

Id	Name	Category	Site	Link	Author	Date	Description
13512	Container Sounds	Sounds	Fliggerty	*1160	Neoptolemus	2015-11-01	Adds an appropriate opening sound to all crates, barrels, chests, pots, urns, cupboards, closets, drawers, desks and sacks. Sounds are added via a simple script which should not impact fps. I also modified some of the chests in Daedric ruins to use the Daedric chest mesh that came with Bloodmoon....
13511	Birds and Crickets	Sounds	Fliggerty	*1159	Neoptolemus	2015-11-01	Adds an ambient loop whenever the player is in an exterior cell, with birds and insects in the daytime, and crickets at night. Loops are disabled in bad weather, and will not play in the Ashlands, in Mournhold (which has its own ambient sounds), and on Solstheim. Can be used alongside other soun...
13492	The Undead	Creatures	Fliggerty	*1166	Neoptolemus	2015-11-04	Adds 300+ new undead enemies to the leveled lists of Vvardenfell, Solstheim, and the Mournhold Sewers. Every creature has its own unique mesh, thanks to the amazing power of NifSkope. The new undead will appear in the appropriate tombs/caves/dungeons, and some in exterior cells after dark. The U...
13490	Ranked Dremora	Creatures	Fliggerty	*1164	Neoptolemus	2015-11-01	This mod completely overhauls the Dremora in Morrowind, making them more like they are in Oblivion - that is, divided into seven ranks. I have also changed their weapons to inferior versions of the daedric ones. This makes daedric weapons a lot more scarce on Vvardenfell, as they should be. All D...
13489	Golems	Creatures	Fliggerty	*1162	Neoptolemus	2015-11-01	Adds ten types of Golem to Morrowind's leveled lists. Golems will spawn in the appropriate regions (Mud Golems in the Bitter Coast, Ash Golems in the Molag Amur etc), and around Daedric Ruins. The Golems are based on a modified Storm Atronach mesh, and use all vanilla textures. Included is an ad...
13403	Dunmer Strongholds Expanded	Dungeons	Fliggerty	*1161	Neoptolemus	2015-11-01	Expands the eleven Dunmer Strongholds on Vvardenfell by adding large, multi-level dungeons generated with the GenMod utility. Basically does for the strongholds what Zappara's 'Tombs Expanded' mod did for the Ancestral Tombs. The dungeons are filled with either Daedra, Undead or 6th House leveled...
13350	Wyrmhaven	Landmasses	Fliggerty	*943	Neoptolemus	2013-12-09	Wyrmhaven is a tiny island far to the west of Solstheim, claimed at various times by a clan of Chimer fleeing the wars with the Dwarves, a fire-breathing dragon, a band of Nordic exiles, the Breton Kingdom of Farrun, and the Septim Empire. The closing years of the Third Era see a rich trading por...
13332	Morrowind Comes Alive	NPCs	Fliggerty	*1024	Neoptolemus	2014-04-01	Adds 1200 NPCs to over 550 cells via leveled lists to bring Morrowind to life. All NPCs have random heads, hair, and equipment (so no two will look the same), and appear and disappear at random. This 'rotation' simulates people travelling to and from towns, and going in and out of taverns, shops...
13294	Mummified Dunmer Unbandaged	Items	Fliggerty	*1163	Neoptolemus	2015-11-01	Adds random Dunmer mummies (like the ones in the Caverns of the Incarnate) to the urns in the tombs across Vvardenfell. It uses leveled lists, so there's a one in five chance you'll find one of six types of mummy when you check inside an urn. Collect them all! You can pick them up, carry them aro...
13199	Improved Cursed Items	Gameplay	Fliggerty	*1158	Neoptolemus	2015-11-01	This simple mod alters the 'BILL_MarksDaedraSummon' script that is attached to certain items placed upon the altars of Daedric shrines around Vvardenfell. Normally, picking up the items will spawn a Dremora Lord behind you, which gets boring after a while. With this mod enabled, picking up the it...

