

Id	Name	Category	Site	Link	Author	Date	Description
13186	Lexa's Dwemer Rubik Cube (LDRC)	Quests	Fliggerty	*601	Lexa	2012-01-05	Here's a small fun mod I created recently and decided to share. It's called "Dwemer Rubik Cube" and as the name indicates it provides exactly this. An ingame playable 3D puzzle for those who think they already have seen everything in MW... :
13185	Vegtabill's Threads of the Webspinner	Quests	Fliggerty	*1157	vegtabill	2015-10-21	The vanilla version of the Threads of the Webspinner (TotW) is a little too open and too unguided to be a functional, completable "quest". Put another way, it is nearly impossible to finish TotW and acquire Mephala's Skill without 1) consulting some out-of-game resource (like the UESP Wiki or the...
13184	The Trading House	Quests	Fliggerty	*263	Tshultze	2011-08-10	Name: The Trading House Author: tshultze Date: 02/15/09 Requirements: T&B Installation: Install into your data files folder, check the box, and play. Summary: This adds a building outside of Gnisis that allows the player to make a bit of a profit, of course the PC demeans himself/herself by bei...
13183	The Raven	Quests	Fliggerty	*1081	Von Djangos, WHReaper	2014-09-25	The Raven Version 1.5.1 - unofficial update by WH-Reaper Full credit goes to Von Djangos, author of the mod. Note: You need to download original mod for this update to work (because of assets). Installation: Simply overwrite the old esp with this new one. Fixes: Fixed problem with first quest - NPC does not offer required topic. Topic is now added at the start if the quest. Fixed possible problem with second quest requiring player to speak to generic guard in Dagon Fel - impossible with Guard diversity mods. Changed condition from ID:imperial guard to Faction:Imperial legion
13182	The Lucky Pick	Quests	Fliggerty	*1114	Danjib	2015-05-29	The Lucky Pick is a magical pickaxe that allows you to hunt buried treasure all over Vvardenfell. To find it, look for Bowan the Bosmer in Maar Gan, Andus Tradehouse. To use the Lucky Pick, equip it and draw it (get your
13181	The Last Scam of Dro Kha'jay	Quests	Fliggerty	*1112	Phobos_Jugular	2015-05-22	*part of May Modathon* This mod is a short quest which begins when the PC drops into Caius Cossades home for a nap and finds that activating the bed brings a ghostly visitation from an old, shifty khajit uneasy about facing Judgement Day. The visitation involves an old Dunmer tomb, moon suga...
13180	Starstone Outpost	Quests	Fliggerty	*426	Calislahn	2011-08-25	Starstone Outpost By Calislahn INDEX: -> Requirements -> About this mod -> Installation -> Playing this plugin -> Known Bugs & Issues -> Incompatibilities & Save game warnings -> Credits -> Usage ==...
13179	Sotha Sil Expanded v1.3	Quests	Fliggerty	*777	Team Sotha Sil	2012-12-25	Sotha Sil's clockwork city: a massive churning construct of gears, oil, steam, and machinery of indescribable grace, function, and a certain kind of beauty. Working through a few dilapidated domes amidst the fabricant hordes, a Nerevarine could only think about what the rest of the city must loo...
13178	RoF Edits	Quests	Fliggerty	*573	Unknown	2011-10-30	Reign of Fire isn't one of my mods but people seem to have problems with it, like myself, and so I decided to edit it and it works for me so it should work for anyone else. Note: You still need to download the original RoF Mod! I did one add-on and that is: I added Dragons into Red Mountai...
13177	Rise of House Telvanni 1.41 - Package Installer	Quests	Fliggerty	*299	Pozzo, bhl, Karpik777, Leonardo	2011-08-11	Rise of House Telvanni 1.41 - Package Installer ReadMe This package contains all necessary files for the RoHT 1.41 mod. Installation of the RoHT 1.41 00 Rise of House Telvanni.esm Icons, Meshes, Textures - mod folders Rise of House Telvanni v1.41 Readme RoHT v1.4 Quest Tree Rise of H...
13176	Redbelly's Treasure	Quests	Fliggerty	*231	Tshultze	2011-08-08	Redbelly's Treasure v3 Morrowind Only Tshultze This mod leads the player on a treasure hunt throughout Vvardenfell. Through trials and terror the player will travel, placing himself at odds with death and the world simultaneously. They will also have to make a choice. To stay on the law...
13175	Random Missions - In Service To Mephala	Quests	Fliggerty	*297	Teclis	2011-08-11	Random Missions - In Service To Mephala by Magia aka Teclis This mod requires MWSE, both expansions and MCA (6.0 was used to make the mod and no other version will work) alternatively it's possible to use Starfire's NPC additions mod.
13174	Pozzo's Rise of House Telvanni	Quests	Fliggerty	*304	Pozzo, bhl, Karpik777	2011-08-11	Rise of House Telvanni (RoHT) v1.52 Authors: Pozzo, Karpik777, bhl, et al. Type: Quests, Factions Requirements: Morrowind, Tribunal, Bloodmoon
13173	Orrutus Cavern	Quests	Fliggerty	*232	Nicholiathian	2011-08-08	Orrutus Cavern ver 2.0 A house mod by Nicholiathian This "house" mod began as something for my own use. The origina...
13172	Of Justice and Innocence	Quests	Fliggerty	*698	Darkelfguy	2012-09-16	Note: This is the 1.31 version. For details on specific changes since the original release, see the change log below. In the small village of Dagon Fel there lives a woman by the name of Rinida Honvier. She claims her poor, sweet innocent brother has been kidnapped by smugglers. This unfortunate...
13171	Main Quest Enhancers	Quests	Fliggerty	*621	Trainwiz	2012-02-11	Ever thought that the main quest lacked a certain atmospheric quality? Didn't like that despite the ravings of the Sixth House getting stronger, you really didn't see them DO anything? Well MQE is my attempt to change that. It adds several plugins that will, as the main quest progresses, begin to...
13170	Maglir's Adventure	Quests	Fliggerty	*579	Jusey1	2011-11-02	~About~ This mod adds another one of my small quest mod. You'll play as Maglir on a little quest in Vvardenfell and you will learn a bit more about his cruel past and why he seem so upset in Oblivion.
13169	Lich-King	Quests	Fliggerty	*245	praiseargonia	2011-08-09	The Lich-King part 1 by Praise argonia! beta v0.1 Description This mod takes you through an epic adventure. Go into the darkest depths of a foul lich-king's tomb and choose of whether you save the world... or damn it... This is a quest dungeon...
13168	Indoril Greaves + Unconsecrated Cuirass/Helm + Killings in Vivec Edit	Quests	Fliggerty	*1044	abiel0530	2014-06-14	Adds the long lost Indoril Greaves to most of the Ordinators and adds a new helm, the Indoril Kabuto, as an open faced alternative. Also changes the Mysterious Killings at Vivec quest.
13167	Community Christmas Cards 2008	Quests	Fliggerty	*233	The Morrowind Modding Community	2011-08-08	Community Christmas Cards 2008 by The Morrowind Modding Community Index: 1. Description 2. Installation and Playing 3. Usage 4. Credits 5. Known bugs ...
13166	Ancient Foes	Quests	Fliggerty	*1193	Darkelfguy	2017-01-19	Along the northern coast of the Sheogorad, a lone cottage sits isolated from the world, where time seemingly passes by unnoticed. Here lives the reclusive Odmir Wulfarth, a warrior of the famed Nordic Wulfarth clan who resides all alone in this barren landscape, but this is no simple hermit se...
13165	An Adventurer's Tale	Quests	Fliggerty	*283	praiseargonia	2011-08-10	The Elder Scrolls III MORROWIND: AN ADVENTURER'S TALE Index: 1. Summary 2. Requirements 3. Installation 4. Using the mod 5. Known Issues 6. Use in other mods 7. Credits 8. Contact info =====

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13164	Ald-Ruhn Arena	Quests	Fliggerty	*1150	John Kahler	2015-09-22	(This plug-in requires Tribunal + Bloodmoon installed.) Battle it out in the new Ald'ruhn Arena! Just like the arena in Oblivion, you can walk on in, place a bet, watch a fight, and collect your winnings! Choose from a 10 gold entrance fee, which you may win on, or pay 100 or even 1000 gold pi...
13163	A Hermit's Request	Quests	Fliggerty	*691	Darkelfguy	2012-09-09	Note: This is the same 1.21 version that can be found on PES. For details on specific changes since the original release, see the change log below. To the west of Seyda Neen, along the bitter coast, there lives a hermit by the name of Thexn Akaasul. It would seem that Thexn has a series of tasks...
10113	Yagrum Advanced 2.0	Quests	MMH	68-7261	M.C.	2012-08-20	Well, I always thought that Yagrum Bagarn was a little bogus in the game, I know he's essential to the main quest, but still, he's the last living dwarf, you'd think he'd be able to do cooler stuff. This mod gives you quests to complete for Yagrum to refresh his memory after whi...
10112	Woodenfel v1.0	Quests	MMH	68-4506	Quentin Preik	2009-05-12	Woodenfel v1.0 2002.09.12 Quentin Preik quentin@preik.net http://morrowind.preik.net Installation: unzip the woodenfel.zip folder into your Morrowind\data files folder. Files: qbt*.tga should go into textures qbi*.tga should go into ...
10111	Wizards Islands ITA	Quests	MMH	68-11523	MPT	2007-09-15	Traduzione Italiana del mod "Wizards Islands - The Scourge of the FrostBringer" Richiede il mod originale che può essere scaricato qui su Planet Elderscrolls Changelog:*Versione 1.0 - Tradotto i...
10110	Witch's Bane	Quests	MMH	68-10671	vagor	2006-07-12	Find a witch south of Hla Oad that complains about a barabarian who attacked her. Kill the barbarian, and the witch will give you a reward. This mod was created to get back at all those barbarians that had their axes stolen by witches, and forced you to do so...
10109	Windlow-Design Beta Update 2	Quests	MMH	68-5037	ThreadWhisperer	2009-05-12	Introduction Windlow is going to be made as an example of my work and offered to the community for download in the next couple of Months I hope. The reason I am doing it is to give an example of my work to those who wish to have a little something to base their decision to download a ...
10108	Westly Presents- Dremora(Markynaz) Race & Princess_Stomper Presents Gatanas Companion	Quests	MMH	68-10978	Westly	2007-01-11	This plugin adds: A new playable race, the Dremora (Markynaz) 6 male Dremora Heads 6 female Dremora Heads Male and Female Vampire heads A great variety of hairs from which to choose... ...
10107	Ward of Akavir	Quests	MMH	68-5540	quorn	2010-10-23	The Ward of Akavir was lost when Firemoth Fort was overrun by an army of undead. Head an expedition to Firemoth Fort to retrieve the lost relic for the Empire. Ask around about "latest rumors" for details. (best place to find this rumor is in Pelagiad or Balmora) Based on the...
10106	Vvardenfell Druglord	Quests	MMH	68-10247	Fliggerty	2005-11-23	A series of quests involving the operation of an illegal skooma lab. This mod involves the skooma production process, the political aspects of becoming a druglord, and the legal problems involved. This mod was originally intended to be an e...
10105	Vodunius Nuccius Extended Quest	Quests	MMH	68-11125	G. B. Jackson	2007-03-15	Extends the Vodunius Nuccius miscellaneous quest in Syeda Neen
10104	Vivec's Fate: The Ashlander Heresy	Quests	MMH	68-10736	Brother Juniper	2006-08-10	This mod deals with the crisis in the Temple after the battle at Red Mountain. It breaks most, (if not all) of the Temple Quests, so if you want to run through those, do so before going too far in the storyline! (Eventually, there may be a new set of Temple quests. - The f...
10103	Victorian Experience v1.0	Quests	MMH	68-5748	Kathryn, Tommy Khajit	2011-10-04	Victorian Experience Story On seedy Whitechapel Street lives an unassuming middle-aged lady called Polly Perch. Polly has a well-kept secret. She designs naughty lingerie for well-bred London ladies. In her own words... 'I provide a discreet service for the high-class L...
10102	Ushindra Beach	Quests	MMH	68-12728	The Pixie	2008-05-18	A small beach resort on an island south of Ebonheart, Ushindra Beach has about a dozen quests. Oh, and numerous NPCs in swimwear. Changelog:Version 1.2 (mostly by bhl and Mandamus) makes numrous tweaks, including giving proper ground models for swimwear, and making it compatable...
10101	Twin Lamps Mod (Tribunal) v1.1	Quests	MMH	68-7283	Brother Juniper	2012-08-22	This plug-in turns the Twin Lamps abolitionist faction into a faction similar to the others in the game, with 15-20 quests. Many of the quests have multiple solutions, and there is a branching storyline where you get to guide the overall strategy of the Twin Lamps. There...
10100	Trouble at Sea	Quests	MMH	68-12731	Danjb	2008-05-21	Talk to an old sea captain at Ebonheart to travel to a boat out at sea, The Dragon, where all is not as it seems... Features: *9 new interior cells including 2 caves * An unfolding quest with its own backstory and several paths []...
10099	TriumHeart Addon	Quests	MMH	68-10440	Richard	2006-02-24	REQUIRES TriumHeart 1.1 Use this update ONLY if you have already started playing Triumheart 1.1 Changelog:This update adds a new quest. The Lord of the Keep will ask you to explore a recently discovered dwarven stronghold, and find the lost diary of Vivec's mor...
10098	Treasure Hunt II	Quests	MMH	68-14068	Venom Inc.	2010-09-05	In the rocky waters due east from Tel Mora lies a sank treasure ship of gold and gems ready to be plundered. But if you're an adventurer seeking all glory and no danger than this journey is not for you, deadly creatures inhabit these deep waters.
10097	Treasure Hunt	Quests	MMH	68-13964	Venom Inc.	2010-05-31	Tired of coming across armor, clothing or weapons in the game or plugins that are given incredibly high prices? Well this little plugin adds a sunken treasure ship in between the docks of Ebonheart and the city of Vivec. But beware, Dreughs surround the wreckage making the...
10096	Trade Disputes ITA	Quests	MMH	68-11525	MPT	2007-09-15	Traduzione italiana del mod "Trade Disputes" di Dalin. Non necessita del mod originale. Siete incappati in una disputa commerciale tra un inusuale gruppo di Orchi pescatori e un vicino Forte Imperiale. Investigate sulla situazione e scegliete di s...
10095	Trade Disputes [Fixed]	Quests	MMH	68-15227	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...
10094	Town of Uvirith	Quests	MMH	68-10289	Tapani_doe	2005-12-17	This is a mod for Telvanni characters. After the 3rd stage of your stronghold is finished, You'll find a strange man outside your tower. Here starts your quest for building your own town; Town of Uvirith. Changelog:I haven't tested this but I hope I have fixed the bu...

