

| ID | Name | Category | Site | Link | Author | Date | Description |
|-----------|-----------------------------|-------------------------|-------------|-------------|-------------------|-------------|---|
| 10957 | William Wallace Sword Mod | Weapons | MMH | 98-5427 | Kagz aka Kagrenac | 2009-05-12 | Alright this mod brings the William Wallace sword to the game. I have made two versions, a silver and a gold sword. Travel to " Kill A Rat", to find the weapons. You dont need any more clues than that, lol. |
| 10953 | Weapons Of Time | Weapons | MMH | 98-5432 | Kagz aka Kagrenac | 2009-05-12 | Alright this mod brings my collection of Daedric weapons. I have modified all the weapons in 3DS MAX, creating new weapons in most cases. They are all done in the Daedric style, with Daedric tex. I have tried to keep them at a similar level to the game weapons. So in most cases they ar... |
| 10835 | Storm And Deliverance | Weapons | MMH | 98-5347 | Kagz aka Kagrenac | 2009-05-12 | This mod brings two new sword models to the game. Storm and Deliverance are a couple, of pretty deadly swords. You must travel to "Ald Daedroth" and search for the swords. Its not difficult, just have a good look around and look foranything different or NEW. |
| 10634 | Kagz Rapier Mod | Weapons | MMH | 98-5414 | Kagz aka Kagrenac | 2009-05-12 | Alright this mod brings a new sword model to the game. You must travel to Arvel Plantation and look for anything new or strange. |
| 10329 | A TRIBUTE Version 2 | Weapons | MMH | 98-55 | Kagz aka Kagrenac | 2009-04-06 | (Corrects issues with textures in Version 1.) This mod brings 24 new weapons to the game, along with other new meshes i have made. It also brings two new playable Nord heads, a male and a female. The majority of the weapons are stock weapons, that i have modified in 3 DS MAX. []... |
| 10327 | A Tribute | Weapons | MMH | 98-54 | Kagz aka Kagrenac | 2009-04-06 | (Do not download. Issues with textures that are corrected in Version 2.) This mod brings 24 new weapons to the game, along with other new meshes i have made. It also brings two new playable Nord heads, a male and a female. The majority of the weapons are stock weapons, that ... |
| 9416 | Kagz Siltstrider Replacer | Mounts and Pack Animals | MMH | 59-518 | Kagz aka Kagrenac | 2009-04-06 | This replaces all the Siltstriders with Eagles. You can now travel in style, instead of inside an insect. Only Morrowind is requ. for this mod. |
| 8775 | Kagz Treez Replacer | Models and Textures | MMH | 56-3090 | Kagz aka Kagrenac | 2009-05-12 | This mod gives you four of my retextured trees, in place of the following, flora_tree_ac_01 flora_tree_ac_02 flora_tree_ac_03 flora_tree_AC_04 I think my trees bring more colour and look more alive. You will have to be the judge of that. |
| 8774 | Kagz Treez | Models and Textures | MMH | 56-853 | Kagz aka Kagrenac | 2009-04-06 | This mod brings my retextures to these trees flora_tree_ac_01 flora_tree_ac_02 flora_tree_ac_03 flora_tree_AC_04 Only Morrowind is Requ. This Mod cleaned with TESAME. |
| 8773 | KAGZ GRASS REPLACER V3.0 | Models and Textures | MMH | 56-3071 | Kagz aka Kagrenac | 2009-05-12 | This is an update of the original mod, which now includes a choice of three colours. Alright this is my little grass replacer mod. I say little because it consists of only two textures,nothing else. No ESP or anything. Its really soft looking and gives a very magical atmosphere to the... |
| 8772 | KAGZ Grass Replacer 1.0 | Models and Textures | MMH | 56-3163 | Kagz aka Kagrenac | 2009-05-12 | Alright this is my little grass replacer mod. I say little because it consists of only two textures,nothing else. I have always wanted grass in my game, so much so that i got models and made a mod. Only to find out later on, the poly number would kill most folks machines. So i have been expe... |
| 8771 | Kagz Eggz | Models and Textures | MMH | 56-793 | Kagz aka Kagrenac | 2009-04-06 | This is a modders resource, that gives you 24 different colour Eggs to use.I have retex.CAITS chicken eggs as well as the Kagouti eggs. You can find the eggs under the ingredients tab. Only Morrowind is requ. |
