

ID	Name	Category	Site	Link	Author	Date	Description
13493	Wolf Pack	Creatures	Fliggerty	*699	hollaajith	2012-09-16	Wolf Pack Version 1.0 By hollaajith Description : Makes the wolf pack in solstheim behave as a true pack. Also adds an alpha wolf and a 20% chance of snow wolf to spawn in the pack. Renames the wolves appearing outside of a pack to stray wolves. Installation : From the Morrowind Launcher, sele...
13492	The Undead	Creatures	Fliggerty	*1166	Neoptolemus	2015-11-04	Adds 300+ new undead enemies to the leveled lists of Vvardenfell, Solstheim, and the Mournhold Sewers. Every creature has its own unique mesh, thanks to the amazing power of NifSkope. The new undead will appear in the appropriate tombs/caves/dungeons, and some in exterior cells after dark. The U...
13491	Revenants	Creatures	Fliggerty	*572	Jusey1	2011-10-30	This mods adds deadly spiritual beings into the Red Mountain Region known as Revenants. They are long dead warriors of a forgotten war. I highly recommon being high level before trying to fight these! They can really pack a punch! But do you still dare to fight them or will you perish?
13490	Ranked Dremora	Creatures	Fliggerty	*1164	Neoptolemus	2015-11-01	This mod completely overhauls the Dremora in Morrowind, making them more like they are in Oblivion - that is, divided into seven ranks. I have also changed their weapons to inferior versions of the daedric ones. This makes daedric weapons a lot more scarce on Vvardenfell, as they should be. All D...
13489	Golems	Creatures	Fliggerty	*1162	Neoptolemus	2015-11-01	Adds ten types of Golem to Morrowind's leveled lists. Golems will spawn in the appropriate regions (Mud Golems in the Bitter Coast, Ash Golems in the Molag Amur etc), and around Daedric Ruins. The Golems are based on a modified Storm Atronach mesh, and use all vanilla textures. Included is an ad...
13488	Dagoth Creatures Replacer	Creatures	Fliggerty	*970	Aoimevelho	2013-12-21	This mod gives new models to ash ghouls and ascended sleepers who bear the name "Dagoth". Dagoth Gares now have his own unique model. All "nameless" ash ghouls and ascended sleepers from leveled lists are not touched and will retain their old appearance. Please note that the exact look of Dagoth...
13487	Daedric Tweaks	Creatures	Fliggerty	*857	hollaajith	2013-06-16	Tweaks the the various Daedra to make them tougher.All the daedra have their stas modified. Now daedric shrines are indeed tougher than before. Tweaks the stats of each daedra to be more suitable. -Now Dremora are much stronger and Dremora Lord are stronger than Golden Saints. -Added stronger...
13486	Beasts of Vvardenfell 1.35	Creatures	Fliggerty	*1021	Crankgorilla	2014-03-27	Beasts of Vvardenfell Version 1.35 Description Adds creatures to the leveled lists. They will spawn along with the standard creatures and add more variety to the line up. Collected here are over 80 creatures from around the community. Each one has been balanced to provide an...
13485	Antares Creatures	Creatures	Fliggerty	*679	Arcimaestro Antares	2012-08-25	This is a compiled mod with all of Arcimaestro Antares's creatures. It includes: Trolls, Treant, Medusa, Hill Giant, Green Slime, Gargoyles, Frost Monarch, Frost Giant, Draugr Deathlord, Cecaelia and Beholders. Each Creature has its own readme.
6429	YoungBlood Deer Patch	Creatures	MMH	26-507	Kagz aka Kagrenac	2009-04-06	YOUNG-BLOOD. A CALL TO THE HERO. Bloodmoon is requ. for this mod. This is a self contained version, with all the requ. files contained in this mod. . Mod cleaned withTesame
6428	YOUNG-BLOOD. A CALL TO THE HERO.	Creatures	MMH	26-1505	Kagz aka Kagrenac aka Raven	2009-04-06	YOUNG-BLOOD. A CALL TO THE HERO. Bloodmoon is requ. for this mod. Also "CAIT FARM" mod is req. to play this mod. Do not try to play this mod with "Caits Critters Unleashed" as it will not work. Mod cleaned withTesame
6427	Young Blood with Deer fix.	Creatures	MMH	26-590	Unknown	2009-04-06YOUNG-BLOOD.FINAL.....A CALL TO THE HERO..... BLOODMOON IS REQUIRED FOR THIS MOD.....BLOODMOON IS REQUIRED FOR THIS MOD. ...
6426	Young Blood FINAL A Call To The Hero	Creatures	MMH	26-884	Kagz aka Kagrenac aka Raven	2009-04-06YOUNG-BLOOD.FINAL.....A CALL TO THE HERO..... BLOODMOON IS REQUIRED FOR THIS MOD.....BLOODMOON IS REQUIRED FOR THIS MOD. This is a mod for SOLSTHEIM ...
6425	WOT1Creatures	Creatures	MMH	26-12042	Kiriell	2012-11-25	Compiled by Kiriell Unzip this file into Data Files. It should install directories WOT under Meshes, Icons, Sounds, and Textures - if they do not exist. It will then put folders and files under those directories. Email Kiriell@worldnet.att.net if any problems occur. 6...
6424	WM Kitty	Creatures	MMH	26-11682	Wildman	2012-09-16	This is an edited wolf from bloodmoon, made to resemble a cat. I have not finished work on it as I would have liked, but due to RL I most likely never will. There are some seam issues and the head has no morph animation. Because this will require more time to fix I have released this as/is as a r...
6423	Wildman's Skeleton Additions	Creatures	MMH	26-12990	Wildman	2008-10-26	Adds seven new skeletons to leveled creature lists. From the Skeleterra dungeon mod this includes the Imperial Guard and Archer Skeletons, Dragonscale Soldier Skeleton, Barbarian Skeleton, Spear Skeleton (using Hircane's Animation), and Lich Queen (Using Almalexia's Anima...
6422	wildernessmod	Creatures	MMH	26-2597	Unknown	2009-04-24	
6421	Wild Siltstriders	Creatures	MMH	26-9499	Gimli55	2004-04-13	Based on an original concept by Lingam, this adds a few wild siltstriders behind the temple in Balmora. These animals will not attack you at all - even if you attack them. You cannot access their bodies even after they are dead. . please give me fe...
6420	Wild Horses BETA	Creatures	MMH	26-14344	Pokegami	2011-07-20	Adds wild horses to the levelled lists in Vvardenfell. The horses appear at the lowest level on the normal list (1 for normal lists, 3 for +2 lists etc.). The horses are rideable, just activate them. All credit for the riding script and meshes go...
6419	Wild Durzogs	Creatures	MMH	26-7898	RR_Raptor65	2003-10-15	This plugin makes Durzogs appear in the wilderness of Morrowind. Comes with an easy mode, making Durzogs appear at level 4, and a hard mode, where they appear at level 1.
6418	Wild Boars	Creatures	MMH	26-2596	Kaira Midnight	2009-04-24	This plugin adds 3 different kinds of boars and a special colored one in a cave. They are only found in Solstheim so BloodMoon is indeed included. The special Oinker should be found in the Hall of Zykinith if you can find it. No quests are added yet, but the texture are redon...
6417	Where are all the birds going v1.6	Creatures	MMH	26-46	Abot	2009-04-06	Where are all birds going? An attempt to bind flawed Morrowind AI to bring life to most beautiful birds. This plugin adds to Morrowind peaceful flying creatures based on the wonderful models & textures by Lady Eternity & Proudfoot (Dragon's Breech mod). Tribunal/Bloodmoon engine...
6416	Where Are All Birds Going? v1.16	Creatures	MMH	26-9808	Abot	2004-09-20	Where are all birds going? An attempt to bind flawed Morrowind AI to bring life to most beautiful birds. This plugin adds to Morrowind peaceful flying creatures based on the wonderful models & textures by Lady Eternity & Proudfoot (Dragon's Breech mod), Cait Sith, Thaedyn Vyr,Kacper ...
6415	Where Are All Birds Going?	Creatures	MMH	26-15307	Abot	2014-12-14	Where are all birds going? An attempt to bind flawed Morrowind AI to bring life to most beautiful birds. This plugin adds to Morrowind peaceful flying animals based on the wonderful models & textures by Lady Eternity & Proudfoot, Cait Sith, Thaedyn Vyr & Kacper/Kagz, Daduke.
6414	Where Are All Birds Going v1.4	Creatures	MMH	26-694	Abot	2009-04-06	Where are all birds going? v1.4 An attempt to bind flawed Morrowind AI to bring life to most beautiful birds. birds: Lady Eternity & Proudfoot (Dragon's Breech) meat: Cait sounds: various sources
6413	Where Are All Birds Going v1.1	Creatures	MMH	26-560	Abot	2009-04-06	Where are all birds going? v1.1 An attempt to bind flawed Morrowind AI to bring life to most beautiful birds. birds: Lady Eternity & Proudfoot (Dragon's Breech) meat: Cait sounds: various sources
6412	Where Are All Birds Going v1.0 missing files-update	Creatures	MMH	26-552	Abot	2009-04-06	Where are all birds going? An attempt to bind flawed Morrowind AI to bring life to most beautiful birds. models & textures: birds: Lady Eternity & Proudfoot (Dragon's Breech mod) meat: Cait sounds: various sources Tribunal engine or better req.
6411	Where Are All Birds Going v1.0 beta	Creatures	MMH	26-917	Abot	2009-04-06	Where are all birds going? An attempt to bind flawed Morrowind AI to bring life to most beautiful birds. models & textures: birds: Lady Eternity & Proudfoot (Dragon's Breech mod) meat: Cait sounds: various sources Tribunal engine or better req.

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6410	Werewolves Episode I - The Forgotten Fear	Creatures	MMH	26-12372	McAsmod team	2013-03-26	Werewolves almost all over Vvardenfell, appearing at night (8pm to 6am). You can start to fear if you hear their howling, because they're not far... Various types of werewolves, all powerful foes You can be cursed with Lycanthropy by close fighting a Werewolf and if you stay alive long ...
6409	Werewolf Lairs	Creatures	MMH	26-7712	Eternalsteelfan	2004-07-06	Adds 4 werewolves to Morrowind. Each has their own unique lair. One werewolf can be learned about at the Mages' Guild in Vivec, another if you look around Suran, one very powerful wolf can be found on a shipwreck somewhere near Gnisis, and the last you have to find yourself, though it ...
6408	Werewolf Clans of Vvardenfell	Creatures	MMH	26-7073	Sabregirl	2012-07-26	This mod adds wild werewolves (of various colors/calns: gold, red black and white) roaming all over Vvardenfell at night. The werewolf clans each have different fur colors and abilities. You can join the clans just as you do vampire clans - by infection by a werewolf of that clan. No q...
6407	werecrocs! Expansion	Creatures	MMH	26-6348	tornadominds	2009-12-06	Werewolves have always been widely known of, being the most common variety of therianthrope in Tamriel. Few knew that Argonia was home to another variety of were, the WereCrocodile. Recently, several infected argonians have made their way to Vvardenfell, and have begun t...
6406	Waterfowl of Morrowind Expanded	Creatures	MMH	26-1336	Kagz aka Kagrenac	2009-04-06	This is an expansion of the original Waterfowl of Morrowind, in that it brings more birds to more locations. There are approx. 730 Birds in the game now and they can be found almost anywhere.
6405	Waterfowl Of Morrowind	Creatures	MMH	26-1671	Unknown	2009-04-06	
6404	Waterfowl of Morrowind	Creatures	MMH	26-443	Raven	2009-04-06	Waterfowl Of Morrowind. Only Morrowind is requ for this mod. Alright this mod brings Caits new ducks and Geese into the game. I have hand placed over 190 ducks,60 du...
6403	Water Nymphs and other Creatures v1.01	Creatures	MMH	26-484	TheLys	2009-04-06	Beautiful creatures are now all over Vvardenfell, lands and waters, for your eyes pleasure. But don't mess up with water Nymphes, they're kind but not passive... not more than big sharks. What you've got in here : - 5 types of Water Nymphes with 11 models, male and female. Very -...
6402	Water Life v1.x to v1.3 Patch	Creatures	MMH	26-2627	Abot	2009-04-24	Water Life V1.3 An attempt to bring more life into Morrowind waters. Tribunal or Bloodmoon engine required (.esm check not required)
6401	Water Life v1.21	Creatures	MMH	26-14802	Abot	2013-06-11	Water Life is an attempt to mix the scripting techniques developed in the "Where are all bird going?" plugin with the best aquatic creature modding resources to bring more life into Morrowind waters. This plugin mainly adds to Morrowind (most) peaceful aquatic creatures based on the wonderfu...
6400	Water Life v1.20	Creatures	MMH	26-7578	Abot	2005-03-19	Water Life is an attempt to mix the scripting techniques developed in the "Where are all bird going?" plugin with the best aquatic creature modding resources to bring more life into Morrowind waters. This plugin mainly adds to Morrowind (most) peaceful aquatic creatures based on the ...
6399	Water Life v1.12	Creatures	MMH	26-5585	Abot	2011-05-11	The Elder Scrolls III MORROWIND: Water Life Version 1.12 by abot Tribunal OR Bloodmoon engine required Water Life is an attempt to mix the scripting techniques developed in the "Where are all bird going?" plugin with the best aquatic creature modding resources to bring more life i...
6398	Water Life v1.1 to v1.2 Patch	Creatures	MMH	26-2635	Abot	2009-04-24	Water Life V1.2 An attempt to bring more life into Morrowind waters. Tribunal or Bloodmoon engine required (.esm check not required)
6397	Water Life v1.0 to v1.1 Patch	Creatures	MMH	26-2573	Abot	2009-04-24	Water Life V1.1 An attempt to bring more life into Morrowind waters. Tribunal or Bloodmoon engine required (.esm check not required)
6396	Water Life v1.0	Creatures	MMH	26-2586	Abot	2009-04-24	Water Life is an attempt to mix the scripting techniques developed in the "Where are all bird going?" plugin with the best aquatic creature modding resources to bring more life into Morrowind waters. This plugin mainly adds to Morrowind (most) peaceful aquatic creatures based on the wo...
