the fight, the guards will come to your aid...if you're not a...
11481	Propylons 1.2	Tweaks	MMH	90-15201	cdcooley	2014-03-19	This is my alternate quest to get the Propylon Chamber transport network running again. I found the official Master Index Plugin too linear and boring and hated that it made the propylon network useless until you had found all ten index stones. Folms Mirel still wants to revive the old Dunne...
11480	Proper Ladies for Starfires NPC Additions 1.11	Tweaks	MMH	90-14007	froucra	2010-07-05	
11479	Procyon	Tweaks	MMH	90-13684	Aragon	2009-09-22	The mage guild trainer Procyon Nigilius (in Sadrith Mora) now trains security and mercantile instead of destruction and alteration. When using Wakim's game improvements, it is impossible to train security or mercantile unless you join a guild of dubious moral. However, intelligence is only govern...
11478	Private Mobile Bases Patch	Tweaks	MMH	90-599	Nemo	2009-04-06	This is a "patch" for the plugin Private Mobile Base V.4.2. Tribunal/Bloodmoon by HB Story: There once was a. a..., I'm not good with story's. This plugin will add some extra's while being unbalanced. Each file will add something to PMB, and only appear when you filled t...
11477	Private Mobile Base No Buy Patch v1.0	Tweaks	MMH	90-6694	Ninjakreborn	2011-03-06	Changes all of the buyable items from this mod: [url=download-3380]Private Mobile Base - Tribunal & Bloodmoon v4.2/[url] to one gold a piece. Leaves the price of the original house the same. [b]Changeolog-[b]1.0/Final. Very simple mod. Shouldn't need another version release.
11476	Private Mobile Base No Buy Patch	Tweaks	MMH	90-14234	ninakreborn	2011-03-06	Changes all of the buyable items from this mod: [b]Changeolog-[b]1.0/Final. Very simple mod. Shouldn't need another version release.
11475	Prison Moon Enhanced	Tweaks	MMH	90-13552	Nahtaivel	2009-07-20	null
11474	Princess Trees	Tweaks	MMH	90-13021	Princess Stomper	2008-11-18	A very 'lite' version of the popular tree-adding mods. This simply adds a few of Lady Eternity's lovely animated trees, plus a few default Morrowind trees, principally to the Ascadian Isles reason. Because there are only a few trees added, there is less scope f...
11473	Prank	Tweaks	MMH	90-6729	Saron Nightfury	2011-05-19	This is a mod that you can use yourself or turn it on on a friends Morrowind game.I tested this and it is fully functional. This is what it says:For warning, by Saron Nightfury's decree, from somewhere unknown. SORRY, BUT YOU GOT THE TROJAN KEYLOGGER. PLEASE EXIT MORROWIND AND GET IT O...
11472	Potion Scroll Icons and Potion Sort v1.0	Tweaks	MMH	90-12174	rm_rfstar	2013-02-06	null
11471	Pocket Pals - Names Add-on!	Tweaks	MMH	90-10177	Andoreth	2005-10-12	This module contains an ESP template and instructions to allow you to customize the names of the creatures in the Pocket Pals system.
11470	Plaza Brindisi Dorom Restoration	Tweaks	MMH	90-6659	Master Sam	2011-01-23	This mod lets you rebuild the Plaza Brindisi Dorom after it is destroyed during the Tribunal Main quest. Unlike the previous version, this version has a quest which lets you see a little of the rebuilding process with a quirky little quest. To start the quest and the rebu...

Id	Name	Category	Site	Link	Author	Date	Description
11469	PlainPaperFix ckl	Tweaks	MMH	90-2229	claudekennilol	2009-04-24	***** The Elder Scrolls III MORROWIND: Plain Paper Fix ckl v1.0 by: claudekennilol ***** Index: 1. Installation 2. Play...
11468	Plain Paper Fix ckl	Tweaks	MMH	90-10436	claudekennilol	2006-02-23	This is my attempt at fixing "paper" in morrowind. As it is you have to "read" it every time--even though it's blank. This is my alternative to dej's plain paper fix because his alters the id of the paper. This made it incompatible with a few other mods I've played ...
11467	plain paper fix 0722	Tweaks	MMH	90-2302	XmirroR	2009-04-24	***** The Elder Scrolls III MORROWIND: Plain Paper Fix Plug-In ***** Index: 0. Version ( 0.020721.02 ) 1. Installation<-...
11466	Passive Wildlife Vvardenfell v1.1	Tweaks	MMH	90-11363	Lucror	2007-07-10	This mod makes every regular creature (non-daedra, non-undead) passive (does not attack you on sight). Installation-- 1. Extract the "Passive Wildlife Vvardenfell" Folder onto your desktop. 2. Drag and Drop the Data Files Folder into your "Program Files/Bethesda So...
11465	Passive Healthy Wildlife v2.0	Tweaks	MMH	90-7507	The Puma Man	2002-07-15	This mod changes the attack setting of MOST non-diseased animals into a much more PASSIVE state in which they DO NOT attack unless attacked first or "bothered.". Healthy animals WILL attack if you "bother" them eg: linger too long; other tweaks. Please see readme for complete info.
11464	Pants of Blinding Speed	Tweaks	MMH	90-12767	zzzdude	2008-06-14	The "Boots of Blinding Speed" is perhaps the best item in the game to use, unless of course you have a beast race. This mod simply replaces the "Boots of Blinding Speed" with "Pants of Blinding Speed." [b]Changelog:[/b]1.1 Removed GMST errors ...
11463	Pandy's Regen	Tweaks	MMH	90-11590	The Pand	2007-10-10	I know there's already Magicka regeneration mods out there, and health too - but I never quite liked the way they were done, so I went ahead and made my own (partly as scripting practice also) This one does both Health and Magicka, based on: Healt...
11462	P4thogen's Hitpoints Gained per Level Modifier	Tweaks	MMH	90-6550	P4thogen	2010-09-14	Modifies the amount of HP you receive per Levelup, determined by your Endurance. [hr] This is a Tweak I made to give some variability in the maximum health value available to players without cheating. There are multiple Different Levels of this mod: 1x Normal ...
11461	P4thogen's Enchantment Multiplier Modifier	Tweaks	MMH	90-14083	P4thogen	2010-09-12	This is a combination of 5 files giving different options on what enchantment multiplication is on your items. [b]NOTE[/b]>: This mod affects all items in game. Not just the Daedric Towershield! A good example is the Daedric Towershield. In the CS, it has an enchant value...
11460	Outgoing Redoran Female Guards	Tweaks	MMH	90-12543	Alphax	2008-02-18	Increases the "Hello" rating of the female Redoran Guards to 30 (was zero), and gives the female Guard in Sarethi Manor a skirt to match with the other Redoran Guards.You may need to merge objects with eg. TESTool if you have any other mods which change these guards. Clea...
11459	Osuirof's Vision Mod	Tweaks	MMH	90-13572	Osuirof	2009-08-07	Biggest pain for me in Morrowind was the laughable amount of money merchants had (lack of anyone with more than 10k gold, when some items can be sold for as much as ~60k, and more was even a bigger pain), and a small "backpack". "Acquiring" bigger backpack wasn't a problem (I did that...
11458	Oshiel's Animation Replacer 2	Tweaks	MMH	90-11105	Oshiel	2007-03-01	null
11457	Ordinator Re-setter	Tweaks	MMH	90-7839	Elite evil	2003-10-27	Resets the Ordinators scripts so that when you talk to one in Indoril/Her Hand armour and all the other Ordinators get upset and attack you in the streets, you can stop them. Just load up a game or trigger it in the console. works for both ordinary and high ordinators.
11456	Orcish Heavy Armor v1.0	Tweaks	MMH	90-1742	Miltiades	2009-04-06	I found it somewhat strange that Orcish armor looked and 'felt' like heavy armor; yet Bethesda set it up as medium armor. Also, with the official Adamantium Armor plugin, I felt that the Orcish armor would be obsolete as a medium set. Combined with the 'armor-gap' in the game where a player must ...
11455	Open Inventories v0.4	Tweaks	MMH	90-14741	Yacoby	2013-05-18	This allows companion share with everyone except Guards, and most Traders. You can use Companion Share with traders of your faction, as long as you are a higher rank. Press -Companion Share, and then press "Companion Share" Any NPC with a disposition to you of over 80 and an ...
11454	One Handed Staves	Tweaks	MMH	90-6362	The Ash Poet	2010-01-04	A simple mod that makes every staff in the game and expansions a one-hander without removing enchantments or changing anything else. [b]Changelog:[/b]1.00: Created
11453	Old Man Head	Tweaks	MMH	90-420	Unknown	2009-04-06	Old Man Head: Checks the 'playavle' box for Breton head 08 so that it become useable by the player. Description:Unlocks the hidden head of Socucius Ergalla, the old man who greeted you upon your arrival to Seyda Neen. (Breton, male) Perfect for playing an old character.
11452	Oblivion Style Vampires in Morrowind v1.2	Tweaks	MMH	90-14548	DoctorEss	2012-08-12	null
11451	Oblivion Style Imperial Alters	Tweaks	MMH	90-13535	ukrr	2009-07-11	Adds a shrine alter to each Imperial Temple in Vvardenfell and Solthseim. Each one is devoted to one of the Nine Divines and gives you a blessing to the same values and type as in Oblivion. If you use the normal Imperial Alter you can ask for a blessing which will give you a blessing for each of ...
11450	Oblivion High Elves	Tweaks	MMH	90-12850	Wulfex	2008-08-05	This is a small mod that changes the High Elf's weakness to no magicka weakness, and reduces the weakness to fire to a nice 25%, just like in Oblivion. All I did was change the "spell" or power the High Elves had originally, so I'm 98% sure it won't hurt your game. Although I pretty sure it doesn...
11449	Nymeria's Monthly Respawn	Tweaks	MMH	90-13405	Nymeria	2009-05-11	Do you think that things in MW take too much time to respawn? This mini-mod shortens the respawning time from four to one month. Enjoy! A very, very, very special thank you to Taddeus. And a kiss on your nose. You taught me how to tame the Editor, and your ad...
11448	Nymeria's Mage Guild Fix	Tweaks	MMH	90-13283	Nymeria	2009-02-28	This plugin fixes the error in Sadrith Mora Mages'Guild, where the potion chest had been given to Skink In Trees'Shade instead of Tusamircil, so you weren't able to buy any potions in that guild. It also adds a Supply Chest to Caldera Mages'Guild.
11447	NV Misc v2.0	Tweaks	MMH	90-1644	Nameless Voice	2009-04-06	***** Plug-in Name : NV Misc Version : 2.0 Date of release : 27th of January, 2004 Author : Nameless Voice Contact Info : [url=mailto:nameless_voice@hotmail.com]nameless_voice@hotmail.com Website ...
11446	Nudity and Patch	Tweaks	MMH	90-13651	raremodder	2009-09-04	Adds a new class: Naturist/Nudist. Also changes how NPC's react when the PC is nude.
11445	NPCs Enhanced -MWSE patch	Tweaks	MMH	90-6301	CDCooley	2009-10-25	This is a simple script replacement patch to override the MWE based scripts in Horatio's NPC Enhanced with their MWSE equivalent. This is designed to work with NPC Enhanced version 1.2 and needs to be loaded after NPC Enhanced so that it can replace the original scripts. ...
11444	NPC Functionality	Tweaks	MMH	90-12911	Casey Tucker	2008-09-03	Well, I think I've finally finished a releasable version. Once "The Request Mod," then "Living NPCs" for a little while, and now "NPC Functionality," whatever the name may be - this project of mine has evolved from simple ideas into an ambitious project to cover every plausible aspect of generic ...
11443	Nox Vampire	Tweaks	MMH	90-7356	S. Patrick Gallaty	2002-05-28	This mod completely restructures the Vampire experience in morrowind, making the game interesting and playable to the vampire character. Over 30 hours of design work and 148k worth of new content added to morrowind for your vampiric enjoyment! This is the final be...
11442	NoM-BTB Compatibility Plugins	Tweaks	MMH	90-14308	Stilleas	2011-05-31	NoM_BT B Compatibility Plugins Version 1.01 By Stilleas ==INSTALLATION===== Simply place whichever plugins you choose to use in the Data Files folder. ==PLUGINS===== NoM_BT B-AL...
11441	No-Tutorial Startup Scripts	Tweaks	MMH	90-6285	Valtur Naa	2009-10-06	This entry presents a very simple pair of startup scripts. The first leads to an ordinary game. You'll be in the dark, pick out your character, and be ready to move out the door. Chargin characters should engage in normal dialogue. The second is the real reason this is even here. It'...
11440	No-Glo_ Revisited	Tweaks	MMH	90-7408	ShraX	2005-01-12	This mod edits the original No-Glo mod by including the spell effects found in Bloodmoon (Call Bear and Call Wolf). Whenever I started up the game with this expansion and No-Glo, a warning message appeared saying that one of the mods running is out of date with one or more master fi...
11439	No Video	Tweaks	MMH	90-10484	Yacoby	2006-03-12	This mod, when installed will remove 3 (or any combination) of the Morrowind videos: The Bethesda logo when you first start the game The Morrowind Logo movie at the main menu The video when you start a new game See readme for installatio...
11438	No Trainers	Tweaks	MMH	90-14060	Fliggerty	2010-09-02	This simple mod only removes the training option from all NPCs that have it, with the intention of making the game a bit more difficult. It is dynamic, so it will work will all trainers added by any mods or expansions. This mod is dependent upon M...
11437	No Shield Effect	Tweaks	MMH	90-8671	wesslen	2003-02-19	This plugin will disable the egg-like Shield effect and reduce the glow around items that have been enchanted with the Shield spell.
11436	No Reflect	Tweaks	MMH	90-9344	Valjiin a.k.a. Pegleg The Pirate	2004-03-17	Tired of your L-50 mage hurling a fiery ball of doom towards some pitiful little Ash Ghoul, only to have it change direction and blow you into little mage bits? How about the feeling you get when your uber-wizard is running for his life from something so simple as a Hunger? &...
11435	No More Annoyances	Tweaks	MMH	90-11408	Biscuit	2007-07-31	No more annoyances...from cliff racers at least. This mod simply changes the cliff racers so they wont attack you unless you attack them. It has been done before I'm sure but I decided to upload this anyway. There are three different files. ...
11434	No More 'Excuse Me Nerevarine'	Tweaks	MMH	90-8093	Raptormeat	2002-06-27	Beaten the game yet? Annoyed by the number of time's you seen this greeting? E...e...e...excuse me Nerevarine. It's just that you are a big hero, and I don't know how to talk to - " ? This little plug in fixes that endless repeating dialogue after you have beaten the ...
11433	No Greet	Tweaks	MMH	90-9662	Unknown	2005-04-03	This mod changes the GMST value of iGreetDistanceMultiplier so that NPCs won't greet you anymore when you only walk by.
11432	No Female Armor for HELLUVA Awesome Armor	Tweaks	MMH	90-14088	Letrune	2010-09-25	(Version 0.x, where x
11431	No Female Armor for Carnithus' Armamentarium Complete (Unofficial)	Tweaks	MMH	90-13773	Letrune	2009-12-04	No Female Armor esp for Carnithus' Armamentarium Complete! (if you like it) Armors modified to their male counterpart, expect the "female-only" clothes like the Sorceress' robe and that chain-maiden (or something like that) clothes (it does have a male version, but your f...

Id	Name	Category	Site	Link	Author	Date	Description
11430	No Female Armor for "The Ultimate Knight Shop" (Unofficial thingie)	Tweaks	MMH	90-13721	Letrune	2009-10-30	0. Prologue Let me confess one thing first: I wanted to contact with the creator of the original mod but I just could not... And the plugin was made already... I just wanted to release it, so... This is an unofficial tweak. (And on unofficial I mean that I am lazy to try t...
11429	No Death Penalty	Tweaks	MMH	90-15264	Celia	2014-09-29	I've always liked murdering people on morrowind but, it has always bothered me that just after a few witnessed murders you've got a death penalty. I've tweaked scripts and made the death penalty bounty 1,000,000+. So yes, you can go to jail or pay a fine from 1-999,999 instead of from 1-400...
11428	No Dark BrotherHood attacks EVER	Tweaks	MMH	90-14251	Dylen	2011-03-18	so i got sick of darkbrother hood attacking me and sick of doing the quest so i made this pretty much i just deleted the scrips (you may get a pop up at load up of the mod saying no script ignore it i will fix it soon)
11427	No CharGen MessageBoxes	Tweaks	MMH	90-8370	GlassBoy	2003-05-26	This simple plugin is essential for those who like to go through the main character generation, But HATE the annoying message boxes that slow you down and tell you simple things like how to move forward and backward etc.
11426	Nick's Mechanized Minions quickfix	Tweaks	MMH	90-6492	PolyVinalDistillate	2010-06-26	----- Dimmenel now has a fully functional version of mechanized minions uploaded. I have no idea what would happen if it were combined with this mod and would not suggest trying! -----
11425	Nice Weather	Tweaks	MMH	90-7512	Airor	2002-06-17	
11424	New Fatigue Effects	Tweaks	MMH	90-10397	Warrax	2006-02-08	This mod adds breathing sound for your character, when his fatigue drops under 66%. Sound is scaled, so he breathes more and louder, when he's near 100% fatigue. Near maximum level of fatigue, character starts to be blinded. This simulates the lack of oxygen in character'...
11423	New Blood	Tweaks	MMH	90-10943	razorfett147	2006-12-23	This plugin adds 5 new blood types to the Morrowind game engine, allowing for a greater diversity of hit effects among game creatures. There are two esp files included that reassign various creature blood types for Morrowind and both expansions, but the added effects can...
11422	Netra's Ability Mod	Tweaks	MMH	90-6172	MasterNetra / SirNetra (Forum)	2007-11-15	This mod converts Race and Birthsign powers' into spells and heavily modifies them. Be Gentle this is my first mod :P ----- Features -----
11421	Nerevarine Greeting	Tweaks	MMH	90-2224	Glassboy	2009-04-24	Creator: Glassboy Fixes the error where everyone greets you saying "e-e-excuse me..." and allows the correct responses to be put in place, Adds a new response "nerevarine, it is good to see you" where the old one should have been, and basically fixes stuff email comments to...
11420	Necessities for Purists v1.01	Tweaks	MMH	90-13869	maura amalia	2010-02-28	The purpose of this mod is to add necessity realism with as little overhead and mod conflict as possible. I really like the idea of roleplaying realism but have found the added items, abilities, landscape changes, and mod conflicts of Primary Needs and especially NOM sometimes problematic with my...
11419	Necessities for Purists & Real Wildlife Compatibility Patch	Tweaks	MMH	90-6756	The Vagrant Wolf	2011-06-23	This esp adds the food items of Real Wildlife to Necessities for Purists, so that you may use those food items as comestible edibles to keep you alive and all that. No need for a readme this time as it's that simple. Just drop it into your Data Files folder, active it, and ensure tha...