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10093	Timisoara Experience v1.0	Quests	MMH	68-5764	Kathryn, Tommy Khajit	2011-10-04	Story Timisoara Experience includes many new items of themed female attire including Capes, Dresses, Mini Dresses, Body Suits and Boots. Some of the items can be purchased from the local seamstress. The rest must be found or hard fought for. With trepidation I quo...
10092	Thieves Guild Job Tweak	Quests	MMH	68-8338	J.O.G	2002-08-13	
10091	Thief Quests	Quests	MMH	68-8326	kkleven	2002-08-10	
10090	Theurgist	Quests	MMH	68-4339	NarkyBark aka Damon Psarris	2009-05-12	A crazy old Telvanni Theurgist has left the House, and now lives as a hermit among his summoned creations. Although a bit of a loon, he has mastery over the elements and is willing to pass on his knowledge and gear to someone who will do his bidding A very mage-orientated...
10089	TheCPRS (Center for Provincial Religious Studies)	Quests	MMH	68-456	Unknown	2009-04-06	
10088	The White Wolf Of The Lokken Mountain Teleportring add-on	Quests	MMH	68-4964	Emma	2009-05-12	ADD-ON for "The White Wolf of The Lokken Mountain". PLEASE DON'T USE UNTIL YOU HAVE COMPLETED THE MAIN QUEST! Adds a teleport ring to your inventory, which will take you - and main Lokken characters in companion mode - to various places in Lokken.
10087	The Werekling v1.0	Quests	MMH	68-4419	Christian Ehn	2009-05-12	Readme Werekling plugin for Morrowind + Bloodmoon Installation: Unzip, copy everything in Werekling folder to Data Files in Morrowind folder. Then select Werekling.esp in Data Files in Morrowind Launcher. HEY! If there are any missing textures or NIFs, PLEASE EMAIL ME! I '...
10086	The Way of the Talon v2.1	Quests	MMH	68-7072	Sabregirl	2012-07-26	What would happen if a new and strange race suddenly appeared in Morrowind? The way of the Talon quest mod is about my [url=http://www.sabregirl.com/pharlan/]pharlan race[/url] and how they interact with the people and factions already in Morrowind. The mod contains its own lore as well as meldin...
10085	The Vvardenfell Libraries	Quests	MMH	68-12424	The Wanderer	2007-12-13	
10084	The Underground 2	Quests	MMH	68-11514	Qarl (uploaded Antares)	2007-09-12	The Underground is an epic quest mod where you meet an attractive vampire of the opposite sex and go on a long adventure with them which puts you both in perilous situations that brings you together on a romantic, often funny, and very scary quest to save the world. It's called The Underground be...
10083	The Underground 1 Walkthrough and Readme	Quests	MMH	68-5494	Qarl, Andy W	2009-05-12	An enormous quest mod largely set in The Elder Scrolls lore. You'll encounter an attractive vampire of the opposite sex with whom you can cultivate a successful romantic relationship with and eventually have them as a full companion. You will venture into foreboding underground dungeons, labyrint...
10082	The Underground	Quests	MMH	68-5116	Qarl	2009-05-12	An enormous quest mod largely set in The Elder Scrolls lore. You'll encounter an attractive vampire of the opposite sex with whom you can cultivate a successful romantic relationship with and eventually have them as a full companion. You will venture into foreboding underground dungeons, labyrint...
10081	The Uber Crystal Egg Hunt v1.3	Quests	MMH	68-10804	Bryss Phoenix, Fliggerty	2006-09-17	Some time ago, and adventurer by the name of Bryssa Lynn Phoenix traversed most of the know lands of Vvardenfell. She was fearless, never hesitating before tomb nor shrine, grotto nor shipwreck. Before Bryssa came to Morrowind, she came into the possession of some amazing trinkets known only as T...
10080	The Tylwyth	Quests	MMH	68-11834	Korana, Westly, Phijama,, Kalikut	2012-11-10	The Tylwyth are a gentle Better Bodies fairy race. Males are spritly, with out wings by default, but can equip several pairs of wings that are sold.Females by default have wings with necklaces attached. Both male and female have glow mapped tatoos. The race, and the player, have a comp...
10079	The Trouble With Milie	Quests	MMH	68-1708	MentalElf	2009-04-06	The Trouble With Milie V1.07 Requires: Tribunal+ (for script enhancements provided). Nine quests located primarily in Balmora. Talk to the Fine Clothier in Balmora about "latest rumors" to start the new quests. email: blankensb001@hawaii.rr.com
10078	The Tomb	Quests	MMH	68-7338	Chowzoo	2012-08-27	Two very wealthy Khajiits have a very nasty problem. Their house is built over an Ancient Tomb! Will you be able to help Balmora's newest arrivals? This quest will need a decent character, nothing you can't handle, right? =D
10077	The Terror of Sur	Quests	MMH	68-10886	Ch85us2001	2006-11-13	A Noble in Ald-Ruhn has been having some trouble with his egg mine recently. In steps the player. A short-mid length quest, with a small-mid size reward. Lore Accurate and cleaned. Includes Read Me.
10076	The Shrine to Hides-His-Sword	Quests	MMH	68-14008	Dracula501	2010-07-06	Adds a small, hard to find, shrine dedicated to an escaped slave named Hides-His-Sword. Changelog:v0.9 - Added Book sold by Jobasha v1.5 - Added Quest and Reward
10075	The Sable Dragon v1.6	Quests	MMH	68-7311	Pluto	2009-08-29	This adds The Sable Dragon Inn, south of Hla Oad at the mouth of the Odai River. There are 13 miscellaneous quests that you can find, and about 6 smaller mini-quests as well. Some of the smaller quests will rely on how well you explore the new areas, and how well you know Vvardenfell. Keep ...
10074	The Runaway	Quests	MMH	68-8143	Dale French	2002-07-11	Without giving too much away, much time was spent on this to make sure it worked. If you take the time to investigate this and really pursue it as a roleplayer, I think you'll like it It begins in a shack in Gnaar Mok, owned by Velnisa Loren. Finding the first ...
10073	The Rivera	Quests	MMH	68-14464	Slaanesh the Corruptor	2012-04-22	====The Rivera==== ==Table of Contents== 1)Introduction 2)Installation 3)Credits 4)Contact ===== -Introduction- ===== Warning-This mod should not be played by anyone unde...
10072	The Ring	Quests	MMH	68-14159	Chascoda	2010-11-17	Adds The Ring from LOTR to a Warlock, Sauron, found by the volcano in Dagoth Ur. The Ring lets you go invisible when equipped, but Ringwraiths will spawn when you sleep. See the Readme and Walkthrough for a bit more info.
10071	The Real Point Tavern	Quests	MMH	68-15167	Somesz	2014-01-13	This mod adds a Tavern near Seyda Neen! - 6 NPCs, two gives you a quest - this was my first quest mod for Morrowind - I love this tavern, it was inspired by some drunken people from the streets who always drink in a small shop: Réal Pont (Hungary) Installation:
10070	The Raven	Quests	MMH	68-13140	Von Djangos	2009-01-04	In his tower overlooking the small fishing village of Dagon Fel, Sorkvild the Raven conducts his necromantic experiments. Rumour has it he is looking for an adventurer to help him further his studies.. Makes Sorkvild a talkative trader/enchanter ...

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10069	The Quest For Hadhafang	Quests	MMH	68-4436	Tommy Khajiit	2009-05-12	Wave Existence did a great job in creating Arwen's Sword. He didn't put it in an esp though. His models can be downloaded at http://www.students.dsu.edu/rogersa/hadhafang.zip WHAT'S NEW Some people reported that the quest didn't start, they were not able to buy Hadhafang at Meldo...
10068	The Mystic's Path	Quests	MMH	68-8965	A.P. Hilliard	2003-06-29	Adds a series of quests to Morrowind. A new NPC named Vexa Larksong, located in the Temple atop St. Olms in Vivec needs your assistance in locating a Master of the Mystic Arts.
10067	The Mystic Potion	Quests	MMH	68-15134	TheDrunkenMudcrab	2014-01-06	Have you ever thought to yourself: Man, I don't have enough magicka? Do you find your mana pool lacking? Are you a warrior who wants to begin delving into the magical arts, but you're unable because of low magicka? Look no further! This mod adds a quest to find the legendary...
10066	The Mystery of Lisa Bildren	Quests	MMH	68-13542	Pyro7117	2009-07-13	My first released miniquest/ random plugin or "mod". This "mod" is a quest, but it is not recorded in the journal while you go along with its "story". The reason why i do not want it to be recorded in the journal is, because its a mystery quest. Something that happend, but didnt happend, accordi...
10065	The Muck Shovel of Vivec	Quests	MMH	68-2963	dongle	2009-04-24	New Quest: A quest to find the Muck Shovel of Vivec. A unique artifact used by Vivec while helping a poor muck farmer who's guar died in the Fields of Kumm. Temple related, but any player factions may participate. Speak to a member of the Dunmer Temple to start the quest.
10064	The Magus Unending	Quests	MMH	68-7263	Davion the Mad	2012-08-20	Adds a quest to defeat a powerful lich lord (with access to some really cool sound files for dialogue) at the behest of another wizard. A large extra-planar dungeon is involved (naturally) culminating in grandiose a wizard's duel between pc and lich, a rather tough caster character.
10063	The lost Elder Scroll	Quests	MMH	68-14458	The_Drunken_Mudcrab	2012-03-21	This mod adds the quest to find the lost elder scroll in Vvardenfell, Morrowind. Featuring a adequately difficult quest to obtain the scroll. This mod features a new quest, a new published book, a new ncp, and a new dungeon. Happy hunting! (If you have MGE with distant la...
10062	The Lost City v6.2	Quests	MMH	68-12301	Atropos	2013-03-09	In the main quest you will be hired on as a special agent for the east empire trading company. What they are looking for is someone who will take care of obstacles to their business. This includes rival factions, disgruntled clients, spies and what not. As the quest progresses, they send you to f...
10061	The Lost Artifacts of Morrowind	Quests	MMH	68-5954	Rogue Shadow, Case, Sterling, Palinurus and Orophier	2011-10-21	===== The Lost Artifacts of Morrowind ===== By: Rogue Shadow, Case, Sterling, Palinurus and Orophier April 15th, 2006 *Cleaned with TESAME* *Packed with TESFILES* ===== I. Index ===== I...
10060	The Longbow of the Elements	Quests	MMH	68-11004	The Munchkin Lord	2007-01-20	Traverse the Planes and uncover an ancient druidic cult to find their artifacts, including the Longbow of the Elements: a bow with several types of unlimited ammunition. The arrows that it produces and fires, you guessed it, do elemental damage. You can "align" the bow to a specific element and i...
10059	The Locked Room	Quests	MMH	68-6291	Inferne	2009-10-10	This mod adds a small quest based on the in-game book The Locked Room. If you have not read it already, I recommend you do the quest first so it is more of a surprise. To start this quest, find a man named Thadas in the Balmora Council Club. Due to the nature of in-game l...
10058	The Legend of Kerrivor	Quests	MMH	68-12560	Mesmer	2008-02-25	This mod adds a book to the Vivec Library in the Temple District describing an Ashland legend named Kerrivor. The book tells you about an ancient legend of the ashlander tribe of Zainab. NOTE the 'warlance' wielded by Kerrivor is a one-handed spear, BUT it uses the ...
10057	The Lance of Longinus	Quests	MMH	68-9598	Prophet2004	2004-08-01	With a little help from my fellow gamers I have finally worked out all the bugs in this mod. The Lance has been improved damagewise and all the reappearing items are no more! Be warned however the spear does more damage now than it did in the Alpha version. ...
10056	The Juggernaut	Quests	MMH	68-12053	Paylarido!	2012-11-25	The Elder Scrolls III MORROWIND: The Juggernaut, Plugin v1.0 Index: 1. Installation 2. Playing the Plugin
10055	The Illumination of Conundwala	Quests	MMH	68-10897	CJW-Craigor	2006-11-24	There is an elf in the Ald Velothi Outpost named Galerun. He fears his brother, Conundwala, has gone mad, and is desperately seeking somebody to help him out. Conundwala has built himself a make-shift house just outside of the small town, and does nothing but collect lights and ramble incoherently...
10054	The Helm of Sheogorath v1.5-LD	Quests	MMH	68-5838	LDones	2011-10-07	- The Helm of Sheogorath v1.5-LD Released 12/5/02 - Tweaked by LDones (From a mod Created by Cody Frear) LDones@hiredgoons.net http://www.hiredgoons.net/MWFiles ----- -----...
10053	The Guar Killer v1.0-BM	Quests	MMH	68-12287	Locklear93	2013-03-07	Current version: 1.0-BM Last Update: 6/5/2003 This mod adds one NPC to the world, who is sort of a mini-quest in and of herself. The quest has multiple solutions, and is rated "T" for suggestive themes, so keep away if you're easily offended. (Censored version available.)
10052	The Glory Road v1.0	Quests	MMH	68-5801	Kathryn, Tommy Khajiit	2011-10-05	Requirements and Installation Both Bloodmoon and Tribunal are required for The Glory Road. To install simply unpack the file to your Morrowind Data Files directory. Make sure to use the subdirectory names in the archive for the necessary files. Then activate TheGloryRo...
10051	The Five Toes Guild	Quests	MMH	68-12185	Vandermast	2013-02-09	Down the hill from the silt strider in Seyda Neen sits a house. Inside the house is a strange and mysterious man who needs your help. Will you give it to him? No? That's some attitude you've got there. You may find that there are some surprises in store....
10050	The Five Keys of Azura v3.0	Quests	MMH	68-7301	Dave Foster	2012-08-24	This mod is aimed at high level characters, typically those that have completed both Morrowind and Tribunal with levels above 30. *revised* This mod is a complex and difficult mod to beat if your character is too low a level. Level 30 is the bare minimum, but I would probably suggest players of l...
10049	The Ebony Blade	Quests	MMH	68-6958	Astion	2012-07-14	For a while, I'd been wanting to do a good mod of this nature. I've made several mods before, but never one with an engaging, interactive quest. They were mostly retextures and, more recently, models that I'd done for myself and decided to release. The idea has been floating around in ...

