

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
13484	Red Eye Companion	Companions	Fliggerty	*277	Luma	2011-08-10	The Elder Scrolls III MORROWIND: Red Eye Companion v 1.0 BETA Alpha Index: 1. Summary 2. Requirements 3. Installation 4. Using the mod 5. Known Issues 6. Use in other mods 7. Version History 8. Credits 9. Legalty 10.Contact In...
13483	Ninja Army Revamped	Companions	Fliggerty	*295	Genozyde24	2011-08-11	Introduction: Version 1.2 This is my second mod. This mod adds a small dojo underground. The entrance is found in Gnisis, check the patio on the very north side next to the mining residences. Inside the dojo is your personal army of ninjas. They use Grumpy's Companion Script 3.1.Now you must ta...
13482	Mournhold Mercenary Upgrade	Companions	Fliggerty	*253	Luma	2011-08-09	The Elder Scrolls III MORROWIND: Mournhold Mercenary Upgrade Index: 1. Summary 2. Requirements 3. Installation 4. Using the mod 5. Known Issues 6. Use in other mods 7. Credits 8. Contact info =====...
13481	Locust	Companions	Fliggerty	*246	Dingosky95	2011-08-09	DINGO/DINGOSKY95 Locust A companion you will see him trapped in his cage. By the silt stider in Seyda Neen. Kill the evil cleric and take the key. Free him and have fun. Whe...
13480	J-Companions	Companions	Fliggerty	*567	Jusey1	2011-10-16	This mod as a few companions in MW. Simple but one is powerful and more will get added later. The companions are set so they can never die and both should have high enough speed to follow you. There are only two right now, one in Seyda Neen and the other in Caldera. Have fun!
13479	Fligg's Slave Mod - Loyalty	Companions	Fliggerty	*913	Deylendor	2013-09-29	The Elder Scrolls III MORROWIND: Fligg's Slave Mod - Loyalty (v1.0.5) By Deylendor - 9.30.2013 DESCRIPTION This is an add-on for 'Fligg's Slave Mod' -- <a href="http://download.fliggerty.com/download-110-6">http://download.fliggerty.com/download-110-6</a> Fligg's slave mod has a...
13478	Dungeon Crawler	Companions	Fliggerty	*590	Shaddow	2011-11-20	This mod adds an Orc dungeon crawler in front of Addamasartus cave's entrance, he has just arrived in Vvardenfell and wants to clear the cave of bandits but is a tad scared due to a noise he heard coming from inside and wants you to come with him. Help him or not, you decide. Have fun playing th...
13477	CM Partners - Creature Activation Control	Companions	Fliggerty	*907	Deylendor	2013-09-27	This is an add-on for CM Partners (work for Baron's Partners too). It modifies the beastscript which is attached to all creatures provided by CM Partners. Your creatures are now controllable by just activating and selecting a choice in the messagebox windows instead of by dialogue, which is way f...
13476	Carrie Irriette - Breton Alchemist	Companions	Fliggerty	*333	Nicholiathan	2011-08-12	Carrie Irriette by Nicholiathan File date 8/10/2009 11:57:21 AM CST will remain unchanged on all versions. updated 8/15/2009 05:09 PM CST Preamble: This is a pre-beta release the mod is not complete. There are problems in the dialog with typos, spelling errors & gramer. Not all the scripts func...
13475	A Lord's Men	Companions	Fliggerty	*1080	Arjan Wardekker, WHReaper	2014-09-25	A Lord's Men 2.5.0 unofficial update: 2.1 changes: - All dialogue entries for Mercenary representative changed from ID filter to new class ALM_Mercenary_Representative - Created new Mercenary representatives for Hlaalu guards, Imperial guards, etc. - Created script for eve...
6069	Your Dragon Companion	Companions	MMH	24-1521	Kagz aka Kagrenac aka Raven	2009-04-06	This adds a Dragon to the game. Travel to the south bridge at Balmora and "Dormwog" will be waiting for you. This mod is adapted and uses the scripts from Grumpy's "Dog Companion" mod.
6068	wyr hawkril v1.05	Companions	MMH	24-2532	Wyrenth	2009-04-24	v1.05 Is the solitude of wandering Vvardenfell starting to make you feel lonely? Then stop on by The Eight Plates in Balmora and chat with Hawkrl, a Gladiator that will be more than happy to join you in your travels.
6067	Woman-at-Arms Janine (MWSE) v1.2	Companions	MMH	24-10792	Neo-Daigo	2006-09-12	This mod requires MWSE v0.92a (or later). MWSE v0.94a is available [ <a href="#">url=download--12394</a> ]here on MMH[/ <a href="#">url</a> ] NOTE: If you use MGE XE, MWSE v0.94a is already included in that. In order to run this plugin, you must download and install CI_Global_v12.rar and add the esp to your activ...
6066	Wolf Pets	Companions	MMH	24-8961	Tynan	2003-08-22	Look for a nord female named Aginna on the dock in front of Fort Frostmoth; she is a merchant who will sell you wolves
6065	Wolf Companion v2.1	Companions	MMH	24-2527	Emma, Grumpy	2009-04-24	This adds a wolf to the game. You'll find him outside of Seyda Neen. If you take the main path from Seyda Neen to Peligad, a ways past the siltstrider, you'll come to a fork in the road with a signpost that has several directions on it. Take the path to Ebonheart (fork to the right if leaving Sey...
6064	Wolf Companion v1.1	Companions	MMH	24-12252	Grumpy	2013-02-27	BLOODMOON ONLY! This does not install! Only one file you need to be concerned with and that's "WolfCompanion.esp". Extract the .zip to a temporary folder and place the .esp file manually, or merely drag/drop the .esp file from your zip program window into your "C:\Program Files\Bethesda...

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6063	Wolf Companion	Companions	MMH	24-8381	Link#1Fan	2005-05-28	Have you ever thought about what it would be like to have a wolf as a pet? Well, now you can. In this mod you can have what you've always dreamed for. I always thought wolves were cool and since they've appeared in Bloodmoon I couldn't take my eyes off of them. The "Wolf...
6062	Vorwoda HippolytaDecius	Companions	MMH	24-4970	Vorwoda aka John Segers	2009-05-12	Welcome to Hippolyta v 2.01, Decius v 2.01, and HippolytaAndDecius v 2.01 by Vorwoda (John Segers) email: jsegers@pegasus.cc.ucf.edu ONLY RUN ONE OF THESE ESPs AT A TIME!!!!!! (Hippolyta was created first. All info in this readme was written for her, but applies e...
6061	Vash Trenchcoat 0.2a	Companions	MMH	24-2180	Unknown	2009-04-24	The Elder Scrolls III MORROWIND: Vash Trenchcoat By Junkmail (junkmail@sexmagnet.com) Current Version 0.2a
6060	Uriel Septim Returns	Companions	MMH	24-14129	Neo	2010-10-17	This mod puts a new series of gaurds in Seyda Neen, Balmora, and ToddTest(coc "ToddTest") which, if you activate travel mode on them, they will follow you. Uriel Septim is in Seyda Neen.
