Id	Name	Category	Site	Link	Author	Date	Description
12751	Wraith and Ori models	Midgetalien	Fliggerty	*985	Midgetalien	2013-12-24	These models were made for a stargate mod that was being worked on in 2007. The mod creator dissapeared and progress on the mod stopped. All that remains are these models. I do not recall who made them - only that they were converted from max. The meshes were downloaded from a free model host...
12750	Wooden Round shield	Midgetalien	Fliggerty	*832	Midgetalien	2013-04-21	This is a resource pack for Morrowind. As such it has no esp. You must set up the items in the CS and then place in game to make use of them. This resource contains the meshes and textures for the following: - Wooden Round Shield It was based on a mesh/texture made by proudfoot
12749	Wheat Resource	Midgetalien	Fliggerty	*829	Midgetalien	2013-04-21	This is a resource pack for Morrowind. As such it has no esp. You must set up the items in the CS and then place in game to make use of them. This resource contains the meshes and textures for the following: - Wheat Plant - Wheat Ingrediant
12748	Vampire Books II	Midgetalien	Fliggerty	*589	Midgetalien	2011-11-10	This mod adds three books to the game: Vampire Ascension volume I Vampire Ascension volume II Vampire Ascension volume III volume I can be found in the Berne vampire hq volume II can be found in the Aundae vampire hq volume III can be found in the Quarra vampire hq The three volumes ...
12747	Vampire Books I	Midgetalien	Fliggerty	*588	Midgetalien	2011-11-10	This mod adds 3 new books to the game. they can be brought from the rare book shop in Vivec. The books basically describe the vampire calns stating that one clan is stealth based, one clan is for warriors, and one clan is magic based. Its written in a way that a schoolar is looking and evaluat...
12746	Umber Hulk Resource	Midgetalien	Fliggerty	*990	Midgetalien	2013-12-24	Contains ONLY the mesh for an "umber hulk" consider it a BETA as there is no texture.
12745	Udyrfrykte Arrows	Midgetalien	Fliggerty	*587	Midgetalien	2011-11-10	This ESP adds three silver arrows to the Udyrfrykte's corpse for looting. After the attack on Thrisk the creature has three arrows in his back and it made no sense tha the Udyrfrykte didnt have any that could be looted
12744	Toggle Spells	Midgetalien	Fliggerty	*586	Midgetalien	2011-11-10	This mod adds the ability to "toggle" spells on and off. Basicaly you cast the spell and then cast it again to remove it. The spells that you can currently toggle are: Levitate Nighteye Waterbreathing Waterwalking Swiftswim Sanctuary Each spell has 2 side effects: Drain magicka 10...
12743	Throwable Fireballs PATCH	Midgetalien	Fliggerty	*585	Midgetalien	2011-11-10	This is a patch for the [url=http://planeteldenscrolls.gamespy.com/View.php?view=Mods.Detail&id=4806]Throwable Fireballs:
12742	Throwable Fireballs	Midgetalien	Fliggerty	*584	Midgetalien	2011-11-10	This mod adds new marksmen weapons to the game known as Fireballs!! Basically i was working with some meshes and partical effects for my stargate mod that Confridín had allowed me to use from his french version of the stargate mod. I played around with them for a while and realised that if...
12741	The Wraith Collector	Midgetalien	Fliggerty	*507	Midgetalien	2011-10-10	WHAT THIS MOD DOES The Wriath Collector is a mod aimed at magic users, and a small attempt to add another layer of magic game play and in essence a type of ritual. So what does the mod do? This mod adds the ability to gain powers fro...
12739	The Hungry Dead	Midgetalien	Fliggerty	*506	Midgetalien	2011-10-10	The Elder Scrolls III MORROWIND: Diablo II inspired Zombie Resource By Midegetalien (Midgetalien@hotmail.com) 1. Description + walkthrough 2. Requirements 3. Installing the plug-in 4. Playing the plug-in 5. Save games 6. Conflicts/Known Errors...
12738	The Forgottenhalls	Midgetalien	Fliggerty	*505	Midgetalien	2011-10-10	Lost deep below Neselia the Forgotten Halls await to be discovered Long lost halls of the Falmer hide rumors of death traps, undead creatures and treasure - do you dare to venture deeper into the Neverhalls? What will you find? The Forgotten Halls is an expansion to the Neverhalls and such...
12737	Stone ground textures	Midgetalien	Fliggerty	*974	Midgetalien	2013-12-24	This is a modders resource. This pack contains 4 ground textures to use in mods. History of the mod: These textures were made back in 2007 - they were made for a Diablo mod that was dropped.
12736	Stick Fences	Midgetalien	Fliggerty	*818	Midgetalien	2013-04-10	This resources contains the meshes and textures for a stick fence There are three meshes: - A full fence - A fence without an end - A fence end All three can be used in conjuntion with each other to make a nice fence in any layout. Inspired by skyrims wicker fences for farms and small garden...
12735	Starstone outpost Addon - Spidersilk	Midgetalien	Fliggerty	*502	Midgetalien	2011-10-10	Disclaimer This mod is an addon for the Starstone outpost mod created by Calislahn You may not redistribute this mod or change it in anyway. What this mod does This Mod adds the ingrediant "spider silk" to the Starstone Spiders. The indgrediant properties a...
12734	Starstone outpost Addon - Spider Transform	Midgetalien	Fliggerty	*503	Midgetalien	2011-10-10	Disclaimer This mod is an addon for the Starstone outpost mod created by Calislahn You may not redistribute this mod or change it in anyway. What this mod does This mod adds the ability to turn into the large spider from Starstone Outpost. Go to Starston...
12733	Starstone Outpost Addon	Midgetalien	Fliggerty	*501	Midgetalien	2011-10-10	Disclaimer! This mod is an addon for the Starstone outpost mod created by Calislahn All the Models/textures/meshes/icons etc are her work. You may not redistribute this mod or change it in anyway. All i did was take some models and applied some scripts to add to the mod. What ...
12732	Staff of Carnal Channeling	Midgetalien	Fliggerty	*500	Midgetalien	2011-10-10	This mod replaces the Staff of Carnal Channeling with a better mesh to make it suite a necromancer. The mod also changes the enchantment to: Damage health 1-5pts 30seconds on self Summon Greater Bonewalker 30 seconds Summon Greater Bonewalker 30 seconds The stats of the staff have been...
12731	Somnalius Plant	Midgetalien	Fliggerty	*498	Midgetalien	2011-10-10	The Elder Scrolls III MORROWIND: Somnalius plant By Midgetalien [url=mailto:Midgetalien@hotmail.com]Midgetalien@hotmail.com:
12730	Solsthiem Alternate Chargen	Midgetalien	Fliggerty	*334	Midgetalien	2011-08-14	This mod makes the player start in a tomb on Solsthiem. The tomb is kitted out with starter equipment and doesnt break the start of the main quest (as the package is given to the player via an NPC) In the tomb is a hermit, who healed the player. Talk to him to find out how you ended up in the tom...
12729	Snow Prince Enhanced	Midgetalien	Fliggerty	*499	Midgetalien	2011-10-10	This mod replaces the snow prince armor, (the ancient steel armor) with armor that fits the description in the book "fall of the snow prince" It is all enchanted. As well as the armor the spear has also been replaced. As well as this the mod also adds a little treasure to the Barrow, n...
12728	Skyrim style Wooden storage Hut	Midgetalien	Fliggerty	*828	Midgetalien	2013-04-21	This is a resource pack for Morrowind. As such it has no esp. You must set up the items in the CS and then place in game to make use of them. This resource contains the meshes and textures for the following: - Wooden Hut with hay - Wooden hut without hay
12727	Skyrim Cloth Armor	Midgetalien	Fliggerty	*815	Midgetalien	2013-03-24	This is a Modders resource - Nothing is placed in game or the Construction set and so has no ESP. This pack contains the meshes and textures for a new armor part. It requires Better Bodies to work correctly. The Armor was based on some c

Id	Name	Category	Site	Link	Author	Date	Description
12726	Skeleton Shield	Midgetalien	Fliggerty	*497	Midgetalien	2011-10-10	This mod adds 1 Skull Shield to the CS. It has not been placed anywhere in Game. It is a modders resource for you to use in your mods. While it is a modders resource i would like an e-mail stating that your using it and what its being used for 1.1 Update: Fixes texture so its not upside down.