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13195	Bury Your Treasure	Gameplay	Fliggerty	*1168	Neoptolemus	2015-11-07	A role playing mod that allows you to dig a hole in any exterior cell to put your loot in. Simply purchase a shovel from any outfitter, equip it, and press attack while holding sneak. A 'hole' will appear at your feet which can be used as a container. The container can only be opened if you have ...
12966	Ships of the Imperial Navy	Models and Textures	Fliggerty	*1167	Neoptolemus	2015-11-06	This mod places galleons crewed by Imperial sailors in various places around Morrowind. You will see galleons at Ebonheart, Wolverine Hall, Dagon Fel, Seyda Neen and Fort Frostmoth. All sailors are scripted to disappear at night. Two galleon models have been used: the Elizabethan galleon by dongl...
12930	Carts and Wagons Resource	Models and Textures	Fliggerty	*1165	Neoptolemus	2015-11-02	Adds three new meshes to Morrowind: one wooden hand cart, and two variants of a larger twin-axle wagon - one with a canopy and one without. All were pieced together in NifSkoep out of existing Morrowind meshes and textures. Included is a simple demo mod adding some of the new meshes to various p...
9685	Morrowind Comes Alive v7.1	NPCs	MMH	64-14634	Neoptolemus	2013-04-17	Adds 1100 types of NPCs to over 550 cells via leveled lists to bring Morrowind to life. All NPCs have random heads, hair, and equipment (so no two will look the same), and appear and disappear at random. This 'rotation' simulates people travelling to and from towns, and going in and out of tavern...
9684	Morrowind Comes Alive v5.2	NPCs	MMH	64-10997	Neoptolemus	2007-01-17	Randomly adds over 1000 types of NPCs to over 450 cells via leveled lists to bring Morrowind to life. The NPCs have random heads, hair, and equipment (so no two will look the same), and appear and disappear at random. This 'rotation' simulates people traveling to and from towns, and going in and ...
9683	Morrowind Comes Alive v5.1	NPCs	MMH	64-5868	Neoptolemus	2011-10-07	Randomly adds over 1000 types of NPCs to over 450 cells via leveled lists to bring Morrowind to life. The NPCs have random heads, hair, and equipment (so no two will look the same), and appear and disappear at random. This 'rotation' simulates people traveling to and from towns,...
9682	Morrowind Comes Alive v5.0	NPCs	MMH	64-15335	Neoptolemus	2015-03-27	From the README: ----- Morrowind Comes Alive v5.0 by Neoptolemus - Tribunal and Bloodmoon required ----- Randomly add...
9679	Morrowind Comes Alive 4.1	NPCs	MMH	64-15334	Neoptolemus	2015-03-24	From the Main README: ----- Morrowind Comes Alive v4.1 by Neoptolemus - Tribunal and Bloodmoon required ----- ...
9678	Morrowind Comes Alive	NPCs	MMH	64-7841	Neoptolemus	2003-11-01	Adds 1000 types of NPCs to over 400 cells via leveled lists to bring Morrowind to life. All NPCs have random heads, hair, and equipment (so no two will look the same), and appear and disappear at random. This 'rotation' simulates people traveling to and from towns, and going in and out of the tav...
9386	Winged Twilight Replacer	Models and Textures	MMH	56-5928	Neoptolemus	2011-10-10	Replaces the Winged Twilight meshes with one that has a new head and hairstyle by Rhedd. The face texture was done by myself, using a combination of the original face and a female Nord face by Rhedd. This will replace ALL winged twilights, including summoned and unique ones.<...
8922	Neo's Unique Creatures	Models and Textures	MMH	56-11625	Neoptolemus	2007-11-03	This mod adds new meshes for a number of creatures in Morrowind - namely those which use the same mesh as an existing creature. Now Advanced Steam Centurions look different to ordinary Steam Centurions, the various skeleton classes all have their own meshes (Skeleton Archers now wear...
8101	Ships of the Imperial Navy	Miscellaneous	MMH	53-9475	Neoptolemus	2004-04-07	This mod places the wonderful Galleon model by Dongle in various places around Vvardenfell, crewed by Imperial sailors. You will see the Galleon at Ebonheart, Wolverine Hall, Dagon Fel, Seyda Neen and Fort Frostmoth (if you use the Bloodmoon version). All s...

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7277	Unboarable Rieklings	Gameplay	MMH	37-586	Neoptolemus	2009-04-06	----- Unboarable Rieklings by Neoptolemus - Bloodmoon Required ----- Ever wanted to knock one of those damn Rieklings off his bo...
7062	Improved Cursed Items	Gameplay	MMH	37-2870	Neoptolemus	2009-04-24	----- Improved Cursed Items by Neoptolemus ----- - This simple mod alters the 'BILL_MarksDaedraSummon' script that is attached to<...
6374	The Undead v3.0	Creatures	MMH	26-12754	Neoptolemus	2008-06-06	Adds 150 new types of undead enemies to the leveled lists of Vvardenfell, Solstheim, and the Mournhold Sewers. Every creature has its own unique mesh, thanks to the amazing power of NifSkope. The new undead will appear in the appropriate caves/tombs/dungeons, and also in exterior cells after dark.
6372	The Undead v2.2	Creatures	MMH	26-511	Neoptolemus	2009-04-06	----- The Undead v2.2 by Neoptolemus - Tribunal and Bloodmoon required ----- Adds 140 new types of undead enemies to the leveled lists...
6370	The Undead 2.0	Creatures	MMH	26-246	Neoptolemus	2009-04-06	----- The Undead v2.0 by Neoptolemus - Tribunal and Bloodmoon required ----- Adds 140 new types of undead enemies to the leveled lists...
6323	Ranked Dremora	Creatures	MMH	26-5880	Neoptolemus	2011-10-08	----- Ranked Dremora by Neoptolemus - Tribunal and Bloodmoon required ----- This mod completely overhauls the Dremora in Morrowind, ...
6255	Minions of House Dagoth	Creatures	MMH	26-12820	Neoptolemus	2008-07-19	This mod adds 21 new creatures and 22 new NPCs to the Sixth House, Ashland and Red Mountain leveled lists. All creatures have new meshes, and high level Dreamers use a retextured set of Sixth House armour and weapons. Some of the creatures carry new blight diseases, which will kill or seriously m...
6170	Dogs of Morrowind	Creatures	MMH	26-7827	Neoptolemus	2003-09-29	Using the Bloodmoon wolf mesh, this mod adds dogs to various towns to give more life to the game. They just wander around the place looking cool. Goes well with Cait's Critters Unleashed. Pretty cool to watch the dogs walking up and sniffing the chickens Dogs have b...
1763	Mummified Dunmer Unbandaged!	Items	MMH	46-7785	Neoptolemus	2003-09-09	Adds random Dunmer mummies to the urns in the tombs across Vvardenfell (like the ones in the Caverns of the Incarnate) It uses leveled lists, so there's a one in five chance you'll find one of 6 types of mummy when you check inside an urn. Collect them all. []...