6395	Water Life	Creatures	MMH	26-15308	Abot	2014-12-14	Water Life is an attempt to mix the scripting techniques developed in the "Where are all bird going?" plugin with the best aquatic creature modding resources to bring more life into Morrowind waters. This plugin mainly adds to Morrowind (most) peaceful aquatic creatures based ...
6394	Wasp Netches	Creatures	MMH	26-14717	Archeopterix	2013-05-11	Nasty little level 12 critters- they swarm up and hit you HARD :O They would be good for someone who wantsto add a mean monster to guard something. :D No quest is associated with these, they are resized (script by Moraelyn) and retextured (by me) netches. 4 can be found North...
6393	W3 Summoned Creatures Get Tough	Creatures	MMH	26-9409	MasterW3	2004-03-28	Final Release I hope - i fixed the bonewalkers AGAIN. Compatible with all versions of Morrowind, just use the ESP that fits your setup. Make those whimpy summoned creatures tougher when you summon them, just pump a little extra "juice" into them when summoning! &#...
6392	Vissed	Creatures	MMH	26-13865	Midgetalien	2010-02-26	Vissed are small reptile scavanges that roam in small packs in the black marsh. They walk on two legs and stand between knee and waist hieght. They have a weak attack but they provide a posion attack, which in large groups can make any warrior falter. Some a...
6391	Vampire Werewolf 1.1	Creatures	MMH	26-800	Cortex	2009-04-06	VAMPIRE WEREWOLF Version 1.1 Requires Bloodmoon Author: CORTEX To install the plugin, unzip the files into the Morrowind/Data Files directory. From the Morrowind Launcher, select Data Files and check the box next to the Vampire_Werewolf.esp fil...
6390	URM creatures v1.0	Creatures	MMH	26-6223	Lidicus	2009-04-02	Resource selection of creatures from my under red mountain mod (urm)which you'll have to add in the CS more detailed info in the readme
6389	Urbana Ranch	Creatures	MMH	26-562	Blues The Squirrel	2009-04-06	===== MOD NAME: Urbana Ranch VERSION: v1 BETA CREATED BY: Blues The Squirrel; Riding script by MADMAX ===== INDEX: -> Requirements -> About this mod -> Installatio...
6388	Unleveled Creatures	Creatures	MMH	26-8834	Phillip Vaira	2003-05-07	This mod makes the tough creatures appear when you are level 1. This is much more realistic than seeing creatures "magically appear" when you reach a certain level. Now you really do run for your life, or fight to the death.
6387	Unique Ghosts v1.0	Creatures	MMH	26-14763	Arcimaestro Antares	2013-05-27	In Morrowind, there are some ghosts that have a name, and some don't attack on sight... however, I didn't know they were not simple ghosts, and I attacked them. So, I made 5 new models (using Bethesda's meshes obviously, the animation of the Ancestor Ghost and some me...
6386	Undead: Skeletons Arise from Death	Creatures	MMH	26-15309	Arcimaestro Antares	2014-12-14	This mod adds a rising skeleton to seven tombs : Ald Redaynia, Tower Andas Ancestral Tomb Aran Ancestral Tomb Baram Ancestral Tomb Maren Ancestral Tomb Orethi Ancestral Tomb Seran Ancestral Tomb When you approach them, they will rise and fight.
6385	Undead: Arise From Death v3.5	Creatures	MMH	26-6190	Arcimaestro Antares	2008-08-04	I remade the undeads in Morrowind, taking inspiration from the old classic Dungeons & Dragons undeads. This mod is NOT compatible with the mod The Undead v3.0, by Neoptolemus. These are the undead you'll find, from the weakest to the most powerful. Lich Skull
6384	Undead: Arise From Death	Creatures	MMH	26-15310	Arcimaestro Antares	2014-12-14	I remade the undeads in Morrowind, taking inspiration from the old classic Dungeons & Dragons undeads. This mod requires Tribunal and Bloodmoon These are the undeads you'll find, from the weakest to the most powerful : - Crippled Skeletons - Skeleton - Zombie ...
6383	Undead Revival	Creatures	MMH	26-8449	AstralFyziks	2002-10-02	Using the meshes and textures from Armored Skeletons, this mod adds 3 new undead minions/NPCs to Morrowind in leveled lists.

Id	Name	Category	Site	Link	Author	Date	Description
6382	Undead Creature Additions v1.1	Creatures	MMH	26-11296	Demon Xen	2007-06-12	The first, the Greater Bonelord is a frost mage. It has a ranged frost spell. Other than this, it is just a more powerful version of The bonelord. The second, the Ghoul is a close quater combat creature. It has the ability to paralyze and absorb health on touch, and is about the equa...
6381	Unarmored Goblins Resource	Creatures	MMH	26-6201	quorn	2008-11-23	This resource removes the armor from the two main goblin meshes, the grunt and the warlord. This can be used to make new goblin types, like wild goblins, or enslaved goblins. Only the meshes are included, you need to set up the creatures in the TESCS to use in-game....
6380	Turtle Addition	Creatures	MMH	26-1527	Acid Basik aka Ty (Acid_Basik4)	2009-04-06	TYPE: Morrowind Model/Plugin SIZE: 873 KB USES: Creature Modifications DESCRIPTION: Adds four types of turtles to shoreline leveled lists. Be sure to use Leveled List Merger.
6379	True Unleveled Creatures	Creatures	MMH	26-7514	Marbred	2005-03-02	This changes most of the Exterior leveled creatures list so the creatures may appear at any level. This means you may find a rat or an orgrim titan while wandering around at level 2. I also deleted the three cliff racer lists, so you won't be faced with them...
6378	Tree of Life	Creatures	MMH	26-9210	Matt	2004-02-11	This mod adds a new area on the eastern coast of Morrowind. In this area, you will find a gigantic tree, but there is something different about this tree...you can go inside! In this mod you will be able to explore the large root maze surrounding the Tree of Life, you ...
6377	Treants Revenge v1.1	Creatures	MMH	26-15043	CMFK Ltd.	2013-10-24	{General} Adds Random Treants to the game, uses the trees to summon random treants rather then leveled list. A very amazing method to shower the player with angry tree's! All across the game, where every activator tree is, a Treant has a chance to be. this increases with difculty as game ...
6376	Thorn Skeletons v1.0	Creatures	MMH	26-1976	Kieve	2009-04-06	* TES3: MORROWIND KRS_ThornSkeletons "Thorn Skeletons" Final Release, Version 1.0 -Kieve * 1. Insta...
6375	The Wilderness Mod v2.1	Creatures	MMH	26-10045	Puma Man	2012-09-01	Version 2.1 has more creatures than any other mod for Morrowind ever made and includes tons of new ingredients (from animals)! This mod specializes in NIGHT and DAY wilderness and many of the species will only come out during one of those times. Though mainly adding animals this mod also adds myt...
6374	The Undead v3.0	Creatures	MMH	26-12754	Neoptolemus	2008-06-06	Adds 150 new types of undead enemies to the leveled lists of Vvardenfell, Solstheim, and the Mournhold Sewers. Every creature has its own unique mesh, thanks to the amazing power of NifSkope. The new undead will appear in the appropriate caves/tombs/dungeons, and also in exterior cells after dark.
6373	The Undead v2.2	Creatures	MMH	26-2587	Unknown	2009-04-24	
6372	The Undead v2.2	Creatures	MMH	26-511	Neoptolemus	2009-04-06	----- The Undead v2.2 by Neoptolemus - Tribunal and Bloodmoon required ----- Adds 140 new types of undead enemies to the leveled lists...
6371	The Undead v2.1	Creatures	MMH	26-825	Unknown	2009-04-06	
6370	The Undead 2.0	Creatures	MMH	26-246	Neoptolemus	2009-04-06	----- The Undead v2.0 by Neoptolemus - Tribunal and Bloodmoon required ----- Adds 140 new types of undead enemies to the leveled lists...
6369	The Rabbit Mod	Creatures	MMH	26-494	Kagz aka Kagrenac	2009-04-06	This brings over 750 of CAITS Bunnies to the game.They will not attack you and can be found all over.Only Morrowind is Required. for this mod.This mod cleaned with TESAME.
6368	THE RABBIT MOD	Creatures	MMH	26-1023	Kagz aka Kagrenac	2009-04-06	This brings over 750 of CAITS Bunnies to the game.They will not attack you and can be found all over.Only Morrowind is Requ. for this mod.This mod cleaned with TESAME.
6367	The Peace Mod	Creatures	MMH	26-2566	Unknown	2009-04-24	
6366	The Magic Rings	Creatures	MMH	26-12673	Danjb	2008-04-19	Marayn Dren at the Balmora Mages' Guild has had a horrible accident while conducting an experiment, resulting in hundreds ofimps being released all around Balmora! It's up to you to help him out, or he could be in serious trouble! This mod features a small Mage Guild que...
6365	The Hungry Dead - Diablo II inspired Zombies	Creatures	MMH	26-13243	Midgetalien	2009-02-09	The Elder Scrolls III MORROWIND: Diablo II inspired Zombie Resource By Midegetalien (Midgetalien@hotmail.com) 1. Description + walkthrough 2. Requir...
6364	The Goblin Invasion of Seyda Neen	Creatures	MMH	26-13753	Zorgoth	2009-11-25	This is a very simple mod that adds some buffed-up goblins to attack the town of Seyda Neen. This is not a quest, just what is basically a random attack. They have some decent loot as well, the chief has a lot of gold. Not only that, but this mod also adds a barrel of ada...
6363	The Dark Intrepid	Creatures	MMH	26-5036	Pegasus Rider Productions	2009-05-12	The Dark Intrepid with its Undead Crew has been spotted south of the Vivec Temple and East of the Ebonheart Castle. What reason they are here is yet unknown. What is known is that no other ship has stood in a fight with the Dark Intrepid.
6362	The Catacombs Beneath Farlon Keep	Creatures	MMH	26-9039	Soar182	2003-12-30	This plug in was made using the patched version of Morrowind. It adds 17 interior cells. 4 quests, 2 Npc quest givers, 3 merchants, Guards, 8 Vampires, and archers; leveled creatures and treasures that I made are also used For directions see read me or summary. For more...
6361	Tamrielic Dragons v0.5b	Creatures	MMH	26-12032	Greg aka Haj	2012-11-24	Hello all my good friends! I'm taken aback by how popular the screenshot of my dragon was! I was just casually checking my email, hoping to see something from my girlfriend, and was amazed to see I got over 90 emails asking for this! THE FIRST DAY! SO I decided to release this mod...
6360	SummonCommand	Creatures	MMH	26-2577	Unknown	2009-04-24	
6359	Sol-Fox The Mod	Creatures	MMH	26-2585	Unknown	2009-04-24	
6358	SOL-FOX THE MOD	Creatures	MMH	26-796	Kagz aka Kagrenac	2009-04-06SOL-FOX THE MOD..... This brings over 100 Arctic Foxes to Solstheim. They can be found all over, they will not attack you. BLOODMOON IS REQU. FOR THIS MOD.
6357	Snape's Black Saints	Creatures	MMH	26-9068	Sirius Snape	2004-01-05	This mod adds a new creature to the leveled lists: the powerful Black Saint, a level 25 dark shiny silver and black version of the Golden Saint. They are bigger and stronger than Golden Saints and show up in places that you typically see Golden Saints.
6356	Smite's Slimes v1.0	Creatures	MMH	26-11676	Smite_Plight	2012-09-13	Disclaimer: Slimes are slippery and leave goo all over the place. Features: adds 5 types of dragon warrior type slimes to the ascadia isle region and the bittercoast region. Notes: Even though the metal slimes only have one health point they still managd to kill m...
6355	Smaller Passive Cliff Racers	Creatures	MMH	26-12732	Handicap	2008-05-21	Yet-Another-Cliff-Racer-Harassment-Reducing-Mod. I grew bored to the constant struggle to decide is it good to remove Cliff Racer, the most annoying creature in Morrowind completely, or to alter it to make it less harassing. I decided to go to the...
6354	Sload v1.0	Creatures	MMH	26-6268	lidicus	2009-09-17	Sload inspired by bethesda, made for pirate lord, animation & mesh edits by lidicus, textures by westly (2 versions) released as a resource creature file for the morrowind community starwars guy has made some additional textures but i dont have them to release...
6353	Skeleton Necromancer	Creatures	MMH	26-9567	Talonthoff	2004-04-26	With this mod, you can now summon bone wolves, skeleton mages, and skeleton archers. But necromancy comes at a heavy price. The Silence spell will now be placed upon the caster for the duration of the summoning spell. This silence effect now happens whenever any undead creature is s...
6352	SiltStridersAreInVvardenfell	Creatures	MMH	26-2603	Unknown	2009-04-24	
6351	Silt Striders v1.12	Creatures	MMH	26-14984	Abot	2013-09-10	I wanted to travel Morrowind on top of a real Silt Strider so strongly, and after years waiting for some similar mod to be completed, I decided to try myself. To enjoy the scenic trips use the caravaner "- scenic travel" dialog topic. abotSiltStriders.esp needs Tribunal or B...

Id	Name	Category	Site	Link	Author	Date	Description
6350	Silt Striders v1.11	Creatures	MMH	26-14983	Abot	2013-09-10	I wanted to travel Morrowind on top of a real Silt Strider so strongly, and after years waiting for some similar mod to be completed, I decided to try myself. To enjoy the scenic trips use the caravaner "- scenic travel" dialog topic. abotSiltStriders.esp needs Tribunal or B...
6349	Silt Striders v1.10	Creatures	MMH	26-14284	Abot	2011-04-19	I wanted to travel Morrowind on top of a real Silt Strider so strongly, and after years waiting for some similar mod to be completed, I decided to try myself. To enjoy the scenic trips use the caravaner "- scenic travel" dialog topic. Changelog: 1.10 - compatibilit...
6348	Silt Striders v1.0	Creatures	MMH	26-1676	Lingarn	2009-04-06	Silt Striders v1.0 This mod adds eight new creatues -- Silt striders of four different sizes/ages, both tamed and wild.
