

ID	Name	Category	Site	Link	Author	Date	Description
3522	wolf9653 clothing	Beta	MMH	7-2348	Unknown	2009-04-24	
3521	wolf9653 clothing	Beta	MMH	7-2397	Unknown	2009-04-24	
3520	Wizardly Staves v0.92beta	Beta	MMH	7-2361	Unknown	2009-04-24	
3495	Well Diversified	Beta	MMH	7-15575	Slartibartfast	2017-09-14	Well Diversified Beta Despite having created several types of architecture, Bethesda only created one well which was for the nord set, the appearance of which can be quite jarring when set amid architecture of different types. To rectify this i have created variations of the wel...
3493	Way of the Hunter	Beta	MMH	7-9504	Amazing_Amoeba	2005-04-14	What it does is try to make the hunting trade much more profitable and exciting, by making the hides, pelts, hearts, skin, tusks, etc, more expensive. It also adds a Hunter's Den in Solstheim Region, south of Raven Rock, right besides the water to the right side of the "lake". I...
3484	Vile	Beta	MMH	7-2353	Unknown	2009-04-24	
3481	Viera	Beta	MMH	7-11337	Dan deLyon	2007-07-03	Adds three female-only races plus associated classes and birth signs. Changelog:Improved color match of ears. Added missing birthsign graphics.
3479	Vertical Limit Climbing Mod 0.5	Beta	MMH	7-2213	GhanBuriGhan	2009-04-24	Vertical Limit climbing mod Beta release v. 0.5 A mod for The Elder Scrolls III: Morrowind &#...
3478	Vault of the Great Cat	Beta	MMH	7-2388	Dangleberry	2009-04-24	Premise: Rumour has it that with the recent receding of the waters around Vivec, a strange entrance has appeared. It is supposedly the entrance to the ruins of an Ancient Khajit Kingdom, but could there really have existed such a place in the Dark Elf territory of Morrowind?
3475	UWBETA	Beta	MMH	7-2387	Chad Cottle	2009-04-24	Welcome to the Utlima Underworld 1 MOD for Morrowind!
3474	uvirithawakenedinprogress	Beta	MMH	7-2396	Unknown	2009-04-24	
3473	Uvirith Awakened Beta	Beta	MMH	7-14930	Team Uvirith (DopeHatMan, Vorwoda, Grumblepunk et al.)	2013-08-24	Uvirith Awakened is the third generation in Tel Uvirith mods. First were Uvirith Unleashed and Uvirith Vault. Those were combined (and made compatible) with a lot more stuff to become Uvirith Inside. Awakened is an extension of Uvirith Inside, it expands the tower even more, gives more...
3470	Updated City of Thieves v1.0 BETA	Beta	MMH	7-1286	Patrograd	2009-04-06	This mod is the second in a series of 8 mods based on the island of Annastia, expanding on my earlier DeathTrap Dungeon. The mod adds considerably to that landmass, adding a small village and the large city of Port Blacksand, as well as somehitng like 70 unique NPCs, two main quest series, a join...
3467	Underwater Mod	Beta	MMH	7-6328	Sladle	2009-11-17	A work in progress mod, aims to make the sea of Vvardenfell so much more interesting. Currently it - Adds a shipwreck, The Lady Farl, off the bitter coast. Its a treasure ship so there's good loot. Adds some dialogue, latest rumours, about...
3466	Under Red Mountain v2	Beta	MMH	7-7129	Lidicus	2012-07-28	***** Under Red Mountain v.2 (this was the name of a mod i was making but i got stuck on making monsters for it and now i'd need more than abit of help with) by li...
