

<b>Id</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
13411	Yuanti dungeon 2nd version alpha	Dungeons	Fliggerty	*933	Quasidivine	2013-11-20	A totally different take on my first mod based on suggestions made by SpiritHawke This mod hopefully illustrates the difference in skill level from when I just started to now.. Enjoy This action packed dungeon will have you fleeing for your life as an evil long lost daedra worshipping cult begin...
13410	Yuanti Dungeon	Dungeons	Fliggerty	*930	Quasidivine	2013-11-11	Hello Every one! This is my first ever upload, and mod!. It features a dungeon of large size, full of Yuanti critters. It also features new armor, staff and various other
13409	Wolfe's Tomb	Dungeons	Fliggerty	*574	Jusey1	2011-10-30	Simple Tomb mod I made in my HS years. It was for an English project really. Nothing special in this mod, just a small simple tomb in Vivec.
13408	Turenyulal Redone	Dungeons	Fliggerty	*1011	Trainwiz	2014-02-09	Despite Darknut's GDR doing a wonderful job of overhauling some of the Sixth House Citadels, he missed a few. So, I decided to undertake the massive task (and by that I mean spend three hours of downtime) of redoing some of the other citadels. This is Turenyulal Redone. Features: -Two cells ...
13407	Of Dungeons and Abodes	Dungeons	Fliggerty	*1183	Darkelfguy	2016-04-24	In the sleepy town of Gnaar Mok, a young Dunmer by the name of Daviimir Velodil searches frantically for his missing uncle. Naive and scared about the dangers of the ...
13406	Mort's Mountain Citadels	Dungeons	Fliggerty	*583	Mortimer	2011-11-05	Mort's Mountain Citadels This mod sets out to complete the series of dungeons that Darknut began. Greater Dwemer Ruins volume 1 greatly enhanced three main storyline areas, making them much more unforgiving while providing a really cool dungeon crawl at the ...
13405	Kogoruhn Ruins	Dungeons	Fliggerty	*565	Taken by Trees	2011-10-14	Kogoruhn ruins Version 1.11 By Taken by Trees 1. Description 2. Requirements 3. Installing the plug-in 4. Playing the plug-in 5. Save games 6. Conflicts/Known Errors 7. Changelog 8. Further Updates 9. credits 10. contact and information 11. legal s...
13404	In the Pit 1.0	Dungeons	Fliggerty	*717	Crankgorilla	2012-10-04	The Foreign Quarter now plays host to The Pit. Saddle up your fighting gear and head down to Pelagiad, Southern Wall interior and find a shady Khajiit. Overview: Adds a battle arena and store to Vivec, Foreign Quarter Upper Waistworks that provides unique scripted options for items fou...
13403	Dunmer Strongholds Expanded	Dungeons	Fliggerty	*1161	Neoptolemus	2015-11-01	Expands the eleven Dunmer Strongholds on Vvardenfell by adding large, multi-level dungeons generated with the GenMod utility. Basically does for the strongholds what Zappara's 'Tombs Expanded' mod did for the Ancestral Tombs. The dungeons are filled with either Daedra, Undead or 6th House leveled...
13402	Dungeoneer	Dungeons	Fliggerty	*480	Jusey1	2011-10-09	The Nerevane Mod V3.0 by Jusey1 Lore Long time ago, an ancient dungeon system known as Nerevane was created. Nerevane was base around Nerevaine's mind; his encounters, his imagined enemies, his friends, and so on. When Vivec murdered the Nerevaine; Nerevane vanished. Now, with Nerevaine's...
13401	Cave of Wonders	Dungeons	Fliggerty	*1187	Lady Phoenix Fire Rose	2016-05-31	This Mod is a Proud Participant of 2016 May Modathon, hosted by Darkelfguy! This is my first official full mod released, so I hope that you enjoy it!The Cave of Wonders is filled with beautiful sights, many monster to fight, treasure, and your possible demise. It is lost somewhere in the West Ga...
13400	Battle at Buckmoth 1.0	Dungeons	Fliggerty	*1008	Crankgorilla	2014-02-02	Description A Herald has arrived at Buckmoth Legion Fort calling forth all brave adventurers for a quest of peril and danger. A ring of power has been discovered which summons entrance to the Battle of Buckmoth! Ring the bell atop the walls and rally your troops. Push the evil forces back and win...

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13399	Balmora's Underworld	Dungeons	Fliggerty	*810	Fulgore	2013-03-17	Get lost within the depths of Balmora's Underworld. Walk through the sewers: let the Thousand Lanterns Market take your breath away and explore the abandoned canals. Witness criminal factions fighting against each other and common folks going on about their daily lives. Discover the access to the...
13398	Ayleid Remnants	Dungeons	Fliggerty	*1171	John Kahler	2015-11-26	Adds in 4 Ayleid style places to Solstheim, and one NEXT to Solstheim. I was intending to have the internal architecture like what you see in Oblivion, but it just wasn't going to happen with my current skills. And if I had gone that way, it would've looked pretty bad. :D There would&...
6677	Xindaz Veft	Dungeons	MMH	31-2639	PCC aka Blockhead	2009-04-24	Xindaz Veft 05 by PCC aka Blockhead THIS PLUGIN REQUIRES BLOODMOON AND TRIBUNAL. This plugin adds a long dungeon to Solstheim which contains many leveled creatures and some leveled treasure. There is a lot to explore. Multiple tile sets are used to get more visual...
6676	Well	Dungeons	MMH	31-2657	Unknown	2009-04-24	
6675	Wanderfell Archaeologist Society Pro	Dungeons	MMH	31-8699	Davidevil	2003-03-03	The Wanderfell Archaeologist Society Pro (W.A.S.P.) is a new Guild with a central home in Sadrith Mora and a branch in Dagon Fel. The 2 are connected with Arkngthand and Falensarano by an Underground Dwemer Rail System. Many areas to explore and enemies to deal wit...
6674	Walker Dome	Dungeons	MMH	31-11221	Fennek	2007-05-03	This mod adds a higher lvl dungeon to Morrowind. The dungeon is quite large, and is intended for the higher levels. To find the dungeon, you should go to Punabi, which I used to put some higher level baddies in it. This is the first version. []...
6673	Vivec Ruins (BETA)	Dungeons	MMH	31-6765	Ascendaeus	2011-07-08	Vivec Apparently Used to Be WAY More EPIC But Has Now Mostly Been Taken Over By Legions Of Skeletons And Daedra Armies. So Far There Are 4 Scantly populated Villages, Quite some Many Skeletons and Deadra, But They Might be Quite Difficult to find because i have not populated all of it yet &...
6672	Varomingi Tomb	Dungeons	MMH	31-7731	Predator	2004-07-01	South of Caldera - North of Balmora - to the East of the beaten path, lies a tomb of pure evil. This is a nice quick dungeon crawl based on an evil necro Lord Varomingi who you will find deep below in the tomb. I recommend not attempting this until you are over level 50 ...
6671	vampire mod	Dungeons	MMH	31-2693	Unknown	2009-04-24	
6670	Vampire Dungeon	Dungeons	MMH	31-5056	XenaVamp, Silvia de korte	2009-05-12	I creepy Vampire Dungeon in Balmora, just near the sithrider. It's a cool house for a vampire. Willow a female vampire can sell you some spell's or train and repair things. there is also a Cattle inside. Some cheat's have fun to play this :[ XenaVamp
6669	Uvirith Daedra Shrine	Dungeons	MMH	31-1669	Unknown	2009-04-06	No Readme
6668	UnderwaterKrosmis	Dungeons	MMH	31-2689	D@rk_Blu3	2009-04-24	It's an ancient castle that was buried and covered by the sea decades ago. Now the Entrance can only be found underwater, and only by using a water breathing potion. (Azura's Coast 9,13)
6667	underground plain	Dungeons	MMH	31-469	MDJ	2009-04-06	
6666	Twilight Zone	Dungeons	MMH	31-7587	gamesfreke	2005-08-28	This is a House MOD with re spawning creatures to fight, an NPC that will give you quests in later versions, and a unique style of building/skinning. This MOD has a Mannequin room, many chests, tables, bookcases, and has been called a Hide and Seek because things are hidden, or not ...