6347	Silt Striders in the Wild	Creatures	MMH	26-8308	M6n6M6	2002-08-08	
6346	Silt Striders Are In Vvardenfell	Creatures	MMH	26-9620	lochnarus	2004-07-14	This plugin adds actual animated Silt Strider creatures to the game world. The Silt Striders were animated into creatures by Lingarn, and originally offered in a small "Silt Striders" mod. That mod had a few of the creatures, but not very many. What I've don...
6345	Sharks of Morrowind	Creatures	MMH	26-13457	Balathustrius	2009-06-05	A personal mod hand-placing sharks to the seas surrounding Vvardenfell. I liked ABoT's Water Life, but decided I'd prefer to lose the FPS hit and keep the sharks. The sharks themselves are the work of Cait.
6344	Shaft 45	Creatures	MMH	26-9338	NukeouT	2004-03-14	This is the end result of one of my finished BIG mod, built using my blue prints for a "Fallout2" type bunker. To find it take the nearest siltstrider to Ald-Ruhn. Then go around the western side of Skar untill you see a stone path. Follow it to the shaft entrance [...]
6343	SG MW-ecology	Creatures	MMH	26-2565	Sabregirl	2009-04-24	Adds new creatures and balances MW creatures according to ecological rules.
6342	Scamp V2	Creatures	MMH	26-4569	Unknown	2009-05-12	
6341	Sabregirls Pretty Kitties	Creatures	MMH	26-757	Sabregirl	2009-04-06	The Elder Scrolls III MORROWIND: Sabregirl's Pretty Kitties 1.0 Index: 1. Installation 2. Playing the Plugi...
6340	Sabregirl's Morrowind Ecology	Creatures	MMH	26-7082	Sabregirl	2012-07-26	The plugin adds several new creatures, three species of deer, two kinds of rabbits and a mountain goat to Solstheim. A few deer and some rabbits may be found in the Grazelands. This plugin also attempts to "balance" the compliment of creatures according to ecological rules. i.e. far fewer predato...
6339	Riekling Raiders Reflect Reduced	Creatures	MMH	26-14072	Midgetalien	2010-09-06	This ESP adds reduces the Riekling Raiders reflect. It made no sense for them to have that ability. The reflect has been reduced from 60% to 20%, so theres still a chance to have your spells reflected!
6338	Reign of Fire: The attack of the dragons v1.1	Creatures	MMH	26-12297	Razhkul	2013-03-08	A great danger grows in Vvardenfell, a myth creature, forgotten and turned into a fairy tale. The dragons have returned to the main island of Morrowind and they are planning to destroy the empire and impose the reign of fire. This mod features: Four new dragon models (green, red,...
6337	Reign of Fire: Revised v1.92 BETA	Creatures	MMH	26-6318	Razhkul, Gluby	2009-11-03	===== REIGN OF FIRE V1.92 BETA ===== Original Author: Razhkul (the original mod, with all of its creative work and structure) Revising Author: Gluby (fixing and revising scripts and story elements, some new content) Direct Contrib...
6336	Red Mountain Extreme Combat	Creatures	MMH	26-13058	Go7S	2008-12-01	Every time I go up Red Mountain, I think "There isn't enough fighting going on here". So with this, you will find plenty of new enemies on Red Mountain. What this does: Adds 12 new leveled creatures using the base 6th house and corpus meshes to the lists of ex_RedMtn_all...
6335	Red Eyed Skeletons v2.0	Creatures	MMH	26-784	Soar182	2009-04-06	This plug in adds red color to the entire eye socket area of all the skeletons in Morrowind. It will not change skeletons that use creature ID other then Morrowind. It adds 1 small test cells so you can see the skeletons. Or you can wait until you come across some. The test cell ha...
6334	Red Eyed Skeletons v1.0	Creatures	MMH	26-7698	Soar182	2004-07-06	This plug in adds red color to the eye socket area of all the skeletons in Morrowind. It will not change skeletons that use creature ID's other then stock Morrowind. It adds to small test cell that have no effect on Morrowind.
6333	RealisticAnimals(MW,TRI,BM)	Creatures	MMH	26-2570	Yanks1343	2009-04-24	This plugin makes all of the animals in Morrowind act more realistic. Some still will attack you.
6332	Real Wildlife 2b	Creatures	MMH	26-11406	Nedius	2007-07-29	This is the Beta release of Real Wildlife 2. It has plug-ins for Morrowind, Tribunal and Bloodmoon separately, and Real Wildlife Complete, which has all three mods as one. Real Wildlife was my personal creature mod from ages back. I found it odd that there were only adult creatures i...
6331	Real Wildlife 2a Bloodmoon	Creatures	MMH	26-11469	Nedius	2007-08-22	I've got back into modding... After a spell away from modding, I've got back into it! I'd forgotten the frustrating fun of it all! Thought I'd share what I'm up to. Anyway, RW2... Real Wildlife was my personal creature mod from ages back. I found it odd that there were ...
6330	Real Wildlife 2a - Tribunal Addon	Creatures	MMH	26-11410	Nedius	2007-08-01	I've got back into modding... After a spell away from modding, I've got back into it! I'd forgotten the frustrating fun of it all! Thought I'd share what I'm up to. Anyway, RW2... Real Wildlife was my personal creature mod from ages back. I found it odd that there were ...
6329	Real Ravens	Creatures	MMH	26-9296	Campbell	2004-03-01	A simple mod which adds small ravens to the towns of Ebonheart Peligiad, and Balmora.
6328	Re-Animated Morrowind Rat	Creatures	MMH	26-3666	PhyntosWasp	2010-10-22	This esp puts an Anthromorphic Rat into Sedy Neen. The textures drawn from are mostly those already in the Morrowind.BSA file, so it's a small download. The original textures used are those for the MW Rust Rat if you intend to change his color. The few other, extr...
6327	Rats in the Wild	Creatures	MMH	26-11918	Telemachus	2012-11-14	Adds the six different rats from Telemachus' "Ratpack" to exterior leveled creature lists wherever you might find an ordinary rat. It doesn't replace the brown rats, and you won't be seeing white rats around every corner. Since it does rely on leveled lists you'll need to use your levelled list m...
6326	Rational Wildlife v1.0	Creatures	MMH	26-1422	Max	2009-04-06	Rational Wildlife ===== Version: 1.0 Author: Max In Tribute To ===== To my wonderful wife, without whom no game would be worth playing. Requirements ===== Morrowind and a computer would be nice, else this mo...
6325	rational wildlife	Creatures	MMH	26-5075	Max	2009-05-12	Rational Wildlife ===== Version: 1.0 Author: Max In Tribute To ===== To my wonderful wife, without whom no game would be worth playing. Requirements ===== Morrowind and a computer would be ...
6324	Rat's Galore	Creatures	MMH	26-12730	The Wanderer	2008-05-20	This is a simple mod that just adds more variety of colour to the rats in game. Ok... it does a little more than that ;) It is advisable to use a leveled list manager such as "Wrye Mash" to add this mod. It adds different ...
6323	Ranked Dremora	Creatures	MMH	26-5880	Neoptolemus	2011-10-08	----- Ranked Dremora by Neoptolemus - Tribunal and Bloodmoon required ----- This mod completely overhauls the Dremora in Morrowind, ...
6322	Random Passive Cliff Racers	Creatures	MMH	26-11265	Denina	2007-05-26	This adds passive cliff racers to 13 leveled creature lists, starting at level 4. I looked into other cliff racer mods and most of them were all or nothing or made other undesirable changes. There is a random chance you will have a cliff racer attack. Others will just ignore you. Kill only in sel...
6321	Racer Assortment	Creatures	MMH	26-2616	Unknown	2009-04-24	

Id	Name	Category	Site	Link	Author	Date	Description
6320	Racer Assortment	Creatures	MMH	26-11724	Glassboy	2012-09-30	This mod replaces almost half of all cliffcracers with 3 elemental variants that can cast a limited amount of relatively weak spells upon you. They will not appear until you are of appropriate level.
6319	Pocket Pals Base Pack v1.4	Creatures	MMH	26-7760	Andoreth	2003-08-22	This mod adds figurines that can be "filled" with a soul. That soul can then be summoned with the figurine to accompany the player as a familiar, and then placed back into the figurine when the player chooses or when time demands. The summoned familiars start out as smaller, weaker versions of wh...
6318	Pocket Pals Base Pack 21 v1.4	Creatures	MMH	26-3756	Andoreth	2009-05-12	Title: Pocket Pals Modules, Full Versions 1.4 Creator: andoreth email: andoreth@msn.com (at the moment), or contact via pm at the modding forum at morrowind.com. Dependencies: Tribunal is Required for all modules. The Skill Base.esm and the ...
6317	Pocket Pals - Undead Alive!	Creatures	MMH	26-3761	Andoreth	2009-05-12	Adds creatures to the Pocket Pals system. Requires the Pocket Pals Base Pack. Pocket Pals - Undead Alive! v1.4 Author: Andoreth email: andoreth@msn.com (at the moment), or contact via pm at the modding forum at morrowind.com. Require...
6316	Pocket Pals - Undead Alive	Creatures	MMH	26-7761	Andoreth	2003-08-22	This mod adds new figurines to the Pocket Pals system: Ancestor Ghost, Bonelord, Bonewalker, Dwemer Spectre, Greater Bonewalker, Lich, Skeleton, and Skeleton Archer. Please see the Pocket Pals - Base Pack for more information.
6315	Pocket Pals - Sea and Sky!	Creatures	MMH	26-3803	Andoreth	2009-05-12	Adds creatures to the Pocket Pals system. Requires the Pocket Pals Base Pack. Pocket Pals - Sea and Sky! v1.4 Author: Andoreth email: andoreth@msn.com (at the moment), or contact via pm at the modding forum at morrowind.com. Requireme...
6314	Pocket Pals - Sea and Sky	Creatures	MMH	26-8972	Andoreth	2003-08-22	This mod adds new figurines to the Pocket Pals system: Betty Netch, Bull Netch, Cliffcracer, Dreugh, Mudcrab, Slaughterfish, and Small Slaughterfish. Please see the Pocket Pals - Base Pack for more information.
6313	Pocket Pals - Pocket Gods!	Creatures	MMH	26-3752	Andoreth	2009-05-12	Adds creatures to the Pocket Pals system. Requires the Pocket Pals Base Pack. Pocket Pals - Pocket Gods! v1.4 Author: Andoreth email: andoreth@msn.com (at the moment), or contact via pm at the modding forum at morrowind.com. Requireme...
6312	Pocket Pals - Names Add-On!	Creatures	MMH	26-3799	Andoreth	2009-05-12	Adds names to the Pocket Pals system. Requires the Pocket Pals Base Pack. The following steps can be used to add 40 new names to the Pocket Pals system. Please follow each step as outlined. Also, please add all 40 names. I do not endorse using this module and then re-opening it in the ...
6311	Pocket Pals - Mournhold Mayhem!	Creatures	MMH	26-10186	Andoreth	2005-10-11	The Mournhold Mayhem! pack adds these figurines: Hulking Fabricant, Goblin, Goblin Bruiser, Goblin Officer, Verminous Fabricant, War Durzog and Wild Durzog. They can be found in Mournhold, being sold by the trader Sunel Hlas. Please see the Pocket Pals - Base Pack for m...
6310	Pocket Pals - Mournhold Mayhem!	Creatures	MMH	26-3806	Andoreth	2009-05-12	Adds creatures to the Pocket Pals system. Requires the Pocket Pals Base Pack. Pocket Pals - Mournhold Mayhem! v1.4 Author: Andoreth email: andoreth@msn.com (at the moment), or contact via pm at the modding forum at morrowind.com. Requ...
6309	Pocket Pals - Mostly Mammals!	Creatures	MMH	26-3743	Andoreth	2009-05-12	Pocket Pals - Mostly Mammals! v1.4 Author: Andoreth email: andoreth@msn.com (at the moment), or contact via pm at the modding forum at morrowind.com. Requirements: Tribunal.esm Pocket Pals - Skill Base.esm Pocket Pals - Names!.esm
6308	Pocket Pals - Mostly Mammals	Creatures	MMH	26-8971	Andoreth	2003-08-22	This mod adds new figurines to the Pocket Pals system: Alit, Guar, Kagouti, Nix Hound, Rat, and Shalk. Please see the Pocket Pals - Base Pack for more information.
6307	Pocket Pals - Kwama Queendom!	Creatures	MMH	26-10170	Andoreth	2005-10-11	The Kwama Queendom! pack adds these figurines: Kwama Forager, Kwama Warrior, Kwama Worker, and Scrib. They can be found in Pelgiad, being sold by Mebestian Ence. Please see the Pocket Pals - Base Pack for more information.
6306	Pocket Pals - Kwama Queendom!	Creatures	MMH	26-3754	Andoreth	2009-05-12	Adds creatures to the Pocket Pals system. Requires the Pocket Pals Base Pack. Pocket Pals - Kwama Queendom v1.4 Author: Andoreth email: andoreth@msn.com (at the moment), or contact via pm at the modding forum at morrowind.com. Require...
6305	Pocket Pals - Dwemer Mechs!	Creatures	MMH	26-3758	Andoreth	2009-05-12	Adds creatures to the Pocket Pals system. Requires the Pocket Pals Base Pack. Pocket Pals - Dwemer Mechs! v1.4 Author: Andoreth email: andoreth@msn.com (at the moment), or contact via pm at the modding forum at morrowind.com. Requirements: ...
6304	Pocket Pals - Deadly Daedra!	Creatures	MMH	26-3764	Andoreth	2009-05-12	Adds creatures to the Pocket Pals system. Requires the Pocket Pals Base Pack. Pocket Pals - Deadly Daedra! v1.4 Author: Andoreth email: andoreth@msn.com (at the moment), or contact via pm at the modding forum at morrowind.com. Requirements: ...
