

Id	Name	Category	Site	Link	Author	Date	Description
13397	Walled City of Balmora	Buildings	Fliggerty	*940	Hargreth, Arcimaestro Antares, Lucien Fairfax, WHReaper	2013-12-06	===== Walled City of Balmora 1.6c # Introduction This mod adds a wall around the entire city, with 5 guard towers...
13396	Visible Mournhold Temple	Buildings	Fliggerty	*696	Lendrik	2012-09-14	Visible Mournhold Temple v1.0 ----- Requirements: Tribunal Description: This mod makes the Mournhold Temple spires, as well as...
13395	The Doors - Caldera	Buildings	Fliggerty	*942	Arcimaestro Antares, WHReaper	2013-12-06	The Doors - Caldera, Walls 1.3 Introduction This mod adds some city doors to the city of Caldera and a few ...
13394	The Doors - Ald-ruhn	Buildings	Fliggerty	*941	Arcimaestro Antares, WHReaper	2013-12-06	The Doors - Ald-ruhn 1.4 Introduction This mod adds city doors to the city of Ald-ruhn and complete ...
13393	The City of Balmora	Buildings	Fliggerty	*1152	SYMBIOTE DINOSAUR	2015-09-30	This city overhual adds many details and buildings that I decided Balmora was lacking. Now Balmora is more detailed and has new buildings, however most of these new buildings are not accessable for the main reason that I hate doing the same interior over and over again, how I handled this is that...
13392	The City of Ald-ruhn	Buildings	Fliggerty	*1147	SYMBIOTE DINOSAUR	2015-09-03	This is a project I started to expand one of my favorite places in the game and make it into a city instead of a town. I used vanilla and Tamriel Rebuilt assets to accomplish my project. I believe this mod will help make Ald-Ruhn worthy of the Redoran name. Several buildings and interiors have ...
13391	Ruby Inn 1.0	Buildings	Fliggerty	*570	Crankgorilla	2011-10-26	Designed for Vos to be a little bit crazy, a crossroads of all peoples going to and from destinations. Many customers to interact with. The bar is stocked up with an excellent variety of beverages. It meant to be humorous and rough, like a location of this type would be. You get your own room if...
13390	Racer's Roost	Buildings	Fliggerty	*938	Baratheon79, Papill6n and WHReaper	2013-12-06	Racer's Roost 1.3 Introduction This mod adds a small tavern named the "Racer's Roost" in Hla Oad...
13389	Morrowind Redecorated - Balmora	Buildings	Fliggerty	*861	Lucevar	2013-07-16	Lore-friendly, atmospheric enhancements to many Balmora interiors, to reflect the personality and social status of their owners, make them feel lived in and in some cases, to give NPCs somewhere to sleep! Requirements: Morrowind Tribunal The mod uses some fu...
13388	More Inns	Buildings	Fliggerty	*939	LegoManIAm94, Spirithawke, WHReaper	2013-12-06	More Inns 2.1d Introduction This mod adds more places to rent a bed. You can now sleep at the fo...
13387	Illy's Bedspreads	Buildings	Fliggerty	*1108	Illuminiei	2015-05-16	"Illy's Bedspreads" by Illuminiei Version: 1.0 What the Mod does: A texture replacer for the bedspreads - and pillows (note: pi...
13386	Illy's Altered Altars	Buildings	Fliggerty	*1107	Illuminiei	2015-05-16	"Illy's Altered Altars" by Illuminiei Version: 1.00 1. Description: This is a mesh and texture replacer mod for the Imperial Cult Altars found in Morrowind, Solstheim and Mournhold As the altar is lower than the original and wider objects placed on the altar have been lowered and...
13385	Chronicles Immersive Chargen v2.24	Buildings	Fliggerty	*1179	EricBoyce1	2016-02-08	In this release, Chronicles Immersive Chargen v2.4 (Alpha Release) of this expanding city mod that seeks to give the player a new experience. It expands the town of Seyda Neen along the roadside. The city itself is very large. There is are new guards and prisoners to the Imperial Prison Ship, Doc...
13384	Census and Excise Office Quarters	Buildings	Fliggerty	*1055	cml33	2014-07-30	This mod adds a lower level to the Census and Excise Office containing quarters for Socucius Ergalla and the imperial soldiers in Seyda Neen. The mod also adds an imperial smith who sells and repairs weapons and armor. I tried to keep changes to the original "Seyda Neen, Census and Excise Office...
13383	Cavern Ruins 2.0	Buildings	Fliggerty	*714	Blackened Angelwings	2012-09-27	Everything you need to know is in the Readme, this modd is recommended for low level players without a stronghold. This mod is currently going through an update phase for all known bugs as well as some new addons to completely change it. if anyone still plays this mod please send me a message ...
13382	Canton Bridge	Buildings	Fliggerty	*685	hollaajith	2012-09-07	Canton Bridge Version 1.2 Description: Just Adds a bridge connecting Foreign quarter and redoran cantons on the top tier. Installation: Just copy the ESP into your Data Files folder and activate one of the esp. Use Canton Bridge1.2.esp for regular wide bridge Use Canton Bridge1.2-Narrow.esp f...
13381	Ald Redaynia	Buildings	Fliggerty	*1175	WHReaper	2015-12-31	Ald Redaynia 1.0.2 Introduction In game dialogue mentions Ald Redaynia...
4949	Zum fliegenden Aschländer	Buildings	MMH	15-13905	MrMuh	2010-03-31	Der fliegende Aschländer ist in Vvardenfell eingetroffen! Nördlich von Tel Uvirith findet ihr seinen Laden. Dort hat er außergewöhnliche Waren im Angebot. Natürlich angefangen bei den traditionellen Aschländischen Chitin-Waffen und Rüstungen, wobei ...
4948	Your Velothi Tower	Buildings	MMH	15-9092	CiriuZ	2004-01-09	Valduryon...The ideal home for any wizard - situated west of the St. Delyn canton, and north of Ebonheart. It comes with a bedroom, a training dummy, spellbooks, a library of useful books, 2 enchanted Sphere Centurions, your very own shrine in the basement. []...
4947	Your Shop	Buildings	MMH	15-4771	Ydur	2009-05-12	Here is the shop - Your Shop - as some people asked for. There is no external built for it. You do it. The interior cell is called "Trading House". It contains some standard and a few choice items, nothing uber. There is a little storage room with some storage space ... you ...
4946	Windows of Morrowind	Buildings	MMH	15-966	Unknown	2009-04-06	windows of morrowind v1.0 this mod allows the player enter buildings tru windows and exit the same way. good mod for thieves and assassins. where you can find windows?? i put windowss to pelagiad, caldera, sadrith mora, seyda neen. enjoy.
4945	Windows Glow v. 2.2	Buildings	MMH	15-442	Max a.k.a. ~NOBODY~	2009-04-06	The Elder Scrolls III Morrowind: Windows Glow v. 2.2 1-INSTALLING THE PLUGIN ...
4944	Windows Glow II	Buildings	MMH	15-1194	Max a.k.a. ~NOBODY~	2009-04-06	The Elder Scrolls III Morrowind: ...
4943	Windows Glow 2 -%26gt%3B 2.1 Patch	Buildings	MMH	15-979	Max a.k.a. ~NOBODY~	2009-04-06	The Elder Scrolls III Morrowind: Windows Glow v. 2.1 1-INSTALLING THE PLUGIN ...
4942	Windmill in Caldera v1.0	Buildings	MMH	15-6218	ayse	2009-03-18	This mod add two charming windmill immediately northwest of Caldera. You simply can't miss them. Inside the mill is a simple hammock if you need a free nap. The mod is made by a japanese modder and I have tried my best too translate the readme with good help from Google translate and Babel Fish. ...
4941	Windmill in Caldera	Buildings	MMH	15-13326	ayse	2009-03-18	This mod add two charming windmill immediately northwest of Caldera. You simply can't miss them. Inside the mill is a simple hammock if you need a free nap. The mod is made by a japanese modder and I have tried my best too translate the readme with good help from Google translate and Babel Fish. ...
4940	Wharf v2.0	Buildings	MMH	15-13516	samurai	2009-07-06	This plugin is another part of a bigger mod that I am working on but decided to release it as a lone plugin first.The larger mod will require both expansions but this plugin only requires morrowind. Theres not much to it except it is meant to add ...
4939	Wharf	Buildings	MMH	15-11869	Samurai	2012-11-12	This plugin adds a new dock(wharf) area to the small bay behind the Seyda Neen(GROAN,I know)lighthouse.This is just a part of a larger mod I have planned for this area but I decided to release this first as it requires only morrowind and the larger mod will require both expansions. Be sure ...
4938	Wharf	Buildings	MMH	15-11870	Samurai	2012-11-12	This plugin is another part of a bigger mod that I am working on but decided to release it as a lone plugin first.The larger mod will require both expansions but this plugin only requires morrowind. Theres not much to it except it is meant to add a bit of flavor to Seyda Neen that wasn't there be...
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...

Id	Name	Category	Site	Link	Author	Date	Description
4936	Weaponsmith SN	Buildings	MMH	15-4777	Blood_Teeth	2009-05-12	By Blood_Teeth ----- Install> Just put the plugin file to "C:\Program files\Bethesda Softworks\morrowind\data files ----- How to play> Just find a new house north of Seyda Neen and buy some stuff from the smith ----- Credits> Ma...
4935	Wayside Inn	Buildings	MMH	15-12759	Namingway	2008-06-09	This mod adds an inn, called the Wayside Inn, in the (-2, -6) cell, at the crossroads between Balmora and Pelagiad. It has all the stuff that inns usually have, as well as a quest - there might be more of those in future updates. This is just a small project, so it's not ...
4934	Wayfarer's Rest	Buildings	MMH	15-9901	Baratheon79	2005-06-15	This mod allows the player to gain an inn, located along the road from Pelagiad to Balmora, and earn a profit from it. There is a quest to get this inn, and a couple more to improve it. Once you get the inn, profits may be collected on a weekly basis by talking to the innkeeper. This mod makes us...
4933	Vivec Restructure	Buildings	MMH	15-9227	Philip KS	2004-02-19	Vivec may be a god, but he's a lousy city planner! I decided to "fix" Vivec city. The plaza, waistworks, and canalworks of the cities cantons have been consolidated into one large interior. I've now restructured the foreign quarter, hlaalu, redoran, arena,...
4932	Vivec Marksman's shop	Buildings	MMH	15-7962	Quatloos	2005-05-09	A final update to this mod, fixing a few things and adding some more items you may find interesting and useful. The interior has been re-done and looks a bit nicer now I think. This is a little shop for all you marksmen, close to Vivec Strider and boat across the road f...
4931	Vivec Gondolas	Buildings	MMH	15-9449	Calantus	2004-04-03	I find Vivec a pain to get around, so I decided to add a gondola to the Vivec docks and to the cantons that didn't already have them, as well as changing the routes on existing gondolas (I especially wanted to add a Foreign Quarter Temple route). I also moved...
4930	Visitor's Quarters	Buildings	MMH	15-11216	trknman	2007-04-29	Has anybody (other than me) gotten tired of gettin' their butt kicked by those lo-level thugs in the thief's cave just outside Seyda Neen, or not having enough money to buy a decent weapon or pay for passage to Balmora? Well fret no more. Here's a small house just ...
4929	Village	Buildings	MMH	15-3032	Unknown	2009-05-06	Please note: This mod was transferred from Gamer's Room after the site's closure. No information was included, so this note containing some basic information about the mod has been added as a courtesy to mod users. -----
4928	Vampiric Citadel & New Armors	Buildings	MMH	15-4723	Mike	2009-05-12	The Elder Scrolls III MORROWIND: Vampiric Citadel & New Armors v1.1 - Plugin by MIKE *****...
4927	Uvirith Inside 1.51	Buildings	MMH	15-1074	The DopeHatMan	2009-04-06	Uvirith Inside v 1.5 Merging and redesign: The DopeHatMan Email: dopehatman@yahoo.com If you want to bloat my ego by telling me how much you love this mod, or want to complain about it, feel free to shoot me an e-mail at the above addy... just include "Uvirith..."
4926	Uvirith Inside	Buildings	MMH	15-5027	The DopeHatMan	2009-05-12	Uvirith Inside v 1.0 Merging and redesign: The DopeHatMan Email: dopehatman@yahoo.com If you want to bloat my ego by telling me how much you love this mod, or want to complain about it, feel free to shoot me an e-mail at the above addy... just include "Uvirith..."
4925	unique velothi domes	Buildings	MMH	15-6584	Rattfink333	2010-10-27	this mod makes all the velothi domes use one unique tileset, which makes them more foreboding, and sets them apart from the rest of the velothi structures.