6059	Upgradeable Shock Centurion	Companions	MMH	24-13448	Dormouse	2009-06-03	This mod installs an advanced AI Module into the Shock Centurion the player can receive from Baladas. It contains a communication system, so that it can speak with the player, as well as several modes, features, and services. In order to gain access to all of the features, the Shock Centurion wil...
6058	Universal Companion Recall Ring	Companions	MMH	24-10989	grmcdorman	2007-01-14	This mod requires MWSE v0.9.2a, available at <a href="http://sourceforge.net/projects/mwse">sourceforge.net/projects/mwse</a> (an older version is available from Fliggerty's Morrowind Mods). This mod adds a ring for sale by Milie Hastien in Balmora, valued at 5,000 gold. The ring allows you to communicate with...
6057	Trolls & Kobolds	Companions	MMH	24-10238	Master X	2005-11-14	Adds 2 races, Troll & Kobold to leveled lists and as playable races. Also adds a troll slave that you can buy in Tel Aruhn. V1.1 Fixes the dialogue coflikt with the main quest and made so trolls dont die for good until they get hit with fire or poison. ...
6056	Themed Partner Additions: Dark Males	Companions	MMH	24-780	Noctuminumbra	2009-04-06	This is the second installation in a series of mods which will add a selection of themed Partners NPCs. This installation adds only 2 Partners NPCs (more will come later, providing the selection of suitable Better Bodies attire improves...which it should once Better Clothes is released). Bo...
6055	Themed Partner Additions: Dark Ladies	Companions	MMH	24-756	Noctuminumbra	2009-04-06	This is the first installation in a series of mods which will add a selection of themed Partners NPCs. This installation adds 4 Partners NPCs, all female. The theme is a blend of gothic, fetish (no nudity though), and dark fantasy...very dark, but very beautiful. No uber armor or outlandish weapo...
6054	The Witchgirl Adventure v1.1	Companions	MMH	24-8664	Emma	2003-02-17	Hours of gameplay, a dangerous RESCUE MISSION, a strange ARTIFACT, ever-lasting COMPANIONSHIP, odd CHARACTERS and ROMANCE for male as well as female PC Characters - you'll find it all in the Witchgirl Adventure. THE WITCHGIRL: Tired of the lonely life as a Morrowind adventurer? Get enchante...
6053	The Witchgirl Adventure v1.0	Companions	MMH	24-4350	Emma	2009-05-12	Hours of gameplay, a dangerous RESCUE MISSION, a strange ARTIFACT, ever-lasting COMPANIONSHIP, odd CHARACTERS and ROMANCE for male as well as female PC Characters - you'll find it all in the Witchgirl Adventure. THE WITCHGIRL: Tired of the lonely life as a Morrowind adventurer? Ge...
6052	The Construct	Companions	MMH	24-7451	Endrek	2002-06-05	Mod adds a suit of magically animated armor (called "The Construct") which will follow your orders and protect you; can be found in the dungeon Aleft, across the water south of Gnaar Mok. It's not simply there for the taking, though, so be ready for a fight as well as a bit of q...
6051	Tel Scelestus v1.0	Companions	MMH	24-7282	M.C.	2012-08-22	Ever wanted to be a Necromancer? To control the flow of life and death? To have legions of the undead at your every beck and call? Or maybe you'd like to set up a creature zoo, or museum. Or perhaps you just need a pet. Well, look no further. This mod will send you on several short quests at the ...
6050	Tel Aruhn Slave Upgrade	Companions	MMH	24-11170	J-Whitt	2007-04-07	This plug-in file changes the slaves that you can purchase in Tel Aruhn so that you can now access their inventories and tell them if you want them to follow you or wait at their current location for you.
6049	Svenn's Pack Guar	Companions	MMH	24-7384	Svenn	2002-05-28	This plugin places a new NPC who sells pack guar. The Pack Guar Vendor can be found in Balmora in front of the Pawnbroker shop. The cost varies depending on which pack guar you buy. This guar will follow you around and carry your items for you. To give and take items, use the barte...

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6048	Snow bear companion	Companions	MMH	24-14131	Jac	2010-10-17	This mod adds a snow bear cub to Socucius Ergalla of the C&E office in Seyda Neen that's for sale. The cub will follow and fight for you if you purchase its freedom. Note that the cub will not carry any of your crap - the only place it can hold things is its stomach and that's not very big.
6047	SlaveWarrior1.2m	Companions	MMH	24-2528	UlfGeir	2009-04-24	Version 1.2m A Mod which adds an NPC whom is desperate for money, and has a unique slave to sell. Look for them both on the northern outskirts of Seyda Neen.
6046	SlaveWarrior Jessica	Companions	MMH	24-17	UlfGeir	2011-03-02	[size= medium]"SlaveWarrior Jessica"/size] ver 1.1 Created by: UlfGeir Contact Email: cloak_of_grey@hotmail.com This Mod adds two new NPC's on the northern edge of Seyda Neen. The first is Corik the Trader, a man whom is ...
6045	Slaves Galore	Companions	MMH	24-13581	Pygmy Queen	2009-08-10	I made this mod because I wanted more slaves that were readily available, and easily acessable (for freeing or companions, they're currently not buyable. I may change that later though). Adds an interior cell with 10 male and 10 female slaves, along with the keys to free them. Travel to the...
6044	Slavery	Companions	MMH	24-9783	Ninja_ARG	2005-03-23	Slavery adds a Slaveseller nort of Balmora, and a slaveshold of his own, he sells common slaves and Slaveguards, next versions of this plugin adds more slavesellers all over Morrowind. This mod adds 3 new clases, 13 NPC's, and 1 building, also, all the slaves have ...
6043	Slavers	Companions	MMH	24-10161	Ghostwalker71	2005-10-10	Slavers allows you to claim the slaves scattered around morrowind as your own as long as you have the key to their bracers. You can also capture the smugglers and a few other NPCs that are considered criminals or outcasts then buy and sell your slaves at most slave markets. &#...
6042	Slave Warrior Jessica v1.1	Companions	MMH	24-2521	UlfGeir	2009-04-24	A Mod which adds an NPC whom is desperate for money, and has a unique slave to sell. Look for them both on the northern outskirts of Seyda Neen.
6041	Slave Warrior Jessica - Tribunal	Companions	MMH	24-10661	UlfGeir, Drake Elvin	2006-07-07	"This Mod adds two new NPC's on the northern edge of Seyda Neen. The first is Corik the Trader, a man whom is desperately seeking to leave Vvardenfell. And the second is his beautiful slave and bodyguard Jessica. If you make a deal with Corik, Jessica can be your loyal companion."
6040	Slave Upgrade	Companions	MMH	24-8648	Randall Degges XBOXMAN	2003-02-03	The Slave Trader in Tel Aruhn now sells "Companions" or "Upgraded Slaves";cost \$1000 a piece and well woth the money. Now you and your "Companion" are actually invincible Your slave can now weild weapons and armor and they use spells also. . No more venturin...