6303	Pocket Pals - Bloodmoon Knights!	Creatures	MMH	26-10169	Andoreth	2005-10-11	The Bloodmoon Knights! pack adds these figurines: Bonewolf, Draugr, Draugr Lord, Grahl, Grizzly Bear, Hircine, Horker, Karstaag, Plague Bear, Plague Wolf, Rieklng, Rieklng Raider, Snow Bear, Snow Wolf, Spriggan, Swimmer, Tusked Bristleback, Udyfrykte, and Wolf. They can be found a...
6302	Pocket Pals - Bloodmoon Knights!	Creatures	MMH	26-3738	Andoreth	2009-05-12	Adds creatures to the Pocket Pals system. Requires the Pocket Pals Base Pack. Pocket Pals - Bloodmoon Knights! v1.4 Author: Andoreth email: andoreth@msn.com (at the moment), or contact via pm at the modding forum at morrowind.com. Requirements:
6301	Pocket Pals - Ash Clan!	Creatures	MMH	26-10168	Andoreth	2005-10-11	The Ash Clan! pack adds these figurines: Ascended Sleeper, Ash Ghoul, Ash Slave, Ash Vampire, Ash Zombie, Corprus Stalker, and Lame Corpus. They can be found in Ald-rhun, being sold by Tiras Sadus. Please see the Pocket Pals - Base Pack for more information.
6300	Pocket Pals - Ash Clan!	Creatures	MMH	26-3808	Andoreth	2009-05-12	Adds creatures to the Pocket Pals system. Requires the Pocket Pals Base Pack. Pocket Pals - Ash Clan! v1.4 Author: Andoreth email: andoreth@msn.com (at the moment), or contact via pm at the modding forum at morrowind.com. Requi...
6299	Petshop	Creatures	MMH	26-8310	jdooby	2002-08-17	This mod adds quite a few traders and several types of animals you can purchase in several cities in Morrowind. and are for companionship. The petshop itself is now located in the Balmora Expansion-East which is incorporated here in this latest update. Please see the very...
6298	PerfectImperfect	Creatures	MMH	26-6408	the_probationer/Imperfect	2010-02-21	This is a simple mod. It removes the broken Imperfect in Clockwork City, and instead makes the working one level 100, maxed out stats, 10,000 HP, and twice its normal size. Easily the biggest thing I have ever fought Changelog:1.0 My personal first mod, made Imperfect 5x normal ...
6297	Pegas Horse Ranch	Creatures	MMH	26-14148	MADMAX, Team (Sep 2004)	2010-10-30	This mod has been sought after and asked for to use with the Knight Saddle mods. Since I found it elsewhere, I thought maybe some would like to fall back on it for their personal use. This is why I uploaded it. Enjoy! I have made no changes to this mod. It is as found. Changelog:/b...
6296	Passive Healthy Wildlife	Creatures	MMH	26-2604	The Puma Man	2009-04-24	"Passive Healthy Wildlife" V 2.0 This mod changes the attack setting of MOST non-diseased animals into a much more PASSIVE state in which they DO NOT attack unless attacked first or "bothered". Marty V. tempusfugit99@yahoo.com a.k.a. The Puma Man
6295	Palladin47 - Creatures	Creatures	MMH	26-12983	Palladin47	2008-10-21	This mod greatly influences the variety of creatures in Morrowind. Tribunal Addon included. At the time, I am unable to get screen shots because of a problem with my graphics card, but you can expect them up over the weekend at least. Special creatures are found now, such...
6294	Overrun Dagoth Ur Facility	Creatures	MMH	26-12726	BloodMountain	2008-05-17	Thought you were safe strolling through the Dagoth Ur facility, meeting the occasional Dagoth or ash slave? Well, in my opinion, that part of the main quest was way too easy, i breezed through it. This makes every level except Dagoth Ur's Cave and Akulakhan's chamber over...
6293	Ondillion	Creatures	MMH	26-10092	GANDLER	2005-08-21	Ondillion is an unexplored landmass filled with creatures and fiends. Ondillion houses Drefor Forest, a huge forest and Mount Playfel, one of the tallest mountains in Morrowind.

Id	Name	Category	Site	Link	Author	Date	Description
6292	Once In A Full Moons	Creatures	MMH	26-13004	Gallade664	2008-11-06	Strange happenings are occuring all over vvarndenfell. Every double full moon stronger, Faster and smarter daedra are apearing. Many are dieing, others are hiding. What will you do? Recommended for higher level characters. Credits ...
6291	Ogrim Warlord	Creatures	MMH	26-291	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. ----- ...
6290	No Cliff Racers	Creatures	MMH	26-2614	Unknown	2009-04-24	
6289	No Cliff racer addon	Creatures	MMH	26-13894	vtastek	2010-03-26	After endless cries about Cliffracers, one of the deadric gods decided to turn all cliffracers into small harmless little birds. I actually turned the mesh for cliffracers to a bird model from abot's "Waabg" mod. And I have set fight to lower levels so they won't attack y...
6288	No Anger	Creatures	MMH	26-2580	Unknown	2009-04-24	
6287	New Winged Twilight	Creatures	MMH	26-3096	KBowz	2009-05-12	A rather interesting mod in that it doesn't require an ESP file to work. Simply drop the meshes and textures into their respective directories and the game automatically recognizes them and uses the new files. Don't want them anymore? Just remove the files again. Use to make all instances of the ...
6286	New Storm Atronach Particle Effect	Creatures	MMH	26-13361	Maze	2009-04-07	Replaces the particle effect of the storm atronach with a new full body effect. This replaces the mesh of the storm atronach, so make sure to back up xatronach_storm.nif first Changelog:version 1.1:added another optional particle effect to choose from version 1.2: ad...
6285	New Creature Colors v2.0	Creatures	MMH	26-2574	Cryonaut	2009-04-24	New Creature Colors is my attempt to add some diversity to the creatures of Morrowind, and make them look more interesting. It changes creatures in the following ways. Alits are more green and detailed. Ascended sleepers are a little more high-contrast with slightly more saturated rob...
6284	Necromancer Services 1.0	Creatures	MMH	26-2632	Eriadan	2009-04-24	V1.00; Four people that trade with the dead. Purchase the services and let yer slaves do the work after that.
6283	Nagas 1.4	Creatures	MMH	26-13231	Hollow_Fang	2009-02-06	adds Nagas AND nagins (female nagas) a naga is a snake person original models & textures by Adanorcil & many others retextures by me and added to leveled list for wilderness Changelog:First rele...
6282	MW Advanced v1.2	Creatures	MMH	26-8208	Gary Noonan aka WormGod Elite	2002-07-12	
6281	MW Adv 1.82 Full	Creatures	MMH	26-2638	Unknown	2009-04-24	
6280	Mudcrabs are scary!	Creatures	MMH	26-6476	BruceNorris	2010-05-25	Do you think Mudcrabs are boring creatures? Nothing but a sheer annoyance solved by simply hitting them once and them dropping dead instantly? Then this mod is for you! What this mod does is up the stats of Mudcrabs greatly, turning them into fast, lethal creatures. How strong are they with this ...
6279	Mudcrabs	Creatures	MMH	26-10131	Jim Dirks	2005-09-19	Crabbing, is our worlds most dangerous profession. Now in Morrowind, its not quite as simple as it once was. Kill the lowly mudcra, and several of his big brothers appear. Kill them, and their big brothers just might show up. Kill them....and Kingcrabs may arrive. A b...
6278	Mountable Animal Taster 0.3 Bloodmoon Tribunal JDGBOLT	Creatures	MMH	26-2092	JDGBOLT	2009-04-06	Well, here is the little taster for the Mountable Guar, or as I call it, Mountable Animal. But all the files should be here. Just go to Balmora and look underneath a tree, you should find a person unconscious, then you should get the guar whistle, which when you equip it, can make the guar come to...
6277	MorrowRavens v3	Creatures	MMH	26-1302	Kagz aka Kagrenac	2009-04-06MORROW RAVENS 3..... BloodMoon is req. for this mod. This is MorrowRavens 3,a new mod that is based on MorrowRavens 2. In this mod, there are now over 600 ravens, plus 130 of the new sound generator birds. Now when you approach the ...
6276	Morrowind Advanced v1.82 Upgrade Version	Creatures	MMH	26-1626	Gary Noonan aka WormGod Elite, Stromgarde, Pookhill	2009-04-06	Morrowind Advanced is for characters who are looking for a greater challenge. This mod will work for starting or veteran characters. It features many new creatures, both in the leveled lists and placed, to make the playing experience more of a challange. New dungeons along with some new weapons a...
6275	Morrowind Advanced v1.82	Creatures	MMH	26-10949	Gary Noonan aka WormGod Elite, Stromgarde, Pookhill	2006-12-25	Morrowind Advanced Ver. 1.82 25 April 2004 Brief Description: Morrowind Advanced is for characters who are looking for a greater challenge. This mod will work for starting or veteran characters. It features many new creatures, both in the leveled lists and placed t...
6274	Morrowind Advanced v1.81 - Full Version	Creatures	MMH	26-1693	Gary Noonan aka WormGod Elite, Stromgarde	2009-04-06	Morrowind Advanced is for characters who are looking for a greater challenge. This mod will work for starting or veteran characters. It features many new creatures, both in the leveled lists and placed, to make the playing experience more of a challange. New dungeons along with some new weapons a...
6273	Morrowind Advanced v1.8	Creatures	MMH	26-14240	Gary Noonan aka WormGod Elite	2013-04-08	Morrowind Advanced is for characters who are looking for a greater challenge. This mod will work for starting or veteran characters. It features many new creatures in the leveled lists and standalone, to make the playing experience more of a challange. New dungeons, along wi...
6272	Morrowind Advanced 1.81 BETA Upgrade	Creatures	MMH	26-1648	Gary Noonan aka WormGod Elite, Stromgarde	2009-04-06	Morrowind Advanced is for characters who are looking for a greater challenge. This mod will work for starting or veteran characters. It features many new creatures, both in the leveled lists and placed, to make the playing experience more of a challange. New dungeons along with some new weapons a...
6271	Morrowind Additions v1.0	Creatures	MMH	26-405	M6n6M6	2009-04-06	Morrowind Additions Version 1.0 M6n6M6(Derek) M6n6M6@eminem.com What this mod adds... -43 new weapons placed all around Vvardenfell -New creatures called Thunder Lord and Chaos Mage, Chaos Warrior, Chaos Summoner, and Chaos Necromancer. -Adds misc. new i...
6270	Morrowind Additions Revamped esp v1.0	Creatures	MMH	26-3218	Brewu4, Harlequin	2009-05-12	Original work by m6n6m6, redone by Harlequin and brewu4. Use this .esp instead of the regular Additions. A clean save will be needed if you are running a previous version of Additions.
6269	Morrow-Ravens v2	Creatures	MMH	26-1915	Kagz aka Kagrenac	2009-04-06	This mod updates the original, Morrow-Ravens, by bringing over 300 more birds, to the game. I have tried to place them in, or just outside every town. While doing this, i have tried to avoid areas, likely to be modded, eg. KUHl because of the redevelopment mod. I made this update, because of the ...
6268	MORROW-RAVENS 2 ZIP	Creatures	MMH	26-2626	Unknown	2009-04-24	
6267	Morrow Ravens 2	Creatures	MMH	26-400	Raven	2009-04-06MORROW-RAVENS 2.....
6266	Morrow Ravens	Creatures	MMH	26-9060	RAVEN	2004-01-05	This mod brings over 300 birds to the game. You can find the birds in or just outside towns, i tried to stay outof towns where building mods are eg. Kuhl.
6265	Morrow Penguins Mod	Creatures	MMH	26-2631	Unknown	2009-04-24	
6264	MORROW PENGUINS	Creatures	MMH	26-570	Kagz aka Kagrenac	2009-04-06MORROW PENGUINS..... ***ONLY MORROWIND IS REQU. FOR THIS MOD***** This is my Morrow Penguin mod,it brings over 200 of CAIT and SMITES birds to over 30 locations around mainland Morrowind. Thankyou to CAIT and SMITE for ...
6263	Morrow Eden Part 2	Creatures	MMH	26-2588	Kagz aka Kagrenac	2009-04-24	Requires BLOODMOON This part combines 5 more of my mods into one ESP. The mods combined are: - MORROW-BEES - KAGZ ZEBRAZ - KAGZ LITTLE FOXES - LORDS OF THE SKIES - THE RABBIT MOD So this part brings the Bees,Zebras,Foxes,Flying Ravens and ...

Id	Name	Category	Site	Link	Author	Date	Description
6262	Morrow Eden Part 1	Creatures	MMH	26-2593	Kagz aka Kagrenac.	2009-04-24	Requires BLOODMOON. Combines seven of Kagrenac's mods into one ESP. The mods i have combined are: - Cairts Horses Go Wild - Cairts Donkeys and Horses Go Wild - Kagz Dogz - Kagz Dogz Updated ESP - Waterfowl of Morrowind - Waterfowl of Morrowind Expanded
6261	Morrow Eden "The Seed"	Creatures	MMH	26-343	Kagz aka Kagrenac	2009-04-06Morrow Eden "The Seed"..... BLOODMOON is Required For This mod. Alright this is Morrow Eden the Seed mod. This is an **ESP ONLY MOD*. You must already have Morrow Eden Parts 1 and 2 on file. This ESP combines part...
6260	Morrow Eden "The Seed"	Creatures	MMH	26-2578	Kagz aka Kagrenac	2009-04-24	Alright this is Morrow Eden the Seed mod. This is an **ESP ONLY MOD*. You must already have Morrow Eden Parts 1 and 2 on file. This ESP combines parts 1 and 2 into one mod. So you will only have one ESP now. Just extract the ESP to data files and delete the tw...
6259	More Dagoth Minions	Creatures	MMH	26-7215	Princess Stomper	2012-08-05	A very quick and simple little tweak. When you first faced Dagoth Ur, were you disappointed at the lack of the army of the damned you had been expecting? Did you think, "Is this it?" This mod adds a handful of ash slaves and lesser dagoths to Akulakhan's Chamber so th...