12725	Skaal Shields	Midgetalien	Fliggerty	*496	Midgetalien	2011-10-10	This is just a simple asthetic mod that adds Nord Shields to the Skaal guards
12724	Silver Nord Bow	Midgetalien	Fliggerty	*980	Midgetalien	2013-12-24	This is a resource pack for Morrowind. As such it has no esp. You must set up the items in the CS and then place in game to make use of them. Contains the following: - 1 Nordic silver bow mesh - 1 texture
12723	Silver Dragon staff	Midgetalien	Fliggerty	*978	Midgetalien	2013-12-24	This is a resource pack for Morrowind. As such it has no esp. You must set up the items in the CS and then place in game to make use of them. Inspired by the Dragon staves from Skyrim I attempted to modify the silver staff and this is the out come.
12722	Sila Weapons MK II	Midgetalien	Fliggerty	*495	Midgetalien	2011-10-10	This mod is a a modders reasource. As such there is no ESP
12721	Sila Weapons MK I	Midgetalien	Fliggerty	*494	Midgetalien	2011-10-10	This mod, is a a modders reasource. As such there is no ESP you will have to assign the weapons yourself in the CS. The meshes are: A staff, A short sword and a long sword. see readme for more info.
12720	Sila Hammer	Midgetalien	Fliggerty	*658	Midgetalien	2012-05-30	This mod, is a a modders reasource. As such there is no ESP you will have to assign the weapons yourself in the CS.
12719	Shalk Medium Armor	Midgetalien	Fliggerty	*338	Midgetalien	2011-08-14	This mod adds a smith called Shath-ashuk to the Urshilaku Ashlander Camp. He sells a new type of medium armor made from the shells of Shalk. The mod adds a complete new set of armor - including two new helms to the game.
12718	Scripted Summoning	Midgetalien	Fliggerty	*335	Midgetalien	2011-08-14	This mod adds new summon spells sold by a mage called Midge Allen in the Vivec mages guild.There are a total of 10 new summon spells allowingthe player to summon: fire scamps, spiders, spider daedra, butterflies, hellhounds, bloodwings, lesser and greater scorpions, wasps and daedric bats.Each su...
12717	Ryukaissen Alternate Tails	Midgetalien	Fliggerty	*491	Midgetalien	2011-10-10	Requirements This mod requires: Morrowind, Tribunal and Bloodmoon Its also requires the Ryukaissen race by Sabregirl WHAT THIS MOD DOES This mod replaces the tails for th...
12716	Robe of the Crow's Wrath	Midgetalien	Fliggerty	*490	Midgetalien	2011-10-10	This mod adds a Robe to the Necromancer Darius who can be found in Vas. The Robe is a necromancer/wizard robe aimed to be similar to that of the Robe of Drakes pride. It has the following enchantment(all constant effect); Fortify intelligence 10pts Resist Magicka 25pts Spell Absorb 25pts...
12715	Riller-Mosh	Midgetalien	Fliggerty	*493	Midgetalien	2011-10-10	Riller-Mosh was a landmass reource released by Avrahama back in 2007 based around Argonianlore and c
12714	Riekling Raiders Reflect Reduced	Midgetalien	Fliggerty	*492	Midgetalien	2011-10-10	This ESP adds reduces the Riekling Raiders reflect. It made no sense for them to have that ability. The reflect has been reduced from 60% to 20%, so theres still a chance to have your spells reflected!
12713	Pyromancer	Midgetalien	Fliggerty	*489	Midgetalien	2011-10-10	Another old mod of mine that i finally uploaded. This mod adds a pyromaster to the large bedroom in the ALd-Rhun mages guild offering many firey goods: - fire balls from weak to master - fire bracers offering fireballs. basically you wear the bracer and it puts a fireball in your invent...
12712	Pluginless Draugr Replacer	Midgetalien	Fliggerty	*887	Midgetalien	2013-08-20	This is a texture replacer for the Draugr creature from the Bloodmoon expansion pack. Just put the textures fodler into your datafiles directory and away you go :)
12711	Playable Hairs King Helseth and Barenziah	Midgetalien	Fliggerty	*488	Midgetalien	2011-10-10	Ever wanted to have the hair styles of King Helseth or Queen Barenziah? Well now you can! This Mod allows the King Helseth and Queen Barenziah hairs styles and faces to be used in character creation AS such, the hairs and heads will be avalble in the DArk Elf race menu. Enjoy!
12710	Playable Ashlander Hands	Midgetalien	Fliggerty	*487	Midgetalien	2011-10-10	Ever wanted to have the hair styles of the wise women? Or the warriors of the ashalnders? Now you can This Mod allows the Ashlander hairs styles to be used in character creation AS such, the ashlander hairs will be avalble in the DArk Elf race menu. Great for roleplayers :)
12708	Nord Leg Enchantment	Midgetalien	Fliggerty	*486	Midgetalien	2011-10-10	Bethesda made an enchantment that was supposed to go on the nord leg - but for some reason they didn't implement this. This mod fixes that by putting the enchantment on the leg. The enchantment is: Cast when Strikes - weakness to common disease, duration 30 seconds, 1-5pts - Damage att...
12707	Nord Helm Resource	Midgetalien	Fliggerty	*983	Midgetalien	2013-12-24	This is a resource pack for Morrowind. As such it has no esp. You must set up the items in the CS and then place in game to make use of them. These two helms are based on the "nord helm" worn by the Dragur of Solsthiem. One is the old rusted style that they wear while the other uses the same ...
12706	Nord Bow Resource	Midgetalien	Fliggerty	*830	Midgetalien	2013-04-21	This is a resource pack for Morrowind. As such it has no esp. You must set up the items in the CS and then place in game to make use of them. This resource contains the meshes and textures for the following: - Nord bow plain (just a plain bow) - Nord bow mail (A bow designed to match the Nord...
12705	Nord Amulets	Midgetalien	Fliggerty	*485	Midgetalien	2011-10-10	This mod adds various Nord amulets around Solsthiem via Levelled lists, hand placed in game or on NPC's. some are unenchanted while some are magical. There are also unique amulets placed on various NPCS. -Magical:Amulets of Frost, Fire and Shock (each has its elemental shield, 15pts for...
12704	Netch Adamantium weapons	Midgetalien	Fliggerty	*484	Midgetalien	2011-10-10	This mod adds new weapons to the game. These are sold by the dark elf who sells the Netch Adamantium armor in Pelagiad. As such this mod requires the Netch Adamantium armor It adds: - 1 shortsword - 1 longsword - 1 mace - 1 Axe - 1 spear All re-textures of the Adamantium Weapons to m...
12703	Morokei's Mask	Midgetalien	Fliggerty	*912	Midgetalien	2013-09-29	This Mod adds a new re-textured mask to the game. Morokei's mask grants the users imense magical energy. It's enchantment is as follows: - Fortify intelligence 50pts - Restore magicka 1pt The enchantment is a Constant effect. Morokei's Mask can be obtained from a crazed wizard in Eddards...
12702	Mindflayer Tentacles	Midgetalien	Fliggerty	*339	Midgetalien	2011-08-14	This mod adds 3 new male heads to the mindflayer race with have tentacles! Thats right Tentacles! Now the mindflayers can be the mindflyers of DnD as we know them! It also requires the Mindflyer race by Matthew_Kaine found here: http://planetelderscrolls.gamespy.com/View.php?view=Mods.Detail&id...
12701	Midgetalien's Unoffical Bloodmoon Patch 0.5.1	Midgetalien	Fliggerty	*635	Midgetalien	2012-04-15	This is a "patch" [MOD] - That fixes some minor bugs in the Bloodmoon expansion. Note: Version 0.5.1 has no change over version 0.5 apart from being cleaned in TES3CMD to remove some dirty refrences. =================...