11418	NazoX9's Guards Complete	Tweaks	MMH	90-13857	NazoX9	2010-02-22	===== NazoX9's Guards Version 1.0 By: NazoX9 ===== INDEX: -> Requirements -> About this mod ->...
11417	NazoX9's Guard Mod: Imperial	Tweaks	MMH	90-13706	NazoX9	2009-10-18	One thing I always hated was how you would see a guard walking around with a shield, only to put it away and pull out a spear on you. There also just didn't seem to be a lot of variety in gear even though most was leveled. To fix this I...
11416	Natural Magicka Regeneration	Tweaks	MMH	90-6332	Knu	2009-11-19	I'm sure most of you ask this - why would I choose this mod instead of myriads of others? Most importantly, the rate. It is a flat rate of up to 1.0 magicka/second (or even higher with Willpower > 100). But it slows down as your magicka bar fills up. For example, while re...
11415	Natural Beasts V1.0	Tweaks	MMH	90-12066	XeroDeath	2012-11-26	Changes the two starting powers for beast races into abilities, making them constant. Also adds a small swift swim bonus to argonians, to better fit their lore. (they swim faster because of their tails) This mod has been cleaned of evil GMSTs with Tesame.
11414	Natural Attribute Restoration	Tweaks	MMH	90-10304	DarkDragon	2005-12-20	This is not intended as a cheat, this is a tweak. Please read the readme and the information below. This mod adds a tiny global script that will automatically restore your player's attributes (Strength, Endurance, Luck, etc) after 8 or more hours of uninterrupted sleep. ...
11413	Nasty Camonna Tong v1.2n	Tweaks	MMH	90-12296	Von Djangos	2013-03-08	I love the fact the Camonna Tong have so many unique, offensive responses to you within their dialogue. However, the spell was totally broken by the fact they would cheerily greet you (in dialogue or voice) just like every other npc! So I rounded off their nastiness by adding a selecti...
11412	Nasty Cammona Tong v1.2	Tweaks	MMH	90-12295	Von Djangos	2013-03-08	Adds more offensive greetings to members of the Camonna Tong. Responses range from surly and difficult to outright racist slurs if your character is Khajiit or Argonian. Fixes some Balmora dialogue bugs in relation to the Camonna Tong. Voice files are edited to be aggressively r...
11411	Nasty Cammona Tong v1.0	Tweaks	MMH	90-12294	Von Djangos	2013-03-08	Just a little mod I knocked up in an afternoon, but it really adds something to the atmosphere of Morrowind, imho. Ever wondered why Vardenfell's criminal gangsters who hated your guts would cheerily greet you and offer their services? No longer! Now they will be rude, surly and threa...
11410	NASA	Tweaks	MMH	90-12835	M'Aiq	2008-07-28	(N)o (An)noying (S)olstheims and (A)lmalexias This mod disables the Almalexia and Solstheim topics for NoLore NPC's. Dreamers and other "un-chatty" NPC's will no longer have those topics in the topic-list. [b]Changelog:/b[y] 0.1 - Fixed...
11409	Name Change	Tweaks	MMH	90-11272	Ginge13	2007-05-30	Simply changes the name of the Elf races to their "mer" alternatives, e.g. Bosmer instead of Wood Elf. [b]Changelog:/b[Add the mer name for the Orcs (Orismer).
11408	Naked Nerevarine	Tweaks	MMH	90-7227	Princess Stomper	2012-08-06	This mod simply adds appropriate NPC greetings for when the Nerevarine is stark naked.
11407	Muck Shovel Use	Tweaks	MMH	90-6203	quorn	2008-11-28	This plug-in requires the player to have a muck shovel in possession while harvesting from the muckspunge. As muck shovels are rather rare in-game, a muck shovel has been added to the merchant wares outside the temple for sale. There is also a couple muck shovels so...
11406	Move Samia	Tweaks	MMH	90-14149	Tatooine92	2010-10-31	MOVE SAMIA - by Tatooine92 Version 1.0 What it does: Moves Samia away from Nels Liendo at the inn to make it easier to click on him for training. That was always just a personal peeve of mine, so now I've fixed it! Install...
11405	Mournhold Plaza Fix v1.1	Tweaks	MMH	90-2284	Master Sam	2009-04-24	null
11404	Mournhold Plaza Fix	Tweaks	MMH	90-10083	Master Sam	2005-09-13	This Mod fixes the Ruined Plaza Brindisi. The Fountains now work, the statue is whole again, things like that. There is now a different way to get into the Dwemer Ruins (see readme for more details). NOTE: Never use this if you havent finished Tribunal! (More info readme).
11403	Mournhold Overhaul	Tweaks	MMH	90-13475	Bob Smolders	2009-06-13	I began replaying Morrowind several days ago, I bought the GOTY version and began playing the Tribunal quests. But man...that city is dull, grey and dead. I really began to hate doing the quests there because of this. It is supposed to be the CAPITAL of Morrowind, but it's as dead as Atlantis wou...
11402	Morrowind: Challenge Mode	Tweaks	MMH	90-8845	Claviarm	2005-05-08	A number of system changes to fix what are, in my mind, the problems in Morrowind. The included HTML readme file has full details and I recommend reading it to get a better idea of what Challenge Mode is. The major change and focus of the mod, however, is that only major skills can ...
11401	Morrowind un-mod	Tweaks	MMH	90-1363	scifiguy52	2009-04-06	This removes many unneeded statics from the cities of morrowind, increasing FPS, ment to compliment balmora un-mod, found on the summit, so balmora is not affected Contact me at scifiguy52@hotmail.com
11400	Morrowind Un-mod	Tweaks	MMH	90-317	scifiguy52	2009-04-06	This removes many unneeded statics from the cities of morrowind, increasing FPS, ment to compliment balmora un-mod, found on the summit, so balmora is not affected Contact me at scifiguy52@hotmail.com
11399	Morrowind Redux v0.65a	Tweaks	MMH	90-14744	maxpublic	2013-05-19	Morrowind Redux is a complete overhaul of Morrowind: The Elder Scrolls 3, in both large and small ways. The primary purpose of the mod is to provide some sorely-lacking balance to various aspects of the game system, as well as make the game itself more challenging than it currently is...
11398	Morrowind Online	Tweaks	MMH	90-11169	sanjaq	2007-04-05	I DIDN'T make this mod. After a lot of google searching I finally found a Morrowind mod that was supposed to halfway work. Someone named sanjaq made it. **I'm not posting screen shots, downloads, or anything like that. I'm just putting this abandoned mod into the DB so other can use it if they wi...
11397	Morrowind Nightmare Mod v0.11	Tweaks	MMH	90-2598	Unknown	2009-04-24	This mod makes all the monsters in the game stronger! The official site of the mod is: http://www.elderscrolls.com/ubbthreads/showflat.php?Cat=&Number=2028022&page=&view=&sb=5&o=&part=1&vc=1 This version DOES NOT REQUIRE Tribunal. I will soon make version 0.2 which will also ...
11396	Morrowind Music Launcher	Tweaks	MMH	90-13553	Tabaxi.NET	2009-07-20	Hi! It's me, Tabaxi.NET. I'm a .NET programmer who had run out of ideas until I thought, "Hey... Yeah! The Morrowind launcher (the thing that says "Play", "Data Files", "Options" ect) is silent and doesn't play any music. We can fix that!" So I d...
11395	Morrowind Inhabitants patch pack	Tweaks	MMH	90-10262	Gato	2005-12-07	I'd read on the forums about how many people didn't like the thieves in Morrowind Inhabitants. So, I thought I would see what I could do to help them out. PATCH DESCRIPTIONS[list] 30 speed- Reduces all of the thieves speed to 30. No Thie...
11394	Morrowind Enemy Might Tweaked 1.0	Tweaks	MMH	90-11104	[DD]triple	2007-02-28	This plugin intends to keep the game challenging for higher level player characters. For example atronachs, ogrims, ogrim titans, dremora lords etc. always looked menacing, but never were a challenge for higher level characters. Now creatures like them take more hits and...
11393	Morrowind Decapitated	Tweaks	MMH	90-12554	Fliggerty	2008-02-24	Morrowind Decapitated is my addition to the already good cap removing mods available. What makes this one different is that it utilizes existing game mechanics. What this means is that your skills will progress exactly as they always have. Falling, for example, will increase you...
11392	More Quick-Keys	Tweaks	MMH	90-10812	Fliggerty	2006-09-24	Have you found that nine quick-keys just isn't enough? This mod allows you to have 16 more. You can assign 8 separate keys to use, and an alternate that will give each one a second assignment, for a total of 16 new quick-key slots. This mod is dependent upon...
11391	More Dangerous Lava	Tweaks	MMH	90-9323	THE ALL SEEING EYE	2004-03-08	Remember the last time you saw a pool or river of lava? Do you remember how you so carelessly waded through it? Well, those days are over! Now you will strive to find ways around lava, and ways to use it to your advantage against tough oponents. Lava probably won't...



Id	Name	Category	Site	Link	Author	Date	Description
11390	MoragTongWritFix	Tweaks	MMH	90-5115	lurlock	2009-05-12	Morag Tong Writ Fix Version 1.1 lurlock@bellsouth.net Description: Relieves you of the clutter of old writs by having the Morag Tong masters take them back if you've successfully completed the writ and have no bounty on your head. You will also be given an extra reward for co...
11389	Morag Tong's Services	Tweaks	MMH	90-11253	Arcimaestro Anteres	2007-05-20	With this plugin, you can select as target an NPC and then hire an assassin to kill him. You can hire members of the Morag Tong, the Camonna Tong and independent assassins. Moreover, if you are a master of the Morag Tong, you can: - teach disciplines to the lower rank memb...
11388	Morag Tong writ greeting tweak	Tweaks	MMH	90-13689	Jac	2009-09-25	This mod prevents the NPCs from forcing the goodbye greeting while a Morag Tong writ execution quest is active if you do not have the writ in your inventory. You can now interact with them as usual if you drop the writ somewhere. Add it back to your inventory when you wish to execute it.
11387	Morag Tong Writ Fix	Tweaks	MMH	90-9512	Lurlock	2005-04-20	Relieves you of the clutter of old writs by having the Morag Tong masters take them back if you've successfully completed the writ and have no bounty on your head. You will also be given an extra reward for completing the writ without needing to present your papers to the ...
11386	Moon-and-Star Tweak	Tweaks	MMH	90-11200	Rising Dragon	2007-04-21	This is a simple tweak affecting the enchantment on the Moon-and-Star ring in the main quest. All of the books in Morrowind mentioning Nerevar said that he went to a Dwemer enchanter to create a ring that would give him great powers of persuasion, and kill anyone who wore...
11385	Monk Unarmored Mod	Tweaks	MMH	90-13435	Aragon	2009-05-24	This mod balances hand-to-hand and unarmed combat, making it more fun to play a monk-like character. See [b]ChangeLog-[b]v1.1: Cleaned for unintentionally modified GMST values. v1.0: Initial version.
11384	Mobile Weather Changer	Tweaks	MMH	90-964	Pwnz0r	2009-04-06	September 18, 2004 -- Pwnz0r's Mobile Weather Changer -- Thanks to: Dragonsong, for the EXCELLENT tutorials. Dongle, for the Ranger Tent code to study. Scruggs, for the Weather Scripting (borrowed from Magistrate's Mage Guild Rewards mod). Vilkaics, for t...
11383	MMOs Tomb Loot	Tweaks	MMH	90-2189	Magic_Motor_Ola	2009-04-24	Adds leveled items to all tomb urns, but keeps the boneamef. If you're really lucky, you can actually get quite good items. And you can also find supercool skulls and bones! Credits to Virgil for asking.
11382	Miner's Pick Use	Tweaks	MMH	90-13050	quorn	2008-11-28	This plug-in requires the player to have a miner's pick in possession while harvesting from raw ebony, glass, diamonds, and adamantium veins. I've also added a couple miner's picks for sale in Vivec, at the St. Olms Tanners and Miners Hall. This a...
11381	Miner's Pick Use	Tweaks	MMH	90-6204	quorn	2008-11-28	This plug-in requires the player to have a miner's pick in possession while harvesting from raw ebony, glass, diamonds, and adamantium veins. I've also added a couple miner's picks for sale in Vivec, at the St. Olms Tanners and Miners Hall. This a...
11380	Mildlife	Tweaks	MMH	90-6755	The Vagrant Wolf	2011-06-23	This is a wildlife sanity plugin with a twist of lemon. It's much like many others out there, so why would you want this one? Well, there are two reasons as to why you might. First of all, it's designed to be used with Real Wildlife and Creatures ...
11379	MikeyValentine's Landmines	Tweaks	MMH	90-13247	MikeyValentine93	2009-02-10	***** The Elder Scrolls III MORROWIND: MikeyValentine's Landmines V.1.3 ***** Index: 1. Summary 2. Requirements 3. Ins...
11378	Merkin's Multi-mod	Tweaks	MMH	90-7450	Merkin	2002-06-03	A collection of 9 ?modlets? that address game balance issues. The mods are skillbalance, magicbalance, animalbehavior, movement, time, encumbrance, underwatertime, marksman, and training. A readme describing each one in detail is included. Basically, these a...
11377	Merchants	Tweaks	MMH	90-384	IH	2009-04-06	Better Merchants by IH Description: All traders & smiths become ten times wealthier. ----- req: Morrowind only
11376	Merchant Investments	Tweaks	MMH	90-12892	Fliggerty	2008-08-26	It has been suggested that someone try to imitate the "merchant investing" system implemented in Oblivion. Most merchants will now have the dialogue topic "Invest in your business." Selecting this will allow you to donate gold to increase that merchant's avail...
11375	Mer of Tamriel	Tweaks	MMH	90-13000	starwarsgal9875	2008-11-01	A quick tweak I made with the CS. People will call you "Dummer", "Bosmer", or "Altmer" instead of "Dark elf", "Wood elf", or "High elf"
11374	MEMod beta 1 game mechanics VI[1].1c	Tweaks	MMH	90-5045	Wookiee	2009-05-12	MEMod Beta 1 scripts V1.1c By. Daerk, GreyWolf, Theta, Wookiee
11373	Melian's Teleport Mod v1.3	Tweaks	MMH	90-6360	melian	2010-01-02	null
11372	Medium Armor Revision	Tweaks	MMH	90-8451	GlassBoy	2003-05-26	Existing armor fixes are out there, but I was not satisfied completely with them. The purpose of this mod is to make medium armor a more useful skill in the game. Previously, the most powerful medium armor (non-unique) was indoril base AR rating 45.; the mos...
11371	MCA-NOM Courtesan Patch	Tweaks	MMH	90-10982	Malius	2007-01-11	I noticed that while using NOM and MCA you aren't able to go to bed with courtesans. This patch fixes the issue of not being able to make love with MCA courtesans while using Necessities of Morrowind. Use this patch only with Morrowind Comes Alive AND Necessities
11370	MCA Zero Town Baddies Alpha	Tweaks	MMH	90-6483	Qawsed Asap	2010-06-10	I got lazy and did not upload this up until now (that one year since I made this tweak). Why so long? Laziness. Anyways, cut and paste from readme: Hello and welcome to this Readme. For a long time, I have been using MCA and the one thing that annoys me is being ambush in...
11369	MCA compatibility patch for Taddeus Mods	Tweaks	MMH	90-9617	StanRex	2005-04-23	Compatibilitypatch for Neoptolemus [url=mod.asp?modid=2235/!img]Morrowind Comes Alive[url] 4.1 and [url=http://www.tadnan-hideout.com/MW/main.html" target=" _blank/!img]Taddeus Balanced Weapons and Armor mods[url]
11368	MCA 5.2 Performance & Attack Tweak	Tweaks	MMH	90-13920	Sandman101	2010-04-13	This mod is to give you control over MCA and how it affects your playstyle and your computer. I know that one of the big gripes about Morrowind Comes Alive is being attacked in towns and respawning npc's and creatures. Also for computer performanc...
11367	MCA 5.2 Fix + NoVivec	Tweaks	MMH	90-12869	Aeven	2008-08-15	This mod changes the way Morrowind Comes Alive spawns several characters. It is widely known that characters such as the footpads included in MCA make the game hard, near impossible to play for new characters, and to add to this, such characters are unbalanced. This mod removes them. ...
11366	Maximum & Minimum v2.0	Tweaks	MMH	90-8768	Beardo	2003-03-31	Block... min chance is set to 45%; max chance is set to 95% Months to respawn ...changed from 4 to 1 month Reset time for gold owned by NPC's lowered from 24 hours to 12 Projectiles... (arrows & bolts) min&max speed is set to double original speed Throwing weapons...min speed is increased x2...ma...
11365	Master Index Upgrade	Tweaks	MMH	90-12962	Garren / Poobah	2008-10-05	This mod simply allows you to use the Propylons without having to return to Caldera once you've completed the Master Index quest. When you activate a Propylon, and have the Master Index in your inventory you will now be given the option (via a message box) to either trav...
11364	Marksmanship	Tweaks	MMH	90-6286	Valtur Naa	2009-10-06	Turns marksman into a useful skill. Bows and throwing weapons deal more damage, bows degrade far more slowly, arrows are far more likely to be recovered from bodies, and the formerly useless Bound Longbow now comes with its own infinite supply of weightless arrows. Arrows also weigh and cost more...
11363	Marksman Recovery	Tweaks	MMH	90-7322	Samurai	2012-08-24	When you fire an arrow, bolt, or thrown weapon,there is a 95% chance it will be recovered from the corpse.It is assumed that the other 5% will become broken or otherwise damaged beyond use. The reasoning is that arrows, darts, bolts and especially knives, spears, javalins, throw...
11362	Marksman Enhanced v1.2	Tweaks	MMH	90-14758	Bravo1	2013-05-24	null
11361	Marb's Compass	Tweaks	MMH	90-11404	Marbred	2007-07-27	Smaller, less abrasive compass arrow. The 'arrow head' spins around the little circle. This is an attempt to make the compass arrow slimmer, less noticable, and less annoying.
11360	Mana Regen	Tweaks	MMH	90-8319	Fukuro	2002-08-09	This little mod regenerates Mana according to Willpower The original creators were _c4.ep and LanceVorgin but they quit playing Morrowind and because their plugin had a major bug i decided to fix it and send it in. Enjoy.
11359	Magicka-Surge	Tweaks	MMH	90-11585	Zerfetzer	2007-10-08	This Plug-in runs a script which adds 4% magicka per level to your magicka pool. It works basically like the fortyfy max magicka ability, but it is not build up on it to provide more accuracy.(fortify uses 10% steps) Therefore it has no buff icon. If it does not already r...