3462	UG Esp Beta v1.02	Beta	MMH	7-2360	Unknown	2009-04-24	
3461	UG	Beta	MMH	7-2355	Unknown	2009-04-24	
3460	TwinLampsv0.8a 0702	Beta	MMH	7-2375	Unknown	2009-04-24	
3454	Tribunalremixbeta	Beta	MMH	7-2357	Unknown	2009-04-24	

ID	Name	Category	Site	Link	Author	Date	Description
3451	Treasure Island	Beta	MMH	7-10198	Indiana Bones	2005-10-23	Ever wanted to set sail to find new land or something.. well this mod adds one lost island with treasures. I hope more will appeare in the future.. I would appreciate feedback, and I am looking for people to create an new exterior :-S and a quest..and new i...
3450	Traveling Merchants v1.2 beta	Beta	MMH	7-8350	GhanBuriGhan	2002-08-15	This mod adds "travellers" to Morrowind, NPC's that actually move between towns on scripted routes. This will hopefully add a little life to the roads and provide new rolplaying opportunities. There are 7 travelers in this release, all located in the western part of Vvardenfell: 4 merchants...
3447	Thu'um	Beta	MMH	7-5611	cdcooley	2011-06-16	The Elder Scrolls III: MORROWIND Tribunal and Bloodmoon Expansions Required Thu'um 0.9 Proof of Concept Plugin ...
3432	The Khajiit Shield	Beta	MMH	7-12354	Dave Foster	2013-03-20	I've been playing around with 3dsmax for a few days after doing a couple of the tutorials. I decided to jump in at the deep end and try modding a shield, so I looked for one that I never found in the game and came up with the Eleidon's Ward. This is a nice looking shield with a picture of what lo...
3431	The Imperial Dwarven House	Beta	MMH	7-10230	Sir_John	2005-11-13	This mod adds a lovely Imperial styled house on the balmorian brige , just outside the town. It has been built on a ancient dwarven ruin , Machutta , of which a book can be found in your library. This house has an imperial style; bar , 2 bedrooms , alchemy ...
3425	The Ecastic Plane	Beta	MMH	7-2369	Unknown	2009-04-24	
3418	Tel Autochthon v0.2	Beta	MMH	7-14811	NewtC	2013-06-12	Tel Autochthon is a massive tower, added to the game (but still in testing). To get directions to Tel Autochthon, simply ask any Telvanni about latest rumors. Note that this will only work when their disposition is higher than 50, plus, they have many other responses possible, so just keep asking...
3417	Tel Autochthon	Beta	MMH	7-12460	NewtC	2008-01-05	This is a mod that adds a huge telvanni tower to the game. This is a work in progress version. The quest is still not complete, but is extended. Tel Autochthon's directions are obtainable through asking telvanni about latest rumors. (This may take many diferrent telvanni.) The arena in the tower ...
3412	Tales of Symponia: Twin Blade Weapon	Beta	MMH	7-9680	Jin Atsuko	2004-08-06	This is the weapon that Lloyd Irving from Tales of Symponia uses, it has very well balanced stats. Also this is the first model i have released to the public. ALOT more info in the readme....I hope you like it! Note:The hilt, and its texture will be corrected by the re...
3405	Summoner's Menagerie	Beta	MMH	7-8151	Wolf D'Argent	2002-12-11	This mod is geared towards those of a higher level that enjoy the conjuration skill, but hate the uselessness of conured creatures at higher levels, since anything you are fighting will be able to kill your summoned creature in one hit. This, hopefully alleviates this b...
3404	Static Replacements	Beta	MMH	7-7634	Sendai45	2005-03-23	This is just a trial version of a project I'm thinking of taking up. When finished, all static furniture will be replaced with items that can be picked up, moved and sold like other miscellanous items. Currently, only the rugs have been replaced. They haven't been assigned o...
3403	StarWarsJKABeta1	Beta	MMH	7-2392	Unknown	2009-04-24	

Id	Name	Category	Site	Link	Author	Date	Description
3402	Star Wars Episode 1 The Darkness of Tamriel	Beta	MMH	7-11603	The_Avenger	2007-10-19	Star Wars realm has been added to Morrowind. What do you think of that? I've added 3 new places to explore, about 20 or 30 new quests, 2 playable factions from Star Wars, 2 new playable Classes from star wars and the best of all 1 new weapon from Star Wars: The Lightsaber.