Id	Name	Category	Site	Link	Author	Date	Description
10048	The East Empire Company Expansion v2.0	Quests	MMH	68-15132	TheDrunkenMudcrab	2014-01-05	This is the East Empire Company expansion, a questline that adds all new content to the East Empire company, and allows you to work for the Mainland EEC corporation in Ebonheart. The questline starts small, creature kills, deliveries, then expands to more dangerous and extreme quests as you go al...
10047	The Dreamcaster 1.2	Quests	MMH	68-904	Pwnz0r	2009-04-06	September 18, 2004 --- Pwnz0r's First Morrowind Mod: The Dreamcaster 1.2 --- Thanks to: Dragonsong, for the EXCELLENT tutorials Dongle, for the Glass Display Case Mantodea, for the Fusion Weapons Qarl, for Qarl's Gothic Attire Daduke, for the Wizard Ha...
10046	The Dreamcaster	Quests	MMH	68-954	Pwnz0r	2009-04-06	September 16, 2004 --- Pwnz0r's First Morrowind Mod: The Dreamcaster --- Thanks to: Dragonsong, for the EXCELLENT tutorials Dongle, for the Glass Display Case Mantodea, for the Fusion Weapons Qarl, for Qarl's Gothic Attire Everyone on the forums who ha...
10045	The Center for Provincial Religious Study	Quests	MMH	68-5590	Nazz	2011-05-18	Per the description:"This plug-in adds a unique building to the town of Caldera. It is called the Center for Provincial Religious Studies. Inside you can learn all about the Dummers Religion buy books related to the subject and do several quests for the people who work there. It is located in Ca...
10044	The Caldera Ancient Mine	Quests	MMH	68-10450	Pekka	2006-02-26	This mod probably contains the most well decorated dungeon ever made for Morrowind, well at least the most well decorated mine I would say and it took me 8.5 months including breaks to finish this mod and I will probably never decorate a dungeon this way again. The goal w...
10043	The Black Queen Chronicles	Quests	MMH	68-11776	Tenaka	2012-11-06	Adds a whole new series of quests, long and short,from your favorite Daggerfall characters, Morgiah and the King of Worms. This mod begins with rescuing your fellow prisoner from the start of the game, Jiub. Once you have found and rescued Jiub you will then be asked to rescue the Blac...
10042	The Black Mill v1.0	Quests	MMH	68-4509	Bilbo WillowTree	2009-05-12	Anxiety has risen amongst the highest ranks of the Temple, for their spies reported the coming of a new Special Agent of the Emperor to Vvardenfell - another Stranger with no known lineage. Even the Temple's Inquisition, focused on rumors about the return of an ancient evil, turned its gaze towar...
10041	The Black Mill 1.1 Patch	Quests	MMH	68-5773	Tommy Khajit	2011-10-04	The Black Mill 1.1 patch sorts all known problems: 1. The quest would't start if you have spoken with LionHead before having talked to Fra Gandor. 2. For some players Myth was not present. 3. In some cases player's health was permanently reduced instead of just te...
10040	The Attack on Ynys Môn	Quests	MMH	68-5724	Lightwave aka Paul Halliday	2011-10-02	The Attack on Ynys Môn (A plugin in for Morrowind: Elder Scrolls III) [Release 0.1] by Paul Halliday (02-Jan-2003) [Release 0.11] by Paul Halliday (16-Jan-2003) [Release 0.12] by Paul Halliday (20-Jan-2003) [Release 0.13] by Paul Halliday (21-Jan-2003)
10039	The 7 Twisted Dimensions	Quests	MMH	68-11631	A13x H3r3&A13x	2007-11-07	No expansions required! This is my first mod. But its good. Whats new in general: 7 Twisted dimensions A new longsword A new full-helmet Details/story: This mage with heavy armor wanted to create a new world better than Mour...
10038	TES: Arena	Quests	MMH	68-14369	Meej-Dar	2011-09-28	The Elder Scrolls, Chapter One: Arena By Meej-Dar September 28, 2011 REQUIRES: Tribunal and Bloodmoon This is a demo of an upcoming mod made by me, Meej-Dar, and perhaps a few others. As of now, it's just me, though. This m...
10037	Temple of Shar	Quests	MMH	68-14337	Slaanesh the Corruptor	2011-07-09	Temple of Shar A Slaanesh the Corruptor Production.... === Table of Contents: 1. Description 2. Installing 3. Playing 4. Credits 5. Disclai...
10036	TarMar ITA	Quests	MMH	68-11526	MPT	2007-09-15	Traduzione italiana del mod "TarMar" di Ravensong. Necessita il mod originale che può essere scaricato qui su Planet Elderscrolls
10035	Tarhiel's Quest	Quests	MMH	68-14372	Invizibiz	2011-10-03	I made this quest because I wanted to have more backstory behind why we see Tarhiel come flying out of the sky. It's just a small quest that helped me learn the basics of making a quest and a small bit of scripting. (I was assisted with the scripting by the amazing Monyd...
10034	Tales of Tel Branora	Quests	MMH	68-8799	A.P. Hilliard	2003-05-31	This plug-in adds around 10 new NPCs and associated quests to the village of Tel Branora. Like Tales of the Bitter Coast, the quests do not offer over-powered loot or the chance to become a new god. They are designed to add some color and life to what was previously a f...
10033	Tales of Seyda Neen	Quests	MMH	68-10951	Denunci	2006-12-27	Introducing the first chapter of my mod, Tales of Morrowind, The Tales of Seyda Neen! Now on version 1.1! The Tales of Seyda Neen was inspired by A.P. Hilliard's Tales of the Bitter Coast and Tales of Tel Branora. It was designed to give more quests for the ad...
10032	Sword of the Chimer	Quests	MMH	68-12505	Almsivi Studios	2008-02-03	This plugin adds the fabled Sword of the Chimer to the game, a powerful sword with a fire weakness and fire damage enchantment. To receive it, you must complete a quest that requires travel across Vvardenfell. This is a sort of sword in the stone mod. Changelog:v1.1 Better retex...
10031	Suran Underworld v2.5	Quests	MMH	68-4431	Matthew	2009-05-12	This plug-in adds an extensive underworld to Suran which can be found underneath the city. Just look for a couple of trap doors one in the basement of the Suran Temple, the other in a storage room in the guard tower near the silt strider port. Included is a criminal organization called...
10030	Suran Underworld 3	Quests	MMH	68-14333	Matthew, Wollibeebee	2011-07-07	Suran underworld 3 Matthew and wollibeebee A few months ago Matthew gave me permission to overhaul his awesome; Suran underworld. which was an "honor" considering it's my favorite quest mod. this mod doesn't change the awesome quest in ...
10029	Storm Forge v1.1	Quests	MMH	68-5556	Dak-Hamee	2010-10-24	This Plugin adds a new interior cell to explore called Storm Forge. It is a Dwemer Tower owned and operated by the Mythical Dwarf Blacksmith, Caz Bental. Inside the tower are Caz's forged weapons, which are basically Uber weapons. But don't expect a free ride, this is can be a very hard quest.
10028	Standard Bearers	Quests	MMH	68-12717	Danjib	2008-05-11	The Imperial Legion wants to remind outlaws who's in charge. Talk to Larrius Varro at Fort Moonmoth about the Legion to get hired to bear the Imperial flag. It's inconvenient to carry, but you can return at any time to get paid for your work. Note that there is a little b...

Id	Name	Category	Site	Link	Author	Date	Description
10027	Staff Agency	Quests	MMH	68-13415	Danae	2009-05-16	The mod places a staff manager in Ebonheart Council Chamber; he will arrange the recruitment of staff for you. Each staff member performs daily services. Here's the list of employees you may hire: Alchemist, mage, necromancer, smith , healer, merchant, guild guide, Ashlande...
10026	Spriggan's Tear	Quests	MMH	68-7341	Marble Point	2012-08-27	Spriggan's Tear is a small scavenger hunt/quest mod that introduces Dogle's awesome druid staffs into the game. The quest can be completed in low levels if you can defeat a slaughterfish, a level 4 Dummer Rogue with decent equipment, and be able to travel halfway through Solst...
10025	Sottilde's Codebook	Quests	MMH	68-11076	Solescape	2007-02-19	This mod expands Sottilde's Code Book quest in Morrowind. The original quest is left untouched and intact, however if completed in the traditional manner, the player will be expelled from the Thieves Guild for helping the Fighters Guild (who are in turn aiding the Camonna...
10024	Sneaker's Knights	Quests	MMH	68-11490	doemaarwat, poi	2007-08-30	Do quests for a mad scam! This mod has two different endings, with different rewards. Adds 3 new sound files, 3 interiors, some scripts, a number of quests and a storyline with a lot of dialogue. The quests start in Karliah's house in Balmora. Talk to Karliah to begin y...
10023	Snakes on a Plane	Quests	MMH	68-11145	Cow Guru	2007-03-25	Snakes... on a Plane... of Oblivion. It's a fairly short quest mod, taking place mostly in and around the Deadlands, Mehrunes Dagon's Oblivion Sphere. Travel with the Blades Sergeant Samuel, the abusive Commander Shepediri, the melancholy Steam Centurion Frank, and a ragtag group of l...
10022	Smooth Moves Ahnassi v1.03	Quests	MMH	68-14798	TheOne&Only	2013-06-10	A variation on Curmudgeon's Smooth Moves that adds new features and preserves the original dialog. In Curmudgeon's own words: "(Smooth Moves) is a slight modification to the Ahnassi Romance, a quest found in the unmodded game. In that quest, Ahnassi, the female Khajiit in the Halfway ...
10021	Smooth Moves Ahnassi	Quests	MMH	68-13734	TheOne&Only	2009-11-07	A variation on Curmudgeon's Smooth Moves that adds new features and preserves the original dialog. In Curmudgeon's own words: "(Smooth Moves) is a slight modification to the Ahnassi Romance, a quest found in the unmodded game. In that quest, Ahna...
10020	Sky City	Quests	MMH	68-12579	Rougetet	2008-03-04	A mysterious ethereal flying/floating landmass has appeared above the city of Vos. The landmass is rumored to be sent by Boethiah but for what purpose is unknown to the residents of Vvardenfell. The questing hero (your PC) asks around about this "floating city" and finds out that to enter it requ...
10019	Skull Maze Quest For The Red Skulls v2.0	Quests	MMH	68-4504	Soar182	2009-05-12	Your quest begins at Kraytak's Keep. You can find the keep south of Khuul.
10018	Skull Maze Quest for the Red Skulls	Quests	MMH	68-907	Soar182	2009-04-06	Read me for Skull Maze Quest for the Red Skulls V 1.5 Made By Soar182 This plug in was made using the patched version of Morrowind. Textures By: (In no particular order.) TextureFreak Rugs and tapestries. Barbus To...
10017	Sin's of Our Fathers	Quests	MMH	68-14277	Mr. Cherrie	2011-04-08	==Sin's Of Our Fathers== == By: Mr. Cherrie== This mod adds a quest i made while learning dialogue for Morrowind. To start, go to the Balmora, Hlaalu Council Manor and speak to Sojourner Weavemen. He will go into a long narrative which I tried to make entertaining. Then he will...
10016	Siege at Firemoth ITA	Quests	MMH	68-11527	MPT	2007-09-15	Traduzione Italiana del mod ufficiale "Siege at Firemoth" della Bethesda. Necessita del mod originale scaricabile qui su Planet ElderScrolls
10015	Siege at Firemoth Fort - Interior Version	Quests	MMH	68-13853	quorn, Bethesda Softworks	2010-02-20	"The island fortress of Firemoth was taken by the skeleton army of Gurn years ago. It's time to take it back. Sellus Gravius, Captain of the Seyda Neen Census and Excise Office, hires you to lead a band of adventurers to the Fort." The islands of Firemoth are now interio...
10014	Shimbatha's Quest 2.5	Quests	MMH	68-11398	Dude527	2007-07-25	An Argonian warrior named Shimbatha from the Black Marsh (obviously) sends you on a quest for his axe, that he dropped, the same axe used to set Lysandus to rest (sound familiar)? Find him and his assistant in a house north of Ald-Ruhn. Adds 2 ne...
10013	Sheogorath's Crucible of Chaos	Quests	MMH	68-10827	Neo-Daigo	2006-10-06	This plugin adds an endless survival arena, hosted by Sheogorath, where you may compete for cash and prizes. You will face up to 20 creatures in battle at once, all of them growing in strength and variety as the body count rises. Battle continues until you call an end to the fight, after which yo...
10012	Shadar Logoth at Dragonmount v1.5	Quests	MMH	68-5044	TantorRC	2009-05-12	Shadar Logoth at Dragonmount v1.5 Created by TantorRC. Testing done by Shaggy. Installation: 1. Unzip and add the .esp file to your Morrowind Data Files Folder. 2. ...
10011	Seven Shrines	Quests	MMH	68-5086	Alius	2009-05-12	Makes the seven shrines (Pilgrims Path) be next to the Temple in Balmora. (Original Shrines are in their original place.) Next to the shrines is a barrel containing the gifts for the shrines.
10010	Second Destiny	Quests	MMH	68-378	Chris Bevan	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. ----- ...
10009	Second chance	Quests	MMH	68-12951	Magius	2008-09-25	Second change mod allows you to become vampire another time by completing a very short quest. Mod contains three esp, one for each clan. I recommend that you use same clan esp you used to be part of to avoid bugs and such. Mod should work with vampire embrace, hunger, re...
10008	Scourge of The Lich Father - Acts I & II	Quests	MMH	68-10119	Dan T.	2005-09-15	Beware the Lich's treachery! Only the brave and the quick-witted will survive his evil machinations... These plug-ins make up a gripping adventure that adds new quests, weapons, locations, characters & monsters to the realm of Vvardenfell. Act I is a small ad...
10007	Scourge of the Lich Father	Quests	MMH	68-4989	Dan Taylor	2009-05-12	README INFORMATION Scourge of the Lich Father Act 1. By Dan Taylor Introduction: This plug-in is the first part in a trilogy that adds new weapons, locations & characters to the realm of Vvardenfell. It's a small adventure that sets the sc...
10006	Scamp Lord/ Doppelganger	Quests	MMH	68-14195	Lapain	2011-01-22	Hunt down a madman and try to uncover the dark secrets of shapeshifting. The quests start after you meet a man just outside of Wolverine Hall. He mistakenly thinks that you are there to help him investigate a body that has recently washed ashore just south of the Hall. Why has this body suddenly ...
10005	Scamp Lord-Doppelganger 1.3 - ESP Only	Quests	MMH	68-1034	Lapain	2009-04-06	This mod will allow you to shapechange into my longtime character Lapain, the Scamp Lord. After that you go on a series of quests to unlock the secrets of shapeshifting.