6258	Monstrous Variants	Creatures	MMH	26-10022	Teh Lurv	2005-07-13	This plugin adds forty variations of existing monsters to the three locations in the game Morrowind (Vvardenfell, Mournhold, and Solstheim.) These monsters are added to the leveled lists used by the game to generate random monsters. As a result, the creatures are added seamlessly an...
6257	Moglits (mini-moogles)	Creatures	MMH	26-14138	Marbred	2009-05-31	Adds various new types of 'mini-mogs' to the game. All are treated as creatures, hostile creatures. There's the Sand Moogle who inhabits beaches and is skilled with throwing Kupo Nuts, the Undead Moogle has risen in tombs all over and is not happy about it, the Deadric Moogles and thier Lords sta...
6256	missing raptor nif	Creatures	MMH	26-990	Unknown	2009-04-06	
6255	Minions of House Dagoth	Creatures	MMH	26-12820	Neoptolemus	2008-07-19	This mod adds 21 new creatures and 22 new NPCs to the Sixth House, Ashland and Red Mountain leveled lists. All creatures have new meshes, and high level Dreamers use a retextured set of Sixth House armour and weapons. Some of the creatures carry new blight diseases, which will kill or seriously m...
6254	Mephisto's creature pack	Creatures	MMH	26-15306	Mephisto	2014-12-13	1. WHAT DOES CREATURE PACK DO? Creature pack is a mod that will add many new variations of existing creatures to various Leveled-creature lists. It will increase the diffic...
6253	Maze of the Spider Queen	Creatures	MMH	26-5749	Kagz aka Kagrenac	2011-10-04	**** MAZE OF THE SPIDER QUEEN**** Only Morrowind requ for this mod. K, this is the Maze Of The Spider Queen. It has been reported that the Fairy Princess Merellia, has been captured by the epitome of evil, the Spider Queen. She is bein...
6252	Masters of Abilities	Creatures	MMH	26-8832	Creepy_Fellow	2003-05-07	This mod adds two NPCs that can grant you several different abilities. Unlike my previous version, in this one you must do quests in order to gain the abilities and is much more balanced (I've outgrown cheating). One NPC is somewhere in the Telvanni Underworks and the other is l...
6251	Lord Of The Dragons v1.2	Creatures	MMH	26-2620	MadMax	2009-04-24	This is essentially a mod that allows you to ride dragons in real-time. Game Summary : The prophecy spoke of a mortal who would restore order to the universe, and become protector of the land. The time of the prophecy is at hand. For now, an evil dark lor...
6250	Live Fabricants v1.0	Creatures	MMH	26-6221	Lidicus	2009-04-02	Resource has some 'live' versions of the fabricants from tribunal - hulking uses stinger for magic attack
6249	LENORE	Creatures	MMH	26-2610	Unknown	2009-04-24	
6248	Knaarus	Creatures	MMH	26-8556	Blockhead	2002-12-02	Knaarus is quite a long dungeon, just SE of Suran (out gate beyond the temple) It contains many leveled creatures and some leveled treasure. I have tried to keep the amount of loot down to a plausible amount. There is a lot to explore. There is more informa...
6247	King of Rats	Creatures	MMH	26-9107	Tyler Rudolph	2004-01-12	
6246	KBowz' Peaceful Fawna	Creatures	MMH	26-300	KBowz	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. -----
6245	Kagz ♦Racer ♦Replacer	Creatures	MMH	26-2617	Kagz aka Kagrenac	2009-04-24KAGZ.RACER REPLACER..... BLOODMOON IS REQU.FOR THIS MOD AS IT USES THE RAVEN MODEL. This is my personal mod, that replaces all the Cliffcracers, with peaceful flying birds. There are 54 Cliffcracers in the game in total, made up of 31 Racers,10 ...
6244	KAGZ ZEBRAZ SOUND FIX	Creatures	MMH	26-776	Kagz aka Kagrenac	2009-04-06	Kagz Zebraz. This brings 180 of my retextured zebrazs to the game.There are adults and young.They can be found in the Grazelands mainly.Only Morrowind is requ. for this mod.
6243	Kagz SiltStrider Replacer	Creatures	MMH	26-2615	Unknown	2009-04-24	
6242	Kagz Pirate Parrot v1.0	Creatures	MMH	26-2569	Mighty Joe Young	2009-04-24	Alright i have decided as its christmas,i am going to share my christmas present from MJY,with anyone who wants it. This is a mod that was made for me, by M.J.Y. What this does, is gives you a parrot that will perch on your shoulder. Because the model is set a...
6241	Kagz Little Foxes	Creatures	MMH	26-1443	Kagz aka Kagrenac	2009-04-06	This brings over 100 of "Kartikeyas Foxes" into the game.There are adults and cubs. They can be found all over, but mainly in the South, where its green and wooded. These foxes will not attack you. This mod cleaned with TESAME.
6240	Kagz Frogz v1.0	Creatures	MMH	26-522	Kagz aka Kagrenac	2009-04-06	This mod brings approx. 100 of my frogs to the game. Unfortunately i have been unable to get the model animated. That being so, my and others desire to have frogs in their game, has allowed me to make this mod. I will however expand this mod at a later date, when hopefull...
6239	Kagz Frogz Carryable and Light Emitting.	Creatures	MMH	26-2636	Kagz aka Kagrenac	2009-04-24	This mod brings approx. 100 of my frogs to the game. Unfortunately i have been unable to get the model animated. That being so, my and others desire to have frogs in their game, has allowed me to make this mod. I will however expand this mod at a later date, when hopefull...
6238	Kagz Frogz Carryable and Light Emitting Add On	Creatures	MMH	26-616	Kagz aka Kagrenac	2009-04-06	This mod brings approx 100 of my frogs to the game.This ESP allows you to pick up the frogs.It also makes the frogs emit light. ***DO NOT PUT THE FROGS IN WATER AS YOU WILL EXPIRE THE FROGS LIGHT ABILITY*****
6237	KAGZ DOGZ 1.0	Creatures	MMH	26-1267	Kagz aka Kagrenac	2009-04-06	Alright due to poular interest, i have made this mod that brings over 130 of CAITS dogs to the game. There are Dalmations and pups, Rottweillers and pups and Huskies and pups. I have placed them in every major town, except Kuhl, due to heavy modding. You can also find them in forts, farms and gene...
6236	Infernal Atronachs	Creatures	MMH	26-12675	Danjb	2008-04-20	Based on my "Boots of Infernal Chaos", this mod makes Flame Atronachs leave behind a trail of fire that damages the player. NOTE: This does not, as the screenshots might suggest, add Atronachs to Balmora. Changelog:v1.1 - Summoned Atronachs won't harm th...
6235	Immunity to Normal Weaponry	Creatures	MMH	26-11029	Denina	2007-01-29	I recently discovered that in vanilla Morrowind, the Sixth House creatures are not immune to normal weaponry and for some reason I always thought they were, since their Sixth House evolution seemed based in magic. So, I made this little mod to make them so, both to enhance my roleplay experience ...
6234	If Wishes Were Horses	Creatures	MMH	26-7153	MagicNakor	2012-08-02	This mod allows the player to ride a horse in the world of Morrowind. There is also a version that allows the player to ride a Nightmare, as well as a version for modders that adds the horses into the CS, with sounds already set up. MagicNakor
6233	Hungers 1.1	Creatures	MMH	26-2608	Tarnsman	2009-04-24	All travelers to Vvardenfell fear the night in the wilds. Lurking in the darkness are the nocturnal predators: the dreaded Hungers. First paralyzing and blinding their prey, they greedily devour all of their victim's strength, endurance and health.

Id	Name	Category	Site	Link	Author	Date	Description
6232	Hungers	Creatures	MMH	26-9721	Tarnsman	2004-08-22	All travelers to Vvardenfell fear the night in the wilds. Lurking in the darkness are the nocturnal predators, the dreaded Hungers. First paralyzing and blinding their prey, they greedily devour all of their victim's strength, endurance and health. Only the str...
6231	Hounds	Creatures	MMH	26-12715	Danjb	2008-05-10	Adds several new creatures to levelled lists in Morrowind. The creatures are all variations on the Nix Hound. You may need to level up a little before you start to see them. List of creatures: Terror Hound Blood Hound Hell...
6230	HorseRanch	Creatures	MMH	26-2602	Unknown	2009-04-24	
6229	Highly Advanced Daedroths	Creatures	MMH	26-10213	Skott Hunter	2005-10-25	This mod advances the Daedroths, all kinds from wild daedroths to summoned Daedroths. I always thought the Daedroths looked the most fearsome and should be classified the most powerful of the daedra minions, they should have got more recognition because they look very intimidating. ...
6228	Highly Advanced Clanfears	Creatures	MMH	26-10205	Skott Hunter	2005-11-01	This mod Increases the Attributes and Skills of the Clanfear and also in creases the Summoned Clanfears Skills. The Clanfears look very rough and very ruthless but they are pretty weak. I could kill them easily when I was level 8. So as I did with the Daedro...
6227	Highly Advanced Bonewalkers	Creatures	MMH	26-10207	Skott Hunter	2005-10-27	This plugin advances the Bonewalkers and Greater Bonewalkers to level 20 Bonewalkers and level 35 Greater Bonewalkers. Summoned Bonewalkers have also been advanced as well as the Summoned Greater Bonewalkers. I thought that the Bonewalkers looked very menacing but they are as ...
6226	Hell Hound	Creatures	MMH	26-2634	Glassboy	2009-04-24	Don't turn this plugin on until you think you are high enough level to face this new monster unless you think you can handle him. Hell hound.esp: The hell hound is a tough lvl 30 creature. turning this plugin on while in lower levels WILL MAKE HIM APPEAR at about lvl 5 ...
6225	Harpies! v1.1	Creatures	MMH	26-2595	Sir_Toejam	2009-04-24	If they have wings, they should fly, yes? This very well tested mod changes all Winged Twilights to "Harpies" and gives them the ability to fly (fast!). Harpies have clawed feet, wings, and a humanoid female upper torso - that spells harpy from my experience. Harpies can ...
6224	Handsome Boy Model Vivec	Creatures	MMH	26-12789	Westly	2008-06-22	This is no "plug-in" at all, but rather a mesh replacer with new textures for the Lord Vivec creature. This is the version of the BB vivec replacer (originally by Psymoniser) that I use in my own game. The textures are all by me (Westly) and add my own art style for a more kind, friend...
6223	Guarchie	Creatures	MMH	26-15560	Unknown	2017-08-19	No read me
6222	Guar Variants v1.0	Creatures	MMH	26-6222	Lidicus	2009-04-02	Resource contains some guar family variants more info in the readme
6221	Guar Tamers	Creatures	MMH	26-9310	Cryo	2004-03-04	This plug-in adds guar tamer NPCs to all ashlander camps (the big camps). Tamers can sell you packguars or battleguars. In future, I may update this lil' plug and improve it by adding new features and such... But right now I don't have the time...
6220	Green Blood	Creatures	MMH	26-6977	Qarl	2012-07-19	Adds green colored blood to the following creatures: scribes kwama workers kwama warriors kwama queens kwama foragers shalks bull netches betty netches Also replaces the default red blood with a higher resolution and better looking ...
6219	Good Beasts	Creatures	MMH	26-6616	Lord Dagobert	2010-11-26	Tired of those Cliffcracers attacking you when you leave Caldera? Or the rats in the sewers? With that mod, alot of beasts wont attack you when you approach them. But don't worry,I didn't change creatures like dremoras,hungers,ash ghouls...
6218	Golem and Dragons	Creatures	MMH	26-5052	Nightwing	2009-05-12	The following was taken from here: http://www.yacoby.net/es/forum/12/7949801199737440.html ===== One of the earlier dragon mods, Golem and Dragons adds large steel golems and several kinds of...
6217	Godzilla	Creatures	MMH	26-2630	Kirel	2009-04-24	Godzilla is attacking Vvadenfell!
6216	God 2.0s Improved Dremora	Creatures	MMH	26-10196	God 2.0	2005-10-23	Ever felt annoyed about the cool-looking Dremora being useless weaklings? That crocodile thingy more dangerous than a Dremora Lord? Well, feel anger no more, as this plug increases the stats of regular Dremora as well as the Dremora Lord! The new stats are within...
6215	Goblin Shaman	Creatures	MMH	26-13318	Midgetalien	2009-03-16	This mod adds Goblin Shamans to the Mournhold Sewers via Levelled lists. The Shaman is weaker than other goblins in terms of strength but they have a slightly higher health and have a few spells at their disposal.
6214	Glowing Atronachs	Creatures	MMH	26-13354	4LOM	2009-04-05	This mod adds lights to the three types of Atronach so that they glow and light up their surroundings. It affects Atronachs summoned with Conjunction spells too. It works especially well with other mods like TLM or Lights 300 because they make cave and ruin interiors dar...
6213	Glass Creatures	Creatures	MMH	26-8136	GlassBoy	2003-05-26	There are 2 mods in this package, One adds Glass Minion & Glass Golem mod - and Glass Minion mod . Both are suits of glass armor with nothing inside, Glassminions are small, fast and use crossbows and ranged paralyzation/drain stamina, Glass Monsters are HUGE, lvl 30, use glas...
6212	giantsv20	Creatures	MMH	26-2581	Unknown	2009-04-24	
6211	Giants Ultimate v2.7.1	Creatures	MMH	26-7302	The Puma Man	2012-08-24	This Mod adds almost 200 new creatures to fight in MW: Giants, Lich, Zombies, Mummies... Includes DISMEMBERMENT & GORE! FINAL VERSION 2.7.1! 3 new versions for Tribunal, Bloodmoon and MW only. [url= http://morepumaman.freehomepage.com/readme.html][GIANTS online re...
6210	Giants Ultimate AddToLev Patch	Creatures	MMH	26-13778	Z4kW0lf	2009-12-07	The long-awaited(i think :P) Giants AddToLev Patch..is now HERE! It removes the Add_Ultimate_items script from Giants, and directly modifies the leveled lists. So it's finally compatible with other mods and with Leveled Lists Mergers! Hopefully It Will Work!)
