Id	Name	Category	Site	Link	Author	Date	Description
13340	MCA-TR Addon	Landmasses	Fliggerty	*697	abot	2012-09-16	Addon for Morrowind Comes Alive with Tamriel Rebuilt: Sacred East and have correct dependencies for Tamriel Rebuilt: Sacred East. - MCA.esm - TR_Data.esm - TR_Mainland.esm Missing mesh for mole quiver is inlcuded.
9412	Guars v1.17	Mounts and Pack Animals	MMH	59-12367	Abot	2013-03-24	Talk or bribe the ashlander guar tamers to reveal the secrets of smart mountable guars... README Link Changelog: 1.17 - fixed maximum fatigue display - reduced clicking delay in the adjust mounting position menu - fixed reset NPC mounting pos...
9160	SWG skies tweak - glowing stars	Models and Textures	MMH	56-14796	Abot	2013-06-09	A little tweak to a couple of SWG skies 3 meshes, for a flickering stars effect. You obviously need SWG skies 3 installed, then try replacing Data Files\Meshes\sky_night_01.nif Data Files\Meshes\sky_night_02.nif
8189	Thunders & Lightnings v1.3	Miscellaneous	MMH	53-14157	Abot	2010-11-12	This is my "atmospheric" version of thunders & lightnings, inspired by Jac's Lightning Strike mod. I think the result is worth sharing, anyway if you want more/easier configuration options I suggest you use the excellent Lightning Strike mod by Jac instead of this mod. [ur...
8156	Tempus Fugit Ring v1.3	Miscellaneous	MMH	53-7919	Abot	2003-10-21	This plugin adds to the player menu a ring called "Tempus Fugit" that allows one to change the game time/real time factor. The ring is not intended for, nor has a lot of use for, cheating, as real time combats/operations are not time scaled. It's purpose is to allow a more realist...
8149	Take my place v1.2	Miscellaneous	MMH	53-13809	Abot	2010-01-09	The problem of people blocking your way in narrow passages is a little annoying in Morrowind. NPC will have the "- Take my place" dialog topic, and friendly NPCs should take your place when asked. Credits: This mod is clearly inspired by Noirgrim's NPC Move mod, and w...
8094	Sextants v1.01	Miscellaneous	MMH	53-4007	Abot	2009-05-12	Tribunal/Bloodmoon engine required Among the items brought to Morrowind by the empire, sextants are perhaps the most valued... especially by pawnbrokers who eagerly try to buy them from any drunken imperial sailor they meet. This plugin adds to Morrowind several sextants, al...
7807	Gondoliers v1.7	Miscellaneous	MMH	53-14301	Abot	2011-05-15	The Elder Scrolls III MORROWIND: Gondoliers USAGE: Tribunal or Bloodmoon scripting engine required Tribunal and/or Bloodmoon.esm loading not required If you are using Redesigned Vivec.esp or PW_Redesigned Vivec-Vivec_Expansion.esp load abotGondoliersRV.esp, else lo...
7343	Windows Glow expansion v1.7b	Lights	MMH	50-14155	Abot	2010-11-05	DESCRIPTION: Replaces some nord and imperial style with scripted dynamic glowing windows & lights, affecting mostly Seyda Neen, Pelagiad, Caldera, Dagon Fel. Tamriel Rebuilt version affects also Helnim, Firewatch, Bal Oyra Compatible/expansion to Windows Glow by Max a.k.a. ~N...
7342	Windows Glow Expansion v1.10	Lights	MMH	50-14989	Abot	2013-09-16	Replaces some nord and imperial style with scripted dynamic glowing windows & lights, affecting mostly Seyda Neen, Pelagiad, Caldera, Dagon Fel. Tamriel Rebuilt version affects also Helnim, Firewatch, Bal Oyra etc. Compatible/expansion to Windows Glow by Max a.k.a. ~NOBODY~ C...
7341	Windows Glow Expansion v1.08	Lights	MMH	50-14646	Abot	2013-04-21	Replaces some nord and imperial style with scripted dynamic glowing windows & lights, affecting mostly Seyda Neen, Pelagiad, Caldera, Dagon Fel. Tamriel Rebuilt version affects also Helnim, Firewatch, Bal Oyra Compatible/expansion to Windows Glow by Max a.k.a. ~NOBODY~ Compat...
6417	Where are all the birds going v1.6	Creatures	MMH	26-46	Abot	2009-04-06	Where are all birds going? An attempt to bind flawed Morrowind AI to bring life to most beautiful birds. This plugin adds to Morrowind peaceful flying birds based on the wonderful models & textures by Lady Eternity & Proudfoot (Dragon's Breech mod). Tribunal/Bloodmoon engine...

Id	Name	Category	Site	Link	Author	Date	Description
6416	Where Are All Birds Going? v1.16	Creatures	MMH	26-9808	Abot	2004-09-20	Where are all birds going? An attempt to bind flawed Morrowind AI to bring life to most beautiful birds. This plugin adds to Morrowind peaceful flying creatures based on the wonderful models & textures by Lady Eternity & Proudfoot (Dragon's Breech mod), Cait Sith, Thaedyn Vyr,Kacper ...
6415	Where Are All Birds Going?	Creatures	MMH	26-15307	Abot	2014-12-14	Where are all birds going? An attempt to bind flawed Morrowind AI to bring life to most beautiful birds. This plugin adds to Morrowind peaceful flying animals based on the wonderful models & textures by Lady Eternity & Proudfoot, Cait Sith, Thaedyn Vyr & Kacper/Kagz, Daduke.