Id	Name	Category	Site	Link	Author	Date	Description
10004	SavantArmorQuest	Quests	MMH	68-4507	Tenaka	2009-05-12	Armor Quest A plug-in for Morrowind by Tenaka 5-10-02 Version 4 Changed Savant armor to Medium - already plenty of heavy armor in the game. Changed some problems with prisoner dialogue in Scourg Barrow which stopped player being told location of important npc.
10003	Savant Armor Quest V3.1	Quests	MMH	68-4400	Tenaka	2009-05-12	Savant Armor Quest A plug-in for Morrowind by Tenaka IMPORTANT - If you are running version 2.2a and are currently using a saved game then unzip all files as normal but only use the upgrade patch 2.2a to 3.1 other wise everything encountered so far will be duplicated. e.g. t...
10002	Savage Kroa'tan	Quests	MMH	68-8366	Lon	2002-08-19	
10001	Ruins of Serpenthold AND Patch v 1.0 & v 1.2	Quests	MMH	68-11703	C.A.Castro, The Undying One	2012-09-20	Long ago, the Empire built a stronghold off the eastern shores of Solstheim and emplaced a garrison there with the intent of establishing a strong presence there. However, all contact with the garrison was lost, as were those who attempted to investigate the disappearances. Does the for...
10000	Roads & Races+	Quests	MMH	68-6574	Icehair	2010-10-18	
9999	RingofRodrom	Quests	MMH	68-4407	Cerpher aka Christopher Forlines	2009-05-12	Product: Ring of Rodrom Quest Author: Cerpher (Christopher Forlines) This mod adds one cave in an undescribed location that contains the Ring of Rodrom. To find the location of the cave entrance you can run around Morrowind until your hair falls out or you can visit Joba...
9998	Ring Of Power	Quests	MMH	68-12582	livevil	2008-03-05	First mod. Quest giver just inside door of Moonmoth Legion Fort. Percious Proviticus, an Imperial Guard sends you to Fallensarano, to retrieve a ring. Return the ring for a key to a maze full of cool equipment and fiends, or keep the ring. Also in the maze a ring that summons 'Atheria...
9997	Ring of Obfuscation	Quests	MMH	68-7220	Princess Stomper	2012-08-05	Adds a "paper chase" quest mod and ring enchanted to 100% chameleon, constant effect. This is one of my earliest mods - a dialogue-free mod made by request for qwert4464 3. Nobody has complained about it in all these years, so I guess it's OK.
9996	RethanExpansion v2.1	Quests	MMH	68-4905	Baratheon79	2009-05-12	The Elder Scrolls III MORROWIND: Rethan Expansion Version 2.1 by Baratheon79<...
9995	Restoring Rain's Hand Hall v1.2	Quests	MMH	68-14396	Chesko	2011-11-16	Restoring Rain's Hand Hall attempts to take Bjorn Larsen's amazing Rain's Hand Hall mod and better integrate it into the game. New story, new history, new NPCs, new dialog, and a Hall in a state of near ruin. * Story Integration>: Rain's Hand Hall is now is now described in ga...
9994	Redbelly's Treasure v3	Quests	MMH	68-11650	Tshultze	2007-11-18	This version fixes all spelling errors and placement errors. This adds a quest to the game that allows the player to go on a Treasure Hunt. Warning: Only mid-High lvl players should attempt this life-threatening quest. you have been warned. <...
9993	Recruit New Telvanni Councilors	Quests	MMH	68-6161	Master Sam	2007-05-14	Throughout the game, it seems a lot of people wanted all the Telvanni Councilors dead. Either it be a struggle for power, jealous mages from a certain guild, Morag Tong assassins or rival houses, all the councilors are asked to be killed at least once. The idea of this mod is to replace t...
9992	Random Missions	Quests	MMH	68-6308	Magius aka Teclis	2009-10-29	----- Random Missions - In Service To Mephala ----- by Magius aka Teclis This mod requires MWSE, both expansions and MCA (6.0 was used to make the mod and no other version will work) alternatively it's possible to use Starfire's NPC addit...
9991	Qwert's Airship v1.1	Quests	MMH	68-110	Qwert, Lingarn	2009-04-06	What is it: *A flying ship that the player must build via quest that starts in seyda neen. *quest for upgrades to the airship once she's built. Version *1.1 Added a small chance that every month the ships engines will break down and a s...
9990	Qwert's Airship Holodeck Addons	Quests	MMH	68-14657	Qwert, Lingarn	2013-04-25	Airship Holo Deck Addon This adds a separate esp that adds a machine down in the engine room giving access to a swimming pool and a library. Airship Holo Deck2 Addon This adds a separate esp that adds a chef who will cook you meals or prepare you a drink ,adds...
9989	Qwert's Airship Addon: Holodeck v1.0	Quests	MMH	68-47	Qwert	2009-04-06	This adds a separate esp that adds a machine down in the engine room giving access to a swimming pool and a library.
9988	Quest for the Grail, Part One	Quests	MMH	68-11021	Athkarni	2007-01-26	A long time ago, the Tribunal created the Almsivi Grail. It was used to channel the forces that sustained the Ghostfence, but it's location was lost. If you can find the book then the quest will begin. Notes: Screenshots 3 through 6 show plans of the tomb, so they may be ...
9987	Quest Fix	Quests	MMH	68-12473	emerald avatar	2008-01-12	This mod allows some basic quests to end by cleaning up journal entries. House Redoran - Archmaster Lady's Ring Museum (Tribunal) Temple - Compassion Umbra Bonus - naked nords in Vvardenfell can be g...
9986	prizedpossession v1.0	Quests	MMH	68-4487	Dale French	2009-05-12	Title: Prized Possession Creator: Dale French artydog@bellsouth.net Type: New Weapon/Magic Item/Quest Description: Adds a quest based on one that already exists. I did not know there was a quest involving a pillow shipment when I started this, but as I added dialogue I disco...
9985	Pozzo's Rise of House Telvanni	Quests	MMH	68-5943	Pozzo	2011-10-13	Rise of House Telvanni (RoHT) [i]Ancestral Gallery of all versions I have - if you have yet another version, please get in touch - bhl[/i] Authors: Pozzo, Karpik777, bhl, et al. Type: Quests, Factions Requirements: Morrowind, Tribunal, Bloodmoon
9984	Plaza Brindisi Quest Fix v1.0	Quests	MMH	68-14804	MSam	2013-06-12	To start the quest and the rebuilding process, talk to anyone in the area about 'Plaza Brindisi Dorom', and they will tell you what they think of its current state. The quest will be broken if Helseth, Fedris Hler or Barenziah are killed. There is an alternative entrance...
9983	Plane of Dread v1.0	Quests	MMH	68-375	Qwert	2009-04-06	A small quest that begins with the character being abducted to a small plane of existence where a gypsy woman is waiting.Designed with all levels in mind and uses the same leveled(tomb)lists as giants(not required to play but recommended for a stronger challenge)
9982	Patch 1.1 for Underground I	Quests	MMH	68-15219	Qarl	2014-05-28	An enormous quest mod largely set in The Elder Scrolls lore. You'll encounter an attractive vampire of the opposite sex with whom you can cultivate a successful romantic relationship with and eventually have them as a full companion. You will venture into foreboding underground dungeons, labyrint...
9981	Palla Quest Lite	Quests	MMH	68-8482	Big Chief	2003-01-11	This plugin adds a series of quests to do after you have beaten the main quest of the game. The plot behind the quests, is based on a pair of books in the game, and I have tried to keep it as close to the original game as possible. It's basically an extension of the...