3398	Spell Books Beta	Beta	MMH	7-10095	Torlax45	2005-08-30	The is a beta for spell books. It adds over 70 books to the world of Morrowind. As long as you have the book in your inventory you get the spell. Others are enchanted. This is a beta so all the books are buyable in Seyda Neen. Please give me your ideas and thoughts.
3397	Spadafora Manor	Beta	MMH	7-10063	Pegasus1820	2005-07-27	Adds a nice house above Balmora
3390	Sneak and Stun	Beta	MMH	7-76	Balor	2009-04-06	Adds stunning and crippling blows to hand to hand combat. Great mod for Monk players. It messes with some old Morrowind Seyda Neen scripting, so customer beware. (It only affects NPCs in Seyda Neen Arrielle Shop, Imperial Guards, and test Cell - you will not miss it.)
3389	SnakeBitten Island - Beta	Beta	MMH	7-2381	SnakeBitten	2009-04-24	
3388	SM63 Angel v09D beta-test	Beta	MMH	7-2364	Unknown	2009-04-24	
3382	Skill Reorganization and Experience	Beta	MMH	7-15381	Tfckmk988	2015-07-26	Changed what skills increase what ability scores as well as changing how much experience you get for using a certain skill Skills are distributed in the following way Strength: Armorer, Axe, Long Blade, Spear Endurance: Block, Hand To Hand, Heavy Armor, Medium Armor Willpower:...
3378	Silgrad Tower Beta TWO (Build1.2.001) update	Beta	MMH	7-2373	Silgrad Tower Team	2009-04-24	
3377	Silgrad Tower Beta TWO (Build1.2.001)	Beta	MMH	7-2347	Silgrad Tower Team	2009-04-24	
3376	Silgrad Tower Beta THREE (build1.3.287)	Beta	MMH	7-3609	Silgrad Tower Team	2009-05-12	This mod is the beta 3 version of a project called Silgrad Tower. We are in the process of creating a story driven expansion on the great game of Morrowind™ (by Bethesda). The city of Silgrad Tower is located near the western most border of Morrowind and was in older times used as a militar...
3373	Sextants v1.0 beta	Beta	MMH	7-2389	Abot	2009-04-24	Among the items brought to Morrowind by the empire, sextants are perhaps the most valued... especially by pawnbrokers who eagerly try to buy them from any drunken imperial sailor they meet To use a sextant, equip it and press sneak Tribunal/Bloodmoon engine require
3371	Secret Window, Secret Garden	Beta	MMH	7-6706	Chaka ZG	2011-03-17	Secret Window, Secret Garden Author: Chaka ZG Info: Replaces Common Diamond windows with bump mapped ones. V.1 contains a pack with high res textures while V.2 pack has bump maps based on stock textures. Thus I highly reco...
3364	Scripted Necromancy	Beta	MMH	7-10228	Nemidaelius	2005-11-11	This version of scripted necromancy is revised for balance after spending some time using it. The mod now allows for casting spells during the incantation, it will just be harder. When playing an entirely magical character I found I couldn't start combat after...

ID	Name	Category	Site	Link	Author	Date	Description
3352	Role-Playing Jobs, Seyda Neen Demo	Beta	MMH	7-10074	Cliffworms	2005-08-07	The whole concept of Role-Playing Jobs is to allow the player to make money the honest way: getting a job and working in that job. This is a demo version of what is coming. The demo only allows you to work in six different jobs, while the full plugin will allow you to w...
3351	Roflman's Minor to Major mod	Beta	MMH	7-13460	Roflman	2009-06-07	It adds expansions to every town but the only town I've done is Seyda Neen. None of the Required mods are on the site so search them. The ReadMe will tell you. Changelog:Nothing yet
3347	Ren's Arms and Armory beta	Beta	MMH	7-13687	Sage of Lightning	2009-09-24	This adds a shop in suran for discerning moogle customers, NPCs will refit your standard armor to fit your unique physiology(boots only in the beta). There is also an NPC to re-size unique items and a merchant sell moogle and other whimsical weapons. Warning this mod is n...