11358	Magicka Regenerate v2.0	Tweaks	MMH	90-13632	Aragon	2009-08-29	null
11357	Magicka Regen for NPC's v2.5	Tweaks	MMH	90-13589	Kalamestari_69	2009-08-13	Did you ever found it anoying that NPC mages were too...easy? After running out of their magicka, they were nearly defenseless. This mod adds magicka regen ability to all the races of tamriel. You see mages using their magical powers even after they have run out of all magicka.
11356	Magicka Regen for NPC's v2.0	Tweaks	MMH	90-14806	Kalamestari_69	2013-06-12	Did you ever found it anoying that NPC mages were too...easy? After running out of their magicka, they were nearly defenseless. This mod adds magicka regen ability to all the races of tamriel. You see mages using their magical powers even after they have run out of all magicka.
11355	Magicka Growth Controller	Tweaks	MMH	90-11278	Lord Haseo	2007-05-31	I've found that, while playing Morrowind, I just didn't have enough magick to throw around. Without using a birthsign or a racial trait which provide that delicious fortyfy maximum magicka attribute, having any significant amount of magic becomes difficult, and constantly having to stop and rest...
11354	Magick Oblivion Regeneration	Tweaks	MMH	90-12557	kiasyd	2008-02-24	This mod will allow you to regenerate magicka over time with the same formula used in Oblivion, faster if you have higher Intelligence and Willpower values. It works both with new and started games, this mod will not invalidate your old saved games.
11353	Magic Speed	Tweaks	MMH	90-335	Unknown	2009-04-06	Magic Speed: Alters the casting speed for attack/defence spells. ===== 20090607 updated description with readme and categories --miran ----- req: Morrowind only
11352	Magic Icon Border (icon replacer) v2.0	Tweaks	MMH	90-10518	Marbred	2006-03-26	null
11351	Magic Icon Blue Swirl Removal Files	Tweaks	MMH	90-8840	Godslaw	2003-05-15	This is not really a plugin but if you hate those D*n Blue magic icon swirls as much as I do; Hate no more! This takes care of that problem. Since I did not know of a mod like this I made one, Enjoy!!!

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
11350	Mage-Thieves	Tweaks	MMH	90-7642	Levdir	2004-06-05	This miniscule mod allows mages skilled with the arts of Alteration and Illusion to join (and continue advancing in) the Thief's Guild, as these schools emulate what thieves do daily admirably.
11349	Mage Friendly Plugin Series	Tweaks	MMH	90-12707	Eisenfaust	2008-05-08	The Elder Scrolls III: Morrowind Mage Friendly Plugin Series v1.0 Author: Eisenfaust Required files: depends on file(s) loaded (first two plugins should be self-explanatory, but see below for others)
11348	Mage friendly daedra and less annoying bonewalkers	Tweaks	MMH	90-12622	Nightblade_Y	2008-03-26	mage friendly daedra - allows mages to cast destructive spells on to daedra without the spell being reflected. All daedra and some dagoth creatures now have spell absorption instead of reflection. less annoying bonewalkers - makes the bonewalker's dread curse last for fiv...
11347	Mage Class Change	Tweaks	MMH	90-13349	devilfreak12	2009-04-03	Have you ever started playing through the GUILD of Mages and wondered "Why do I have a speciality in shortblade, yet I get a Wizard Staff?" Well what this mod does is change your shortblade speciality into BLUNTWEAPON!!! This is my first mod and is basic because I'm just...
11346	MADD Leveler	Tweaks	MMH	90-11157	Madd Mugsy	2007-03-30	How many times have you started a new game of Morrowind, only to think to yourself, "Oh crap, I have to build up my skill X to go along with my skill Y so I can get a 5x multiplier for Stat Z." If you're like us and hate planning this stuff out and just want to play the darn game already, t...
11345	Lurlock's Left Gloves	Tweaks	MMH	90-5859	lurlock	2011-10-07	Lurlock's Left Gloves lurlock@bellsouth.net Version 1.0 Description: Flips the icons and models of all left and right gloves, bracers, gauntlets, and pauldrons so that you can tell them apart. -Gave new icons to all left and right gloves, (and bracers/ga...
11344	Lurlock's Intervention Plus	Tweaks	MMH	90-5684	Lurlock	2011-09-29	Intervention Plus Version 1.0 lurlock@bellsouth.net Description: Adds Almsivi and Divine intervention destinations in places that were lacking them before. Almsivi Intervention points were added in: -Suran (Temple) -Vos (Temple) -Ghstogate (Out front...
11343	Lurlock's Arrow Damage Display	Tweaks	MMH	90-7409	Lurlock	2005-04-15	Ever wondered how much damage the various different types of arrows and bolts actually do? For reasons unknown to man and mer, Bethesda chose to keep this data secret from us, leaving you wondering whether Corkbulb is better than Chitin or whether Bonemold is better than Iron. ...
11342	Luminar's Illusion Blast Tweak	Tweaks	MMH	90-9425	Luminar	2004-03-28	This mod gives spells from the Illusion school a proper blast effect rather than the unimpressive green bubbles on the impact area.
11341	Lost Artifacts DN_GDRv1 Patch	Tweaks	MMH	90-6470	latendresse76	2010-05-20	The Lost Artifacts of Tamriel brought us many great and powerful items that were not to be found in Vvardenfell. Some when playing Darknuth's Greater Dwemer Ruins Volume 1 could never Be found well you could console them in or toggle collision and fly up to g...
11340	Lore Fix v1.01	Tweaks	MMH	90-6319	TheOne&Only	2009-11-04	null
11339	Loot Balance Modification	Tweaks	MMH	90-11355	Number One	2007-07-08	Attempts to prevent the player from venturing to some of Vvardenfell's most popular locations to get rich and powerful with little or no effort by ridding them of daedric, ebony, and glass loot. This loot is either eliminated if too common throughout the game or scattered to other locations...
11338	Longer Khajit Night Vision	Tweaks	MMH	90-7367	Wysiwyg	2002-05-28	This is a simple mod I created because I was tired of having to sheathe my sword to activate my innate night vision every 30 seconds. It's only 2 minutes but that's a significant improvement.
11337	Locked Bandit Caves & Tombs	Tweaks	MMH	90-11439	Solescape	2007-08-11	Ever wonder why all of the doors out in the wilderness are unlocked? Well worry no longer! This mod locks all of the tombs and grottos, locks and/or traps all of the bandit caves and sixth house caves, and traps most of the rogue Telvanni settlements. ...
11336	Local Map Marker Remover	Tweaks	MMH	90-6727	Minamir	2011-05-11	null
11335	Little Details and Fixes	Tweaks	MMH	90-6529	Mr. C. Racer	2010-08-22	A bunch of plugins I've been doing since I started playing with the CS. Some fix mistakes in vanilla Morrowind, while others add details here and there to make some cells more interesting. List of changes is as follows: - Caldera Imperial banners: adds a pair of Imperial ...
11334	Linora's Leveling Mod v2.0	Tweaks	MMH	90-12299	Linora	2013-03-09	A simple solution to Morrowind's biggest problem, and it's done using no scripts whatsoever. Alters 11 GMSTs to make Morrowind less of a stat-crunch when leveling your character. I changed 9 GMSTs, so that if you gain 1 skill point or more in a skill governed by an attri...
11333	Links Plug-ins	Tweaks	MMH	90-1569	Alon Ganon	2009-04-06	tired of downloading all of those downloads one at a time well you just downloaded all of my plug-ins!!!! but note i make one new or add to this one 1-20 a month.
11332	Lighting Enhancement Guide	Tweaks	MMH	90-8427	GlassBoy	2003-05-26	Morrowind has a lighting feature that is by default disabled (Quadratic). Switching to quadratic greatly improves the quality of the lighting in game (*SOME* reports have claimed a slight increase in performance as well when using quadratic). This guide will tell you how...
11331	Light the Way v1.1	Tweaks	MMH	90-10502	Enmesharra	2006-03-18	This is a very simple mod that adds a bit of atmosphere. Bonk, on the ES forum mentioned in a thread that he thought it would add realism if the transport NPCs had torches or lanterns, so they don't just stand out there in the dark. At first I couldn't believe that this hadn't been done so I look...
11330	Light The Way Tweaked	Tweaks	MMH	90-6758	SeraphTC, Enmesharra	2011-06-26	This is a very simple update to 'Light The Way', as the original author describes it: "This is a very simple mod that adds a bit of texture. It adds lights to the outside transport NPC's. The Caravanners (Silt Strider) get torches. The Shipmasters and Gondaliers get lanterns (open torch...
11329	Light Based Sneaking v1.4	Tweaks	MMH	90-8600	Vanhikes, Qwert	2003-02-03	I thought that the sneaking skill was not very interactive. you just pushed a button and started to sneak; did not need to do much. So I wanted to make it more of an experience you have control over. My goal was to make this as much like the game Thief as possible; where light is your enemy and d...
11328	Light Armor Balancer	Tweaks	MMH	90-8345	Johan Carlin	2002-08-14	This mod addresses these problems; the changes are as follows: - Nordic Fur changed from AR 5 to AR 7 - Boiled Netch changed from AR 7 to 10 - Chitin changed from AR 10 to 15 - Glass changed from AR 50 to 35 ...
11327	Levelling v1.0	Tweaks	MMH	90-9732	Balor	2005-03-12	Everybody knows that Morrowind characters capable of, with surprisingly little effort, become demigods of unsurpassed power. Many things done to fix that, and here is an other one - an alternative leveling system. Now you gain max of x2 multiplier on stat per level (if you trained apro...
11326	Leveled Magicka	Tweaks	MMH	90-2107	hessi9	2009-04-06	This mod increases your maximum magicka at 4% per level. So at level 25 your starting magicka has been doubled.
11325	Level-independent Health	Tweaks	MMH	90-7978	Bell-chan	2005-01-06	It changes the health value of the player. Your health no longer goes up every level. It is calculated from your attributes. This way new characters have more health than normal and high-level characters have less health. The formula to calculate your health is: ( strength + agility...
11324	LessWeather	Tweaks	MMH	90-10002	Cyrano, Torch	2005-06-21	LessWeather is designed for lower-end systems that struggle to maintain a playable framerate particularly during adverse weather. All towns and cities where systems are already challenged to create the abundant statics found therein have their adverse weather replaced with mil...
11323	Less aggressive cliff racer	Tweaks	MMH	90-5862	skullcleaver1	2011-10-07	***** The Elder Scrolls III MORROWIND: Less aggressive cliff racer *****
11322	Less Aggressive Critters	Tweaks	MMH	90-7351	Brett Flannigan	2002-05-28	With this mod, the following wild critters are less likely to attack you (some MUCH less likely): all Cliff Racers, all Alit, all Kagouti, Kwama Forager, all Mudcrabs, all Rats, Feral Guar, and all Shalk.
11321	Legion papers	Tweaks	MMH	90-5861	Maw3193	2011-10-07	Legion papers, by Maw3193 (Jonathan.maw@gmail.com) To install: Put it in your "Data Files" folder and activate it in the Morrowind launcher. Purpose: At a certain level, you find armour better than the Legion stuff. Lugging around armour you are only going to wear ...
11320	Legion	Tweaks	MMH	90-279	Unknown	2009-04-06	Legion: Changes the favoured skills of the Imperial Legion from Endurance/Personality to Endurance/Strength. ----- req: Morrowind only ===== 20090607 updated description & categories -- miran
11319	Laura Craft DIY Journal Compatible	Tweaks	MMH	90-12924	Eisenfaust	2008-09-10	Laura Craft DIYJK Compatible Patch Laura Craft by Emma, Patch by Eisenfaust Requires: Morrowind, Tribunal, Bloodmoon, Laura Craft Companion mod 2.2 by Emma, D-I-Y Journal Keeping by 2xStrange, Journal Enhanced and MWE by Aelorn Description: ...
11318	Kyro's Odai Boat Fix	Tweaks	MMH	90-13934	Kyromods	2010-04-25	Ever wanted to take your dingy to Balmora? Well, with this mod you can. Any boat mod will work. Ultimate Galleon, Sell n' Sail ect... More info in the readme [b]Changelog:[b]Raised A wooden bridge to allow boat access ...
11317	KTW AdnD Based Race Tweak	Tweaks	MMH	90-13888	Kain the Wolf	2010-03-19	The basic idea behind this mod is to change the size ratios to that of some of the races in AdnD. I have also tweaked out some of the spells/abilities of the races, nothing overpowered, just tweaks I figured should be done i.e.; Argonians being able to breath u...
11316	Kogoruhn Rebalanced	Tweaks	MMH	90-14378	Xeth-Ban	2011-10-10	I always felt that Kogoruhn was far too easy considering what it was supposed to be. I also felt that you were given many top-tier items without having to do much to get them. I therefore decided to do something about it. A complete list of changes can be found below, but...
11315	Kirel's Sneak Attack	Tweaks	MMH	90-10433	Kirel	2006-02-22	Gives you an attack bonus after sneaking for a certain amount of time (default 20 seconds) with your weapon ready and without being hit, making a successful strike pretty much guaranteed. Can be setup a couple of different ways for bows/crossbows. The default setting is that the effect is cancell...
11314	Kirel's Observant Ordinators	Tweaks	MMH	90-10363	Kirel	2006-01-22	A simple tweak that let's Ordinators see that you're wearing Indoril Armor without you having to initialize dialog with them first. Beta, may be incompatibilities with mods that alter voice greetings - works fine with VGreetings though.
11313	Kirel's Illegal Summoning	Tweaks	MMH	90-10361	Kirel	2006-01-20	On the Xbox splashscreens we're warned not to summon creatures in towns, lest we be attacked by the guards - apparently they've relaxed their standards since then, seeing as how you can stroll through vivec with a squad of skeletons, a bunch of bonelords or a d...
11312	Kirel's "Take a Breather"	Tweaks	MMH	90-10420	Kirel	2006-02-16	Simple enough concept, allows you to regenerate fatigue faster while sneaking, so long as you don't have a weapon drawn or a spell ready and are standing still, as if you were resting. Works well as a companion to fatigue effect mods. [b]Changelog:[b]V1.04 Made the script checking for...
11311	Kirel's "Snow Business"	Tweaks	MMH	90-10565	Kirel	2006-05-01	If you stay out in snow or blizzards for too long you'll start to freeze. At first you'll just feel tired, then you'll collapse, then you'll freeze to death. Wearing armor, casting resist frost and raising your endurance will all help beat the cold. I recommend...

Id	Name	Category	Site	Link	Author	Date	Description
11310	Kirel's "How Are You?"	Tweaks	MMH	90-10505	Kirel	2006-03-19	Simply adds the topic " - How are you?" so you can catch up with your NPC friends. The topic has some 80 or so unique responses based on the NPCs disposition. Tribunal isn't required, but the script that adds the topic won't fire without it so you'll have to open the console and type:
11309	Kirel's "Guar Tamer"	Tweaks	MMH	90-10441	Kirel	2006-02-24	Let's you tame wild Guars and turn them into Pack Guars. Simply hit the Guar until its health is low enough (you get a message box) and then cast Command Creature on him for at least 10 seconds. The Pack Guars are the same same strength as normal Guars. They use the pack ...
11308	Kirel's "Fast Break"	Tweaks	MMH	90-10476	Kirel	2006-03-08	Let's you sprint at increased speed in return for increased fatigue drain. The higher your athletics skill, the more of a speed boost you'll get. Put away your weapons/spells unless you want double fatigue drain! Sprinting also lets you jump further, but beware, the larg...
11307	Khajiit Night Vision	Tweaks	MMH	90-8091	Melik Erek	2002-06-19	
11306	Khajiit Eye of Night Toggle	Tweaks	MMH	90-10917	Taehl	2006-12-09	All Khajiit start with the handy Eye of Night spell that lets them see in the dark. Problem is, it only lasts for 30 seconds before dropping you back into pitch darkness, and usually in the middle of a fight, forcing you to put away your dagger, run away blindly (usually into a wall), equip your '...
11305	Key Replacer MW Renamer 1.1	Tweaks	MMH	90-11734	Shadowriath	2012-10-09	This is a compatibility patch for Dade's Key Replacer and Lurlock's Key Namer. The esp replaces Key Replacer MW.esp and Keynamer.esp. If you have the expansions just run this file with the Dade's replacers, make sure this file loads after it as it is a patch. Sl...
11304	Key Namer-Cleaned	Tweaks	MMH	90-10408	Lurlock, DAVIDINTEL	2006-02-11	This is cleaned version of the "Key Namer" mod by Lurlock. All credit for this neat little mod goes to him. I am uploading this with permission from the author. Mod Description by Lurlock: Ever get tired of an inventory filled with "Small Key", "Rusty Key", "Ancient Daed...
11303	Key Namer v1.0	Tweaks	MMH	90-7994	Lurlock	2005-04-15	Ever get tired of an inventory filled with "Small Key", "Rusty Key", "Ancient Daedric Key", "Shiny Key", etc., but afraid to dump all your keys because you don't know where they're from and when you might need them? Well, this mod fixes that, by giving all the keys names describing either where t...
11302	Katana Speed Upgrade	Tweaks	MMH	90-9433	Lord Sato	2004-03-31	I am a big fan of Samurai, and I find the Katanas in this game's attack speed make them look a bit slow and boring, so I simply upped the speed on all the Katanas in the game to make them a bit faster in terms of attack speed.
11301	JC_Magic Improvements	Tweaks	MMH	90-9745	Jan Cervenka	2005-03-14	This mod is supposed to make spellcasting more fun. It removes glow from enchanted items, increases speed of Target spells and make some spells easier to cast. More details are in ReadMe. This is my first mod released, so don't expect too much of it.
11300	jaxawiers imperial armor fix	Tweaks	MMH	90-5813	jaxawier	2011-10-06	jaxawiers imperial armor fix Author: jaxawier Description: Clean jaxawiers imperial armor fix Morrowind only 1.6.0.1820 Cleaned with tespcdv031 and tesame Tried to make it balanced but obviously it is intended for higher levels. Compared to similar armor at high level like daedri...
11299	Item Patchwork	Tweaks	MMH	90-6690	mjr162006	2011-02-25	This mod patches several items that, in the vanilla, i.e. unmodified, versions of the game, have attributes that have what I feel are flaws. Such as: enchantments completely unlike what is described in their lore, ones that have lost their enchantments since Daggerfall, not being placed in the ...
11298	Intervention Plus	Tweaks	MMH	90-2308	lurlock	2009-04-24	Intervention Plus Version 1.0 lurlock@bellsouth.net Description: Adds Almsivi and Divine intervention destinations in places that were lacking them before. Almsivi Intervention points were added in: -Suran (Temple) -Vos (Temple) -Ghostgate (Out front...
