

Id	Name	Category	Site	Link	Author	Date	Description
13486	Beasts of Vvardenfell 1.35	Creatures	Fliggerty	*1021	Crankgorilla	2014-03-27	Beasts of Vvardenfell Version 1.35 Description Adds creatures to the leveled lists. They will spawn along with the standard creatures and add more variety to the line up. Collected here are over 80 creatures from around the community. Each one has been balanced to provide an...
13404	In the Pit 1.0	Dungeons	Fliggerty	*717	Crankgorilla	2012-10-04	The Foreign Quarter now plays host to The Pit. Saddle up your fighting gear and head down to Pelagiad, Southern Wall interior and find a shady Khajiit. Overview: Adds a battle arena and store to Vivec, Foreign Quarter Upper Waistworks that provides unique scripted options for items fou...
13400	Battle at Buckmoth 1.0	Dungeons	Fliggerty	*1008	Crankgorilla	2014-02-02	Description A Herald has arrived at Buckmoth Legion Fort calling forth all brave adventurers for a quest of peril and danger. A ring of power has been discovered which summons entrance to the Battle of Buckmoth! Ring the bell atop the walls and rally your troops. Push the evil forces back and win...
13391	Ruby Inn 1.0	Buildings	Fliggerty	*570	Crankgorilla	2011-10-26	Designed for Vos to be a little bit crazy, a crossroads of all peoples going to and from destinations. Many customers to interact with. The bar is stocked up with an excellent variety of beverages. It meant to be humourous and rough, like a location of this type would be. You get your own room if...
13298	Ultimate Knight Shop Levelled 1.0	Items	Fliggerty	*1022	Crankgorilla	2014-03-30	Ultimate Knight Shop Levelled Version 1.0 All items will appear randomly throughout your quests, as would regular items in chests and appropriate locations. Required Mod Dependency - Ultimate Knight Shop by Orry, aka "The Hand of God" Download - http://mw.modhistory.com/download-71-7155 or by ...
13291	Enhanced Economics 2.0	Items	Fliggerty	*1057	Crankgorilla	2014-08-02	This mod focuses on object variety. The different objects are present in chests and in urns, in cupboards and in drawers, the random item drops will offer much more in variety to your loot collection. Alchemy - 114 Alchemy apparatus - 3 Armour Types - 210 Body Parts - 342 Books = 38 Cells = 3 C...
13290	Enhanced Economics 1.5	Items	Fliggerty	*719	Crankgorilla	2012-10-08	With the passing of time the Vvardenfell economy grows. New trade links and previously unexplored regions have been opened and although many dangers still exist, merchants expanded to the four corners of the continent. More ingredients have become available. More
13289	Enhanced Economics 1.2	Items	Fliggerty	*310	Crankgorilla	2011-08-11	With the passing of time the Vvardenfell economy grows. New trade links and previously unexplored regions have been opened for trade and although many dangers still exist, trade has expanded to the four corners of the continent. More ingredients have become available. More
13283	Weaver Supplies 1.0	Stores and Merchants	Fliggerty	*669	Crankgorilla	2012-07-08	A store in Ald-Velothi specialising in crossbow
13282	Vivec Weapons 1.1	Stores and Merchants	Fliggerty	*670	Crankgorilla	2012-07-12	A store in Vivec that stocks 31 custom weapons of quality. This mod makes use of these resources. - Schwaas Custom Objects by Schwaas. -
13281	Vivec Chine Furnishings 1.0	Stores and Merchants	Fliggerty	*713	Crankgorilla	2012-09-23	Travel to Vivec, Foreign Quarter Upper Waistworks to explore a variety of furniture imported from afar. Overview A store that offers a selection of furniture from Adele. Each uses the Dracus script which allows easy placement in your home. Credits - Adele Messenger Bouricius - Shannon - Khajiit...
13280	Two Birds Outdoor Bakery v1.1	Stores and Merchants	Fliggerty	*836	Crankgorilla	2013-04-22	This mod places a Baker in the foreign quarter of Vivec. He sells pies, has some dialog and is there to make the place look nicer. He is in an outside location on the ground floor of the canton. Version 1.1 Update - Makes the foods into slow leaching alchemy, at a decent price. Stock up when pas...
