

ID	Name	Category	Site	Link	Author	Date	Description
6128	Cait Sea Updated	Creatures	MMH	26-2590	Cait	2009-04-24	This plug-in adds some sea creatures. I have to thank LordOverKill and Lady Eternity for letting me use their meshes. Most of the fishes have been downloaded from www.3dcafe.com and www.toucan.co.jp/product/3ds/aquarium/modelsE.html . I've decided to keep their ori...
6127	Cait Sea	Creatures	MMH	26-2601	Cait	2009-04-24	This plug-in adds a few sea creatures. It's still a WIP. Many thanks to LordOverKill and Lady Eternity for letting me use their meshes. Unace the file in your Morrowind directory (e.g. c:\Program Files\Bethesda Softworks\Morrowind). The esp file only adds the animals in the creatur...
6126	Cait Farm: Ducks and Geese	Creatures	MMH	26-2633	Cait	2009-04-24	This plugin adds 28 ducks, 24 geese and 13 ducklings. The plugin merely adds the creatures in the object window with default stats. If you don't like an idle just disable it double-clicking on the creature, pressing the 'AI' button, then double-clicking on "Wander" and finally sett...
6125	Cait Farm: Donkeys and Horses	Creatures	MMH	26-2612	Cait	2009-04-24	This plugin adds 9 donkeys, 3 pack donkeys, 6 donkey foals and 13 horses. The plugin merely adds the creatures in the object window with default stats. If you don't like an idle just disable it double-clicking on the creature, pressing the 'AI' button, then double-clicking on "Wand...
6124	Cait Farm: Chickens and Turkeys	Creatures	MMH	26-2575	Cait	2009-04-24	This plugin adds 4 chicks, 11 chickens, 11 roosters and 2 turkeys. The plugin merely adds the creatures in the object window with default stats. If you don't like an idle just disable it double-clicking on the creature, pressing the 'AI' button, then double-clicking on "Wander" and...
6123	Cait Farm	Creatures	MMH	26-4034	Cait	2009-05-12	This plug-in adds some farm animals. In the esp file I've added these creatures in the object window only (i.e. you won't find any of these creatures in game); you have to set their stats manually. NIFs you can find in Cait_Misc have to be added manually under Misc Item or Ingre...