11297	Intense Combat 4 v1.1	Tweaks	MMH	90-12203	Varg 'Euthanasialogist'	2013-02-11	This plugin, made on request, increases damage dealt by all weapons in Morrowind and some plugins. However, stats weren't mindlessly boosted, for many categories formulas are different. Generally difference between weakest and best weapons is reduced to provide more challenge.
11296	Inns Rent Storage	Tweaks	MMH	90-13514	TheOne&Only	2009-07-05	This creates an incentive (sigh) to rent rooms at inns by adding storage containers for use by guests. Containers in guest rooms are replaced with identical storage containers intended for guest use and chests were added at the foot of the bed for rooms without any contain...
11295	Infinite Torch	Tweaks	MMH	90-8431	Spjutulf	2005-05-19	Adds an infinite torch that the player can use.
11294	Inferno	Tweaks	MMH	90-12397	Demolisher 2	2007-11-24	Ever wanted to burn down Balmora? Pelagiad? Anywhere? Well, this is your mod. An Imperial in the South Wall Cornerclub in Balmora now sells firefighters. They are expensive, but a useful tool for destroying cities. There are options for saving both framerate and realism, so those who dislike low ...
11293	Indoril No Attack v1.0	Tweaks	MMH	90-14651	darkangel	2013-04-24	playing this plugin---put the file in the data files dir and load the mod ordinator's high ordinator's wont attack you when wearing indoril or her hand armor feedback is welcome.... a_small_child@msn.com
11292	Increased DB Attacks	Tweaks	MMH	90-12596	Jac	2008-03-14	This mod increases the amount of Dark Brotherhood attacks. To stop the attacks, you now have to kill Dandras Vules for the attacks to stop. The attacks will not start until you have reached at least level 5 and it also replaces the awakening message with "You are awakened..."
11291	Inari's Skills Tweaks	Tweaks	MMH	90-14416	Inari	2012-01-06	Morrowind Code Patch required with "Swift Casting" activated. IST changes a couple GMSTs, so make sure there are no mods loaded after IST which change/contaminate GMSTs. Did you ever think, while creating your character, "Damn it, I don't need 10 skills, LONG ...
11290	Improved staffs	Tweaks	MMH	90-7655	Stabbey_the_Clown	2004-06-10	I had wanted to play a staff-wielding mage, but even the best staffs were little good in combat, and only two staffs were good for enchanting. So, this plugin increases the damage and enchantment levels for all staffs. Even the base wooden staff is now mor...
11289	Improved Shrine Journal entries	Tweaks	MMH	90-8221	Nedlum	2002-07-15	
11288	Improved Shipping	Tweaks	MMH	90-10703	MethosUK	2006-08-05	It has always irritated me, that getting up and down the east coast of Vvardenfell is so hard, and that the fishing villages of Seyda Neen and Ald Velothi had no access to ships. Also why was the Shipmaster of Gnarr Mok so damn lazy? Two destinations? So for my fir...
11287	Improved Positioning	Tweaks	MMH	90-15564	HeyYou	2017-08-20	The Elder Scrolls III MORROWIND: ===== Improved Positioning ===== By HeyYou Date Sometime in Mid-2007 1. Description 2. Requirements 3. Installing the plug-in 4. Playing the plug-in 5. Save games 6. Conflicts/Kno...
11286	Improved No Glow	Tweaks	MMH	90-10447	Shadre	2006-02-25	This mod does two things: 1) Removes the "plastic" or "saran wrap" effect from all enchanted items so that you can actually see the details of your armor and clothes instead of being lit up like a neon sign. 2) Unlike other "no glow" mods, allows ...
11285	Improved Morag Tong Grandmaster	Tweaks	MMH	90-10996	PetrusOctavianus	2007-01-16	This mod makes the Morag Tong Grandmaster tougher and the Night Mother of Vvardenfell much tougher. It's designed mainly for players who use lots of quest/landscape mods and thus reached much higher levels than in vanilla MW. But also in vanilla MW the Grandmaster a...
11284	Improved Inns	Tweaks	MMH	90-12776	Taddeus	2008-06-18	Please note that this mod was not created by me but by taddeus. He and nymeria was the original creator of the famous Necessities of Morrowind or NOM. When I realized that their homepage Nymeria & Taddeus Internet Hideout ( <a href="http://www.tadnan-hideout.com/MW/">http://www.tadnan-hideout.com/MW/</a> ...
11283	Improved Health	Tweaks	MMH	90-10478	Shadre	2006-03-09	This mod changes how maximum Health is computed by using a formula based on multiple stats, armor skills and current level. In normal Morrowind each new level simply adds 1/10 of your current Endurance stat to max Health. This mod instead uses percentages of the following stats and sk...
11282	Improved Hand-to-Hand	Tweaks	MMH	90-11446	Fliggerty	2007-08-12	Hand-to-hand combat has always bothered me. It seems kind of pointless to me. Getting punched in the face doesn't make me tired, it hurts. It really hurts if the person punching me is wearing a gauntlet. This mod aims to simulate that. You now give, and ...
11281	Improved Gold Weight	Tweaks	MMH	90-6309	ManaUser	2009-10-30	
11280	Improved Bartering	Tweaks	MMH	90-11270	Fliggerty	2007-05-28	Improved Bartering aims to make trading, buying, and selling in Morrowind a more immersive experience. First of all, merchants will no longer have a predefined, specific amount of gold to barter with each day. They will have a random amount that will be anywhere from none to a bit over doub...
11279	Imperials less fat	Tweaks	MMH	90-6562	MoneyBags01	2010-10-12	Are you sick of imperials being so fat, does your archmage look stupid with all that fat well now you don't have to because of this simple but usefull tweak, male imperial weight set from 1.25 to 1.00, requires morrowind only, no more GMSTs's [b]Changelog:[/b]v.2 removed GMSTs's
11278	Imperial Uniforms (TribBM)	Tweaks	MMH	90-9173	NukeouT	2004-02-06	This mod makes all imperial armor and Imperial Belts and skirts count as imperial uniforms. No more lugging around that heavy chest plate to talk with some ignorant bratty guard! I tried to include all the Imperial armor in the core files of MW, TB, and BM including Templar. ...
11277	Imperial Uniforms (MW)	Tweaks	MMH	90-7952	NukeouT	2003-11-14	This mod makes every Imperial piece of apparel - an Imperial Uniform for purposes of the Legion. So now Imperial Uniforms are: Imperial Skirts, Imperial Belts, and ALL NON-ENCHANTED IMPERIAL ARMOR. So if you find an imperial pauldron anywhere in the game it will l...
11276	Imperial Legion Uniforms	Tweaks	MMH	90-8294	Santtu Pajukanta	2002-09-17	This mod simply makes the Imperial Legion guys recognize all Imperial Cuirasses as legion uniforms, or if use light armor instead of Medium, you can use Imperial Studded Leather Cuirass and it does the trick. An Imperial Legion shirt is included which also does the same trick...
11275	Imperial Legion Short Blade	Tweaks	MMH	90-7862	Johnny5	2003-11-03	This mod adds short blade to the Imperial Legion's list of favored skills needed for advancement. It also makes 2 light armor cuirasses into acceptable legion uniforms and has a few other tweaks. Some updates & fixes have been done in this version. Full details in re...
11274	Imperial Diet Program	Tweaks	MMH	90-9279	Zenogias	2004-03-01	Improves the appearance of some races Imperial Males Reduces the Weight value of Imperial Males from 1.25 to 1.15, in order to reduce stretching of textures caused by the value being too high compared to its height. Orc Males Reduces the we...
11273	Imperial Cult Teleporter	Tweaks	MMH	90-8234	Ciante	2002-07-22	
11272	Imperial Broadsword Damage Fix	Tweaks	MMH	90-10435	Rob B.	2006-02-22	After starting a new game and deciding to go the route of the Imperial Legion, I noticed that using the Imperial Broadsword wasn't the best thing to use. Then I thought about it; if Imperial Steel Armor is slightly better than regular Steel Armor, then why isn't the Imperial Broadsword better tha...

Id	Name	Category	Site	Link	Author	Date	Description
11271	Ice Weapons (Patch)	Tweaks	MMH	90-8680	Evil Sorcerer	2003-02-24	This is SOLELY a patch, just one file, NOT THE ENTIRE ICE WEAPONS 2.0 MOD. ONE PATCH. This fixes the problem with a sword in Meldor's shop; you must overwrite the old file with this one. It goes in the same file as the old one, just manually plop it into the ...
11270	Huskobar's Role Playing Suite	Tweaks	MMH	90-13723	Huskobar	2009-10-30	null
11269	Hurry Up	Tweaks	MMH	90-14256	Logorouge	2011-03-20	The speed of some NPCs* related to escort quests have been increased. *plus 2 creatures. Botrir: 56->80 Corky: 50->80 Din: 51->80 Drerel Indaren: 51->80 Edras Oril: 61->80 Fonus Rathryon:...
11268	House of Earthly Delights Railing	Tweaks	MMH	90-10547	AJB	2006-04-16	Ever have the problem of the girls dancing off their stages in the house of earthly delights? Ever just wanted them to stay up there? NOW YOU CAN! This mod literally took about 30 seconds to make. All I did was C&P the railing which is on the middle stage but not the left...
11267	House Dagoth Difficulty Mod	Tweaks	MMH	90-15348	relap5e	2015-05-17	House Dagoth Mod created by relap5e hp = Health Points spd = Speed Attribute sv = Soul Value Ash Zombie - 120hp to 320hp - 25spd to 60spd - Resist Magicka 10% - Resist Fire 10% - Resist Frost 10% - Resist Shock 10% - Resist Poison 10% - ...
11266	Hostility Messages Script	Tweaks	MMH	90-10569	Kirel	2006-05-01	This mod is an alternative to using "GetFight" in the console to determine an NPC's hostility that maybe breaks the atmosphere a little less, although without an external program you still need to use the console. Open the console and c...
11265	Hospitality Papers v1.0	Tweaks	MMH	90-6206	quorn	2008-11-29	null
11264	Hla Oad/Odai Plateau Road	Tweaks	MMH	90-13068	Talore	2008-12-04	Defines a road between Hla Oad and the Odai Plateau, where the Hlaalu fortress is built. With this, players can easily walk from Hla Oad to Balmora (it was possible before, but there was no defined road, and it felt like a hike through the wild) This contains only an .esp and a readme...
11263	Hitto's Useless ACE addons - Charge	Tweaks	MMH	90-9326	Hitto	2004-03-08	This little plugin fortifies your attack and strength depending on your time spent running. Ever wanted to charge relentlessly to knock down an enemy under a powerful blow? Then this is for you ;)
11262	Hitto's Useless ACE addons - Backstab	Tweaks	MMH	90-9337	Hitto	2004-03-11	This little plugin fortifies your Short Blade skill depending on sneak skill. Ever tried to backstab some hapless victim, while hiding in the shadows, only to miss your shot because your weapon skill was too low? Then this is for you ;)
11261	Hitto's Useless ACE addons - Air Attack	Tweaks	MMH	90-9281	Hitto	2004-03-01	Have you ever wanted to deal extra damage whenever you jump down from a roof and strike an unsuspecting victim? There you go. This mod simply adds a fortify Attack and Strength effect depending on your jumping time. Test the H out of it! Known bug : nothin...
11260	Hitto's ACE Addons - Backstab V0.1	Tweaks	MMH	90-15498	Hitto	2017-07-22	***** The Elder Scrolls III MORROWIND: Hitto's ACE Addons - Backstab V0.1 ***** Index: 1. Installation 2. Playing the Plugin 3....
11259	Hilomar's Imports Unofficial Door Patch v2.0	Tweaks	MMH	90-12351	Ninjakreborn	2013-03-20	The mod Hilomar's Imports ended up having a bug in it. When you are in Pelagaid and first enter...if you look at the first building on the right you will notice it says "Wooden Door" and when you activate it the door opens in broken animations to reveal a wall behind it. What happened ...
11258	Hilomar's Imports Unofficial Door Patch	Tweaks	MMH	90-13603	ninjakreborn	2009-08-18	The mod Hilomar's Imports ended up having a bug in it. When you are in Pelagaid and first enter...if you look at the first building on the right you will notice it says "Wooden Door" and when you activate it the door opens in broken animations to reveal a wall behind it. ...
11257	Hidden Magic Items	Tweaks	MMH	90-14226	Redxile	2011-02-28	This mod "hides" all the magic items in the game. It removes the shimmer effect, and removes the spiral icon. You will only be able to see that the item is magic by viewing it's enchantments.
11256	Herbalism v1.3	Tweaks	MMH	90-9099	Balor	2005-03-12	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...
11255	Helmet Toggle	Tweaks	MMH	90-11066	Shadre	2007-02-17	This mod will automatically equip the best helmet in your inventory when you draw a weapon or ready a spell or magic item, and will unequip that same helmet when you put your weapon or magic away. This mod is similar to my other "toggle" mod: Shield Toggle. The reas...
11254	Height%2FWeight Tweaks	Tweaks	MMH	90-1085	Unknown	2009-04-06	
11253	Healers_companion_addon	Tweaks	MMH	90-14030	vi	2010-07-27	Lets(Raejack's) Healers Heal your companions TOOO!!!! This is just an "enhancement" for Raejak's Healers Mod WHICH IS REQUIRED (fyi :) Raejeck's mod brought actual "healers" to Morrowind...I love this! But [...
11252	Healers v1.0 (Edit)	Tweaks	MMH	90-14957	Raejak	2013-09-01	(Original description) Injured PCs can now actually visit healers, just like the NPCs suggest. These healers charge varying amounts for their services (depending on several factors), and can generally be found at the nearest Temple. See readme for info. (Simbelmyne Edit) FL...
11251	Havish Necessities of Morrowind Patch	Tweaks	MMH	90-13625	CaptainJorge	2009-08-25	This mod adds NoM functionality to the normal wells in Havish. It also adds NoM food to the tavernkeepers stock. Finally, it adds NoM supplies to the trader and pawnbroker in Havish. This plugin requires the following: Havish 1.3 Necessities of Morrowind, NoM 2.12-05 Update o...
11250	Haunted Manor Improvments!	Tweaks	MMH	90-12472	MaydarXIII	2008-01-11	This is a small mod that simply fixes up the haunted manor in St.Olms. You can use it however you like, much like the haunted manor before,but it gives it a more comfortable feeling. I made this mod to get back up on my feet with modding. This mod is great if you want to fix up Morrow...
11249	HardcoreFactions	Tweaks	MMH	90-3198	Darkflame	2009-05-12	~~~~~ Hardcore Factions 1.0 By Darkflame ~~~~~ Summary: This plugin will make it more difficult to join factions and especially hard to rise through them to the top. Players will no longer be able to...
11248	hard patch 2004	Tweaks	MMH	90-1844	Lancelot	2009-04-06	Copy Hard Patch 2004 in "your drive"\\Morrowind\\Data\\ I recommend that you start a new game. Still, if you wish to continue an old game after installation, follow these simple steps. - Load the game of your choice. Morrowind will warn you that games files may have changed.
11247	Handy Equipping	Tweaks	MMH	90-11566	Fliggerty	2007-09-27	You will no longer have to pause your adventures to pick open a door, or light up a dark corridor. Handy Equipping lets you switch between your weapon and a lockpick or probe, or your shield and a torch or a lantern with only a keypress. This mod is dependent upon Morrowind Scri...
11246	Haarbal	Tweaks	MMH	90-14949	SukkelHaarbal	2013-08-29	Description: Script to stop those continues ordinator attacks. Open the console window (by pressing ~ ) , point and click at the NPC so that the top bar of the console says something like, "ordinator mournhold_stationary_000000013" Then just type in the console window "StartS...
11245	Guild Fixes	Tweaks	MMH	90-12812	OmegaDarkKnight	2008-07-09	Guild Fixes adjusts the numerical attribute requirements of all normal Guilds and Great Houses as well as making their Guild Leaders (Minus Gothren) much more powerful and worthy of their titles. A Full List of Changes can be found in the Included ReadMe. &#...
11244	Guild Fees	Tweaks	MMH	90-302	Bot	2009-04-06	Guild Fees by Bot v 1.0 This modification introduces a modest joining fee for when the player joins either the Imperial Fighter or Mage's Guilds. Also spelling corrections. .... req: Morrowind only =====
11243	Gravedigger	Tweaks	MMH	90-10696	Fliggerty	2006-07-28	Now you can completely get rid of a corpse immediately - without being weighted down with whatever junk was on it! All you have to do is get close enough to a corpse that you would be able to activate it, and hold down the '-' (apostrophe) key until it starts burning, as long as you h...
11242	Got the Time	Tweaks	MMH	90-7221	Princess Stomper	2012-08-05	You're in the city. You press the 't' key to rest, but you're not even tired - you just want to know what time is. But you get that incredibly annoying error message telling you you're not allowed to rest here. You just want to know the time. Wouldn't it be easier to...
11241	GooglyBoogly Economy Fix	Tweaks	MMH	90-13313	GooglyBoogly	2009-03-14	2.5x Training Costs 12.5x Fast travel Costs No Mudcrab/Creeper Barter Player-made potions to 10% value Harder Bribery A successful barter no longer increases merchant disposition This mod is based off the miscella...
11240	GoldWeight v1.2	Tweaks	MMH	90-532	VenomByte	2004-10-20	Adds an effective weight of 0.01 to gold pieces. Unlike other mods which give weight to gold, this mod does NOT change the weight value of the existing gold_001 object, instead a script adds 'dead weight' to your inventory. This means that this mod is fully compatible with any mods that change th...
11239	GoldFire's Darker Nights	Tweaks	MMH	90-12873	GoldFire	2008-08-18	This is a simple mod that just makes Morrowind darker at night and makes lights like torches and lanterns brighter. Contains: Readme _Morrowind.INI File (Backup) _Morrowind.INI File (Makes night darker) _Morrowind.INI File...
11238	God 2.0s Morrowind mod	Tweaks	MMH	90-10163	God 2.0	2005-10-13	This plugin tries to add more balance to spellcasting, adds blank spell scrolls available for purchase, and changes the requirements for advancing up ranks in the different factions. Version 1.0b improves the recharge rate of magic items, as I found the previous value 1...
11237	Gnisis Eggmine Pass	Tweaks	MMH	90-13059	quorn	2008-12-02	This plug-in allows the player to enter the Gnisis Eggmine while holding the pass. The Hetman of Gnisis will sell the eggmine pass to players, and the guard will give the player the key while the pass is in the player's inventory. Two versions are available, the regular v...
11236	Gnisis Bridge	Tweaks	MMH	90-13067	Talore	2008-12-04	Adds a bridge connecting Gnisis to the land south of it, by a bridge across the river. This was made for roleplayers who didn't want to take a huge walk around to get to Gnisis walking from the south, but also don't want to swim across the river.