3332	Propylons In Towns	Beta	MMH	7-14164	TheUnendingMods	2010-11-24	This mod adds a building south of Ebonheart that contains 6 propylons to Firewatch, Balmora, Sadrith Mora, Mournhold Temple, Port Telvannis. I will add more propylons later. Please comment & rate. -----...
3331	Project Feminine Attire BETA 1.0	Beta	MMH	7-2280	IggyEGuana	2009-04-24	A BETA version plugin for Morrowind version 1.2.0722. WARNING! This is a BETA version. It is incomplete. This BETA adds: Some of the new female version clothing. An NPC to the Wolverine Hall courtyard. The COMPLETE "Black Jumpsuit" set...
3318	Playable Dawn, Companion,and Equipment-Update	Beta	MMH	7-527	Korana	2009-04-06	*****Playable Dawn, Companion,and Equipment BETA***** ...
3317	Playable Dawn, Companion,and Equipment	Beta	MMH	7-615	Korana	2009-04-06	*****Playable Dawn, Companion,and Equipment***** □...
3312	Pirate PPlugin : Micro-beta 3-23-2004	Beta	MMH	7-5879	Smite_Pligh a.k.a. Biagio Virde	2011-10-08	As it stands now this is the micro-beta version. most obviously because of the boots. also the fact that their is currently no plot and all of the meshes are pretty much second rate. The two things of note are that the larger hook is a shield which doesn't unequip when you switch to ha...
3213	Packguar Advanced	Beta	MMH	7-6924	Stuporstar	2012-05-19	* Packguar Advanced Beta by Stuporstar Contact: SarahDiMento@gmail.com * Requires Tribunal ***...
3200	NPC Gladiators Beta(sitscript fix)	Beta	MMH	7-2385	Unknown	2009-04-24	
3199	NPC Gladiators Beta	Beta	MMH	7-2395	Unknown	2009-04-24	
3198	NPC Enhanced	Beta	MMH	7-8309	Horatio	2005-05-22	NOTE 1: this mod contains Wakim's tweaks to NPC Flee AI. These values were taken from Wakim's Game Improvements. A fantastic mod. It will cause NPCs to flee when badly injured. NOTE 2: I highly recommend using Morrowind Comes Alive (MCA) and PirateLord's Cre...
3195	NonSquare Demo	Beta	MMH	7-9669	Oom Fooyat	2005-04-13	One thing that I find annoying when playing Morrowind is the squareness (or rather rectangularity) of most indoor environments. This mod gives you an alternative to the square corners. The actual resource is six small nifs mainly intended be used when building rooms and...

Id	Name	Category	Site	Link	Author	Date	Description
3184	Myrth'Eras City	Beta	MMH	7-9860	DeathGuardian	2004-09-23	Myrth'Eras is a splendid city located a few miles south of Mournhold. You can only access the docks by taking a boat from Vivec, High Fane. The city is an interior-Mournhold-style place. This is only a part of the whole 5-area town. Any feedback is welcomed.
3181	MWE Sneak Eye beta	Beta	MMH	7-345	Halo	2009-04-06	Halo's MWE Sneak Eye** beta Morrowind TESIII Requires Morrowind Enhanced Grants you a small bonus to your night-vision while in stealth mode. The bonus is dependent on your stealth skill and proximity to light sources, very useful for thief charac...
3178	Museum BETA	Beta	MMH	7-2379	Girdag Fireskull	2009-04-24	The Morrowind Museum of Arms and Armour BETA version.
3177	Mournhold Zoo	Beta	MMH	7-13341	unknown	2009-03-27	The zoo is located in Mournhold Reception area and is down the hallway near the Emperor's Chambers. the zoo includes 8 cells with an animal in each, a feeding area with a few animals, a large animals area and a shop to buy ingerdients which were collected from the animals.