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6665	Tunnels of Tgorvaz	Dungeons	MMH	31-2650	PCC aka Blockhead	2009-04-24	The smallest dungeon in Vardenfell. Speak to Skink-in-Tree's-Shade at the Wolverine Hall Mages Guild Tunnels of Tgorvaz by Blockhead aka Peter Capasso April 2003 Welcome to the Tunnels of Tgorvaz, the smallest dungeon in Vardenfell. It...
6664	Trade Disputes [Fixed]	Dungeons	MMH	31-15228	dalin	2014-07-09	You've stumbled upon a trade dispute between an unusual group of Orc fisherman and a nearby Imperial fort. Investigate the situation and choose to support either or neither side in the negotiations. What is each group hiding from the other? Start your journey by heading to Gnisis. Once there, ask...
6663	Trade Disputes	Dungeons	MMH	31-7840	dalin	2003-10-31	You've stumbled upon a trade dispute between an unusual group of Orc fisherman and a nearby Imperial fort. Investigate the situation and choose to support either or neither side in the negotiations. What is each group hiding from the other? ...
6662	Tos Caverns	Dungeons	MMH	31-8969	dalin	2003-08-15	This is a straight-forward dungeon crawl, composed of 5 interconnected caverns off the Sheogorad coast. The caverns are home to a band of smugglers and their skeletal minions. From Dagon Fel, head West and slightly North. This version includes some in...
6661	torra plugin	Dungeons	MMH	31-2666	Unknown	2009-04-24	
6660	Torra	Dungeons	MMH	31-2651	Unknown	2009-04-24	
6659	tombs expanded11	Dungeons	MMH	31-2673	Unknown	2009-04-24	Tombs Expanded v1.1
6658	Tombs Expanded v1.1	Dungeons	MMH	31-479	Zappara	2004-10-13	This plugin expands every tomb in Vvardenfell by adding 1-6 new dungeon levels to them which means that there will be over 300 new dungeon levels to search. Every tomb has also new loot and new undead monsters. New creatures are all levelled creatures and their levels are from 20 to 60. Ther...
6657	Tombs Expanded v1.0	Dungeons	MMH	31-535	Zappara	2009-04-06	This plugin expands every tomb in Vvardenfell by adding 1-6 new dungeon levels to them which means that there will be about 300 new dungeon levels to search. Every tomb has also new loot and new undead monsters. New creatures are all levelled creatures and their levels are from 20 to 60. There ar...
6656	Tombs Expanded - The Undead Addon v1.0	Dungeons	MMH	31-530	Zappara	2009-04-06	If you are using both Tombs Expanded and The Undead mods. This addon adds the creatures from the The Undead mod to the levelled lists of Tombs Expanded which means that The Undead mod's undead creatures will appear also in the new tomb levels. This makes Tomb raiding even more harder. ...
6655	tombs expanded	Dungeons	MMH	31-2658	Unknown	2009-04-24	
6654	Tomb of Lord Athkarni	Dungeons	MMH	31-10984	Athkarni	2007-01-12	Adds a tomb to the Fields of Kumm, complete with books about it inside. Once you've cleaned out the monsters in it then I suppose it would also make a good home for you character. Changelog:V1.01 - changed closet so it was facing the right way round. V1.2 - Now a qu...
6653	Tomb Of Horrors v2.0	Dungeons	MMH	31-13672	bryman1970	2009-09-15	This is based on the D&D module of the same name, and sets the tomb in The Ashlands area west of the Ghostgate. As always, any comments/constructive criticism/ideas etc. are more than welcome. Credits: I was a bit vague in the read me as to who the members of the B...
6652	Thorn's Lament v1.2	Dungeons	MMH	31-10785	Kieve	2006-09-03	Seek out Rhuthu in Pelagiad to learn the secrets of Thorn's Lament... -Another armor mod, although this one snowballed into a full-blown quest. The armor is older work, but I would at least say it's unique...

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6651	Thorn's Lament v1.0	Dungeons	MMH	31-1927	Kieve	2009-04-06	Seek out Rhuthu in Pelagiad to learn the secrets of Thorn's Lament... -Another armor mod, although this one snowballed into a full-blown quest. The armor is older work, but I would at least say it's unique...
6650	The Zone	Dungeons	MMH	31-15618	Taraz	2018-05-13	The Zone (Tribunal) Add-on for The Elder Scrolls III Tribunal Index: 1. Installation 2. Running the Zone....
6649	The Well at Ebonheart	Dungeons	MMH	31-13178	Joshmorrowind7	2009-01-18	This mod adds an old well to Ebonheart. An awesome dungeon filled with goblins, liches, skeletons, and giant scorpions. This is a relatively small dungeon, but it is one of the first Morrowind dungeons to contain booby traps. Also at the end of this sprawling dungeon there is a legendary sword, Sa...
6648	The undergod cult	Dungeons	MMH	31-2680	jimbo11	2009-04-24	Mrs Tunncliffe goes on a killing spree. Soon turns into something far more sinister, involving a cult to a mysterious god.
6647	The Undead Dungeons v2.2	Dungeons	MMH	31-481	Qwert	2009-04-06	The Undead Dungeons *****If you are cleaning your save make sure to unplug the teleport support for hessi9 multi-mark mod or she'll crash to the desktop.***** ver 2.2 *New Guardian added to the Mystic Forge *A Dracolich(as close as i could find)boss has been added ...
6646	The Tomb Of Riddles	Dungeons	MMH	31-9236	Jesus Freak	2004-02-20	This is my first Mod, a small tomb between Balmora and Caldora. Leave from caldora and you will see the entrance up a slight hill. Loot is pretty good, all unique. if you guess wrong, there is about a 90% chance you'll die, this is to offset the go...
6645	The Ruins of Assarnibibi	Dungeons	MMH	31-14499	DonnerGott	2012-07-03	"Assarnibibi Ruins" 1.0 Part of the "True Almalexia" storyline. Minor Language; Complex Adult Themes, stated and implied - Books/texts are summaries only **** Ba...
6644	The Quest for the Starwalker Armor	Dungeons	MMH	31-13210	Kodman91	2009-01-31	*****CH91 Studios--*****
6643	The Old Unused Well of Pelagiad	Dungeons	MMH	31-8231	jman0war	2002-07-18	The water in the Well of Pelagiad was making the residents ill, so it was boarded over. You'll get a quest to find out why. Adds 1 quest/dungeon to the game world. See readme for info.
6642	The Neverhalls v1.0	Dungeons	MMH	31-7317	Vality7, Midgetalien	2012-08-24	Once buried deep under the mountains of Solstheim, the ancient Falmer ruin of Neselia, has recently been uncovered. This is a small to medium sized dungeon mod. The idea of this mod was inspired by the Ayleid Ruins from Oblivion, and was infact originally planned to be an Aylei...
6641	The Neverhalls	Dungeons	MMH	31-12510	Vality7, Midgetalien	2008-02-05	Once buried deep under the mountains of Solstheim, the ancient Falmer ruin of Neselia, has recently been uncovered. This is a small to medium sized dungeon mod. The idea of this mod was inspired by the Ayleid Ruins from Oblivion, and was infact originally pla...
6640	The Mysterious Tower	Dungeons	MMH	31-14509	Mad Wolf	2012-07-11	A mysterious tower has appeared just north of Tel Fyr. Nobody knows what lies within, but perhaps you may discover it's secrets... If you dare. This is a ruin I put together with Morrowind's Construction Set. Just unzip the ESP file into the DATA FILES folder inside where...
6639	The Moathouse	Dungeons	MMH	31-9368	Savon Orava	2005-04-23	Suits best for fairly low levels (4-10). v1.05 fixes a number of exterior and interior gaps and clipping issues, plus makes the start of the quest a little more straightforward by making listening to rumors unnecessary in order to get the mission briefing. ...

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6638	The Lost Throne	Dungeons	MMH	31-13935	Aureus	2010-04-25	This mod adds a small dungeon, with the entry currently located in Serano Ancestral Tomb, near Uvirith's Grave. It is an extremely dangerous place, anyone lower than level 40 will probably die pretty fast. There is a storyline associated with it, I've written it down in a book inside the dungeon....
6637	The Haunted Tavern of the West Gash	Dungeons	MMH	31-13206	Darkelfguy	2009-01-30	
6636	The Haunted Bridge	Dungeons	MMH	31-7769	DarkDragon	2003-09-01	The dwemer built a bridge long ago to connect Vvardenfell to Solstheim, and like all other dwemer strongholds, it has been long since abandoned. But the Alk-Korath bridge has some hidden secrets, and has attracted evil in all it's forms. Daedra, undea...
6635	The Forgotten Halls v2.1	Dungeons	MMH	31-7316	Midgetalien	2012-08-24	Lost deep below Neselia the Forgotten Halls await to be discovered Long lost halls of the Falmer hide rumors of death traps, undead creatures and treasure - do you dare to venture deeper into the Neverhalls? What will you find? The Forgotten Halls is an expansion t...
6634	The Forgotten Halls	Dungeons	MMH	31-14080	Midgetalien	2010-09-10	Lost deep below Neselia the Forgotten Halls await to be discovered Long lost halls of the Falmer hide rumors of death traps, undead creatures and treasure - do you dare to venture deeper into the Neverhalls? What will you find? The Fo...
6633	The EverScrolls	Dungeons	MMH	31-6557	Markhonen	2010-10-03	Welcome to the EverScrolls. A NeverEnding Adventure Mod for Morrowind, where the Level of Power is infinite. Now the artifacts of the world have higher enchantment capabilities, monsters are more powerful then ever and their souls produce greater...
6632	The Dwemeri Secret v1.0	Dungeons	MMH	31-7142	JCSpencer	2012-07-31	Two decades ago, an archaeologist and his team uncovered something deep within a Dwemer ruin that was sure to send the scientific world into chaos. However, that discovery would never be made known. Now, old and ill, the man lives alone, surrounded by the ghosts of his past. What litt...
6631	The Demon Mage	Dungeons	MMH	31-8455	Zargis	2004-10-20	The Demon Mage involves some of Nerevar's unknown descisions... Unfortunately you are the one that the blame falls upon as the Nevarine. The mod has the following basics: A floating skycastle. Lots of dungeon crawling and (hopefully) a fun short story / quest. []...
6630	The Deepest Chasm	Dungeons	MMH	31-15428	Xereau	2015-09-20	The Deepest Chasm is massive. This underwater dungeon is a labyrinth of danger, confusion, and packs of hungry sea life! The entrance is found underwater, northeast of the Urshilaku Camp and northwest of the stronghold Valenvaryon..
6629	The Deep	Dungeons	MMH	31-10960	bob196045	2007-01-02	The Deep is a low level Dungeon Crawl, play tested at level 2. you'll find the entry located near the bridge north of the Balmora Shrine (coc -2,-1) This was the first mod I ever did several years ago, I created it simply to provide a low level player with some nice items (armor and...
6628	The Cave of Woe	Dungeons	MMH	31-7501	Zdim	2003-01-03	Explore the haunted caverns of Lorogh and Lagorn...retrieve 3 great artifacts of legendary status...escape with your life! The Cave of Woe is a challenging dungeon adventure suitable for level 8 - 12 characters. Higher levels may find the dungeon fun as well however mo...
6627	The Catacombs Beneath Farlon Keep V1 0	Dungeons	MMH	31-2646	Soar182	2009-04-24	Adds a cave that leads to Farlon Keep. The cave is north of Fort Moonmoth. On the Foyada Mamaca heading toward Ghost Gate. See read me for more info..