13279	Suran Supplies 1.1	Stores and Merchants	Fliggerty	*613	Crankgorilla	2012-01-20	A custom store that specializes in exclusive potions. Consider stopping to Barter at Suran Supplies next time you visit the township. Features Games that require heavy potion use will find this useful. Suran Supplies location is descreet and made to be compatable with any other mod running in ...

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13276	Pelagiad Provisions 1.52	Stores and Merchants	Fliggerty	*1020	Crankgorilla	2014-03-27	A store in the Pelagiad main street offering an excellent selection of high quality goods. Presented in a high detail environment, armour, Weapons and various items are for sale. Pelagiad Provisions 1.52 is designed to be an enticing stop for equipment armour weapons and items, a place you will...
13275	Pelagiad Provisions 1.41	Stores and Merchants	Fliggerty	*721	Crankgorilla	2012-10-11	A store in Pelagiad that buys and sells armour and weapons. On show are many items of custom content. stats have a particular balance and formula that will enhance combat. Various patrons of the store offer special items for sale and general conversation. Detailed environment. Subtle place...
13274	Pelagiad Provisions 1.3	Stores and Merchants	Fliggerty	*306	Crankgorilla	2011-08-11	Pelagiad Provisions Version 1.3 By Crankgorilla February 2011 Description: A store in Pelagiad stocking a wide range of items and weapons. Cleaned with Enchanted Editor Credits: (See Credits Folder for README files) Version 1.41 available at the mirror link.
13267	Bridgewater Blacksmith 1.1	Stores and Merchants	Fliggerty	*396	Crankgorilla	2011-08-23	A place to stop in and shop in Ebonheart. Features include Dreugh and Newtscale armour sets by Quorn and a selection of shields by Georgius Septim. Look for an new bridge off the main courtyard to find the entrance. Cleaned with Enchanted Editor
13266	Ald-ruhn Expansion 1.62	Stores and Merchants	Fliggerty	*455	Crankgorilla	2011-08-27	:
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.
13013	Western Lookout 1.0	Houses	Fliggerty	*477	Crankgorilla	2011-10-04	Travel to the House of Earthly Delights in Suran to meet with a Knight who has an interesting proposal. A small pod house mod on the cliffs above a Daedric ruin. Features a unique crystal transport system that goes to many locations around Morrowind.
13012	Vos Cottage 1.0	Houses	Fliggerty	*661	Crankgorilla	2012-06-19	Trade has bought wealth to Vos and new construction has taken place. Be among the first to place bid for new real estate. Travel to Varo Tradehouse in Vos to purchase a ring that will grant access to the mysterious cottage. A trade route has been establised from Vos to Molag Mar and a new port h...
12994	Moonmoth Legion Home 1.2	Houses	Fliggerty	*575	Crankgorilla	2011-10-31	A home in Moonmoth Legion Fort that features a wall sized aquarium. The home is furnished and has efficient storage options. A return home ring included. Scripted shrine that craves the blood of Daedra hearts! Scripted bathtub. Enjoy a relaxing scrub and wash away the dust of your travels. ...
12993	Mistletoe Manor v1.3	Houses	Fliggerty	*1007	Crankgorilla	2014-02-01	A home in Pelagiad against the wall of the castle. Access to the castle is provided from within the home for resupply and trade. A temple shrine is also nearby for restoration of stats and cures for disease and blight. Travel to Pelagiad and trade for the ring that will grant access to the home f...
12992	Mistletoe Manor 1.2	Houses	Fliggerty	*668	Crankgorilla	2012-07-06	A cozy cottage in Pelagiad. Be the first to place a bid with Mara for ownership. Track her down along the eastern wall of Pelagiad to lay claim to the home. There you can learn more about the house and inspect the grounds. Overview Features include animated chests and cupboards. An alchemists la...
12991	Mistletoe Manor 1.1	Houses	Fliggerty	*395	Crankgorilla	2011-08-23	Mistletoe Manor Location - Pelagiad. Requires - Only Morrowind. I built this as a beginner house for my Girlfriend. Hence the name. She had just discovered Morrowind and I wanted her to have a nicer home than the house at Balmora which is also available early in the game. I didn't want it to be...