6039	Slave Companions v1.0	Companions	MMH	24-2543	Emperor	2009-04-24	* Slave Companions v1.0 * Places a trader in Suran (Slave Market) who sells special slaves. Slaves can be your companions and have a number of functions. This version is OBSOLETE. Version 2.0 available here: <a href="http://mw.modhistory.com/download-12142">http://mw.modhistory.com/download-12142</a>
6038	SK Partners Open2.2 Update-20040425	Companions	MMH	24-119	Unknown	2009-04-06	
6037	SK Partners Open2.2 Update	Companions	MMH	24-1630	Unknown	2009-04-06	
6036	Shock Centurion Companion V11	Companions	MMH	24-2548	Vorwoda the Black	2009-04-24	Work with Baladas Demnevanni to upgrade the Shock Centurion (earned in an earlier House Telvanni quest) into a viable companion.
6035	Shock Centurion Companion v1.2	Companions	MMH	24-14812	Vorwoda the Black	2013-06-12	This mod adds: 1) 4 Upgrades to the original Bethesda Shock Centurion Companion (a vanilla Morrowind reward for a House Telvanni quest), 2) a new quest for the PC to work with the Centurion's creator in performing these upgrades, 3) a new book entitled "The Shock Centurion..."
6034	Scales companion	Companions	MMH	24-6425	darody	2010-03-18	adds a level 20 argonian warrior that follows you around and fights for you. he is located in seyda neen. he wears deadric armor and has a daedric dai-katana. i don't care if you edit it. This mod took me like 2 seconds to make. this is my first mod i've posted. he will accompany you after you ha...
6033	Sascha The Snow Bear Cub	Companions	MMH	24-9014	RAVEN	2004-01-05	On a dark and stormy night, a ship making its way to Vivec was thrown up on the jagged rocks north of Hla Oad. A small bear cub managed to finally free itself from its restraint and escape from the sinking ship. Swimming frantically for the shore, she collapses exhausted on the beach, and fa...
6032	Sascha the Snow Bear Cub	Companions	MMH	24-2547	Raven	2009-04-24	On a dark and stormy night, a ship making its way to Vivec was thrown up on the jagged rocks north of Hla Oad. A small bear cub managed to finally free itself from its restraint and escape from the sinking ship. Swimming frantically for the shore, she collapses exhausted on the beach, and fa...

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6031	Salamona V2	Companions	MMH	24-11045	Mouse0270	2007-02-07	Because the site would not agree with me i could not upload it in a compressed way sorry about that so i had to put it into two downloads ESP and README This is a simple companion mod, using Grumpy's latest companion script - but this one is a bit special. W...
6030	Salamona V.1 companion	Companions	MMH	24-11038	Mouse0270	2007-02-03	This is a simple companion mod, using Grumpy's latest companion script - but this one is a bit special. When you find Salamona, she has a special topic asking if you would like to be a night lover....(Im a big vampire fan). You dont have to do this. but if you do, you ca...
6029	Rolf gro-Tunsta	Companions	MMH	24-10870	Prince Maethis	2006-11-02	Adds a very simple lvl 10 orc companion and a small mountain in the sea just north of Castle Karstaag in Solstheim. Quick travel is provided by the rickling in the Imperial Cult Shrine at Fort Frostmoth. It is my first companion, so don't expect too much dialogue. Grumpy's compa...
6028	Rika 1.1	Companions	MMH	24-1331	Michael Geisler	2009-04-06	Readme for Rika 1.1 - rika.esp Rika is a "Companion" plug-in for the German version of Morrowind. Solstheim is required! Developed and tested version of the press under 820 (in the game, the esc key is, then lower left). In the English version for Europe played, but not fully tested.
6027	Rat Companion v1.1	Companions	MMH	24-6288	Trylobit	2009-10-08	This small adds a large rat companion with it's master SW of Pelagiad. It can carry a lot of stuff, but it's rather passive by nature. The packrat aslo has limited levelling capabilities to keep the packrat useful later on. Through dialogue it can be given 3 commands: - check h...
6026	Rat companion	Companions	MMH	24-13696	Trylobit	2009-10-08	This small adds a large rat companion with it's master SW of Pelagiad. It can carry a lot of stuff, but it's rather passive by nature. The packrat aslo has limited levelling capabilities to keep the packrat useful later on. Through dialogue it can be given 3 commands: [...]...
6025	Rabcors companions	Companions	MMH	24-10060	Rabcor	2005-08-08	This is my first (shared) mod. It simply adds 2 argonian (male and female), 2 breton (male and female) and 1 Dark elf (female) companions. each in a different location (except for the argonians).
6024	Propylon Guild Guides	Companions	MMH	24-10100	Sandman	2005-08-22	Folms Mirel has three new helpers in the Caldera Mages Guild. If youve completed the Master Index quest they can transport you AND any companions that you have to the various propylon chambers...for a modest fee. This is intended to help anyone using a companion mod that doesnt incl...
6023	PlayableDawnCompanionEquipmentV1	Companions	MMH	24-2517	Unknown	2009-04-24	
6022	Paxon, the Pack Rat	Companions	MMH	24-15654	Tizzo	2018-08-06	This mod adds "Paxon, the Pack Rat" to your game. As the name implies, Paxon is a "Pack" Rat. He's impossible to kill, hard to lose, and can carry a lot of stuff. He will also fight beside you. Paxon can be found in a hidden section of Addmasartus, a smuggler's cave near Se...
6021	Partners Unsexed v1.0-20	Companions	MMH	24-1172	Inkantation	2009-04-06	The Elder Scrolls III TRIBUNAL Partners Mod version 2.5 Index: 1. Installation 2. Playing the Plugin 3. Save Games 4. Credits & Usage 1. INSTALLING THE PLUGIN ...
6020	Partners Unsexed v1.0	Companions	MMH	24-1220	Inkantation	2009-04-06	Partners Unsexed v1.0 Cutthroat Mods Partners 2.5 with same-sex capabilities, enjoy.
6019	Partners Unlimited v1.0	Companions	MMH	24-12232	Gold Dragon	2013-02-22	This Mod really is just an update to Partners Unsexed by Inkantation, with a few more changes and spring cleaning. I used a different name in case if InKantion wished to update his (?) own mod. This Mod is Based upon Cutthroats Partners mod 2.8, but with the ability to have same sex re...
6018	Partners Mod 2.0a	Companions	MMH	24-1557	Cutthroat Mods	2009-04-06	V. 2.0 Tribunal Mod. Adds a large quantity of NPC companions throughout the gameworld, who can be your friends, companions, or even partners if you treat them right. These are easily recognized by the conversation topic added to their menus.
6017	Partners Mod 2.0	Companions	MMH	24-1523	Cutthroat Mods	2009-04-06	V. 2.0 Tribunal Mod. Adds a large quantity of NPC companions throughout the gameworld, who can be your friends, companions, or even partners if you treat them right. These are easily recognized by the conversation topic added to their menus.
6016	Pack Zebra v2.5	Companions	MMH	24-10202	Horny Buddha	2005-10-29	Places a herder with pack zebras in the Zainab Camp. You can buy a pack zebra from the herder. The pack zebra is controlled through dialogue topics. You can display a status report that includes the zebras health, restorative inventory items and type of follow mode. You can command the zebra to f...