Id	Name	Category	Site	Link	Author	Date	Description
12700	Midgetalien's Creature Pack III	Midgetalien	Fliggerty	*618	Midgetalien	2012-02-08	Midgetalien's creatures III This resource contains the meshes and textures for four new creatures. There is NO ESP and as such the creatures must first be set up in the CS before use. The meshes/textures are for the following creatures: - Owl Bear - Hookclaw - Hookclaw Elder - Deathdealer version 1.1 - fixed issuie with deathdealer helmet having wrong texture path THIS IS A MODDERS RESOURCE AND ADDS NOTHING TO THE GAME - ITS JUST MESHES AND TEXTURES. Feel free to use these creatures - just give me a mention in the read me ;) ***SEE README FOR DETAILS***
12699	Midgetalien's Weapon Pack I	Midgetalien	Fliggerty	*483	Midgetalien	2011-10-10	This mod adds a re-textured bow, arrows and sword to morrowind. Details: Ivory bow- MEldor in Balmora sells it. Imperial Iorn Arrows-meldor in Balmora and imperial archers have them. Ruby Arrows- sold by the smith in Tel Aruhn Vicous blade- Can be found in the Televani base/house in Gnisis One of my first mods :)
12698	Midgetalien's Tweaks 'n' Additions	Midgetalien	Fliggerty	*482	Midgetalien	2011-10-10	This is my attempt at bug fixing! lol. What started of as a bugfixing mod turned into something more, alot more! Not only does it bugfix, tweak and fiddle, but it also adds new content and this version is not by far the last! i am already planning an update. Here is what this mod fixes/adds: ...
12697	Midgetalien's Staves	Midgetalien	Fliggerty	*422	Midgetalien	2011-08-24	This Mod is a resource! it doesnt add anything to the game! only the CS! IT adds to the CS: - 8 new staffs - 2 new "marksmen staffs" which shoot enchanments - 2 new lights
12696	Midgetalien's Shard Staff	Midgetalien	Fliggerty	*481	Midgetalien	2011-10-10	This is a modders resource, as such there is no mod, no ESP. What is included is a staff and its textures. Place the meshes in the meshes folder, textures in the texure folder. Then open up the CS and have fun :D Version 2: Fixed bounding box so the staff will no longer float in the...
12695	Midgetalien's Gondor Armor	Midgetalien	Fliggerty	*421	Midgetalien	2011-08-24	This mod adds various new Gondor influenced/inspired armor from lord of the rings to a merchant who can be found in the Balmora fighters guild, in the training area. The armors include: Gondor Heavy Plate (heavy armor) Gondor Mail Shirt (medium armor) Gondor Full SHirt (medium armor) Go...
12694	Midgetalien's Creatures Pack IV	Midgetalien	Fliggerty	*651	Midgetalien	2012-05-20	This resource contains the meshes and textures for one new creature - The swamp Troll. There is NO ESP and as such the creatures must first be set up in the CS before use. THIS IS A MODDERS RESOURCE AND ADDS NOTHING TO THE GAME - ITS JUST MESHES AND TEXTURES. See readme for more info.
12693	Midgetalien's Creatures II	Midgetalien	Fliggerty	*424	Midgetalien	2011-08-24	This mod adds 4 new creatures to the level lists of Morrowind. So they seamlessly integrate with the game. The mod adds 4 creatures - Horker Eel Tree Golem Earth Atronach Greater Daedroth Please note that the Tree Golem, Earth Atronach and the Greater Daedroth are tough opponents. ...
12692	Midgetalien's Creatures I	Midgetalien	Fliggerty	*423	Midgetalien	2011-08-24	This mod adds 4 new creatures to the level lists of morrowind. So they seamlessly intergrate with the game. The mod adds 4 creatures - Sea monster Band of Skulls Burning Skeleton Fire Clanfear version 1.1 - fixed texture path for Band of Skulls
12691	Midgetalien's Cauldrons	Midgetalien	Fliggerty	*420	Midgetalien	2011-08-24	This mod adds new alchemy equipment to the world of morrowind. Cauldrons. These cauldrons are a modders resource and as such are not placed in game. there are four types of cauldrons: - Iron - Dwemer - Rusty Steel - Volvic Stone they are set up to be used as Calcinator's do...
12690	Midetalien's Ancerstor Spirit	Midgetalien	Fliggerty	*419	Midgetalien	2011-08-24	This Mod adds "Ancestor Spirit" as a Power to Dunmer. It allows you to summon an ancestor ghost 1
12689	Lucky Lockup Additions	Midgetalien	Fliggerty	*418	Midgetalien	2011-08-24	This mod is ment to make the lucky lockup more interactive and part of the game. I felt that the lucky lockup was a place that many people looked over, mainly because its just a pub with nothing special, and a little bit small. However that is all going to change, hopefully with this mod. T...
12688	Long spears	Midgetalien	Fliggerty	*417	Midgetalien	2011-08-24	This Mod adds the Dwemer Long Spear and the Daedric Long Spear to the levelled lists. The Weapons were included on the CS disk that came with Morrowind but were never actually used. The levelled lists that have been affected are: Daedric levelled lists - You can find the spears on Dreamora's a...
12687	Ingrediant Prices Redone	Midgetalien	Fliggerty	*415	Midgetalien	2011-08-24	THis mod is a compilation of my pelt trader, pelt prices and pelt prices addon. IT adds traders around solsthiem and ups the price of pelts and meat from animals to make hunting them more worth while and rewarding. Below is a list of traders and where to find them: - scowl the hunter. found on...
12686	Ingrediant Prices Addon	Midgetalien	Fliggerty	*416	Midgetalien	2011-08-24	This is an atempt to change the alchemy trade by boosting prices so hunting animals and treasures becomes a profitable business. This addon increase the prices of more Ingridants. Namely Gems and lichen. Here is a full list of what this mod does: Increases the prices of: Diamonds 275gp ...
12685	Imperial Round shield	Midgetalien	Fliggerty	*831	Midgetalien	2013-04-21	This is a resource pack for Morrowind. As such it has no esp. You must set up the items in the CS and then place in game to make use of them. This resource contains the meshes and textures for the following: - Imperial Round Shield
12684	Imperial Fur Armor	Midgetalien	Fliggerty	*826	Midgetalien	2013-04-21	This mod adds a new armor (fur imperial armor) for sale from the blacksmith at Fort frostmoth. Its similar to Imperial Armor and matches the set. The following armor parts are avalible: - Fur Gauntlets - Fur Curiass - Fur Boots
12683	Imp creature resource	Midgetalien	Fliggerty	*389	Midgetalien	2011-08-18	This file contains the meshes and textures needed for an Imp creature. It is intended as a modders resource, so as such the mesh isnt placed in the CS. You will have to set the meshe up in the CS and put it in game.
12682	Hobbit Weapons	Midgetalien	Fliggerty	*388	Midgetalien	2011-08-18	This adds to the game, in a barrel in seyda neen, new weapons inspired for hobbits! - Throwable rocks! - A rolling pin
12681	Heavy Leather Gloves	Midgetalien	Fliggerty	*387	Midgetalien	2011-08-18	This mod adds a pair of heavy Leather Gloves to Morrowind they can be brought from Meldor, the armorer in Balmora
12680	Heartwood	Midgetalien	Fliggerty	*385	Midgetalien	2011-08-18	In standard morrowind it was near impossible to get the ingrediant \"heartwood\" from spriggans (bloodmoon creature) This mod increases the chances of getting heart wood by lowering the requirements of the levelled lists.
12679	Hagraven	Midgetalien	Fliggerty	*827	Midgetalien	2013-04-21	This pack contains the meshes needed to add a Hagraven to the game. This is a resource pack for Morrowind. As such it has no esp. You must set up the items in the CS and then place in game to make use of them. This resource contains the meshes and textures for the following: A Hagraven
12678	Guild Chests	Midgetalien	Fliggerty	*384	Midgetalien	2011-08-18	This mod adds the missing mages guild chest to caldera and also adds guild chests to the balmora, ald ruhn and sadrith mora theives guilds, which i thought should have been added. I have added items to the theives chests accordingly to things theives may find of use.
12677	Graff the White Helm Replacer	Midgetalien	Fliggerty	*336	Midgetalien	2011-08-14	I've always felt the helm of Graff the white to be a little....common. I was expecting some sort of unique helm but instead it was a standard imperial helm. This mod is a replacer for the Helm of Graff the White. It replaces the mesh and texture for the helm. Inspired by Khan raider and grVult...

Id	Name	Category	Site	Link	Author	Date	Description
12676	Goris the Maggot King	Midgetalien	Fliggerty	*383	Midgetalien	2011-08-18	This Mod aims to be a repalcer as a sort, for the NPC Goris the Maggot King. Goris is an Necromnacer in Morrowind, he is in Venim Ancestral Tomb. HEre is what as been added to Goris/Changed: - Given him a unique "scary face" - Changed the ebony staff he has to a skull ebony staff (thanks ...