3176	Mournhold Farms	Beta	MMH	7-1256	Unknown	2009-04-06	This mod adds a new, unfinished landmass outside Mournhold. To get the new landmass, go to plaza birindisi dorum and then exit via the Mournhold Gates.
3169	Morrowind Inhabitants	Beta	MMH	7-2366	Unknown	2009-04-24	
3168	Morrowind Inhabitants	Beta	MMH	7-8232	Scruggs	2005-05-03	Ever feel like your character is the only person in all of Vvardenfell who ever actually does anything interesting? Ever feel like the entire world revolves solely around you, with NPCs simply waiting for you to come along and trigger a quest? Ever get bored with the predictability ...
3167	Morrowind Facelift Project	Beta	MMH	7-2045	Ninewords	2009-04-06	GENERAL DISCRPTION: This mod adds the TELVANNI TRADING CHAMBER and the VIVEC PRISON CANTON. WHEN YOU GET ARRESTED (choose "Goto jail/"Pay Fine") you are transported to the VIVEC PRISON CANTON. It also adds more detail to cities/settlements/towns, etc. DETAILED DESCRIPTI...
3166	Morrowind Achievements v0.5b	Beta	MMH	7-14304	Danjb	2011-05-19	This mod adds a Record Book that can be found in Caius Cosades' house in Balmora. This book can be used to keep track of various statistics that can be viewed in-game (a bit like those in Oblivion). In addition, it is now possible to unlock 30 achievements for accomplishing special tasks or any p...
3155	Modern Morrowind Teaser Plugin	Beta	MMH	7-14869	Alphasim	2013-07-16	A quick test of an early build of the Toa Apartments where your player starts. You can't leave, and the rest of the mod is edited out (for privacy reasons), so you can just explore the apartment building. This is an early build of the Toa Apartment building from the Modern Morrowi...
3154	mjy express	Beta	MMH	7-2378	Mighty Joe Young	2009-04-24	small beta mod ,as its just a working train,only one that is working ,not the best mod,but the first working one thx to madmax [horse script],it ready does ride,as it`s beta it doesn`t have the train sound yet,feel free to experiment with it and u can do a mods ,no need to ask me for p...

ID	Name	Category	Site	Link	Author	Date	Description
3149	Master Smith Irignor V1.0 Tribunal	Beta	MMH	7-2384	Ceren Eriadan	2009-04-24	Requires Tribunal. Seek out for Irignor, who knows his way with the enchantabilia of armor and weapons. Give him the proper ingredients and you're off to create your own legendary artifact ! Some of the ingredients are hard to get, however. V1.0.
3148	marcVampires v0.86 Beta	Beta	MMH	7-2365	Unknown	2009-04-24	
3129	LichRobe	Beta	MMH	7-2376	Unknown	2009-04-24	
3128	Koranas Closet BETA	Beta	MMH	7-2367	korana	2009-04-24	Korana's closet is a clothing store that contains: -Modified HG Robe Set 4 retextured robes. The Robes have been modified to fit Better Bodies 2.0 Specifically. A few with custom capes to fit the robes (also made by Junkmail) -A pair of fishnet nylong pants with short...
3123	Kirel's Illegal Summonings	Beta	MMH	7-2262	Kirel	2009-04-24	On the Xbox splashscreens we're warned not to summon creatures in towns, lest we be attacked by the guards - apparently they've relaxed their standards since then, seeing as how you can stroll through vivec with a squad of skeletons, a bunch of bonelords or a dremora/daedro...
3122	Kingdom Slayer	Beta	MMH	7-6487	Alan Jacobson, Kevin Heger	2010-06-18	This Mod adds an entirely new island off the coast of Morrowind where players can do complete a very difficult quest to own a very large castle. This castle is not ordinary though. Players will be able to showcase all of there own weapons and armor in specific showcases. There is a spot for nearl...