6015	pack guar	Companions	MMH	24-2537	Svenn (Michael Lattanzia)	2009-04-24	This plugin places a new NPC who sells pack guars. The Pack Guar Vendor can be found in Balmora in front of the Pawnbroker shop. The cost is 1,000 gold for pack guar. This guar will follow you around and carry your items for you.

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6014	Pack Animal Merchant	Companions	MMH	24-9272	Baratheon79	2004-03-01	Adds a merchant in Pelagiad who will sell you pack guars and pack rats. He will also buy a limited selection of items from you, and has 5,000 gold for that purpose. The pack guar, of course, has the largest weight capacity and can take the most punishment, and costs 1,0...
6013	Of Human Bondage v 1.0	Companions	MMH	24-4313	DarkSide	2009-05-12	This is a slavery plugin based on UlfGeir's "Slave Warrior Jessica" plugin. Adds a basement area in the Suran Slave Market. Here you can meet Dekkan the Slaver, who will sell you a slave of any race and sex. Slaves are 5000 gold each, and each comes with a different weapon. This plugin...
6012	Of Human Bondage 1.1	Companions	MMH	24-2301	DarkSide	2009-04-24	This is a slavery plugin based on UlfGeir's "Slave Warrior Jessica" plugin. Adds a basement area in the Suran Slave Market. Here you can meet Dekkan the Slaver, who will sell you a slave of any race and sex. Slaves are 5000 gold each, and each comes with a different weapon. This plugin...
6011	Nyagetan	Companions	MMH	24-8487	Mr_nStuff	2002-10-25	Adds an Altmer named Nyagetan, guild guide looking for work; find him in the Balmora Guild of Mages. Nyagetan can be used as your companion, a guild guide with travel service to 4 mage guilds, spell seller, enchanter where ever you want him to hang out.
6010	NSN CM Partners Fix	Companions	MMH	24-12957	Oj48	2008-09-30	Fixes the little bug with NSN and CM partners.
6009	Ninja Girl, Kumiko's Revenge	Companions	MMH	24-10491	Wildman	2006-03-15	This mod adds a companion NPC, a young ninja girl named Kumiko, who's parents were assassinated in a conspiracy that included the Dark Brotherhood and the Camonna Tong and she will try to get you to help her get revenge. New version 1B (I didn't change enough to justify a new version ... Newest Version <a href="#">Ninja_Girl_Companion_v1B.rar</a> Addon for <a href="#">teleportation to Sniper-Daria's Japanese House</a>
6008	Ninja Army Revamped	Companions	MMH	24-13458	Genozyde24	2009-06-06	This adds your own personal army of ninjas! Now you can destroy entire towns without barely lifting a finger. Head to the Gnisis Eggmine, follow the bridge, and search for the entrance in the patio area. Inside is a multitude of ninja waiting for your command. Look in the chest for ke...
6007	Nevenas Ex-Slaves Partners 1.2	Companions	MMH	24-1415	Nevena (from Cutthroat Mods	2009-04-06	The Elder Scrolls III TRIBUNAL Partners Mod version 2.3 Index: 1. Installation 2. Playing the Plugin 3. Save Games 4. Credits & Usage ...
6006	Nevenas Ex-Slaves Partners 1.1	Companions	MMH	24-1414	Nevena (from Cutthroat Mods	2009-04-06	The Elder Scrolls III TRIBUNAL Partners Mod version 2.3 Index: 1. Installation 2. Playing the Plugin 3. Save Games 4. Credits & Usage ...
6005	Nevenas Ex-Slaves Partners 1.4 (updated)	Companions	MMH	24-1494	Nevena (from Cutthroat Mods	2009-04-06	The Elder Scrolls III TRIBUNAL Partners Mod version 2.3 Index: 1. Installation 2. Playing the Plugin 3. Save Games 4. Credits & Usage ...
6004	Nevena's Ex-Slaves & Partners v1.5	Companions	MMH	24-7575	Nevena	2004-05-27	This plugin has been adapted extensively from Cutthroat Mods' Partners 2.2, (used with their permission). I have copied their Partners script into a Partners-Slave script and modified the dialogue options to accomodate a 25% chance an NPC will prefer to have a same-gender relationship (and toned ...
6003	Nevena's Ex-Slaves & Partners v1.5	Companions	MMH	24-839	Nevena	2009-04-06	This plugin has been adapted extensively from Cutthroat Mods' Partners 2.3, used with their permission. I have copied their Partners script into a Partners-Slave script and modified the dialogue options to accomodate a 25% chance an NPC will prefer to have a same-gender relationship, and modified...
6002	Necromancy Realism v2.0	Companions	MMH	24-13477	Dormouse	2009-06-13	Dark prophecy has it that soon one of the last great necromancers will be meet an unfortunate end, and in the process, signal the beginning of a new necromancer's journey into the dark art. If you are the new necromancer spoken of in the prophecy, your future holds many dark things. Command undea...
6001	Necromancy Realism v1.0	Companions	MMH	24-15323	Dormouse	2015-02-15	= Necromancy Realism = Version 1.0 By Dormouse Introduction ***** This mod allows the player to perform necromancy in a realistic, roleplaying way. A necromancer does not summon undead, but must gather corpses, coll...
6000	Mostly-Mini Todd	Companions	MMH	24-11445	Fliggerty, Friends	2007-08-12	Praised by THE Todd Howard himself as "Best. Mod. Ever." Todd Howard's mischievous inner child has finally found his way into Morrowind. Adventure with Mostly-Mini Todd as he takes you through every part of Vvardenfell in the continuing search for friends, treasure,...
5999	Morte!	Companions	MMH	24-14345	Jac	2011-07-23	This mod adds a floating, talking skull called Morte based on the same NPC from the Bioware game Planetscape: Torment (PS: T). You can find him trapped in a skull pile in the Samarys Ancestral Tomb. This mod is not lore correct and was never meant to be lore correct. It is meant to be a fun littl...



<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
5998	Morrowind Creatures	Companions	MMH	24-10223	Master X	2005-11-11	This mod adds new creaturs to Morrowind dire bears, dire wolves, hell hounds, and more. Also a new class & race, ranger, that can train animals and has an animal companion. V1.3 [list] The race now uses better Bodies. ...
5997	Moogole Companion	Companions	MMH	24-11022	Makairu	2007-01-26	Adds Makairu, a sorcerer moogole to an island behind the Seyda Neen lighthouse. Mog*mod is not needed, all files have been merged and are not required, as i said before. Changelog:v.2 --- ~ Changed moogole's name to "Mog" ~ placed h...
5996	Mog Companions v1.0	Companions	MMH	24-2549	Baratheon79	2009-04-24	This mod adds two Mog NPCs (1 male, 1 female), located in the Six Fishes in Ebonheart, who can join you in your adventures. They already have some basic gear, which is on par with what you have access to when you're just starting out anyway. As usual, they include companion share and ...
5995	MercenaryPack Add-On 2 v1.0	Companions	MMH	24-2531	Baratheon79	2009-04-24	Mercenary Pack Add-On 2 - Guards (Standard Version) Adds 5 new mercenaries to the Mercenary Pack mod that can function as guards. REQUIRES Mercenary Pack v3.5 or higher!!!