| 7869 | KAGZ SHROOMZ | Miscellaneous | MMH | 53-529 | Kagz aka Kagrenac | 2009-04-06 | |
| 7868 | KAGZ FROGZ CARRYABLE ADD ON | Miscellaneous | MMH | 53-596 | Kagz aka Kagrenac | 2009-04-06 |KAGZ FROGZ "CARRYABLE ADD ON"..... Alright this is an add on, for all the folks that wanted to be able to carry the frogs. **You must already have Kagz Frogz on file, to play this add on**. This is only the ESP and Icons... |

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| 7323 | Creature Lights v1.0 | Lights | MMH | 50-1733 | Kagz aka Kagrenac | 2009-04-06 | This small mod gives you the choice of 7 creatures to use, instead of a regular torch. You just equip the creature as you do a torch. I have set the lifetime to 999999999 so they shouldn't burn out in a hurry. I have also given them the light radius of a standard lantern. I didn't w... |
| 7261 | The Peace Mod v1 | Gameplay | MMH | 37-1473 | Kagz aka Kagrenac | 2009-04-06 | Alright this is one of my personal mods, that i have decided to share with anyone who wants it. I was always fed up in the game, being attacked by everything that moved. So i made this mod that stops the fight, of all this wild life. There's plenty of monsters in the game ... |
| 7078 | Kagz Lightz | Gameplay | MMH | 37-2769 | Kagz aka Kagrenac | 2009-04-24 | Alright this increases the light value of approx 80% of the lights in game. I always thought it was too dark. |
| 6429 | YoungBlood Deer Patch | Creatures | MMH | 26-507 | Kagz aka Kagrenac | 2009-04-06 | YOUNG-BLOOD. A CALL TO THE HERO. Bloodmoon is requ. for this mod. This is a self contained version, with all the requ. files contained in this mod. . Mod cleaned with Tesame |
| 6406 | Waterfowl of Morrowind Expanded | Creatures | MMH | 26-1336 | Kagz aka Kagrenac | 2009-04-06 | This is an expansion of the original Waterfowl of Morrowind, in that it brings more birds to more locations. There are approx. 730 Birds in the game now and they can be found almost anywhere. |
| 6369 | The Rabbit Mod | Creatures | MMH | 26-494 | Kagz aka Kagrenac | 2009-04-06 | This brings over 750 of CAITS Bunnies to the game. They will not attack you and can be found all over. Only Morrowind is Required. for this mod. This mod cleaned with TESAME. |
| 6368 | THE RABBIT MOD | Creatures | MMH | 26-1023 | Kagz aka Kagrenac | 2009-04-06 | This brings over 750 of CAITS Bunnies to the game. They will not attack you and can be found all over. Only Morrowind is Requ. for this mod. This mod cleaned with TESAME. |
| 6358 | SOL-FOX THE MOD | Creatures | MMH | 26-796 | Kagz aka Kagrenac | 2009-04-06 |SOL-FOX THE MOD..... This brings over 100 Arctic Foxes to Solstheim. They can be found all over, they will not attack you. BLOODMOON IS REQU. FOR THIS MOD. |
| 6277 | MorrowRavens v3 | Creatures | MMH | 26-1302 | Kagz aka Kagrenac | 2009-04-06 |MORROW RAVENS 3..... BloodMoon is req. for this mod. This is MorrowRavens 3, a new mod that is based on MorrowRavens 2. In this mod, there are now over 600 ravens, plus 130 of the new sound generator birds. Now when you approach the ... |
| 6269 | Morrow-Ravens v2 | Creatures | MMH | 26-1915 | Kagz aka Kagrenac | 2009-04-06 | This mod updates the original, Morrow-Ravens, by bringing over 300 more birds, to the game. I have tried to place them in, or just outside every town. While doing this, i have tried to avoid areas, likely to be modded, eg. Kuhl because of the redevelopment mod. I made this update, because of the ... |
| 6264 | MORROW PENGUINS | Creatures | MMH | 26-570 | Kagz aka Kagrenac | 2009-04-06 |MORROW PENGUINS..... ****ONLY MORROWIND IS REQU. FOR THIS MOD***** This is my Morrow Penguin mod, it brings over 200 of CAIT and SMITES birds to over 30 locations around mainland Morrowind. Thankyou to CAIT and SMITE for ... |
| 6263 | Morrow Eden Part 2 | Creatures | MMH | 26-2588 | Kagz aka Kagrenac | 2009-04-24 | Requires BLOODMOON This part combines 5 more of my mods into one ESP. The mods combined are: - MORROW-BEES - KAGZ ZEBRAZ - KAGZ LITTLE FOXES - LORDS OF THE SKIES - THE RABBIT MOD So this part brings the Bees, Zebras, Foxes, Flying Ravens and ... |
