| Id | Name | Category | Site | Link | Author | Date | Description |
|---|---|---|---|---|---|---|---|
| 12240 | jjs Alchemy Jars v1.0 | Resources | MMH | 55-2098 | Andoreth | 2009-04-06 | jjs Alchemy Jars author: Andoreth contact: andoreth@msn.com or andoreth at the Morrowind main site forums. What this mod adds: This is just a series of labeled alchemy jars that can be added to the game via the construction set. They are not plac... |
| 11471 | Pocket Pals - Names Add-on! | Tweaks | MMH | 90-10177 | Andoreth | 2005-10-12 | This module contains an ESP template and instructions to allow you to customize the names of the creatures in the Pocket Pals system. |
| 8428 | Blue Dot Magic Icons v1.0 | Models and Textures | MMH | 56-9101 | Andoreth | 2005-04-28 | This is a simple tweak that will change the large "blue swirl" icon that denotes magic items with a small bright blue dot in the upper left corner. I feel this is the best of both worlds: allowing the player to see their magical items without the interference of a background image, but still indi... |
| 6319 | Pocket Pals Base Pack v1.4 | Creatures | MMH | 26-7760 | Andoreth | 2003-08-22 | This mod adds figurines that can be "filled" with a soul. That soul can then be summoned with the figurine to accompany the player as a familiar, and then placed back into the figurine when the player chooses or when time demands. The summoned familiars start out as smaller, weaker versions of wh... |
| 6318 | Pocket Pals Base Pack 21 v1.4 | Creatures | MMH | 26-3756 | Andoreth | 2009-05-12 | Title: Pocket Pals Modules, Full Versions 1.4 Creator: andoreth email: andoreth@msn.com (at the moment), or contact via pm at the modding forum at morrowind.com. Dependencies: Tribunal is Required for all modules. The Skill Base.esm and the ... |
| 6317 | Pocket Pals - Undead Alive! | Creatures | MMH | 26-3761 | Andoreth | 2009-05-12 | Adds creatures to the Pocket Pals system. Requires the Pocket Pals Base Pack. Pocket Pals - Undead Alive! v1.4 Author: Andoreth email: andoreth@msn.com (at the moment), or contact via pm at the modding forum at morrowind.com. Require... |
| 6316 | Pocket Pals - Undead Alive | Creatures | MMH | 26-7761 | Andoreth | 2003-08-22 | This mod adds new figurines to the Pocket Pals system: Ancestor Ghost, Bonelord, Bonewalker, Dwemer Spectre, Greater Bonewalker, Lich, Skeleton, and Skeleton Archer. Please see the Pocket Pals - Base Pack for more information. |
| 6315 | Pocket Pals - Sea and Sky! | Creatures | MMH | 26-3803 | Andoreth | 2009-05-12 | Adds creatures to the Pocket Pals system. Requires the Pocket Pals Base Pack. Pocket Pals - Sea and Sky! v1.4 Author: Andoreth email: andoreth@msn.com (at the moment), or contact via pm at the modding forum at morrowind.com. Requireme... |
| 6314 | Pocket Pals - Sea and Sky | Creatures | MMH | 26-8972 | Andoreth | 2003-08-22 | This mod adds new figurines to the Pocket Pals system: Betty Netch, Bull  Netch, Cliffracer, Dreugh, Mudcrab, Slaughterfish, and Small Slaughterfish.   Please see the Pocket Pals - Base Pack for more information. |
| 6313 | Pocket Pals - Pocket Gods! | Creatures | MMH | 26-3752 | Andoreth | 2009-05-12 | Adds creatures to the Pocket Pals system. Requires the Pocket Pals Base Pack. Pocket Pals - Pocket Gods! v1.4 Author: Andoreth email: andoreth@msn.com (at the moment), or contact via pm at the modding forum at morrowind.com. Requireme... |