12675	Gondor Banners	Midgetalien	Fliggerty	*382	Midgetalien	2011-08-18	This is a modders resource. As such only the meshes and textures are included. THERE IS NO ESP! Therefore you require the Construction set that came with morrowind in order to use the meshes and textures...
12674	Goblin Shaman	Midgetalien	Fliggerty	*381	Midgetalien	2011-08-18	This mod adds Goblin Shamans to the Mournhold Sewers via Levelled lists. The Shaman is weaker than other goblins in terms of strength but they have a slightly higher health and have a few spells at their disposal.
12673	Frost Atronachs on Solstheim	Midgetalien	Fliggerty	*380	Midgetalien	2011-08-18	THis mod adds frost atronach's to solsthiem. Just makes solsthiem seem more active rather than just wolves and boars!
12672	Fort Frostmoth Docks Enhanced	Midgetalien	Fliggerty	*379	Midgetalien	2011-08-18	This mod does two things: 1) adds more clutter and NPC's to the docks at Fort Frostmoth as well as a dock house (trader) in order to make the docks seem more like froniter enviroment rather than an empty excuse for a dock. 2) Provides solsthiem with an enchanter. I found that there was no ...
12671	Fly Amantia	Midgetalien	Fliggerty	*814	midgetalien	2013-03-24	Fly Amantia adds the plant "Fly Amantia" From Oblivion/Skyrim to Morrowind. A few have been placed around Pelagiad and Caldera. The ingrediant has the following effects: Restore Agility Damage Strength Restore Health Resist Fire see readme for more info
12670	Fire Staff	Midgetalien	Fliggerty	*989	Midgetalien	2013-12-24	This is a resource pack for Morrowind. As such it has no esp. You must set up the items in the CS and then place in game to make use of them. This resource contains the meshes and textures for the following: - 1 fire staff
12669	Fire Katana	Midgetalien	Fliggerty	*981	Midgetalien	2013-12-24	This is a resource pack for Morrowind. As such it has no esp. You must set up the items in the CS and then place in game to make use of them. It was made in 2006 for a dungeon crawl mod that never released. It seems unfair to have this model sat on HD so here I am sharing it with you :)
12668	Enchanted Longsword	Midgetalien	Fliggerty	*986	Midgetalien	2013-12-24	One of my very first mods! It was made as a request on the forums back in early 2006 The mod adds a blade to seyda neen tradehouse for sale. The blade is a silver longsword with a resist magicka Constant effect on it. Note: Recently found on an old file sharing site that modders used "back ...
12667	Dwemer Staves	Midgetalien	Fliggerty	*378	Midgetalien	2011-08-18	I saw some c
12666	Dwemer Resources 1	Midgetalien	Fliggerty	*377	Midgetalien	2011-08-18	This resources contains the meshes needed for a Dwemer Lantern and a Dwemer bed (that can be used ;)) ITs is a modders resource and only contains the meshes. As such nothing is placed in the CS. YOU MUST set the meshes up in the CS and place them in game in order ot use these meshes.
12665	Druid Alchemy	Midgetalien	Fliggerty	*376	Midgetalien	2011-08-18	This mod adds a book "Druid Alchemy" to korst wind-eye's house in Skaal. The book lists some o the potions that can be made using ingrediants found on solsthiem. A handy guide to the budding Alchemist
12664	Drow Story Addon	Midgetalien	Fliggerty	*375	Midgetalien	2011-08-18	This mod makes Indwella, the drow from the mod a drow story, look more like a drow. In a drow story she uses the dark elf textures/body parts but this mod changes her to use the textures/body parts from drow city Denizens.
12663	Drow Staff	Midgetalien	Fliggerty	*976	Midgetalien	2013-12-24	This is a resource pack for Morrowind. As such it has no esp. You must set up the items in the CS and then place in game to make use of them. This resource contains the meshes and textures for the following: -2 drow staffs (1 purple and 1 red)
12662	Drow Helms	Midgetalien	Fliggerty	*975	Midgetalien	2013-12-24	This is a resource pack for Morrowind. As such it has no esp. You must set up the items in the CS and then place in game to make use of them. This resource contains the meshes and textures for the following: -2 drow masks - 1 Drow spider helm
12661	Drow Bows	Midgetalien	Fliggerty	*979	Midgetalien	2013-12-24	This is a resource pack for Morrowind. As such it has no esp. You must set up the items in the CS and then place in game to make use of them. It contains the meshes and textures for 4 drow bows
12660	Drow Birthsigns	Midgetalien	Fliggerty	*374	Midgetalien	2011-08-18	This Mod adds Nine New Birthsigns to the game. They were designed around Drow lore, but can be used for any race. Great for role playing a Drow. The Nine Birthsigns are: The Sign of Loth: Abilties - Loths Will - Fortify Willpower 10, Fortify Mysticism 10, Fortify max magic 1.5 Powers -...
12659	Drow Armor Addon 2	Midgetalien	Fliggerty	*373	Midgetalien	2011-08-18	This Mod adds a Quiver and cape for sale in the blamora fighters guild. Its sold by a trader on the second floor of the balmora fighters guildRequires Drow Armor and Drow Armor Addon
12658	Drow Armor Addon	Midgetalien	Fliggerty	*372	Midgetalien	2011-08-18	This Mod adds Damiens Armor to the game world. Damiens armor is great, but it was never placed in game. This Mod puts it in the morrowind game world. I have also made 3 new armor pieces to match Damiens armor. My new armor includes: 2 new Helms 1 New Curaiss So as well as Damiens ...
12657	Drider	Midgetalien	Fliggerty	*370	Midgetalien	2011-08-16	This mod adds a new playable race called "Drider". Driders are a D&D race that have the upper body of a Drow and the lower body of a spider. The race has these Abilities: Divinity: Night eye 10, resist Desiease 75, Resit Magicka 20% Magicka bonus: X0.5 Spells: Spiders Touch: Paral...
12656	Dragon priest Mask Resource	Midgetalien	Fliggerty	*982	Midgetalien	2013-12-24	This is a resource pack for Morrowind. As such it has no esp. You must set up the items in the CS and then place in game to make use of them. Based on the helms from Skyrim - this pack contains my own "vision" of the dragon priest masks. This is justa resource and nothing is placed in game.
12655	Diablo Identify System	Midgetalien	Fliggerty	*369	Midgetalien	2011-08-16	This mod aims to bring identity to morrowind This Mod adds the ability to identify items like you could in Diablo. The Mod adds Unidentified equipment to the game world - so far shortswords, Shields, Wands and rings are availble. Using scripts the mod allows the player to identify an item that ...
12654	Demon Shield Resource	Midgetalien	Fliggerty	*368	Midgetalien	2011-08-16	This is a modders resource, as such nothing is placed in game.You must set up the shield in the CS Background on the shield: Now i know that no one cares but i putting this here anyway lol.The shield mesh/texture was created for the diablo identify system, sort of like a...
12653	Dark Plants	Midgetalien	Fliggerty	*977	Midgetalien	2013-12-24	This is a resource pack for Morrowind. As such it has no esp. You must set up the items in the CS and then place in game to make use of them. This resource was made back in 2006 for a dungeon crawl mod. as that mod was never finished it seems a bit unfair to sit on these models/textures They a...
12652	Dark Brotherhood Armor Upgrades	Midgetalien	Fliggerty	*366	Midgetalien	2011-08-16	This Mod adds a new NPC to the basement of the smith in Caldera. He is behind the locked door ;)He will offer the player the chance to "upgrade" their Darkbrother Hood armor.This upgrade gives a 25% upgrade to health, value and Enchantment of the armor. There is alos a patch avalible here: [url=d...

Id	Name	Category	Site	Link	Author	Date	Description
12651	DArk Brotherhood Armor Upgrade Patch	Midgetalien	Fliggerty	*367	Midgetalien	2011-08-16	This is a patch for my Dark Brotherhood Armor Upgrade mod and as such requires that mod for this one to work This patch fixes a few dialgoue issuies: - fixed the issuie with the right gauntlet not being able to be upgraded.This was because the "choice" option pointed to the wrong variable- fixed ...