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6626	Temple of Malcha	Dungeons	MMH	31-13254	FW	2009-02-14	Adds a Sixth House base to Molag Amur region 2,-1/Ashlands region 2,0. Go East of Balmora, past the Arkngthand Dwemer ruins, down the cliff, turn left on the path and turn right at the signpost, go past Saren Ancestral Tomb. See the malcha1.jpg file for map. Cleaned with ...
6625	Telos Rin Graveyard	Dungeons	MMH	31-7758	dalin	2003-08-15	It seems that the citizens of Skaal Village, on the northeastern edge of Solstheim, are troubled by recent ?sightings? in and around the Rin Ancestral graveyard. The Rin clan has long been revered as keepers of the peace for all of Solstheim, and their roots stretch back for generations. &#...
6624	Super Vvardenfell Tunnels	Dungeons	MMH	31-11079	Bronzebone MODs, other people	2007-02-21	Category: Dungeons Includes new Dungeons, really. A gigantic tunnel system connecting: (coded on rot13.com if you don't want spoilers) Nexatgunaq Oguhnaq Oguhatguhzm Zmnuapu Zmhyrsg ...
6623	Subterranean Tel Uvirith	Dungeons	MMH	31-14392	morphera	2011-11-09	Enter the mysterious subterranean realm below Tel Uvirith and discover secrets hidden beneath. This mod includes a cave system with some new NPCs, monsters and items, including useful magic items worthy of a Telvanni wizard. No new models and meshes are used. This plugin ...
6622	Stronghold of Sheogorath	Dungeons	MMH	31-12878	Mr. Versipellis	2008-08-21	A mysterious door has opened near the docks of Sadrith Mora, leading to an obscure corner of Sheogorath's realm. Are you brave/mad enough to venture into the Stronghold of Sheogorath and find a prize beyond the mindscape of mortals? Be prepared: everyone's fav...
6621	Stronghold Caverns	Dungeons	MMH	31-14247	dagothagahnim	2011-03-18	My very first mods ever in morrowind, I added caverns near all 3 stronghold locations. They are ALWAYS there, regardless of whether the strongholds have been built yet. They are heavily guarded by various animunculi, and an imperfect each. <...
6620	Stronghold	Dungeons	MMH	31-2642	Duskmage	2009-04-24	Stronghold v1.0 created by DuskMage -- Previously released: - Ismea (dwemer ruin) -- -----...
6619	Stank Manor	Dungeons	MMH	31-7477	Zdim	2002-06-06	
6618	Staff Enhancer	Dungeons	MMH	31-9707	Aaron Falis	2004-08-22	This addon enhances the damage of all the staff weapons in the game, adds several new unique weapon and jewelry items oriented towards monks, adds a new master trainer for monk-type characters, and adds two dungeons with associated quests I made this addon because I was...
6617	St. Delyn Shrine	Dungeons	MMH	31-11206	Silgrad Tower	2007-04-23	St. Delyn Shrine is for use in Silgrad Tower Mod versions 1-4 3 or 1-4 6. St. Delyns' Peak is located at -14,3 and is easily visable as their is a giant statue of St. Delyn at the Peak of the Mountain, find the enterence near by and enjoy, theirs not much to it and we will be adding t...
6616	solitude 0617	Dungeons	MMH	31-2675	Voronwe	2009-04-24	Chamber of Solitude v1.0 By Voronwe (Jaspers@vt.edu) This is a plugin that adds a large labyrinth underneath the entire island of Vvardenfell (okay, the room isn't really that big, but it's close ;). It includes exits to the four corners of Vardenfell, though they aren't the...
6615	Sobitur Facility	Dungeons	MMH	31-13780	dagothagahnim	2009-12-09	If you like my work, please help me by donating! The more support, the more I'll update! Donation Link: Changelog:v1.0 - Release Version, extensive at-home testing by me and my wife, seems stable and works completely from what I've seen. ☐...



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6614	Smeradon patch	Dungeons	MMH	31-2662	PCC aka Blockhead	2009-04-24	this is a patch that fixes some minor problems with pcc_smeradon_17.esp Smeradon patch by PCC aka Blockhead THIS PLUGIN REQUIRES SMERADON! What It Is ----- This plugin is a small patch that fixes two minor visual bugs in my pcc_smeradon_1...
6613	Smeradon	Dungeons	MMH	31-8445	Peter Capasso	2002-09-30	Some time ago, the wizard Smeradon desired to construct a magical passage between Seyda Neen and Balmora. Through magic, this passage would link the two cities as a doorway, so that only one step into the door at one city would find the walker at the other city. Smeradon saw no...
6612	Slates Væreg	Dungeons	MMH	31-6764	Commander Dartimien	2011-07-03	Slates Væreg is a cavern along the Odai River that ended up the victim of a Daedra infestation and has therefore been sealed. Find the key, kill the Daedra and, if you want, live in the cavern itself. Although not as expansive or beautiful as other houses, Slates Væreg has a charm all its own des...
6611	Skrat Bolfenk	Dungeons	MMH	31-6818	DrMinistr	2011-12-03	Adds Bolfenk's lair in Raven Rock mine. There is Bolfenk (riekling) with some barter gold (same as creeper in Caldera). Bolfenk is based on humoristic radio show "Reporter Milan". Same as original Bolfenk is also this one using very strong language. Changel...
6610	Skeleton Cavern	Dungeons	MMH	31-2697	Unknown	2009-04-24	
6609	Skeleterra	Dungeons	MMH	31-12475	Wildman	2008-01-15	An underground dungeon featuring new skeleton creatures including a Lich Queen using Amelexia's animation, Skeleton Spearmen using Hircane's animation, Lingarn's particle effect mage skeletons, Elim's Pirate Skeletons, and more.
6608	Sidhe Barrowhouse	Dungeons	MMH	31-8544	Kal-El	2002-11-25	A roomy, but not overly large underground house using existing interiors and structures. Kept darkish to allow for mood and to allow the player to bring in their own light for accent Areas include Alchemy, Storage, Forge, Living Quarters, and a cozy Fireplace area. ...
6607	Seyda Neen Dungeon Pack	Dungeons	MMH	31-11072	Shugo	2007-02-19	Just four dungeons for Seyda Neen for level 2+ Characters - playtested with a lvl 3. 1. located behind a rock close to the lighthouse 2. behind a house, close to the Siltstrider 3. located close to the Lighthouse behind a rock t...
6606	Seyda Neen Cave	Dungeons	MMH	31-12966	Josh R	2008-10-10	This mod adds a cozy cave just North West of Seyda Neen. The cave features a few angry smugglers. The perfect challenge for a lower level character.
6605	Sevaskus	Dungeons	MMH	31-12871	Nera	2008-08-18	Adds a medium size dungeon east of the iceberg in Solstheim. Bring a torch and a very nice weapon. Recommended for players lvl 30+. Hasn't been tested, so feedback would be great. This is my first mod.
6604	secretcave 0530	Dungeons	MMH	31-2641	Unknown	2009-04-24	
6603	Secret Arena by Nathan	Dungeons	MMH	31-6376	NathanXInfinity	2010-01-17	This is mod Adds a door in the Vivec, Puzzle canal level 2 and is easy to locate, it will take you to a secret arena, be warned if you enter, there is no way back, you must complete all stages of the arena to get back, you could always teleport if you want, at the end you...
6602	Samarys Expanded	Dungeons	MMH	31-14265	Mytch	2011-03-31	This is a simple dungeon expansion mod for Samarys Ancestral Tomb. As the home of the mentor ring, and one of the first stops for many adventurers, I've always felt that this tomb was a little too short. This mod expands the tomb to three interior cells. It do...