4924	Underwater palace of doom	Buildings	MMH	15-11412	Hazode	2007-08-02	A little secret underwater palace in balmora. Beware in the palace there are a LOT of TOUGH enemies, dont go in there without being strong and having a spell absorbtion or deflection spell. in there there is a pool type thing swim down and there is a chest with the secret masters things (alchemica...
4923	TyracoraTEST	Buildings	MMH	15-4762	Faith	2009-05-12	A mod full of unbalanced items. Please avoid if you don't like being a god-like character. This mod was originally designed for my level 78 Argonian character. Includes: 1) Shopkeeper Skah-hano 2) Mjolinr 3) Magic Armour and other Apparel 4) 3 Spells 5) 3...
4922	Treehouse Glade	Buildings	MMH	15-7960	Flakmonkey	2003-11-17	A pretty treehouse in a nice little lush forest south of Balmora. Based on the Forest Of Life plugin by Sharp. For those Wood Elf players who feel a little out of place wandering around in those big imperial cities, or for anyone who just likes climbing trees.
4921	Traveler's_Respite	Buildings	MMH	15-12682	Almsivi Studios	2008-04-23	Traveler's Respite is a mod that adds a building to Suran. It has a variety of services available, including a sparring partner. It also has a quest with it uncovering some odd happenings at the respite. This mod conflicts with Suran Extended. Go ...
4920	Tower Of Nithalenar	Buildings	MMH	15-8574	FBS	2004-11-01	In the Ascadian Isles, the ruler of Morrowind ordered a stronghold built to protect the city of Vivec and the farmlands from possible conflict that never happened. This stronghold takes the form of a tall tower topped with a Dwemer crossbow, with a nicely out...
4919	tower	Buildings	MMH	15-5080	CS	2009-05-12	Location: Balmora two bridge. Extra usefull item : MyTower Key (location:bedroom) USE SleepengBag (WorkRoom-Chest) www.morrobook.try.hu http://free.x3.hu/morrowind
4918	TheTower 0702	Buildings	MMH	15-5074	User of GenMod	2009-05-12	Auto-generated mod with the GenMod tool.
4917	The Wanderers Stash	Buildings	MMH	15-7563	The Wanderer	2005-07-10	Adds 7 new underground hideaways This update adds all the clues to in-game except the 1st. Name, date/time stamp kept the same so should have no effect on saved games :) NO CHANGE TO EXISTING CONTENT...This is a network of underground stashes. There are no ...
4916	The Twin Lamps Tavern v2.2	Buildings	MMH	15-5909	Ral-Jiktar aka Marc-Etienne Desjardins	2011-10-09	The Twin Lamps Tavern 2.0 By Marc-Etienne Desjardins Go to Caldera to start the story. Content New Weapons New Armors New NPCs New Quests New Areas New Classes The two new classes are Druid and Ranger The new weapons ...
4915	The Traveling Nomad	Buildings	MMH	15-11411	Sensran	2007-08-01	The Traveling Nomad is a pub on the road from Seyda Neen to Pelagiad close to the mugger on the road. The pub is for lower level travelers who need a place of refuge, but is still a good addition for higher level people who need a drink. Autho...
4914	The Towers of Uvirith	Buildings	MMH	15-6960	Astion	2012-07-14	This version of The Towers of Uvirith will add a large tower next to Tel Uvirith. It is a building purely constructed for storage, and will feature many different rooms: An Armoury, a Library, an Artifact Storage vault complete with animated display cases, an extensive cellar complex, and much mo...
4913	The Tower of the Damned	Buildings	MMH	15-10113	Eternalsteelfan	2005-09-03	West of Gnisis a strange statue has been seen sticking out of a coastal rock. Whoever examines this rock has no idea about the part he/she is about to play in the history of a once grand isle... This mod contains a quest encompassing two versions of one city and the omi...
4912	The Silver Barrel	Buildings	MMH	15-15180	Trancemaster_1988	2014-01-24	Adds a medium sized Tavern just outside Seyda Neen, past the Silt Strider. Nothing out of the ordinary to be honest but thought you might like it. This tavern is already included in Morrowind Rebirth, but in another location, thus it might not be suited to those who are using Rebirth. ...
4911	The Serendipitous Traveler	Buildings	MMH	15-14374	Thondur	2011-10-05	This is in a way two mods in one, with three distinct features; the first and main feature of this mod places a barn-stable in or near every Imperial fort or outpost on Vvardenfel and Solstheim (Sperate esp included, which relies on Bloodmoon). For a list of barn locations see the very detailed ...
4910	The Secret Shop	Buildings	MMH	15-13105	Declan Hopkins	2008-12-23	My very first mod!!!! there is a shop right in the middle of bramora. the ground around it is painted dark red, so it will be easy to find. Im not sure if it works very well yet, but at least somebody PLEASE try it out!! i really wanna see how i did. please report any bugs.
4909	The Secret Library	Buildings	MMH	15-6500	Master Sam	2010-07-09	I just found the Secret Library, for the first time after six years of playing Morrowind. I always assumed the library was just the original Library of Vivec, or the little stand behind Vivec in the Palace of Vivec. When I found it, I thought the idea was cool, but the overall execution was so-so...
4908	The Royal Palace	Buildings	MMH	15-6147	Master Sam	2006-03-04	The Mournhold palace has been spruced up a bit. New black and gold tapestries, new carpets ect. Throne room has giant statues and new banners. The Royal Rooms have been changed. Most of the people have new heads, the Prison has people in them and the Basement now has a couple of Spider Webs ...
4907	The Rotten Core	Buildings	MMH	15-8784	The Smith In Exile	2003-04-07	Creates a Daedric ruin north of Kartaag point, in which the player can live after defeating the vampire Necromancers that have taken residence there Includes a weapons, and a few misc. items. See readme for info, what and where etc.

Id	Name	Category	Site	Link	Author	Date	Description
4906	The Omnipresent Fort + The Pyrakites	Buildings	MMH	15-10236	Ioseff Griffith	2005-11-05	This mod adds a fort in the middle of nowhere that can be easily accessed using the Amulet of Rapid Returning which you can find in the bookshop in Balmora. It also includes a new faction, the Pyrakites who are a religious group trying to make their faith the most rekn...
4905	The Moldy Horker	Buildings	MMH	15-4739	Grumpy	2009-05-12	Finally! A place to sleep on Sothsteim. Always burned my bum that there wasn't anyplace to sleep there. I know the devs did it so that the player would be more likely to get bit by a werewolf, but it still... Well, you know. Adds a new inn in front of Fort Frostmoth. Not...
4904	The Hiding Hole	Buildings	MMH	15-10922	ajeffreys	2006-12-13	This mod adds a small room, near to the seyda neen lighthouse for low level characters to store any junk they have. It also has a bed for resting. It should not conflict with any mods.
4903	The Ghostpub	Buildings	MMH	15-14799	Syxce, FireFoxx, Eray	2013-06-10	Ghostpub was the first joint production of the PMM force and was used primarily for testing scripts skills. So take a look at our beginnings: 1 new tavern in Seyda Neen with a cozy atmosphere Day and night mode 2 quests which converge later 1...
4902	The Eye of Ariisiss Basic	Buildings	MMH	15-9161	Geonox	2005-04-27	The eye of Ariisiss is a house mod which allows you to use your own underground hideout. The house can be entered by the Serraila, a magical stone which allows you to teleport to your new home. Within this house you will find the Eye of Ariisiss, a teleport to various places around...
4901	The D.M.T-Mod	Buildings	MMH	15-13464	Kodman91	2009-06-08	Dark Mages Tower By Kodman91 (Intorduction.)> This mod is a both class and building mod. It adds a class called Dark Mage that is perfectly balanced for the name. Here is a list ...
4900	The Broken Drum Version 1 01	Buildings	MMH	15-4718	Nimrod_Flamehair	2009-05-12	***** Plugin for Morrowind/Tribunal/Bloodmoon Title: The Broken Drum Version: 1.01 Author: Nimrod Flamehair ...
4899	The Broken Drum 1.0	Buildings	MMH	15-1118	Nimrod Flamehair	2009-04-06	***** Plugin for Morrowind/Tribunal/Bloodmoon Title: The Broken Drum Version: 1.0 Author: Nimrod Flamehair *...
4898	The Blind Heretic	Buildings	MMH	15-6342	dagoth_jeff	2009-11-28	Arrille's shady brother moves into Seyda Neen and sets up a business of his own. Five new cells, within a single establishment. Morrowind-only required. No new quests or dialogue added. No permission required. Better Bodies/NPC Replacers recommended. Cleaned with Enchanted Editor &...
4897	The Bedroll Shop 2	Buildings	MMH	15-7055	Princess Stomper	2012-07-25	Due to Imperial planning restrictions, those seeking to set up new trading establishments are having to build into L-space, otherwise known as The Void. In this particular instance, the 'impossible space' is through the door just above Ra'Virr the trader's shop in Balmora. You will f...
4896	The Balmora Brothel	Buildings	MMH	15-6742	Captain Savvy	2011-06-09	Ever wanted to take a quick break from the hustle and bustle of every-day life, and enjoy the natural beauty of the human [and elf!] body? Then you should appreciate the new brothel that's opened up in town, simply named The Balmora Brothel, owned by the ...
4895	The Alcoholics Guild v1.0	Buildings	MMH	15-7335	Antiscamp	2012-08-26	The Morrowind Alcoholics Guild This is a totally useless MOD for all those in need of some good drinking-company in Morrowind. The Alcoholics Guild MOD adds a small house right outside Seyda Neen where a bunch of friendly alcoholics hang out. Just ask around in Seyda Neen, the ho...
4894	Thaxldor's Uvirith Additions	Buildings	MMH	15-9725	Thaxldor	2004-08-27	This mod adds a vault to the lower level of the tower in Tel Uvirith and adds a meeting room to the upper level of the tower. The dining room has been modified and so has the bed in the bedroom. I have replaced the centurion sphere in the lower level with a...
4893	Tel Uvirith Stronghold	Buildings	MMH	15-7372	Jaysun Huck	2002-05-28	This plug-in adds a considerable amount of new objects and containers to the Telvanni Player Stronghold, Tel Uvirith. Additionally, there are a few new NPCs that offer services not found previously at the tower Arshes Nei - a dark elfen Guild Guide th...
4892	Tel Uvirith Mora MODV1.1 0812	Buildings	MMH	15-4920	Sandeman	2009-05-12	This includes Jasons old Mod, but it summons some guards and enlargens "Uvirith Mora" and the Stronghold it self. BUT to get all this, you have to accomplish some Quests. IMPORTANT: read the INSTALLATION-GUIDE.txt GL&HF -[LL]- Sandeman
4891	Tarhiel's Saga or Go TARHEELS	Buildings	MMH	15-13511	samurai	2009-07-01	You're taking a liesurely stroll north of Seyda Neen just trying to get to know the area when just ahead of you ,you spy a large book lying on the ground.Looking all around, you try to find the owner or at least some clue as to ...
4890	Sunmoth Legion Fort	Buildings	MMH	15-9075	Ciriuz	2004-01-07	Don't you think that the empire has very little power in eastern Vvardenfell? Yeah, me too. That is why I added Sunmoth Legion Fort to the Grazelands region. It comes with walls, cult shrine, armory, prison cells, everything a fort should have, plus its very own do...
4889	stufs for mjj	Buildings	MMH	15-1061	Unknown	2009-04-06	
4888	Stronghold Enhanced v1.0	Buildings	MMH	15-4902	Alek	2009-05-12	Stronghold Enhanced v1.0 - The Elder Scrolls III: Morrowind (Plugin) Author: Alek (mitchalek@yahoo.com) Constructed and Tested with M...
4887	Stonewood Hall Version 1.1	Buildings	MMH	15-5008	grond	2009-05-12	Index: 1. Installation 2. Playing the Plugin 3. Save Games 4. Other Info 5. Version history 6. Credits 7. Contact info 8. Hint 1. INSTALLING THE PLUGIN *****
4886	Statue Shop Mod	Buildings	MMH	15-4693	Unknown	2009-05-12	Yes, it's in Notepad. Forgive the lack of Wordpad-esque luster. I. Installation If you can't figure this out you should either: A) End your life or B) Get off the computer...you'll hurt yourself. II. What This Mod Adds It adds a sho...
4885	Star Castle	Buildings	MMH	15-1201	Gayver	2009-04-06	This mod has been automatically translated by using this tool: http://translate.google.com/#auto/en Jada ==== ReadMe in English (not everything was translated)
4884	Spirit Isles-Recollections	Buildings	MMH	15-9823	HonorableKoala	2005-02-26	This is the first installment of a series I plan on doing called Spirit Isles, an island chain to the west of Gnisis. Right now it is only a fully operational house mod with nice (I think) design and lots of storage space, but nothing uber.