11235	Gluby's Creature Loot Mod	Tweaks	MMH	90-13635	Gluby	2009-08-29	"I just killed an enormous bear, and all I got was this... hey! Not even enough skin to make a T-shirt!" This mod is designed to redress logical inconsistencies in creature animal-parts loot, and to increase the rather sparse supply of it. I...
11234	Glowing Bitter Coast v1.0	Tweaks	MMH	90-14321	michael163377	2011-06-17	null
11233	Glass Arrow Fix	Tweaks	MMH	90-8225	GlassBoy	2003-05-26	Glass arrows weigh .15, steel weighs .10??? and yet all other steel counterparts of glass weapons weigh more than them? This simple fix changes glass arrows weight to .05, so that glass's weight is more consistent in the game.
11232	GIANTS (No Nude)	Tweaks	MMH	90-7986	TomatoOfDoom	2003-11-26	This mod takes out the nymphs (the naked people running around). Hope this helps some of you.
11231	Ghost Fence Removed v1.0	Tweaks	MMH	90-2146	kingevil	2009-04-24	removes the ghostfence, but not the ghostgate.



<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
11230	Generic-No-More Tribunal Clothing	Tweaks	MMH	90-11378	Mista Mod Testa	2007-07-14	The fourth Generic-No-More mod. This one will replace the 9 clothing items added by the Tribunal expansion.    Enjoy!
11229	Generic-No-More Morrowind Clothing	Tweaks	MMH	90-11356	Mista Mod Testa	2007-07-08	This mod replaces all of the generic clothing names, including jewelry, with names that describe them. It does not replace special clothing names, such as Surefeet. The screenshot will show some of the edited clothing names. Enjoy!    If you're not happy with this mod, try B...
11228	Generic-No-More Misc Items	Tweaks	MMH	90-11374	Mista Mod Testa	2007-07-12	The third Generic-No-More Mod. This one replaces all of the generic misc item names. Such as plates, flasks, and bottles. Enjoy!
11227	Generic-No-More Bloodmoon Clothing	Tweaks	MMH	90-11359	Mista Mod Testa	2007-07-09	The second Generic-No-More mod. This one will replace the names of Bloodmoon's generic clothing. It does not replace Morrowind's generic clothing or special clothing items. Leave comments & rate high! :) [b]Changelog-[b]v1.1-Accidentally deleted mod from website. Replaced with cle...
11226	Gauntlets, Bracers and Pauldrons 1.1	Tweaks	MMH	90-9949	Scifiguy52	2005-06-26	This mod adds a merchant to the Ald Skaar Inn, in Ald-ruhn that sells pauldrons that double up on all stats in order to allow the ability of wearing sheathes and quivers on your character.
11225	Gauntlets, bracers and pauldrons 1.0	Tweaks	MMH	90-1380	Scifiguy52	2009-04-06	a mod that takes all the gauntlets, bracers and pauldrons in the game and making 2 sets, as in, it takes one slot, but does both armor rating, enchanting, condition etc. i made this so sheaths, quivers and anything else that takes up a slot on your arm can be covered so you dont lose any armour r...
11224	Gameplay Enhancement	Tweaks	MMH	90-7476	BlueMantis Mod Craft	2002-06-06	Fixes general gameplay problems and bugs. Slightly improves magic system and stops cliff racers from attacking on sight. Please see readme file for full list of changes.
11223	Gaenor Revamped	Tweaks	MMH	90-6369	Qorwynn	2010-01-09	This mod its for the brave warriors out there, for someone that wants a challenge, and for all of us who hate Gaenor, the bosmer pauper found in the Mournhold Temple, that ask you for a ton of money. Now he is stronger and have better loot as a reward    [b]Change...
11222	Full Paralysis	Tweaks	MMH	90-12981	Fliggerty	2008-10-21	It makes no sense to me that you should be able to open up your inventory and    drink a cure paralysis potion while you are paralyzed, or do anything else for that matter.    This simply disables the right mouse key when you are paralyzed.    ...
11221	frostmoth repaired v0 31	Tweaks	MMH	90-2286	Talthybius	2009-04-24	null
11220	Freelancer	Tweaks	MMH	90-8164	Tomas	2003-04-18	Designed for those who prefer Morrowind life without faction complications, working as a freelancer for whoever has suitable work to offer. There are several aspects to this plugin:    - many quests now end if you decline them (ie moving to greyed-out in journal) [...] ...
11219	Fortify Skill Comes to Morrowind	Tweaks	MMH	90-6814	SwordForTheLord	2011-11-15	Addes Fortify Skill spells to Morrowin, and increases the spell effect cost for balance.
11218	Fortified Thirsk	Tweaks	MMH	90-303	lochnarus	2009-04-06	***** The Elder Scrolls III MORROWIND: Fortified Thirs...
11217	Fort Frostmoth Restoration	Tweaks	MMH	90-2151	Case	2009-04-24	Fort Frostmoth Restoration Author: Case File Version: 1.0 File size: 510 bytes Returns Fort Frostmoth to its undamaged state upon completion of the Bloodmoon story arc, instead of leaving it partially destroyed as it is in the unmodified expansion. [Dec. 2004.]
11216	Fliggerty's Fleeing Fetchers	Tweaks	MMH	90-12774	Fliggerty	2008-06-17	It is not reasonable for an innocent bystander to walk in the middle of a battle that is raging in the streets. Nor does it seem feasible for a simple commoner to stand and watch a murderous rampage without running for safety.    When you are in the midst of a battle, any non-comba...
11215	Flamin' Foeburner Fix	Tweaks	MMH	90-13077	Alphax	2008-12-09	Adds a basic enchantment to the highly prevalent (but unenchanted) Dwemer Claymore called "Foeburner".    The sword now carries a Fire Damage enchantment and has increased reach, with the result that you can hit enemies from slightly further away and it appears that the weap...
11214	Fixed weapon stats	Tweaks	MMH	90-10640	Opium1	2006-06-24	A small tweak that changes the stats of a few weapons to something more realistic.    Edited weapons and stats.    Mace of Aevar Stone-Singer    Chop: 10 - 60    Slash: 10 - 60    Thrust: 10 - 10    (Edited since I d...
11213	Find Shelter	Tweaks	MMH	90-12678	Danjb	2008-04-21	null
11212	Fighter's Guild Tweak	Tweaks	MMH	90-12442	AztekH	2007-12-22	Just a simple tweak.    It changes the Figher's Guild favored skills to Long Blade, Axe, Spear, Blunt Weapon, Block, Armorer, and Athletics. [b]Changelog-[b]1.0 Initial version.
11211	Fatigue Regen v1.11	Tweaks	MMH	90-14290	michael163377	2011-04-26	This mod changes the fatigue in Morrowind to be more like in Oblivion. Fatigue will now regenerate while running, but at a slower rate than while walking, and fatigue loss for attacking, blocking and jumping has been significantly increased. Read the readme file for more information. ...
11210	Fatigue Effects v1.3	Tweaks	MMH	90-10384	Warrax	2006-02-01	This is the updated version of "Fatigue Effects" mod by Leon "pancreas" Medado.    It adds breathing sound for your character, when his fatigue drops under 60%. Sound is scaled, so he breaths more and louder, when he's near 100% fatigue.    Near maximum...
11209	Fatigue Effects	Tweaks	MMH	90-8477	Leon 'pancreas' Medado	2003-05-28	Adds a new panting and heart beating sound effect when your character becomes fatigued    A ratio system (Many thanks to Horatio) expresses your current fatigue level as a percentage of your maximum number of fatigue points which is tied to the volume and pitch of the soun...
11208	Fatigue Changes	Tweaks	MMH	90-6266	Tyri	2009-09-16	Changes the way you use your fatigue.    Removed fatigue from running, as in Oblivion, but increased fatigue loss from swinging weapon, blocking, and various other things.    Added spellcasting fatigue loss equal to somewhere around half the cost of the spell.    I cleaned it of the nast...
11207	FastProjectiles	Tweaks	MMH	90-5003	MangoMan	2009-05-12	Fast Projectiles Mod v1.0 Written by MangoMan ( Dave Cousineau ) nerevar@shaw.ca Installation: ----- Just unzip the .zip file to your morrowind Data Files directory. All there is...
11206	Faster	Tweaks	MMH	90-13682	Aragon	2009-09-22	Increases walking and running speed of yourself and NPC's by one quarter. I personally like this mod since the running speed in Morrowind is painfully slow. It is still a balanced mod since all NPC's are also faster. Since the speed increase is fairly low, the plugin still encourages you to work ...
11205	Falling Down	Tweaks	MMH	90-13190	Duncan	2009-01-22	This small plugin makes you keep an eye on your fatigue a little closer. You better make sure you have enough fatigue before you go into battle. And if your fatigue is getting low while in battle, you better run away, hide, take a minute to catch your breath, then go back and finish off the creat...
11204	Fall Damage	Tweaks	MMH	90-9807	Sosthenes	2004-10-15	Simply increases falling damage.[list] more damage from lower falls    ie. twisting/breaking your ankles    higher falls become more deadly    ie. breaking your legs, neck, etc.[/list]
11203	Failure Based Learning	Tweaks	MMH	90-6657	etmorrowindb	2011-01-20	This mod makes learning based on failure instead of success for some Skills.    The influenced Skills are:    Alteration, Axe, Blunt Weapon, Conjuration, Destruction, Hand-to-hand, ...
11202	Faction Journal Rules	Tweaks	MMH	90-6237	TheOne&Only	2009-06-27	
11201	Eyemadedis	Tweaks	MMH	90-8778	Morbid The Grimm	2003-04-07	Some mostly minor Tweaks to TES:Morrowind - Race Attributes, Special Abilities, skill and other things as well    These are changes I personally found useful and wanted to share with others; complete list of what was changed is in the readme.
11200	Expansion Integration	Tweaks	MMH	90-6573	Dragon32	2010-10-18	Better integrates the Tribunal and Bloodmoon expansions into the game by adding their new content to Vvardenfell. Making Solstheim, Almalexia and Vvardenfell part of one, connected world.    In addition, unused resources from Bloodmoon are added into the game world.
11199	Evidence Chest Modifications v2.0	Tweaks	MMH	90-12350	Ninjakreborn	2013-03-20	This includes two simple esp files. One locks all evidence chests to 100 and one unlocks them all. This affects all areas of morrowind. There are not ESP to account for Bloodmoon or Tribunal because as far as I can tell there are no evidence chests in those areas. This mod was meant to...
11198	Evidence Chest Modifications	Tweaks	MMH	90-13591	ninjakreborn	2009-08-15	This includes two simple esp files. One locks all evidence chests to 100 and one unlocks them all. This affects all areas of morrowind. There are not ESP to account for Bloodmoon or Tribunal because as far as I can tell there are no evidence chests in those areas. <...
11197	Eternally Sunny Weather v1.0	Tweaks	MMH	90-995	Kagz aka Kagrenac aka Raven	2009-04-06	.....Eternally Sunny Weather..... Alright due to me seriously considering giving up modding, i am going to start giving my personal mods away. This is my Sunny weather mod. I was fed up trying to test my mods in the half dark and the rain.
11196	erin's_improved_weather	Tweaks	MMH	90-12940	Dirges	2008-09-16	Changes severe weather to do damage and add appropriate spell effects.    Also adds blight diseases during blight storms and stops all blight storms after killing Dagoth Ur. [b]Changelog-[b]0.1A: First released version. Untested but should work. 0.1C:...
11195	Enough Does Not Have Enough	Tweaks	MMH	90-11482	Gwilym	2007-08-27	Simply gets rid of the pointless "Item does not have enough charge" message, which kind of bugged me.
11194	Enemy Health Bar Remover	Tweaks	MMH	90-13284	Knef	2009-02-28	This mod eliminates the enemy health bar, the little yellow rectangle that tells you how many health points your foe has left. If you'd rather not know how many times you have to stab your enemy until he/she/it falls down, then this mod is for you.    I created this mod due ...
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...
11192	Encumbrance Mod	Tweaks	MMH	90-11133	BlueBit	2007-03-19	The Encumbrance Mod makes the encumbrance aspect of Morrowind a little bit more realistic. It makes it how ever much you can carry is only double or triple your strength (2 .esp's).    It makes you pick and choose what you should bring before going out on a mission, adding ...
11191	Encumbrance Enhanced	Tweaks	MMH	90-11207	Fliggerty	2007-04-26	It was suggested that a mod be made that will increase the athletics skill faster when the player is carrying more. This mod does that. It also increases acrobatics and sneak.    When the player has less than 25% encumbrance, there are no changes. Between 25% and 50% it...
11190	Enchantments 300	Tweaks	MMH	90-9091	Byblos	2004-01-28	Objective - Make Magic Items actually usefull    What it Does Changes the enchantments for almost all items in the game to make them so you have to decide which items to use - this way you have to make hard choices between which rings, amulets and robes t...
11189	Enchanted Icon Selection v1.1	Tweaks	MMH	90-1050	Nigedo	2009-04-06	null

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
11188	Enchantable Gloves of the Bal Molagmer	Tweaks	MMH	90-11211	Rastamage	2007-04-27	This mod makes the Gloves of the Bal Molagmer that you get from Gentelman Jim Stacey into something worthwhile. There are two .esps. One makes the gloves fill the gap of the missing exquisite gloves and one makes them near artifact level.
11187	Elemental Shield Fix/Tweak	Tweaks	MMH	90-13082	quorn	2008-12-13	This plug-in alters the game setting for the Alteration school's elemental shield spells (fire shield, frost shield, lightning shield). This plug-in changes the damage magnitude of the shield from 10% of the spell's magitude, to 50% of the spell's magnitude, meaning an elemental shield of 1...
11186	Elemental Icons	Tweaks	MMH	90-6364	Candlemaster	2010-01-05	This replacer recolors the small and large icons for the "fire damage", "fire shield", "frost damage", "frost shield", "shock damage", "lightning shield", and "poison" spell effects, recoloring them according to their element. Some may consider this lore-breaking, as it breaks the original ...
11185	Economy: Merchants and Taxes - adventurers	Tweaks	MMH	90-9697	Biges	2005-04-02	As many players of Morrowind know, it's economy system is crap - abundance of high-cost items, not enough cash for traders and traders themselves are complete loonies, able to sell the same item for less than they buy it for. Money saving and treasury hunting, the very important...
11184	Economy: Merchants and Taxes	Tweaks	MMH	90-9698	Biges	2005-04-02	As many players of Morrowind know, it's economy system is crap - abundance of high-cost items, not enough cash for traders and traders themselves are complete loonies, able to sell the same item for less than they buy it for. Money saving and treasury hunting, the very important...
11183	Economy Fixes v1.0	Tweaks	MMH	90-8396	VenomByte	2004-10-20	vn_economy_itemlists.esp - Complete reworking of around 160 of the levelled item lists in MW, Bloodmoon, and Tribunal. Levelled loot is now between 50-90% rarer (depending on value), and only starts to appears at around two and a half times the level it would previously appear at (best items now ...
11182	Economy Fixes v1.0	Tweaks	MMH	90-578	VenomByte	2009-04-06	***** The Elder Scrolls III MORROWIND: VenomByte's Economy fixes Plug-in V 1.0 by VenomByte ***** Contents: 1. Installation
11181	Economy Adjuster	Tweaks	MMH	90-11202	HotFusion	2007-04-22	This is a series of modular plug-ins designed to reduce to amount of cash available in the game. Morrowind's economy is out of control. It is very, very easy to make money (people frequently obtain millions of gold coins during the course of the game). Worse, ...
11180	Ebony Tweak	Tweaks	MMH	90-11276	Nintendofreak103	2007-05-30	Changes ebony armor into a medium armor and changes armor rating from 60 to 70 filling the gap of a powerfull medium armor If there is anything wrong please tell me this is my first mod so there is a chance that it will not work
11179	Easy Ordinator Armor	Tweaks	MMH	90-12704	Tricobalt	2008-05-02	Annoyed by attacking Ordinators simply because you are using their holy armor from their revered order? This is your solution!
11178	Easier Enchanting	Tweaks	MMH	90-8912	Shawn Potter	2003-06-16	Increases the chance of enchanting items so doing your own enchanting is easier.
11177	Easier Being	Tweaks	MMH	90-12741	Grimspire	2008-05-31	This mod changes several game settings to make it easier these things are - - Armors hammer more effective - Enchant price lowered - Travel time & cost lowered - Faster swimming and running - Hold breathe under water L...
11176	Earthly Delights Extreme	Tweaks	MMH	90-12672	Licks-His-Lips	2008-04-18	null
11175	Earthly Delights	Tweaks	MMH	90-7348	Endrek	2002-05-28	This mod is designed to make Desele's House of Earthly Delights (in Suran) a bit more... delightful. Talk to Helviane Desele about "Beds" to partake of the services. There are also some minor changes to prevent the dancing girls from dancing off thestage. [...]
11174	Dynamic MGE Water	Tweaks	MMH	90-13813	Solidfire	2010-01-14	For MGE 3.8 or higher, not tested with earlier versions, but give it a try. also, not tested using Morrowind's pixel shaded water. Water waves are more Defined, more realistic. same with caustic effects. more info is stated in the re...
11173	Dynamic Magicka Regeneration	Tweaks	MMH	90-13637	Duncan	2009-08-29	A Magicka regeneration mod aimed at a much slower rate of regeneration (hours instead of minutes). It features a more complex Magicka regeneration script under which Magicka regenerates, every 60 seconds, at rate that dynamically changes as a function of Intelligence, Willpower, Restoration skill...
11172	Dynamic Leveling	Tweaks	MMH	90-11471	Stealaxe	2007-08-24	This is a mod intended for the casual player that is tired of planing levels. You skills directly increase your attributes and your attributes directly increase your level. You can still reach level 70+ (max 75), get all your stats to 100 and can have up to 850 health and 1200 magicka...
11171	Dwemer Stove Doors	Tweaks	MMH	90-11327	Drackolus O'Dell (Salomandrye)	2007-06-30	This mod allows you to open and close the doors on the dwemer stoves. This only replaces the original ones in the game -- the ones added by mods or the expansions are still the same. By default, all the doors are open. I made them closed before, but they tried...
11170	Dwemer Ruins Fix	Tweaks	MMH	90-7414	Crazyboy	2003-05-15	I thought it was messed up when tribunal came out and you could blow up certain collapsed walls with dwemer satchels, and they didnt add it to the other ruins, so I did, with a few surprises of coarse. I believe that I fixed all the Dwemer Ruins in this Mod. To get sat...
11169	Dwemer Headache Fix	Tweaks	MMH	90-7540	Sandman	2004-05-19	This mod reduces the ambient noise inside Dwemer ruins to a more tolerable level. "Dwemer" is no longer a synonym for "Migrane"!