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6601	Sakaki Manor	Dungeons	MMH	31-9406	Neko	2004-03-23	A Morrowind plugin I've made that adds several interesting and very nice companions. They live in the Sakaki Manor just outside of Caldera. Please, take a look, I think you will find them fun to adventure with. A few of the advantages: You'll never ...
6600	Sacartia_update	Dungeons	MMH	31-12624	VaguelySpecific	2008-03-26	My old username was 'Andrew' but I lost my password, so I made this new one, and have been working on my old mods, starting with sacartia. I took the feedback and changed the AI on the NPCs and made them more aggressive, and well as fixed all of the references, but I still...
6599	Sacartia	Dungeons	MMH	31-9312	Andrew	2004-03-04	This mod simply adds a semi-detailed cave called Sacartia in the Bitter Coast Region -1, -11. It is pretty much a diamond mine but you must fight the npcs to get to it. There is a lot of wealth here...lots.
6598	Riverside Manor V2.5	Dungeons	MMH	31-6387	Larien	2010-01-28	This adds a small manor near pelagiad containing a bed, some 20k storage chests and a dungeon of daedric creatures. Can use or edit if you like, but if it is going to end up on the net, please ask :) Please post feedback and tell me if there is an...
6597	Rise of the Illuminated Lich	Dungeons	MMH	31-13027	Psycholex, the Architect	2008-11-18	***** MORROWIND MOD :: Rise of the Illuminated Lich :: version 1.1 by Psycholex, the Architect
6596	Revival of the Ancients	Dungeons	MMH	31-12780	Alex Schroer	2008-06-22	This a simple mod. No new quests, yet, but I plan on adding some for the fighters guild. Anyway, this mod adds a cave entrance by Suran (just to the right of the Silt Strider port by the docks leading to Ules Manor). Also, it adds a new book to Jobasha's Rare...
6595	Redoran Vault Extended	Dungeons	MMH	31-6511	Tarius	2010-07-23	This is an extended version of the Redoran Vault. All it does is add more rooms with more treasure, and of course, more guards. In fact if you do get caught in there stealing something, you will likely be bludgened to death by multiple ordinator maces. hah There is also a little surpr...
6594	Random Monster (Tribunal)	Dungeons	MMH	31-8772	Dale Stocker	2003-03-31	A single room very small dungeon where you get random monsters based on level. These respawn with one click - will have a endless supply of random monsters based on your level. There is a door in the Ghorak Manor on the second floor near the stairs in Caldera...
6593	Rahkarahz	Dungeons	MMH	31-12556	Palladin47	2008-02-24	A simple mod that adds a Dwemer ruin off the coast by Gnisis. It is suitable for any levels that you can usually enter Dwemer ruins with, and has basic Dwemer equipment. Made with GenMod. And a note: I've completely dropped this, so it's not goin'...
6592	Qwert's House of Madness v1.0	Dungeons	MMH	31-43	Qwert	2009-04-06	In celebration of the Gen Mod 3.0 release I've thrown together a new 100 level dungeon with a nice little surprise at the end. This dungeon is located close to Hla Oad and comes with teleporters that will teleport you to the lower levels but only if you have activated them in the dungeon.
6591	Puzzle Halls	Dungeons	MMH	31-14187	JmLyan	2011-01-05	NOTE: I mistakenly uploaded the esp instead of the zip, but here's the zip file. This mod adds a dungeon with a twist connected to the smuggler cave near Seyda Neen. No monsters, only puzzling and hard thinking. If you beat it, you'll get a really nice reward.
6590	Puzzle Canal	Dungeons	MMH	31-2660	Shanthe	2009-04-24	The Puzzle Canal was such a disappointment. With this plug-in, it becomes everything you were afraid it might be. Search the 5th level of the Puzzle Canal again to start this adventure. Not recommended for low level characters. (Or the faint of heart.)
6589	Proving Grounds	Dungeons	MMH	31-2684	Unknown	2009-04-24	



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6588	Propylons Expanded and Cult of Koma	Dungeons	MMH	31-6675	Pokegami	2011-02-05	Ever thought that ten propylons is too little? That there should be a dojo somewhere in Vvardenfell? That orcs and redguards should be treated as food? That there should be a seventeenth Daedra Lord? Well, this mod does all four. Adds propylons, and also adds a dojo attached to one propylon and a...
6587	Pearl Cavern	Dungeons	MMH	31-7663	alari	2004-06-20	This plugin modifies the Akimaes Grotto, located SE of Seyda Neen. There's not much to this grotto originally, the hint book describes it as having "just pearls" - well, now it's a whole lot of pearls (about twice as many) and some other surprises as well. See th...
6586	pcc undead vetooch 10	Dungeons	MMH	31-2694	PCC aka Blockhead	2009-04-24	This patch connects Qwerty's The Undead Dungeons with my Aard Vetooch plugin. Requires The Undead Dungeons, Aard Vetooch, and Tribunal. Read the readme. Undead Vetooch by Blockhead aka Peter Capasso May 2004 This plugin connects Aa...
6585	pcc south dunzar 01	Dungeons	MMH	31-2683	pcc aka blockhead	2009-04-24	adds a little bit to the south (Mournhold) end of Dunzar South Dunzar by PCC aka Blockhead March 2005 THIS PLUGIN REQUIRES TRIBUNAL AND BLOODMOON. It also requires Dunzar (pcc_dunzar_02.esp). What It Is...
6584	pcc smeradon2DT 07	Dungeons	MMH	31-2677	pcc aka blockhead	2009-04-24	connects Smeradon to the Dwemer Tunnels and Coprusarium Caverns Plugin Smeradon 2 Dwemer Tunnels by PCC aka Blockhead February 2005 THIS PLUGIN REQUIRES TRIBUNAL AND BLOODMOON. It also requires Smeradon_17.esp and "Dwem...
6583	pcc smeradon 17	Dungeons	MMH	31-2655	PCC aka Blockhead	2009-04-24	Smeradon by Peter Capasso Background Some time ago, the wizard Smeradon desired to construct a magical passage between Seyda Neen and Balmora. Through magic, this passage would link the two cites as a doorway, so that only one step into the do...
6582	pcc more undead vetooch	Dungeons	MMH	31-2698	PCC aka Blockhead	2009-04-24	adds more connectors to Undead Vetooch. Requires Undead Vetooch, Qwerty's The Undead Dungeons and Aard Vetooch. More Undead Vetooch ~ by Blockhead aka Peter Capasso May 2004 The Undead Vetooch plugin connects Aard Vetooch (a 100...
6581	pcc extended smeradon 21	Dungeons	MMH	31-1063	Blockhead aka Peter Capasso	2009-04-06	Extended Smeradon by PCC aka Blockhead July 2004 THIS PLUGIN REQUIRES SMERADON! (but does not need Tribunal or Bloodmoon at all!) What It Is ----- This plugin is a patch that takes the old Smeradon plugin and kicks it up a notc...
6580	pcc extended smeradon 21	Dungeons	MMH	31-2664	Blockhead aka Peter Capasso	2009-04-24	adds more creatures to Smeradon. makes it more interesting for higher level characters. It also extends the dungeon. Extended Smeradon by PCC aka Blockhead July 2004 THIS PLUGIN REQUIRES SMERADON! (but does not need Tribunal or Bloodmoon at ...
6579	pcc dunzar 02	Dungeons	MMH	31-2648	pcc	2009-04-24	Dunzar by PCC aka Blockhead This is version 2 THIS PLUGIN REQUIRES TRIBUNAL. Dunzar is a long dungeon. It connects Vivec and Mournhold and corresponds 1:1 to the surface distance between those cities. It contains many leveled ...
6578	pcc dungeon island 19	Dungeons	MMH	31-2696	Blockhead aka Peter Capasso	2009-04-24	some auto-generated goodness showing the current state of the art of auto/random generators, including a landmass (actually, the landmass has a lot of handmade stuff) Dungeon Island by PCC aka Blockhead THIS PLUGIN REQUIRES TRIBUNAL AND BLOODMOON.
6577	Party at Boro's House	Dungeons	MMH	31-10822	Marbred	2006-10-03	Regent Boro is throwing a party at his house near Seyda Neen, and you're invited! You can talk to him near the northern exit of the town for directions to his house. Not a big mod in the least, this is just meant to be a fun little diversion, a nice little romp through a ...

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6576	Nightmare Dungeon	Dungeons	MMH	31-5119	Unknown	2009-05-12	
6575	NewArchive	Dungeons	MMH	31-2672	Unknown	2009-04-24	
6574	Necronomicon Quest	Dungeons	MMH	31-2112	Tolkein	2009-04-06	Adds dungeons, a quest, zombies - look in Vivec, Arena Storage.
6573	Necromancer's Cave	Dungeons	MMH	31-327	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. ----- ...
6572	Narus Ancestral Tomb	Dungeons	MMH	31-8172	David Peno	2003-03-15	Travel to Dagon Fel and talk to the locals to get info on rumored Narus Ancestral Tomb
6571	Mzuleftingnah	Dungeons	MMH	31-4940	Unknown	2009-05-12	Ok guys this is the first mod iam making it add a dwarven ruin near balmora. I made this mod cause I thought the game was too easy after you got your caracter strong enough. So this one is kinda hard. It's a real small mod but it worth it. The loots may be a bit unbalanced but you gotta be able t...
6570	Mzirthu	Dungeons	MMH	31-10884	Fifth Rider	2006-11-12	Lost forever in the Azura's Coast, this ancient Dwemer mortuary structure has housed the dead and riches of the lost race of dwarves for millenia. Discover hidden treasure and monstrous creations as you plunge deeper into the maze... Known Conf...
6569	Mysterious Cave (Completed Static)	Dungeons	MMH	31-12697	VaguelySpecific	2008-04-27	Adds a gruellingly detailed cave to the West Gash region, located South Southeast of Dushariran, a daedric shrine. It's a big cave, that I haven't completely finished, but I want testers because I don't feel like testing it myself. I plan on giving this mod a story,...
6568	Morrowind Meets AD&D Wizardry	Dungeons	MMH	31-1977	Ellis	2009-04-06	This plugin is made up of 2 of my mods, First being Ellis this is the AD&D mod I've been working on it makes a lot of Morrowind feel more like AD&D it is much much harder, so being a god will not be likely :) I would advise playing this mod with a new character because of gamepla...
6567	Morrowind Maze 1	Dungeons	MMH	31-13550	wiiboy456	2009-07-18	Adds a small door to the side of Eldafire's house (It's kinda stuck out like a sore thumb, and shouldn't be too hard to find) in Seyda Neen, which leads to a medium-large maze. There is no uber weapons or items, just a mze for anyone looking for a challenge. This is my f...
6566	Morrowind is DOOMED beta	Dungeons	MMH	31-11665	Shannon Workman	2012-09-10	A omage to the DOOM series in Morrowind. Blast away at hordes of hell as you try to save the world from the demon invasion. Beta version, only one level thus far.
6565	MORIA	Dungeons	MMH	31-2676	D@rk_Blu3	2009-04-24	This is an Underground Palace based on Lord of the Rings "Moria"...Imagine...
6564	Moria	Dungeons	MMH	31-348	Adf	2009-04-06	This is an Underground Palace based on Lord of the Rings "Moria"...Imagine...
6563	Monster Dungeon	Dungeons	MMH	31-6730	psyonity	2011-05-26	i've made my first plugin for morrowind. you can go to the nelas ancestral tomb in the north of morrowind to kill monsters like ancestral ghost. based on quest you get in the new house on the isle (it's big but there are only some chests a table and two npc's) where you enter the nela...
6562	Mines	Dungeons	MMH	31-401	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. -----
6561	Mebridith	Dungeons	MMH	31-8213	Jake Whiton	2002-07-17	