5994	Mercenary Pack - Guards Add-On	Companions	MMH	24-9656	Baratheon79	2005-04-27	** Now updated to work with Mercenary Pack v4.0 ** Adds 5 additional mercenaries located in various places around Vvardenfell, which can act as actual guards (great for strongholds). This mod requires Mercenary Pack version 4.0 or higher in order to work, as this add-on ...
5993	Mercenary Pack - Bloodmoon Add-On	Companions	MMH	24-7525	Baratheon79	2004-05-18	** Now updated to work with Mercenary Pack v4.0 ** This is a small add-on to my Mercenary Pack mod. It adds 5 additional mercenaries scattered about Solstheim for the player to hire. They do not presently level with the player, though I may implement that at some point, as well as a ...
5992	Mercenaries	Companions	MMH	24-13046	magius	2008-11-27	This mod adds mercenary master south of balmora. He sells these mercenaries to you Imperials: - Captain - Peasant - Peasant Archer - Imperial legion soldier Argonians: -Captain
5991	Mercenaries	Companions	MMH	24-4980	Danto10	2009-05-12	Adds Guar Island, a large island where docile guar find safety. Travel to Hla Oad and visit the half naked woman behind the docks to get a boat to Guar Island. On Guar Island is a ruin of an ancient building now occupied by hireable mercenaries. The archive contains no readme.
5990	Mechanized Minions	Companions	MMH	24-6229	Dinmenel	2009-04-25	It always struck me as odd that NPC's could learn to create/repair Dwemer Centurions, but the player's intellect was never considered sufficient. So now you can. Gain the favor of Baladas Demnevanni, through respect, labor, or flattery, and he will teach you the skills ne...
5989	Meadow Fae Companion	Companions	MMH	24-11833	Korana	2012-11-10	THE MEADOW FAE RACE MOD IS REQUIRED. She isn't a complex companion by anymeans. She uses the newest version of Grumpy's companion scripts. Her name is Summer Hailshimmer and she will: -Follow closely behind, and warp to you if she gets stuck or lost after a certain distance<...
5988	MCA Mog Addon 4.0.4b2 (2004 Complete)	Companions	MMH	24-4311	Marbred	2009-05-12	MCA Mog Addon 4.0.4b2 (2004 Complete) Version C by Marbred 12/29/04 Requires:* Tribunal&Bloodmoon 3.4 * Morrowind Comes Alive 3.4 * Morr...
5987	MCA Mog Addon 3.4.4b2 (2004 Complete)	Companions	MMH	24-4293	Marbred	2009-05-12	MCA Mog Addon 3.4.4b2 (2004 Complete) Version C by Marbred 12/27/04 Requires:* Tribunal&Bloodmoon 3.4 * Morrowind Comes Alive 3.4 * Morr...
5986	MCA Companions Enhanced	Companions	MMH	24-12493	grmcdorman	2008-01-25	Also requires MWSE 0.9.4a, Morrowind Comes Alive (MCA) 5.2 and Improved Teleportation 2.0. MWSE can be downloaded from Changelog:January 25, 2008: Beta version 0.6 submitted. January 28, 2008: Version 0.61, fixes startup bug.
5985	MCA 4.1 companion health	Companions	MMH	24-12830	Spirited Treasure	2008-07-25	Just a quicky mod that adds health percentages upon greetings of MCA 4.1 companions. Also changes Breton wine to fresh Water. There is no reason everyone in Morrowind has to be an alcoholic! To be specific.. My version of MCA says Mo...
5984	Marriage	Companions	MMH	24-8328	Darin	2005-05-03	This is an (extensive) upgrade for Cutthroat's Partner mod, which implements Imperial/Dunmer marriages and also greatly improves the psychology/dialogues of the original. Notes on version 1.1: there are two esp files, one for each version of CM Partners. ...
5983	Make a pet v1.3	Companions	MMH	24-14622	Lord Berandas	2013-04-15	Adds an altmer trader in Caldera, who sells magic scrolls of command creature/humanoid. These scrolls have very long duration. So lets go to the wilderness and choose your new pet.

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
5982	Mage Companion Kendra	Companions	MMH	24-9565	Baratheon79	2005-04-28	Adds a female mage companion to the game, who can be found in her shack in Gnaar Mok. She will level up along with the player. She will also automatically heal herself or the player if either drops to 50% health or lower. This mod was the first to include this auto-healing feature, which has sinc...
5981	Mage Companion Gabrial	Companions	MMH	24-10124	Palinurus	2005-09-17	This is a template for a mage companion based on the late Grumpy's "Beryl" companion. This mod tries to cater to those who want their companion to be different from their PC - or, to be more precise, who specifically want a mage for a companion. Gabrial levels up with the ...
5980	Lord Grim, companion	Companions	MMH	24-7470	GRiMACE	2002-06-21	
5979	Longears' Compainion mod	Companions	MMH	24-11309	longears34	2007-06-24	Just a simple compainion mod I made using Grumpy's companion template. No great dialouge either. Simple. Find him at Arilles Tradehouse in Seyda Neen.
5978	Locust 1.4	Companions	MMH	24-12947	dingosky95	2008-09-20	This is a companion and upgradeable tower and town. The companion uses grumpy's companion template. So he will level up with you. He is Telvanni and a necromancer. Also he has some other cool features. Plus I added some new dungeons and other things. The missions are quite hard. There are also so...
5977	LittleRupert	Companions	MMH	24-2563	MentalElf	2009-04-24	Little Rupert Pack Guar V1.00 (requires: Tribunal+) A pack guar you can have follow, stay, feed a kwama egg to heal, load & unload with inventory items, and send to any of 26 Vvardenfell locations or Mournhold (he teleports). He walks on water too.
5976	LittleHazel	Companions	MMH	24-2546	MentalElf	2009-04-24	Requires: Tribunal, Bloodmoon V1.01 A pack guar you can have follow, stay, feed a kwama egg to heal, load & unload with inventory items, and teleport to any of 26 Vvardenfell locations, Mournhold, or 3 places in Solstheim. New: Guar Whistle.
5975	Little Rupert The Pack Guar	Companions	MMH	24-9427	MentalElf (Barney Blankenship)	2004-03-28	A pack guar you can have follow, stay, feed a kwama egg to heal, load & unload with inventory items, and send to any of 26 Vvardenfell locations or Mournhold (he teleports). He walks on water too (making him swim was a major problem). Has a good amount of health (320) ...
5974	Little Hazel the Pack Guar	Companions	MMH	24-9410	MentalElf (Barney Blankenship)	2004-03-28	Three pack guar (Little Hazel, Litte Joey, and Little Roscoe) you can have follow, stay, feed a kwama egg to heal, load & unload with inventory items, and send to any of 26 Vvardenfell locations, Mournhold, or Solstheim: Fort Frostmoth, Raven Rock, and Skaal Village. ...
5973	Laura Craft Romance and Adventure v2.2	Companions	MMH	24-5103	Emma	2009-05-12	Do you want some romance in your Morrowind life? Can you stand the thought of a Morrowind girlfriend who sometimes acts and talks like a real life girl? A girl who will get mad at you if you try to bribe her, but will enjoy a pleasant gift or sharing a bottle of Mazte at a nice tavern? A companio...