11168	Dwemer BioMonitor (DBM) Stamina Fix	Tweaks	MMH	90-13664	Ivellios23	2009-09-11	Dwemer Bio Monitor (DBM) Stamina Fix v1.0 By Ivellios23 ..... As a user of Kobu's Stamina Mod it would irk me whenever I see the "Fatigue Low" messages given by the DBM so I went and changed every...
11167	Drug Realism	Tweaks	MMH	90-10277	Yacoby	2005-12-14	This mod adds realism to the way Traders handle drugs, they will Barter with you if are carrying drugs, but if you sell them drugs, as soon as you end the conversation, they will call the guards, and your bounty will increase. The minimum fine is 200. The fine is, unless ...
11166	Dren Plantation Faction Tweaks	Tweaks	MMH	90-15250	shiva7663	2014-09-12	From the included readme: "This plugin alters the faction of four NPC's at the Dren Plantation, who were previously listed as members of the Thieves Guild, to be members of the Camonna Tong, like other NPC's at the Dren Plantation"
11165	Dren balance	Tweaks	MMH	90-9553	Alex Denman-Brice	2005-03-02	This mod tones down the super-powerfullness of some of the items at the Dren plantation.
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 will...
11163	Dragonbone cuirass spell	Tweaks	MMH	90-14104	inkog92	2010-10-10	Dragonbone Cuirass spell What this mod does: According ti lore the Drabonbone cuirass gives fire resistance and fire wielding abilities to whoever wears it, however in morrowind it only gives fire resistance. This mod ad...
11162	Drackolus' Skill Mod	Tweaks	MMH	90-6459	Drackolus	2010-05-02	Changes up all of the skills in Morrowind to be more uniform to their specialization. Now, all attributes besides personality and luck govern four skills. All three specializations have all of the skills of it's two main attributes and one in personality. Also, athletics has been switched to a st...
11161	Dracandros Voice Startup Mod	Tweaks	MMH	90-12610	Eisenfaust	2008-03-21	//////////////////////////////////// The Elder Scrolls III: Morrowind Dracandros Voice Startup Mod v1.0 Author: Eisenfaust Required files: Morrowind, Tribunal and the Dracandros' Voice M...
11160	DON'T Skill Up!	Tweaks	MMH	90-13755	Z4kW0lf	2009-11-30	Makes skills grow up veeery slow... [b]Changelog:[/b]1.0 - Initial Release
11159	Divayth Fyr's Bribe v1.0	Tweaks	MMH	90-12436	Morgrim	2007-12-18	null
11158	Disguise Mod	Tweaks	MMH	90-11466	Shade the Bandit	2007-08-21	Ever wish you could actually wear a disguise in Morrowind in order to do one of those risky quests? Now you can. Closed types of helmet in the game now have a unique bounty associated with them, so you can don an Iron Helm to rob the Vivec vaults, &...
11157	Disease fix	Tweaks	MMH	90-8400	stargate525	2004-10-26	This mod makes diseases more potent, and reduces the corpus immunity of disease from 100% to 50%.
11156	Disbursal	Tweaks	MMH	90-11477	Shlaklava	2007-08-25	This changes the amount of gold given from Sellus Gravius to 200 instead of 87. I hope that is not too unbalanced. If it is then please contact me. Email: [url=mailto:meotorweb@yahoo.com/img/meotorweb@yahoo.com/url]
11155	Disarming Traps	Tweaks	MMH	90-6687	samurai	2011-02-21	In the unmodified game anyone could walk up to a trapped door/object or chest and untrap it with a toothpick basically, as long as you had any probe at all in hand and no chance of failure. This mod changes that by requiring at least an appropriate quility probe compared to the initial cost of ...
11154	Disable Chargen Message Boxes	Tweaks	MMH	90-13650	raremodder	2009-09-04	Disables the message boxes that tell you what to do when you create a new character.
11153	Difficult mod	Tweaks	MMH	90-9702	ROFLURDEADSUX	2004-08-05	This mod changes a lot of things in the game to make it harder, one of them being armor is not as powerful or as easy to get There are only 2 full sets of daedric armor, one of them being on the guy that cures you of corpus and the other scattered throughou...
11152	Difficult Casting	Tweaks	MMH	90-13510	Drackolus O'Dell	2009-06-30	A Drackolus O'Dell mod. Spells are difficult to cast! This mod was created to help balance out all the mods that make being a spellcaster easier. It makes your fatigue drop every time you cast a spell, based on how much magicka the spell cos...
11151	Dialogue Closer of Doom	Tweaks	MMH	90-11064	Fliggerty	2007-02-17	A single keypress will now allow you to exit dialogue immediately. Rather than always clicking on "Goodbye," or being forced to choose between options right away, you now have an alternative. The key used is entirely customizable. This mod is dependent upon Morrowind Scrip...
11150	Denstagmer	Tweaks	MMH	90-13683	Aragon	2009-09-22	Balances Denstagmer's ring with the Cuirass of the Savior's Hide. Replaces 30% shock resistance with 30% magicka resistance on Denstagmer's ring, while lowering the 60% magicka resistance of the Cuirass to 30% and adding a 30% shock resistance. This makes the game somewhat more balanced since you...
11149	Delayed DB Attack	Tweaks	MMH	90-8080	Kir	2005-03-09	I found the early Dark Brotherhood attack in Tribunal most irritating and unlogical. How should a freshly arrived Noname pose a threat to the king's throne ? So I changed it so that the Dark Brotherhood attacks only commence after you either lead at least one...
11148	Delayed Dark Brotherhood attacks	Tweaks	MMH	90-6670	etmorrowindb	2011-02-01	Dark Brotherhood assassins will not attack the player until she has at least 5 of reputation. There is also a chance the assassin actually hurts the player before waking him up. If it happens the attack removes half of the current health, so it cannot kill the player. Bu...
11147	Delayed Dark Brotherhood Attack Add-On v2.0	Tweaks	MMH	90-7300	Avenger, Hellwolve	2012-08-24	This mod makes sure that the DB will not START attacking you, until one of these conditions are met: -Horator of at least one Great House -Leader of at least one Great House -Named Nerevarine by at least one Ashlander Camp -Guildmaster of either Fighter's, Ma...

Id	Name	Category	Site	Link	Author	Date	Description
11146	Delayed Dark Brotherhood Attack Add-On	Tweaks	MMH	90-9563	Avenger, Hellwolve	2005-04-22	This mod makes sure that the DB will not START attacking you, until one of these conditions are met: [list] Horator of at least one Great House Leader of at least one Great House Named Nerevarine by at least one Ashlander Camp Guildmaster of either ...
11145	Delay Darkbrotherhood Assassins	Tweaks	MMH	90-12604	Z999z3mystorys	2008-03-19	This mod will prevent Dark brotherhood assassins from attacking you in your sleep as long as this mod is active. When you want them to attack again simply disable the mod and go back to your save file. [b]Changelog:[/b]1.0 First version
11144	Definitive Birthsigns Unofficial Patch	Tweaks	MMH	90-12810	Eisenfaust	2008-07-09	//////////////////////////////////// The Elder Scrolls III: Morrowind Definitive Birthsigns Unofficial Patch v1.0 Author: Eisenfaust Required files: Morrowind, Tribunal and "The Definit...
11143	Darknut's HD start Menu	Tweaks	MMH	90-13705	Darknut	2009-10-18	null
11142	Darkness Beyond Twilight	Tweaks	MMH	90-10682	Angelic_Valkyrie	2006-07-22	This mod makes interiors of dungeons, mines, caves, tombs, etc, dark. Now you can have a use for all those useless torches you keep finding. [b]Changelog:[/b]Now available are teh Bloodmoon only version, the Tribunal only version, and finally, Trinity in...
11141	Dark UI MGE splash screens	Tweaks	MMH	90-6528	Sir bob, various (combined me)	2010-08-20	Simple splash screens I had made for my own Morrowind use purposes. Original background frame was from Sir Bob dark UI splash screens ... I had just googled out some of Morrowinds MGE print screens and combined them with it. I dont own any rights to it. ....
11140	Dark Fog 1.3 (rebuild)	Tweaks	MMH	90-13580	nigeyaloo	2009-08-10	This mod changes the color of that white fog you always see everywhere outside (and sometimes inside, too), to something much darker and more pleasant to the eye. Or soul. Or both. I created it for myself, but as I liked it so much, decided to share. Now it feels somewhat ...
11139	Dark Damage Health	Tweaks	MMH	90-13807	Candlemaster	2010-01-05	This mod recolors the visual effects for the "Damage Health" spell, making them dark purple. The goal of this mod was to create a "dark damage" effect out of damage health, but sadly it didn't enjoy using black textures, so it didn't turn out as well as I'd hoped. In any case, I think...
11138	Dark Brotherhood Delay - Murderous Dreams	Tweaks	MMH	90-13132	Avelon	2008-12-31	This is a simple mod that delays the Dark Brotherhood attacks (i.e. start of the Tribunal questline) until one of a few conditions is met. Additionally, it will provide you with several new messages upon waking up, because honestly - not EVERY assassin out there is a klutz who can't avoid knockin...
11137	Dark Brotherhood Armor Value Tweak	Tweaks	MMH	90-10117	LazyLoser	2005-10-17	Decreases the value of dark brotherhood armor to stop low level players from exploiting the ease of getting the money from the value of the armor.
11136	Dallas's x4 Skill Leveling	Tweaks	MMH	90-14328	Dallas	2011-07-02	This mod is my first mod that I have made for Morrowind so we all know what to expect... the possibility that it may not work. But.. it works for me. This mod increases the skill gain by x4. I was inspired to make this mod after finding no available mods on the net...that I'm aware of...and from ...
11135	Dai-Katana Naming Fix	Tweaks	MMH	90-6683	Zacman the Damned	2011-02-18	A simple fix and a matter of personal preference. Changes the made-up Bethesda word "Dai-Katana" to "Nodachi" the accurate name for these swords. Altersn Daedric Dai-Katana and Steel Dai-Katana. Will affect any mods that alter these. Als...
11134	Dagoth Ur's Soul	Tweaks	MMH	90-10788	Counciler	2006-09-07	Gives Dagoth Ur 1000 soul points (The same as Vivec). This allows good aligned characters to capture a super-soul without killing a rather passive poet-god. Only the first Dagoth Ur in the cave is affected. NOT the invincible one in the Akulakhan chambers. This is done so...
11133	Dagoth & Almsivi's Soul Tweak	Tweaks	MMH	90-13512	Arkraven/Zetasyte	2009-07-04	I made this tweak after learning the history of Dagoth Ur's connection to the Heart of Lorkhan. I just couldn't help but think "Why does Almalexia have more Soul points, then Dagoth Ur who has the strongest link to the heart Of Lorkhan..." So I m...
11132	Daggerfall Style Hircine Ring	Tweaks	MMH	90-8948	The Mad God	2003-07-27	This is a mod which changes the scripts on the Hircine Ring in BloodMoon. Now nonlycanthropes will find the thing nothing more than a pretty piece of jewelery When equiped but not used (ie, chose no on the menu) the ring will block normal transformations until it is re...
11131	Daggerfall Style Hircine Ring	Tweaks	MMH	90-2276	The Mad God	2009-04-24	***** The Elder Scrolls III: Morrowind (User made plugin) Hircine Ring Fix v2.0 Written by The Mad God ***** Index: 1. Installation 2. Playing the Plugin<...
11130	Daedric Teleport Stones	Tweaks	MMH	90-6192	melian	2008-09-05	3 pairs of "Daedric Teleport Stones" of varying powers are scattered over Vvardenfell. The Tribunal version adds an extra pair of "Consecrated Teleport Stones" with support for major Mournhold locations. Equipping a stone will take you to the matching stone if it is place...
11129	Daedric Staff Revamped	Tweaks	MMH	90-10031	TheHate	2005-07-21	Changes the Daedric Staff to be one handed, reduced weight, and higher enchantment points. Can now use with a shield.
11128	Daedric Invocation	Tweaks	MMH	90-7795	Endrek	2003-09-16	A small but convenient mod that allows you to invoke the Daedric gods from any of their statues (with some exceptions) in order to get and complete their quests. Previously you had to find one particular statue somewhere on Vvardenfell with no hint as to which on...
11127	Daedric Crescent	Tweaks	MMH	90-8296	Koen Casier	2002-08-05	
11126	Daedric and Glass Appraisal	Tweaks	MMH	90-14384	Crankgorilla	2011-10-25	A very simple mod that re-prices the Daedric and Glass weapons and armour. I simply removed a decimal point off the price of each item. Example - A Daedric item worth a ridiculous 50000 is now worth only 5000. - Glass item worth 20000 is now 2000....
11125	Custom Map Patch	Tweaks	MMH	90-15210	Hrnchamd	2014-04-20	Usable with custom map mods such as planetelderscrolls.gamespy.com/View.php?view=Mods.Detail&id=9104 Place in main directory and run (might need to run in admin mode) Note: Will simply open and close a command window. This is normal.
11124	Cursed Ingredients Tweak	Tweaks	MMH	90-7867	Rodrigo Ortiz	2005-01-16	This mod simply adds "Cursed" to the name of the cursed ingredients found in Daedric shrines.
11123	Crystal Glow Fix	Tweaks	MMH	90-13526	Solidfire	2009-07-09	a quick crystal fix so that crystals actually glow like they were meant to be, some of you may notice that light was beaming from it. There's no ESP needed. replaced items are ex t_councilhall in t_councilhall in t_cryst...
11122	Crazy Leveller	Tweaks	MMH	90-13531	Loke	2009-07-10	Bored with Morrowind? Need to make it challenging again? Think you know everything there is to know? Think again! This is Crazy Leveling! This is Madness! This is not butter! UltraMagnus can't believe it's not butter. Everything about the skills a...
11121	Crassius Fee Option	Tweaks	MMH	90-8964	Dixon	2003-06-29	An alternative way to get Crassius sponsorship. This simple mod changes the requirement for Crassius Curio's sponsorship. He will want payment of 1000 gold rather than asking you to get naked You can safely install this mod before or after meeting Crass...
11120	Cover Yourself Up	Tweaks	MMH	90-7218	Princess Stomper	2012-08-05	This plug-in adds a new topic "cover yourself up", through which you can instruct NPCs to put on a shirt or robe. It will not work if the greeting has the "goodbye" command since the topic cannot be activated. The player does not have to be carrying any clothing, for reasons of conven...
11119	Costezzo's Tarhiel Gear	Tweaks	MMH	90-6195	Costezzo	2008-10-28	Instead of all the same Iron Sparksword, Tarhiel (the falling guy near Seyda Neen) now has an enchanted weapon based on PC's best weapon skill. A weapon will be selected from: Iron Sparkaxe, Iron Sparkblade (shortblade), Iron Sparkmace, Iron Sparkskewer (spear), Iron Sparksword (longblade, same a...
11118	Corrected Imperial Armour	Tweaks	MMH	90-12890	Revoltie	2008-08-24	Well, this is my first mod. I Always thought "why the heck could the imperial armour protect so bad?? They are the greatest belic power in Tamriel!", and also "Why does chain protect more than Steel?". So I decided to make some changes in the i...
11117	Correct Spell Sounds	Tweaks	MMH	90-8358	Zener	2005-05-24	Changes the spell sounds for spells with incorrect sounds. This mod changes the sounds to match the school of magicka. Mainly for use with
11116	Corpse Duration Mod	Tweaks	MMH	90-10912	Gwilym	2006-12-07	Shortens the length of time before an enemy's corpse disappears, allowing new enemies to spawn sooner. With the use of timescale altering console commands or mods, the default 72 game hours can become a long while in real terms, easily leading to the player running around in a world populated by ...
11115	Cooler Messages	Tweaks	MMH	90-8268	GlassBoy	2003-05-26	This changes some in-game messages and text phrases to sound cooler. One of them is a new quit message, the others you'll find out.
11114	Complete morrowind - GFX	Tweaks	MMH	90-668	Max a.k.a. ~NOOBDY~	2009-04-06	***** The Elder Scrolls III Morrowind: ...
11113	Compass Pointer Removal	Tweaks	MMH	90-10437	Kirel	2006-02-24	Simply replaces the compass pointer on your map with an invisible one, which means you have to rely on your surroundings to navigate just like in real life. Unless you have a GPS.
11112	Combat Experience - Depth Perception v1.0	Tweaks	MMH	90-13902	emptyman	2010-03-30	Enhance your combat experience! This mod aims to make combat a lot less frustrating by reducing the miss rate of close quarters fights alot and making Weapon Skill now effect how much damage you do instead and depending on which version you choose, Sanctuary and Agility will still mean...
11111	Combat Angle Adjustment	Tweaks	MMH	90-2199	GlassBoy	2009-04-24	This mod is for people who are annoyed by hitting their companion by accident all the time. By default, all character attacks reach out 30 degrees to the left and 30 degrees to the right of thier crosshair. My mini-tweak changes that value to 15 degrees to the left, and 15 degrees to the right. T...
11110	Codebook Thieves Guild Compatibility	Tweaks	MMH	90-6241	TheOne&Only	2009-07-08	This makes the codebook quest completely compatible with joining the Thieves Guild. If you are already a member of the Thieves Guild, an intimidation success will convince Sottile to surrender the book. If you have already finished the codebook quest when joining the Thi...
11109	Cloud's Sword attach and Break plugin	Tweaks	MMH	90-6055	Edison12345	2012-01-27	[b]Cloud's Sword attach and Break plugin with one handed and shield vs. twohanded[/b] [b]by Edison12345[/b] [b]version 1.8[/b] [b]{/b}.....[/b] [b]requirements:[/b] [b]{/b} [b]The Texture...
11108	Clockworks City SteamFree	Tweaks	MMH	90-8888	Harrison	2003-05-31	This fixes the smoke/steam in a room or two (mainly the Fabricator room) in the Clockworks city rooms in Tribunal. These are clouded with a grey or black cover, caused by your graphics card's compatability. Using any in game tecniques like night vi...
11107	Cliff racer Taxi	Tweaks	MMH	90-13399	GoobeMaster	2009-05-06	! Important ! ----- This release is made for and tested on : - The Elder Scrolls : Morrowind - Tribunal expansion - Bloodmoon expansion -----
11106	Cliff racer Killer	Tweaks	MMH	90-13641	Shade the Bandit	2009-08-31	Cliff racer Killer ----- version 2.0 by Shade the Bandit Introduction ----- Oh, noes! A virus has killed off all the cliff racers! It is a tragedy; Morrowind...

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
11105	Cliffracer EXTINCTION - with LORE	Tweaks	MMH	90-11137	DIE CLIFFRACER DIE DIE	2007-03-20	
11104	Cliff Racer Exterminator	Tweaks	MMH	90-12687	Nokturnal	2008-04-26	Removes cliff racers from the leveled creature lists. Non destructive and actually works. Very simple mod. Doesn't delete any leveled creatures that aren't exclusively cliff racer, just removes the cliff racers from the leveled creature lists. Only the 8 non-leveled cliff...