4883	Solstheim Sauna at Thirsk (Fixed) v1.0	Buildings	MMH	15-14299	Slartibartfast	2011-05-12	In the original mod the doors of the main hall in Thirsk are altered so that instead of transferring the player to the appropriate interior, the door opens and the player is able to walk inside the empty model. This fixed version does not alter the doors at all so you can enter the m...
4882	Snow Wolf Trading Post	Buildings	MMH	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!
4881	snapcase2	Buildings	MMH	15-4717	SNAPCASE	2009-05-12	SNAPCASES ArmsTrader Mod Version 1 An ElderScrolls III: Morrowind Plugin Created by: SNAPCASE Created For: The Morrowind Community
4880	Slime Pit Inn	Buildings	MMH	15-4750	Darkwolf Jr	2009-05-12	The Slime Pit Inn 1. Intro 2. Installation 3. Disclaimer 4. Warning 5. Contacts 6. Known Bugs 7. If you cant find the Slime pit ===== 1. Intro ...
4879	Silt Strider Hovel	Buildings	MMH	15-9493	Lochnarus	2005-04-25	Adds a silt strider husk to the near east of the Urshilaku camp that you can live in.
4878	Shrine of Noggie	Buildings	MMH	15-4376	Unknown	2009-05-12	
4877	Shinto Shrine	Buildings	MMH	15-10157	dongle	2005-09-28	A small rustic building inspired by even smaller model of a Shinto Shrine. This was also the basis for a mod for the game Rune, ages ago. One mesh of the exterior, one for the interior, one door, and a Torii gate are included. This is a pack of models only, no playable ...
4876	Shadow's Childhood Home	Buildings	MMH	15-9828	Shadowx8m	2004-09-11	I have made this house based on the legend of one of my characters Shadow Xavier, who, as a child, grew up in a thieves guild after being adopted by a couple that headed a thieves guild called the Shadow Thieves, now disbanded. He was named after the guild by his adopte...
4875	Seyda Neen, Darvame's House	Buildings	MMH	15-11872	Samurai	2012-11-12	This mod was originally built as a gap filler in my vision of Seyda Neen. I have updated it totally and present it as a taster for the compilation mod that I am still working on. This house was meant to fill a hole in the practically barren landscape but the new version can be taken by a play...
4874	Seyda Neen Village Expansion	Buildings	MMH	15-10245	Beardo	2005-11-22	Seyda Neen has been expanded with 8 new shops. In one shop you'll find 3 new versions of steel weapons. One of the shops has Heavy Adamantium and Heavy Bonemold armor for sale. You will also find new Medium armor made by Chitin and Fur. There is also a magic s...

Id	Name	Category	Site	Link	Author	Date	Description
4873	Seyda Neen Stone Dock v1.2	Buildings	MMH	15-12699	Samurai	2008-04-29	Since Seyda Neen is supposed to be the main Imperial port on Vvardenfell why doesn't it look like one (Ebonheart looks much more like a port should). To that end I have replaced the wooden dock in Seyda Neen with a more permanent looking stone dock.I don't think this should interfere...
4872	Seyda Neen Stone Dock	Buildings	MMH	15-11871	Samurai	2012-11-12	Since Seyda Neen is supposed to be the main Imperial port on Vvardenfell why doesn't it look like one (Ebonheart looks much more like a port should). To that end I have replaced the wooden dock in Seyda Neen with a more permanent looking stone dock.I don't think this should interfere with too man...
4871	Seyda Neen Seaside Home	Buildings	MMH	15-10577	Voodoo Crispy	2006-05-05	Adds a new home to Seyda Neen. No one's around, and it's free for the taking. Inside can be found low level items, and storage space. It's my first released mod, and it's definitely not finished. right now, it's on a 'when i feel like working on it' basis.
4870	Seyda Neen Extension	Buildings	MMH	15-9840	Webspinner	2005-06-08	It adds features that Seyda Neen lacks in its original form: a prison, a dock with Coast Guard cutters. It also expands it with five new buildings placed with great care. I've tried to make it appear as part of vanilla Morrowind. Sorry if you look down upon Seyda Neen mods, but ...
4869	Seyda Neen Extended	Buildings	MMH	15-13097	Sidneykylebowman1	2008-12-20	Recreates the CharGen process, creating a longer/more extensive experience. Adds a small abandoned shack in Seyda Neen. Changes some dialouge, adds a quest, prevents cheating during CharGen (getting out of the process early and being able to get away with any crime), adds prisoners, and a few mor...
4868	Seyda Neen Expanded	Buildings	MMH	15-10114	Mystikilla	2005-09-05	Seyda Neen Expanded expands the town to make it a little bigger. It adds: 2 Resident houses 1 Armory 1 Alchemist 1 Barracks 1 New Trader
4867	Seyda Neen Docks	Buildings	MMH	15-11868	lonnie	2012-11-12	If Seyda Neen is supposed to be a port city then why are there no ships or docks? Oh there is a dock the one you arrive at, not much of one. This mod creates a larger dock area with more ships in the Seyda Need Harbor. Now you can travel to different port cities in Morrowind from Seyda Neen. ESPs...
4866	Seyda Neen Barracks	Buildings	MMH	15-6256	WingZaber	2009-09-10	I decided to place am Imperial Legion Barracks in Seyda Neen due to the fact that there are Imperial Guards there but they have no place to rest and wait for their next shift. The Barracks is located across the small footbridge in Seyda Neen Insid...
4865	Sentinel v1.4 & v1.5	Buildings	MMH	15-13993	Thondur	2010-06-23	When the Empire first took hold of Vvardenfell, it placed lone watchtowers or Sentinels in strategic places; most were soon abandoned as the wastes proved unmanageable, the smuggling was not curbed by their presence and the troops were needed elsewhere. Somewhere in the West Gash abo...
4864	Scroll's University	Buildings	MMH	15-4769	Ydur	2009-05-12	Welcome to Scroll's University! Walkthrough: 1. From Seyda Neen take a boat to Sadrith Mora. At Sadrith Mora docks talk to the Khajit standing in the skif. His travel options are not named University. (See Notes 1). Other modes of travel: Teleport ...
4863	RR Mod Series - Telvanni Lighthouse	Buildings	MMH	15-14929	Resdayn Revival Team	2013-08-24	This mod adds a Telvanni style Lighthouse to Tel Branora To install, simply copy the .bsa archive and .esp file into your Data Files directory. Register the .bsa archive with BSA Reg tool: http://mw.modhistory.com/download--14571 Distribute and modify ...
4862	Rockhard Helmet Shop	Buildings	MMH	15-4710	Andy Clegg	2009-05-12	Title: Rockhard Helmet Shop, v.1.1 By: The V8 man Date: August 18, 2003 Size: 34KB Requirements: Tribunal This mod creates a Helmet Shop on the east side of St. Olm's Canal in Vivec. Rex Rockhard, the proprietor, has over 20 different helms to sell, from chitl...
4861	Robes Are Us!	Buildings	MMH	15-8911	Emokid123	2003-07-12	Athelis Nayiron and her husband have moved to Morrowind, bringing their massive robe collection with them. Here you can find every robe on morrowind for sale, displayed with fully functioning mannequins, so you can see what a robe looks like before you buy it. []...
4860	River Watch	Buildings	MMH	15-9694	Len Alox	2004-08-22	Places the River Watch Household on the river in Balmora. It is on the opposite side of the river as the Mage and Fighter's guilds. Has a table set for three, a small Library, a medium sized armory, a cozy bedroom, and water works room.
4859	River Side House	Buildings	MMH	15-9196	Campbell	2004-02-11	Adds a comfortable house south of balmora. The house also has some hidden unique extras which you have to find aswell as a garden and some valuable limeware. To get to the house follow the river south from Balmora
4858	RheasVIVEC	Buildings	MMH	15-13872	AXEMurderConsortium	2010-03-03	RheasVIVEC adds doors inside the Vivec cantons that teleport the character to the other cantons. Most of the cantons underwent a slight remodeling. The new design makes it easier to travel within Vivec. Includes a Rowhouse in the Foreign Quarter of Vivec. Funny at fi...
4857	Rethan Expansion v2.2	Buildings	MMH	15-4908	Baratheon79	2009-05-12	This updated version adds a 4th construction stage to the Hlaalu stronghold (with accompanying quest). All of the features of previous versions are present (except that the mannequins in the armory are no longer the moveable kind). There is now fast travel by boat to Balmora (with stage 4 constru...
4856	Rethan City - Enhanced Edition	Buildings	MMH	15-6612	Lord Dagobert	2010-11-20	Brand new enhanced edition! More stuff outside, new NPCs, less bugs, better-looking buildings. Adds a few things to Rethan Manor: 6 buildings (1 prison,traders,houses and a tower), a siltsrider and a boat for travel, and adds 4 rooms to the Manor....
4855	Redoran Stronghold Extension	Buildings	MMH	15-8722	Centurion	2005-05-18	
4854	Ratworks	Buildings	MMH	15-10593	Kaith	2006-05-19	Deep below Vivec in the underworks, there are many passages leading through the ground. The Ratworks is one such tunnel. It is the main highway for most thieves, assassins, and other people of the night. It also provides a quick way to get between cantons.
4853	Racer's Roost	Buildings	MMH	15-5712	Baratheon79	2011-10-02	The Elder Scrolls III MORROWIND: Racer's Roost Version 1.1 ...
4852	Pwn's Pelagiad Farmhouse	Buildings	MMH	15-14406	Sir_Pwnz	2011-12-13	A size-able farm and farmhouse located directly next to the main section of Pelagiad. This is still very fresh and isn't all that great as of right now. Though I would like to start generating feedback to further help me. Installation: Just drag and drop the ...
4851	Prancing Ash Inn	Buildings	MMH	15-6819	Chaka ZG	2011-12-07	From the Readme: === Prancing Ash Inn About: This mod adds a small inn in Seyda Neen, where you can sleep for a small fee of 10 gold. -- Ins...
4850	Pirate Quest	Buildings	MMH	15-8783	Dirko	2003-04-07	Adds a new quest to the game activated by talking to the wood elf in the East Empire Trading Company in Ebonheart. Quest will take you to a previously unknown fortress to the west of Ebonheart, hopefully far enough out to sea not to conflict with other people's mods. See readme for info.
4849	Personal Storage Quarters	Buildings	MMH	15-7924	Colorhaze	2003-10-24	This plugin adds a small storage room/home accesssiable via a trap door located just outside and to the left of the Balmora south town entrance, just underneath the silt strider platform structure. Unlike many house plugs out there this interior is very small in size. ...
4848	Peanut Island House	Buildings	MMH	15-9769	Timrod DX	2004-08-26	This mod adds a small, peanut-shaped island with a house on it to the Bitter Coast Region, -11,2. The house is Hlaalu style, but with a twist. Instead of the top floor being closed up, the walls are all open, allowing for a very nice ocean view. And yes, I know t...
4847	PDI	Buildings	MMH	15-10318	DemonFire	2005-12-30	Adds an island south of Seyda Neen, with a fully furnished keep, inside and out. Also adds a faction, but no quests as of yet. Sorry, I was in a hurry when I put this up. I forgot to include that this is my first mod to do with building cells, etc. I know it's not v...
4846	PC Clothier - Balmora	Buildings	MMH	15-9815	AimeeKae	2004-09-27	With this mod, your character can become the owner of a clothier shop. The PC Clothier plugin adds a little building just inside the gates of the trade city Balmora. There are several ways to acquire the shop. You can ask about rumors in Balmora to find out how to acqui...
4845	Paradise Isle	Buildings	MMH	15-8831	Rabbiddog	2003-05-15	This a new Island off the Bitter Coast region Called Paradise Island a ways SW of Seyda Neen. To get to the Island go to the new dock by the Seyda Neen lighthouse. I started this mod because I felt that after saving Morrowind I deserved someplace befitting my heroic deeds. The Island has many thi...
4844	Palinor The City in the West	Buildings	MMH	15-9441	Tristan	2004-04-02	Palinor City In The West is a little village that is east of the city Gnisis. This is another version to the original Palinor; is more detailed. I would like feed back Please.

Id	Name	Category	Site	Link	Author	Date	Description
4843	Palatial Manor	Buildings	MMH	15-9144	Levdir	2004-01-26	This lovely house is located in scenic Caldera, and is a home fit for a king. Despite its humble outward appearance, it is a fully and luxuriously furnished manor house. There are some (by some I mean a few too many) power items in the storage room, but I have inc...