Id	Name	Category	Site	Link	Author	Date	Description
9980	Orians sidequest pack 1	Quests	MMH	68-12969	Orian	2008-10-13	Adds 5 miscelanious quests (I call quests which don't have anything to do with guilds/main quest miscelanious quests) to morrowind, keeping the original morrowind feeling as much as possible. The quests are made to give the world a more living feel, so don't expect big long adventures. Instead, t...
9979	Of Love and Ignorance	Quests	MMH	68-8495	K. Loerke	2002-10-28	A short investigative quest to find a young woman who ran off after a fight with her mother. They story starts in the village of Hla Oad with rumors from the villagers or meeting the woman who needs help. Makes strong use of dialog and journal entries, which I hope don&#...
9978	Of Justice and Innocence v1.22	Quests	MMH	68-7327	Darkelfguy	2012-08-25	In the small village of Dagon Fel there lives a woman by the name of Rinida Honvier. She claims her poor, sweet innocent brother has been kidnapped by smugglers. This unfortunate outcome is a result of an unlikely series of events and her poor brother's own naivety. Now Rinida fears for her...
9977	Of Justice and Innocence	Quests	MMH	68-14047	Darkelfguy	2010-08-19	In the small village of Dagon Fel there lives a woman by the name of Rinida Honvier. She claims her poor, sweet innocent brother has been kidnapped by smugglers. This unfortunate outcome is a result of an unlikely series of events and her poor brother's own naivety. Now Rinida fears for her bro...
9976	Note to Hrisskar	Quests	MMH	68-11212	Danjb	2007-04-28	This mod adds a quest surrounding the famous "Note to Hrisskar", which, until now, did nothing. Bethesda apparently made a quest like this but deleted it because it made it too easy for new players to make money. This should be fairly ideal for new players, however. It is...
9975	Nimawia Tel Mora boats	Quests	MMH	68-13463	Mohawkachu	2009-06-08	This is my first mod it adds another set of boats that can ferry you between Nimawia and Tel Mora so you don't have to spend so much time getting to Jolda's to sell your pearl harvest I take no credit for this all credit goes to Psycholex and the authors Psycholex accredited. Requires the origina...
9974	Nimawia Pearl Farm	Quests	MMH	68-13459	Psycholex	2009-06-07	* MORROWIND MOD : Nimawia Pearl Farm : version 1.3 by Psycholex, the Architect ***...
9973	Nightveil	Quests	MMH	68-13802	Chris M.	2010-01-02	"Long ago, on an island in the far north was a castle known as Nightveil Castle. Home to an order of paladins, these people protected Morrowind from evil... until evil struck them. Attacked by an unknown force leading a horrendous wave of skeletal soldiers, the entire island was stripped of...
9972	New Artifacts 1.1 (New)	Quests	MMH	68-15607	obiwanbenlarrykenobi	2018-04-02	An update for the old 1.0 file. It fixes some bugs, and adds a new weapon, an enchanted Ebony War Axe called "Midnight Axe". You can find it in Fargoth's house in Seyda Neen.
9971	New Artifacts 1.0 (Old)	Quests	MMH	68-15606	obiwanbenlarrykenobi	2018-03-28	Adds a 'quest' to the game. The quest begins in Seyda Neen, where you will find a dirty old book. The book will direct you to Arrille's Tradehouse, where on the top floor, you will find a book that will tell you where the location of the first artifact is, and where the next book is. You sho...
9970	Nevena's Twin Lamps & Slave Hunters v1.5	Quests	MMH	68-3023	Nevena	2009-04-29	This plugin includes: A complete fleshing-out of the Twin Lamps faction, building on the few existing quests that shipped with Morrowind and leading up to Abolition in Vvardenfell. Also, introduces the Slave Hunters faction. As a general overview, it includes: two new classes, one new faction, 3 ...
9969	Nevena's Twin Lamps & Slave Hunters v1.5	Quests	MMH	68-4457	Nevena	2009-05-12	This plugin includes: A complete fleshing-out of the Twin Lamps faction, building on the few existing quests that shipped with Morrowind and leading up to Abolition in Vvardenfell. Also, introduces the Slave Hunters faction. As a general overview, it includes: two new classes, one new faction, 3 ...
9968	Nehfaern Sanctuary	Quests	MMH	68-5871	Aaron Dickey aka Vaaish	2011-10-08	Nehfaern Sanctuary The Dwemer are gone, but the stories of a shipwrecked Dwemer lord still float around the town of Gnisis. Finding the tomb of this lord is just the beginning to a much larger plot. Of course the townspeople will only talk about the shipwreck if they have a ...
9967	Necromancer Quest	Quests	MMH	68-9720	Eriadan	2005-03-18	Do a quest with at least four ways to complete it, and receive the ability to animate skeletons as a bonus (if you do it the right way).
9966	Mythic Creatures (Guild of Hunters) v2.1	Quests	MMH	68-14766	Runspect, Ashiraniir	2013-05-30	Allows you to join the Hunter's Guild found in the southern Grazelands Region. To be more elaborate, it adds: - 20 new incredible creatures to hunt. Their names remain as the originals (Spanish), while the rest of the text is translated. - 2 large side quests. - 3 NPCs ...
9965	Myth and Murder	Quests	MMH	68-8214	Dale French	2002-08-15	A simple theft investigation turns out to be something much more sinister. In Sadrith-Mora, look for the home of Oath Nelkar, a monk, a researcher, and an aspiring author - and that's what gets him into trouble. He needs your help; get ready to play detective. See readme for info....
9964	Mysterious Stone Quest	Quests	MMH	68-12518	DracoNyon	2008-02-08	A Necromancer appears in Pelagiad by the name of Rinoro M'Karesh and it is up to you to find the items he is looking for....There are rewards! My very first Mod!! Very short and simple but I still hope you enjoy it. Hopefully I'll get to adding more content to the quest later on.
9963	My First Job	Quests	MMH	68-12671	CoreyCreation	2008-04-18	This is a very simple mod that adds an NPC to Seyda Neen named Ados Abass. Talk to Ados and he'll offer you a little job recovering Seyda Neen's local resources. This is a great mod for your new characters when they need a few more drakes to buy that steel cuirass they have their eye on. Ados Ab...
9962	MV_VICTIMROMANCE_QUEST_FIX	Quests	MMH	68-12863	Bolgo The Madd	2008-08-11	
9961	MV_SLAVEMULE_QUEST_FIX	Quests	MMH	68-12862	Bolgo The Madd	2008-08-11	
9960	Muffinwind: Enhanced Edition v2.0	Quests	MMH	68-11990	CowGuru	2012-11-16	The director's cut 2.0 redux enhanced edition version of Muffinwind is more or less a total overhaul of the original. In general, I've gone over and cleaned up some scripts, fixed a lot of minor (and a few not-so-minor) bugs, rewritten most of the dialogue, remade and redecoreated many of the cell...
9959	Muffinwind: Enhanced Edition	Quests	MMH	68-14427	CowGuru	2012-02-01	Main file now updated with fixed splash screen The director's cut 2.0 redux enhanced edition version of Muffinwind is more or less a total overhaul of the original. In general, I've gone over and cleaned up some scripts, fixed a lot of minor (and a few not-so-minor) bugs,...
9958	Muffinwind v1.0	Quests	MMH	68-11991	CowGuru	2012-11-16	Go to Khuul and head for Mharia's Muffins (a cafe). You should be a fairly high level to play this, but since Morrowind's level system kind of gives up the ghost and hits the bottle after thirty it doesn't really matter..... I'd say 40 minimum. The mod assumes your character has completed all thr...

Id	Name	Category	Site	Link	Author	Date	Description
9957	Mortis Noctae	Quests	MMH	68-10285	Hoss	2005-12-16	This plugin adds a new set blades to Morrowind through a quest. This is my first attempt at questing so I hope it is ok. "Mortis Noctae Sword and Dagger"(Once used by MORTIS th...
9956	Morrowind Inhabitants: Freeform!	Quests	MMH	68-14972	Scruggs	2013-09-05	Morrowind Inhabitants adds 6 new quest types, including one new faction, to the game. These quests are randomly-generated and infinitely-respawning. Below is some general information that applies to all random quests, with the exception of the Arena faction which is described in full in the ...
9955	More "Champion of Clutter" Quests	Quests	MMH	68-9254	detritus2004	2004-02-23	This mod adds to the "Champion of Clutter" quests of Tribunal. Now Detritus Caria at the Craftsmen's Hall, Godsreach asks for more miscellaneous items to put on his shelves. The new quests are set in between the original quests made by Bethesda. ...
9954	Morag Tong - Methas Hlaalu	Quests	MMH	68-6327	Sladle	2009-11-16	Anyone who's an enthusiastic assassin, or an explorer, should know that in the Balmora Morag Tong Guildhall, behind two locked doors, there is the body of a man named Methas Hlaalu. Apparently he was part of a quest that never made it to the final version of the game, but Bethesda didn't bother r...
9953	Moon's Spawn v1.3.3	Quests	MMH	68-4501	Caladan Brood	2009-05-12	Moon's Spawn Plugin for Elder Scrolls Morrowind, by Caladan Brood CREATOR: Caladan Brood E-MAIL: Caladan_Brood@hotmail.com WEBSITE: http://communities.msn.com/CaladanBrood/moonsspawnbeta.msnw **** STORYLINE **...
9952	Moon's Spawn v1.3.3	Quests	MMH	68-12107	Caladan Brood	2012-12-28	Long ago, the Dwemer created floating fortresses to oppose Dremora Warlords. A great battle was fought, over a remote part of land far off the coast of Vvardenfell. The Dwemer emerged victorious, but at great cost. Only one Dwemer fortress, heavily damaged but partially repaired, survived the enc...
9951	MME	Quests	MMH	68-4356	Unknown	2009-05-12	----- ~ ~Miniature~ ~Morrowind~ ~Expanded~ ~ v.001 Readme ----- This mod adds one quest and 2 new NPCs to Seyda Neen. It does nothing else, however this is a quest like one you've ne...
9950	MG_SHARN_NECRO QUEST FIX	Quests	MMH	68-12864	Bolgo The Madd	2008-08-11	This develops the Sharn Necromancer quest to be a fuller experience for the player, while maintaining the original scope of the quest. Sharn's character is better developed by this mod, and the beginning of the quest was moved to a more logical, and easily accessib...
9949	Menace Of The Deep v1.3	Quests	MMH	68-13673	bryman1970	2009-09-16	This mod places a shack southwest of Seyda Neen owned by a man named Ardimus. He's having a problem with a big fish invading his fishing grounds, and needs someone to get rid of it for him. This is a very simple mod designed for low-level characters looking for some extra gold. I've tested this a...
9948	ME_TTWM (The Trouble with Millie)	Quests	MMH	68-15589	MentalElf	2017-10-02	===== The Trouble With Millie V2.05 11/30/2004 Tribunal & Bloodmoon required. by MentalElf (Barney Blankenship) email: blankensb01@hawaii.rr.com Thanks to Cenobyte, for testing! =====
9947	Maurrie's True Love v1.1	Quests	MMH	68-14819	Solescape	2013-06-12	I always wondered why Nelos would rob Maurrie (the Breton woman on the road between Pelagiad and Balmora), yet leave her standing there wearing such extravagant clothing. Surely a true thief would take everything, and not just Maurrie's jewels? Well this mod gives y...
9946	masterindex	Quests	MMH	68-4387	Ken Rolston	2009-05-12	The Elder Scrolls III MORROWIND: Master Index Plugin *****
9945	Master Index ITA	Quests	MMH	68-11528	MPT	2007-09-15	Traduzione Italiana del mod ufficiale "Master Index" della Bethesda. Richiede il mod originale, scaricabile qui su Planet Elderscrolls
9944	Mar Lao	Quests	MMH	68-7482	moriarty	2002-06-07	This mod creates a series of quests that begin when you ask a service enchanter for a "little advice". The quests are geared towards more powerful characters and get progressively harder. You shouldn't even start if you can't handle a Dremora Lord and the final f...
9943	Map of Khan v1.1	Quests	MMH	68-11433	Jenna Khan	2007-08-09	A trader named Khan found a piece of a map and will sell it, along with a few other survival items. Follow the clues to a lost treasure. Changelog: Cleaned with TESTool, and TESFiles need patch to fix meshes location, remove Tribunal dependency
9942	Main Quest Enhancers	Quests	MMH	68-6828	Trainwiz	2011-12-27	Ever thought that the main quest lacked a certain atmospheric quality? Didn't like that despite the ravings of the Sixth House getting stronger, you really didn't see them DO anything? Well MQE is my attempt to change that. It adds several plugins that will, as the main quest progresses, begin to...
9941	Magical Missions	Quests	MMH	68-14313	Von Djangos	2011-06-05	Members of the Mages Guild can now deliver a coded message, solve a murder, investigate a heist, barter with the Telvanni and retrieve a tome of dark power for the Master Wizard of Caldera! This mod adds five new duties for members of the Mages Guild to Master Wizard Folm...
9940	Lunar Mod-Unfinished	Quests	MMH	68-11162	Hitman84	2007-04-01	The mod had been conceptualized well over 3 years ago. It is based on Lunar: The Silver Star Story(Complete) and is VERY far from finished and will probably never be finished. Starting of the quest, dragon caves, the dragonmaster armor, NPCS and tons of other files are i...
9939	Lucky Lockup Additions	Quests	MMH	68-12549	Midgetalien	2008-02-22	From the Readme: This mod is ment to make the lucky lockup more interactive and part of the game. I felt that the lucky lockup was a place that many people looked over, mainly because its just a pub with nothing special, and a little bit small. []...
9938	Lothavor's Legacy	Quests	MMH	68-9984	Erstam	2005-07-04	Solve the mystery of a secluded island and its inhabitants. Near the docks at Sadrith Mora you find an old Nord sailor, Torlof Sigurdsson. He tells you about his brother who had acquired an old map of an unknown island one year ago, sailed there hoping to find some undiscovered treas...
9937	Lothavor's Legacy	Quests	MMH	68-6964	Erstam	2012-07-14	----- LOTHAVOR'S LEGACY &#...
9936	Lost Artifacts of Tamriel: MWSE Add-on	Quests	MMH	68-11579	Fliggerty	2007-10-04	The Lost Artifacts of Tamriel brought us many great and powerful items that were not to be found in Vvardenfell. This add-on aims to continue that objective by introducing some items that are either impossible, or rather impractical without the use of MWSE. A search for Namira's...
9935	Lord Seyda's Quest	Quests	MMH	68-14942	Bone_Jones_00	2013-08-28	An extremely challenging quest for generous rewards. You'll come across the quest activator in your Nerevarine travels or you can skip that and purchase the quest activator (a book) from Jobasha. Be prepared for enemies stronger then Dagoth Ur. Enjoy!!!