| 6261 | Morrow Eden "The Seed" | Creatures | MMH | 26-343 | Kagz aka Kagrenac | 2009-04-06 |Morrow Eden "The Seed" BLOODMOON is Required For This mod. Alright this is Morrow Eden the Seed mod. This is an **ESP ONLY MOD**. You must already have Morrow Eden Parts 1 and 2 on file. This ESP combines part... |
| 6260 | Morrow Eden "The Seed" | Creatures | MMH | 26-2578 | Kagz aka Kagrenac | 2009-04-24 | Alright this is Morrow Eden the Seed mod. This is an **ESP ONLY MOD**. You must already have Morrow Eden Parts 1 and 2 on file. This ESP combines parts 1 and 2 into one mod. So you will only have one ESP now. Just extract the ESP to data files and delete the tw... |

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| 6253 | Maze of the Spider Queen | Creatures | MMH | 26-5749 | Kagz aka Kagrenac | 2011-10-04 | ***** MAZE OF THE SPIDER QUEEN***** Only Morrowind requ for this mod. K, this is the Maze Of The Spider Queen. It has been reported that the Fairy Princess Merellia, has been captured by the epitome of evil, the Spider Queen. She is bein... |
| 6245 | Kagz ♦Racer ♦Replacer | Creatures | MMH | 26-2617 | Kagz aka Kagrenac | 2009-04-24 |KAGZ.RACER REPLACER..... BLOODMOON IS REQU.FOR THIS MOD AS IT USES THE RAVEN MODEL. This is my personal mod, that replaces all the Cliffracers, with peaceful flying birds. There are 54 Cliffracers in the game in total, made up of 31 Racers,10 ... |
| 6244 | KAGZ ZEBRAZ SOUND FIX | Creatures | MMH | 26-776 | Kagz aka Kagrenac | 2009-04-06 | Kagz Zebraz. This brings 180 of my retextured zebras to the game.There are adults and young.They can be found in the Grazelands mainly.Only Morrowind is requ. for this mod. |
| 6241 | Kagz Little Foxes | Creatures | MMH | 26-1443 | Kagz aka Kagrenac | 2009-04-06 | This brings over 100 of "Kartikeyas Foxes" into the game.There are adults and cubs. They can be found all over, but mainly in the South, where its green and wooded. These foxes will not attack you. This mod cleaned with TESAME. |
| 6240 | Kagz Frogz v1.0 | Creatures | MMH | 26-522 | Kagz aka Kagrenac | 2009-04-06 | This mod brings approx. 100 of my frogs to the game. Unfortunately i have been unable to get the model animated. That being so, my and others desire to have frogs in their game, has allowed me to make this mod. I will however expand this mod at a later date, when hopefull... |
| 6239 | Kagz Frogz Carryable and Light Emitting. | Creatures | MMH | 26-2636 | Kagz aka Kagrenac | 2009-04-24 | This mod brings approx. 100 of my frogs to the game. Unfortunately i have been unable to get the model animated. That being so, my and others desire to have frogs in their game, has allowed me to make this mod. I will however expand this mod at a later date, when hopefull... |
| 6238 | Kagz Frogz Carryable and Light Emitting Add On | Creatures | MMH | 26-616 | Kagz aka Kagrenac | 2009-04-06 | This mod brings approx 100 of my frogs to the game.This ESP allows you to pick up the frogs.It also makes the frogs emit light. ***DO NOT PUT THE FROGS IN WATER AS YOU WILL EXPIRE THE FROGS LIGHT ABILITY***** |
| 6237 | KAGZ DOGZ 1.0 | Creatures | MMH | 26-1267 | Kagz aka Kagrenac | 2009-04-06 | Alright due to poular interest, i have made this mod that brings over 130 of CAITS dogs to the game. There are Dalmations and pups, Rottweilers and pups and Huskies and pups. I have placed them in every major town, except Kuhl, due to heavy modding. You can also find them in forts, farms and gene... |
| 6133 | Caits Bloodmoon Goldfinches By KAGZ | Creatures | MMH | 26-5692 | Kagz aka Kagrenac | 2011-10-02 |Caits Bloodmoon Goldfinches By KAGZ..... Bloodmoon is obviously requ for this mod. :D K, this brings approx 60 of Caits wonderful Goldfinches to Solstheim. They can be found in the Hirstaang Forest and Isinfier Plains. |
| 6132 | Caits Birdies By Kagz | Creatures | MMH | 26-5691 | Kagz aka Kagrenac | 2011-10-02 |Caits Birdies By Kagz..... Only Morrowind requ for this mod. K, this mod brings Caits new bird models into the game. There are 2 Goldfinches, 2 Sparrows, a Robin and a Chickdee. I have taken the original Morrowind bird mod and i have substituted, th... |