3108	Journal Enhanced Beta 2	Beta	MMH	7-2386	Unknown	2009-04-24	
3103	IslaEdenBeta101	Beta	MMH	7-2390	Unknown	2009-04-24	
3102	IronPlatypus's Scripted Spells	Beta	MMH	7-14467	IronPlatypus	2012-04-29	This mod adds 15 new spells, 9 of them with unique scripts that allows you to do things the way the game never intended you to be able to. To buy the spells, just visit Iron Platypus outside of th Census and Excise office in Seyda Neen. The spells ...
3100	Inscription 2.0 Beta 2	Beta	MMH	7-2356	Unknown	2009-04-24	
3099	ImprovedFollowers 1.2	Beta	MMH	7-2374	Unknown	2009-04-24	
3097	Improved Followers	Beta	MMH	7-7625	Lurlock	2005-04-10	Basically, I just took some script common to most companion mods and applied it to all of the characters who ever follow you in the game. The added script does three things:[list] Sets the speed of following NPCs to your own speed+85. This is enough for them...
3094	ice castle BM 01	Beta	MMH	7-2371	Strider	2009-04-24	
3091	HR DwemerTrapDevice 0	Beta	MMH	7-2370	OderWat	2009-04-24	Proof of concept module: Places a carryable trap device near the mages guild in balmora. Anybody who steps on it will be killed (dm 500). Pick it up from save distance and drop it anywhere. After dropping it will arm after 2 seconds! It explodes just once!
3090	Hochmeister Armor vAlpha 2	Beta	MMH	7-14764	Axel	2013-05-27	I have Tribunal and Bloodmoon installed on my system. So, the plugin should be GMST cleaned. I do not know so far how to do that properly. Please, find this metal crap on the ground to the West from the main game entrance at Seyda Neen. The textures are not finished yet. The stuff is not yet set ...

Id	Name	Category	Site	Link	Author	Date	Description
3081	Gratuitous Violence	Beta	MMH	7-14287	Wolvman	2011-04-25	Gratuitous Violence Beta V.1.3 Readme -----What does this mod do?----- The aim of this mod is to completely overhaul the combat system of Morrowind to be more deadly and realistic. Although this overhaul is focused on ...
3079	Golothia Island	Beta	MMH	7-2352	Unknown	2009-04-24	
3073	Ghostpath beta	Beta	MMH	7-7276	lastavenger	2012-08-22	Adds a high level (be warned) quest and dungeon to the game . Start looking in the Telvanni towns .
3070	Genetics- Creatures	Beta	MMH	7-11474	Druidus, Zeikku	2007-08-24	Every NPC has unique attributes, even those of the same race and level. Most creatures have unique attributes-- even their resistances and spell effectiveness will be randomized upon spawn. 5 diseases now will strike with varying degress of intensity. This co...
3068	Galiths	Beta	MMH	7-2363	Unknown	2009-04-24	
3060	Friends and Rivals	Beta	MMH	7-9802	Dok Enkephalin	2004-09-02	It's not v0.8 yet...This is Friends and Rivals v0.7 with the Bloodmoon dependency separated to an optional esp. A number of other fixes have been made, see the included FnR Changelog for details. Future versions of FnR will not include the NPC's inherited...
3059	Fort Orion	Beta	MMH	7-12739	titmeister	2008-05-30	Fort Orion: Not Much Here, Kinda Barren Very Near Raven Rock I designed the fort, used pre-exixting spaces to fill it in. Need more experience with building interior spaces If you want to change it, PLEASE do, I just did this up really...
3055	FnRv0.7	Beta	MMH	7-2391	Unknown	2009-04-24	This early beta of Friends and Rivals (v0.7) introduces what the classic RPG's have had, yet TES has lacked until now -- the adventuring party system. Assemble your team from a variety of characters and employ the perks of their skills.