12650	Daedric Resource 6	Midgetalien	Fliggerty	*365	Midgetalien	2011-08-16	In this file are re-textured meshes to look and suit the deadric tile set.Included here are the meshesfor Daedric wells. Three meshes are included for a mana well, health well and fatigue well. I will get roundto uploading a script that can be used on these as well. It is intended as a modders re...
12649	Daedric Resource 5	Midgetalien	Fliggerty	*364	Midgetalien	2011-08-16	In this file are re-textured meshes to look and suit the deadric tile set.Included here are the meshesfor a Daedric Style Tower, door jamb and Door. All use stock textures.It is intended as a modders resource so as such the mesh isnt placed in the CS. You will have to set the meshe up in the CS a...
12648	Daedric Resource 4	Midgetalien	Fliggerty	*363	Midgetalien	2011-08-16	
12647	Daedric Resource 3	Midgetalien	Fliggerty	*362	Midgetalien	2011-08-16	In this file are re-textured meshes to look and suit the deadric tile set.Included here are mostly Miscitems, such as plates and cups. Also included is an altar. It is intended as a modders resource so as such the mesh isnt placed in the CS. You will have to set the meshe up in the CS andput it i...
12646	Daedric Resource 2	Midgetalien	Fliggerty	*361	Midgetalien	2011-08-16	In this file are re-textured meshes to look and suit the deadric tile set.Included here are bridgeparts and ledges. It is intended as a moddersresource, so as such the mesh isnt placed in the CS. You will have to set the meshe up in the CS andput it in game.It is a modders resource do with as you...
12645	Daedric Resource 1	Midgetalien	Fliggerty	*360	Midgetalien	2011-08-16	This mesh is a re-textered lamp to look and suit the deadric tile set. It is intended as a moddersresource, so as such the mesh isnt placed in the CS. You will have to set the meshe up in the CS and put it in game.It is a modders resource do with as you wish. Credit is nice.
12642	Chicken Nest	Midgetalien	Fliggerty	*825	Midgetalien	2013-04-21	This is a resource pack for Morrowind. As such it has no esp. You must set up the items in the CS and then place in game to make use of them. This resource contains the meshes and textures for the following: - Chicken nest with egg - two types of Chicken nests without egg
12641	Character Begin More Items	Midgetalien	Fliggerty	*359	Midgetalien	2011-08-16	This mod is a merge of my two mods, "chargen begin dagger replacer" and "census and exercise office expanded" This mod adds an extra room to the cenus and excerise office in seyda neen. Feeling that the chargen creation didnt cater for all character types to help them in the big bad world of m...
12640	Centurion Archers on Morrowind	Midgetalien	Fliggerty	*358	Midgetalien	2011-08-16	From the Readme:adds centurion archers from tribunal into morrowind dwemer ruins via the leveled lists.
12639	Caius Constant Effect Items	Midgetalien	Fliggerty	*357	Midgetalien	2011-08-15	This mod just makes the enchanments on the pants shirt and ring that caius gives you in the MQ to consent effect.It always bothered me that you getlittle in the way of rewards from him during the main quest.then the last quest that he gives you he gives you some pretty boring and standard enchan...
12638	Breton Head Pack	Midgetalien	Fliggerty	*356	Midgetalien	2011-08-15	This mod adds 5 new heads to the game for the Breton Race.You can select the heads from the race menu for Bretons.
12637	Bracers of BLinding Strike	Midgetalien	Fliggerty	*340	Midgetalien	2011-08-14	Inspired by the legacy of the drow books, this mod is a tribute to those novels. The bracers are described as incrasing the speed and agility of attacks and increase the success of deadly strikesthat the wearer might make in battle. Famously owned by Drizzt the Drow the bracers fortify agility ...
12636	Book Casting	Midgetalien	Fliggerty	*355	Midgetalien	2011-08-15	WHAT THIS MOD DOES: Adds a book to the CS that can be carried like a light in front of the player and adds fireballs to the players inventory while equipped, giving the feel of casting spells from...
12635	BOBS Pick 'n' Mix	Midgetalien	Fliggerty	*353	Midgetalien	2011-08-15	
12634	BOBs MCA 5.1 version	Midgetalien	Fliggerty	*354	Midgetalien	2011-08-15	
12633	Blue Heather	Midgetalien	Fliggerty	*833	Midgetalien	2013-04-21	This is a resource pack for Morrowind. As such it has no esp. You must set up the items in the CS and then place in game to make use of them. This resource contains the meshes and textures for the following: - Blue Heather - Blue Heather ingrediant This resource was made for a mod, set on sol...
12632	BipolarBlade	Midgetalien	Fliggerty	*352	Midgetalien	2011-08-15	
12631	Berserker Potions	Midgetalien	Fliggerty	*351	Midgetalien	2011-08-15	
12630	Ayleid Weapons 1	Midgetalien	Fliggerty	*348	Midgetalien	2011-08-15	
12629	Ayleid Hair Extras and Tattoo's	Midgetalien	Fliggerty	*350	Midgetalien	2011-08-15	This mod Adds 14 new female and 1 new male hairstyle for the AYleid race created by Lochnarus. This mod also adds 5 new faces (4 female and 1 male) It also provides vampire faces for both female and male There is also an option to give the Ayleid Race tatoo's. (see section 3 on instaling and usin...
12628	Ashlander Travel	Midgetalien	Fliggerty	*347	Midgetalien	2011-08-15	
12627	Ashes to Ashes	Midgetalien	Fliggerty	*346	Midgetalien	2011-08-15	
12626	Armor of the Dead	Midgetalien	Fliggerty	*345	Midgetalien	2011-08-15	This mod adds Nordic helm, Gauntlets and boots to levelled lists on the bloodmoon creature "Draughr". The Draughr creature wears a helm, boots and gauntlets so it made sense that it was possibleto loot these items. There is a small chance that you wont loot any aswell.
12625	Argonian Village Expanded	Midgetalien	Fliggerty	*344	Midgetalien	2011-08-15	
12624	Arctic Steel	Midgetalien	Fliggerty	*899	Midgetalien	2013-09-17	This plugin is two-fold in its purpose: 1)Adding a new armor for the Raven rock guards 2)Adding a new Cold-climate armor This mod adds a new set of armor, Arctic Steel, made from steel and fur, for sale from the Raven Rock Smith/trader. There is also a long sword avalible, along with a shield....
12623	Archer Prongs	Midgetalien	Fliggerty	*343	Midgetalien	2011-08-15	
12622	Angelic Shield Resource	Midgetalien	Fliggerty	*342	Midgetalien	2011-08-15	

Id	Name	Category	Site	Link	Author	Date	Description
12621	Alchemist Formula	Midgetalien	Fliggerty	*341	Midgetalien	2011-08-15	This mod is intended to allow the player gain in game Alchemists knowledge. By this i mean it allows for the player to aquire texts that are ingame about alchemy. This mod does two things: -When the player completes the Aijaras "stolen Reports" quests, if they talk to her her again about s...
12440	Midgetaliens Creatures I	MidgetaLien	MMH	55-12811	Midgetalien	2008-07-09	This mod adds 4 new creatures to the level lists of morrowind. So they seamlessly intergrate with the game. The mod adds 4 creatures: Sea monster, Band of Skulls, Burning Skeleton, Fire Clanfear
12439	Midgetaliens Creatures II	MidgetaLien	MMH	55-12817	Midgetalien	2008-07-16	This mod adds 4 new creatures to the level lists of Morrowind. So they seamlessly integrate with the game. The mod adds 4 creatures: Horker Eel, Tree Golem, Earth Atronach,Greater Daedroth
12430	Midgetalien's Cauldron's	MidgetaLien	MMH	55-13025	Midgetalien	2008-11-18	Stone This mod adds new alchemy equipment to the world of morrowind. Cauldrons. These cauldrons are a modders resource and as such are not placed in game. there are four types of cauldrons: Iron, Dwemer...
12429	Midgetalien's Staves - Resource	MidgetaLien	MMH	55-13024	Midgetalien	2008-11-18	This Mod is a resource! it doesnt add anything to the game! only the CS! IT adds to the CS: - 8 new staffs - 2 new marksmen staffs which shoot enchantments - 2 new lights...
