

Id	Name	Category	Site	Link	Author	Date	Description
1803	Necromancer Abode	Houses	MMH	44-10398	Mosrael	2006-02-08	This is my first mod, ever! And I thought I had to start somewhere, so I thought, house mod! And where are all house mods I wondered. Well, Balmora of course! This mod adds an underground imperial dungeon style home with an entrance just north of Balmora on the eastern ba...
575	Balmora Tower	Houses	MMH	44-10413	Mosrael	2006-02-12	Adds a cozy hlaalu style tower just south of balmora, good for anyone but best for mages, just for the reason that you dont have many thieves or warriors living in a nice comfortable tower. Upon entering you are on the second floor with stairs leading down and a trapdoor...
412	Archnalteg	Houses	MMH	44-10443	Mosrael	2006-02-25	Recent seismic activity has uncovered a small Dwemer ruin just north of seyda neen, however, after close study it contains no artifacts or anything of interest and was subsequently abandoned, its now up for grabs to anyone who may like to call it home. The ruin contains:...
387	Angel Island	Houses	MMH	44-10480	Mosrael	2006-03-10	This mod adds a large floating island to Morrowind, manned by angels, (hence Angel Island) On this island is a large Velothi style stronghold that can be used as a base for your character, there is transport available to and from the island in balmora by an Angel at the silt strider,...