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6560	maze x+super duper drop chute(sdds)	Dungeons	MMH	31-10914	pigtrifle	2006-12-09	contains two mods, the super duper drop chute-have fun sending things to their deaths! and maze x, an evil little maze i made. :D maze x is a medium sized maze, designed to annoy you alot, first off, you have to find the island it is on. second of all, you ha...
6559	MartistanCastle	Dungeons	MMH	31-2695	ed_conn	2009-04-24	The main play area is a 10 level dungeon. This mod is meant for high to very high level characters (25 plus). Start by talking to Melina outside the Gateway Inn in Sadrith Mora.
6558	martistan v12	Dungeons	MMH	31-2667	ed_conn	2009-04-24	The main play area is a 10 level dungeon. This mod is meant for high to very high level characters (25 plus). Start by talking to Melina outside the Gateway Inn in Sadrith Mora.
6557	Martistan Castle v1.1	Dungeons	MMH	31-2652	ed_conn	2009-04-24	The main play area is a 10 level dungeon. This mod is meant for high to very high level characters (25 plus). Start by talking to Melina outside the Gateway Inn in Sadrith Mora.
6556	Martistan Castle	Dungeons	MMH	31-7892	ed_conn	2003-10-15	This Mod is primarily a dungeon crawl. The object is get Martistan's diary. The main playing area is a 10 level dungeon. I strongly recommend being 25th level or higher before starting this mod. All creatures and creature list used by this mod are unique, and assum...
6555	Markhonen's Lair	Dungeons	MMH	31-6438	Markhonen	2010-04-04	Explore Markhonen's Lair at your own Risk to seek Fame, Fortune and Power! But be prepared as you enter one of the biggest Skooma Smuggling Operations on Morrowind. Fight Markhonen and his Army of Mercenaries to bring an end to his operations or t...
6554	Lucidius Spindren	Dungeons	MMH	31-7667	ShewMocker	2005-04-06	A bloody messenger....two seedy wanderers....a cave of unknown origin. You are summoned to unravel the mysteries of a creature's greed. Learn of an uncharted island that seems to know more than it's appearance provides. Though the.....end.....of the adventure may come.....
6553	Lost Outpost	Dungeons	MMH	31-7628	Raghash	2004-07-14	This is my first revision to my first mod, which adds a an imperial-style fortress in the Grazelands just north of Falensarano. It's a bit remote, and styled for more antisocial characters who don't like living in Balmora. It comes with a teleportation amulet that retu...
6552	Lord Ravens Tomb	Dungeons	MMH	31-2671	Ravensky	2009-04-24	Lord Raven has died. You were one of his closest friends, and his wife now wants the sword. QUEST COMING SOON!
6551	Kwerner Complex 1.03	Dungeons	MMH	31-2640	Stabbey The Clown	2009-04-24	This mod adds a quest and a mine that's full of surprises! To get started talk to Percius Lavaeolus, who you'll find standing near Fort Moonmoth.
6550	Kuthleft	Dungeons	MMH	31-12446	Sluijs	2007-12-23	This mod adds a small, but dangerous, dwemer ruin west of seyda neen (between the town and processus vitelus' body). Intended for high level characters. Since the dungeon is REALLY dark, I've added a barrel of torches to your left as you enter it. I've hidden the loot (not very well, but the dung...
6549	Korsuth	Dungeons	MMH	31-8695	Jake Whiton	2003-03-03	A new dungeon off the coast of Vos, the island fortress of Korsuth has been abandoned forhundreds of years, but rumors are beginning to arise that the complex is haunted. See readme for info
6548	Kogomourn Ruin/Arnas Region	Dungeons	MMH	31-14130	Neo	2010-10-17	This adds the new Dwemer Camp called Kogomourn. It's coordinates: 0, -1. It has the secret entrance to Arkngthand, Deep Ore Passage. It's front entrance is guarded by three Skeleton Archers. There is a Skeleton Archer Captain. He has the disease called Woe Bringer Blight.

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6547	KNAARUS	Dungeons	MMH	31-2654	PCC	2009-04-24	Knaarus, by PCC aka Blockhead Knaarus is a long dungeon, just south-east of Suran. 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.
6546	Killing Fields	Dungeons	MMH	31-7105	Lady Rae	2012-07-26	A 99 level hacknslash dungeon and a merchant that wanders all over Morrowind buying your unwanted loot. There are also some major cheats in the first level of the dungeon which you are free to ignore. The change I made was to one of the cheat items and to increase the weight capacity of the cheat...
6545	Killing Field & Others	Dungeons	MMH	31-2670	Lady Rae	2009-04-24	There are four different mods here. For three you'll need both Bloodmoon and Tribunal. For the fourth, Morrowind is sufficient, but you'll want other plug-ins to fully utilize it. Below is a description of each mod. If there are known problems (and there are in Killing Field) you'll ...
6544	KB's Hack-N-Slash Mod	Dungeons	MMH	31-13595	Kiteflyer61	2009-08-16	The Elder Scrolls III MORROWIND: Mod Name: KB's Hack-N-Slash Mod By Kiteflyer61 (kiteflyer61@yahoo.com) Date Aug. 15, 2009 Requires Morrowind, Tribu...
6543	Ixtaxh Sewers	Dungeons	MMH	31-6728	Lord Dagobert	2011-05-19	By Lord Dagobert May 2011 Trailer:
6542	Ismins Ancestral Tomb	Dungeons	MMH	31-12608	Snowm4n	2008-03-21	This mod adds a new ancestral tomb to the west of Balmora. This is meant for low level players. In the end there will be a boss and a nice treasure.
6541	Ismea	Dungeons	MMH	31-233	Duskmage	2009-04-06	This mod contains a dwemer ruin, complete with working shock and fire centurions. But noone knows where it is. Maybe you should look for some answers in the foyada west of Falensarano? Please note: This mod was transferred from Gamer's Roam after the s...
6540	IOTD101	Dungeons	MMH	31-2665	iladrion	2009-04-24	This is a huge campaign about some fierce necromancers. New Islands, new NPCs, a lot of new scripting, a lot of new everything. Read the readme for more detailed infos. iladrion
6539	IOs Cave	Dungeons	MMH	31-2645	ZeroBit	2009-04-24	This adds a cave near the small bridge in Sayda Neen. This is a purist mod, no crazy stuff here! This is my first mod, so please send me comments! My E-Mail is elysium1225@aol.com.
6538	Io's Cave	Dungeons	MMH	31-8494	Elysium	2002-10-28	Here is Io's cave. Should be very very clean. Just a beginner's place to fight and get some low-level stuff. Nothing cheap here.
6537	Insel Elsas v1.0	Dungeons	MMH	31-1352	Unknown	2009-04-06	No Readme
6536	Inner Depths v 1.0	Dungeons	MMH	31-11756	John Kahler	2012-11-02	Adds a series of joined "dungeon" areas, which can be entered through the door location at co-ordinates 6, 1. Pretty much directly west from Serano Ancestral Tomb. Features bone caves, 2 Dwemer ruins, a large-ish Daedric shrine, tombs and other caves. Has some high end enchanted Daedric and glass...
6535	Inner Depths 3	Dungeons	MMH	31-15235	John Kahler	2014-08-21	Another dungeon crawl style plug-in, but this time in Solstheim! Also has 2 entrances. (Requires Bloodmoon & Tribunal.)
6534	Inner Depths 2	Dungeons	MMH	31-15234	John Kahler	2014-08-21	More "dungeon crawling" action over multiple different zones, but now from the Grazelands in 2 entrance locations! (Requires Bloodmoon & Tribunal.)
6533	Imperial Graves of Morrowind	Dungeons	MMH	31-6662	Tarius	2011-01-25	This mod adds graveyards and crypts to Pelagiad, Ebonheart, Seyda Neen, Caldera, and Wolverine Hall. This mod only requires the original Morrowind. Ok, this mod updates almost all the textures in Barabus' grave resource and updates many of the mesh UV maps. This gives everythin...
6532	Imp Tomb	Dungeons	MMH	31-5117	Unknown	2009-05-12	Imp_Tomb (Imperial Tomb)}} 1. Installation ...