5972	Laura Craft Romance and Adventure v2.1	Companions	MMH	24-4406	Emma	2009-05-12	Do you want some romance in your Morrowind life? Can you stand the thought of a Morrowind girlfriend who sometimes acts and talks like a real life girl? A girl who will get mad at you if you try to bribe her, but will enjoy a pleasant gift or sharing a bottle of Mazte at a nice tavern? A companio...
5971	Laura Craft Romance and Adventure v2.0	Companions	MMH	24-1588	Emma	2009-04-06	Laura Craft is back in her Vivec cottage (where you find her at start). This time with her own mission and her own quests. New: she talks, sings, dances and can inform you about her current skills. PLEASE NOTE: This girl's name is Laura Craft, NOT Lara Croft, and she has NO connection ...
5970	Laura Craft Romance and Adventure v1.21	Companions	MMH	24-5064	Emma	2009-05-12	Laura Craft Romance and Adventure mod - TRIBUNAL required (Author: Emma, Movement script: The Other Felix, based on the original warping script by Grumpy ) Do you want some romance in your Morrowind life? Can you stand the thought of a Morrowind Laura Craft who sometimes acts and ...
5969	Laura Craft Romance and Adventure - Balanced Ebony Armor	Companions	MMH	24-5084	PETER	2009-05-12	----- Laura Craft Romance and Adventure mod ver 2.1 Taddeus Balanced Armors compatibility ----- What does it do? This mod changes Lauras Ebony armor to fit with the values ...
5968	Lars the Durzog	Companions	MMH	24-9461	VegetaWorshipper	2004-04-07	Lars is a Durzog...not just any Durzog. He's a talking Durzog, and one in need of a friend - you. Take the time to speak to Lars and he'll happily obey your every command. He is very strong and fast, and obedient to boot. Lars' available commands are as foll...
5967	Larenel v1.0	Companions	MMH	24-4343	A.L.Stacey	2009-05-12	For those occasions when Vvardenfell seems a lonely and unforgiving place, Larenel will be your faithful companion and watch your back. Meet him in Balmora. This is my first attempt at utilizing AI Scripts and Dialogue options. Enjoy the companionship!

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5966	Larenel	Companions	MMH	24-7437	Tony Stacey	2002-06-01	Larenel's origins are obscure. Caius calls upon his services from time to time but they seem to have separate agendas for the most part. Little is known about the motives of the Ranger class but one thing is clear - if Larenel gets into a tight spot he always ...
5965	LadyDeathCompanionV1	Companions	MMH	24-2525	Unknown	2009-04-24	
5964	Lady Death Companion	Companions	MMH	24-11831	Korana	2012-11-10	This plugin adds the companion Lady Death and a companion hell hound ...based off of Chaos Comic's character. ALSO INCLUDED IS A PLAYABLE RACE VERSION OF LADY DEATH. The body uses the seamless version of Better Bodies 2.1. Lady Death can be found in Hell's Lair. T...
5963	Kwamalot	Companions	MMH	24-10122	Demolisher_2	2005-09-09	"Phew, these Kwama Eggs STINK!!", Says Helviane Desele as she puts them in a box to be sold to here 'less fortunate' customers. Little does she know that one of them isnt rotten at all..... Command a horde of Kwama Warriors!
5962	KoR - The Nexus	Companions	MMH	24-14162	KoRRoDEAD	2010-11-23	KoR_Nexus v2.3beta by KoRRoDEAD Adds a new interior cell with vast transporting services and special merchants and a Female Khajiit Companion (Based on Grumpy's companion v3.1) ----- The only requirements i'm aware that th...
5961	Kimu Hiskari (BETA)	Companions	MMH	24-12769	fashayshay	2008-06-15	This is currently only a simple companion mod. In future versions I hope to add a couple of quests a house for you and Kimu and more.
5960	Karenn1.0	Companions	MMH	24-2524	UlfGeir	2009-04-24	Version 1.0 Adds a companion NPC for thief characters. Her name is Karenn1. She can be found at the South Wall Cornerclub in Balmora.
5959	JiubCompanion	Companions	MMH	24-2558	jimbob 11	2009-04-24	Presumably, it works this time.
5958	Jiub Companion	Companions	MMH	24-9777	jimbob 11	2004-09-15	Jiub Companion adds Jiub to the prison towers in Moonmoth Legion Fort. He's awaiting execution, and would be quite grateful if you released him.... He'll join you when and if he's released. Based on Grumpy's Companion 1.3. Update: The game now doesn't...
5957	jefforycompanion	Companions	MMH	24-2526	Patrick "Edrick" Waddingham	2009-04-24	jefforycompanion v2.2 This is a pluggin that will add five NPCs to the world of Morrowind, generally in the Bitter Coast reigion, for you to discover and ask to have as followers.
5956	Jeffory Companion	Companions	MMH	24-7371	Patrick	2002-05-28	This pluggin lets you pick up several NPCs that can be found in various towns in Morrowind. Their locations will not be told as so to help keep the surprize of it, and it will be fairly obvious who they are once you talk to them, of if you have played through an area before. ...
5955	Jasmine, a Morrowind Companion	Companions	MMH	24-12907	Jac	2008-09-02	Summary: This mods adds a female Redguard named Jasmine who will join you in your adventures provided you do her a favor first. I wrote most of her dialogue to revolve around the Main Quest (MQ), so those not doing it will miss out on quite a bit of the mod. She does have...
5954	Improved Calvus	Companions	MMH	24-8071	Chien-i Tu	2003-08-02	Calvus Horatius, the mercenary in Mournhold is now worthwhile to recruit. He will now have teleportation features so the players will not have to worry about leaving him behind after recall or similar spells. Also upgraded his stats and skills to be more ver...
5953	Imperial guard dogs v1.5	Companions	MMH	24-2536	Unknown	2009-04-24	
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...
5951	Hlaalu Companions	Companions	MMH	24-14925	nzdawghaus	2013-08-20	Simply adds the Companion Share option to Corky and Fjorgeir, who you meet during some of the Hlaalu quests. Also changeS Corky to a Pack Guar, and he will now follow some basic commands (Stay & Come).
5950	Healer Companion Comes By Road v1.0	Companions	MMH	24-7346	Melian	2012-08-27	Comes-By-Road is a pilgrim and former healer looking for protection as he starts out on the road to enlightenment. In exchange for your protection, he will heal you and your companions when needed and cast some other useful spells when asked. At higher levels he may also be useful in combat.
5949	Guarchie	Companions	MMH	24-12285	Locklear93	2013-03-07	Guarchie is an uber-guar. She and her owner are standing outside Balmora, on the far side of the bridge from the city (south side). Talk to the owner, and he'll give you Guarchie. Talk to Guarchie to give her orders. Don't download this mod for serious play, Guarchie is just for fun. Let's put it...