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12984	Gnisis Waterfront 1.0	Houses	Fliggerty	*478	Crankgorilla	2011-10-04	Adds a tent/marque to Gnisis riverfront. A Shipmaster is running a supply link and allows travel up and down the river. A place to rest and storage options are available. Some custom decor and a unique environment highlight. *C
12979	Ascadian Caravan 1.1	Houses	Fliggerty	*792	Crankgorilla	2013-02-03	Ascadian Caravan Version 1.1 Travel to Molag Mar, The Pilgrims Rest, and meet with an Argonian operative of the Mages Guild. A researcher for the guild has not reported in and c
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....
7927	Minimods by Crankgorilla	Miscellaneous	MMH	53-12985	Crankgorilla	2008-10-22	A collection of small mods. These mods are not large enough to warrant a stand alone status. Their purpose is to investigate new ideas, methods and resources. Gnisis Waterfall Adds a pleasant waterfall to Gnisis. Purely cosmetic. No altered landmass. Utilizes ...
6101	Beasts of Vvardenfell	Creatures	MMH	26-14179	Crankgorilla	2010-12-22	Adds creatures to the leveled lists. They will spawn along with the standard creatures and add more variety to the line up. Collected here are over 80 creatures from around the community. Each one has been hand crafted and statistically balanced to provide an above standa...
4754	Gnisis Waterfront v1.0	Buildings	MMH	15-13907	Crankgorilla	2010-04-04	Adds a waterfront tent/marque to Gnisis. A Shipmaster is running a supply company from the banks of the Gnisis river. Travel links are now available up and down river. A living quarters is available. If you don't already own a home in Gnisis, maybe this is the one for you.
4304	Great Library of West Gash v1.0	Books	MMH	11-13777	Crankgorilla	2009-12-06	The Great Library of West Gash is located outside Caldera, atop a mountain and is visible from town. Located in West Gash Region, I have made a character that can transport you there and she is located in the Caldera Guild of Mages. She has a little back story, ask on topics of background, advice...
4128	Weaver Supplies	Stores and Merchants	MMH	80-14511	Crankgorilla	2012-07-12	A store in Ald-Velothi specialising in crossbow weaponry. This mod makes use of these resources.... - Adele's Furniture Conversion by Adele and Shannon - Don Salus Faces by Don Salus - Nimrod's Shop Signs by Nimrod
4108	Vivec Weapons v1.1	Stores and Merchants	MMH	80-13754	Crankgorilla	2009-11-29	A store in Vivec that stocks 31 custom weapons of quality. This mod makes use of these resources. - Schwaa's Custom Objects by Schwaa. - Weapon Pack by Dongle. - Egyptian Urns by Mystery05. - Blademaster by Fide...
4070	The Savage Guar v1.2	Stores and Merchants	MMH	80-13257	Crankgorilla	2009-02-16	A tavern located inside the Balmora Guild of Fighters. The Guar has many customers that all offer some kind of service. Custom weapons, potions and spells are all on offer. A quest is also included to get control of an adjoining mine which has been renovated to be lived in. Start the quest by tal...
4065	The Lonely Scrib v1.0	Stores and Merchants	MMH	80-13116	Crankgorilla	2008-12-28	The Lonely Scrib is a store that caters to those with decorative interests, as well as stocking a few custom weapons. Set west of Vivec, the Scrib also boasts a sleeping quarters with ample storage space. Seek out an Orc in the "No Name Tavern" in Vivec, Plaza district. He will lead...
4032	Suran Supplies v1.1	Stores and Merchants	MMH	80-6834	Crankgorilla	2012-01-19	A custom store in Suran that specializes in exclusive potions and a selection of alchemy ingredients. Made with the use of only standard meshes. The interior of this store can be considered a resource. Features - Extensive collection of exclusive potions. Fifty of ...
4031	Suran Supplies	Stores and Merchants	MMH	80-14421	Crankgorilla	2012-01-19	A custom store in Suran that specializes in exclusive potions and a selection of alchemy ingredients. Made with the use of only standard meshes. The interior of this store can be considered a resource. Features - Extensive colle...

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3984	Seyda Supplies	Stores and Merchants	MMH	80-14472	Crankgorilla	2012-05-18	A new store in Seyda Neen specialising in alchemic supplies. Many new items available for sale including new potions, new clothing, new lights, books, armour and various ingredients. Overview This mod is a method to test new resources and work at balancing id...