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6531	Hrazmah Tower V2	Dungeons	MMH	31-14607	Unknown_006	2013-04-10	This mod is an update of my earlier version, the one that was ludicrously difficult. Anyway, this mod adds a dungeon tower on the grazelands/ashlands region (location in the readme) that is populated by vampires and other things. Still, this mod is geared towards lvl 40+. Ch...
6530	Hrazmah Tower	Dungeons	MMH	31-10298	The Skinky Sharpshooter	2005-12-19	This is a challenge for a high level non-vampire character. This is a Tower in the Grazelands that Is filled with Vampires. Guaranteed survival rate is 0.00000001%(I tested this!)
6529	houseCaverns	Dungeons	MMH	31-2644	Unknown	2009-04-24	
6528	House of Pain v 2.0	Dungeons	MMH	31-10754	Maulton	2006-08-17	This adds a Sotha sil style dungeon. The entrance is located somewhere behind the Aldruhn temple. and I'll just let the readme tell you the rest. Changelog:v 20. is just a bug fix and addon to give this mod a little bit of purpose
6527	House of 6 Pains v1.0	Dungeons	MMH	31-86	Qwert	2009-04-06	This adds a 500 level dungeon to the game. I did not do anything but connect the apporiate levels. Treasure is Leveled(Improved by Jim,creator of gen mod). Tile set used is Redoran Small. Creatures are of the 6th house type. The entrance is above the temple in blamora,loo...
6526	Hlaalu Vault Extended	Dungeons	MMH	31-11853	Serenia	2012-11-11	Were you disappointed when you broke into the Hlaalu vault for the first time to find a tiny amount of loot? Well if you were you've come to the right place, I've extended the Hlaalu vault, but with the added treasure, there is also the added danger.
6525	Helm of Sheogorath-LD	Dungeons	MMH	31-8721	LDones	2003-03-19	The Helm of Sheogorath is an artifact both prized and feared by magicians of Tamriel. Legend says that a clipping of Sheogorath's hair was crafted into the helm by the long-dead smith. Embued with a piece of the Mad Lord, it grants great power, but at what cost, none are ...
6524	Heart of Tamriel 1, the ship	Dungeons	MMH	31-6595	Lord Dagobert	2010-11-06	Name: Heart of Tamriel 1, The Ship Version: 1.0 Date: 11/1/2010 Category: Dungeons Requires: Tribunal Author(s): Thorek, Lord DagoBert Source:
6523	Haunted Tombs v1.06	Dungeons	MMH	31-5118	Ivza	2009-05-12	Haunted Tombs is a mod for Morrowind. It modifies some ingame tombs by adding traps to them. What stuff does the mod add? Flying objects fly at you and make (leveled) damage, if you miss your saving throw (the better your acrobatics skill, the more likely you are to avoid being h...
6522	Haunted Tombs v1.05	Dungeons	MMH	31-2773	Ivza	2009-04-24	Adds poltergeists and various mood enhancements in some tombs. Version 1.05a; fixed three tombs from v1.04. Homepage: <a href="http://koti.mbnet.fi/ivza/morrowind/haunted">http://koti.mbnet.fi/ivza/morrowind/haunted</a>
6521	Halls of Destiny v1.0	Dungeons	MMH	31-12337	Demon_Xen	2013-03-15	This mod includes --- A number of new creatures. These are the main reason for the mod. They can be used by anyone as resources but credit MUST BE GIVEN, please. Three "scripted" boss fights. Not that amazing scripts, but scripts nonetheless Two ridiculous...
6520	Halls of Destiny	Dungeons	MMH	31-13377	Demon_Xen	2009-04-14	This mod includes ----- A number of new creatures. These are the main reason for the mod. They can be used by anyone as resources but credit MUST BE GIVEN, please. Three "scripted" boss fights. Not that amazing scripts, but scripts non...
6519	Hall Of Heroes	Dungeons	MMH	31-2653	Unknown	2009-04-24	

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6518	Greater Samarys Tomb	Dungeons	MMH	31-14457	Tonal Architect	2012-03-18	Continuing the work of Greater Addamasartus, GST overhauls the Samarys Ancestral Tomb, which is also not far from Seyda Neen, and for many is the first tomb they visit. Unlike in GA, however, I have deleted the interior of Samarys Ancestral Tomb and completely rebuilt it. It still looks like a to...
6517	Greater Dwemer Ruins Preview	Dungeons	MMH	31-15398	Nedius	2015-08-06	I remember the first time I entred a Dwemer ruin. I can't remember which one it was, but was instantly impressed with the atmosphere. I looked forward to exploring a great ruin of a once proud underground dwelling. Then it ended. It was tiny. Disapointment was not a strong enough word. If you fel...
6516	Greater Addamasartus	Dungeons	MMH	31-14445	Tonal Architect	2012-03-05	Greater Addamasartus by Tonal Architect Date: 3/5/2012 Version: 1.0 (the first) Introduction ===== Greater Addamasartus overhauls the Bitter Coast cave known as (wait for it...) Addamasartus. I ...
6515	Ghostpath Isle	Dungeons	MMH	31-14246	Ascendant	2011-03-18	This is a plugin that I am in love with, and I finally found my old hard drive and was able to recover it. I have been unable to find this on any decent download site anymore, so I am reposting it here. I attempted to get in touch with the author, but no response email has come. ☐...
6514	Ghostpath beta	Dungeons	MMH	31-15556	Ascendant	2017-08-19	---GHOSTPATH 1.42--- By Ascendant lastavenger90210@comcast.net TABLE OF CONTENTS: I. Installation/Uninstallation II. Playing the Mod III. Cast of Characters IV. Frequently Asked Questions V. Revisions from 1.4 VI. Special thanks -----,...
6513	Ghorak Dungeon	Dungeons	MMH	31-10592	Kaith	2006-05-19	This plugin adds a trapdoor leading to a cellar in Ghorak manor. For those who are strong enough to get through this highly hazardous dungeon, lies a reskinned glass helm(I made this to be beast-race friendly). But be warned, the dungeon is not for the faint-hearted (in other words it...
6512	GDR 2009 + Aleft	Dungeons	MMH	31-14724	Julian K. Spire	2013-05-12	Aleft is a ruin located in the Bitter Coast Region (-7, 1). As time has worn on it, nature has slowly begun to overtake the megalithic underground structures and water floods most of the halls. Muck and moss hang from the walls and ceilings, giving the area a gloomy feel. Although by far not goin...
6511	Fward v1.0	Dungeons	MMH	31-2681	TwIsTeDbOi	2009-04-24	First mod ever.
6510	Fward Ancestral Tomb	Dungeons	MMH	31-9835	TwIsTeDbOi	2004-10-13	
6509	Further Extended Smeradon	Dungeons	MMH	31-2678	PCC aka Blockhead	2009-04-24	even more goodness added to Smeradon. This ties all of my connection dungeons together Further Extended Smeradon by PCC aka Blockhead October 2004 THIS PLUGIN REQUIRES: o Tribunal o Bloodmoon o Smeradon (pcc_smeradon_17.esp) o Extended Smera...
6508	Fang	Dungeons	MMH	31-2647	Unknown	2009-04-24	
6507	Falons Ancestral Tomb v1.0	Dungeons	MMH	31-5085	Falin M'orr	2009-05-12	This is a small tomb that has some leveled creatures and good loot. This is my first plugin made and i have tested it with dozens of other plugins and haven't found any problems. This tomb is located after the bridge in seyda neen. It is close to the man that falls from th...
6506	Extended Smeradon	Dungeons	MMH	31-7717	blockhead	2004-07-07	This plugin patches the Smeradon plugin so that the dungeon has more creatures per interior cell, as well as a greater variety of creature types. In addition, it adds to the dungeon, making it bigger and making it connect to more points in Vvardenfell. Read the readme.



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6505	Exile: Spirits of the Underworld v1.0	Dungeons	MMH	31-2656	Clone	2009-04-24	Exile: Spirits of the Underworld is a underground world for The Elder Scrolls 3: Morrowind. The player will be able to experience a underground world of cities, dungeons, tombs, and much more. Travel lower into the depths of Exile and find creatures you will not want to meet again. The exploratio...
6504	Erengard Mines v1.01	Dungeons	MMH	31-1092	Graphite	2009-04-06	
6503	Erengard Mines	Dungeons	MMH	31-7699	Graphite	2004-07-06	For quite some time I've been rather annoyed at the fact that there were hardly any legal ways to earn money other than going out and killing monsters for their loot. Therefore I decided to try build a mod that would allow the player to run a single mine, buying equipment, hiring miners, prov...
6502	Elemental riddles	Dungeons	MMH	31-10099	Tee-S	2005-08-21	People say a weird dunmer appeared lately on Vivecs st. Delyn plaza. He offers an interesting trinket to anyone, who can solve his riddles. What could it be? There is more here than meets the eye...
6501	Elemental Cavern	Dungeons	MMH	31-13249	Nera	2009-02-12	What is it? A cavern filled with wonders.... and by "wonders" I mean big, nasty Atronachs and their summoners. It also includes some nice maces inspired by the elements. Weapons Included: Elemental Mace of Earth: Blunt 1 ha...
6500	Dwemer Tunnels and Coprusarium Cavern 1.0	Dungeons	MMH	31-2314	Unknown	2009-04-24	Cavern & Tunnel Mod for Morrowind (Elder Scrolls III): (NB: this needs "Bloodmoon" expansion installed.) A) The "Corpusarium Cavern" is a interior cell (inconspicuously following the mainline quest) that has some 'resources' to acquire and some Daedra to 'farm'(depending on your l...
6499	dwemer ruins fix2.5	Dungeons	MMH	31-5120	Crazyboy	2009-05-12	This is The full version 1.0 I thought it was messed up when tribunal came out and you could blow up certain collapsed walls with dwemer satchels, and they didnt add it to the other ruins, so I did, with a few surprises of coarse. I believe that I fixed all the Dwemer Ruins ...
6498	Dwemer Graveyard v1.0	Dungeons	MMH	31-66	Qwert	2009-04-06	All right look for the dwemer tower near buckmoth fort. 1000 levels long. Dwemer Tileset. Leveled treasure. If you are using giants be prepared for a romp!
6497	Dwemer Flying Fortress	Dungeons	MMH	31-10965	Alec Adams	2007-01-03	This mod contains a flying Dwemer ship just off the eastern coast of Solstheim. The ship has an exterior and an interior space, it's a basic dungeon crawl. The ship itself CANNOT be seen from the ground and it is not easy to find. I Suggest you READ the readme file and use the map that I have inc...
6496	Dwemer Base	Dungeons	MMH	31-111	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. ----- ...
6495	Dunzar	Dungeons	MMH	31-8628	Blockhead	2003-01-26	Dunzar is a long dungeon. It connects Vivecand Mournhold and corresponds 1:1 to the surface distance between those cities. It contains many leveled creatures and some leveled treasure. I have tried to keep the amount of loot down to a plausible amount. There&...
6494	Dungeons, The 9 chapters	Dungeons	MMH	31-6446	Lord Dagobert	2010-04-12	By Lord Dagobert Chapter 1 : Adds New Dungeons in Morrowind for lvl 30-70 Dungeons are located at: Balmora,Sadrith Mora,Ald'Ruhn,Vos,Gnisis,Tel Branora,Maar Gan Caldera ...