4842	Outer Godsreach Home	Buildings	MMH	15-724	lochnarus	2009-04-06	Outer Godsreach Home The Elderscrolls III: Morrowind Plug-In ----- lochnarus lochnarus@yahoo.com Synopsis: Adds a medium size manor home to the...
4841	Oblivion Fort	Buildings	MMH	15-6411	PK009	2010-02-24	Adds a Old Fort to the exit of Pelagiad, based on the Forts of Oblivion, but done in the Morrowind's way. It has some Uber rewards, with Uber Bosses, but that's the point. The fort has been abandoned many years ago, and no one in Pelagiad will tell you something, because the fort is V...
4840	Oasis	Buildings	MMH	15-7861	Benjamin Vasconcellos	2003-11-03	Creates a resort in the Grazelands Region. Nice scenery, new people to talk to, a flat to purchase with plenty of space, a bar, a bath house and travel service from the Balmora Mages Guild.
4839	Oakridge Ranch	Buildings	MMH	15-9515	Kromm	2004-04-19	This is a house mod I made, tailored to my own tastes. Its a fairly large ranch based in the Grazelands Region (11, 7) ; built in the Bloodmoon Nordic style buildings (Skaal Village for example). Living quarters consist of a large, main room, an alchem...
4838	ninja BETA fix	Buildings	MMH	15-730	Unknown	2009-04-06	Morrowind ninja dojo fix should fix any errors from the first file. extract to the data files directory. The building to start the quests is located behind the southwall cornerclub in balmora. armor done by-Braddock, Neiro, and Ronin Kunai done by-Bo...
4837	Nexus	Buildings	MMH	15-11655	Nkuvu	2007-11-21	A simple travel nexus. Trap doors added to several locations, all connecting to a single hub. A travel stone is included for quick teleportation back to the Nexus (with a chest nearby so you can unload things upon arrival). Cleaned with TESAME.
4836	New Suran	Buildings	MMH	15-10026	The Wanderer	2005-06-30	Expands Suran with 14 new buildings to the north of town. Adds representatives from the main Guilds. A new small dockside which also includes a local ferry service and access to the main shipping routes. Adds a teleport it...
4835	New Gold Armor Textures	Buildings	MMH	15-4748	Unknown	2009-05-12	If more information is known about the origin or use of this file. Please contact us. Thank you.
4834	New Azura	Buildings	MMH	15-337	Unknown	2009-04-06	Please note: This mod was transferred from Gamer's Room after the site's closure. No information was included, so this note containing some basic information about the mod has been added as a courtesy to mod users. ----- ...
4833	Neo's Merchant House	Buildings	MMH	15-9205	Neo	2004-02-11	This Plug-In will give you a house with lots of cool stuff and cool Argonians!
4832	Navy Seal	Buildings	MMH	15-8166	The Merchants	2003-04-09	Contains a new race and some very nice items to accompany it. The items can be found in the Ebonheart/Vivec area to the south in a compound area. The "commando" race is slightly cheap, but rather fun. Perfect for the morag tong and such.
4831	My Little Pelagiad Mod	Buildings	MMH	15-10175	Jagnot	2005-10-12	This plugin adds a seedy downtown district to the north wall of fort pelagiad, adds:[list] One tavern One supply shop One fight club One pot shop and 5 (im pretty sure) houses.[/list] Version 1.1[list] fixed a float script bug &...
4830	MuseumMod 0717	Buildings	MMH	15-4749	Starbuck	2009-05-12	The Elder Scrolls III MORROWIND: Balmora Museum Mod Index: 1....
4829	Museum of Artifacts Improvements v1.1	Buildings	MMH	15-11836	Princess Stomper	2012-11-10	Just a little eye-candy mod to make the Museum of Artifacts look more like a museum. Warning - not ALL artifacts have NoPickUp, especially the expensive stuff - be careful what you touch! Press the 'Information' buttons and signs for information about each exhibit.
4828	Mr Crow's Hideout	Buildings	MMH	15-12464	Mr Crow	2008-01-06	A hideout located some what north of Caldera I dont know how to do screen shots forgive me. Hideout comes with a telaport room, bed, your own personal smith and healer. Please if you chose to alter or use this mod give me a little credit if you release this as yours. This was a personal mod I mad...
4827	Mournhold, Battle Arena v1.0	Buildings	MMH	15-2954	dongle	2009-04-24	Adds a Battle Arena to Mournhold Great Bazaar. Players can purchase tickets to watch a fight between Almalexia, Gaenor, and an Imperfect. The winner may surprise you. . . ----- Note: thumbs are from Planet Elder Scrolls
4826	Mournhold Palace Revamped	Buildings	MMH	15-11848	Princess Stomper	2012-11-11	Strips out the scripts and dialogue from my Royal Chorgen mod, leaving only the improvements to the palace in Mournhold. The Royal Palace is extensively redesigned and enlarged. As Prince or Princess, you gain access to the 'Princes' Chambers', a large suite with a (huge) bedroom for...
4825	Mournhold Dwemer Outpost	Buildings	MMH	15-5061	Ottens	2009-05-12	Adds a Dwemer Outpost to the Temple Courtyard in Mourhold. http://www.robsacc.nl/ottensindex.html
4824	Mournhold Battle Arena II v2.0	Buildings	MMH	15-8630	dongle	2003-01-20	Adds a Battle Arena to Mournhold, Great Bazaar. Buy tickets to see a Battle with your choice of any of 12 of the meanest bosses in all of Morrowind. Tickets are selling fast. Do NOT run this at same time as V1..see readme for complete info, incl what's new here.
4823	Morrowind School of Magic v0.5 Taster	Buildings	MMH	15-11556	The_Avenger	2007-09-26	This mod is a taster to an expansion that I am making.. Well it's not really an expansion but a whole new game in another.. When you will start a new game (Recommended) you will see a boat near the Seyda neen Light house. This boat goes to the magic school. I've made this u...
4822	Morrowind Crafting Abodes	Buildings	MMH	15-9992	Astion	2005-07-07	Morrowind Crafting Abodes is a house mod based around Toccatta and Drac's "Morrowind Crafting" mod, through which the PC can create several types of furniture and decorations to furnish their houses with. Morrowind Crafting Abodes adds 4 houses in different parts o...
4821	Morrowind ADDON mod	Buildings	MMH	15-13658	Nemon	2009-09-09	This mod adds several NPCs, their services, their loved ones, and their homes to the towns in Morrowind. Especially Dagon Fel, Maar Gan and Vos have been "upgraded", giving the place a little motion and life. Full Categories: Buildings, Miscellaneous, NPCs Admin...
4820	More people to Seyda Neen	Buildings	MMH	15-11570	Illi	2007-09-30	No quests yet. When I learn to script and do quests better, I probably add something more to this mod. Please report all bugs you can find. There is no Read me in .zip file, because this mod is so simple. Everyone can probably find their way to Seyda Neen. &#...
4819	Moon Sugar Plantation v1.3	Buildings	MMH	15-11992	Danjb	2012-11-16	"Criminals have attempted to grow moon sugar grasses in Vvardenfell, without success..." Until now. This mod adds a small plantation north-west of Caldera - a plantation that grows moon sugar! The plantation is owned by a Khajiit, who also lets the player use his refiner to ...
4818	Moon Sugar Plantation v 1.4	Buildings	MMH	15-10040	Danjb	2005-07-10	"Criminals have attempted to grow moon sugar grasses in Vvardenfell, without success..." Until now. This mod adds a small plantation north-west of Caldera - a plantation that grows moon sugar! The plantation is owned by a Khajiit, who also lets the player use his refiner...
4817	Moon Sugar Plantation v 1.2	Buildings	MMH	15-12071	Danjb	2012-12-11	Adds a small plantation north-west of Caldera - a plantation that grows moon sugar! The plantation is owned by a Khajiit, who also lets the player use his refiner to turn moon sugar into skooma. There shouldn't be any conflicts with other mods.
4816	Monolithic Fortress	Buildings	MMH	15-10006	ifm2181	2005-07-03	The Monolithic Fortress can be used as a home for you to store your stuff, and as a base of operations. It doesn't, however, include special objects to help you train your various skills, so you'll have to do these on your own accord. See the Readme for details.
4815	ModMan Windowlights 2.0	Buildings	MMH	15-2307	ModMan	2009-04-24	ModMan's Windowlights A Plugin for Morrowind by ModMan Full Version 2.0 ===== There are two versions to this mod. Both add atmospheric lighting to most windows. - Windowlight...
4814	Mod Set	Buildings	MMH	15-14422	onecarmel	2012-01-20	This is a personal mod of mine. It has a house in Seyda Neen and Balmora. It has a weapon and armor chest behind the lighthouse at Seyda Neen. Then a cave just up the road east of Seyda Neen. Changelog:Added house to Balmora Added ...
4813	MJY Casino Riverboat	Buildings	MMH	15-6999	Mighty Joe Young	2012-07-23	Took out casinos from two mods (Havish and Tangerine Casino) and added it in the riverboat one, fits good there. It's in Seyda Neen around the lighthouse. Don't spend all your gold there, it costs some gold to buy equipment to win the game ;) So come all and spend some of your gold and...
4812	Mikos Fetts Mansion	Buildings	MMH	15-9093	Mikos Fett	2004-01-09	This mod adds a house north from the Vivec Temple. "Private Caravaner" at the boat near the Vivec Silt Strider can transport you to the island & house. The house is located on it's own island set in some woods. On the island you can go hunting, fis...

Id	Name	Category	Site	Link	Author	Date	Description
4811	Middle Mart	Buildings	MMH	15-8593	Anthoric Godwar	2005-05-28	The whole purpose of it is intended to help those non cheating beginning players. I have a very nice selection of items and some hard to find things. It also includes a nice little item I decided to make (mainly out of boredom and to test something) called a portable braizer. &...
4810	MCR_Khuul Lighthouse	Buildings	MMH	15-6531	Mr. C. Racer	2010-08-24	Considering it's the main gateway to Solstheim, and all those little islands everywhere, I always found weird the lack of a lighthouse in Khuul. So I found a good place, dropped there a lighthouse and made it the home of Yngljo the Nord. Modified cell(s): Khuul -9,17
4809	Machina Manor	Buildings	MMH	15-5106	Josue Rodriguez	2009-05-12	This is my character's fortress of solitude. Lord Sauron has left his manor in your care while he travels, giving you a chance to live in luxury. A beautiful place to store your treasures or relax. Look for it between Hlormaren and Hla Oad.
4808	Lord of the Rings Quests	Buildings	MMH	15-9184	saborcoco	2004-02-09	This mod contains MANY mini quests with ONE big quest which is the Lord of the Rings Quest.. (you'll see why once you play it). The mod adds new dialog and NPCs with their own dialogs new places to visit more items to discover, people to kill, things to buy, things t...
4807	Llama Tower Full	Buildings	MMH	15-12598	Tshultze	2008-03-15	This is the complete version of the Llama Tower. It comes with both the regular tower and the basement which gives for more storage and some mannequins so you can show that complete daedric set off. Changelogs:Llama Tower v1.5: Fixes the bar layout error, and removes ...
4806	Lighthouse	Buildings	MMH	15-10156	dongle	2005-09-28	A lighthouse model with a beam of light animated to pan around. Includes an exterior as well as upper and lower interiors. The light and reflector will glow in the dark. A small playable mod is included that places a lighthouse south of Ebonheart.
4805	Library of Tamriel	Buildings	MMH	15-8031	Rc_Masta	2003-07-08	
4804	Leveling Duels	Buildings	MMH	15-8682	BlueMage	2003-02-24	Features 5 pc level selectable dueling fights with 3 different leveled-creature/NPC's, whose armor and weapons level as well as the attacking pc..kj and this all happens in a new small cell. Test your skills at pc levels 1..5...10...20...40 ...
4803	Leland Gaunt	Buildings	MMH	15-4719	CORAX	2009-05-12	LELAND GAUNT v. 1.7 Copyright (C) CORAX Portions Copyright (C) Bethesda Softworks Portions Copyright (C) Stephen King ----- * Description Leland Gaunt is a character fro...
4802	Kummu Monastery v1.2b	Buildings	MMH	15-12091	Thondur	2011-02-19	Located on a high mountain shelf west of Suran and just down the road from Kummur shrine, Kummur Monastery is the lofty compliment to an already beloved but remote pilgrimage site on the shores of Lake Amarya. It offers the weary pilgrim and traveler some commodities, while it's great gate to...
4801	ko	Buildings	MMH	15-4969	Big Rob	2009-05-12	====Tel Dra'ko v1.5 ===== Created by Big Rob (formorally TantorRC). Testing done by Shaggy. ====Installation ===== 1. Unzip and add the .esp file ...