Id	Name	Category	Site	Link	Author	Date	Description
9934	Lopan's Vampires	Quests	MMH	68-8686	Lopan	2003-02-28	Makes playing a vampire more realistic. Much more NPC friendly, you will not be yelled at and attacked around every corner (as it should be easy to hide your true nature from most NPC's). Tweaks vampire attributes and skills. Adds a quest in the Seyda Ne...
9933	Light Daedric Armor Quest v1.1	Quests	MMH	68-14641	Dob1026	2013-04-20	Adds a very straightforward quest to the game. Simply talk to Cyrus in the morag tong hall in vivec and, provided you are at least a blind thrall, you should be able to figure the rest out. Your reward will be a set of light Daedric armor
9932	Lichcraft2 Patch	Quests	MMH	68-6089	Claviticus	2012-03-19	Patch Beta 2: Here is the next version, I finished cleaning all the scripts with my tool, and MWEdit. (They still need some manual formatting, but they should be free from syntax errors now. I also removed the reference to Book Rotate). _____ Patch Beta: <...
9931	LichCraft2	Quests	MMH	68-5678	venombyte	2011-08-22	Stay up to date on LichCraft and other mods by VenomByte! http://lichcraft.silgrad.com Contents: 1. Installation 2. Playing the Plug-in 3. Release History/Mod info 4. Known bugs 5. Credits 6. Contact 7. FAQ/Other notes NOTE: I will be putting an online FAQ for LichCraft on my website (see a...
9930	LichCraft	Quests	MMH	68-4685	VenomByte	2009-05-12	The Elder Scrolls III MORROWIND: LichCraft Plug-in V 1.0 by VenomByte (Original work on liches by Charles J. Devito and LDones) **...
9929	Lichcraft	Quests	MMH	68-5677	VenomByte	2011-08-22	Requires : Tribunal and Bloodmoon The Elder Scrolls III MORROWIND: LichCraft Plug-in V 2.03 (Final?) by VenomByte Stay up to date on LichCraft and other ...
9928	Legends of Ydumea v2	Quests	MMH	68-624	Banana	2009-04-06	The Elder Scrolls III MORROWIND, (require Tribunal) Mod: `Legends of Ydumea` version 2 final [...]
9927	Legends of Ydumea v1.1	Quests	MMH	68-1199	Banana	2009-04-06	** The Elder Scrolls III MORROWIND, (require Tribunal) Plugin: `Legends of Ydumea` version 1.10 ****...
9926	Legends of Ydumea	Quests	MMH	68-1048	Banana	2009-04-06	** The Elder Scrolls III MORROWIND, (require Tribunal) Plugin: `Legends of Ydumea` version 1.0...
9925	Legend of Ondil's Keep	Quests	MMH	68-13372	tenth8sphere	2009-04-12	Rumors have been spreading to the far corners of the land of an ancient legend. Local adventurer's may be able to turn a small profit if they choose to investigate. But will it prove too much? Is it better to turn back? Search out the ancient legend of Ondil the sorcerer,....
9924	Legend of Akheed	Quests	MMH	68-6518	Tyri	2010-08-02	From the Readme: This mod adds a little quest and a medium sized 3-room oblivion-esque dungeon. It also has some fair loot and a nice final reward. The quest is designed for lower levels. It could be too hard for a straight up starter character, but most...
9923	Leaves of Lorien	Quests	MMH	68-10492	Westly	2006-03-15	This mod adds a sleepy little island (Isle of Elenna) off the coast, directly south of Ebonheart docks. A bridge connects the mainland to the island. Pay heed to the Welcome pylons, for they hold the dreams of the Elves. The Island has been abandoned. The traces of a race of elv...
9922	Leaves of Lorien	Quests	MMH	68-15641	Westly	2018-07-24	This mod adds a sleepy little island (Isle of Elenna) off the coast, directly south of Ebonheart docks. A bridge connects the mainland to the island. Pay heed to the Welcome pylons, for they hold the dreams of the Elves. The Island has been abandoned. The traces of a race of elves remain scattere...
9921	Kwerner Complex (v1.01)	Quests	MMH	68-1177	Stabbey The Clown	2009-04-06	The Elder Scrolls III MORROWIND: Kwerner Complex Plugin - Version 1.01 - Index: 1. Installation 2. Playing ...
9920	Korobal Island v1.2	Quests	MMH	68-15640	Korobal Mod Team	2018-07-20	Korobal Island is a forgotten island NE of Sadrith Mora, home to the abandoned Indoril military base Gah'Ruhn. The island is inaccessible except for one narrow inlet, which can only be negotiated with the help of a secret navigation chart which has been lost. The Imperial forces needs ...
9919	Korobal Island v1.1	Quests	MMH	68-1653	Korobal Mod Team	2009-04-06	The Elder Scrolls III MORROWIND: Tribunal Required Korobal Island V 1.1 released April 8, 2004 created by the Korobal Mod Team ed_conn@hotmail.com *...
9918	K Khutulus Skin v1.0	Quests	MMH	68-4489	J.Knez aka Schwaa	2009-05-12	Schwaa's Custom Objects - Installation http://schwaa.0catch.com/schwaa11@hotmail.com --- File Name/Version: Khutulus_Skin_v1.0.zip Morrowind and Tribunal are required. --- All objects for use ...
9917	Jiamano's Quests No.1	Quests	MMH	68-14268	AbruptInsanity	2011-04-03	This is the first quest in a series of quests. This is a really easy quest to do and very self explanatory. Jiamano is found in Seyda-Neen.
9916	Irgola's Replacement	Quests	MMH	68-11006	Dateranoth, Devinouis	2007-01-20	The Caldera Imperial Guards have finally caught up with Irgola's underhanded ways, and now they need your help to handle the situation. Just travel to Caldera and check the latest rumors. Changelog:1.1, 2008/10/01 - Retextured Argonian Scale...
9915	Inseparable Siblings v1.01	Quests	MMH	68-15125	Reptile	2014-01-04	The argonian Unbroken-Claw has recently moved to Gnisis after finding freedom, but he still has a lament. Listen to his story and perhaps you can help him out. Version History: *Version 1.0 Initial release *Version 1.1 Fixed several dialogue typos, reputation and slaves freed...
9914	Inseparable Siblings v1.0	Quests	MMH	68-10341	Reptile	2006-01-11	This mod adds several NPCs, unique dialogue and a side quest to the Morrowind game world. An Argonian named Unbroken-Claw has recently moved to Gnisis after finding freedom, but he still has a lament. Listen to his story and perhaps you can help him out. Full details in ...
9913	Import Business; the Merchant of Vvardenfell	Quests	MMH	68-13529	Psycholex	2009-07-10	
9912	Immersive Spoilers	Quests	MMH	68-10814	Wildman	2006-09-26	Getting tired of finding the same leveled loot everywhere, but don't want to read a walkthrough or item location list? Then this might be for you. This mod will add a new topic with vague but exact loacations of special items throughout the game.

Id	Name	Category	Site	Link	Author	Date	Description
9911	Illuminated Order v1.0c	Quests	MMH	68-6954	Charles J. DeVito	2012-07-13	Adventure into unknown depths, and plunge into the greatest mysteries of Vvardenfell with the Illuminated Order v1.0! A completely new faction with over 20 quests that will take you across Tamriel and beyond, including new and never before seen mod features and character opportunities!
9910	Illuminated Order & Indy Bank Mod Compability Fix	Quests	MMH	68-1203	Charles J DeVito, LDones	2009-04-06	This mod requires: The Illuminated Order 1.0c (located at http://www.hiredgoons.net/MWFiles/IlluminatedOrder/) This mod wholeheartedly suggests: Indy Bank Mod 2.4 (located at http://www.angelfire.com/rpg2/mad_weather/indybank.htm or version 2.3 at http://www.euro-morrowind...
9909	Icatos, Village Under Ice v1.0	Quests	MMH	68-4510	Ivza	2009-05-12	Icatos, Village Under Ice A plugin for The Elder Scrolls III: Morrowind Requires the expansion pack "Tribunal" I...
9908	Hunting Mod	Quests	MMH	68-10720	Jdooby	2006-08-08	This mod adds a new island to the east of Sadrith Mora with a beautiful landscape and a wide variety of creatures for you to hunt. Some are docile and others aren't. Includes original creatures from Morrowind and also some of the new ones introduced in the various creature mods out there. A...
9907	Hunter Modification v1.3	Quests	MMH	68-14801	Martin Bohnet aka Garak	2013-06-11	The Hunter Modification was my first plugin for Morrowind, which I mainly used to experiment with the scripting language and the possibilities of the engine. I also focused on seamless integration into the elder scrolls mythology. What's the plugin about? Several new rumor...
9906	Hunter Modification v1.01	Quests	MMH	68-7304	Martin Bohnet aka Garak	2012-08-24	Several new rumors spreading over parts of Vvardenfell will lead to adventures that will teach the player to use more parts of some game creatures to create new magic potions (9 new and 1 old ingredients in total) The quests vary in difficulty. You will find out about secret rituals ...
9905	Hunter Modification v1.01	Quests	MMH	68-4505	Garak a.k.a. Martin Bohnet	2009-05-12	The Elder Scrolls III MORROWIND: Hunter Modification By Martin Bohnet a.k.a Garak at Morrowindforum.de Contact: martin@jo-city.de ****...
9904	House of secrets	Quests	MMH	68-10489	Bethesda Rocks	2006-03-14	This mod takes place in caldera. Salman Relas, a local, has gone missing and you can help find him! To start the Quest talk to some NPCs in caldera. This mod adds a house (Salman Relas's) which also has some hidden treasure. Hope you enjoy!
9903	House of Clues 2: Return of the Clues	Quests	MMH	68-10473	Povuholo	2006-03-07	Thanks for looking at my 2nd mod, which is the second part of the House of Clues. I hope you will play this mod to kill time for the *looks at calendar* now 4 days that we are away from Oblivion. This mod requires the original mod, although you do not have to play the o...
9902	House of Clues	Quests	MMH	68-10472	Povuholo	2006-03-07	In a house south of Seyda Neen you will find a clue. That clue points out where the next clue is. There is a reward at the end. There is no level requirement, ANYONE can do this. The rewards are not too good, the clues aren't too hard. For full info read the readme. Changelog:...
9901	Horror Mod	Quests	MMH	68-5911	MentalElf	2011-10-10	===== Horror Mod.txt MentalElf (Barney Blankenship) email: blankensb001@hawaii.rr.com ===== Horror Mod V3.01 (a compilation of many, many, modder...
9900	Hlaalu Business	Quests	MMH	68-6774	4LOM	2011-07-29	Hlaalu Business adds six more quests to the game, three to Dram Bero and three to Nevena Ules, who are both members of the House Hlaalu Council. The player must hold Kinsman rank or higher in House Hlaalu to do business with these people. The quests don't give any Faction...
9899	Heart of Ice v1.0	Quests	MMH	68-4416	Davion the Mad	2009-05-12	A chance purchase in the Bazaar of Mournhold turns up a flask of dubious origins. In planes far removed from Nirn, the bitter cold of an eternal winter hides from all knowing, an ancient curse, kept strong by the Heart of Ice Adds a unique quest for high level characters, allowing the player...
9898	Havish Mage Balance MiniPatch	Quests	MMH	68-14172	emptyman	2010-12-05	ABOUT THIS MOD: A small patch for the mod Havish, by emptyman/emptythe. This mod fixes an issue with a late Fighter's Guild quest which was exceedingly difficult to complete with a pure mage under normal circumstances. This mod just removes "Immune to Fire" (while leaving...
9897	Haunted Bridge v1.0	Quests	MMH	68-7303	DarkDragon	2012-08-24	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, undead, Riekings, and an unspeakable terror. The d...
9896	Harvesters v1.1	Quests	MMH	68-14773	GhostWhoWalks	2013-06-03	The much anticipated continuation of the Seekers of Knowledge storyline (from the Abandoned Flat mod), this expansion introduces: four unique NPCs a new variety of creature new items new armour hundreds of lines of dialogue indepth story and quests I...
9895	Haldenshore v1.1a	Quests	MMH	68-15128	JOG	2014-01-05	A new village southeast of Seyda Neen, featuring a new Thieves Guild base, with Guild Jobs in random sequence, Black Jack gambling, and much more. Features: - A new village southeast of Seyda Neen. - A new thieves guild base you help to establish. - 4 small In-Town Ques...
9894	Guild Guide Quest	Quests	MMH	68-8718	Beolach	2003-04-18	This plugin adds a quest that, when complete, awards the player with the ability to cast a Guild Guide spell, to teleport to any of the 5 Mages Guilds. Before granting this ability, the Guild Guides send the player on 5 quests (one for each Guild Guide, although the player can...
9893	Guar Rescue v2.0	Quests	MMH	68-14718	Noggin, Fuchal, Archeopterix	2013-05-11	This is basically two mods put into one, Fuchal's Amulet of Happy Animals and Noggin's Guar Hunt, better known as Guar Rescue. Anyway, Fuchal wasn't happy with the way you received his amulet, and someone had the idea (I believe it was Archie) to combine the two mods into one and have the amulet ...
9892	Guar Rescue	Quests	MMH	68-15085	Noggin, Fuchal, Archie	2013-12-05	This is basically two mods put into one, Fuchal's Amulet of Happy Animals and Noggin's Guar Hunt, better known as Guar Rescue. Anyway, Fuchal wasn't happy with the way you received his amulet, and someone had the idea (I believe it was Archie) to combine the two mods into one and h...
9891	GS_Tamriel Part 1: Black Marsh v1.3	Quests	MMH	68-10295	Gianluca	2005-12-18	South East of Seyda Neen you could find a boat that will take you to the Black Marsh region, in the bandit cove of Last Sand or in the imperial town of Stormhold. In every of these places you will find a home, but it's not free! With a little bloodbath you could become the Bos...