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6493	Dungeons, The 9 chapters	Dungeons	MMH	31-13918	Lord Dagobert	2010-04-12	By Lord Dagobert Chapter 1 : Adds New Dungeons in Morrowind for lvl 30-70 Dungeons are located at: Balmora, Sadrith Mora, Ald'Ruhn, Vos, Gnisis, Tel Branora, Maar Gan Caldera...
6492	Dungeons and bandits	Dungeons	MMH	31-14205	carlthung	2011-02-02	This mod is still only a little add-on. It adds a few new bandits and bandit posts. Changelog: 0.008
6491	Dungeon Romp Double Feature	Dungeons	MMH	31-10702	Warlord Jim	2006-08-03	Ever wanted TWO dungeons to explore? Well, now you can explore two dungeons. Each one is in a separate esp for easy use. One is Lord Vaudere's Tomb, a dungeon filled with Undead based in the Grazelands. The other is the Castle of Illusion, a random (I mean RANDOM) dungeon in the Molag Amur region...
6490	Dungeon Of Death	Dungeons	MMH	31-9016	Hegzx	2003-12-17	This is my first larger plugin for MW - adds small cave near Balmora... enemies are made tougher, high character recommended
6489	Dungeon & Diamond	Dungeons	MMH	31-14368	Arcimaestro Antares	2011-09-26	In Sadrith Mora, behind the Dirty's Muriel Corner Club, there is a trapdoor to a new dungeon. New creatures, traps, and a unique diamond, await you. It was designed for a master thief character (level 20+), that should retrieve the diamond as proof he/she deserved the title...
6488	Dungeon & Diamond	Dungeons	MMH	31-6874	Arcimaestro Antares	2012-05-09	In Sadrith Mora, behind the Dirty's Muriel Corner Club, there is a trapdoor to a new dungeon. New creatures, traps, and a unique diamond, await you. It was designed for a master thief character (level 20+), that should retrieve the diamond as proof he/she deserved the title, but then on...
6487	dun (geon crawl)	Dungeons	MMH	31-10979	pigtrifle	2007-01-11	welcome to dun, a small dungeon crawl that should NOT be attempted by low or medium level characters, unless you have a deathwish... the lowest level things you will find in there are scribble things that just "zoom about the place", following that are the random daedra ...
6486	Drow City	Dungeons	MMH	31-1949	Saemon Havarian	2009-04-06	1: Copy unzipped files to ..\Morrowind\Data Files 2: Run Morrowind with drow datafile activated 3: now there should be a new trapdoor behind the light house in seyda neen, not in the water, between two rocks not done yet if you want to offer any help email me at
6485	Deus Mallei v1.0	Dungeons	MMH	31-2686	MarcusX	2009-04-24	Once there was a famous Lord, Deus Mallei, that after he won his fame in the world claimed an island south of where Vivec now are. The Island had once been inhabited by the Dreamora Lords and was crowded with ruins, and a big black tower. As Deus Mallei explored the ruins and built hi...
6484	Depths of The Underdark	Dungeons	MMH	31-1737	Saemon Havarian	2009-04-06	The readme: ===== 1: Copy unzipped files to ..\Morrowind\Data Files 2: Run Morrowind with drow datafile activated 3: now there should be a new trapdoor behind the light house in seyda neen, not in the water, between two rocks not done yet if...
6483	DeathTrap Dungeon v1.3	Dungeons	MMH	31-5011	Patrograd	2009-05-12	Fang used to be a sleepy village, a stopping off point for traders en route to Vvardenfell from the mainland. Then Baron Sukumvit became the ruler in these parts, and not satisfied with his lot he built a huge labyrinth beneath the village, and packed it with creatures and traps. He has offered a...
6482	DeathTrap Dungeon v1.2	Dungeons	MMH	31-2679	Patrograd	2009-04-24	The mod is based upon the book 'Deathtrap Dungeon' by Ian Livingstone and Steve Jackson. Hopefully it is a more faithful reproduction of the book than the awful PS1 game of the same name. You need a level 10 + character with at least 2000 GP. Go to Vivec, and on the bridge between the ...

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6481	Dark Robe	Dungeons	MMH	31-13374	Evil Eye/Assumeru	2009-04-13	This is a little dungeon/quest mod, it adds a small island in the Sheogorath Region and a NPC in Dagon Fel, The End of The World. QUEST: Go to Dagon Fel, The End of The World. Talk to Gadave (the Dunmer in the Ebony cuirass...
6480	Dark Ebonheart	Dungeons	MMH	31-11215	Chris M.	2007-04-29	Dark Ebonheart is a exact replication of Ebonheart... however, this Ebonheart is ruled by a dark ruler, one who has created much evil in the fort. The entire fort is in a massive lake of lava, and the only way in or out of the castle is through a crystal gateway in the docks (or by swimming... wh...
6479	Dark Barons Arena	Dungeons	MMH	31-1439	Dark Baron	2009-04-06	Visit Suran to find the arena! Fight in basic, special and ladder fights! Try out aquatic, archer, stealth and more types of challenges! And work your way to the top of the ladder!
6478	Dagoth Dals Blade	Dungeons	MMH	31-10112	sandrew	2005-08-26	Adds the blade of Dagoth Dal, a daedric longsword with uber stats, and a curse on it.
6477	Dagoth Cavern	Dungeons	MMH	31-2659	Unknown	2009-04-24	
6476	DagonFel Well 0812	Dungeons	MMH	31-2663	Unknown	2009-04-24	
6475	COW13B	Dungeons	MMH	31-2669	Zdim	2009-04-24	The Cave of Woe Explore the haunted caverns of Lorogh and Lagorn. Retrieve three lost weapons of legendary power. Escape with your life! To begin this adventure, visit the Razor Hole in Balmora and search for a clue.
6474	COW 0618	Dungeons	MMH	31-2668	Unknown	2009-04-24	
6473	cmyEisus v1	Dungeons	MMH	31-2682	Cris Yoder	2009-04-24	GamersRoam contest entry: Eisus Caverns version 1.0 You stumble across a cave at the Odai river mouth. Comments/feedback welcome. Problems not so welcome, but I'll take em. crisyoder@yahoo.com
6472	CL Red Skulls Beta1	Dungeons	MMH	31-2685	Soar182	2009-04-24	Go to Kraytak's Keep. South of Khuul. The travel rings are on the table to the left. Make sure you have some type of light or night eye. You can not navigate the Dark passages without it. See read me for more info. ...
6471	City of Namrah: Pre-Alpha Release	Dungeons	MMH	31-11384	Philip Troy	2007-07-17	Adds the enormous underground City of Namrah from the book "The World Beneath". Must turn on BOTH .esm's for the mod to play.
6470	Chaz's Plug	Dungeons	MMH	31-230	Chaz	2009-04-06	Appears to be a house and cheat mod; some dialogue changes, apparently not for a quest. No readme. Possibly beta. Needs cleaning. Mansion and other buildings on an island. ===== Please note: This mod was transferred from...
6469	Chamber of Resonance - Combat Training v1.1	Dungeons	MMH	31-1821	Martini60	2009-04-06	Chamber of Resonance - README V1.1 <a href="http://homepage.ntlworld.com/maartin/plugins/">http://homepage.ntlworld.com/maartin/plugins/</a> ----- Installation ----- Extract the content of the Zip file to your ...\\Morrowind\\Data Files\\ folder, the default is C:\\P...
6468	Chamber of Resonance	Dungeons	MMH	31-2661	Martini60	2009-04-24	Interactive neon fighting arena located in the Chamber Of Resonance under a trap door in Central Caldera. See Readme for more info. Contact Author - maartin@ntlworld.com Made with patched Morrowind
6467	Caves of the Bitter Coast	Dungeons	MMH	31-13103	artimis fowl the third	2008-12-22	Caves of the bitter coast: this mod is an addition of 18 new caves into the bitter coast. The caves are mostly composed of creatures, rather than the usual bandit or undead layer that modders and bethesda seem to prefer. should be good for at least 1/2...
6466	Caverns of Clan Ronak	Dungeons	MMH	31-13662	Bloodcider	2009-09-10	This mod adds a new dungeon south-east of Castle Karstaag/west of the Skaal village stone bridge, named Anders Barrow. Explore it's depths to discover the remnants of an excavation gone wrong and a horrible secret that has been uncovered. I made two different esp's for yo...