11103	Cliff Racer Eraser	Tweaks	MMH	90-11122	mkomko89	2007-03-12	Takes ALL Cliff Racers out of Morrowind. No exceptions. One more reason to not go to Solstheim.
11102	clearwater	Tweaks	MMH	90-15532	George Morris	2017-07-30	This is just a minor tweak to the fog values that control the underwater clarity. i found the murky foggy water in in the game to be quite a burden, so here is another option with crystal clear underwater vision, both in the rivers and the ocean. Also the fog values have been decreased ...
11101	Clear Water, Improved Visibility and Lighting	Tweaks	MMH	90-11519	Kosta	2007-09-14	1.improved visibility underwater. 2.reduced fog, now vision range is better without changing view distance in graphics options and it has no impact on fps. 3.(i think everyone knows this tweak but i included it anyway) lighting quality is improved...
11100	Clear Bounty Without Being In Thieves Guild	Tweaks	MMH	90-10323	DemonFire	2006-01-02	This mod adds some dialogue so that even if you can't join the thieves guild, they can still remove your bounty, except for the same price that the guards would charge you. This is basically the same thing as dropping anything stolen and talking to a guard, except it may add a bit of value ...
11099	Clean House of Earthly Delights	Tweaks	MMH	90-14834	Kaira Midnight	2013-06-21	This Mod adds... 1. A more suitable stage for the House of Earthly Delights 2. More Dancers! 3. You can rent beds but if that topic isn't there, you may edit the dialogue yourself. 4. Kinjarsi now is a trader; you can buy and sell stuff and you get the Underwear and bras from ...
11098	Clean Fixed Level Lists	Tweaks	MMH	90-33	Unknown	2009-04-06	Alters almost all of the leveled lists in the game, but does not add anything to containers or other objects.
11097	Christmas at Lokken	Tweaks	MMH	90-7226	Princess Stomper	2012-08-06	null
11096	Child-safe House of Earthly Delights	Tweaks	MMH	90-6648	Nidokoenig	2011-01-04	This mod requires Children of Morrowind and Playable Children, those mods will also require Bloodmoon and Tribunal. Aside from changes to the "Greeting" topic and the new "dancing" topic, the Base ID of all additions in this mod begin with "Nido" fo...
11095	Cheaper Sanctuary and Shield	Tweaks	MMH	90-13605	mplanting	2009-08-19	This is a simple tweak that reduces the base magicka cost for player-made and auto-calculated spells with Sanctuary and Shield effects. I like playing pure mages, but they are so easily killed that they simply didn't feel very powerful. This mod attempts to address this by improving the magical p...
11094	Charms of Vampire	Tweaks	MMH	90-80	Iron Heart	2009-04-06	NPCs's reactions to you are now determined by their disposition and inclination to fight you. Use your Vampiric talents of charming and calming to subdue your victims. If successful, NPCs will lose their guard with you. ----- req: Morrowind only =====...
11093	Charming Ash Vampires	Tweaks	MMH	90-6217	Master Sam	2009-03-17	Bethesda wrote original dialouge for all of the 7 Ash Vampires, who are the brothers of Dagoth Ur. Unfortunately, in order to get this dialogue you must either charm them or be invisible to engage them in conversation, or they will attack you. Pretty strange as they say it's a House Dagoth custom ...
11092	CharGen Revamped v2	Tweaks	MMH	90-12898	Pwin, Eisenfaust	2008-08-29	===== Chargen, Revamped v2.3 by Pwin & Eisenfaust ===== 1. Installation 2. Description/Use 3. Compatibility 4. Contact and Usage 5. Credits <...
11091	Chargen Diseases	Tweaks	MMH	90-11436	Marbred	2007-08-10	Have you come to Morrowind as a Werewolf... or a Vampire... or neither? This mod allows you to select, during charater generation, if you have no diseases, the werewolf disease, or any of the vampire clan diseases. It's simple and easy. This is the...
11090	Chargen at Night	Tweaks	MMH	90-10934	Xeth-Ban	2006-12-19	Makes character generation* happen at night, giving chargen a very different feel. *The introductiional scene where you pick your name, race etc.
11089	Cast On Use B-Gone	Tweaks	MMH	90-6761	Lork	2011-06-29	Replaces most of the worthless cast on use enchantments in the game with appropriate constant effects, for a more Oblivion like experience. Cast on use enchantments suck, plain and simple. Bethesda wisely chose to remove this enchantment type from Oblivion; this mod...
11088	Cast on strike umbra	Tweaks	MMH	90-12964	Oj48	2008-10-07	I'm sure its been done, but i'm doing it again, just coz i'm taking Emma's advice that i read on an interview log on the internets the other day, god i'm nerdy, and starting out small, so here 'tis, my 2nd submission. Just changes the umbra enchantment to a cast on strike, nothing that great, jus...
11087	Carry More, or Less	Tweaks	MMH	90-6265	Illiotibial	2009-09-16	null
11086	Carry More	Tweaks	MMH	90-8173	Chris Cook	2002-07-05	
11085	Caldera Forested	Tweaks	MMH	90-9146	Blakice	2005-04-25	This does to Caldera what my mod Balmora Forested does to Balmora: adds trees and grasses.
11084	Caius House is Mine	Tweaks	MMH	90-7209	Princess Stomper	2012-08-05	This is a really quick mod æ" a request by Enzo Dragon to rename the cell æ"æBalmora, Caius Cosadaæ"™ Houseæ" to æ"æBalmora, My Houseæ"(). Unlike Oblivion or Fallout 3, you canæ"™t change cellnames mid-game, so you just have to plug this in when youæ"™...
11083	C&B Unarmored v1.1	Tweaks	MMH	90-6434	BloodNashes	2010-03-27	Simply extract the .esp to your Data Files folder to run this mod. This mod is intended to be used with my other mod "Complete & Balanced Armors" (aka C&B Armors), found here: Link , although I have made it available as a small stand-alone download rather than have to update the armor mod yet aga...
11082	Bycote's Better Attacks	Tweaks	MMH	90-12513	Bycote	2008-02-06	Bycote's Better Attacks is a simple mod that changes the damage values of most weapons in the game so the player can disable the in-game "always use best attack" option without suffering for it. Specifically, the three damage types (slash, chop, and thrust) on any given weapon have been set...
11081	BTB's Game Improvements	Tweaks	MMH	90-13679	BTB	2009-09-20	null
11080	Breath Holding	Tweaks	MMH	90-6242	Nikoleis	2009-07-09	Underwater swimming is now more realist, taking into account your breath and your activity (i.e fast swimming / running and jumping won't help you staying longer in water). Also, athletism does have a role in it, ruling the time you can stay underwater. [b]Changelog:[b]V1....
11079	Bounty Avoiders	Tweaks	MMH	90-11058	JCK87	2007-02-14	null
11078	Bound Arms & Legs v1.0	Tweaks	MMH	90-12932	DoubleBrewski	2008-09-12	Bethesda forgot to include Bound Greaves & Pauldrons to go with the rest of your summoned armor. Unlike other mods which alter unused Game Settings to add the missing pieces, I added them to the bound armor pieces that are already there. So, instead of "Bound Boots" it's...
11077	Boots of Blinding Speed Patch	Tweaks	MMH	90-8132	abyss00	2005-02-06	Makes the "Boots of Blinding Speed" more usable then those that came with the game. These new boots should reduce boring travel, without making them an unfair advantage in battle.
11076	BM Female Armor fixes	Tweaks	MMH	90-14192	felix@null.net	2011-01-21	This mod fixes the following: - Bear Curiaß to also use the groin slot to prevent clipping on females - Added missing A_Ice_F_gauntlet.1st Body Part (ussing the male mesh, as no first person female version exists)7 ...
11075	Blunt weapon Tweak	Tweaks	MMH	90-7680	Koop	2004-06-17	I've been running this for a while, and it seems to work pretty good. When you "chop" it looks like the PC is hitting on an angle, but if you look the weapon does straighten out and looks pretty natural. On a few weapons, the PC hold his hand at the END of the handle, ...
11074	Blood Drinking	Tweaks	MMH	90-94	Iron Heart	2009-04-06	Blood Drinking by Ironheart Replaces "Vampire Touch" spell with a much more powerful "Blood Drinking" ability. ----- req: Morrowind only ===== 20090607 updated description & categories --miran 2009040...
11073	BlindEyes Non-Profit Alchemy	Tweaks	MMH	90-9286	BlindEye	2005-02-11	This Mod makes all player made potions have no monetary value. Changes made are? 2 iAlchemyMod to 0
11072	BlindEyes Difficult Health	Tweaks	MMH	90-7901	BlindEye	2005-02-11	This modification changes the percentage health a player receives from Endurance at level up; specifically, 20% is now rewarded. To counteract this, I have increased the difficulty of the game 600%. Changes made are? 0.1000 fLevelUpHealthEndMult to 0.2000
11071	BlindEyes Bribery	Tweaks	MMH	90-8653	BlindEye	2005-02-11	This small modification makes it difficult for the player to cajole an NPC, unless the player has a high Speechcraft skill. Changes made are?: 35.0000 fBribe10Mod to 5.0000 75.0000 fBribe100Mod to 20.0000 150.0000 fBribe1000Mod to 8...
11070	Blight Infections	Tweaks	MMH	90-9229	Sendai45	2004-02-19	I have often wondered why creatures all across Morrowind are infected with the blight, yet I myself have experienced no ill effects from days of exposure to the very same storms. With this mod, you are no longer immune to blight storms. Every time you wander aroun...
11069	Blight Bounties	Tweaks	MMH	90-5935	Ivza	2011-10-11	The Temple is now issuing rewards for those who kill blighted creatures. The rewards can be collected by visiting one of the three specialized Temple representatives either at Molag Mar, Maar Gan or Ghostgate (Tower of Dusk).
11068	Blessing of the Saints	Tweaks	MMH	90-14147	Logorouge	2010-10-29	Shrines of the Saints and Almsivi now give more powerful blessings. Aralor's Intervention: Fortify Personality 5pts -> 10pts Spirit of Nerevar: Fortify Fatigue 20pts -> 50pts Shield of St. Delyn: Resist Blight Disease 10pts -> 40pts Olm...
11067	BigMod	Tweaks	MMH	90-7946	xereau	2004-12-23	Massive sweeping changes to many game aspects, including armor, weapons, classes, races; gameplay etc. 329 spells Some uber items (game uniques, changed) & 251 enchants seen; 126 GMSTs, some of which may NOT be required; 2 extensive readmes provided need to be read; - suggest ba...
11066	Bigger Vanilla Font	Tweaks	MMH	90-15460	Hrnchamd	2016-03-04	Requirements: - Better Dialogue Font 1.1 by Hrnchamd - English / European edition - Unrestrict menu size option applied in Morrowind Code Patch Installation: 1. Install Better Dialogue Font 1.1 by Hrnchamd 2. Install Bigger Vanilla Font Notes:<...
11065	Bigger Old Blue Fin	Tweaks	MMH	90-6267	Illiotibial	2009-09-17	This mod increases the size of the legendary slaughterfish Old Blue Fin by 50% because the original is, well, disappointing.
11064	Better Vampires	Tweaks	MMH	90-13252	Draco9009	2009-02-13	Yeah i finally got this the way i want it to be. Now becoming a vampire should be easier and you get a lot of better bounses to your skills. Strength gets 50pts as does speed and endurance. Athletics, acrobatics, sneak, and security all get 100pts. The sun hurts a lot as it should staying outside...
11063	Better Tunic's Armour Level Requirements	Tweaks	MMH	90-11155	Better Tunic	2007-03-30	This mod adds a script to glass, ebony, deadric and indoril armour. The script makes it so that your skill level for that armour's weight class has to be a certain high for it to be wearable, as shown below: glass (light)=60 ebony (heavy)=60 deadri...



Id	Name	Category	Site	Link	Author	Date	Description
11062	Better Telekinesis v1.1	Tweaks	MMH	90-13222	Fliggerty	2009-02-02	The first time I used telekinesis I was excited to see things move through the air on the wings of magicka. Obviously I was sorely disappointed. Better Telekinesis makes the telekinesis spell effect...well...better. Now when you activate an object across the room, it will be magical...
11061	Better Stendarr's Hammer	Tweaks	MMH	90-13745	WhiteFangWarrior	2009-11-15	All this mod does is add a zero to the health of Stendarr's Hammer. Now your higher-level characters won't break it in a single hit! Yes, it still weighs a bloody ton.
11060	Better Staves	Tweaks	MMH	90-10221	Wolfie!	2005-11-08	Makes staves look more like walking sticks, perfect for mages. Something cool to do with your new staff is to enchant it with a cast when strikes, on target spell, and it looks like a real mage staff =) Changed in 1.1 Added some staves I...
11059	Better Skills, Attributes and Tweaks	Tweaks	MMH	90-12480	Kosta	2008-01-18	changed attribute names magicka -> mana fatigue -> stamina intelligence -> mind willpower -> spirit personality -> charisma luck -> perception changed skill names block -> shield
11058	Better Propylons	Tweaks	MMH	90-13626	Candlemaster	2009-08-25	This mod changes propylons into "doors", making them companion-friendly. An optional second ESP supports Bethesda's official Master Index plugin, making the master index act as a "master key" for the propylons, and you can use it to teleport you to the caldera mage's guild. [b]Ch...
11057	Better MCA 5.0 Lovesounds 1.0	Tweaks	MMH	90-10733	Witch King	2006-08-10	This mod replaces the original sounds when your CHARACTER are having sex in MCA 5.0 with new much better ones. The new sounds were originally used in "Mr Cellophane's Lovers and Legends V0" mod and are much more suitable. Requires Morrowind Comes Alive 5.0
11056	Better Land & Sea Vision	Tweaks	MMH	90-6685	malfunction	2011-02-18	null
11055	Better House Trainers	Tweaks	MMH	90-13971	Thondur	2010-06-05	After gaining all three Great house strongholds (with different characters) I found the occupants and servants that come with them utterly useless; every time I am way beyond anything they can offer by the time I get the stronghold, so I made this mod to remedy that. No matter which ...
11054	Better Gear ArmWeap	Tweaks	MMH	90-13258	Josh J	2009-02-17	This is the beta of my armor and weapon tweak. It still makes weapons closer to real weights and improves the function as well. Armors are mostly just balanced rating wise to match weight, coverage and type. still no gmsts cleaned with esp cleaner [b]...
11053	Better Gear "weapons and armor	Tweaks	MMH	90-13253	Josh J	2009-02-13	simply a tweak making armor more effective while balancing weight and rating. secondly a weapon mod doing about the same. no magic was changed no gmsts. cleaned with testool use either or both for best results. this will increase difficulty so play...
11052	Better Clothing Names ULTIMATE	Tweaks	MMH	90-11369	dragonfire69691	2007-07-10	Description: Better Cloting Names Ultimate changes all of the generic clothing in Morrowind, Tribunal and Bloodmoon to give the more 'unique' names. I have not chnaged the names of quest items, unique items or magic items. This mod does not require any of my pr...
11051	Better Clothing Names - Tribunal Addon	Tweaks	MMH	90-11368	dragonfire69691	2007-07-10	Better Clothing Names Tribunal Addon changes all the generic clothing added by Tribunal to give them more unique names.
11050	Better Clothing Names - BM & TR Addon	Tweaks	MMH	90-11367	dragonfire69691	2007-07-10	Better Clothing Names Tribunal and Bloodmoon Addon changes all the generic clothing added by Tribunal and Bloodmoon to give them more unique names.
11049	Better Clothing Names - Bloodmoon Addon	Tweaks	MMH	90-11366	dragonfire69691	2007-07-10	Better Clothing Names Bloodmoon Addon changes the generic clothing from Bloodmoon to give them more unique names.
11048	Better Clothing Names	Tweaks	MMH	90-11344	dragonfire69691	2007-07-06	Better Clothing Names gives all the generic clothing names unique names. This is my first uploaded mod so please give constructive criticism to help me make it better.
11047	Better Begining Atmosphere	Tweaks	MMH	90-11553	Kote	2007-09-24	This kind of mod is already made by others but i think i made it a bit better. this mod changes atmosphere in the beginning to much better one: 1. removes tutorial messages during character generation; 2. changes star...
11046	beastracefix 0602	Tweaks	MMH	90-4653	Unknown	2009-05-12	Better Beastrace tweak Version 0.10 Please send me any advice you may have. (OR IF YOU CAN SKIN A GOOD HELM) My e-mail is TheCheese19@hotmail.com Beast races in morrowind have special abilities to make up for their lack of full helms and boots. Unfortunately,...
11045	Beast Races Can Wear Armor	Tweaks	MMH	90-6567	MoneyBags01	2010-10-14	Are you playing a beast race? do you want to ware boots or a full helmet? well now with this mod Beast races can wear helmets and boots. I also set the 1.10 weight to 1.00. cleaned of gmsts's
11044	Be A Guard	Tweaks	MMH	90-14211	MoneyBags01 (AKA Hvalek ), Scamp, Peachykeen	2011-02-10	Hello, this mod took a long time to do.. it's a beta of a beta if you will, and we put a lot of effort into it. What it does: it allows the PC to be a guard and arrest, fine, or kill (legally) an NPC. How to play: when you get the package for Caiu...
11043	Balmora Un Mod	Tweaks	MMH	90-1815	Mouse	2009-04-06	The Balmora Un-Mod does just the opposite of what most mods do to the city of Balmora It increases the frame rate in the city by removing a quantity of rocks, roots, and other static objects that are rarely noticed but do effect your frame rate I have managed to get what I e...
11042	Balmora Guild Door	Tweaks	MMH	90-10531	Night Storm	2006-04-09	This plugin adds door between Balmora's Fighters Guild and Mages Guild. Just a simple thing to make life easier :)
11041	Balmora Fighter's Guild Entrance Fix v1.0	Tweaks	MMH	90-6734	MrSmit	2011-06-04	null
11040	Balancing The "Conquerable"	Tweaks	MMH	90-13947	MrNicNac	2010-05-12	This is a rather simple mod, but it can effect your "reign of terror", or easy game problem. Everytime you visit a city you see the guards as useless fools who can't hold their own (well most of us anyway). This mod takes all guards (and some important people who 'should...
11039	Balanced Weapons and Armor	Tweaks	MMH	90-14037	Number One	2010-08-14	This mod combines my original 2 mods "balanced weapons" and "balanced armor"into one. In the process I completely redid all stats to make them a little more reasonable. Adamantium and dark brotherhood armor are recomended for this mod. This mod co...