3967	Ruby Inn	Stores and Merchants	MMH	80-14385	Crankgorilla	2011-10-25	Visit the Ruby Inn located in Vos. Restock on various goods and enjoy a wine and dine experience in a lively environment laced with seedy characters. A room has been set aside for you. Talk to the barman for more details. With over 200 pieces of dialog, rest assured, you'll be enterta...
3939	Pelagiad Provisions v1.3	Stores and Merchants	MMH	80-13735	Crankgorilla	2009-11-08	Competition is heating up in Pelagiad with Ahlondo gearing up Pelagiad Provisions to provide more goods and services than ever before. Stocks include armor, books, potions, furniture, clothing, decor and weapons. Cleaned with Enchanted Editor. &...
3938	Pelagiad Greenhouse v1.0	Stores and Merchants	MMH	80-13742	Crankgorilla	2009-11-14	This mod adds an Apothecary service to Pelagiad. It features Bansai you can buy and place, and many different types of herbs you can pick and sell to the vendor. He also has some advice to give and rumors to tell among other things. The location fits in well to Pelagiad and suits the quiet rural ...
3936	Pelagiad Drapers v1.0	Stores and Merchants	MMH	80-13967	Crankgorilla	2010-06-03	A store in Pelagiad that sells curtains. These curtains are able to be positioned so you can decorate your home with them. I am happy to say I have learned how to make icons. This will open up a whole new range of items I will be able to put in Morrowind. These curtains a...
3835	Maar Gan Supplies v1.2	Stores and Merchants	MMH	80-13864	Crankgorilla	2010-02-26	An adventurer has arrived in Maar Gan and has set up store to provide resources to explorers tackling the wilds of the north west. Drawing on resources from around the world, he seeks your business and your survival. Location: Maar Gan -3,12 Cleaned with TESAM...
3818	Khuul Expansion v1.4	Stores and Merchants	MMH	80-13169	Crankgorilla	2009-01-13	Khuul Expansion adds new stores and NPC. Many new items are available for purchase. A home in the form of a lighthouse is attainable and includes a return home ring. Some of the stores and sights.... - The Potters Shack. A store stocking many assorted decorative items. A select...
3641	Bridgewater Blacksmith v1.1	Stores and Merchants	MMH	80-13915	Crankgorilla	2010-04-10	A place to stop in and shop in Ebonheart, best suited to early characters close to being straight off the boat. Features include Dreugh and Newtscale armour sets by Quorn and a selection of shields by Georgius Septim. An early mod that was used by myself to learn how armo...
3583	Balmora Adventurers Nightclub v1.0	Stores and Merchants	MMH	80-12995	Crankgorilla	2008-10-29	Balmora Adventurers Nightclub 2008 By Crankgorilla Location: Along the riverside in Balmora. Adds a nightclub with the idea of it being a gritty type of place. With a bit of seedy crime. Credits...
3547	Ald-ruhn Expansion v1.62 & v1.76	Townd and town Expansions	MMH	87-12991	Crankgorilla	2008-10-26	With the passing of years Ald-ruhn is striving to be the hub of commerce in Vvardenfell. With the help of the Imperial Legion at Buckmoth, the citizens of Ald-ruhn have achieved a boost in commerce and prosperity. New features celebrate the taming of the once inhospitable wilds and all but ...
2801	Woodsmans Hut v1.0	Houses	MMH	44-13686	Crankgorilla	2009-09-23	A home in the Ashlands region. It is a mod I made to test a few items out. I thought its remote location could make it useful as a rest spot for the weary. It has a water feature a custom stove, some banzai trees, a pet pig, a modelled vampire skull, curtains and some trinkets to help new charact...
2748	Western Lookout v1.0	Houses	MMH	44-13134	Crankgorilla	2009-01-03	A Knight is waiting at "Deseles House of Earthly Pleasures" in Suran, with an interesting offer... This is a pod house with some unique features, some custom content and an impressive view. I'm sure many an adventurer will find a use for this one. One of those mods wher...

