| Id | Name | Category | Site | Link | Author | Date | Description |
|------|---|---------------------------------|------|----------|--------|------------|---|
| 9837 | Broken Glass - A Tale of Hope | Quests | ММН | 68-8662 | clone | 2003-02-15 | Your best friend is missing. you have only little clues and people who may know something. Every turn of this quest leads to another clue to the question. where is your lost friend? Follow the trail of clues and find your friend before it is too late. Early |
| 6505 | Exile: Spirits of the Underworld v1.0 | Dungeons | ММН | 31-2656 | Clone | 2009-04-24 | Exile: Spirits of the Underworld is a underground world for The Elder Scrolls 3: Morrowind. The player will be able to experience a underground world of cities, dungeons, tombs, and much more. Travel lower into the depths of Exile and find creatures you will not want to meet again. The exploratio |
| 6158 | DaggerPet v1.0 | Creatures | ММН | 26-4747 | Clone | 2009-05-12 | DaggerPet version 1.0> Where to unzip the "daggerpet.esp" file Bethesda Softworks\Morrowind\Data Files > What is this again? DaggerPet is an pack animal plugin for The Elder Scrolls 3: Morrowind > How do I get to t |
| 5582 | Easter Mod | Clothing | ММН | 21-14888 | Clone | 2013-07-30 | Easter Message from clone I wish the entire Morrowind community a happy and wonderful Easter! This mod is just a little present I put together with the help of two other great modders. Keep safe and have fun! This mod adds two new bunny robes and a HUGE Easter Egg which can |
| 4882 | Snow Wolf Trading Post | Buildings | ММН | 15-10386 | Clone | 2006-02-02 | A new trading post on the port by Fort Frostmoth. When you get off the boat you should see it right away. This trading post has items that you would have to travel to buy, well not anymore! |
| 3819 | Khuul Resort v1.0 | Townd and town Expansions | ММН | 87-12283 | Clone | 2013-03-07 | This is just a resort for your character to get away from all the jobs and tasks you are requested for. Take a break from it all. Sit in a nice hot tub or store items in your new resort. Watch the water move back and forth, search for pearls, hunt for fish, and have a bunch of fun |
| 2265 | Sky Ship Mod v1.0 | Houses | ММН | 44-8667 | Clone | 2003-02-17 | A mod I made just for fun and it turned out really well. This is an entire floating ship in the sky with a whole home inside it. It even has rockets in the back with loads of power and plenty of storage. This sky ship has a kitchen, bedroom, magic area, storage, and a fireplace with a bottom leve |
| 2139 | Sea of Destiny: Gold | Landmasses | ММН | 48-3845 | Clone | 2009-05-12 | - 600+ new cells of land, located here -over 300 new unique npcs -grand capital of Regar with over 200 buildings -About 20 new armors, 40 new weapons, 20 new books, + new misc items -ancient pyramid -a grand size forest Features in Gold upgrade -complete s |
| 2138 | Sea of Destiny: Frost Fall v1.0 | Landmasses | ММН | 48-3847 | Clone | 2009-05-12 | Sea of Destiny: Frost Fall the first expansion to Sea of Destiny. Frost Fall adds on a complete new island covered in snow off the coast of SoD. Explore a human stronghold with huge stone walls surrounding it or the huge forest. Frost Fall also offers a hunter village, barbarian outposts, ancient |
| 2137 | Sea of Destiny: Complete | Landmasses | ММН | 48-3856 | Clone | 2009-05-12 | Overview Sea of Destiny is a year long mod project for the game "The Elder Scrolls 3: Morrowind." It offers the player a complete new experience by adding new tons of new content to your game. Around 400 new cells of land to explore, a bunch of new armor, clothing, and weapons, even complete |
| 1388 | Ice Den | Houses | ММН | 44-10385 | Clone | 2006-02-02 | Well I was bored of looking around for a Bloodmoon house, so I made one :) My Ice Den is located by Fort Frostmoth on the island of Solstheim. It contains a forge, kitchen, storage, bar, mini waterfall, and alot more! I Hope you enjoy it :) |
| 884 | DaggerWood v1.0 Beta | Landmasses | ММН | 48-12206 | Clone | 2013-02-11 | It features 3 new islands where are located in the Bitter Coast -2,-12 region. Each island has a different elvish race on it. (Dark, High, and Wood Elf) On top of every island is tents on huge mushrooms surrounded by lots of pretty trees. Each mountain is connected by bridge. There is also a elf |
| 883 | DaggerMoon v1.0 beta | Landmasses | ММН | 48-3859 | Clone | 2009-05-12 | DaggerMoon version 1.0 BETA> Where to unzip the "daggermoon.esp" file Bethesda Softworks\Morrowind\Data Files > What is this again? DaggerMoon is an island plugin for The Elder Scrolls 3: Morrowind > How do I get t |
| 882 | DaggerHouse v1.0 | Houses | ММН | 44-3495 | Clone | 2009-05-12 | DAGGERHOUSE version 1.0> Where to unzip the "daggerhouse.esp" file Bethesda Softworks\Morrowind\Data Files > What is this again? DaggerHouse is an house plugin for The Elder Scrolls 3 : Morrowind > How do I get to t |

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| 880 | Dagger v1.0 | Landmasses | ММН | 48-3460 | Clone | 2009-05-12 | |
| 666 | Bloodmoon House : ICE DEN | Houses | ММН | 44-12199 | Clone | 2013-02-10 | Well I was bored of looking around for a Bloodmoon house, so I made one :) My Ice Den is located by Fort Frostmoth on the island of Solstheim. It contains a forge, kitchen, storage, bar, mini waterfall, and alot more! I Hope you enjoy it :) |
| 543 | Balmora Fish House v1.0 | Houses | ММН | 44-12318 | Clone | 2013-03-14 | Years ago a man named Jobe set out for the city of Balmora to seek riches and start his own shop to sell weapons and armor. People did not like him and said outlanders aren't welcome. He become very sad and said to the people he will become one of the richest in this land someday! He moved o |