

ID	Name	Category	Site	Link	Author	Date	Description
13514	Voiced Vivec and Yakety Yagrum	Sounds	Fliggerty	*622	Trainwiz	2012-02-11	Both Vivec and Yagrum Bagarn have voices. However, for whatever reason, Bethesda did not include these voice files in the game. They exist, but are not in. This mod rectifies that, and adds in their missing voices. Yagrum now greets the player, will ramble when not doing anything else, and screa...
13460	The Morrowind Strut	Trainwiz	Fliggerty	*620	Trainwiz	2012-02-11	This mod will add a pair of shoes to Curio Manor in Vivec, called "The Shoes of Extravagant Swag" If the player walks around in them, they will play the Bee Gee's "Stayin Alive" This is obviously inspired by this video....
13408	Turenyulal Redone	Dungeons	Fliggerty	*1011	Trainwiz	2014-02-09	Despite Darknut's GDR doing a wonderful job of overhauling some of the Sixth House Citadels, he missed a few. So, I decided to undertake the massive task (and by that I mean spend three hours of downtime) of redoing some of the other citadels. This is Turenyulal Redone. Features: -Two cells ...
13339	Deus Ex Machina: A Steampunkyish Mod	Landmasses	Fliggerty	*619	Trainwiz	2012-02-11	For centuries the enormous city of Omicron has lived in technological peace, stumbling through their problems and generally living happily. That is of course, until a plague hits the city and an enormous trans-dimensional gate opens up in the center, unleashing an army of malevolent bureaucratic r...
13296	Object Duality	Items	Fliggerty	*623	Trainwiz	2012-02-11	This mod is your tradional treasure hunt mod. It adds various powerful or otherwise semi-useful Weapons and armors, and places them in random locations throughout Vvardenfell. Except there's a twist. All of the artifacts suffer from 'Object duality', in other words, they look like something use...
13210	Versus Vivec	Gameplay	Fliggerty	*993	Trainwiz	2013-12-31	With all the new mods coming out that overhaul Morrowind's final bosses and dungeons, Vivec has found that he's been left in the dust compared to the likes of Dagoth Ur and Almalexia when it comes to combat. So, I've taken the liberty of overhauling old Vehk into a boss fight for the ages, with n...
13171	Main Quest Enhancers	Quests	Fliggerty	*621	Trainwiz	2012-02-11	Ever thought that the main quest lacked a certain atmospheric quality? Didn't like that despite the ravings of the Sixth House getting stronger, you really didn't see them DO anything? Well MQE is my attempt to change that. It adds several plugins that will, as the main quest progresses, begin to...
11697	Deus Ex Machina Patch 1.2	Resources	MMH	55-15540	Trainwiz	2017-07-30	No readme. Just the title to go by.
11696	Deus Ex Machina Walkthrough	Resources	MMH	55-15541	Trainwiz	2017-07-30	Text file for DEM walkthrough.
9942	Main Quest Enhancers	Quests	MMH	68-6828	Trainwiz	2011-12-27	Ever thought that the main quest lacked a certain atmospheric quality? Didn't like that despite the ravings of the Sixth House getting stronger, you really didn't see them DO anything? Well MQE is my attempt to change that. It adds several plugins that will, as the main quest progresses, begin to...
9866	Deus Ex Machina, Beta	Quests	MMH	68-6189	Trainwiz	2008-07-30	Finished the main quest? Always thought the game was a bit too easy? Always wanted something with a bit more steam? Well then, welcome to Deus Ex Machina, a steampunkyish mod, full of robots, trains, and insane stuff. What started as a small mod by me grew i...
9865	Deus Ex Machina Patch 3.6	Quests	MMH	68-15542	Trainwiz	2017-07-30	No readme. Just the title.
8443	Bound Weapon Replacer	Models and Textures	MMH	56-6855	Trainwiz	2012-03-04	This is a simple replacement for all vanilla bound weapons. I found that there was no replacer for anything like that, so I decided to do one myself. The following weapons are replaced: -Bound Spear -Bound Battleaxe -Bound Longsword -Bou...
3490	Voiced Vivec and Yakety Yagrum	Sounds	MMH	76-6812	Trainwiz	2011-11-09	Both Vivec and Yagrum Bagarn have voices. However, for whatever reason, Bethesda did not include these voice files in the game. They exist, but are not in. This mod rectifies that, and adds in their missing voices. Yagrum now greets the player, will ramble when not doing anything else...

Id	Name	Category	Site	Link	Author	Date	Description
3435	The Morrowind Strut	Sounds	MMH	76-14414	Trainwiz	2011-12-24	This mod will add a pair of shoes to Curio Manor in Vivec, called "The Shoes of Extravagant Swag" If the player walks around in them, they will play the Bee Gee's "Stayin Alive" This is obviously inspired by this video. Changelog:-Added an am...
1868	Object Duality	Items	MMH	46-14105	Trainwiz	2010-10-14	This mod is your tradional treasure hunt mod. It adds various powerful or otherwise semi-useful weapons and armors, and places them in random locations throughout Vvardenfell. Except there's a twist. All of the artifacts suffer from 'Object duality', in other words, they look like somethin...
950	Deus Ex Machina: A Steampunkyish Mod	Landmasses	MMH	48-6552	Trainwiz	2010-09-19	TRAILERS: ----- Changelog:1.1 -Added a few missing icons for the end boss, shhh! 1.2 - Trouble with a door was reported, and fixed 1.3 - Added a Dwemer Submari...