5948	Guar Command	Companions	MMH	24-10841	Martin255	2006-10-16	Lets you command ALL the GUARS (not wild guars) in game.Instructions are with the readme.They can follow,Change size (for tight squeezes) and share their inventory with you. Changelog:Changes since Beta -Made mod usable.



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5947	GS_Black Marsh_Companions	Companions	MMH	24-10314	Gianluca	2005-12-25	This mod adds 6 companions that will join the player:[list] a female and a male imperials NPCs in the Stormhold Imperial Inn a female and a male dark elves NPCs in a shack in Last Sand a female and a male argonians in a den in The Lizard's Den[/list] Choose the one ...
5946	Girlfriend Breton v2.1	Companions	MMH	24-2555	Emma	2009-04-24	Now includes both Morrowind and Tribunal versions Your girlfriend, the breton warrior Laura Craft, is back in Vivec. Prettier, smarter, and better at running and kissing (!) than ever before. She is a warrior who loves a good fight, and between your adventures, you can rest in h...
5945	Ghost Companion	Companions	MMH	24-6770	Leemerful	2011-07-16	Version 2: This version allows you to have a ghost companion by using a ring I have added to the game. Wearing the ring summons an Ancestor Ghost and he lasts for an infinite time unless killed, to get rid of the ghost by yourself just take off [...]
5944	GalithCompanions v1.0	Companions	MMH	24-2559	Baratheon79	2009-04-24	Galith Companions v1.0 Requires: Tribunal Galith Race (by kwshipman) Adds 2 Galith companions to Vvardenfell. Based on Grumpy's Companion v3 mod.
5943	Galatea Companion	Companions	MMH	24-606	Lochnarus	2009-04-06	Adds a Nord Female to the Six Fishes pub in Ebonheart for use as a companion. This mod is based upon Grumpy's template for companions. Tribunal and Better Heads are required.
5942	Friends and Rivals v0.7	Companions	MMH	24-951	enkephalin	2009-04-06	Friends and Rivals v0.7 TES III: Morrowind v1.2.0722 w/Tribunal v1.6.1820 and Bloodmoon v1.6.1820 - required i. Introduction ii. Forward and Disclaimers 1. Installation 2. Playing the plugin 3. FnR features and hints [...]
5941	Fluffy the Durzog	Companions	MMH	24-13382	Dusbulscout	2009-04-17	adds a companion durzog named fluffy to a new cell called fluffy's cave that you can get to through a door at the bottem of the stairs in the vacent manor in mournhold's godsreach district this is my first mod so please dont be to harsh about it [b...
5940	Fligg's Slave Mod	Companions	MMH	24-11352	Fliggerty	2007-07-07	Slavery is something that was never very well developed in Morrowind. Though a number of other mods have made wonderful attempts at fixing slavery, none of them quite do what I wanted. With this plugin, you can purchase any of the existing slaves in the game. Traders in Su...
5939	Familiar Grimlok v1.0	Companions	MMH	24-4965	MentalElf aka Barney Blankenship	2009-05-12	Where are they and how can I get them? In "buying" form, the Grimlok Familiar is a "Grimlok Familiar Egg". These are miscellaneous items that can be bought and sold (600 ea). A dealer NW of the Balmora silt strider, stocks 5 of the eggs per "Barter" session. His name is "Egan, Mage's Familiar Sup...
5938	Enhanced Slaves	Companions	MMH	24-10300	Genosar	2005-12-20	A mod that makes slaves a little more versatile. Changelog:No changes. This is the first.
5937	Ebonheart Orphanage v1.m	Companions	MMH	24-14091	Mordigant	2010-09-25	This mod adds a building just north of the Ebonheart dock plaza which contains 18 adoptable children. The children receive standard companion features when adopted. Ebonheart Orphanage requires Emma's Children of Morrowind. Changelog: 1.m has new music that I have permissio...
5936	Dwemer Scholarship	Companions	MMH	24-12456	Bronzebone MODs	2008-01-01	The first part of "Bronzebone's Simple Companion Mods". No, this is not a mod that lets you study the Dwemer. It's a quest/companion mod. A simple one. Ma'Dar Has-No-Master, a released Khajiit slave, has taken up the study of the Dwemer, and his c...
5935	Dwemer Cyborgs V200	Companions	MMH	24-2552	Henkbein	2009-04-24	Dwemer Cyborgs V2.0 Requires Tribunal -or- Bloodmoon. Go to Jobasha's Rare Books in Vivec and look for a very old Dwemer book. The book contains a map with a cross, marking a spot somewhere in Vvardenfell.
5934	Dwemer Cyborgs V2.10	Companions	MMH	24-11738	Henkbein	2012-10-13	This plugin adds a new 'race' of controllable Cyborg, a Dwemer Production Facility, and a quest. The Facility produces the robots and equipment needed for maintenance and upgrading. Manufacture your own Cyborg army and conquer Vvardenfell, or have them display your nicest armor. Treat t...
5933	Dwemer Cyborgs V101	Companions	MMH	24-2557	HB	2009-04-24	Dwemer Cyborgs V1.01 Go to Jobasha's Rare Books in Vivec and see if he has any interesting books for sale.
5932	Durzilla	Companions	MMH	24-15423	DonnerGott	2015-08-26	Durzilla is an armored, miniature War Durzog which the PC can "recruit" as a companion. After a certain level, the player stumbles-across a battle between a Dremora and a Boyant Armiger and his Durzog. The master dies defeating the Dremora, and the Durzog can be acquired via dia...
5931	Dungeon Crawler	Companions	MMH	24-14399	Shaddow	2011-11-20	This mod adds an Orc dungeon crawler in front of Addamasartus cave's entrance, he has just arrived in Vvardenfell and wants to clear the cave of bandits but is a tad scared due to a noise he heard coming from inside and wants you to come with him. Help him or not, you decide. <...

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5930	Drow Companion Xarinia	Companions	MMH	24-15633	Baratheon79	2018-07-09	Adds a female drow spellcaster companion to Arrille's Tradehouse in Seyda Neen. Intended for use as a support character. Note: Requires ShadowTek's Drow Race v1.7 mod.
5929	Dragon Companion v1.0	Companions	MMH	24-2522	Kagrenac aka Kagz aka Raven	2009-04-24	This Mod uses an edited version of Grumpys Wolf Companion Script. I have changed all Wolf references to now read Dragon. I have also edited out the part where you meet the wolf, as where you meet the dragon is different. Travel to the south bridge at Balmora and "Dormwog" will be waiti...
5928	Dog Handler	Companions	MMH	24-10233	Spider Centurion #2538	2005-11-13	This is my first mod, so please be gentle in the feedback. Well, with that out of the way, here it is. The companion mod I mentioned on the forums. This adds Radius, the self-appointed dog handler and local wierdo of fort frostmoth to your Bloodmoon-enabled copy of morr...
5927	Dog Companions v2.0	Companions	MMH	24-2534	Emma, Grumpy	2009-04-24	BLOODMOON IS REQUIRED! Outside The Scar in Ald'ruhn, you will find a darkelf who has four different dogs for sale - a husky, a rottweiler and two dalmatians, all made by Cait. You can buy as many as you wish of them. Each one of the dogs are using the same companion s...