4800	killgore s home furnishings v1[1].1	Buildings	MMH	15-4705	Killgore Killack	2009-05-12	Hello Here is yet another display case. This one should match display case 4 pretty good. But anyhow. Textures are saved within the .nif files. 5 is the main nif, 5a is the "glass case". Lady E
4799	KAGRENACS TEMPLE BETA TEST	Buildings	MMH	15-1090	Kagz aka Kagrenac	2009-04-06	
4798	Kagrenacs Temple	Buildings	MMH	15-939	Kagz aka Kagrenac	2009-04-06Kagrenacs Temple..... Only Morrowind is requ. for this mod. Alright this mod brings Kagrenacs Temple, to an island N/W of the Ahemussa camp. Can you get onto the island and enter the temple, to find its secrets. Best be ...
4797	Just Beginning	Buildings	MMH	15-9384	Specter	2005-04-22	Basically it's a house in Seyda Neen with a surprise in the basement, for characters that are just starting out.
4796	Jay and the Floating Tower	Buildings	MMH	15-13220	YawFalght	2009-02-01	Adds a Floating Tower in Balmora (Yes yet another Balmora mod!) This is my first "Finished" Mod. I have decided I can't do interiors, so feel free to replace the interior. I Played around with Dialog a bit, but that isn't working 100%. To get to t...
4795	Jakey Keep - Tapestry Rug Package v0.9	Buildings	MMH	15-4983	JacMoe	2009-05-12	The Elder Scrolls III MORROWIND: Jakey Keep Tapestry/Rug Plugin v.0.9 (c)2004 by jacmoe Index: 0. Bri...
4794	Jakey Keep - Lights Package v0.9	Buildings	MMH	15-5022	JacMoe	2009-05-12	The Elder Scrolls III MORROWIND: Jakey Keep Lights Plugin v.0.9 (c)2004 by jacmoe Index: 0. Brief
4793	Jakey Keep - Base Package v0.9	Buildings	MMH	15-4981	JacMoe	2009-05-12	The Elder Scrolls III MORROWIND: Jakey Keep Base Plugin v.0.9 (c)2004 by jacmoe Index: 0. Brief ...
4792	Isle Villa	Buildings	MMH	15-2252	Dachs	2009-04-24	Morrowind Plugin by "Dachs", W. Rueddenklau, Berlin, Germany, e-mail: ruedden@snafu.de You can use and modify the plugin after your ideas, but not for purpose of sale. This plugin is a historical reconstruction, the so called "Isle Villa" from the Villa Hadriani in Tivoli - the old-age...
4791	Irish Isle	Buildings	MMH	15-9871	Dragonmanweb9	2005-04-12	This adds a small island with a faint Irish theme to it off the coast of Sadrith Mora. Travel to the island is available.
4790	indybank and guildwage	Buildings	MMH	15-6601	warlycan	2010-11-07	note: this mod uses indybank version 2.2 only the below description was added by me. added in continuous global scripts for each faction so that when you reach highest ranking with each guild your account is credited with 1000 gold every 7 days ... not extensively play tested but fir...
4789	Indarys Greathouse	Buildings	MMH	15-7935	Aimeekae	2005-03-15	This mod expands Indarys Manor so that it more than rivals those manors found Under Skar. After you achieve House Father status in House Redoran, an Altmer constructor named Lloria Yndis will arrive at Indarys Manor. She will add several new rooms to Indarys Manor in this order: Gre...
4788	Improved Governor's Hall	Buildings	MMH	15-12568	Morandir Nailo	2008-02-29	This mod redesigns and decorates the Caldera Governor's Hall to look like a realhome instead of a big empty wasted space with a table and a few beds. It's suitable as a player home if you so desire, or just as eye candy. Should you decide to live in it, an Alchemy sorter and several a...
4787	Imperial Gates Pack	Buildings	MMH	15-10150	dongle	2005-09-28	A replacement for the boring, wimpy, Imperial doors. Two styles of medieval doorways ? one solid, one with gaps you can see through ? in large and small sizes. Door jambs are included that fit several of the stock games Imperial meshes. This is a pack of models only, no...
4786	house thingy	Buildings	MMH	15-659	Unknown	2009-04-06	
4785	House on the rock	Buildings	MMH	15-14316	darkelf	2011-06-12	Here we go, another Balmora house mod, BUT... this mod has some special significance. The aforementioned significance being that it is my first mod in god knows how long, and it takes me back to my beginnings seeing as it is build in the same spot my first ever mod was constructed. I built this s...
4784	HlaaluManorUndergroundv12	Buildings	MMH	15-4906	Tequila	2009-05-12	Hlaalu Underground v 1.2 By Tequila ----- This mod is Tribunal OR Bloodmoon required (for script purpose). ----- Installation: Simply unzip the files into the "Morrowind/DataFiles" directory. Files included:
4783	Hlaalu Manor Enhancement	Buildings	MMH	15-4909	N. Horohov	2009-05-12	Version 1.1 Added an area below the House Hlaalu manor that features both a glass ranged weapon merchant and a merchant that sells potions. Possible Unbalancing. Feedback: NHorohov@pawslair.net
4782	Hla Oad Petshop	Buildings	MMH	15-9740	CS Studios	2004-08-22	Another CS Studios Mod! Adds a small petshop to the village of Hla Oad. Various animals and pet foods for sale. No requirement of expansion packs. Larger animals can help carry some of the plays lighter possessions. Some of the animals for sale include guar and Kargio...
4781	Hidden Base	Buildings	MMH	15-7526	Devrith	2005-06-02	This plugin adds a trap door located in the Molag Mar Underworks, its your job to find it. The only "uber" type of items are a full set of Master's Apparatus, so if you don't want them just sell the set or just drop them in the water. Its your choice. Version 2....
4780	Hero's House	Buildings	MMH	15-9331	Cobra	2004-03-11	This mod adds a house between Balmora and Moonmoth Legion Fort. The house has a large and small storage Room, your room, and a room with 53 portals that go all over Morrowind. Also in a secret room there is a ring to change the weather and a cup that can teleport you to different pla...

Id	Name	Category	Site	Link	Author	Date	Description
4779	Helmsdeep	Buildings	MMH	15-5160	Unknown	2009-05-12	This mod adds helmsdeep from the lord of the rings into the land of morrowind.
4778	Heavywood House	Buildings	MMH	15-9408	GUILDmaster	2004-03-28	Go to Caldera and look for an Estate Agent wandering the streets. She will sell you an exquisite house for 12000 gold. The house has an amazingly decorated Living Room/Dining Room. A beautiful bedroom and an underground treasury.
4777	Heaven's Lookout: Rise of the Fallen Teaser v1.0	Buildings	MMH	15-14639	Andy!	2013-04-20	This is a teaser package for the upcoming mod Heaven's Lookout: Rise of the Fallen. It contains two movie files, and "Andy! Sword and Cloak", an ESP file adding, surprisingly, a sword and a cloak (new icons, meshes and textures).
4776	Hawkwing Manor	Buildings	MMH	15-9524	Splat	2004-04-19	This mod is a very large and extravagant Imperial-style manor on the road directly north of Caldera. It not only fits in the world of Morrowind with realistic rooms like banquet halls, sitting rooms, and kitchens, but it offers tons of storage. I strongly suggest that you try this m...
4775	Haunted Mansion v1.0	Buildings	MMH	15-13919	bryman1970	2010-04-13	This is an empty run-down mansion east of Seyda Neen. There are no monsters or treasure inside. Just something interesting to look at, and I thought the area was a perfect spot for it. The wooden bridge beyond that has been changed to an Imperial-style bridge to match the ruined Impe...
4774	HallOfHandsGambling	Buildings	MMH	15-4770	GBT3E	2009-05-12	** Hall Of Hands Gambling ***** created by GBT3e Description: Jolef the Referee has opened a new club in Gnaar Mok. Place a wager, win some coin. If you loose a bet dont revert to a saved game or the secret quest won't open for...
4773	Hall of Torque MSPaint Contest Exhibition	Buildings	MMH	15-4703	Tommy Khajiit	2009-05-12	HALL OF TORQUE. An exposition of remarkable paintings STORY This mod brings the "Hall of Torque MSPaint Contest Exhibition" to Dagon Fel. All paintings are free for you to take to decorate your Morrowind home. Meet Lady Moiraine, caretaker of the "Hall of Torque" V...
4772	Hall of Hands	Buildings	MMH	15-8441	GBT3E	2002-09-30	Jolef the Referee has opened a new club in Gnaar Mok where you can place a wager, win some coin, or just stop in to watch the fights This mod adds scripted repeatable gambling on a fight....a new building to Gnaar Mok...2 new playable classes (Boxer and Gambler)....8 NP...
4771	Hall of Doors	Buildings	MMH	15-9283	theKettle	2004-03-01	Tired of the endless walking? Annoyed that even the various forms of instant travel don't reach many settlements? Hall of Doors adds a new area - a small interior cell with 28 doors to various parts of Vvardenfell. Once you've gained access all travel is to...
4770	Guarded Ghostgate	Buildings	MMH	15-1119	Valdimathor (Michal Ryska)	2009-04-06	TES III: Morrowind Guarded Ghostgate mod by Valdimathor (Michal Ryska) 1. INSTALLING THE MOD To install the plugin, unzip the file into the Morrowind Data Files di...
4769	Guarded Ghostgate	Buildings	MMH	15-13310	Valdimathor	2009-03-12	Expands Ghostgate a bit to make it feel that this is the place where proud warriors of the Temple fight against evil. Changelog:11.11.09 - Added screenshots
4768	Guar Crypt	Buildings	MMH	15-9311	mighty one	2004-03-04	A small crypt near Pelagiad where you can give guar remains in the form of remnants, items or other things in accordance with #5. of Guarmandment which you can find here: http://www.buttersky.com/morrowind/guars/gallery/index.html or just use it ...
4767	Growable Pumpkins	Buildings	MMH	15-10144	Aridale Noblebrook Belmont	2005-09-21	With this mod you can plant and grow your own pumpkins anywhere you want and carve them into jack-o-lanterns It adds an abandoned farm near Vivec where the pumpkins grow. Once the ones on the farm are grown you can pick and carve them into jack-o-lanterns. Carving them gets you some seeds which y...
4766	Grow your own Telvanni Towers	Buildings	MMH	15-7236	kaos_nyrb	2012-08-08	You ever wondered why when you are a master of magic and god you can't grow telvanni towers? well now you can! Adds 9 spells to the game allowing you to grow telvanni towers ANYWHERE. When cast they grow up from under your feet!; great for decorating! Spelling and gramtical errors fix...
4765	Green Guy's House	Buildings	MMH	15-13301	Archeopterix	2009-03-07	From the readme: "The house of GreenGuy! House is South East of Gnarr Mok (see jpeg in folder "Map to house.jpg") Thanks to cooldude55 & Mira!007 for testing and advice by kagrenac Fredo for fixing my mistakes and Vorwoda the_Black for the script! Thanks Everyone! :*"
4764	Greek trireme boat replacer	Buildings	MMH	15-12522	vanir90210	2008-02-09	Replaces the major boats with Greek Trireme's. Doesn't require any expansions.Full Version! Screens by Myaskill. Changelog:Updated, Finished, Whatever. I accidentally uploaded the wrong file, so try to download it again. This time it should be complete.
4763	Great Bazaar Glass Dome	Buildings	MMH	15-7973	Unit984Beta	2005-10-10	Add Dongles Transparent glass dome in Mournhold Great bazar theater
4762	Gravedigger Bob ver. 1.1	Buildings	MMH	15-4735	Lurchman	2009-05-12	Gravedigger Bob ver. 1.1 Gravedigger Bob is a salty old sea dog, who has since left that life and has taken up residence in Peligiad. He has opened an establishment he refers to as "Gravedigger Bobs Fine Goods". The rest of Peligiad calls it a junkyard. Gravedigger is the Fred Sa...
4761	Granny Claus' Christmas Gifts 1.0	Buildings	MMH	15-12010	Korana	2012-11-18	This mod adds Santa's "compound" to Solstheim. While it would ruin your Christmas surprise to enter the workshop, you can pick up trees in the Christmas Tree lot, and enter Granny Claus' Cottage for some dinner, drinks, and to open her gifts to you! You can even meet the reindeer! Trav...
4760	goldtreasure update	Buildings	MMH	15-4700	Unknown	2009-05-12	
4759	goldtreasure 1.11 update all fixed	Buildings	MMH	15-4709	willytooshoes	2009-05-12	GOLD TREASURE 1.11 Again: willytooshoes found a few issues &...