Id	Name	Category	Site	Link	Author	Date	Description
9890	Great Tribe of the Bear	Quests	MMH	68-14408	Slaanesh the Corruptor	2011-12-15	So, after a long wait, here it is. Not entirely bug-free, but here nonetheless. =====Table of Contents ===== 1. Summary 2. Installation 3. playing the Plugin 4. Credits...
9889	Great Shoals v1.11	Quests	MMH	68-14004	Aaron Falis	2013-04-07	New in v1.11: Fixed a script name reference bug that caused errors. While passing through Ebonheart you meet a shipmaster named Drathil Hervuz who mentions that Frald the White at the Hawkmoth Legion Garrison is has a job for an adventurer. You figure it might be worth checking out so you go to t...
9888	Galur Rithari: The Rest of the Story (TRotS)	Quests	MMH	68-5940	Curmudgeon, LostInSpace	2011-10-11	**** The Elder Scrolls III MORROWIND - Tribunal - Bloodmoon REQUIRED Galur Rithari: The Rest of the Story (TRotS) Version 3 - by Curmudgeon and LostInSpace - PM on the Elder Scrolls Forums ...
9887	Galur Rithari TRotS v2	Quests	MMH	68-775	Curmudgeon	2009-04-06	The Elder Scrolls III MORROWIND - Tribunal - Bloodmoon Galur Rithari: The Rest of the Story (TRotS) Version 2 - by Curmudgeon (can be sent a PM o...
9886	Galur Rithari TRotS	Quests	MMH	68-1183	Curmudgeon	2009-04-06	The Elder Scrolls III MORROWIND - Tribunal - Bloodmoon Galur Rithari: The Rest of the Story (TRotS) - by Curmudgeon (can be sent a PM on the ES Forums) - 6 August 2004 - *****...
9885	Gadave's Cousin	Quests	MMH	68-12470	Razzinnator	2008-01-09	This is my second quest mod, and is a bit more complex than the first one I made, but this time there are no fights. This is more of a small exploration mod, suitable for low-levels (decent rewards). No new textures/meshes, just put the .esp in your Data Files folde...
9884	ForgottenQuests	Quests	MMH	68-7775	Cid88	2003-09-01	Two books, with few copies, have been found in a library of a mysterious city. A man from this city will offer transport. But beware! Rumors have it an assassin is after you, sent by a man found only using the forgotten quests books. And that's not it! In several pla...
9883	Five Keys of Azura v3.0	Quests	MMH	68-11255	Dave Foster	2007-05-22	This mod is aimed at high level characters, typically those that have completed both Morrowind and Tribunal with levels above 30. *revised* This mod is a complex and difficult mod to beat if your character is too low a level. Level 30 is the bare minimum, but I would probably suggest players of l...
9882	Firralmo's Family Heirloom	Quests	MMH	68-12452	Razzinnator	2007-12-28	First of all, don't be too rough on me, it's my first mod :). This small mod adds a quest that can be taken from Firralmo, a High Elf living in Sadriith Mora. The quest can be started by finding Firralmo and talking to him directly, or by asking around Sadriith Mora for "latest rumors". T...
9881	Feyiin's Troubles	Quests	MMH	68-13487	Danae	2009-06-17	This introduces Feyiin to the region around Seyda Neen. He needs help and will reward you for your efforts. Feyyin has a small cave somewhere between Seyda Neen and Pelagiad and you are welcome to use it. The cave has 2 rooms: one with basic NOM facilities and storage, the other with ...
9880	Faust the Wanderer	Quests	MMH	68-239	Akira Tatsukeshi	2009-04-06	Appears to be a quest/companion mod. Missing all meshes and textures needed for the mod.
9879	Fargoth's Hiding Place Improvements	Quests	MMH	68-3650	APY	2010-10-20	This mod makes a few improvements to the quest 'Fargoth's Hiding Place' in Seyda Neen, where you have to recover money for a guy called Hriisskar Flat-Foot you met in Arrille's Tradehouse. You will now have the option to lie to him, to be able to keep the money...
9878	EpiQuest!	Quests	MMH	68-10546	Simperin' Fool	2006-04-16	This is a simple quest that begins right after you leave the Census and Excise Office in Seyda Neen. The action starts with a trail of vague and boring clues. These clues will (possibly) lead you to an ancient dungeon where you must solve uninspired locked-door puzzles, t...
9877	Eomethia	Quests	MMH	68-10734	Battlemaster Chris	2006-08-10	This mod adds the continent of Eomethia to the game. You will not be able to find it on the ingame map. Ive tried. it is still a beta and feel free to update it yourselves as long as you give me credit because I will not update it myself. Otherwise have fun! Submitted by...
9876	Eldafire - Addamasartus Cave Quest	Quests	MMH	68-978	RWH	2009-04-06	***** Eldafire - Addamasartus Cave Quest v1.0 by RWH ***** Files required: Morrowind, Tribunal, Bloodmoon Changes to Morrowi...
9875	Edge of Danger Inn	Quests	MMH	68-6654	Mad_Fury	2011-01-12	This mod adds some new quests into the game. It also finds use for some unused items in the game in which are unavailbe otherwise through TES CS . Plus there is an item that I created in which can cause any Scrap metal you pick up to turn into "Refined Gold" as long as it's in your inventory. [...]
9874	EB_ACTOR_QUEST_FIX	Quests	MMH	68-12861	Bolgo The Madd	2008-08-11	
9873	Easter Egg Hunt v2.0	Quests	MMH	68-4355	Phaedra	2009-05-12	The Elder Scrolls III MORROWIND: EasterEggHunt V2.0 by Phaedra **Tribuanl Required** Index: 1. Insta...
9872	Dwemer Ceremonial Scourge	Quests	MMH	68-1054	DlocPuWons	2009-04-06	The Elder Scrolls III MORROWIND: Dwemer Ceremonial Scourge Version 1 Index: 1. Installation/ Included Files
9871	Dread Knights v1.4	Quests	MMH	68-4498	NarkyBark aka Damon Psarris	2009-05-12	A new evil Orc faction has rolled into town, and the Imperial legion isn't happy. Choose which side to team with and help to hunt down the other. Includes many, many new quests, two new suits of armor (medium & heavy) new items, alligences, and a lot of combat Fairly difficult mod, est...
9870	Dread Knights v1.3	Quests	MMH	68-4471	NarkyBark aka Damon Psarris	2009-05-12	A new evil Orc faction has rolled into town, and the Imperial legion isn't happy. Choose which side to team with and help to hunt down the other. Includes many, many new quests, two new suits of armor (medium & heavy) new items, alligences, and a lot of combat Fairly difficult mod, est...
9869	Doom Door	Quests	MMH	68-10722	Oldie	2006-08-08	What is the secret behind the mysterious Doom Door and who is the equally mysterious Telvanni Mage so intimately connected with it? Meant for Level 20, or higher, characters, this mod will take you on an adventure to a new Drow City on Vvardenfell and through dungeons, m...
9868	Doom Door	Quests	MMH	68-72	Oldie	2009-04-06	{Note: An epic quest mod introducing the Drow into Morrowind lore. This mod merges five other classics the titles of which can be found below.} What is the secret behind the mysterious Doom Door and who is the equally mysterious Telvanni Mage so intimately connected w...
9867	Devil's Rock for Vivec's Soul	Quests	MMH	68-11923	Illtempered	2012-11-14	When I first completed the main quest, I was dissapointed to say the least with my reward. A night eye ring? I was already A very powerful, level 60, wizard by that time, so it was more of an insult than a reward. I was also a little dissapointed with the lack of different...

Id	Name	Category	Site	Link	Author	Date	Description
9866	Deus Ex Machina, Beta	Quests	MMH	68-6189	Trainwiz	2008-07-30	Finished the main quest? Always thought the game was a bit too easy? Always wanted something with a bit more steam? Well then, welcome to Deus Ex Machina, a steampunkyish mod, full of robots, trains, and insane stuff. What started as a small mod by me grew i...
9865	Deus Ex Machina Patch 3.6	Quests	MMH	68-15542	Trainwiz	2017-07-30	No readme. Just the title.
9864	Deserter Legionaries	Quests	MMH	68-15165	Somesz	2014-01-13	This mod adds a Blades Outpost near Gnisis, left - hand from the Fort out of the city. There are some deserter legionaries in VVardenfel, and the Imperial Legion Committee ask the Blades for help to investigate this happening. New buildings, retextured armor (Blades armor) NPCs with...
9863	Denmore Manor	Quests	MMH	68-10687	Vagor	2006-07-24	After you complete the "Maiden's Token" quest for the Imperial Legion, this quest will become available. Ilmeni Dren's father is going to force her to marry a Telvanni unless she marries someone soon. You are sent on several small quests to prove you love her and co...
9862	Death's Visit	Quests	MMH	68-14283	OceanHerb	2011-04-19	This MOD adds a non-journal quest. It is highly recommended that your character is powerful/stocked up on strong healing potions. Death is a difficult character to kill but you can be aided by the note that is on the wall of the Zurdas Family Home. To learn of the whereab...
9861	Dead Wizards Stash	Quests	MMH	68-5308	AG_Industries	2009-05-12	Hello! :) This is my first mod so the manual isnt that good! Find the man in seyda neen! Andy Khan AG_Industries & Legolas3681 in runescape!
9860	Daywalker Curse	Quests	MMH	68-7374	Peter Code	2002-06-06	A mod for Morrowind that will provide an alternate Vampire experience (adds a 4th type of Vampire) Explore the Curse of the Daywalker for yourself - quest starts in Balmora at the Bookseller's shop...have a look around The Daywalker Vampire class has ne...
9859	Darkwater Shack	Quests	MMH	68-12623	Hushed	2008-03-26	Darkwater Shack is a quest set in Seyda Neen with the end result being the Darkwater Shack, a place for newer players to stay in Seyda Neen. It involves murder, skooma, and a bit of lore. Changelog:1.0 - Released Darkwater Shack Mod.
9858	Darknut's Greater Dwemer Ruins Volume 1	Quests	MMH	68-11646	Darknut	2007-11-15	This mod affects Dwemer ruins "Odrosal", "Vemynal" & "Dagoth Ur" in Main Quest timeline, and it is my attempt to make the quest to find Kagrenac's Tools and destroy Dagoth Ur a much more involved task. You can expect to find much larger ruins to explore as well as traps, puzzles, and ...
9857	Dark Powers Mod	Quests	MMH	68-8979	Nik MacTavish	2003-08-22	Dark Powers adds a quest which splits where you can be a good vampire or an evil one. It all depends on whether or not you see the reclusive repentant Vampire Lord whose ring you obtain from a man in Arrille's Tradehouse before you evolve too far into vampirism and lose a...
9856	Dance of the Three-Legged Guar v0.95 Beta	Quests	MMH	68-7207	Princess Stomper	2012-08-05	A comedy adventure by Princess and Kateri Join ex-Legion adventurer Armand (Sorcha's Breton Hunk) and his beautiful alchemist sister Evie (exclusive by Westly) in a romantic comedy! With Elves! Oh, okay, and zombies Meet their friends: impulsive, job-hating Dire...
9855	Dagon's Folly	Quests	MMH	68-9999	Adamant_2001	2005-07-13	An ancient evil from the time of Resdayn haunts the quiet seaside village of Dagon Fel. Will the star-marked Nerevarine return hope to the land, or will the darkness of Dagon's folly forever lurk below? This plugin is a short adventure, and explores why the village ...
9854	Daedric Sorcery v1.2	Quests	MMH	68-4488	Edwardsmd	2009-05-12	This mod centers around a group trying to rediscover how to summon the lords of oblivion. You can join in the search to discover how. Be aware, each has their own agenda, and want to be the last one standing at the end. Different quest paths built in, so can be played several times for a slightly...
9853	Daedric Sorcery v1.1	Quests	MMH	68-4473	Edwardsmd	2009-05-12	I've always loved the Elric series by Michael Moorcock. I thought it would be neat if you could summon the daedric princes. Now you can. I created a series of quests in which you find out about a group trying to discover how to summon the daedric lords. You can throw your lot in with them, or wor...
9852	Daedric Sorcery v1.0	Quests	MMH	68-4465	Edwardsmd	2009-05-12	I've always loved the Elric series by Michael Moorcock. I thought it would be neat if you could summon the daedric princes. Now you can. I created a series of quests in which you find out about a group trying to discover how to summon the daedric lords. You can throw your lot in with them, or wor...
9851	daedric invocation 1.1	Quests	MMH	68-2222	Endrek	2009-04-24	Daedric Invocation - a Morrowind plugin by Endrek This is a small but convenient mod that allows you to invoke the Daedric gods from any of their statues (with some exceptions) in order to get and complete their quests. Previously you had to find one particular statue somewhere on Vvar...
9850	Cupid or Stupid	Quests	MMH	68-7379	Dale French	2002-05-28	Traveste the Trader (at Fatleg's Dropoff in Hla Oad) is smitten and needs someone to run an "errand" for him. If your character has personality of at least 45, then talking to Traveste about Hla Oad ; adds a new opportunity for a quest.
9849	Cult of the Talosec 1.0 + 1.1	Quests	MMH	68-4463	Martini60	2009-05-12	Cult of the Talosec - README V1.0 Quest for the Omnicron Made using patched (1.1.0605) version of Morrowind. Tribunal or Bloodmoon not required. http://homepage.ntlworld.com/maartin/plugins/ 1. Installation 2. Getting Started 2.1. Stor...
9848	Crystal Forge	Quests	MMH	68-4486	EJ!AZ	2009-05-12	Crystal Forge V1.2 Mod (10/20/2002) By: ejaz Background: Crystal weapons and armor. Few people have heard of it. Of those who have, fewer still believed it is other than a myth. However, one man did believe. His name is Sirollus Saccus. During the Empress Katariah's rul...
9847	Crypts of the Dead	Quests	MMH	68-7240	CryptsOfTheDead	2012-08-09	This is a witch hunt type quest. You will meet a breton woman at the Eight Plates in Balmora, and she will tell you a story of a foul necromancer and her students hiding out in a local cemetery. She will pay you a LARGE sum if you venture into "Crypts of The Dead" and kill the necromancers. ...
9846	Crooked Tower	Quests	MMH	68-8638	Noirgrim	2003-01-26	This old, rundown Imperial Bastion has seen better days and many strange and unique "things" have managed to place themselves here. Besides being a fun and intriguing adventure, 31 new scripts add realism to this new land. Assassination attempts, noble...

