| Id   | Name                           | Category                        | Site | Link     | Author | Date       | Description   |
|------|--------------------------------|---------------------------------|------|----------|--------|------------|---|
| 4821 | Morrowind ADDON mod            | Buildings                       | ММН  | 15-13658 | Nemon  | 2009-09-09 | This mod adds several NPCs, their services, their loved ones, and their homes to the towns in Morrowind. Especially Dagon Fel, Maar Gan and Vos have been "upgraded", giving the place a little motion and life. Full Categories: Buildings, Miscellaneous, NPCs Adm                                      |
| 3906 | nemonsvvardenfellcooperation   | Stores and<br>Merchants         | ММН  | 80-15469 | Nemon  | 2016-05-07 | Haven't you ever wondered WHERE Ra'virr or<br>Arille got their goods from? Do they just pop up<br>in their inventory every 24 hour? (Well okay, so<br>they do) Then certainly this mod is for you! It<br>places a warehouse just southeast of<br>Ebonheart. Talk to Belamen Ner, join the Vv              |
| 3905 | Nemon's Vivec Interiorator 1.3 | Townd and<br>town<br>Expansions | ММН  | 87-11740 | Nemon  | 2012-10-15 | This mod edits all major interiors in Vivec adding NPCs, lights, misc items and furniture, Each canton's plaza has it's own "feel" when enabling this mod. Also the waistworks are edited, with creativity and care. Each NPC added has it's own dialogue topics, and no unbalancing stuff                |
| 3889 | Mournhold Docks                | Townd and<br>town<br>Expansions | ММН  | 87-15406 | Nemon  | 2015-08-10 | Nemon gives Mournhold the same attention to detail that he gave Vvardenfell in "Add-on Morrowind". This mod adds several new areas to Mournhold, all exquistirely detailed. Comes with an unfinished village in the Molag Mar region that is worth downloading for its own sake. These are BETAs, but the |
| 1808 | Nemon's Balmora Interiorator   | Items                           | ММН  | 46-7879  | Nemon  | 2003-11-14 | 11/17/03 update: I removed (hopefully successfully this time) the GMST's errors from Tribunal and Bloodmoon. This mod adds NPCs, furniture, items and misc. stuff to the interiors of Balmora. The interior of House Hlaalu Council House has been upgraded, as well as several o                         |