12416	Gondor Banners	MidgetaLien	MMH	55-13071	Midgetalien	2008-12-06	Gondor Banners by midgetalien
12415	Midgetaliens Shard Staff	MidgetaLien	MMH	55-13070	Midgetalien	2008-12-06	This is a modders resource, as such there is no mod, no ESP. What is included is a staff weapon and its textures. Place the meshes in the meshes folder, textures in the texure folder. Then open up the CS and have fun :D Changelog: Fixed bounding box so t...
12413	Daedric Resource 3	MidgetaLien	MMH	55-13185	Midgetalien	2009-01-20	In this file are re-textured meshes to look and suit the deadric tile set.Included here are mostly Misc items, such as plates and cups. Also included is an altar. It is intended as a modders resource, so as such the mesh isnt placed in the CS. You will have to set the mes...
12412	Daedric Resource 2	MidgetaLien	MMH	55-13184	Midgetalien	2009-01-20	In this file are re-textured meshes to look and suit the deadric tile set.Included here are bridge parts and ledges. It is intended as a modders resource, so as such the mesh isnt placed in the CS. You will have to set the meshe up in the CS and put it in game....
12411	Daedric Resource 1	MidgetaLien	MMH	55-13183	Midgetalien	2009-01-20	This mesh is a re-textered lamp to look and suit the deadric tile set. It is intended as a modders resource, so as such the mesh isnt placed in the CS. You will have to set the meshe up in the CS and put it in game.
12408	Daedric Resource 4	MidgetaLien	MMH	55-13215	Midgetalien	2009-01-31	In this file are re-textured meshes to look and suit the deadric tile set.Included here are two meshes: 1 chair and 1 throne. It is intended as a modders resource, So as such the mesh isnt placed in the CS. You will have to set the mesh up in the CS and put i...
12398	Dwemer Resources I	MidgetaLien	MMH	55-13319	Midgetalien	2009-03-17	This resources contains the meshes needed for a Dwemer Lantern and a Dwemer bed (that can be used ;)) IT is a modders resource and only contains the meshes. As such nothing is placed in the CS. YOU MUST set the meshes...
12081	Angelic Shield Resource	MidgetaLien	MMH	55-13613	Midgetalien	2009-08-20	This is a modders resource, as such nothing is placed in game. You must set up the shield in the CS
12080	Demon Shield Resource	MidgetaLien	MMH	55-13615	Midgetalien	2009-08-21	This is a modders resource, as such nothing is placed in game. You must set up the shield in the CS
12071	Sila weapons	MidgetaLien	MMH	55-13731	Midgetalien	2009-11-03	This mod, is a a modders reasource. As such there is no ESP you will have to assign the weapons yourself in the CS. The meshes are: A staff, A short sword and a long sword.
12037	Imp Creature Resource	MidgetaLien	MMH	55-13930	Midgetalien	2010-04-22	This file contains the meshes and textures needed for an Imp creature. It is intended as a modders resource, so as such the mesh isnt placed in the CS. You will have to set the mesh up in the CS and put it in game.
12036	Daedric Resource 5	MidgetaLien	MMH	55-13929	Midgetalien	2010-04-22	In this file are re-textured meshes to look and suit the deadric tile set.Included here are the meshes for a Daedric Style Tower, door jamb and Door. All use stock textures.It is intended as a modders resource, so as such the mesh isnt placed in the CS. You will have to ...
12031	Daedric Resource 6	MidgetaLien	MMH	55-13933	Midgetalien	2010-04-24	In this file are re-textured meshes to look and suit the deadric tile set.Included here are the meshes for Daedric wells. Three meshes are included for a mana well, health well and fatigue well. I will get round to uploading a script that can be used on these as wel...
11990	Sila Weapons MK II	MidgetaLien	MMH	55-14263	Midgetalien	2011-03-31	This mod, is a a modders reasource. As such there is no ESP you will have to assign the weapons yourself in the CS. Contains meshes for two swords and a staff.
11894	Midgetalien's Creature Pack IV	MidgetaLien	MMH	55-14474	Midgetalien	2012-05-20	This resource contains the meshes and textures for one new creature - The swamp Troll. There is NO ESP and as such the creatures must first be set up in the CS before use. THIS IS A MODDERS RESOURCE AND ADDS NOTHING TO THE GAME - IT...
11893	Sila Hammer MK I	MidgetaLien	MMH	55-14479	Midgetalien	2012-05-30	This mod, is a a modders reasource. As such there is no ESP you will have to assign the weapon yourself in the CS. It contains one Mesh and the required textures for a Falmer Sila Hammer.
10825	Staff of Carnal Channeling Replacer	Weapons	MMH	98-13186	Midgetalien	2009-01-20	This mod replaces the Staff of Carnal Channeling with a better mesh to make it suite a necromancer. The mod also changes the enchantment to: Damage health 1-5pts 30seconds on self Summon Greater Bonewlaker 30 seconds Summon...
10723	Nord Leg Enchantment	Weapons	MMH	98-14073	Midgetalien	2010-09-06	Bethesda made an enchantment that was supposed to go on the nord leg - but for some reason they didn't implement this. This mod fixes that by putting the enchantment on the leg. The enchantment is: Cast when...
10707	Netch Adamantium Weapons	Weapons	MMH	98-12848	Midgetalien	2008-08-04	his mod adds new weapons to the game. These are sold by the dark elf who sells the Netch Adamantium armor in Pelagiad. As such this mod requires the Netch Adamantium armor It adds: - 1 shortsword - 1 longsword -...
10693	Midgetaliens Weapon Pack I	Weapons	MMH	98-12574	Midgetalien	2008-03-03	From the readme: This mod adds a re-textured bow, arrows and sword to morrowind. Details: Ivory bow- MEldor in Balmora sells it. Imperial Iorn Arrows-meldor in Balmora and imperial archers have them.
10668	Long Spears	Weapons	MMH	98-13213	Midgetalien	2009-01-31	This Mod adds the Dwemer Long Spear and the Daedric Long Spear to the levelled lists. The weapons were included on the CS disk that came with Morrowind but were never actually used. The levelled lists that have been affected are: Daed...
10605	Hobbit Weapons	Weapons	MMH	98-12796	Midgetalien	2008-06-25	This adds to the game, in a barrel in seyda neen, new weapons inspired for hobbits! - Throwable rocks! - A rolling pin weapon - A frying pin weapon Screenshots can be found here:
10515	Dwemer Staves	Weapons	MMH	98-13317	Midgetalien	2009-03-16	I saw some concept art of a dwemer Scarb staff and realised that the dwemer didnt have any type of staff weapon in morrowind. So i set about correcting that with this mod :) This Mod Adds 4 New DWEMER staves (Staff Weapons) to the game via DWEMER leveled list...

Id	Name	Category	Site	Link	Author	Date	Description
10490	Diablo Identify System	Weapons	MMH	98-13275	Midgetalien	2009-02-25	This mod aims to bring identity to morrowind This Mod adds the ability to identify items like you could in Diablo. The Mod adds Unidentified equipment to the game world - so far shortswords, Shields, Wands and rings are availble. Usin...
10369	Ayied Weapons 1	Weapons	MMH	98-13565	Midgetalien	2009-07-31	One of the first mods i created, this mod has been sitting around waiting to be uploaded to PES since i closed my website, I finally got around to doing it lol. Enjoy :) ------ This mod adds three new weapons to the Constructi...
9939	Lucky Lockup Additions	Quests	MMH	68-12549	Midgetalien	2008-02-22	From the Readme: This mod is ment to make the lucky lockup more interactive and part of the game. I felt that the lucky lockup was a place that many people looked over, mainly because its just a pub with nothing special, and a little bit small. ...
9621	Goris The Maggot King	NPCs	MMH	64-13214	Midgetalien	2009-01-31	This Mod aims to be a repalcer as a sort, for the NPC Goris the Maggot King. Goris is an Necromnacer in Morrowind, he is in Venim Ancestral Tomb. HEre is what as been added to Goris/Changed: - Given him a unique "scary face"
8204	Udyrfrykte Arrows	Miscellaneous	MMH	53-14070	Midgetalien	2010-09-06	This ESP adds three silver arrows to the Udyrfrykte's corpse for looting. After the attack on Thrisk the creature has three arrows in his back and it made no sense tha the Udyrfrykte didnt have any that could be looted once the player killed it. Now it does.