3051	Fargoth	Beta	MMH	7-11025	Drackolus	2007-01-28	Play as fargoth! Commoner class, commoner birthsign (does absolutely nothing), and a barrel outside of the census and excise office in Seyda Neen that holds all of his possessions, including a key to his house. Also, for a touch of realism, two quests were deleted. The man in Arr...
3050	Fantasy Race Pack	Beta	MMH	7-14141	Zerozil!!!	2010-10-25	This adds three new races Giant: str 55 int 40 wil 40 agi 40 spd 40 end 45 per 40 luc 45 Female: str 50 int 40 wil 40 agi 40 spd 40 end 45 per 40 luc 45 Human: str 50 int 45 wil 45 agi 50 spd 50 end 50 per 50 luc 45 Female:...
3044	F.A.T.E.	Beta	MMH	7-5525	Deathbliss	2009-06-07	F.A.T.E. is the "Freedman's Association of Traveler's and Explorers". It is comprised of recently released or escaped slaves, ex-convicts, and other minorities who have banded together to make a life for ourselves by providing travel services to places other Caravaner's wi...
3032	Dynamic Leveling 1.1 Beta	Beta	MMH	7-12547	Stealaxe	2008-02-21	This is a mod intended for the casual player who is tired of planing levels. You skills directly increase your attributes while your major/minor skills will level you up just as usual. You can still reach level 70+ (max 75), get all your stats to 100 and can have up to 850 health and ...

ID	Name	Category	Site	Link	Author	Date	Description
3005	Detect Humanoid	Beta	MMH	7-10416	lyobovnik	2006-02-13	Allows the player to Detect NPCs, through Detect spells. Each NPC will now acquire a key and an enchanted item the first time they use a voice file. This makes them detectable in a unique way whenever both "Detect Key" and "Detect Enchantment" effects are active. In Morr...
3004	Delgant Mansion	Beta	MMH	7-8029	C-Cubed	2005-11-04	Adds a house to Caldera. Look for a new building near the north guard tower. Have fun with it.
2996	Dagoth Ur Makeover v0.10	Beta	MMH	7-2372	Unknown	2009-04-24	
2988	Curses	Beta	MMH	7-13620	Candlemaster	2009-08-23	Curses - By Candlemaster (Haydn V. Harach) Requires Tribunal Wip version 1.2 Installation: Place "Curses_wip.esp" in your "**/Morrowind/Data Files/" folder. When you start Morrowind, click on "Data Files" and check the...
2986	Crossblades	Beta	MMH	7-14194	Deridor	2011-01-21	This mod adds 3 powerful weapons, known as Crossblades. They are so named for their ability to leave an x or + shape upon a foe, by the way spikes are placed upon their guard. They are primarily a thrusting weapon. In addition to their base power, they have dreadful enchantments. []...
2985	Combat Redefined	Beta	MMH	7-14362	The Holy Wraith	2011-08-29	Created By: The Holy Wraith (This is my first mod Hope you Like It) I suggest you visit the tesnexus link
2979	City of Thieves v1.0 BETA	Beta	MMH	7-1292	Patrograd	2009-04-06	This mod is the second in a series of 8 mods based on the island of Annastia, expanding on my earlier DeathTrap Dungeon. The mod adds considerably to that landmass, adding a small village and the large city of Port Blacksand, as well as something like 70 unique NPCs, two main quest series, a join...
2962	Changes in Morrowind	Beta	MMH	7-13887	magno.souza	2010-03-17	My first mod, I hope you like it, I made small changes in the game, some enchanted items, added some NPCs and changed some stats on a few races, made some modifications to birth-sings too. I hope you like it, it's my first mod. Forgive my mistakes, I am Brazilian rs' []...
2958	Cap Remover	Beta	MMH	7-8701	Mephisto	2003-04-28	This mod will remove the limits on your attributes and skills, which allows you to specialize instead of becoming the standard 'master-of-all-trades'. This version also fixes: 1. all known bugs, 2. increases compatibility w...