| 6312 | Pocket Pals - Names Add-On! | Creatures | MMH | 26-3799 | Andoreth | 2009-05-12 | Adds names to the Pocket Pals system. Requires the Pocket Pals Base Pack. The following steps can be used to add 40 new names to the Pocket Pals system. Please follow each step as outlined. Also, please add all 40 names. I do not endorse using this module and then re-opening it in the ... |
| 6311 | Pocket Pals - Mournhold Mayhem! | Creatures | MMH | 26-10186 | Andoreth | 2005-10-11 | The Mournhold Mayhem! pack adds these figurines: Hulking Fabricant, Goblin, Goblin Bruiser, Goblin Officer, Verminous Fabricant, War Durzog and Wild Durzog. They can be found in Mournhold, being sold by the trader Sunel Hlas.   Please see the Pocket Pals - Base Pack for m... |
| 6310 | Pocket Pals - Mournhold Mayhem! | Creatures | MMH | 26-3806 | Andoreth | 2009-05-12 | Adds creatures to the Pocket Pals system. Requires the Pocket Pals Base Pack. Pocket Pals - Mournhold Mayhem! v1.4 Author: Andoreth email: andoreth@msn.com (at the moment), or contact via pm at the modding forum at morrowind.com. Requ... |
| 6309 | Pocket Pals - Mostly Mammals! | Creatures | MMH | 26-3743 | Andoreth | 2009-05-12 | Pocket Pals - Mostly Mammals! v1.4 Author: Andoreth email: andoreth@msn.com (at the moment), or contact via pm at the modding forum at morrowind.com. Requirements: Tribunal.esm Pocket Pals - Skill Base.esm Pocket Pals - Names!.esm |

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|----|------|----------|------|------|--------|------|-------------|
| 6308 | Pocket Pals - Mostly Mammals | Creatures | MMH | 26-8971 | Andoreth | 2003-08-22 | This mod adds new figurines to the Pocket Pals system: Alit, Guar, Kagouti, Nix Hound, Rat, and Shalk. Please see the Pocket Pals - Base Pack for more information. |
| 6307 | Pocket Pals - Kwama Queendom! | Creatures | MMH | 26-10170 | Andoreth | 2005-10-11 | The Kwama Queendom! pack adds these figurines: Kwama Forager, Kwama Warrior, Kwama Workder, and Scrib. They can be found in Pelgiad, being sold by Mebestian Ence. Please see the Pocket Pals - Base Pack for more information. |
| 6306 | Pocket Pals - Kwama Queendom! | Creatures | MMH | 26-3754 | Andoreth | 2009-05-12 | Adds creatures to the Pocket Pals system. Requires the Pocket Pals Base Pack. Pocket Pals - Kwama Queendom v1.4 Author: Andoreth email: andoreth@msn.com (at the moment), or contact via pm at the modding forum at morrowind.com. Require... |
| 6305 | Pocket Pals - Dwemer Mechs! | Creatures | MMH | 26-3758 | Andoreth | 2009-05-12 | Adds creatures to the Pocket Pals system. Requires the Pocket Pals Base Pack. Pocket Pals - Dwemer Mechs! v1.4 Author: Andoreth email: andoreth@msn.com (at the moment), or contact via pm at the modding forum at morrowind.com. Requirements: ... |
| 6304 | Pocket Pals - Deadly Daedra! | Creatures | MMH | 26-3764 | Andoreth | 2009-05-12 | Adds creatures to the Pocket Pals system. Requires the Pocket Pals Base Pack. Pocket Pals - Deadly Daedra! v1.4 Author: Andoreth email: andoreth@msn.com (at the moment), or contact via pm at the modding forum at morrowind.com. Requirements: ... |
| 6303 | Pocket Pals - Bloodmoon Knights! | Creatures | MMH | 26-10169 | Andoreth | 2005-10-11 | The Bloodmoon Knights! pack adds these figurines: Bonewolf, Draugr, Draugr Lord, Grahl, Grizzly Bear, Hircine, Horker, Karstaag, Plague Bear, Plague Wolf, Riekling, Riekling Raider, Snow Bear, Snow Wolf, Spriggan, Swimmer, Tusked Bristleback, Udyfrykte, and Wolf. They can be found a... |