6209	GIANTS Ultimate (No monsters in cities-Pehoh)	Creatures	MMH	26-9313	PEHOH	2004-03-05	Original idea by Hammermd. This mod removes all the creatures spawn points in cities, villages and plantations. You can use this mod no matter which expansion (Tribunal, Bloodmoon, both or neither) you play with.
6208	GIANTS (no monsters in cities-Tribunal)	Creatures	MMH	26-9126	PEHOH	2004-01-21	Original idea by Hammermd This mod removes all the spawn points in cities and villages. This mod is dependant only on Tribunal and GIANTS while Hammermd's one requires Tribunal, GIANTS, Bloodmoon and The Wilderness Mod.
6207	Giant Spider	Creatures	MMH	26-13321	Phaedrus	2009-03-17	I needed a giant spider creature for a mod I was working on, and the only one that I could find was from Puma Man's Giants mod. Unfortunately, the community warned me against using that spider because of its questionable provenance, and besides, I couldn't contact Puma Man for permission. &...
6206	Giant Killable Vivec	Creatures	MMH	26-10957	Dr.G	2006-12-30	Adds A killable Giant vivec to Tauryon's house in Ald-Ruhn.
6205	Giant Dwemer Sentinel	Creatures	MMH	26-13241	DoubleBrewski	2009-02-09	The Giant Dwemer Sentinel ===== Remember those giant Dwemer machine parts laying around in the ruins? Perhaps you saw the assembled version standing dormant in Radac's Forge in Tribunal? Now I have taken those scat...
6204	Ghostly Appearance Redone	Creatures	MMH	26-11350	Morroillius	2007-07-07	-First, if you see any spelling mistakes then...hey give me a break will you English isn't my native Language. ^_ ^ On the Official Bethesda Elderscrolls forum a great Modder by the name of Craigor (Ok enough sucking up i guess ^_ ^) hat made severall new looks...
6203	Gelatinous Cubes Enhanced v1.0	Creatures	MMH	26-14916	Tikanderoga	2013-08-12	I've reedited Snape's Gelatinous cubes to make them more like the AD&D-Creatures. They are stealthy, they are mean and if you don't look out, you'll be their next victim. Unfortunately, the color's don't fit as their name, since somehow I lost contact to Sirius Snape...

Id	Name	Category	Site	Link	Author	Date	Description
6202	G.I.A.N.T.S v2.0	Creatures	MMH	26-7281	ThePumaMan	2012-08-22	This Mod adds many new creatures to fight in Morrowind. Giants Lich Skeleton Gladiators and Knights Fire Daedra Seducers Shades Harpies Zombies Mummies Titans Trolls Imps Field Haunts - Luminous Ghosts and Spectres ...
6201	Flutterbyes v.1.0	Creatures	MMH	26-7090	Lady Rae	2012-07-26	A horde of Giant Flutterbyes have infested Morrowind. Your help is needed to eliminate this threat. Are you up to the challenge? PS: This is not a quest mod - just a creature mod. The only thing you'll get for killing the critters is experience and some ingredients. ^_^ They ar...
6200	Floating Weapons	Creatures	MMH	26-8382	Wolfie!	2005-12-06	Adds some 'floating' weapons to undead leveled lists.
6199	Flesh Atronach Resource	Creatures	MMH	26-6198	quorn	2008-11-10	Here are the resource files and an .ESP of a flesh atronach or flesh golem. Constructed of flesh and iron, it is hardy and strong. Uses existing textures and meshes in Morrowind. Just unzip in the Morrowind directory. Included are 4 files: Atronach_Flesh.nif &...
6198	Firefly mod	Creatures	MMH	26-15397	McMornan	2015-08-06	Well, many were the people who requested it, here it is: the genuine firefly creature. Less grand its just a bunch of five glowing spheres. This MOD makes the following changes to Morrowind: Changes 1 Cell: Balmora
6197	Firefly	Creatures	MMH	26-2584	Unknown	2009-04-24	
6196	Fireflies Invade Morrowind v1.0	Creatures	MMH	26-14733	Thaedyr Vyr	2013-05-17	Adds Fireflies to various locations around Vvardenfell. They are scripted to be visible during the hours of 7pm to 7am and will only appear in good weather. There is a cell listing included with this mod to show where they are placed. All new models made by Thaedyr Vyr ...
6195	FIM V1.0	Creatures	MMH	26-2594	Thaedyr Vyr	2009-04-24	Adds fireflies to many locations around Vvardenfell.
6194	FIENDS (Creatures Only) v2.0	Creatures	MMH	26-7574	stillhere aka Edward Dobrianski	2004-05-26	Some 13 new creatures for Morrowind. Featuring ORCUS the demon undead prince. This version has the creatures only in order to keep the file size down.
6193	FIENDS	Creatures	MMH	26-1327	Edward Dobrianski	2009-04-06	This mod contains the following: 1) Some 13 new creatures. Most are for 30+ level characters. Featuring ORCUS, prince of the undead. 2) New textured interiors and exteriors. 3) Two new weapons. 4) The lair of ORCUS, prince of the undead. To see the fiends ente...
6192	Femmons	Creatures	MMH	26-14688	ManaUser	2013-05-10	This is an anatomically correct texture replacer for three female monsters in Morrowind. Specifically these three: Golden Saint Winged Twilight Spriggan Interestingly, the golden saint armor looked like it was meant to be cupless to start with, but the te...
6191	FairyListAdd PassiveFairiesListAdd	Creatures	MMH	26-2623	Unknown	2009-04-24	
6190	Fairies List Add v1.0 fix	Creatures	MMH	26-1617	Lady Eternity	2009-04-06	Esp's only Adds LadyE's Fairies to Leveled Creature Lists. The Fairies are level 1, cast no magic, and have very basic combat abilities. They are very fast, and have a natural 50% resistance to elemental magic. They can sometimes be hard to hit due to their attack movement, and spells somet...
6189	Fairies List Add v1.0	Creatures	MMH	26-1620	Lady Eternity	2009-04-06	Adds LadyE's Fairies to Leveled Creature Lists. The Fairies are level 1, cast no magic, and have very basic combat abilities. They are very fast, and have a natural 50% resistance to elemental magic. They can sometimes be hard to hit due to their attack movement, and spells sometimes go right pas...
6188	Fabricant Fabrication	Creatures	MMH	26-5505	Demolisher_2	2009-05-12	Fabricant Fabrication by Demolisher_2 Installation == To install put Fabricant Fabrication into the Morrowind data files folder. To play check the box next to Fabricant Fabr...
6187	Extreme Textures: Creature pack III	Creatures	MMH	26-6121	Masox	2012-04-28	EXTREME TEXTURES (by Masox) Extreme textures save original morrowind atmosphere and make it better This Mod using textures about max size 1024x1024 or 2048x2048 Creature...
6186	Extreme Textures: Creature pack II	Creatures	MMH	26-6120	Masox	2012-04-28	EXTREME TEXTURES (by Masox) Extreme textures save original morrowind atmosphere and make it better This Mod using textures about max size 1024x1024 or 2048x2048 Creature...
6185	Extreme Textures: Creature pack I	Creatures	MMH	26-6119	Masox	2012-04-28	EXTREME TEXTURES (by Masox) Extreme textures save original morrowind atmosphere and make it better This Mod using textures about max size 1024x1024 or 2048x2048 Creature...
6184	expanded cliff racers	Creatures	MMH	26-2629	MP*Canus	2009-04-24	Just when you thought it was safe to walk around Vvardenfell...
6183	Elrihn's Imp v1	Creatures	MMH	26-11691	Elrihn	2012-09-17	This mod adds a new creature to Morrowind !The creature is an imp ! You will see several .nif files it is normal , there is a surprise ! To start this mod go to Balmora (as a lot of mods :)) and go to the mage guild. Look for a book called "About Imps" it will tell you what are imps here! ...
6182	Elemental Skeletons v1	Creatures	MMH	26-11664	Blake, Lingarn	2012-09-10	This mod adds 9 new tpye of magic using skeletons to tomb leveled lists, they will start appearing at level 5. They have appropriate particle effects denoting the element/school of magicka they use. They are skeletons with particle effects. The skeletons were made by Lingarn, then pla...
6181	EA-Primal	Creatures	MMH	26-2591	Unknown	2009-04-24	
6180	Dwarven Spectre Helper	Creatures	MMH	26-5751	Spirited Treasure	2011-10-04	Dwarven Spectre Helper I'm infatuated with Dwemer lore.. I admit.. I'd love nothing more than a mod that somehow allowed one to be back in time when they were alive and well.. Back in the time of Kagrenac and Numidium. Anyway =sigh= I had to have one friendly old ghost.. And here he is...
6179	Dwarven creatures	Creatures	MMH	26-6373	Yar-Yulme	2010-01-12	This mod add four Dwemer creatures: two spectres and two centurions. They are just custom variations of standard meshes: First ghost is just spectre in set of Dwemer armor instead of common Dwemer robe. Note that it's transparency settings differs from other ghosts, so he can be almos...
6178	DremoraSpider	Creatures	MMH	26-2618	Unknown	2009-04-24	
6177	Dremora Lords Resource	Creatures	MMH	26-6176	quorn	2008-02-05	This mod adds 3 new models for the dremora lord, each with the different daedra helms (terror, inspiration, god). Each uses the dremora animations. The 3 models are placed into a leveled list, and replaces each instance of the original dremora lords. Newly add...
6176	Dremora Archer	Creatures	MMH	26-10534	blackassailant	2006-04-10	This ESP adds a two new Dremoras. These are the Dremora Marksman and the Dremora Sniper. In leveled lists, Marksman are with the Dremora and Snipers are with the Dremora Lords. There are only two set locations, those being the two areas where you can find Daedric Arrows. Each Dremora Marksman is ...
6175	Draugr Deathlord	Creatures	MMH	26-6776	Arcimaestro Antares	2011-08-04	Changelog:This mod is INCLUDED in my other mod
6174	Dragonfly	Creatures	MMH	26-6404	Wildman	2010-02-17	Adds a new dragonfly creature to the clifftracer leveled lists. The dragonflies are passive and won't attack unless provoked.
6173	Dragon's Lair	Creatures	MMH	26-2624	Gorg	2009-04-24	The rumblings of the volcano have awoken a long sleeping evil from the depths of the earth. Dragons have reappeared in the Red Mountains and the Ashlands of Vvardenfell. Born from fire, they were once the firebreathing terror of the skies, centuries of sleep have left them flightless and angry. R...
6172	Dragon Recognition	Creatures	MMH	26-15545	Unknown	2017-07-30	No readme. Just the title.
6171	Dragon Entrancement	Creatures	MMH	26-15544	ArtesianSS	2017-07-30	Thank you for downloading Dragon Entrancement Mod Table of contents: 1. References 2. Notes 3. Installation 4. Contact Info ----- References: Here I would like to give credit to those whose work I used t...

Id	Name	Category	Site	Link	Author	Date	Description
6170	Dogs of Morrowind	Creatures	MMH	26-7827	Neoptolemus	2003-09-29	Using the Bloodmoon wolf mesh, this mod adds dogs to various towns to give more life to the game. They just wander around the place looking cool. Goes well with Cait's Critters Unleashed. Pretty cool to watch the dogs walking up and sniffing the chickens Dogs have b...
6169	Diseased Animals	Creatures	MMH	26-7262	kittybrod aka PawPrintExpress aka Catherine	2012-08-20	The mod's readme isn't clear on what it does, so I'll clarify: like the author's other mod, Blighted Animals, this mod changes the appearance of certain- in this case "Diseased"- creatures so that they're easily distinguished from their normal counterparts.
6168	Dire Flame Atronachs	Creatures	MMH	26-13145	Melchior Dahrk	2009-01-07	Dire Flame Atronachs does just what you would expect. I have made a new creature based off of the Flame Atronach mesh and textures and added it to leveled lists for you to battle and conquer. This started with my first tinkering in NifSkope and I worked on it over a period of time as my skills i...
6167	Diamondback Kagouti v1.0	Creatures	MMH	26-2625	Jason L. Polson	2009-04-24	Adds a more powerful, poisonous species of Kagouti , the Diamondback, to Vvardenfell and is approximately a level 30 creature, so this plugin also serves as a difficulty mod and is only the first in a series of mods that I plan to work on over the coming months. New textures for the base Kagouti ...
6166	Deer near Peligiad	Creatures	MMH	26-1859	fonecokid	2009-04-06	4 deer near Peligiad. Meshes and textures By Lady Eternity. and a Merry Good Christmas for All. Install - Unzip to morrowind\data files folder. Cleaned from Bad Gmt's with tesame. Packed with tesamu. Only requires Morrowind. Con...
6165	Decorative Horses for PHR	Creatures	MMH	26-14393	Spoon Thief	2011-11-10	I was playing Pegas Horse Ranch and didn't like the fact that even the "common" breeds were non-existent outside of the ranch and you had the only known horses in all the land. This is just a simple mod that places a few horses in some towns, camps, plantations, etc. ☐...
6164	Deadly Dagoths	Creatures	MMH	26-14305	Danjb	2011-05-22	"The region inside the Ghostfence is dangerous, and the Nerevarine will need to be familiar with its particular challenges. After measuring skills and resources against Dagoth Ur's defenses, the Nerevarine will know better how to pace a campaign, alternating raids with improving skills, getting b...
6163	DarkerRedMountain 0808	Creatures	MMH	26-2605	Mysterial	2009-04-24	This plugin increases the difficulty of the unique monsters encountered in Red Mountain, including those you may encounter during the second half of the main quest.
6162	Dark Pack Guars	Creatures	MMH	26-10313	Horny Buddha	2005-12-24	Places a small herd of dark indigo colored guars just outside the Ahemmusa Camp along with a herder and his yurt. You can buy a dark pack guar from the herder. The pack guar is controlled through dialogue topics. You can display a status report that includes the guar's health, restor...