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6465	Cave of Shadows	Dungeons	MMH	31-2674	Brian Kin	2009-04-24	The Caven of Shadows have been unknown to quite large number of people, but do they know the story behind it or are they just playing stupid? Explore top of Fighter's Guild in Balmora(There is a trap door) to findout.....
6464	Cave HouseV1.2	Dungeons	MMH	31-558	Unknown	2009-04-06	Adds an underground home to the Ascadian Isles Region. To find it, just take the road from Seyda Neen to Pelagiad, once you get beyond the pass thru the hill, take a right and keep looking on your right hand side. Enjoy -Slayer *****...
6463	Bolmora Tunnel System	Dungeons	MMH	31-2692	The Victor	2009-04-24	This Mod Will Rival Any Dungen Mod Ever Made ;) Dont go in unless your level 20+ its sorta got a few to many creatures is in. Plz email me comments ect. TheVictor76@yahoo.com Thanks
6462	Boethiah's Artifacts	Dungeons	MMH	31-12486	friendshoe	2008-01-20	Adds a shrine to Boethiah somewhere off the coast of Morrowind. All items are geared for stealth characters. Rumours place the shrine south of Seyda Neen and southeast of Ebonheart. Rumours also say that there are artifacts of great power there guarded by an equally power...
6461	Bob's House	Dungeons	MMH	31-9031	Lord Kharn	2005-05-19	A nice Hlaalu Style house just out side of Balmora, with a interesting mini story involving a 6th house bow master, in the tomb/basement.
6460	bm dwemer additions 16	Dungeons	MMH	31-2690	PCC aka Blockhead	2009-04-24	Adds some Dwemer ruins to Solstheim Bloodmoon Dwemer Additions by Blockhead aka Peter Capasso August 2003 THIS PLUGIN REQUIRES BLOODMOON. Seeing as how the Dwemer went as far South from V...
6459	BloodThirst	Dungeons	MMH	31-6775	Lord Dagobert	2011-08-01	The Yazgash tribe has been attacked by the Morghak Orcs. The only way to stop this war is to kill the king. Talk to Shargam, in ebonheart's inn (six fishes) to start the mod. This mod adds: - A new story - A br...
6458	Bloodmoon Dwemer Ruin	Dungeons	MMH	31-9116	Executor Zurg	2004-01-12	Dissatified with the Dwemer ruins that come with the game, I created this uber ruin (named Nchrmdumz) using the dungeon generator written by Blockhead. Expect some very big suprires at the end. To reach the dungeon, travel to Solstheim and head for the tiny island und...
6457	Bloodmoon Dwemer Additions Blockhead	Dungeons	MMH	31-1986	PCC aka Blockhead	2009-04-06	Adds some Dwemer ruins to Solstheim Bloodmoon Dwemer Additions by Blockhead aka Peter Capasso August 2003 THIS PLUGIN REQUIRES BLOODMOON. Seeing as how the Dwemer went as far South from Vvardenfell as Mournho...
6456	BeastsofBurdenDwarves 0606	Dungeons	MMH	31-2691	Kevin Castellano	2009-04-24	Beasts of Burden: Dwarves 1.0 Adds an interior to the tower just above the Abaelun Mine (east of Ft Moonmoth), and a decent size dungeon in the basement. Also adds the dwarven race, (which act as enemies).
6455	BeastsofBurden Necromancer	Dungeons	MMH	31-3889	Kevin Castellano	2009-05-12	Beasts of Burden: Necromancer Ver 1.0 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 U...
6454	Beasts of Burden: Dwarves!	Dungeons	MMH	31-7473	Kevin Castellano	2002-06-06	
6453	Basic Dungeon	Dungeons	MMH	31-12496	Bombberman608	2008-01-27	Just a simple dungeon using the genmod tool for my first mod I've uploaded. Changelog:Cleaned evil GMSTs!
6452	Baal' Soth Tomb	Dungeons	MMH	31-12955	Ion45	2008-09-28	"The once sacred tomb of the Wild-Axe family, the ruin of Baal' Soth has open its door. Are you brave enough to venture in and claim its treasures or will you fall to the undead that roam its halls?" Baal' Soth is a large dungeon mod that sets the playe...

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6451	azura's splendor	Dungeons	MMH	31-6542	Rattfink333	2010-09-03	new textures and lighting changes for azura's shrine. no other daedric ruins touched. does not replace statue since there are many great statue replacers out there. textures made by me. Changelog:fixed the wrongly placed doormarkers. now you come out from the right place.
6450	Atok	Dungeons	MMH	31-2687	Unknown	2009-04-24	
6449	Ashurnibibibi Edit	Dungeons	MMH	31-6733	Ascendaeus	2011-06-02	Adds Several Large Mobs of Deadra To A Daedric Tomb On The Bitter Coast, Ashurnibibi, Well, ---SPOILER--- They're Mobs at first But Then, up in the Shrine is a Veritable Army Of Dremoras And Dremora Lords, I Do NOT Recommend Engaging them All In Ope...
6448	Ashinarba	Dungeons	MMH	31-2649	Alex Strada	2009-04-24	Adds A smuggler Cave just past Addamasartus (seyda neen)
6447	Ash Pirates	Dungeons	MMH	31-7533	Athanos	2004-05-19	East of Vos a large number of ships have been dissappearing. The ships sent to investigate, have never returned! For this reason shipmasters have been instructed not to stray too far to the east. This mod adds an island east of Vos filled with blood thirsty pirates. The...
6446	Arkngthand 2.0	Dungeons	MMH	31-15354	Ragox	2015-05-24	*Part of the May Modathon Month* Arkngthand 2.0 Arkngthand is probably the second most visited dungeon of Morrowind right after Addamasartus and I always found it to be quite badly designed. Beside the pathfinding issues and generally confusing layout ther...
6445	Ark-Frzanch	Dungeons	MMH	31-14028	dagothagahnim	2010-07-23	----- ---My Website--- Changelog:1.0.0 release version; ruins, creatures, npc's, armor.
6444	Ancient Dwemer Training Ground v1.1	Dungeons	MMH	31-13562	Vasxazard	2009-07-28	This isn't really a Dungeon, more of a nice place to challenge yourself against some enemies. The enemies are level based, and there are about 7 or 9 of them. Make sure you bring lots of potions and other things you might need. Be sure to dispose of the corpses in order for them to spawn again. Y...
6443	aMAZEd v1.0	Dungeons	MMH	31-14647	AnOldFriend	2013-04-24	The mod is a pretty simple mod but I hope it will be fun and maybe a lil challanging. It is basically a maze that is located southeast of Vivec (See map pic) in wich you have to nagotiate to get through to the center to claim a prize. There are other goodies scattered about totaling 5 all together,...
6442	Altor Island	Dungeons	MMH	31-9262	MouLDY_LLaMa	2004-03-01	This adds a small island NW from the mouth of Odai River, has some Dwemer ruins and there is a Dwemer dungeon with loot.
6441	Albaniar Isle	Dungeons	MMH	31-6587	Lord Dagobert	2010-10-31	Albaniar is an imperial isle. You can find a prison, an asylum and houses. 2 months ago, Lord Albaniar decided to do experiments on patients. 4 days after, a strange disease appeared... Talk to Erenor, at Gnaar Mok Docks.
6440	Addamasartus Extended	Dungeons	MMH	31-11394	Philip Troy	2007-07-23	Extends the first dungeon: Addamasartus. Nothing really special, just something I felt like doing. Might do more caves/Daedric Ruins/etc. later. What do you think? Post thoughts.
6439	Abandoned Well at Dagon Fel v2.0	Dungeons	MMH	31-14997	jman0war	2013-09-20	Explore a sprawling dungeon, spelunk deep into the cavern, uncover the CONSPIRACY within.... the ABANDONED WELL at DAGON FEL
6438	Abandoned Well at Dagon Fel	Dungeons	MMH	31-8337	jman0war	2002-08-12	Adds a Spelunking, dark, and very detailed, Daggerfall-esque dungeon to the game world. See readme for info.

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6437	Abandoned House	Dungeons	MMH	31-7676	Lord Kharn	2005-09-12	A nice, well done, two story house with a basement, and plenty of storage in Balmora *groan* But despite the large amount of house plugins for Balmora, this stands out by not standing out. It fits perfectly into Balmora, and doesnt seem out of place there. Added in vers...
6436	Aard Vetooch	Dungeons	MMH	31-2688	PCC aka Blockhead	2009-04-24	100 levels of auto-generated dungeon goodness, for those that don't have the Tribunal or Bloodmoon expansions Aard Vetooch by Blockhead aka Peter Capasso October 2003 This plugin is a 100-level dungeon, inspired by the 100 level (and more) ...
6435	Aamstergash	Dungeons	MMH	31-13280	Deathman101	2009-02-26	A small Ebony Mine Northwest of Seyda Neen meant for players of levels 1-3. I'd have made it for higher level toons but quite frankly, I'm starting a new character myself. Video of the mine and how to get to it available at: Changelog:V1.2: ...
6434	Aaltethrar	Dungeons	MMH	31-8540	IceScraperNinja	2002-11-18	This add a few caves to explore, some monsters to fight, and a very pretty landscaping job (if I do say so myself). This Daedric Shrine should not be taken lightly though... if you can actually survive the interior you are stronger than my character. Dont wo...
6433	1st Dwemer Museum	Dungeons	MMH	31-13266	Dogan	2009-02-21	This is my 2nd realeased mod This is my 102nd [ish =p] try and making a mod This is my 1st real hard try to make somthing realeaseable =D ever got really annoyed after the dwemer puzzle box quest, sure you get a key to unlock more dungeon, sure you ...