| 6302 | Pocket Pals - Bloodmoon Knights! | Creatures | MMH | 26-3738 | Andoreth | 2009-05-12 | Adds creatures to the Pocket Pals system. Requires the Pocket Pals Base Pack. Pocket Pals - Bloodmoon Knights! v1.4 Author: Andoreth email: andoreth@msn.com (at the moment), or contact via pm at the modding forum at morrowind.com. Requirements: |
| 6301 | Pocket Pals - Ash Clan! | Creatures | MMH | 26-10168 | Andoreth | 2005-10-11 | The Ash Clan! pack adds these figurines: Ascended Sleeper, Ash Ghoul, Ash Slave, Ash Vampire, Ash Zombie, Corprus Stalker, and Lame Corprus. They can be found in Ald-rhun, being sold by Tiras Sadus. Please see the Pocket Pals - Base Pack for more information. |
| 6300 | Pocket Pals - Ash Clan! | Creatures | MMH | 26-3808 | Andoreth | 2009-05-12 | Adds creatures to the Pocket Pals system. Requires the Pocket Pals Base Pack. Pocket Pals - Ash Clan! v1.4 Author: Andoreth email: andoreth@msn.com (at the moment), or contact via pm at the modding forum at morrowind.com. Requi... |
| 5952 | Hunter and Jaer-Al | Companions | MMH | 24-8891 | Andoreth | 2003-06-04 | They choose one of 4 classes (Archer, Mage, Warrior, or Monk) when you first talk with them. They level up with you and their stats/skills increase according to their class. These are not Uber-Companions and are intended for new or almost new games. They follow we... |
| 3954 | Real Furniture v1.0 | Stores and Merchants | MMH | 80-14613 | Andoreth | 2013-04-13 | Buy furniture that can be carried in your inventrory, placed, shifted and picked up again. Over 400 peices of furniture are available. If you have already downloaded one of the real furniture betas, you only need to download this file. Please clean out and remove the beta before using ... |
| 1975 | Potted Plants v2.0 | Items | MMH | 46-13840 | Andoreth | 2010-02-11 | Not my mod! I wish it were; but Andoreth's site is gone, and so is Andoreth. It would be a shame for all his fine mods to vanish from the community, so here's one of the most original. Per his readme file: "This mod adds a line of potted plants to Ancola's (of Sadrith Mora) shop stal... |
| 1740 | Morrowind Toy Shoppe v1.0 Beta | Items | MMH | 46-3926 | Andoreth | 2009-05-12 | This mod adds over 160 decorative items throughout Morrowind. All items are miniature versions of meshes already in the game, and are intended to add a little flavor to Vvardenfell home decorating. WARNING: This mod is not best suited for players who are just starting their FIRST trip... |

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| 1739 | Morrowind Toy Shoppe - Figurines! v1.0 | Items | MMH | 46-7015 | Andoreth | 2012-07-24 | This mod adds collectable figurines of the different creatures that can be found in the game. They are not magical in any way are are only meant for decoration. The figurines have been added to the leveled loot lists, so that they should be found as the player travels across the island. |
| 506 | Auto Alchemy Lab Beta | Items | MMH | 46-1750 | Andoreth | 2009-04-06 | Title: Auto Alchemy Lab Beta Creator: andoreth email: andoreth@msn.com (at the moment), or contact via pm at the modding forum at morrowind.com. Dependencies: Tribunal OR Tribunal AND Bloodmoon required. This mod is designed for use with [url=download-... |
| 4 | Advanced Herbalism v1.1 | Alchemical | MMH | 1-13832 | Andoreth | 2010-01-31 | Advanced Herbalism is a re-working of the herbalism concept first created by Balor and Shanjac. It adds a new skill called "Herbalism" to the game. This skill determines the player's ability to harvest organic ingredients in the wild. When a plant is activated, its ingredients are placed directly... |