6161	Dahrk Creatures I v1.20	Creatures	MMH	26-6219	Melchior Dahrk	2009-03-22	This resource adds several new types of creatures for modders to use. -Narwhal or Sea Unicorn -Owlbear -Pack Boar -Seacat -Waverunner -Worg ===== 2. Requirements ===== Morrowind, Bloodmoon, Tribunal
6160	Dagoth Ur UNmasked	Creatures	MMH	26-11009	Spirited Treasure, Gagatek	2007-01-21	Take off Dagoth Ur's mask! Battle the real man! He is much much stronger if you use this esp as well. I did add a weapon to his inventory but sadly his animations don't allow for him to use it.. If you don't wan...
6159	Dagoth Battles	Creatures	MMH	26-9779	Anubis	2004-09-15	Have you ever gone out to collect the souls of the Dagoth 'family' only to learn that once you killed Dagoth ur that all his 'children' died with him? Well here is a way to amend that problem or relive epic battles against the dagoth priests, ghouls, sle...
6158	DaggerPet v1.0	Creatures	MMH	26-4747	Clone	2009-05-12	DaggerPet version 1.0 - - - - - > Where to unzip the "daggerpet.esp" file Bethesda Softworks\Morrowind\Data Files > What is this again? DaggerPet is an animal plugin for The Elder Scrolls 3 : Morrowind > How do I get to t...
6157	Custom Rats-Telvanni (STAND ALONE) v1.1	Creatures	MMH	26-1340	Ghoul	2009-04-06	-- 1.Installation -- 2.Features -- 3.Playing the plugin -- 4.Save Games -- 5.Credits -- 7. Updates -----...
6156	Custom Black Rats	Creatures	MMH	26-1372	Ghoul	2009-04-06	Replaces all the boring brown rats with a light grey texture. Also adds a Dark Grey texture and Green eyes to the Diseased Rats, and a Black texture and purple eyes to the blighted rats, for more variation in rats, and that you can see from "out of reach" which disease the Rat got.
6155	CreaturesOfMorrowind	Creatures	MMH	26-2613	M6n6M6	2009-04-24	Creatures of Morrowind Version 1.1 M6n6M6(Derek) M6n6M6@eminem.com What this mod adds... -Adds Mammoths around Vvardenfell (Calf Mammoth, Mammoth, Warrior Mammoth, Giant Mammoth) -Adds Elephants around Vvardenfell (Calf Elephant, Elephant, Warrior ...
6154	Creatures XI	Creatures	MMH	26-15000	Piratelord	2013-09-24	Creature adding mod for Morrowind, Tribunal and Bloodmoon. Attempts to keep in theme with the existing game, but increase variation. Adds a large number of new creatures/NPCs into the game, as well as new ingredients, armour & weapons. A partial bestiary can be found at the mirro...
6153	Creatures X Reflect Changes	Creatures	MMH	26-11913	Vharlak	2012-11-14	Should be used with Eisenfaust's [url=http://planetelderscrolls.gamespy.com/View.php?view=Mods.Detail&id=6550]Mage Friendly Plugin Series[url] (PES). Quoting its description: "This plugin series expands on the "mage friendly daedra" plugin by Nightblade_Y. This series of plugins was m...
6152	Creatures X	Creatures	MMH	26-6083	Piratelord	2012-02-18	Creature adding mod for Morrowind, Tribunal and Bloodmoon. Attempts to keep in theme with the existing game, but increase variation. Features: -Unique levelled randomised stats and scale for most creatures -Eye-Candy creatures that can be disabled via console (to help FPS)
6151	Creatures v6.0	Creatures	MMH	26-15311	Piratelord	2014-12-14	Creatures V6 by Pirate Lord Requires Morrowind, Tribunal and Bloodmoon ----- Fixes from V5 * Weakened Night Stalker Archer. They have a weaker Daedric Bow and Arrows. These weaker versions I've added (via levelled lists) to the ...
6150	Creatures 300	Creatures	MMH	26-9095	Byblos	2004-01-28	Objective - To make all creatures better in my opinion, I made this for myself and decided to share it with the rest of my Mods What it does...a lot of things to the creatures in morrowind, EX: Makes rats a more rat size, same with scribes and cliff racers now they are r...
6149	Creature Pack v1.1	Creatures	MMH	26-8807	Mephisto	2003-06-09	This is a mod that will add many new variations (100+) of existing creatures to various Leveled-creature lists. It will increase the difficulty, add variation and forces the player to search for weaknesses in their opponents. Since this mod uses pre-made textures and meshes it ...
6148	Creature Mounts 1.0	Creatures	MMH	26-1362	cosades	2009-04-06	This MOD adds an NPC just Northwest of Seyda Neen who will sell you full body mounts of almost any creature in Morrowind to do with as you please.
6147	Creature Intensity	Creatures	MMH	26-2572	Unknown	2009-04-24	This mod unlevels all the creature lists and doubles the amount of spawn points, making Morrowind a much more dangerous and realistic place. Now "tourists" can really be afraid to wander around in the wilderness.
6146	Creature Hunt	Creatures	MMH	26-13483	Noggy	2009-06-14	Cliff Racers. Easily the most annoying creature out in Vvardenfell - but it only makes sense that one would be able to scare off just about any creature by killing a hundred of them. This makes it happen. Kill enough of them, and rats, bears, wolv...
6145	Cowardly Slaughterfish	Creatures	MMH	26-8292	Gara Attila	2002-08-05	
6144	Cliffracer-FIX	Creatures	MMH	26-14116	Misty Moon	2010-10-16	This fix makes the cliff racer not so eager to attack.
6143	Cliffracer Remover	Creatures	MMH	26-2115	Aaron Boone	2009-04-06	Provides three plugins to either remove all cliffracers, make cliffracers non-aggro, or decrease the spawn chance & fight probability of cliffracers.
6142	Cliff Racers	Creatures	MMH	26-8571	Kaare Kleven	2002-12-09	Cliff racers/blighted or diseased will not attack unless you attack first or are trying to Soultrap them.

Id	Name	Category	Site	Link	Author	Date	Description
6141	Cliff Racer Nests and Eggs	Creatures	MMH	26-14493	DonnerGott	2012-06-28	Another set of forgotten details, in a game-world chock-full of details. While Cliff Racers eggs have been addressed in some other mods, I have not seen nests. Don't get too excited, mine are just wicker-textured slave-pods. Eggs are also added to egg-containers in the 36 nests I scattered around...
6140	Clannfear Sprite	Creatures	MMH	26-3665	PhyntosWasp	2010-10-22	This sprite is totally magical with 10000 spell points but only 500 hp which means it CAN be killed but it is unlikely. In this proof-of-concept esp (cf sprite.esp) the sprite in the bubble appears in Seyda Neen near the Census office. His fight is set...
6139	Carryable Raven Friend	Creatures	MMH	26-2599	Unknown	2009-04-24	
6138	Cargo Strider	Creatures	MMH	26-6864	DonnerGott	2012-04-16	Okay, so you raise a baby Strider from a young age, train it, hollow-out a section of its back and attach mechanical levers to its spine, for steering. Yet, you only have a cockpit to transport passengers and cargo? In a "realistic" Morrowind, you would have no...
6137	Caits Squirrels in Vvardenfell	Creatures	MMH	26-7198	Pseron Wyrd	2012-08-04	Adds Cait Siths Squirrels to Mournhold , Solstheim and Vvardenfel
6136	Caits Moose on Solstheim	Creatures	MMH	26-2606	Pseron Wyrd, Cait	2009-04-24	Adds Cait's wonderful moose to Solstheim. Brown moose cavort through the southern half of the island and a rare albino moose stalks the desolate, wind-swept reaches up north.
6135	caits horses go wild	Creatures	MMH	26-2609	Unknown	2009-04-24	
6134	caits donkeys and horses go wild	Creatures	MMH	26-2592	Unknown	2009-04-24	
6133	Caits Bloodmoon Goldfinches By KAGZ	Creatures	MMH	26-5692	Kagz aka Kagrenac	2011-10-02Caits Bloodmoon Goldfinches By KAGZ..... Bloodmoon is obviously requ for this mod. :D K, this brings approx 60 of Cait's wonderful Goldfinches to Solstheim. They can be found in the Hirstaang Forest and Isinfier Plains.
6132	Caits Birdies By Kagz	Creatures	MMH	26-5691	Kagz aka Kagrenac	2011-10-02Caits Birdies By Kagz..... Only Morrowind requ for this mod. K, this mod brings Cait's new bird models into the game. There are 2 Goldfinches, 2 Sparrows, a Robin and a Chickdee. I have taken the original Morrowind bird mod and i have substituted, th...
6131	Cait's Horses Go Wild.	Creatures	MMH	26-1539	Kagz aka Kagrenac	2009-04-06	This mod brings Cait's horses into the game. I have hand placed over 80 horses throughout Vardenfell. Some can be found in towns or near towns, the rest are spread over various locs. These horses will not attack you. I dont believe in horses killing people.
6130	Cait's Donkeys And Horses Go Wild.	Creatures	MMH	26-1710	Kagz aka Kagrenac	2009-04-06	Alright this is an update of "Cait's Horses Go Wild", in that it brings more Horses, including Foals, Stallions and new Draughthorses. Along with Donkeys and their young, also Pack Donkeys. There are now 140 horses and 63 donkeys in the game. As before they will not attack you and they can be found ...
6129	Cait's Critters Unleashed v2.0	Creatures	MMH	26-7197	Hoghead the Horrible	2003-06-09	This mod adds normal farm animals all over MW in carefully selected, hand-placed locations. Cait's excellent chickens, roosters, pigs, goats, cows, and steers now also comes with a variety of skins for a great deal more diversity. There are: 6 types of chickens & roosters 3 t...
6128	Cait Sea Updated	Creatures	MMH	26-2590	Cait	2009-04-24	This plug-in adds some sea creatures. I have to thank LordOverKill and Lady Eternity for letting me use their meshes. Most of the fishes have been downloaded from www.3dcafe.com and www.toucan.co.jp/product/3ds/aquarium/modelsE.html. I've decided to keep their ori...
6127	Cait Sea	Creatures	MMH	26-2601	Cait	2009-04-24	This plug-in adds a few sea creatures. It's still a WIP. Many thanks to LordOverKill and Lady Eternity for letting me use their meshes. Unace the file in your Morrowind directory (e.g. c:\Program Files\Bethesda Softworks\Morrowind). The esp file only adds the animals in the creatur...
6126	Cait Farm: Ducks and Geese	Creatures	MMH	26-2633	Cait	2009-04-24	This plugin adds 28 ducks, 24 geese and 13 ducklings. The plugin merely adds the creatures in the object window with default stats. If you don't like an idle just disable it double-clicking on the creature, pressing the 'AI' button, then double-clicking on "Wander" and finally sett...
6125	Cait Farm: Donkeys and Horses	Creatures	MMH	26-2612	Cait	2009-04-24	This plugin adds 9 donkeys, 3 pack donkeys, 6 donkey foals and 13 horses. The plugin merely adds the creatures in the object window with default stats. If you don't like an idle just disable it double-clicking on the creature, pressing the 'AI' button, then double-clicking on "Wand...
6124	Cait Farm: Chickens and Turkeys	Creatures	MMH	26-2575	Cait	2009-04-24	This plugin adds 4 chicks, 11 chickens, 11 roosters and 2 turkeys. The plugin merely adds the creatures in the object window with default stats. If you don't like an idle just disable it double-clicking on the creature, pressing the 'AI' button, then double-clicking on "Wander" and...
6123	Cait Farm	Creatures	MMH	26-4034	Cait	2009-05-12	This plug-in adds some farm animals. In the esp file I've added these creatures in the object window only (i.e. you won't find any of these creatures in game); you have to set their stats manually. NIFs you can find in Cait. Misc have to be added manually under Misc Item or Ingre...
6122	CAIT and KAGZ Racer Replacer	Creatures	MMH	26-5690	Kagz aka Kagrenac	2011-10-02	*****CAIT and KAGZ Racer Replacer***** Only Morrowind requ for this mod. K, i already have a Racer Replacer mod out, as many of you will know. The problem with it is the Ravens dont fly well. It was ok in its time, but now thanks to Cait,...
6121	Bonsai Creatures	Creatures	MMH	26-15522	Palinurus	2017-07-30	BONSAI CREATURES by Palinurus -- Adds two merchants to the game - one that will sell you bonsai guards, another one with an assortment of miniature dadra, namely Ogrims, Golden Saints and Dremora - and the Dremora even dance! Buy the...
6120	BloodMoon Peace Mod	Creatures	MMH	26-927	Unknown	2009-04-06BLOODMOON PEACE MOD..... Alright this is a mod that i made as a personal request. But i have now decided to release it. Basically what this does is, it nullifies the attack of all the Bloodmoon creatures, so you can walk around the country...
6119	Bloodmoon Creatures	Creatures	MMH	26-6588	Yar-Yulme	2010-11-01	This mod adds some variations of creatures from Bloodmoon. Armored Rieklings: just Rieklings who managed to obtain some pieces of Nord armour. Riekling Shaman: more advanced, can use magic. Riekling Raiders: first based on alternative Riekling mode...
6118	Blood Hunters	Creatures	MMH	26-9182	SoNico717	2004-02-09	This mod will add vampires (Blood Hunters) to the existing leveled creatures list. -These Blood Hunter (Vampires) will appear only in Night and dependoin the leveled List. -Blood Hunter's Level: 1 - 5 - 10 - 15 - 20 - 25 - 50 - 100 - 150 - 200. To encounte...
6117	Blighted Kwama Workers At Mine Entrance	Creatures	MMH	26-10053	Cliffworms	2005-08-02	This plugin replaces the ordinary Kwama Workers at the Entrance of Blighted Egg Mines with Blighted Ones. That way you will know if the mine is blighted before getting inside. It's just a plugin I first made for myself and then decided to release to the public. ...
6116	Blighted Animals v1.0	Creatures	MMH	26-7246	kittybrod aka PawPrintExpress aka Catherine	2012-08-14	This mod changes the colouring of blighted animals so that they are readily distinguishable from normal creatures, of especial benefit to adventurers who are hunting blighted creatures for a bounty or other benefit.