4758	goldtreasure	Buildings	MMH	15-4765	Unknown	2009-05-12	
4757	goldenspear fixed for goldtreasure 1.11	Buildings	MMH	15-4699	Unknown	2009-05-12	
4756	Golden Land	Buildings	MMH	15-9518	NKVD	2004-04-09	This plugin adds: A New region...2medium towns....Imp. fortHouse for storing stuff (Tomo' land) Big dwemer town....A big mine You can get there from Khuul and Ebonheart.
4755	GnisisCasino	Buildings	MMH	15-4707	Capedbear	2009-05-12	The Elder Scrolls III MORROWIND: Tangerine Coins Plugin
4754	Gnisis Waterfront v1.0	Buildings	MMH	15-13907	Crankgorilla	2010-04-04	Adds a waterfront tent/marque to Gnisis. A Shipmaster is running a supply company from the banks of the Gnisis river. Travel links are now available up and down river. A living quarters is available. If you don't already own a home in Gnisis, maybe this is the one for you.
4753	Glass Window Pack	Buildings	MMH	15-10149	dongle	2005-09-28	Eight translucent antique glass windows for modders to use. Some are basic glass panes you can tile across an opening, some have ornate frames. All have variants with solid glass, or a diamond leading pattern. The basic panes also have broken versions. All will snap to a 64 grid and...
4752	Glass Greenhouse Dome	Buildings	MMH	15-10155	dongle	2005-09-28	A geodesic dome with a wooden frame and transparent antique glass texture. Doorjamb fits my square glass doors, or the common wood ones. This is a model only, no playable mod is included.
4751	Giorgia's House	Buildings	MMH	15-7603	Matthew	2004-06-01	This is a mod I started about 18 months ago, I would really like to finish it but I just don't have the time any more now that I'm on a ship in the Navy. I am giving this out as a house mod for Dwermer fans and I would like to get feedback as what to do with it. ...
4750	Ghostseer Castle	Buildings	MMH	15-6693	Kam Ghostseer	2011-03-06	Based on a castle mod by Allan. This is complete and usable as far as I can tell, I haven't worked on it in years though. It adds a large fortress to the north-west mountain near Balmora that has everything you could possibly want. I do not guarantee that it is 100% func...
4749	Ghostgate Sanctuary	Buildings	MMH	15-9832	Lochnarus	2005-04-26	Ever been beaten to a sliver of health whilst traveling to and from Red Mountain? If you have, then this little "house" mod is for you. It places an abandoned ashlander yurt not far from the Ghostgate. Has a bed, a few misc items (alchemy apparatus' as well), and a little decor...
4748	Geonox's Imperial Building Pack	Buildings	MMH	15-10004	Geonox	2005-07-01	A resource pack which adds four new imperial buildings in the editor. This is a resource pack so you have to place the buildings ingame yourself. The screenshots are taken in the editor on a test island which is not included in the plugin.

Id	Name	Category	Site	Link	Author	Date	Description
4747	GellisHouse	Buildings	MMH	15-9457	StrangeLands	2005-02-11	A new house in Seyda Neen (no, don't roll your eyes, I only designed it for my girlfriend and then decided to upload it, I know it's passe ;) New for the 1.1 version: the somewhat gloomy interior has been lightened considerably, the uber-apparatus has been reduc...
4746	Gard Castle v1.0	Buildings	MMH	15-10495	Shezrie	2006-03-16	Castle in Solstheim that has been converted into an upperclass hotel. There are three rooms to rent and a suite. While there is no quest as such, the castle does have a bit of a history behind it and you can spend some time investigating into what happened to some of the previous residents. ...
4745	Gambling Hall	Buildings	MMH	15-5805	Missiri	2011-10-06	a little casino in seyda neen
4744	Gallery for Lord Yig's Fantasy Art Mod v4.0	Buildings	MMH	15-4992	wassa(soxxx)	2009-05-12	this is a place to show of " Lord Yig's Fantasy Art Mod v 1.01" in at building at entrance to balmora on hill below church. there is a native default exhibit. So you could still have a look a building and secrets if you don't have 'art mod' =====...
4743	Gallery for Lord Yig's Fantasy Art Mod v1.0	Buildings	MMH	15-4708	wassa(soxxx)	2009-05-12	this is a place to show of " Lord Yig's Fantasy Art Mod v 1.01" in at building at entrance to balmora on hill below church. YOU NEED TO DOWN LOAD HIS MOD TO YOU THIS --books added in gallery-- --SONNETS by WILLIAM SHAKESPEARE (Will Speare)-4 BOOKS IN SCROLL FORMAT- ...
4742	FrontierTradePost	Buildings	MMH	15-4712	Greevar	2009-05-12	Frontier Trade Post by Greevar Summary ---- This mod adds a new fort/trade post to norther Solstheim just west of the Skaal Village. This fort includes a Smith, a Shaman (healer), and a trade house. Also, there are three residences and th...
4741	Fortified Thirsk 1.1	Buildings	MMH	15-2915	lochnarus	2009-04-24	The Elder Scrolls III MORROWIND: Fortified Thirsk by lochnarus lochnarus@yahoo.com Index: 1. Install...
4740	Fort Kummu	Buildings	MMH	15-9365	Indiana Bones	2005-05-29	Did you ever wonder "Now I am a Knight of the imperial dragon, why can't I have my own fort and not Ebonheart cause you can't pick one of your possessions up"? Well now you can. The empire just built a fort near the Fields of Kummu to protect pilgrims and other...
4739	Floating Nightclub	Buildings	MMH	15-10089	Ollie	2005-08-21	This plugin doesnt really have a purpose, there are no quests (yet), for me, it was just something to do.
4738	Fastighets Maklare	Buildings	MMH	15-323	Chakolli, Legacy	2009-04-06	Please note: This mod was transferred from Gamer's Roam after the site's closure. No information was included, so this note containing some basic information about the mod has been added as a courtesy to mod users. ----- ...
4737	Factor's Estate v1.1	Buildings	MMH	15-14995	Matthew	2013-09-18	The inspiration for this was a suggestion posted by one of the Morrowind Summit's moderators, but it was an appropriate suggestion. .the Factor's Estate can only be described as butt-ugly (no offense Bethesda). I've used the same floorplan but completely refurbished the estate. I've...
4736	Expanded Museum of Artifacts v0.9	Buildings	MMH	15-14803	TheOtherFelix	2013-06-12	ExpandedMoA.esp makes the following changes to the game: * The Museum of Artifacts in Mourmhold will accept all items listed in the book "Famed Artifacts of Tamriel," which now also lists all items that the museum will accept. * The museum now has security ...
4735	Evermelt, The hot springs	Buildings	MMH	15-13729	Zereth	2009-11-03	This is my first mod, and it adds a cave to the river near fort frostmoth, the cave has a living area(sleeping area), hot spring area and storage area, i hope you like it. Note there is no new meshes or textures, it uses base text and meshes, thus only thing you need is bloodmoon and morrowind. A...
4734	Eponia Manor	Buildings	MMH	15-77	Unknown	2009-04-06	Please note: This mod was transferred from Gamer's Roam after the site's closure. No information was included, so this note containing some basic information about the mod has been added as a courtesy to mod users. -----
4733	enhanced rethan manor	Buildings	MMH	15-4911	Lady_Galadriel	2009-05-12	Enhanced Rethan Manor Readme.txt By Lady Galadriel ----- This mod requires Tribunal ----- Installation: Simply unzip the files into the "Morrowind\DataFiles" directory. Files included: Enhanced Rethan...
4732	Ekul House	Buildings	MMH	15-15271	SnowOwl	2014-10-06	Adds an eccentric player ownable home to Solstheim. Look for Morpo in Balmora to purchase Ekul House. There are three esp files. Ekul House.esp - This is the main file. You must use this esp file. EH_CoM2.esp - Optional. If you use CoM2 this esp adds children to Ekul House.<...
4731	Ebonheart Gentlemen's Club	Buildings	MMH	15-9790	Rick Reed	2004-09-05	Ebonheart Gentlemen.s Club pretends to be a place of "refinement and culture". It is actually a speakeasy tavern behind the Skyrim mission in Ebonheart. There is some adult content, here. It offers music, dancing girls and some interesting folks. &#...
4730	Ebonheart Docks	Buildings	MMH	15-8058	evelas	2003-07-27	Adds on several ships to the Imperial dock at Ebonheart, along with a group of guards.. Talk to the Guard Commander, he will transport you to a Necromancer?s Castle on a nearby island There is a medium sized battle between the guards that are with you and a ...
4729	Dresharii Temple V1.01	Buildings	MMH	15-1086	Unknown	2009-04-06	
4728	Dresharii Temple V1.0	Buildings	MMH	15-1020	Unknown	2009-04-06	
4727	Dresharii Temple	Buildings	MMH	15-9594	Slategrey	2004-07-16	This is a Temple I've built for a larger Mod i'm working on. This MOD contains only the building itself. Use it as a house if you wish, but if you decide to include it in your own mod please move the location from where it is currently so as not to ...
4726	DragonVille	Buildings	MMH	15-8919	Predator	2005-05-07	A new town called Dragonville resides east of Gnisis. It has a long dark history. Features a new way of questing, new buildings, dungeons and three secret items forged ages ago, as well as a dark secret.
4725	Djupsgaard - Hidden Halls 1.5	Buildings	MMH	15-829	Polycrates	2009-04-06	Djupsgaard - the Hidden Halls v1.5 by Polycrates polycrates2@hotmail.com This mod requires both Tribunal and Bloodmoon. Sorry. Designed for the 1.6...
4724	Display House v1.2	Buildings	MMH	15-7582	DarkOneVenzar	2004-05-23	This is just a good sized house for storing and displaying items. There is just one hostile NPC inside (about lvl 10) and gives some good stuff. One item I think might be a bit unbalancing but I hope not. There is fast travel to and from the house, since it is in an odd place. More in the readme....
4723	Desert buildings	Buildings	MMH	15-678	Unknown	2009-04-06	
4722	Deaths Doorstep V3x	Buildings	MMH	15-4776	Rogue Shadow, Phijama	2009-05-12	----- Death's Doorstep V.3 ...
4721	Deaths Doorstep Addon Patch	Buildings	MMH	15-15539	Rogue Shadow, Phijama	2017-07-30	----- Death's Doorstep Add-on ----- By: Rogue Shadow & Phijama This mod has been cleaned with TESAME, and packed with TESmu 2 ----- &_gt_;;Index ----- I. What does this mod d...
4720	Death's Doorstep Add-on patched	Buildings	MMH	15-11699	Rogue Shadow, Phijama	2012-09-17	This mod adds the ruins of Kal-Datha, an ancient Aldmeri city west of Gnisis. Inside, you will encounter the trapped dead of the city, and be able to do quests, explore a ruined city to new music, and get all the evil wares you'll need. The shop includes many, many new weapons, armor...
4719	Dave's Furniture Store Plug-In v2.0	Buildings	MMH	15-4737	Dave Humphrey	2009-05-12	. &#...
4718	Dave's Furniture Store Plug-In v1.6	Buildings	MMH	15-4758	Dave Humphrey	2009-05-12	. Dave's Furniture Store Plug-In v1.6 for TES: Morrowind - May 2003 Dave Humphrey - uesp@m0use.net http://www.m0use.net/~uesp/ This plugin adds over 250 furniture items that you can pick up and move, allowing you to completely alter your own house layout wh...
4717	Daedra Fortress	Buildings	MMH	15-9265	DracoDraKonis	2004-03-01	A Mysterious Daedra Cult has built a remote Daedra Style Fortress in the Molag Amur Region (E of Uvirith's Grave). Are you strong enough to rid Vvardenfell of this new menace and claim the fortress for yourself? Staightforward Hack 'n Slash, no respon for fortre...
4716	Créhange Guard Towers v1.0	Buildings	MMH	15-9354	ReflectionN	2005-05-29	This mod is version 1.0 of the Créhange Guard Towers mod. It can be considered an expansion for my Créhange Manor mod version 1.1. It adds two guard towers to the Créhange Manor near Suran. One on the other side of the rope bridge, and one further north which gives an excelle...
4715	CRN ARM T	Buildings	MMH	15-4698	Carnithus	2009-05-12	

Id	Name	Category	Site	Link	Author	Date	Description
4714	CRN ARM ADD ON I	Buildings	MMH	15-4711	Carnithus	2009-05-12	Title: Carnithus' Armamentarium Add-On I Author: Carnithus Requires: Tribunal/Bloodmoon/Carnithus' Armamentarium ...
4713	CreepersClub	Buildings	MMH	15-4757	EyeCue	2009-05-12	Creepers Pad V1.0 By EyeCue EyeCue@Hotmail.com aka. The Stinge ===== Creeper, our favourite scamp, has opened a night club under a crate on the streets of Balmora. You will r...