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2722	Vos Cottage v1.0	Houses	MMH	44-14873	Crankgorilla	2013-07-17	Trade has bought wealth to Vos and new construction has taken place. Be among the first to place bid for new real estate. Travel to Varo Tradehouse in Vos to purchase a ring that will grant access to the mysterious cottage. A trade route has been established from Vos to Molag Mar and a ...
2648	Valhalla Lodge	Houses	MMH	44-13987	Crankgorilla	2010-06-20	Azuras Coast Region 12,15 - Near the city of Tel Mora Travel to the remote city of Tel Mora and explore the docks. An unusual feature will be found. Seafront lodging on the cliffs of Tel Mora. Has some interesting features such as unique architect...
2436	The Crying Wolf v1.1	Houses	MMH	44-13115	Crankgorilla	2008-12-27	A Grazeland home with travel links to Balmora Mages Guild. Indoor water falls, person library and much more! Go to Balmora Mages Guild and look for the Crystal Egg. The readme will tell you more than I can remember offhand. Quality.
2159	Serenity Island v1.1	Landmasses	MMH	48-13217	Crankgorilla	2009-01-31	A whole island that is high in detail. Not suitable to be kept in load order in current state due to weapon balance issues. Good for an afternoon wander and inspection until updated. Pretty and big. Maybe useful for ideas and/or entertainment. Has a dungeon that is below city. Hand crafted back i...
2158	Serenity Island v1.0	Landmasses	MMH	48-13125	Crankgorilla	2008-12-30	This is an Island with its own town, dungeon and continuing story. Contains many unique weapon stores, accomodation and items. Since its the years end, I thought to release it. The Island is what I use to test new mod resources and modding techniques and I'm pleased with the results. It may seem ...
1713	Moonmoth Legion Home	Houses	MMH	44-14298	Crankgorilla	2011-05-11	A home in Moonmoth Legion Fort that features a wall sized aquarium. The home is furnished and has efficient storage options. A return home ring included. Scripted shrine that craves the blood of Daedra hearts! Scripted bat...
1706	Molag Mar Manor v1.0	Houses	MMH	44-13882	Crankgorilla	2010-03-11	A home located in Molag Mar. Travel to the canton city of Molag Mar. On the top level exterior of the canton is a new homestead for you to reside in. Statues adorn the home, along with an indoor pond and various paintings and trinkets. Custom furniture is used throughout. All the necessitie...
1690	Mistletoe Manor v1.2	Houses	MMH	44-12993	Crankgorilla	2008-10-28	A cozy cottage in Pelagiad. Be the first to place a bid with Mara for ownership. Track her down along the eastern wall of Pelagiad to lay claim to the home. There you can learn more about the house and inspect the grounds. Overview Features include animated ch...
1564	Leveled Mods	Items	MMH	46-14506	Crankgorilla	2012-07-08	Adds all the items from Ultimate knight Shop to the leveled lists which will allow you to find all the items around Vvardenfell in appropriate random locations. Original weapon values not altered in any way. Statistics on the all items will be the original values. Not ext...
1097	Enhanced Economics	Items	MMH	46-14340	Crankgorilla	2011-07-13	With the passing of time the Vvardenfell economy grows. New trade links and previously unexplored regions have been opened and although many dangers still exist, merchants have expanded to the four corners of the continent. More ingredients have become available. More weapons. More items. More cl...
730	Caldera Orchard v1.0	Houses	MMH	44-13966	Crankgorilla	2010-06-02	A Pear Orchard in Caldera. The plantation features pear trees which are harvestable. There is also a humble cottage for the caretaker of the orchard. Speak to the fruiterer in the Caldera town square. Learn his secret. He will provide you with the ownership documents for the cottage. As owner you...
711	Cairo Villa v1.0	Houses	MMH	44-13815	Crankgorilla	2010-01-16	Location: Ald-ruhn -2,7 (No altered Terrain) This mod uses all custom content. Every Item is from the resource section and includes some excellent models that will interest anyone who has not seen them. The results are encouraging for me because I was intending this as a project for myself t...

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480	Ashland Yurt v1.1	Houses	MMH	44-6512	Crankgorilla	2010-07-24	Urshilaku Camp -4, 18 The Wise Woman has decided she tires of you bunking with her on your visits to the camp and has provided you a Yurt of your own to reside in. This tent home has custom sleeping arrangements and storage. A personal merchant wi...