| 6131 | Cait's Horses Go Wild. | Creatures | MMH | 26-1539 | Kagz aka Kagrenac | 2009-04-06 | This mod brings Caits horses into the game. I have hand placed over 80 horses throughout Vardenfell. Some can be found in towns or near towns, the rest are spread over various locs. These horses will not attack you. I dont believe in horses killing people. |
| 6130 | Cait's Donkeys And Horses Go Wild. | Creatures | MMH | 26-1710 | Kagz aka Kagrenac | 2009-04-06 | Alright this is an update of "Caits Horses Go Wild", in that it brings more Horses, including Foals,Stallions and new Draughthorses. Along with Donkeys and their young,also Pack Donkeys. There are now 140 horses and 63 donkeys in the game. As before they will not attack you and they can be found ... |
| 6122 | CAIT and KAGZ Racer Replacer | Creatures | MMH | 26-5690 | Kagz aka Kagrenac | 2011-10-02 | *****CAIT and KAGZ Racer Replacer***** Only Morrowind requ for this mod. K, i already have a Racer Replacer mod out, as many of you will know. The problem with it is the Ravens dont fly well. It was ok in its time, but now thanks to Cait,... |

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| 5850 | A LITTLE GIFT | Companions | MMH | 24-1599 | Kagz aka Kagrenac | 2009-04-06 | This is a small mod that i have made for my friends at TES Forums. It gives you a baby Unicorn as a friend, who will follow you and fight for you. Only Morrowind is req for this mod. Go to the East side, of the South bridge at Balmora. |
| 5551 | CENO'S BATTLE SUIT | Clothing | MMH | 21-5733 | Kagz aka Kagrenac | 2011-10-03 |CENO'S BATTLE SUIT VERSION 2a BY KAGZ..... ***Since i first made this mod, i have found out that the original mesh was made by NIOLIV. Of course at the time i had no idea. If i did,i would have given credit as i always do. Anyway, my apologies to... |
| 4799 | KAGRENACS TEMPLE BETA TEST | Buildings | MMH | 15-1090 | Kagz aka Kagrenac | 2009-04-06 | |
| 4798 | Kagrenacs Temple | Buildings | MMH | 15-939 | Kagz aka Kagrenac | 2009-04-06 |Kagrenacs Temple..... Only Morrowind is requ. for this mod. Alright this mod brings Kagrenacs Temple, to an island N/W of the Ahemussa camp. Can you get onto the island and enter the temple, to find its secrets. Best be ... |
| 3314 | Play As An Ostrich Mod | Races | MMH | 70-571 | Kagz aka Kagrenac | 2009-04-06 | This brings you a set of armour that will change you into an Ostrich.You can find the armour, along with some Ostriches,in the Grazelands.You will have to find them,for yourself. (10,?) |
| 1950 | Play as an ostrich | Armor | MMH | 4-9819 | Kagz aka Kagrenac | 2004-11-15 | This is a funny mod that lets your character put on armor that makes the character take on the appearance of an ostrich. This does not conflict with any other mods, as the author of this mod stated, and I also tested it for conflicts and found none. This mod was made by Kagrenac, an... |
| 1471 | KAGZ Fantasy Armoury Expanded 2 | Armor | MMH | 4-273 | Kagz aka Kagrenac | 2009-04-06 |KAGZ Fantasy Armoury Expanded "2"..... Only Morrowind required for this mod. ***IMPORTANT*** This mod now contains all the required files. You no longer need the previous mods,as everythin... |
| 1470 | KAGZ Elven Fantasy HairUP | Heads and Hair | MMH | 42-236 | Kagz aka Kagrenac | 2009-04-06 | This is my Elven Fantasy hairstyle for female wood elves. There is a brown and a brown/blond,red, green, black and pink/blonde version. |
| 1469 | Kagz Ancient Hair | Heads and Hair | MMH | 42-11827 | Kagz aka Kagrenac | 2012-11-10 | This brings my Greco-Roman type hairstyle, to female woodelfs. You equip the hair at start of game, or anytime, by using "enableracemenu" in the console. There are two colours of the hair, to choose from. |
| 751 | Carryable Raven v1.0 | Items | MMH | 46-1271 | Kagz aka Kagrenac | 2009-04-06 | This mod brings you a Raven friend who you can equip and he will perch on your left arm. You wont be able to use the left arm or hand, when you have him equipped. He is a bit noisy so i tried to quieten him down a bit, when you get fed up listening to him, then you will just have to unequip him, ... |