4712	crazy habibs armor shop 1021	Buildings	MMH	15-4702	MP*Canus	2009-05-12	* ...* Crazy Habib's Armor Store for Morrowind * ...* By MP*Canus *.....* About: *...* This adds a new building, Crazy Habib's Armor Store to Balmora...
4711	Construction v1.051	Buildings	MMH	15-6149	JCK87	2006-03-11	This mod adds new buildings with new NPCs. The purpose of this mod is to construct buildings in-game. Every building is unique (though no new meshes) and consist of multiple construction phases. Therefore, you will need to wait a couple of days before it is finished, yet every d...
4710	Construction v1.02	Buildings	MMH	15-14695	JCK87	2013-05-10	There is a new building along the path from seyda neen to pelagiad. Read carefully what kendral says because there are no journal entries. You can look up what he has said in the journal's topic menu (you do need to memorise the topic's). Incase you think you are stuck and the mod ...
4709	Complete Morrowind Workshop	Buildings	MMH	15-10125	Fred	2005-09-17	Adds a workshop for those with morrowind comlete.Plenty of labeled chests,sectioned off areas for wodworking,smithing,pottery making and making clothes,teleportation amulet.4 .esps for 4 different locations to have your workshop.Plenty of room in the back to put the funiture ...
4708	Clockwork City Expanded	Buildings	MMH	15-6501	Master Sam	2010-07-10	Version 0.8 still has some 'errors'. The mod is totally functional, but you need to be on your best behaviour or the residents of the city will go a bit funny. This mod is NOT compatible with Lady Rae's 'Armier' race mod. Mini-expansion to Clockwork City. Adds a new distr...
4707	City of Nerevar Teaser - Barrowmoth Legion Fort	Buildings	MMH	15-14087	EvanMeisterX	2010-09-24	Fort Barrowmoth was the Empire's attempt to gain a foothold on the Red Mountain. Constructed under the harshest of conditions, the project was plagued with disaster from the start. However, Imperial stubbornness and determination saw the fort to completion. From the beginning, Barrowmoth was stat...
4706	Church of Pelagiad	Buildings	MMH	15-12494	Maydar Sirus	2008-01-26	Have you ever been walking around Vvardenfell and wondered "Hay I see these temples every where.....where are all the churches?"? Well you no longer have to wonder that. Pelagiad has recently opened a Church for all you Catholics out there. It is Advent so the ...
4705	Chateau Nerevarine Estate	Buildings	MMH	15-98	Imperial Ambassador ShaKoda	2009-04-06	Please note: This mod was transferred from Gamer's Roam after the site's closure. No information was included, so this note containing some basic information about the mod has been added as a courtesy to mod users. ----- ...
4704	Centurions Redoran Stronghold Extension V21	Buildings	MMH	15-4917	Unknown	2009-05-12	
4703	Census and Excise Office Improvement	Buildings	MMH	15-13092	emoboy64	2008-12-18	Really a small mod for players who are starting out and want some extra equipment. Nothing uber only basic items that are not worth to much. Also adds a bit of realism to the office. Changelog:1.0 initial version
4702	Castle Vianden V1	Buildings	MMH	15-1263	ReflectioN	2009-04-06	THE SHORT DESCRIPTION This mod is my Morrowind version of an existing castle in Vianden Luxembourg. The real castle is one of the most magnificent castles in Europe today. My MW version is located near Pelagiad and it contains large, retextured Halls for weapons and armor display, 3 ...
4701	Castle Veldoril	Buildings	MMH	15-6987	Geonox	2012-07-23	Description: This mod adds a new house ingame, Castle Veldoril. The mod doesnt comes with a quest but there are some hidden rooms ingame. The reason for this is that it took me too much time to make a quest and the lack of experience with quest writing in the editor. The house comes with storage ...
4700	Castle Dragonfall pathgrids	Buildings	MMH	15-5965	Centurion	2011-10-24	Not much to write here... Adds pathgrids to Castle Dragonfall by Centurion. Nothing more, nothing less. No modifications to the cells themselves. I made the grid a bit more detailed in the living areas, where you'd probably drop your companions. Less detailed in the various ...
4699	casino v1 1	Buildings	MMH	15-4731	Guarfield	2009-05-12	Contents : 1) Installation 2) Changes made to the original game 3) Known issues 4) Special thanks ...
4698	Casino	Buildings	MMH	15-8446	Eric Lamage	2002-09-30	What can you do once you have beaten the game ? Have even more fun; gambling fever has hit the Bitter Coast. Jarod Wassup, an engineer of genius, found a way to make those strange dwarven machines work. Discover new exciting games...challenge Dukie on that strong ...
4697	Carnithus' Armamentarium Add-On II/Update	Buildings	MMH	15-4722	Carnithus	2009-05-12	Title: Carnithus' Armamentarium Add-On II/Update Author: Carnithus Requirements: Tribunal, Bloodmoon, Carnithus' Armamentarium, Carnithus' Armamentarium Add-On I Description: This is an add-on/update for Carnithus' Armamenta...
4696	Carnithus Armamentarium Tribunal	Buildings	MMH	15-4763	Unknown	2009-05-12	
4695	Carnithus Armamentarium	Buildings	MMH	15-4696	Carnithus	2009-05-12	Title: Carnithus' Armamentarium Author : Carnithus Version : 1.0 Requires: Morrowind/Tribunal/Blood Moon Mature Warning: This MOD contains depictions of NUDITY. If you are in anyway offended or afraid of the NUDE fo...
4694	Canton Fair	Buildings	MMH	15-4725	Pam, Ygdra	2009-05-12	*** *** *** []...
4693	Caldera Governor Mansion Replacer	Buildings	MMH	15-15104	Korana	2013-12-23	I always felt that an important building, like the Caldera's Governor's Mansion should not look worse than the surrounding town, but in fact look better. I decided to make a replacement, which makes the building exterior seem more stately. This mod replaces the Caldera Governor's Mansion meshes a...
4692	Caldera Empty Shop	Buildings	MMH	15-9129	RavenFeather	2004-01-21	I wanted to make a house mod that though convenient for the player (in terms of size, location and layout) didn't automatically scream "I AM UBER-HOUSE MOD WITH ITEMS GALORE" - a house mod that blended in seamlessly with the game, and while giving me room to store my stuff didn...
4691	Caldera Bunker	Buildings	MMH	15-9393	Dark Raver	2004-03-17	Adds a new underground housing area for you to claim as your own. It includes a grahl merchant with 150,000 gold and a few amulets that summon creatures. Plenty of storage and tables to show off your best stuff. Feedback would be appreciated.
4690	Caldera Additions	Buildings	MMH	15-10269	Praetorian Guard	2005-12-01	This mod adds three buildings to the NW of Cladera (in addition to three new NPCs). No creature spawn points were harmed during the making of this mod. This mod could possibly conflict with another mod like it, so make sure to backup your files before installing. ...
4689	Buy Furniture	Buildings	MMH	15-4760	DarkDragon	2009-05-12	**** The Elder Scrolls III MORROWIND Buy Furniture v 1.4 **** Index: 1. Installation 2. Playing the Plugin 3. Save Games
4688	Bunch O Stuff	Buildings	MMH	15-9251	APime11987	2004-02-23	This mod adds a bunch of stuff - has 11 new NPCs that are 100 skilled trainers, 2 others are shop keeps with infite cash - a couple new building (one located in Balmora), the other in Seyda Neen; a dungeon for anyone who dares enter with an ok prize at the bottem. New...
4687	Brothers of Hate	Buildings	MMH	15-7627	Elten	2004-06-05	A fun little mod, no real point, might keep you guys satiated till I finish Uthyrin Beta 1.2. It took me maybe half an hour or so to make. Have fun! (Read the readme for other info, such as where to begin, what to do, etc etc.) Feedback is highly desired!
4686	Brodin Grove Loft	Buildings	MMH	15-9269	Lochnarus	2005-04-25	Go to Brodir Grove, look east. There's the building.
4685	Bookshop	Buildings	MMH	15-4772	Unknown	2009-05-12	Readme Bookshop v 1.00 ----- Introduction. I created this plugin because I had to start a new game *again* and I wanted to level up a bit faster untill level 5 or something, just to be at a decen...
4684	BloodMoon Trader	Buildings	MMH	15-7831	Davidevil	2003-09-29	This Mod adds new Traders and trainers in the Island of Solsthein, all with their high detailed Buildings (from a Dwemer Observatory to a Druidic Stonehenge). It includes 3 merchants and a Lighthouse of a powerfull Enchanter in the Port of Fort Frostmoth. ...

Id	Name	Category	Site	Link	Author	Date	Description
4683	Better Thirsk	Buildings	MMH	15-7951	CoolDude 55	2003-11-14	The mod: - Makes Chieftain's room much nicer; adds some storage. - Makes the small room upstairs look nicer, adds some storage. - Adds a trader in the basement who has 3000 gold i - Adds a basement with an entrance just by the throne
4682	Better Seyda Neen Lighthouse v1.0	Buildings	MMH	15-9370	Detritus2004	2004-03-14	This mod replaces the old lighthouse at Seyda Neen with a better one. Now you can spy on Fargoth from a lighthouse that projects a turning beam of light at night. Inside there is a loft you can access by ladder, with a hammock you can sleep in. It may not be the lap of luxury, but it's definitely...
4681	Beast's Retreat	Buildings	MMH	15-10708	Cookietastic	2006-08-05	I've been playing around with CS for two weeks and this is my first mod that I'm releasing. It's just a building where escaped slaves go, and if people like it I may add a little quest or something. I'd appreciate it if you'd leave a comment and rate it. There's more info in the...
4680	Bathroom in Vivec v1.0	Buildings	MMH	15-5554	ayse	2010-10-23	Adds a bathroom in Vivec
4679	Bathroom	Buildings	MMH	15-6717	Keedo420	2011-04-09	This simple mini-mod adds a new interior cell called "Bathroom" (and one quest) to the Foreign Quarter of Vivec. The door to the Bathroom is on the outside on the ground level. A Bathroom is meant to be a public building for bathing and socializing (at least in the historical sense).
4678	Bank	Buildings	MMH	15-15515	Indy	2017-07-23	Bank Mod 2.1 Created by: Indestructible Current Homepage: http://www.gamerzalliance.com Mod Members: Coder and World Builder - Mike Seiferling a.k.a Indestructible Testing and Support Coding - jDooby Note from the Author: Hi Everyone, This will be the last ...
4677	Balmora Zoo v1.0	Buildings	MMH	15-1869	Christian Magno	2009-04-06	Balmora Zoo Plugin v1.00 What is it? The Balmora Zoo plugin offers an entirely new building in Balmora. A zoo, a new interesting building to further expand the town of Balmora, the best place in Morrowind. Inside the zoo you can see and read about Morrowind's a...
4676	Balmora Warehouse	Buildings	MMH	15-7662	sovetski	2004-06-20	Ever wanted a place to store all your character's items? This mod will add more than 15000 pounds of storage space, in a neat, organized warehouse in Balmora. It even has a display area and mannequins for your most valuable treasures. The warehouse isn't free, h...
4675	Balmora University v0.9	Buildings	MMH	15-4720	Ravensong	2009-05-12	Balmora University is located by the south wall accross from the strider. Its faculty has expertise in all disciplines. Enjoy your curriculum:) Questions or comments welcome. Email me at [url=mailto:ladymage1@hotmail.com] ladymage1@hotmail.com ladymage1...
4674	Balmora University v0.8	Buildings	MMH	15-3964	Ravensong	2009-05-12	Balmora University is located by the south wall accross from the strider. Its faculty has expertise in all disciplines. Enjoy your curriculum:) Questions or comments welcome. Email me at [url=mailto:ladymage1@hotmail.com] ladymage1@hotmail.com ladymage1...
4673	Balmora University RD	Buildings	MMH	15-11375	Stoned	2007-07-13	Balmora University, one of few locations on Vvardenfell where proper education can be sought. The prices are steep, but the library contains quite the exclusive collection, unmatched by all others in Morrowind, except for the library at Firewatch. []...
4672	Balmora University	Buildings	MMH	15-15513	ladymage1	2017-07-23	Balmora University is located by the south wall accross from the strider. Its faculty has expertise in all disciplines. Enjoy your curriculum:) Questions or comments welcome. Email me at ladymage1@hotmail.com
4671	Balmora university	Buildings	MMH	15-6423	crlsruiper	2010-03-17	Balmora University Founded by the famous Harry Straton, is one of few locations on Vvardenfell where proper education can be sought. The prices are steep, but the library contains quite the exclusive collection, unmatched by all others in Morrowind, except for the library...
