

ID	Name	Category	Site	Link	Author	Date	Description
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...
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).
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. Unfortuntley, in order to get this dialouge 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 ...
9993	Recruit New Telvanni Councilors	Quests	MMH	68-6161	Master Sam	2007-05-14	Throughout the game, it seems a lot of people wanted all the Telvanni Councilors dead. Either it be a struggle for power, jealous mages from a certain guild, Morag Tong assassins or rival houses, all the councilors are asked to be killed at least once. The idea of this mod is to replace t...
7585	Barenziah Makeover	Miscellaneous	MMH	53-10054	Master Sam	2005-08-05	Barenziah, in my opinion, didn't look anything like a queen. Strange face. This mod, changes that face, and makes her look (in my opinion) a lot better. See readme for info.
5808	The Quixinite	Clothing	MMH	21-6148	Master Sam	2006-03-07	The Quixinite was a beautiful necklace that was made for the Goddess Almalexia as a wedding gift. The Necklace soon became dangerous to Almalexia, so the Necklace was disposed of. A mysterious woman has recently appeared at the Mournhold Craftsmans hall. Talk to her to find out more..
5720	Raemanity - Another Side of Lady Rae	Clothing	MMH	21-11073	Master Sam	2007-02-19	Raemanity - Another Side of Lady Rae. This is a clothing mod, that displays clothes that aren't the usual ones made by Lady Rae. They're grey, they're blue, you don't need sunglasses to look at them. Raemanity displays the clothes by placing them on unique NPC's, h...
4909	The Secret Library	Buildings	MMH	15-6500	Master Sam	2010-07-09	I just found the Secret Library, for the first time after six years of playing Morrowind. I always assumed the library was just the original Library of Vivec, or the little stand behind Vivec in the Palace of Vivec. When I found it, I thought the idea was cool, but the overall execution was so-so...
4908	The Royal Palace	Buildings	MMH	15-6147	Master Sam	2006-03-04	The Mournhold palace has been spruced up a bit. New black and gold tapestries, new carpets ect. Throne room has giant statues and new banners. The Royal Rooms have been changed. Most of the people have new heads, the Prison has people in them and the Basement now has a couple of Spider Webs ...
4708	Clockwork City Expanded	Buildings	MMH	15-6501	Master Sam	2010-07-10	Version 0.8 still has some 'errors'. The mod is totally functional, but you need to be on your best behaviour or the residents of the city will go a bit funny. This mod is NOT compatible with Lady Rae's 'Armier' race mod. Mini-expansion to Clockwork City. Adds a new distr...
4039	Taz's Wonderful World	Stores and Merchants	MMH	80-14010	Master Sam	2010-07-08	In my personal trading mod, Taz the Golden Saint and Zed the Talking Guar have opened up a new store in Molag Mar. Taz's Wonderful World is located in Molag Mar, in the Waistworks. Head straight-forward and you'll see the door in front of the rock garden. Taz ...
3941	Pictured Birthsigns	Birthsigns	MMH	8-10159	Master Sam	2005-10-03	This mod adds 5 bithsigns.[list] The Titan- (an Ogrim) The Goddess (Azura) The Poet (Vivec) The Lich (a lich) and The Dreamer- (A daedra lord)[list] You cannot use these unless you are willing to start a new game NOTE:...

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1719	Morag Tong Grandmaster's Quarters	Houses	MMH	44-6515	Master Sam	2010-07-30	When I was younger I thought how cool it would have been to have a hidden door behind one of the set of plants anywhere in Ald-ruhn, leading to a little base. The small area/one cell residence can be found in the Ald-ruhn, Morag Tong Guildhall. Wh...
1632	Makunde v1.1	Landmasses	MMH	48-13242	Master Sam	2009-02-09	'Makunde' adds a small, oriental themed island to the north-east of Vvardenfel. Compiling Morrowind resources of over a dozen different modders, 'Makunde' is my most ambitious mod til now, and the first fully released and published asian village mod. The island of Makunde mas many pl...
1613	Mae'vir Manor	Houses	MMH	44-10470	Master Sam	2006-03-06	Mae'vir Manor is a cozy mansion located outside Ebonheart. It features many rooms including the Armory, Display Room, Library, Throne Room, Bedroom, Storage, Indoor Garden, Lounge, Dining Room and a sort of Guest Room. Features lots of Beautiful Ivory Furniture...