8180	The Wraith Collector	Miscellaneous	MMH	53-13564	Midgetalien	2009-07-31	======== WHAT THIS MOD DOES ======== The Wriath Collector is a mod aimed at magic users, and a small attempt to add another layer of magic game play and in essence a type of ritual. So wh...
8116	Solstheim Alternnate Beginning	Miscellaneous	MMH	53-13608	Midgetalien	2009-08-20	Solstheim Alternate Beginning v7 Midgetalien ===== Installing the Plugin === Install to your morrowind datafiles directory. Playing the P...
7815	Guild Chests	Miscellaneous	MMH	53-13567	Midgetalien	2009-07-31	This mod adds the missing mages guild chest to caldera and also adds guild chests to the balmora, ald ruhn and sadrith mora theives guilds, which i thought should have been added. I have added items to the theives chests accordingly to things theives may find of use.
7560	Ashlander Travel	Miscellaneous	MMH	53-13923	Midgetalien	2010-04-20	This mod makes wise women in the ashlander camps provide travel between the four Ashlander Camps: Ahemmusa,Erabenimsun,Urshilaku and Zainab. This idea is not unique, Kaghouz first came up with the concept however his mod only provided travel betw...
7556	Ashes to Ashes	Miscellaneous	MMH	53-13644	Midgetalien	2009-09-02	======== README Ashes to Ashes ======== ======== This mod requires: Morrowind, Tribunal and B...
7549	Armor of the Dead	Miscellaneous	MMH	53-13609	Midgetalien	2009-08-20	Armor of the Dead Midgetalien ===== Installing the Plugin === Install to your morrowind datafiles directory. Playing the Plugin
7492	Vampire Rituals [BETA]	Magic and Spells	MMH	51-13064	Midgetalien	2008-12-03	This mod adds "rituals" which aid the player in battle. There is one ritual for each vampire clan. (yes you can own all three rituals) Each ritual gives diffrent bonuses to the player depending upon which ritual you cast. It gives bonuses that resemble the clan that made it. i.e berne gives you ...
7478	Starstone Outpost Addon - Spider Transform	Magic and Spells	MMH	51-12784	midgetalien	2008-06-22	Disclaimer ========== This mod is an addon for the Starstone outpost mod created by Calislahn You may not redistribute this mod or change it in anyway. What this mod does This mod ...
7477	Starstone Outpost Addon	Magic and Spells	MMH	51-12782	midgetalien	2008-06-22	Disclaimer! =========== This mod is an addon for the Starstone outpost mod created by Calislahn All the Models/textures/meshes/icons etc are her work. You may not redistribute this mod or change it in anyway. All i did was take some mode...
7464	Scripted Summoning	Magic and Spells	MMH	51-12875	Midgetalien	2008-08-20	This mod adds new summon spells sold by a Midge Allen in the Vivec mages guild. It uses scripts to summon the creatures. The Creatures summoned are: wasps Scorpians Daedric Bats Spider ...
7429	Midgetalien's Ancestor Spirit	Magic and Spells	MMH	51-13057	Midgetalien	2008-12-01	This Mod adds "Ancestor Spirit" as a Power to Dunmer. It allows you to summon an ancestor ghost 1 once a day. Also NPC Dunmer in game will summon the ghost/can use the power too, if you engage them in combat. To make this possible the ...
7363	Book Casting	Magic and Spells	MMH	51-13566	Midgetalien	2009-07-31	Another one of my early mods that have been waiting to be uploaded to PES since my website closed. ============= WHAT THIS MOD DOES: ============= Adds a book to the CS...
6635	The Forgotten Halls v2.1	Dungeons	MMH	31-7316	Midgetalien	2012-08-24	Lost deep below Neselia the Forgotten Halls await to be discovered Long lost halls of the Falmer hide rumors of death traps, undead creatures and treasure - do you dare to venture deeper into the Neverhalls? What will you find? The Forgotten Halls is an expansion t...
6634	The Forgotten Halls	Dungeons	MMH	31-14080	Midgetalien	2010-09-10	Lost deep below Neselia the Forgotten Halls await to be discovered Long lost halls of the Falmer hide rumors of death traps, undead creatures and treasure - do you dare to venture deeper into the Neverhalls? What will you find? The Fo...
6392	Vissed	Creatures	MMH	26-13865	Midgetalien	2010-02-26	Vissed are small reptile scavanges that roam in small packs in the black marsh. They walk on two legs and stand between knee and waist hieght. They have a weak attack but they provide a posion attack, which in large groups can make any warrior falter. Some a...
6365	The Hungry Dead - Diablo II inspired Zombies	Creatures	MMH	26-13243	Midgetalien	2009-02-09	The Elder Scrolls III MORROWIND: Diablo II inspired Zombie Resource By Midegetalien (Midgetalien@hotmail.com) 1. Description + walkthrough 2. Requir...
6339	Riekling Raiders Reflect Reduced	Creatures	MMH	26-14072	Midgetalien	2010-09-06	This ESP adds reduces the Riekling Raiders reflect. It made no sense for them to have that ability. The reflect has been reduced from 60% to 20%, so theres still a chance to have your spells reflected!
6215	Goblin Shaman	Creatures	MMH	26-13318	Midgetalien	2009-03-16	This mod adds Goblin Shamans to the Mournhold Sewers via Levelled lists. The Shaman is weaker than other goblins in terms of strength but they have a slightly higher health and have a few spells at their disposal.
5740	Robe of the Crow's Wrath	MidgetaLien	MMH	21-13961	Midgetalien	2010-05-27	This mod adds a Robe to the Necromancer Darius who can be found in Vas. The Robe is a necromancer/wizard robe aimed to be similar to that of the Robe of Drakes pride. It has the following enchantment(all constant effect); Fortify inte...
5275	Toggle Spells	MidgetaLien	MMH	18-13022	Midgetalien	2008-11-18	This mod adds the ability to "toggle" spells on and off. Basicaly you cast the spell and then cast it again to remove it. The spells that you can currently toggle are: Levitate Nighteye Waterbreathing Waterwalk...
4971	Solstheim Alternate Beginning v7	MidgetaLien	MMH	17-7295	Midgetalien	2012-08-24	This mod makes the player start in a tomb on Solsthiem. The tomb is kitted out with starter equipment and doesnt break the start of the main quest (as the package is given to the player via an NPC) In the tomb is a hermit, who healed the player. Talk to him to find out
4603	Unoffical Bloodmoon Patch	Bugfixes	MMH	13-14473	Midgetalien	2012-05-19	From the readme: This is a "patch" [MOD] - That fixes some minor bugs in the Bloodmoon expansion. This patch fixes the following: Quote BUG: Sados Relothan's house in Raven Rock - there is no Sados Relothan any...

Id	Name	Category	Site	Link	Author	Date	Description
4382	Vampire Books II - Ascension	Books	MMH	11-13573	Midgetalien	2009-08-07	This mod adds three books to the game: Vampire Ascension volume I Vampire Ascension volume II Vampire Ascension volume III volume I can be found in the Berne vampire hq volume II can be found in the Aundae vampi...
4381	Vampire Books	Books	MMH	11-13066	Midgetalien	2008-12-03	This mod adds 3 new books to the game. they can be brought from the rare book shop in Vivec. The books basically describe the vampire calns stating that one clan is stealth based, one clan is for warriors, and one clan is magic based. Its written in a way that a schoolar i...
4293	Druid Alchemy	Books	MMH	11-13611	Midgetalien	2009-08-20	Druid Alchemy Midgetalien ===== Installing the Plugin === Install to your morrowind datafiles directory. Playing the Plugin ...
3947	Pyromancer	Stores and Merchants	MMH	80-13612	Midgetalien	2009-08-20	Another old mod of mine that i finally uploaded to PES. This mod adds a pyromaster to the large bedroom in the ALd-Rhun mages guild offering many firey goods: - fire balls from weak to master - fire bracers of...
3747	Fort Frostmoth Docks Enhanced	MidgetaLien	MMH	87-14075	Midgetalien	2010-09-06	This mod does two things: 1) adds more clutter and NPC's to the docks at Fort Frostmoth as well as a dock house (trader) in order to make the docks seem more like froniter enviroment rather than an empty excuse for a dock. 2) Provides ...