4670	Balmora Underwater Manor	Buildings	MMH	15-9487	Aquatakak	2004-04-12	Just what the modding community needed: yet another Balmora house mod. Except this one's a bit different in its location. It's smack dab in the middle of the Odai River in Balmora. The exterior of the house is almost totally underwater (however the interior isn't, of cou...
4669	Balmora Stock Exchange	Buildings	MMH	15-56	Sean Givan	2009-04-06	Located just inside the north walls of Balmora, the Stock Exchange allows even an ordinary citizen to engage in House business! From the book found ingame: The Balmora Stock Exchange was opened in the Year 419, in order to allow non-members of the Great Houses and other ordinary...
4668	Balmora Shrine	Buildings	MMH	15-229	Unknown	2009-04-06	Adds a storage/display building next to the Eastern Guard Tower in Balmora. ===== Please note: This mod was transferred from Gamer's Roam after the site's closure. No information was included, so this note containing some basic information about t...
4667	Balmora Plaza	Buildings	MMH	15-4766	Unknown	2009-05-12	
4666	Balmora Mansion	Buildings	MMH	15-9119	Witch King	2004-01-12	I made this mod to completely replace the "Balmora Fortress" mod that I did. This one is much better built, it's been cleaned with TESame, and it includes a readme file. The Mansion is on the Mountain top immediatly to your left as you get off the Silt Stride...
4665	Balmora Keep	Buildings	MMH	15-32	Pinthar	2009-04-06	Balmora Keep adds an huge addition to the outskirts of Balmora. It is located on the top of the southwestern hill, and has over 14 new buildings. You can access the keep through its main entrance, and once there you have access to your own mansion to store all of your loot, access to all of the g...
4664	Balmora House (Mytos version)	Buildings	MMH	15-9260	[v][ytos	2004-02-25	A re-do of Ravensong's Balmora housemod (2002). When I found this house mod, I loved it except for one thing, lack of storage, I'm a neat freak and I'm also a packrat, the small sizes of his closets and crates drove me nuts, so I've just went through and change...
4663	Balmora Garden 1.0	Buildings	MMH	15-1548	Ben Tokkin	2009-04-06	This just a small plugin I did for someone at at the official forums he wanted Dongles glass dome in game so I put the dome ingame and placed a small garden in it with a few alchemy plants located right outside the walls of Balmora across the path from the silt strider you cant miss it. I thought...
4662	Balmora Fortress	Buildings	MMH	15-9051	Witch King	2003-12-30	This is my first mod - a fortress in Balmora (named) Lord Varal's, after my character) that includes 3 towers and a weapon/armor house. Arriving in Balmora via Silt Strider, look to your left you will see it on the Mountain top. NPCs (for l...
4661	Balmora Floating Houses	Buildings	MMH	15-12589	Elder Mage S	2008-03-09	Adds a new floating house complete with entrance room, study, garden and bedroom for your convience. It's pretty obvious where it is once you get to Balmora. I will be adding more to this so don't worry if it looks bare. Thanks to Blue Eagle for a ...
4660	Balmora Fighters Club	Buildings	MMH	15-10253	Phluphwitt Limebarte	2005-11-27	This plugin adds a new building to Balmora; the Balmora Fight Club. Situated just to the left of the temple in Balmora, the new Fight Club, owned by Gadram Hlaalu, offers a place for the weary fighter to relax. Whilst there you can have a few drinks and bet on the outcom...
4659	Balmora Farmers Market v1.1	Buildings	MMH	15-15151	EchoFlame	2014-01-09	A Farmers Market has come to Balmora! You can buy most ingredients as well as weapons, drinks and much more! The Market is located in the main square in Balmora by the siltstrider. Requires other mods: Sils Argonian Heads and Hair. Adul's Arsenal. Daduke's Th...
4658	Balmora Council Club Shelves	Buildings	MMH	15-10222	SwordForTheLord	2005-11-08	I usually end up doing the quest to clear out the Council Club in Balmora, and end up with a decent option for a house of my own, with my own bartender. Unfortunately, I have commonly found the furniture lacking. This small mod adds shelves, a few small chests, and a few large chest...
4657	Balmora Baths and Halls	Buildings	MMH	15-6245	Princess Stomper	2009-07-11	Adds Roman-style baths, a public hall and communal firepit to the Hlaalu Council Manor in Balmora. Adds new cells to the right-hand door of the Hlaalu Council Manor in Balmora. 1. Why are there two doors to one cell? It's stupid! Use the other do...
4656	Balmora Bath House	Buildings	MMH	15-9242	Dazz_Hero	2004-02-23	A Bath House has opened in Balmora! Built around an ancient sewage facility long forgotten by citizens of Balmora, the Bath House is free for all who want to come in and relax a bit.. This version has been fixed and includes the soap.
4655	Bal Baradus	Buildings	MMH	15-9852	Bajamaja	2005-02-27	This mod adds a village named Bal Baradus to the Ascadian Isles Region. There are about 10 buildings in the city and a cave to explore. The goal with this mod was to make it melt into Morrowind, so it felt like it could have been there from the beginning. I'm not sure if I suce...
4654	Azuras castle v0.65M	Buildings	MMH	15-5099	Shaggy, TantorRC	2009-05-12	Azura's Castle v0.65 Author: Shaggy Co-Author: TantorRC Email: Shaggy2286@hotmail.com Date: April 9, 2004 Future update planned: Yes Version number: 0.65 Credits: Ravensong - She created serenetower, which is where i got a few ideas (like t...

Id	Name	Category	Site	Link	Author	Date	Description
4653	Astarsis Gazeeteer	Buildings	MMH	15-4715	Astarsis	2009-05-12	The Elder Scrolls III MORROWIND: Astarsis Gazeeteer version 1.0 ...
4652	Art Of War Museum v1.0	Buildings	MMH	15-12327	Painkiller_Rider	2013-03-14	Painkiller's Art of War Museum v1.0 ----- By: Painkiller_Rider & Friends In Memoriam: Frank Frazetta Plug-in Scope and Credits: ----- * New (underground) section to the Museum of Artifacts in Mournho...
4651	ARM Textures	Buildings	MMH	15-4761	Unknown	2009-05-12	
4650	ARM Meshes	Buildings	MMH	15-4741	Unknown	2009-05-12	
4649	ARM ESP Icons	Buildings	MMH	15-4691	Carnithus	2009-05-12	Title: Carnithus' Armamentarium Author : Carnithus Version : 1.0 Requires: Morrowind/Tribunal/Blood Moon Mature Warning: This MOD contains depictions of NUDITY. If you are in anyway offended or afraid of the NUDE fo...
4648	Arakan Arena	Buildings	MMH	15-12191	UNKNOWN	2013-02-09	books not translated. have fun fighting the mystery creatures
4647	APime's House Project	Buildings	MMH	15-7586	APime11987	2004-05-26	This mod add the ability to buys houses fully furnished in balmora from the outfitter, adds 5 NPCs outside in his store. The houses are not cheap ranging from 500-75000, I thought these prices are ok, if you dont like them you can easily change them. This mo...
4646	Amochol Catamaran	Buildings	MMH	15-7140	Wiechcheu	2012-07-31	This is a pretty simple, but interesting mod; it changes almost nothing in the world, except some docks. This is not a cheat mod, there are no free weapons, only a set of common clothes and a few cheap books (None over 50 gold I believe). Basically, all it does is place a boat on the ...
4645	Amazon's Cave	Buildings	MMH	15-6838	Skooma Modder	2012-01-26	A cave underneath the silt-strider port in Gnisis that has the Amazons from Greek Mythology to Morrowind.
4644	Ald-ruhn, Dunmers Only	Buildings	MMH	15-4721	Unknown	2009-05-12	Ald-ruhn,Dunmers Only exquisite Special 3.0 yours for the pick, Dark Elf Dunmerfriend :) You will get a tavern made by the master of magicka.....me :) this is my nr 3 house and i must say,this one is special,it has all you ever need to have a fair go at the game.
4643	Ald Velothi Tower	Buildings	MMH	15-8481	StrykrDelta	2004-10-26	This mod adds a small redoran tower and storage shed to Ald Velothi.
4642	Akaviri Smith [Tribunal]	Buildings	MMH	15-4727	Legato	2009-05-12	Legato's TC showcase: Akaviri smith TRIBUNAL VERSION 1.3 _____ NOTE! To avoid variable and actor conflicts, please don't use this with my old "The Last Samurai armor" mod! N...
4641	AK IndarysGreathouse	Buildings	MMH	15-4919	aimeekae	2009-05-12	Indarys Greathouse Readme = author: AimeeKae email: whitemage_ffxi@hotmail.com = Introduction = This mod requires ...
4640	AIR DwemerStorageDevice	Buildings	MMH	15-4956	AirBreather	2009-05-12	The Elder Scrolls III MORROWIND: Dwemer Storage Device V.1 By: AirBreather May 3, 2004 Index: 1...
4639	Addition To the Seyda Neen Warehouse	Buildings	MMH	15-10067	Valor	2005-08-01	I made this because I thought that a warehouse should have something more of a warehouse feel. So I built stairs going down, added a room with armor, weapons, food and gold. Everything belongs to the guards and there are three now there. To prevent stealing and to add t...
4638	Abandonen Tower	Buildings	MMH	15-4953	Beloth	2009-05-12	The Elder Scrolls III MORROWIND Acadian Island mod made by Beloth 1. Installing the Mod and Warnin...
4637	Abandoned Temple	Buildings	MMH	15-11615	Master1076	2007-10-23	This mod adds an optionally furnished or unfurnished Abandoned Temple to Ascadian Isle Region(1,-9) Follow the road to Vivec from Pelagiad and you will see the temple on the way. It is opposite Balur's Farmhouse and just ahead of where you first meet Nels Llendo (The highw...
4636	Abandoned Drow Cave 1.1	Buildings	MMH	15-5700	kalikut	2011-10-02	----- Abandoned Drow Cave 1.1 readme.txt by kalikut ----- 1. What it is 2. How to install 3. Mod uses & releasin...
4635	Abandoned Cave Home	Buildings	MMH	15-10049	As the Hind	2005-07-05	A small cave house just north of Seyda Neen. A rustic retreat with no uber items or huge amounts of money (total 125 ish). Short story as to why the original owner is no longer in residence but no quest as I don't know anything about scripting. Originally made for m...
4634	A Windmill for Pelagiad	Buildings	MMH	15-6555	Mr. C. Racer	2010-09-29	As the title says, this plugin adds one of Dongle's awesome animated mills to Pelagiad. The building sits on a raised part of the landscape, just north of the fort. The mill includes an animated grindstone and spinning blades, a ladder to reach the upper part of the building, and lots, lots of sa...
4633	A simple shack outside Seyda Neen	Buildings	MMH	15-13192	Cooleoj	2009-01-23	It does what is says. It adds a shack on a little island near Seyda Neen. Not a big thing or something. I was bored and made this mod very fast. Hope you like it. :)
4632	A Portcullis for Wolverine Hall	Buildings	MMH	15-10355	Nonsuch	2006-01-19	This plug-in adds a much-needed Portcullis (Main Gate) to the imperial fort at Wolverine Hall, just outside Sadrith Mora. Ever seen a fort without a front gate? Want to be a guard at a fort without a front gate? Well, see what you think of the difference. If you use...
4631	A Portcullis for Pelagiad	Buildings	MMH	15-9346	Nonsuch	2004-03-17	This is an update of a small plug-in that adds a much-needed portcullis (like Ghostgate's) to Fort Pelagiad. It's just for looks, but I think the Fort looks more like a tourist attraction without it. See what you think. Changelog:Standardized New Object names. Restor...
4630	A Portcullis for Moonmoth	Buildings	MMH	15-9508	Nonsuch	2004-04-15	This is an update of a small plug-in that adds a much-needed portcullis (like at Ghostgate) to Fort Moonmoth, near Balmora. It's just for looks...well, that is unless your stationed there. But see what you think. Changelog:Standardized New Object names. Restores Game...
4629	A Portcullis for Hawkmoth	Buildings	MMH	15-9464	Nonsuch	2004-04-07	This is an update of a small plug-in that adds a much-needed portcullis (like Ghostgate's) to Fort Hawkmoth in Ebonheart. It's just for looks, but I think Hawkmoth isn't much of a "Fortification" without it. See what you think. Changelog:Standardized New Object names.
4628	(Q) Bank v(Q)2.1	Buildings	MMH	15-52	Indestructible, Qwert	2009-04-06	This is the final(Indestructible) release of the banking mod that allows you deposit money, earn interest, withdraw money, get loans, store items in a safety deposit box(for a fee) and purchase homes. Qwert's Modifications: 1.Adds bank personnel to the temple in mournhold. 2...