2944	BodyBuilderBETA	Beta	MMH	7-2382	Jason Leigh Barnes	2009-04-24	This script allows the player to increase/decrease his stats by what he/she does. Only the physical stats are done at the moment. So this mod favors melee types.
2943	BoAbeta	Beta	MMH	7-2354	Mike Slusher	2009-04-24	Beta version 0.5 of the Bow of Attunement.
2942	BoA v.7beta	Beta	MMH	7-2368	Mike Slusher	2009-04-24	Beta version 0.7 of the Bow of Attunement. To use, add via console: Player->AddItem mls_attuning_bow_1
2934	Big Land v0.6	Beta	MMH	7-2351	Unknown	2009-04-24	
2933	BG-Better Vivec	Beta	MMH	7-2349	TSBasilisk	2009-04-24	Improves Vivec's textures and gives him his spear, Muatra.
2930	Better Bodies 2.0 Peasant Gowns Replacer BETA	Beta	MMH	7-5718	Korana	2011-10-02	These "Peasant Gowns" are full gowns, designed for use with Better Bodies 2.0. The gowns have full sleeves, full skirts, and bodices that tie up with a bow. This mod replaces some female outfits with the Peasant Gowns. It is mostly shirt and skirt combinations that have ...

Id	Name	Category	Site	Link	Author	Date	Description
2925	BB 2 1x SeamlessPatch	Beta	MMH	7-2362	Erstam	2009-04-24	This is part of the upcoming Better Bodies v2.2 release. It contains Erstam's seamless meshes (fixing the "seams" that appear on the models under certain lighting conditions, as well as a small hole in the armpit region), and new textures made by Fariel. It REQUIRES Better Bodies v2....
2921	Balmora West v2.1	Beta	MMH	7-12355	Dave Foster	2013-03-20	Balmora West mod...currently work in progress. Creates the village to the west of the mountains with access being through an old egg mine that was previously closed by the council after egg production was stopped and the miners laid off. Currently, there are eight dwellings in the village, althou...
2919	B S	Beta	MMH	7-2394	Unknown	2009-04-24	
2909	Army of Morrowind	Beta	MMH	7-9863	Eleco	2005-04-12	In this time in Morrowind the imperials rule most of varvendell.I thought that it would be fun if I could roam morrowind with superiority and pride with my own personal army.The army is not Uber and is made into three troop types: Knucklers,Guards and Archers. Each is a little advan...
2902	Appropriate Greetings	Beta	MMH	7-12586	Arcimaestro Antares	2008-03-08	In Morrowind, - even if you a leader of a faction, the lower ranking members still call you "outlander"; - The guards of that faction still tell you "I am an officer of the imperial law, move along!" - Npcs that you have met many times, still can tell you "Do...
2893	Alswyth Plantation beta v0.5.5b	Beta	MMH	7-12920	Melchior Dahrk	2008-09-09	This mod adds an interior (modded to appear as an exterior) called Alswyth Plantation. There are very few new meshes or textures added here, I know, I Know. New stuff is kewl but it is still amazing what you can do with vanilla Morrowind components. Just look at the screenies. The pl...
2892	almighty(new update)	Beta	MMH	7-2393	Unknown	2009-04-24	
2885	Advanced Lockpicking	Beta	MMH	7-10424	Burning Thunder aka bjorn	2006-02-17	When you use a lockpick (not a mod added or the skeleton key) a mini-game will start. It's pretty easy to understand after a while. See readme for the rules of the mini-game. Changelog:Follow this link for a full list of version changes on the official elderscrolls forums: ...
2884	AcolytesofUntoman	Beta	MMH	7-2358	Unknown	2009-04-24	
2882	abotWaterLifeBeta	Beta	MMH	7-2359	Unknown	2009-04-24	
2880	A Laguna Home Beta v1.0	Beta	MMH	7-2377	Unknown	2009-04-24	