3711	Drow Birthsigns	Birthsigns	MMH	8-13119	Midgetalien	2008-12-28	This Mod adds Nine New Birthsigns to the game. They were designed around Drow lore, but can be used for any race. Great for role playing a Drow. The Nine Birthsigns are: The Sign of Loth: Abilties - Loths Will...
3419	Tenticles for Mindflayers	MidgetaLien	MMH	70-14330	Midgetalien	2011-07-03	Mindflayer Tenticles By Midgetalien ========== Disclaimer! ========== You may not redistribute this mod. If this mod cause your com...
3356	Ryukaissen Alternate Tails	MidgetaLien	MMH	70-13730	Midgetalien	2009-11-03	======== Requirements ======== This mod requires: Morrowind, Tribunal and Bloodmoon Its also requires the Ryukaissen race by Sabregirl ==...
3322	Playable Hairs - King Helseth and Barenziah	MidgetaLien	MMH	70-13156	Midgetalien	2009-01-10	Ever wanted to have the hair styles of King Helseth or Queen Barenziah? Well now you can! This Mod allows the King Helseth and Queen Barenziah hairs styles and faces to be used in character creation AS such, the hairs and heads will be avalble in ...
3315	Playable Ashlander Hairs	MidgetaLien	MMH	70-13143	Midgetalien	2009-01-06	Ever wanted to have the hair styles of the wise women? Or the warriors of the ashalnders? Now you can This Mod allows the Ashlander hairs styles to be used in character creation AS such, the ashlander hairs will be avalble in the DArk Elf race men...
3020	Drow Story Addon	MidgetaLien	MMH	70-13574	Midgetalien	2009-08-07	This mod makes Indwella, the drow from the mod a drow story, look more like a drow. In a drow story she uses the dark elf textures/body parts but this mod changes her to use the textures/body parts from drow city Denizens.
3014	Drider	MidgetaLien	MMH	70-13187	Midgetalien	2009-01-20	This mod adds a new playable race called "Drider". Driders are a D&D race that have the upper body of a Drow and the lower body of a spider. The race has these Abilities: Divinity: Night eye 10, resist Desiease 75, Resit Magicka 20...
2946	Breton Head Pack	MidgetaLien	MMH	70-14134	Midgetalien	2010-10-19	Description: This mod adds 5 new heads to the game for the Breton Race. You can select the heads from the race menu for Bretons.
2660	Vampire Lair v4.0	Houses	MMH	44-14820	Midgetalien	2013-06-12	excerpts from the read me ** Requirements: -morrowind -bloodmoon -tribunal also requires: vampiric embrace v 2.4 vampire hunger 1.2 and the extended addon vampire realism II and you must also be a Be...
2282	Snow Prince Enhanced	Armor	MMH	4-15585	Midgetalien	2017-10-02	README SNOWPRINCE ENHANCED ======== WHAT THIS MOD DOES ======== This mod replaces the snow prince armor, (the ancient steel armor) with armor that fits the description in the book "fall of the snow prince" It is al...
2261	Skeleton Shield	Armor	MMH	4-13026	Midgetalien	2008-11-18	This mod adds 1 Skull Shield to the CS. It has not been placed anywhere in Game. It is a modders resource for you to use in your mods. While it is a modders resource i would like an e-mail stating that your using it and what its being used for Changelog:...
2257	Skaal Shields	Armor	MMH	4-14071	Midgetalien	2010-09-06	This is just a simple asthetic mod that adds Nord Shields to the Skaal guards
2211	Shalk Medium Armor	Armor	MMH	4-14310	Midgetalien	2011-06-01	This mod adds a smith called Shath-ashuk to the Urshilaku Ashlander Camp. He sells a new type of medium armor made from the shells of Shalk. The mod adds a complete new set of armor - including two new helms to the game.
1681	Midgetalien's Gondor Armor	Armor	MMH	4-12891	Midgetalien	2008-08-25	This mod adds various new Gondor influenced/inspired armor from lord of the rings to a merchant who can be found in the Balmora fighters guild, in the training area. The armors include: Gondor Heavy Plate (heavy armor) Gon...
1292	Helm of Graff the White Replacer	Armor	MMH	4-14309	Midgetalien	2011-06-01	I've always felt the helm of Graff the white to be a little....common. I was expecting some sort of unique helm but instead it was a standard imperial helm. So This mod is a replacer for the Helm of Graff the White. It replaces the mesh and...
1287	Heavy Leather Gloves	Armor	MMH	4-13069	Midgetalien	2008-12-05	Heavy Leather Gloves Midgetalien ===== Installing the Plugin === Install to your morrowind datafiles directory. Meshes go in the mehses folder <...
1002	Drow Armour Addon v1.0	Armor	MMH	4-7321	Midgetalien	2012-08-24	This Mod adds Damiens Armor to the game world. Damiens armor is great, but it was never placed in game. This Mod puts it in the morrowind game world. I have also made 3 new armor pieces to match Damiens armor. My new armor includes: 2 new Helms 1...
1001	Drow Armor Addon 2 v1.0	Armor	MMH	4-13144	Midgetalien	2009-01-06	This Mod adds a Quiver and cape for sale in the blamora fighters guild. Its sold by a trader on the second floor of the balmora fighters guild. Requires Drow Armour and Drow Armour Addon
898	Dark Brotherhood Armor Upgrades	Armor	MMH	4-12893	Midgetalien	2008-08-27	This Mod adds a new NPC to the basement of the smith in Caldera. He is behind the locked door ;) He will offer the player the chance to "upgrade" their Darkbrother Hood armor. This upgrade gives a 25% upgrade to health, value and Enchantment...
897	Dark Brotherhood Armor Upgrade Patch	Armor	MMH	4-14133	Midgetalien	2010-10-19	Description: This is a patch for my Dark Brotherhood Armor Upgrade mod and as such requires that mod for this one to work This patch fixes a few dialgoue issuies: - fixed the issuie with the right gauntlet not being able t...
693	Bracers of Blinding Strike	Armor	MMH	4-14334	Midgetalien	2011-07-08	Bracers of Blinding Strike By Midgetalien ========== Disclaimer! ========== You may not redistribute this mod. If this mod cause yo...
418	Argonian Village Expanded	Houses	MMH	44-13867	Midgetalien	2010-02-27	The Elder Scrolls III MORROWIND: ====== Argonian Village Extended ====== By Midgetalien [url=mailto:Midgetalien@hotmail.com[/img]Midgetalien@hotmail.com[/url] ...
196	Starstone Outpost Addon - Spider Silk	Alchemical	MMH	1-12783	midgetalien	2008-06-22	Disclaimer ========== This mod is an addon for the Starstone outpost mod created by Calislahn You may not redistribute this mod or change it in anyway. What this mod does This Mod ...

Id	Name	Category	Site	Link	Author	Date	Description
186	Somnalius Plant	Alchemical	MMH	1-13859	Midgetalien	2010-02-24	The Elder Scrolls III MORROWIND:　　Somnalius plant　　By Midgetalien [url=mailto:Midgetalien@hotmail.com[/img]Midgetalien@hotmail.com[/url]
154	Nord Amulets	Alchemical	MMH	1-14074	Midgetalien	2010-09-06	This mod adds various Nord amulets around Solsthiem via Levelled lists, hand placed in game or on NPC's.　some are unenchanted while some are magical. There are also unique amulets placed on various NPCS.　　-Magical:Amulets of Frost, Fire and Shock (each has it...
100	Heartwood	Alchemical	MMH	1-13610	Midgetalien	2009-08-20	Heartwood Midgetalien ===== Installing the Plugin === Install to your morrowind datafiles directory. Playing the Plugin = In standard morrowind it was near impossible to get the ingredi...
54	Berserker Potions	Alchemical	MMH	1-14069	Midgetalien	2010-09-06	his mod adds Berserker potions to the Nord drinks levelled list that the Berserkers on Solsthiem use.　You now have a chance to find Berserk potions on Berserkers and looting caves/tombs.　There are also a handful of handplaced potions in Gronn - the Berserkers ...
15	Alchemist Formula's	Alchemical	MMH	1-12534	Midgetalien	2008-02-15	From the readme:　　This mod is intended to allow the player gain in game Alchemists knowledge.　By this i mean it allows for the palyer to aquire texts that are ingame about alchemy.　　this mod does two things:　　-Whe...