

ID	Name	Category	Site	Link	Author	Date	Description
13074	MSG: Misc Specialty Goods	Miscellaneous	Fliggerty	*667	Wildman	2012-07-02	MSG: Misc Specialty Goods A mod for The Elder Scrolls III: Morrowind by Wildman Summary: This adds several new shops placed across the land featuring a variety of new meshes, community resources, and vanilla pieces used in new ways. The Shops: :
12543	TL_Cellar Tileset v1.0	Resources	MMH	55-10563	Wildman	2006-04-27	TL_Cellar_tileset by Wildman aka Trey Leavens Inspired by a request from Craigor I built a cellar door entrance for the exterior of houses, which then needed an interior piece for the way back out, so came into being a si...
12188	Creepy Trees	Resources	MMH	55-2983	Wildman	2009-04-25	[http://treyleavens.webs.com/downloads.htm] http://treyleavens.webs.com/downloads.htm You guessed it- a resource for creepy trees released on the official forums. If anyone recognizes this let me know who created it. Modders resource only, no .esp file.
11504	Regional Mana	Tweaks	MMH	90-10674	Wildman	2006-07-14	Regions of wilderness have their own mana properties. in areas of high mana, you will have increased magicka but also increased weakness to it. In areas of lower mana you will have more difficulty casting spells but are more resistant to magicka. Now with optional Magick...
10964	WM Mace Flail	Weapons	MMH	98-11088	wildman	2007-02-24	Adds an animated blunt weapon both 1 and 2 handed versions. Purchase From Arille in Seyda Neen. watch a video here:
10676	Magic Slingshot	Weapons	MMH	98-13261	Wildman	2009-02-18	Slingshot summons it's own ammo at cost of magicka to the player. Magicka cost is determined by player stats of Intelligence, Willpower, Conjuration, Destruction, and Enchant. Between 5 and 10 per shot. Slingshot is available for purc...
9912	Immersive Spoilers	Quests	MMH	68-10814	Wildman	2006-09-26	Getting tired of finding the same leveled loot everywhere, but don't want to read a walkthrough or item location list? Then this might be for you. This mod will add a new topic with vague but exact locations of special items throughout the game.
9392	WM Revolver	Models and Textures	MMH	56-11084	wildman	2007-02-22	A barrel is next to the basement door of Arille's trade house with the gun sitting on top of it. Equipping the gun adds 6 bullets to your inventory, equip the bullets to shoot. It is scripted so you cannot have more than 6 bullets at a time. It is technically a bow, so it ...
9383	Wildman's Skooma Texture	Models and Textures	MMH	56-12414	Wildman	2007-12-04	Hi-RES Skooma Bottle Texture.
9382	Wildman's Creature Statue Pack	Models and Textures	MMH	56-10924	Wildman	2006-12-13	Modders Resource. Not in game. Several Morrowind creature statues. Made from original morrowind creatures and converted into static meshes to be placed in the game using the Construction Set. ash ghoul, ash slave, ash zombie,
9129	Sotha Dicer - Static	Models and Textures	MMH	56-11684	Wildman	2012-09-16	single nif-no readme
8917	Namira Statue	Models and Textures	MMH	56-11683	Wildman	2012-09-16	single nif-no readme
8598	Ebony Firesword	Models and Textures	MMH	56-10815	Wildman	2006-09-26	An ebony longsword recolored red with Ameals's particle effects added to it. Included with this resource is a simple ESP plugin that puts it in a Daedric Shrine, i won't say which one, you'll just have to find it. GMST's removed.
8586	Dwemer Chainsaw	Models and Textures	MMH	56-11685	Wildman	2012-09-16	Resource files for 1 Dwemer Chainsaw (Mesh, Textures, & Icon). No readme or esp included.
8519	Dark Brotherhood Goggles	Models and Textures	MMH	56-11085	wildman	2007-02-22	Gives the Dark Brotherhood Assassins a random chance of wearing full faced helm, Cap w/ goggles, or just goggles. The goggles and cap are made to fit Dark Elf males. **Will not fit most other races** Conflicts ...

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6609	Skeleterra	Dungeons	MMH	31-12475	Wildman	2008-01-15	An underground dungeon featuring new skeleton creatures including a Lich Queen using Amelexia's animation, Skeleton Spearmen using Hircane's animation, Lingarn's particle effect mage skeletons, Elim's Pirate Skeletons, and more.
6424	WM Kitty	Creatures	MMH	26-11682	Wildman	2012-09-16	This is an edited wolf from bloodmoon, made to resemble a cat. I have not finished work on it as I would have liked, but due to RL I most likely never will. There are some seam issues and the head has no morph animation. Because this will require more time to fix I have released this as/is as a r...
6423	Wildman's Skeleton Additions	Creatures	MMH	26-12990	Wildman	2008-10-26	Adds seven new skeletons to leveled creature lists. From the Skeleterra dungeon mod this includes the Imperial Guard and Archer Skeletons, Dragonscale Soldier Skeleton, Barbarian Skeleton, Spear Skeleton (using Hircane's Animation), and Lich Queen (Using Almalexia's Anima...
6174	Dragonfly	Creatures	MMH	26-6404	Wildman	2010-02-17	Adds a new dragonfly creature to the cliffcracer leveled lists. The dragonflies are passive and won't attack unless provoked.
6009	Ninja Girl, Kumiko's Revenge	Companions	MMH	24-10491	Wildman	2006-03-15	This mod adds a companion NPC, a young ninja girl named Kumiko, who's parents were assassinated in a conspiracy that included the Dark Brotherhood and the Camonna Tong and she will try to get you to help her get revenge. New version 1B (I didn't change enough to justify a new version ... Newest Version Ninja Girl Companion v1B.rar Addon for teleportation to Sniper-Daria's Japanese House
5528	Better Fitting Gloves	Clothing	MMH	21-11081	wildman	2007-02-21	A simple mesh replacer that stops the expensive and extravagant gloves from clipping through robes. Clipping still occurs with Hurdy Gurdy and NioLiv's robe meshes.
4937	West Gash, Guild of Mages	Buildings	MMH	15-12685	Wildman	2008-04-25	This was one of several interiors originally made by me for Adras, for his Ravenhold Castle Mod. Work has apparently ceased on that mod. I particularly like this guild hall that I spent a couple of days building, so I have re-worked it into a stand alone mod. First I wa...
4131	Wildman's Unique Creeper	Stores and Merchants	MMH	80-11594	Wildman	2007-10-12	Replaces the creeper with a retextured version to make him different than the other scamps. He wears better clothes and has glow-mapped eyes. 3 different esp's are included, choose only ONE of them. 1. Purist esp: changes no sta...
2981	Clanfear Playable Race	Races	MMH	70-11033	Wildman	2007-02-01	Playable Clanfear Race str 40....int 20....will 40....agi 50 spd 40...end 50..per 40....luc 30 sneak 10 athletics 10 hand2hand 10 acrobatics 5 unarmored 5 conjuration 5
153	Nirnroot	Alchemical	MMH	1-12423	Wildman	2007-12-11	Based on the Oblivion quest, "Seeking your Roots" Find Nirnroot and trade it for an Elixir of Exploration Unlike Oblivion, Nirnroots are normal plants that respawn ingredients over time. However there are fewer in game. To start the quest, find a nirnr...