Id	Name	Category	Site	Link	Author	Date	Description
9845	Creeper's Quest	Quests	MMH	68-12712	Danjb	2008-05-09	I always got the impression from Creeper that he wasn't very happy in Morrowind: "Don't want to work. Just want to bang on my drum. What's a scamp gotta do?" This mod adds a quest surrounding the famous Creeper of Caldera, in which the player helps him become reunited wit...
9844	CloudCleaver Quest Fix	Quests	MMH	68-5404	Monica21	2009-05-12	This is a fix for the Cloudcleaver quest that allows you to side with Sosia Caristiana and complete the quest as opposed to Hlormar Wine-Sot.
9843	Cliff Racer Burrow v1.0	Quests	MMH	68-7299	SwordForTheLord	2012-08-24	Ald-ruhn is experiencing an increase in cliff racer activity lately. An Imperial, Thalbus Darsus, has been hired to look into the matter and help the city get rid of this menace. It is suspected that the cliff racers are breeding in some sort of underground burrows. Find out more by talking to th...
9842	Children of the Night Part 2 v1	Quests	MMH	68-4394	John Barbosa	2009-05-12	Children of the Night Part 2: Quest for Ariela Very large single file; icons, mesh, tex, music, sounds, dirty refs and excessive cells; readme NOTE: Patch is available for this Part II problems may occur if running other mods does NOT require CON ! but recommended for story; L20 pc
9841	Castlevania - Dark Sanctuary	Quests	MMH	68-15195	The Dark Man, Xenothrope, ModMan	2014-02-18	Castlevania - Dark Sanctuary is a Morrowind mod combining Elder Scrolls style gameplay with the history, characters and items of the classic gaming series. This mod was designed to be very difficult for those not cheating, so please do not attempt to venture into Castlevania unt...
9840	Captain Guar-skin's Crew	Quests	MMH	68-8207	Dale French	2002-07-22	
9839	Caldera, Guild of Fighters v1.1	Quests	MMH	68-7298	Cixe'	2012-08-24	Its here 10 quests in a new guild of fighters in Caldera. The difficulty is a sliding scale. The quests start out simplistic like in Balmora, others are more difficult as you continue to progress. Some quests have multiple. So how do you start the quests? Visit Cald...
9838	Caldera, Guild of Fighters	Quests	MMH	68-11099	Cixe'	2007-02-28	Its here 10 quests in a new guild of fighters in Caldera. The difficulty is a sliding scale. The quests start out simplistic like in Balmora, others are more difficult as you continue to progress. Some quests have multiple. So how do you start the quests? Visit Caldera a...
9837	Broken Glass - A Tale of Hope	Quests	MMH	68-8662	clone	2003-02-15	Your best friend is missing, you have only little clues and people who may know something. Every turn of this quest leads to another clue to the question. where is your lost friend? Follow the trail of clues and find your friend before it is too late. Early ...
9836	Bradhia	Quests	MMH	68-7030	wytch	2012-07-25	This is a mini quest designed with low level characters in mind and set in Pelagiad. There is a nice reward at the end. But if you are already walking round with an Uber Sword of DOOM! then you may be a little disappointed by the reward - hopefully not too diappointed with the quest
9835	Booty Island v1.0 with v1.1 Update	Quests	MMH	68-4420	JOG	2009-05-12	Piracy along Vvardenfell's eastern coast is about to become a problem for the empire. Socucius Ergalla, of the census and excise office in Seyda Neen, calls for the player to infiltrate the pirates, and find out where they get their information about the imperial shipping routes. Other...
9834	Boots of Infernal Chaos	Quests	MMH	68-6180	Danjb	2008-04-16	Adds an atronach called Smoulderon, who gives you a quest which will ultimately reward you with a pair of boots, the "Boots of Infernal Chaos", which leave behind a trail of fire. HINT: He's somewhere very, very hot. Scroll down for a spoiler. New...
9833	Bloodmoon UnBreaker	Quests	MMH	68-13800	tornadominds	2009-12-30	Ever get annoyed by the fact that becoming a werewolf before starting the main Bloodmoon Quest breaks the game? Well, be annoyed no longer. Now you merely have to talk to Korst Wind-Eye, and his rejection of you will trigger Hircine's Quests by providing the needed ...
9832	Blood Fang	Quests	MMH	68-11656	Durok25	2007-11-21	This changes the curse (which is added to your character after you equip and then try to unequip the dagger on the table) slightly and adds a book to Jobasha's Rare books. Oh and it also adds another chest that opens to a riddle. the main change is that it adds another quest after you remov...
9831	Blades Quest: Prophecy of the Lost Heir v1.2	Quests	MMH	68-4444	Emma	2009-05-12	Blades Quest: Prophecy Of The Lost Heir Author: Emma Movement script: TheOtherFelix, based on the original movement script by Grumpy. During a fearful storm 15 years ago, a ship was wrecked off the coast of Khuul. Among the victims were Iliam Dren - the rejected firstbo...
9830	Beyond YsGramor v2.5	Quests	MMH	68-7294	Miles Acraeus	2012-08-24	Beyond YsGramor adds a new faction to the game: The Windhelm Oddfellows. This faction is an anti-slavery movement founded by the Dunmer alchemist Krugh Tya'ruhn and his band of Nord 'Gatherers' roughly 300 years prior to your arrival. Their mission is far more militant and aggressive than the Twi...
9829	Beyond YsGramor v1.2	Quests	MMH	68-3190	Miles Acraeus	2009-05-12	Background and Story. Beyond YsGramor adds a new faction to the game: The Windhelm Oddfellows. This faction is an anti-slavery movement founded by the Dunmer alchemist Krugh Tya'ruhn and his band of Nord 'Gatherers' roughly 300 years prior to your arrival. Their mission is far more m...
9828	Beyond YsGramor v1.0	Quests	MMH	68-3179	Miles Acraeus	2009-05-12	Background and Story. Beyond YsGramor adds a new faction to the game: The Windhelm Oddfellows. This faction is an anti-slavery movement founded by the Dunmer alchemist Krugh Tya'ruhn and his band of Nord 'Gatherers' roughly 300 years prior to your arrival. Their mission is far more m...
9827	Beyond YsGramor 2.5 Patch	Quests	MMH	68-7297	Miles Acraeus	2012-08-24	Removes Main ESM container from game that blocks activation of quest related container in Ald-ruhn Temple. This bug is caused by conversion from ESP to ESM, and any further problems, please contact me via email. Update Info: Fixes broken door teleports in all int...
9826	BC Palla Quest Lite v1.0	Quests	MMH	68-4493	Big Chief	2009-05-12	This plugin was designed and created by the Big Chief. To play the plugin, place the included files in your "data files" folder in your morrowind directory. In most cases, it will be located here: C:\Program Files\Bethesda Softworks\Morrowind Make sure the s...
9825	Barbarian	Quests	MMH	68-6655	Icehair	2011-01-18	
9824	Balmora Council Club	Quests	MMH	68-7145	Princess Stomper	2012-08-02	Quest mod adding about 5-10 hours' gameplay with lots of dialogue, a few short combat scenes, a large family house, and the opportunity to collect weekly income from a lively tavern. Also provides companion-friendly travel to and from Mournhold by new guild guides in the Balmora Mages Guild ...

Id	Name	Category	Site	Link	Author	Date	Description
9823	Artifacts	Quests	MMH	68-14805	Lord Xeen	2013-06-12	This mod adds several new artifacts that were in Daggerfall, but are missing from Morrowind. They include... -Wabbajack: A magic staff that transform a monster into a random other type of monster. -Sanguine Rose: Pedals from this rose can be used to summon Daedr...
9822	Arrow Quests	Quests	MMH	68-9467	xereau	2005-02-11	Jhaela the Fletcher will make 5 new kinds of enchanted arrows when you bring her various ingredients. Each quest can be done over and over. Enjoy!
9821	Arms of the Empire	Quests	MMH	68-10513	Rick Reed	2006-03-22	
9820	Arkham Experience v1.0	Quests	MMH	68-5762	Kathryn, Tommy Khajit	2011-10-04	Story Welcome to witch-cursed, legend-haunted Arkham, whose huddled, sagging gambrel roofs and crumbling balustrades brood out the centuries beside the darkly muttering Miskatonic. The hidden Arkham Clothing Collection is housed somewhere within this rather unusual town. Dar...
9819	Aragon's Bow	Quests	MMH	68-8127	Ilium	2002-07-01	Endure the trials of Aragon the Battlemage and win "Aragon's Long Bow" a Daedric long bow with the capability to conjure it's own arrows. Ask around in Molag Mar to find the stronghold of Aragon. Intended for higher level players. See readme for more d...
9818	Aprogas´s Vampire	Quests	MMH	68-4418	Jasper Jongmans	2009-05-12	- Plugin info: Name: Aprogas's Vampire Creator: "Jasper Jongmans" Website: http://aprogas.student.utwente.nl/~aprogas/morrowind/ Requires: Morrowind, Tribunal Type: quests, twe...
9817	Aprogas's Vampire	Quests	MMH	68-8147	Jasper Jongmans	2002-12-13	Quest to allow vampires to trade with Telvanni...Vampires regenerate health/fatigue...Sun damage weather dependent Quest to allow vampires to talk with NPCs using a potion. See readme for info.
9816	Apostates to Oblivion: Beyond the Realms of Death v2.1	Quests	MMH	68-10394	Atropos	2006-02-06	This mod has my best work yet. The opening scene clearly shows this isn't your typical quest mod. You join a coven known as The Strix. Things are normal for a while, until there's an attack by an army of mercenaries. Things get stranger still, strange noises in the coven, people being abducted by...
9815	Anya's Directions	Quests	MMH	68-15502	Unknown	2017-07-22	Anya's Directions: Read Me Index: 1. Installation 2. Requirements 3. Playing the Mod 4. Summery 5. Conflicts * 1. Installation ****...
9814	Antares' Tribunal Main Quest	Quests	MMH	68-6679	Arcimaestro Antares	2011-02-14	This mod, is an alternative Tribunal Main Quest. I used all the original quests, but changed them to fit the new plot: More than 400 years have passed since the Tribunal (Vivec, Almalexia and Sotha Sil), have lost their connection with the source of their divinity, the Heart of Lorkhan, and ...
9813	Ant's Two Ton Belt	Quests	MMH	68-10860	Shade the Bandit	2006-10-23	Do you ever get tired of making trip after trip after trip whenever you want to change houses or clean out a dungeon? Me too. However, simply making a cheat mod with a belt of infinite CE feather seemed a little bit too... well, cheatish. So...
9812	Annastia ITA	Quests	MMH	68-11524	MPT	2007-09-15	Traduzione Italiana del mod "Annastia" di Patrograd. Richiede il mod originale, scaricabile qui su Planet Elderscrolls
9811	An Adventurer's Tale	Quests	MMH	68-6377	praiseargonia AKA I am the Walrus	2010-01-17	The Elder Scrolls III MORROWIND: AN ADVENTURER'S TALE ...
9810	Amulet of Scrye v1.15 fix 1	Quests	MMH	68-5709	Ivza	2011-10-02	Amulet of Scrye v1.15 fix 1 A plugin for The Elder Scrolls III: Morrowind Requires the ex...
9809	Amulet of Scrye V1.15	Quests	MMH	68-4439	Ivza	2009-05-12	Amulet of Scrye v1.15 A plugin for The Elder Scrolls III: Morrowind Requires the expansion pack "Tribunal" ...
9808	Amulet of Scrye & Tombs Expanded AddOn	Quests	MMH	68-11777	ivza1400, Zappara	2012-11-06	Addon for AoS 1.15 and Tombs Expanded 1.1 Adds a few scryable spirits to the leveled list TE uses. Half will provide you with quick teleportation to Vivec while the rest will summon more Undead to attack you.
9807	Ald Indoril v2.0	Quests	MMH	68-7293	Ottar Kraemer aka Voorhees	2012-08-24	CONTENTS: So whats this mod all about? Well, the main addition to the game is a whole new area of Mournhold, Ald Indoril, that is accessible through doors in Godsreach and the Plaza (or through the sewers). It features guilds, complete with services and quests, shops, taverns, a...
9806	Albecius's Axe	Quests	MMH	68-6503	Tyri	2010-07-18	This adds to the game a nice little quest where you can help Albecius and his friend find an axe that his exgirlfriend stole from him after they broke up, complete with creative dialog and a choice to keep the axe or take the reward. This mod is the start of a series I wi...
9805	ADWEENA'S REST	Quests	MMH	68-5707	Gilgamesh	2011-10-02	ADWEENA'S REST Loading Instructions: To Load this Morrowind plug-in, it is only necessary to unzip ADWEENA'S REST.esp into the data files folder of your Morrowind file (C:\Program Files\Bethesda Software\Morrowind\Data Files.) I would suggest that you unzip...
9804	Abyssal Sands	Quests	MMH	68-6791	Lord Dagobert	2011-09-19	By Lord Dagobert September 2011 Adds: - A big dungeon, divided in 5 cells (Entrance, Forgotten Mountain, Refuge, Ancestral Ruins, Temple of the Void) - 9 quests - A few powerful items - Epic Battles ...
9803	A Strange Plant	Quests	MMH	68-15494	PeterBitt	2017-07-22	A STRANGE PLANT Version 1.1 ©2012 by PeterBitt IF YOU ARE LOOKING FOR THE MODEL ONLY (MODDERS RESSOURCE) GO TO: http://download.figgerty.com/download-56-627
9802	A Noble's Vengeance	Quests	MMH	68-14327	blueishmonkey	2011-06-28	A Noble's Vengeance v1.0 by blueishmonkey Madera Silera is an Imperial Noble with a problem. On the road to Gnaar Mok, where she was traveling on "official business," she was robbed by two Dark Elf bandit...
9801	A Hermits Request	Quests	MMH	68-15495	Darkelfguy	2017-07-22	A Hermit's Request: Read Me By Darkelfguy Index: 1. Installation 2. Requirements 3. Playing the Mod 4. Summery 5. Bugs and Conflicts 6. Upcoming Releases 7. Credits 8. Contact and Information 9. Glossary 10. Hints and Explanations *...
9800	A Hermit's Request	Quests	MMH	68-13366	Darkelfguy	2009-04-10	
9799	A Call To Issilar v1.1 fixed & moved	Quests	MMH	https://tinyurl.com/issilarMN	Granarinth, Abot	2013-03-27	From Readme A Call To Issilar fixed - moved A slighthy changed/fixed version paying homage to a great classic mod I just played, relocated to the far south-east, so to be compatible with Silgrad Tower and the like. If you like Argonians you'll love the atmosphere (...)
9798	A Call to Issilar ITA	Quests	MMH	68-11522	MPT	2007-09-15	Traduzione italiana del mod "A Call to Issilar" di Granarinth. Necessita del mod originale che può essere scaricato qui su Planet ElderScrolls