6414	Where Are All Birds Going v1.4	Creatures	MMH	26-694	Abot	2009-04-06	Where are all birds going? v1.4 An attempt to bind flawed Morrowind AI to bring life to most beautiful birds. birds: Lady Eternity & Proudfoot (Dragon's Breech) meat: Cait sounds: various sources
6413	Where Are All Birds Going v1.1	Creatures	MMH	26-560	Abot	2009-04-06	Where are all birds going? v1.1 An attempt to bind flawed Morrowind AI to bring life to most beautiful birds. birds: Lady Eternity & Proudfoot (Dragon's Breech) meat: Cait sounds: various sources
6412	Where Are All Birds Going v1.0 missing files-update	Creatures	MMH	26-552	Abot	2009-04-06	Where are all birds going? An attempt to bind flawed Morrowind AI to bring life to most beautiful birds. models & textures: birds: Lady Eternity & Proudfoot (Dragon's Breech mod) meat: Cait sounds: various sources Tribunal engine or better req.
6411	Where Are All Birds Going v1.0 beta	Creatures	MMH	26-917	Abot	2009-04-06	Where are all birds going? An attempt to bind flawed Morrowind AI to bring life to most beautiful birds. models & textures: birds: Lady Eternity & Proudfoot (Dragon's Breech mod) meat: Cait sounds: various sources Tribunal engine or better req.
6402	Water Life v1.x to v1.3 Patch	Creatures	MMH	26-2627	Abot	2009-04-24	Water Life V1.3 An attempt to bring more life into Morrowind waters. Tribunal or Bloodmoon engine required (.esm check not required)
6401	Water Life v1.21	Creatures	MMH	26-14802	Abot	2013-06-11	Water Life is an attempt to mix the scripting techniques developed in the "Where are all bird going?" plugin with the best aquatic creature modding resources to bring more life into Morrowind waters. This plugin mainly adds to Morrowind (most) peaceful aquatic creatures based on the wonderfu...
6400	Water Life v1.20	Creatures	MMH	26-7578	Abot	2005-03-19	Water Life is an attempt to mix the scripting techniques developed in the "Where are all bird going?" plugin with the best aquatic creature modding resources to bring more life into Morrowind waters. This plugin mainly adds to Morrowind (most) peaceful aquatic creatures based on the ...
6399	Water Life v1.12	Creatures	MMH	26-5585	Abot	2011-05-11	The Elder Scrolls III MORROWIND: Water Life Version 1.12 by abot Tribunal OR Bloodmoon engine required Water Life is an attempt to mix the scripting techniques developed in the "Where are all bird going?" plugin with the best aquatic creature modding resources to bring more life i...
6398	Water Life v1.1 to v1.2 Patch	Creatures	MMH	26-2635	Abot	2009-04-24	Water Life V1.2 An attempt to bring more life into Morrowind waters. Tribunal or Bloodmoon engine required (.esm check not required)
6397	Water Life v1.0 to v1.1 Patch	Creatures	MMH	26-2573	Abot	2009-04-24	Water Life V1.1 An attempt to bring more life into Morrowind waters. Tribunal or Bloodmoon engine required (.esm check not required)
6396	Water Life v1.0	Creatures	MMH	26-2586	Abot	2009-04-24	Water Life is an attempt to mix the scripting techniques developed in the "Where are all bird going?" plugin with the best aquatic creature modding resources to bring more life into Morrowind waters. This plugin mainly adds to Morrowind (most) peaceful aquatic creatures based on the wo...
6395	Water Life	Creatures	MMH	26-15308	Abot	2014-12-14	Water Life is an attempt to mix the scripting techniques developed in the "Where are all bird going?" plugin with the best aquatic creature modding resources to bring more life into Morrowind waters. This plugin mainly adds to Morrowind (most) peaceful aquatic creatures based ...

Id	Name	Category	Site	Link	Author	Date	Description
6351	Silt Striders v1.12	Creatures	MMH	26-14984	Abot	2013-09-10	I wanted to travel Morrowind on top of a real Silt Strider so strongly, and after years waiting for some similar mod to be completed, I decided to try myself. To enjoy the scenic trips use the caravaner "- scenic travel" dialog topic. abotSiltStriders.esp needs Tribunal or B...
6350	Silt Striders v1.11	Creatures	MMH	26-14983	Abot	2013-09-10	I wanted to travel Morrowind on top of a real Silt Strider so strongly, and after years waiting for some similar mod to be completed, I decided to try myself. To enjoy the scenic trips use the caravaner "- scenic travel" dialog topic. abotSiltStriders.esp needs Tribunal or B...
6349	Silt Striders v1.10	Creatures	MMH	26-14284	Abot	2011-04-19	I wanted to travel Morrowind on top of a real Silt Strider so strongly, and after years waiting for some similar mod to be completed, I decided to try myself. To enjoy the scenic trips use the caravaner "- scenic travel" dialog topic. Changelog: 1.10 - compatibilit...
3449	TR Water Sound v1.03	Sounds	MMH	76-14994	Abot	2013-09-16	Experimental mod trying to do unused TR_Po_WaterSoundV4 script job differently. Replaces most TR static water meshes with activators emulating water splashing sounds. Requires Tamriel Rebuilt - Sacred East v1.5 Pros: works with Dongle's meshes without needing speci...
3373	Sextants v1.0 beta	Beta	MMH	7-2389	Abot	2009-04-24	Among the items brought to Morrowind by the empire, sextants are perhaps the most valued... expecially by pawnbrokers who eagerly try to buy them from any drunken imperial sailor they meet To use a sextant, equip it and press sneak Tribunal/Bloodmoon engine require
2411	Tempus Fugit Ring v1.2	Items	MMH	46-3748	Abot	2009-05-12	When something is amusing, they used to say "Tempus fugit". Now you can take your time... This plugin adds to the player menu a ring called "Tempus Fugit" that allows to change the game time/real time factor. The ring is not intended, nor has a lot of use for cheating, as real tim...