| Id | Name | Category | Site | Link | Author | Date | Description |
|----|------|----------|------|------|--------|------|-------------|
| 13514 | Voiced Vivec and Yakety Yagrum | Sounds | Fliggerty | *622 | Trainwiz | 2012-02-11 | Both Vivec and Yagrum Bagarn have voices.. However, for whatever reason, Bethesda did not include these voice files in the game. They exist, but are not in. This mod rectifies that, and adds in their missing voices. Yagrum now greets the player, will ramble when not doing anything else, and screa... |
| 13460 | The Morrowind Strut | Trainwiz | Fliggerty | *620 | Trainwiz | 2012-02-11 | This mod will add a pair of shoes to Curio Manor in Vivec, called "The Shoes of Extravagant Swag" If the player walks around in them, they will play the Bee Gee's "Stayin Alive" This is obviously inspired by this video.... |
| 13408 | Turenyulal Redone | Dungeons | Fliggerty | *1011 | Trainwiz | 2014-02-09 | Despite Darknut's GDR doing a wonderful job of overhauling some of the Sixth House Citadels, he missed a few. So, I decided to undertake the massive task (and by that I mean spend three hours of downtime) of redoing some of the other citadels. This is Turenyulal Redone. Features: -Two cells ... |
| 13339 | Deus Ex Machina: A Steampunkyish Mod | Landmasses | Fliggerty | *619 | Trainwiz | 2012-02-11 | For centuries the enormous city of Omicron has lived in technological peace, bumbling through their problems and generally living happily. That is of course, until a plague hits the city and an enormous trans-dimensional gate opens up in the center, unleashing an army of malevolent bureaucratic r... |
| 13296 | Object Duality | Items | Fliggerty | *623 | Trainwiz | 2012-02-11 | This mod is your tradional treasure hunt mod. It adds various powerful or otherwise semi-useful Weapons and armors, and places them in random locations throughout Vvardenfell. Except there's a twist. All of the artifacts suffer from 'Object duality', in other words, they look like something use... |
| 13210 | Versus Vivec | Gameplay | Fliggerty | *993 | Trainwiz | 2013-12-31 | With all the new mods coming out that overhaul Morrowind's final bosses and dungeons, Vivec has found that he's been left in the dust compared to the likes of Dagoth Ur and Almalexia when it comes to combat. So, I've taken the liberty of overhauling old Vehk into a boss fight for the ages, with n... |
| 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... |
| 11697 | Deus Ex Machina Patch 1.2 | Resources | MMH | 55-15540 | Trainwiz | 2017-07-30 | No readme. Just the title to go by. |
| 11696 | Deus Ex Machina Walkthrough | Resources | MMH | 55-15541 | Trainwiz | 2017-07-30 | Text file for DEM walkthrough. |
| 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... |
| 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. |
| 8443 | Bound Weapon Replacer | Models and Textures | MMH | 56-6855 | Trainwiz | 2012-03-04 | This is a simple replacement for all vanilla bound weapons. I found that there was no replacer for anything like that, so I decided to do one myself. The following weapons are replaced: -Bound Spear -Bound Battleaxe -Bound Longsword -Bou... |
| 3490 | Voiced Vivec and Yakety Yagrum | Sounds | MMH | 76-6812 | Trainwiz | 2011-11-09 | Both Vivec and Yagrum Bagarn have voices. However, for whatever reason, Bethesda did not include these voice files in the game. They exist, but are not in. This mod rectifies that, and adds in their missing voices. Yagrum now greets the player, will ramble when not doing anything else... |

| Id | Name | Category | Site | Link | Author | Date | Description |
|---|---|---|---|---|---|---|---|
| 3435 | The Morrowind Strut | Sounds | MMH | 76-14414 | Trainwiz | 2011-12-24 | This mod will add a pair of shoes to Curio Manor in Vivec, called "The Shoes of Extravagant Swag"   If the player walks around in them, they will play the Bee Gee's "Stayin Alive"   This is obviously inspired by this video.   Changelog:-Added an am... |
| 1868 | Object Duality | Items | MMH | 46-14105 | Trainwiz | 2010-10-14 | This mod is your tradiontal treasure hunt mod. It adds various powerful or otherwise semi-useful weapons and armors, and places them in random locations throughout Vvardenfell. Except there's a twist. All of the artifacts suffer from 'Object duality', in other words, they look like somethin... |
| 950 | Deus Ex Machina: A Steampunkyish Mod | Landmasses | MMH | 48-6552 | Trainwiz | 2010-09-19 | TRAILERS:  ------------------  Changelog:1.1 -Added a few missing icons for the end boss, shhh!     1.2 - Trouble with a door was reported, and fixed     1.3 - Added a Dwemer Submari... |