6115	BlightBountiesV1.01f1	Creatures	MMH	26-2571	Ivza	2009-04-24	Gives you a small bounty for each blighted creature you kill. You can collect the bounties from certain Temple representatives in a few places around Vvardenfell. v 1.01-f1 http://koti.mbnet.fi/ivza/morrowind/bbounty
6114	BlackUnicorn	Creatures	MMH	26-2582	Unknown	2009-04-24	
6113	BlackSaints	Creatures	MMH	26-2611	Unknown	2009-04-24	
6112	Black Orchid Trader	Creatures	MMH	26-9741	Autlandre	2005-06-13	It adds Black Orchid, a winged twilight trader with 90000 gold to trade. She is added to an obscure location, and is intended to be found well into the game, when a player begins to regularly collect ebony, glass and daedric items, and trying to trade with Creeper or Mudcrab becomes...
6111	Black Guar v1.0	Creatures	MMH	26-12304	Hamnio Nightstar	2013-03-11	The Black Guar plugin adds unique, retextured guar to the creature spawn lists. They appear randomly in various regions: the Grazelands, Azura's Coast, and the Bittercoast. They are gentle creatures and will not attack.

Id	Name	Category	Site	Link	Author	Date	Description
6110	Better Creature (rev9 Atronach)	Creatures	MMH	26-12419	HedgeHog-12	2007-12-07	It's Actually replacer Creature Atronach's. New meshes With Bump map, Glow Map and map effects are added. Installation: 1) Extract the archive into ...Morrowind\Data Files; 2) Meshes and textures are bsa and will need to be registered in your .ini...
6109	Better Creature (rev8 Hunger)	Creatures	MMH	26-12420	HedgeHog-12	2007-12-07	t's Actually replacer Creature Hunger's. New meshes With Bump map, Glow Map and map effects are added. Installation: 1) Extract the archive into ...Morrowind\Data Files; 2) Meshes and textures are bsa and will need to be registered in your .ini f...
6108	Better Creature (rev7 Scamp)	Creatures	MMH	26-12410	HedgeHog-12	2007-12-02	It's Actually replacer Creature Scamp's. New meshes With Bump map, Glow Map and map effects are added. Installation: 1) Extract the archive into ...Morrowind\Data Files; 2) Meshes and textures are bsa and will need to be registered in your .ini f...
6107	Better Creature (rev6 Clanfear)	Creatures	MMH	26-12409	HedgeHog-12	2007-12-02	It's Actually replacer Creature Clanfear. New meshes With Bump map, Glow Map and map effects are added. Installation: 1) Extract the archive into ...Morrowind\Data Files; 2) Meshes and textures are bsa and will need to be registered in your .ini ...
6106	Better Creature (rev5 Kwama)	Creatures	MMH	26-12408	HedgeHog-12	2007-12-02	It's Actually replacer Creature Kwama. New meshes With Bump map, Glow Map and map effects are added. Installation: 1) Extract the archive into ...Morrowind\Data Files; 2) Meshes and textures are bsa and will need to be registered in your .ini fi...
6105	Better Creature (rev11 Rats)	Creatures	MMH	26-12692	HedgeHog-12	2008-04-26	It's Actually replacer Rats. New meshes With Bump map, Glow Map, DetailMap and map effects are added. Installation: 1) Extract the archive into ...Morrowind\Data Files; 2) Meshes and textures are bsa and will need to be registered in...
6104	Better Creature (rev10 Undead)	Creatures	MMH	26-12450	HedgeHog-12	2007-12-24	It's Actually replacer Undead. New meshes With Bump map, Glow Map, DetailMap and map effects are added. Installation: 1) Extract the archive into ...Morrowind\Data Files; 2) Meshes and textures are bsa and will need to be registered ...
6103	Better Bonewalkers	Creatures	MMH	26-7808	Drummer Nerd	2003-09-22	Are you sick of those nasty Greater Bonewalkers taking away your strength, making you become encumbered and immobile? I am. Several modders have created anti-strength depleting Greater Bonewalkers, but they forgot something very important - those blasted summon...
6102	Better Beasts Fix	Creatures	MMH	26-693	Unknown	2009-04-06	Includes one mesh for argonian hair: as_bb_arg_m_hair06.nif and the required texture: as_bb_arg_m_Hair03.dds Requires Alienslof's Better Beasts mod.
6101	Beasts of Vvardenfell	Creatures	MMH	26-14179	Crankgorilla	2010-12-22	Adds creatures to the leveled lists. They will spawn along with the standard creatures and add more variety to the line up. Collected here are over 80 creatures from around the community. Each one has been hand crafted and statistically balanced to provide an above standa...
6100	Beasts of Burden: Necromancer	Creatures	MMH	26-8504	WetWareV7	2002-11-01	Beasts of Burden: Necromancer allows you to raise (17 different) undead creatures on the fly with no time limit, and no limit to number of raised creatures, through a mixture of ingredients, spellcasting, health, and fatigue investment .NOT UNBALANCING. You won't be...
6099	Basic black guar	Creatures	MMH	26-14200	ddfields	2011-01-28	This is another retexture of the guar for those who would like a different color than the default tan. I believe this was done once before, so this is my version of the black guar. All textures are the default .tga files by Bethesda, resized, recolored with Gimp2.0 and saved as .dds files. Screen...
6098	BAR CreeperMudcrabRemover	Creatures	MMH	26-2579	Baratheon79	2009-04-24	Creeper & Mudcrab Remover v1.0 This is simple mod for those who view the Creeper and the mudcrab merchant as a cheat. It removes them from the game entirely.
6097	BalmoraWar	Creatures	MMH	26-62	Unknown	2009-04-06	Needs playtesting. Require both expansions. Adds large numbers of hostile NPCs/creatures (including Almalexia and several Dagoth Urs) to Balmora and Fort Moonmoth, together with Imperial and Hlaalu guards to fight them.
6096	Balmora Estates	Creatures	MMH	26-8135	Gold-Dragon, B-master	2002-07-01	
6095	Balmora Creature Guards	Creatures	MMH	26-90	Unknown	2009-04-06	Adds 18 respawning Guards acting as Archers to Balmora. Same stats as basic Hlaalu Guards plus a bonus to Marksman and Block. ===== Please note: This mod was transferred from Gamer's Roam after the site's closure. No information was included, so this ...
6094	Baby Pack-guars At Suran	Creatures	MMH	26-9061	RAVEN	2004-01-05	This is another small mod aimed at modders, it gives you baby packguars, with mini-pack. I have placed 2 babies and an adult, at the entrance to Suran, for the sake of non-modders.
6093	Atronach Expansion v2.11	Creatures	MMH	26-6213	Melchior Dahrk	2009-01-26	This mod takes several community resources as well as my own work and adds eight new types of monsters as summonable creatures. Air Atronach: Mentioned in lore but not included in Morrowind. Watch out for their burden spell! Bone Golem: This fleshless undead golem will directly...
6092	Ash Ghoul Resource	Creatures	MMH	26-6197	quorn	2008-11-09	This resource replaces the model of the ash ghoul, the ash ghoul now wears a hood, like the ascended sleeper. Just unzip the archive in the Morrowind folder, the changes will show up in-game. One can use this resource as they wish. I originally had this planne...
6091	Ascendaeus's Superbad Dagoths, Gods, & Staada	Creatures	MMH	26-13956	Ascendaeus	2010-05-18	This Mod is a Number of Simple tweaks, All of the Dagoth Creatures Now Put up a fight worth fighting. They R O.P.! ESPECIALLY The Ones Gaurding Sunder and Keening! Dagoth ur is also no longer nothin' to phukk with, neither is vivec. Staada was the last thing i phukked with, The Dwarven Remnant of...
6090	Ascendaeus's Severe Growth BETA	Creatures	MMH	26-6732	Ascendaeus	2011-06-02	This Mod Increases The Battle Potential Of All Deadra, And Various Bosses and Gods. Intended For Very High Level Caricatures, Seeking an increased Challenge From Tomb and Dungeon Raiding. Meant to Be Used With My Soon To Be Released Dungeon Mods; Ashurnibibi Edit and Heran Edit, (The Latter of ...
6089	Ascendaeus's Creatures and Daedra Update	Creatures	MMH	26-6466	Ascendaeus	2010-05-18	Simple Cheap Mod, for O.P. Characters, Makes Most of the Daedra and whatnot Superbad. Includes Most Skeletons, Skeleton Champs are Now SUPERBAD, So Are Saints, Dremoras, Deadroths, Ogrims, Twilights, & Atronachs. The Size of Most Creatures has Also been increased to offer a Visual Apprehensio...
6088	Armored Skeletons Gone Wild	Creatures	MMH	26-10483	Sandman	2006-03-11	The main mod replaces most, but not all, of the enemy skeletons in the game with the armor wearing variety, and adds two slightly tougher skeleton types. Modifies the leveled lists, so use a list merging utility. If you also use Magical Trinkets of Tamriel III, the includ...
6087	Aravon's Difficulty Mod v1	Creatures	MMH	26-1828	Aravon	2009-04-06	Summit info: this changes a LOT of creatures, guards etc. but not all- ups their stats to some extent and will be a much greater challenge. Not all have been changed; but Dagoth Ur will be a lot more difficult. Generally makes everything, such as guards and some monsters, more diffic...
6086	Antares' Creatures - Trolls!	Creatures	MMH	26-6628	Arcimaestro Antares	2010-12-04	**** "Horrid carnivores, man-eaters that know no fear. They are evil, stupid, with crude habits. They are sometimes described as turning to stone upon contact with sunlight and able to regenerate." Falx Carius, Captain of the imperial guar...
6085	Antares' Creatures - Treant	Creatures	MMH	26-6635	Arcimaestro Antares, LiberumAvis	2010-12-12	"I've heard talk of the walking trees. This island holds many secrets it seems." - Falx Carius, captain of the Imperial Guards at Fort Frostmoth. "The tree spirits of this island. When the All-Maker breathed life into the creatures of the land, his Breath blew thr...
6084	Antares' Creatures - Medusa	Creatures	MMH	26-14481	Arcimaestro Antares	2012-06-04	This mod adds a new creature, the Medusa, in a new daedric shrine named Yshumishali. The shrine is on a small island north of Vvardenfell and south east of the dunmer stronghold of Rotheram. This mod requires TRIBUNAL
6083	Antares' Creatures - Medusa	Creatures	MMH	26-6933	Arcimaestro Antares	2012-06-04	This mod adds a new creature, the Medusa, in a new daedric shrine named Yshumishali. The shrine is on a small island north of Vvardenfell and south east of the dunmer stronghold of Rotheran. This mod requires TRIBUNAL
6082	Antares' Creatures - Hill Giant	Creatures	MMH	26-14463	Arcimaestro Antares	2012-04-20	This mod adds a new creature, the Hill Giant, in Solstheim. There is only one of them, located in the Solstheim, Hirstaang Forest Region, on the hill next the Earth Stone. It's an unique creatures, and does not respawn. This mod requires BLOODMOON

Id	Name	Category	Site	Link	Author	Date	Description
6081	Antares' Creatures - Hill Giant	Creatures	MMH	26-6872	Arcimaestro Antares	2012-05-09	This mod adds a new creature, the Hill Giant, in Solstheim. There is only one of them, located in the Solstheim, Hirstaang Forest Region, on the hill next the Earth Stone. It's an unique creatures, and does not respawn
6080	Antares' Creatures - Gargoyles	Creatures	MMH	26-14498	Arcimaestro Antares (model Veleran)	2012-07-02	***** This mod adds a new creature, the Gargoyles, in the daedric shrines Maelkashishi (West Gash Region) and Ularradallaku (Red Mountain Region). ***** □...
6079	Antares' Creatures - Frost Monarch	Creatures	MMH	26-6859	Arcimaestro Antares	2012-03-14	This mod adds a new creature, the Frost Monarch, in Solstheim. There is only one of them, located in the Solstheim, Aesliip's Lair, Caverns. It's an unique creatures, and does not respawn. This mod requires BLOODMOON
6078	Antares' Creatures - Frost Giant	Creatures	MMH	26-6643	Arcimaestro Antares	2010-12-27	**** Changelog:
6077	Antares' Creatures - Cecaelia	Creatures	MMH	26-6430	Arcimaestro Antares	2010-03-22	This mod adds a new creature, named Cecaelia, in the cell "Tusenend, Shrine" (Tusenend is a Daedric Shrine dedicated to Molag Bal in the Molag Amur region, directly south-east of the Erabenimsun Camp.) This creatures can freely be reused as resource for your mods. [youtube...
6076	Antares' Creatures - Beholder	Creatures	MMH	26-6870	Arcimaestro Antares	2012-05-09	In Ald Daedroth, Outer Shrine, I placed a portal that allows you to travel to any other daedric shrine of Vvardenfell. A Beholder, is guarding this area...
6075	Annoyinger Cliff Racers	Creatures	MMH	26-11428	bender	2007-08-07	Makes cliff racers even more annoying by making them harder to hit and regenerate
6074	AluCouatl complete	Creatures	MMH	26-2637	C.A.Casto	2009-04-24	Born of the Demiplane of Shadow, the Shadow Naga race is truly nightmarish. Contained in this plugin are both the couatl and alu'couatl, a new character race that combines the abilities of their lesser kin with more humanoid qualities. Version 1.0
6073	additions revamped	Creatures	MMH	26-2567	Brewu4, Harlequin	2009-04-24	Original work by m6n6m6, redone by Harlequin and brewu4. Use this .esp instead of the regular Additions. A clean save will be needed if you are running a previous version of Additions.
6072	abotWhereAreAllBirdsGoing (extract to Morrowind directory)	Creatures	MMH	26-2589	Unknown	2009-04-24	
6071	abotWaterLifeBetaPatch	Creatures	MMH	26-2576	Unknown	2009-04-24	
6070	A Flock Of Seagulls v1.0	Creatures	MMH	26-5693	Cait, Abot, TextureFreak	2011-10-02	Readme_A_Flock_Of_Seagulls.rar A mod by Cait, Abot and TextureFreak. Thanks for downloading it. ----- Introduction. The sound of a seagull shriek rips apart the comfortable silence and peacefulness of the early morning. Graciously she soar...