11038	Balanced Weapons	Tweaks	MMH	90-12803	Number One	2008-07-02	This mod contains new statistics for all Morrowind weapons, as well as untouched changes to all Tribunal and Bloodmoon weapons made by Taddeus' in the balanced weapons mod. This mod retains Taddeus' decisions for weapon enchantments (not enchantment capacities), reach, speed, ...
11037	Balanced Medium Armor	Tweaks	MMH	90-12989	et666	2008-10-25	What does this mod do?: Balanced Medium Armor is a very simple mod which alters the armor ratings of some light and medium armors to make both classes more balanced. Glass armor, which is light, was originally more powerful than Indoril, the best medium armor available in...
11036	Balanced Dark Brotherhood Armor	Tweaks	MMH	90-13708	Yumi Kazuki	2009-10-22	This is the first mod by our team ^^ We've all been in this situation; You've just started a new save game on Morrowind, ready to slowly advance and enjoy the game. Suddenly, you're attacked by a Dark Brotherhood Assassin and it drops its armor. Y...
11035	Balanced Armor Sets v1.0	Tweaks	MMH	90-6316	Era Scarecrow	2009-11-01	null
11034	Avengers postponed Dark Brotherhood Attack v3.0	Tweaks	MMH	90-15249	Avenger	2014-09-12	From the included readme: "What is new in 3.0: Following some excellent suggestions by Shadowsong, I've modified the script parts determining which kind of Brotherhood Assassin attacks you. The levels at which they appear have been adjusted and they've gotten a healthy level boost. Top ...
11033	Avenge Your Death!	Tweaks	MMH	90-12702	Fliggerty	2008-05-01	Avenge Your Death! changes the way you die in Morrowind. Rather than simply loading a save game, you can now become a ghost and try to regain your body. When you are killed, your corpse and all of your belongings will fall to the ground where you died. Then after a brief time in...
11032	Attribute health	Tweaks	MMH	90-9885	Kuriken	2005-07-21	Changes how health is calculated by making it ( 200*strength + 50*Intelligence + 200*Willpower + 75*Speed + 150*agility + 250*endurance + 10*Luck ) / 350 + 2*Level. It is a heavily modified version of Bell-chan's Independantheath script so all props to him.
11031	Athanos Realism	Tweaks	MMH	90-8333	Athanasios Chalas	2005-12-05	This is a realism mod that affects speed, hold breath time,drowning damage, minimum fall distance and encumbrance penalties. I want to believe that it is balanced and realistic. The Readme has more details. Each aspect of the mod has its own esp so that you can choose what you like...
11030	At-A-Glance Companion Status Bars	Tweaks	MMH	90-6054	skaeps	2012-01-27	[b]Name: At-A-Glance Companion Status Bars[b] [b]Version: 2.0[b] [b]Date: 12/12/2010[b] [b]Requirements: Morrowind Graphics Extender (MGE)[b] [b]Author: skaeps[b] [b]Description[b] [b]=====[/b] [b]Ever have trouble keeping track of a companion'...
11029	At the Desk	Tweaks	MMH	90-12725	Paylar!do!	2008-05-15	This very simple mod will move Socucius Ergalla and Sellus Gravius to behind their respective desks, rather than each of them standing in front. Seems more logical for a desk job, no? For Socucius to begin his dialogue, simply walk up to the front of the desk across from him. <...>
11028	Asentiah's Weightless Morrowind - Misc. + Declifforcorage	Tweaks	MMH	90-13359	Asentis Vallenhigh	2009-04-07	This addon makes -all- stock Morrowind Books, Scrolls, Magic Scrolls, Probes, Repair items, Lockpicks, Appartuses and Misc. items absolutly weightless. As an added bonus, it makes all Cliff Racers passive, so they no longer attack the player, but instead flee upon sight. ...
11027	Asentiah's Weightless Morrowind - Climax + Bonuses	Tweaks	MMH	90-13360	Asentis Vallenhigh	2009-04-07	This modification makes all stock Morrowind, Tribunal and Bloodmoon weapons, shirts, pants, shoes, amulets, rings and belts weightless. I did not make any armors and shields weightless due to the fact that reducing them to that level makes them -all- Light Armor. To avoid ...
11026	Ascended Sleeper SFX Fix & Resource	Tweaks	MMH	90-6205	quorn	2008-11-28	The plug-in patches in the ascended sleeper sounds included with the game, but not assigned. They are quite different, though fitting. Also the keyframe file for the ascended sleeper is fixed so that the ascended sleeper will now play attack and idle sounds. <...>
11025	Artifacts v0.9	Tweaks	MMH	90-5296	Lord Xeen	2009-05-12	This mod adds several new artifacts that were in Daggerfall, but are missing from Morrowind. They include.. -Wabbajack: A magic staff that transform a monster into a random other type of monster. -Sanguine Rose: Pedals from this rose can be used to sum...
11024	ArrowDmgDisp	Tweaks	MMH	90-5477	Unknown	2009-05-12	No Readme
11023	Arrow De-nocker	Tweaks	MMH	90-13221	Fliggerty	2009-02-02	Once you have nocked an arrow and drawn in back it has always been impossible to put the arrow away without shooting it (without going into the inventory.) This mod will de-nock your equipped arrow when you press "spacebar." This works with ...
11022	Armour Realism and Balance	Tweaks	MMH	90-13176	Jennii	2009-01-18	This mod makes alterations to all armor (except Wraithguard) to make it more realistic (where appropriate) and much more balanced. All armor skills are useful now, most of the high level armours are worth significantly less so it is no longer possible to buy max skills after selling a...

Id	Name	Category	Site	Link	Author	Date	Description
11021	Armorer and Sneak Skill Rebalanced	Tweaks	MMH	90-6689	Maal-95	2011-02-22	I was always unhappy with the pace that the Sneak and Armorer skills increased at, so I decided to fix them myself, finding no mod that did this (and only this :P). This mod increases the pace that both the Sneak and Armorer skill increase at. The speed that the Armorer s...
11020	Armor Sets	Tweaks	MMH	90-12737	Italianstallion	2008-05-28	If you bring so many pieces of a certain armor together, then they will allow the player to achieve certain bonuses. Say for example, a player equips 5 pieces of chitin armor. Then the player gets a +5 agility bonus ON TOP OF whatever enchantments the armor has...
11019	Armor Requirements	Tweaks	MMH	90-13010	Darkwolf82	2008-11-10	This mod makes it so instead of being able to use any armor at any level, you must meet a certain skill requirement. I will list them here, they will also be found in the readme. But you can also check them in game by trying to equip them, if you fulfill the level, everything will be fine, if not,...
11018	Armor Integrative Modifications AIM	Tweaks	MMH	90-6191	Alaisiagae	2008-08-07	This mod modifies all armor, both enchanted and unenchanted, including artifacts. Weights, prices, enchantment capacity, health, and even the AR values have been changed. This mod incorporates Lurlock's Left Gloves mod and my own Left Gloves addon mod, as well as several bug fixes. &...
11017	Armor Integrative Modifications AIM	Tweaks	MMH	90-12853	Alaisiagae	2008-08-07	This mod modifies all armor, both enchanted and unenchanted, including artifacts. Weights, prices, enchantment capacity, health, and even the AR values have been changed. This mod incorporates Lurlock's Left Gloves mod and my own Left Gloves addon mod, as well as several bug fixes. &...
11016	Armor Fix	Tweaks	MMH	90-12202	Varg 'Euthanasialogist'	2013-02-11	There are a lot of inconsistencies in Morrowind armor specifications. Armor Fix is, as it name states, a plugin designed to fix them. I'm not going to list all the corrections, there are too many of them. They were made in directions of realism and balance, second a bit more impor...
11015	Armor Bonus Compilation	Tweaks	MMH	90-13965	kid1293	2010-06-02	Version 1.0 Implements an armor bonus system with sanctuary, reflect and feather bonus plus sneak penalty. You must choose carefully when to, or when not to, wear armor. You can go unarmored and max out at 50 sanctuary and 50 reflect, at 100 in Un...
11014	Armor & Weapon Fix	Tweaks	MMH	90-1238	DarkOneVenzar	2009-04-06	***** The Elder Scrolls III MORROWIND: Armor & Weapon Fix *****
11013	Argonian Watter Breathing Toggle	Tweaks	MMH	90-13155	Jack	2009-01-10	This is a flawless means to add constant watter breathing to argonians. The spell acts as a toggle so u can turn it on or off at any time so it will not cause problems with any quest. You can use this on a previously created Argonian character it will not have any problems.
11012	Argonian Water Breathing	Tweaks	MMH	90-13330	Tzing	2009-03-21	This is a very simple mod. All it does is make the Argonian Water Breathing spell into an ability, so you don't have to keep casting it.
11011	Arena & The Rusty Swordsman	Tweaks	MMH	90-15065	Illtempered	2013-12-02	The purpose of this plugin, is basically, to transform the arena, in Vivec, from a boring place, into a happening place. There are no quests. Just stuff to make the arena come alive. There are gladiator battles from 8am until 11pm, and a small bar called "The Rusty Swordsman" has been added, and ...
11010	Archmagister's Privileges	Tweaks	MMH	90-11512	Arcimaestro Antares	2007-09-12	With this plugin, if you are member of the House Telvanni, rank Mouth or higher, - you can promote the lower ranking members in the faction to a higher rank; - you can expel the lower ranking members from the faction; - you can teach the disciplines of...
11009	Archmage's Privileges	Tweaks	MMH	90-11235	Arcimaestro Antares	2007-05-13	With this plugin, if you are a member of the Mages Guild, rank journeyman or higher, - you can promote the lower ranking members in the guild to a higher rank; - you can expel the lower ranking members from the guild; - you can teach the disciplines of Alche...
11008	Aravon's Difficulty Mod	Tweaks	MMH	90-8416	Aravon	2002-09-16	Summit info: this changes a LOT of creatures, guards etc. but not all- ups their stats to some extent and will be a much greater challenge. Not all have been changed; but Dagoth Ur will be a lot more difficult.. Generally makes everything, such ...
11007	Aragon's Dodge Mod	Tweaks	MMH	90-13433	Aragon	2009-05-24	This mod is an optimized (and completely rewritten) version Horatio's excellent "dodge" mod. Makes unarmored a much more powerful skill by adding a sanctuary bonus. This mod is for wizards, monks, thieves, and Conan-style fighters. It tries to balance the una...
11006	Arachnid Black Menu Color	Tweaks	MMH	90-11681	The Blood Cauldron	2012-09-16	null
11005	Aprogas's Vampire & Wakim's Improvements	Tweaks	MMH	90-8153	Jasper Jongmans	2002-12-13	Merge of 2 conflicting mods, Wakim's Improvements and Aprogas's Vampire plugins. Also fixes a few issues in Wakim's Improvement plugin.
11004	Aprogas's Armor Enchant MW	Tweaks	MMH	90-8576	Jasper Jongmans	2002-12-13	
11003	Aprogas' Armor Enchant (Tribunal)	Tweaks	MMH	90-8578	Jasper Jongmans	2002-12-13	Changes the enchant ratings of armor (including Tribunal armor) to values I consider more logical.
11002	Anvils	Tweaks	MMH	90-15655	Tizzo	2018-08-06	Pre-existing "Anvils" in the game world are replaced by activators which, when used, cast a spell on the player that gives you a few seconds of increased Armorer skill. That's it. You're around an Anvil, click it. You can repair your stuff somewhat easier.
11001	Anti-Shock SFX Mod	Tweaks	MMH	90-8609	Jintao	2003-07-17	This mod's function is simple: it decreases the volume of certain sound effects, especially those in battle. I've found it very frustrating (and heart-stopping) to play a game and suddenly get hit and have the volume jump up 100 decibals on you. Updates fo...
11000	Antare's Big Mod - Tamriel Reborn compatability patch	Tweaks	MMH	90-13879	Sir Fisch	2010-03-08	Ever wanted to play with the Antare's Mod in TR? Now you can! SO far, it's just an Imperial Legion arrest patch, but i'm working as fast as I can d@#t!t! (not my original ESP's, all credit goes to original author for creating such great mods!)
10999	Animal Realism	Tweaks	MMH	90-7369	Sal Maker	2002-05-28	Dedicated to Charles Darwin The Animal Realism Plugin is a simple modification that allows for more believable animal behaviour (i.e. less suicidal rats, fish, cliff racers, etc.) Blighted animals will still attack as normal because the blight has caused them to lose the...
10998	Always Hit Morrowind	Tweaks	MMH	90-6270	Shade the Bandit	2009-09-18	Always Hit Morrowind ----- version 1.0 What it does ----- This mod attempts to mimic the always-hit combat system of Oblivion to some degree. When any menus are ope...
10997	Alternate Messages	Tweaks	MMH	90-7804	Blindeye	2005-03-02	Changes ingame messages to be more roleplayer friendly. Message changes include... "Do you want to remember this location?" instead of: Do you want to save you game? "The lock spring eludes your probing" instead of: lock pick failed. []...
10996	Alternate Enchanted Item Icons v1.1	Tweaks	MMH	90-10395	Rob B.	2006-02-08	null
10995	Alternate Beginnings, 2.2	Tweaks	MMH	90-6583	Evermoon, BlueBit, Narfbat	2010-10-27	This simply disables the stock character generation and gives you multiple options of where to 'spawn'. It also has Zerocyde character maker scripts as an optional choice. It is primarily a roleplaying Mod. I have done very little of the work here, ALL credit deserves to go to Evermoon, BluebBit,...
10994	Alternate Beginnings - Simon's Fix	Tweaks	MMH	90-11600	Evermoon, update The Great Simonski	2007-10-15	This is a fixed version of Alternate Beginnings by Evermoon, so 90% of the credit goes to them. From the author's description: "This plugin gets rid of the original character creation and instead allows you to make the usual choices in a sequence, after which ...
10993	Alternate Azura's Star	Tweaks	MMH	90-14487	Eniggmma	2012-06-17	You know the quest Azura sends you on? The one where you fight all these daedra on an island north of Dagon Fel? Well, you get back after fighting all these great and terrible monsters, and what do you get? A soulgem. A freaking soulgem. Let's get this straight: you trav...
10992	Almalexia Undialog	Tweaks	MMH	90-9234	SeekerVI	2004-02-20	This simple "mod" shifts the omnipressant subject of "Almalexia" to Temple faction members.
10991	Almalexia Spellcasting	Tweaks	MMH	90-14199	thugggwerty, Hrnchamd	2011-01-27	You will need to have Litzai's Animation Kit to make this work. You can download it from his website here: [b]Changelog:[/b]1.2 - New features from Hrnchamd allow the mod to be compatibale with MCP, and fixing other general technical issues.
10990	AllSpeeds	Tweaks	MMH	90-13806	Trasd	2010-01-03	AllSpeeds Plugin Ver. 1.0 Created by Trasd for The Elder Scrolls III &...
10989	All weapons one-handed	Tweaks	MMH	90-13948	issue-11	2010-05-12	This mod simply changes all two handed weapons from vanilla Morrowind to one-handed weapons. It might be fun to play this if you want to be able to use your shield while wearing a claymore/axe/hammer etc. Both expansions can be used with this mod, but the two-handed weapons those expansions add...
10988	Ald-ruhn Fix Project Thingy	Tweaks	MMH	90-13182	Professor Raine	2009-01-19	I decided to fix up Ald-ruhn and add in a few things in order to use up the wasted space If there's clipping issues, state them, other than the guards look funny going up and down the ramps. :/ I might interfere with other mods that change aspect...
10987	Ald Ruhn TG Devil Tanto Tweak	Tweaks	MMH	90-15130	JOG	2014-01-05	A small fix to make the original thieves guild quest in Ald ruhn's Mages Guild more fitting to a sneaky thief. (Without this plugin the quest is more suited for a ruthless bandit.) The Guard waited at the Door for the Player, and attacked, as soon as the Payer entered the Guildhal...
10986	Agility-Based Security	Tweaks	MMH	90-6749	The Vagrant Wolf	2011-06-17	This is a simple little thing of a plugin that does nothing more than changing the governing attribute of Security from Intelligence to Agility. I'd recommend reading the ReadMe if you have any questions. It covers: - All you could ever want to kn...
10985	Aergis' Always Hit	Tweaks	MMH	90-6787	Aergis	2011-08-27	Requirements: Morrowind, Tribunal, Bloodmoon, and MWSE(the latest version of MGE with internal MWSE will work) Description: I always had a problem with the "hit-and-miss" gameplay and I know there are other mods that solve this problem, but they never really d...
10984	Advent Children Sword tweaks	Tweaks	MMH	90-10985	edison12345	2007-01-12	This mod makes it so you can break or put back together the "advent children cloud's weapon." It now has the ability to go onehanded and twohanded for the 2nd and 3rd biggie swords. [b]Changelog:[/b]1.0: Base split and attach system 1....
10983	Advanced Save System	Tweaks	MMH	90-9632	Kazeiru Nannoki	2005-04-03	This mod uses scripts to prohibit the player from saving unless they find a "Save Bell". It changes play style to be more cautious. To activate the mod, do either of these options. a. Talk to the nord male outside the Eight plates in Balmora b. ...
10982	Advanced Persuasion 1.2	Tweaks	MMH	90-12143	Danjb	2013-01-29	null
10981	Advanced Development Toolkit	Tweaks	MMH	90-6331	GrateGuy	2009-11-18	Features: ADT significantly changes the leveling system and is fairly easy to alter. The main version also changes maximum health and magicka totals. See the readme for a complete list of features and ways to edit the mod. Other features include: &...

Id	Name	Category	Site	Link	Author	Date	Description
10980	Advanced Combat	Tweaks	MMH	90-12459	Sain29	2008-01-04	Advanced Combat Author: Sain29 [url=mailto:Email-carth.onasai@gmail.com/img]Email-carth.onasai@gmail.com[/url] This mod adds some new abilities for Mages, Fighters, and Rangers. They each have two start abilities, and for fighters, us...
10979	Adamantium Fixed	Tweaks	MMH	90-8683	T Tripweed	2003-02-24	Makes Adamentium weapons in Tribunal able to hit "immune to normal weapon" monsters, like Daedra.
10978	20030628 2129 Brittlewind Fixed Launcelot	Tweaks	MMH	90-2026	Michael Damon (aka Launcelot)	2009-04-06	Brittlewind Fix by Michael Damon, aka Launcelot Brittlewind is a rather nasty spell in Bloodmoon used by the Wind Witches and Fryse Hags. Through a strange combination of events, some NPCs may also cast this spell, and shouldn't. I think the culprit may lie with a combination of the Bl...
10977	100ProjectileStoreChance	Tweaks	MMH	90-3963	Devon	2009-05-12	***** The Elder Scrolls III MORROWIND: 100ProjectileStoreChance by Devon "Blaaguuu" Carlson nitro_x_dc@hotmail.com *****