5926	Data Files Baby Packguar	Companions	MMH	24-2544	Unknown	2009-04-24	
5925	Darknut's Companion Mod	Companions	MMH	24-12909	Darknut	2008-09-03	Darknut's Companion Mod Version 1 9-3-09 This is a companion I used to test "companion" compatibility of DNGDR. Selene is a level 15 Breton Battlemage that is ...
5924	Daedra Summoning Enhanced	Companions	MMH	24-11053	Banopr	2007-02-11	The original way of summoning Daedra is a simple spell, which summons a largely useless meat shield. A.I. was dumb as a doornail (running into walls, losing you, etc.) and levitating/Water walking was nigh impossible. In short, summoning Daedra was bad. I sought to change that. By attaching Grump...
5923	Cydriic's Mercenaries	Companions	MMH	24-14449	Cydriic	2012-03-08	Hello and welcome to Cydriic's MERCENARIES. This mod adds a Mercenary dealer called Laves Rayn in the lower floor of the Ald Ruhn Council Club. He will sell 3 types of Mercenaries for the price of 25,000 Gold each. A Blade...
5922	Container Companion	Companions	MMH	24-9224	Palinurus	2005-05-13	A useful, if somewhat annoying companion - basically, a floating chest that follows your PC around & carries your stuff. You can find it hanging around in the Mages Guild of Balmora - no requirements have to be met to acquire the chest apart from a certain disregard for ...
5921	Constance's Amulet	Companions	MMH	24-10371	Dyn_Sol	2006-01-25	This adds an amulet called Amulet of Arrows to Ald-ruhn, Llether Vari: Enchanter. The amulet will auto-equip steel arrows to the companion Constance (made by Emma and Grumpy) when you wear it. This only works when you wear it. Do not give it to Constance. The...
5920	Compañero Tanuk [Spanish]	Companions	MMH	24-15620	runs	2018-06-03	Este es un mago. Encuéntralo en [i]Vivec, Cuartel Extranjero, Planta Central Inferior. Ordenes que le puedes dar: 1) Sigueme, esperame quieto, haz guardia en este punto (da unas vueltas)... 2) Combatir, tipo de arma que debe usar... 3) Se puede autocurar, au...
5919	Companions: Buddy & Holly v1.1	Companions	MMH	24-2561	Emma	2009-04-24	Requires Tribunal At Eight Plates in Balmora, the Blades' agents Buddy and Holly are waiting for you, ready to be your companions. PLEASE NOTE: Buddy and Holly originally belongs in my quest mod "Blades Quest: Prophecy of The Lost Heir". As you have ...
5918	Companions: Buddy & Holly v1.0	Companions	MMH	24-2523	Emma	2009-04-24	Requires: Tribunal Author: Emma Movement script: TheOtherFelix, based on the original movement script by Grumpy. At Eight Plates in Balmora, the Blades' agents Buddy and Holly are waiting for you, ready to be your companions. PLEASE NOTE: Buddy and Hol...
5917	Companions Hippolyta And Decius 2.01 Vorwoda	Companions	MMH	24-2086	Vorwoda aka John Segers	2009-04-06	Welcome to Hippolyta v 2.01, Decius v 2.01, and HippolytaAndDecius v 2.01 A companion mod for the vanilla game WITHOUT needing Tribunal or Bloodmoon (though they can be installed). by Vorwoda (John Segers) email: jsegers@[see ReadMe] ONLY RUN ONE OF THESE E...
5916	Companions Buddy & Holly	Companions	MMH	24-1766	Emma	2009-04-06	At Eight Plates in Balmora, the Blades' agents Buddy and Holly are waiting for you, ready to be your companions. PLEASE NOTE: Buddy and Holly originally belongs in my quest mod "Blades Quest: Prophecy of The Lost Heir". As you have to be Nerevarine in order to play "Lost Heir", ...
5915	Companions 01 (Slaves)	Companions	MMH	24-6264	Valtur Naa	2009-09-16	Attempts to both create generically intelligent companions (so anyone can be attached to this script with no script modification) and turn slaves into companions that can be forced to join you, ordered about, trained, and bought and sold. It adds a number of new slave traders (ask anyone about sl...

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
5914	CompanionIekknat	Companions	MMH	24-2533	Sennenki	2009-04-24	Iekknat has arrived in Tel Aruhn. For a small fee, Iekknat can be your loyal companion. Visit the slave area in Tel Aruhn for purchasing information. Tested with Morrowind 1.2.0772 Contact sennenki@iinet.net.au for Technical Support.
5913	Companionable Cats (AKA Cat Companions)	Companions	MMH	24-15599	Emma	2018-03-12	Description: CAT COMPANIONS VER 1.1 By Emma Requires: Bloodmoon Author: Emma Site...
5912	Companion Teleportation	Companions	MMH	24-5599	cdcooley	2011-06-16	** Companion Teleportation 1.1 Up to 20 companions can now teleport when you do. &...
5911	Companion Slaves	Companions	MMH	24-7850	Vague Blur	2003-10-06	A tiny mod that does the following: Makes "Companion Share" available for all Slave Class NPCs. Gives all Slave Class NPCs the ability to wait or follow. Additionally gives Ciralinde, Davina and Jadier Mannick (available from Savile Imayn ...
5910	Companion Role Play Plus v1.01	Companions	MMH	24-14921	ManaUser	2013-08-18	This mod adds a few special "topics" to any NPC with Companion Share enabled (companions, presumably). You can ask your Companion "How's your health?" which is handy, but the rest are just an aid to role play; to make your companion seem a little more like a separate person from your charact...
5909	Companion Project	Companions	MMH	24-15602	Grumpy	2018-03-16	Companion Project 3.1 by Grumpy (Dennis) A simple companion demo (Nancy, a Nord with Guard AI), easily customized to make your own new companion by copying scripts to new IDs. This is the ultimate basis of most companion mods, and introduced numerous features most of them have to...
5908	Companion Lekknat	Companions	MMH	24-8463	Sennenki	2002-10-14	The most complex and detailed companion available for Morrowind. Lekknat, a Wood Elf, (praised by the great Vivec himself for his sharpshooting abilities), is the companion for you. Lekknat features a diverse array of commands, settings and options, as listed and explai...
5907	Companion Hilda	Companions	MMH	24-2529	Dixon	2009-04-24	The Elder Scrolls III MORROWIND Companion Hilda [...]
5906	Companion Arya	Companions	MMH	24-9404	Baratheon79	2005-04-28	Adds a female wood elf living in a yurt near Khuul who will join the player. This companion will level up with the player, and includes a version of the esp that does not enforce the 100-point cap. Aside from the automatic healing feature that has become standard in my companion mod...
5905	Companion Andrea & Cecil	Companions	MMH	24-12462	Proud Ho	2008-01-06	This mod adds two companions in Seyda Neen: Andrea, a spellsword, and Cecil, a battlemage. Based off of Grumpy's Companion v3.1 template. There are no quests or storylines associated with this mod. Requires Sniper Daria's Japanese House and Westly's Master Headpack, otherwise they will be naked a...
5904	Companion (Ulfgood Romra)	Companions	MMH	24-12077	Rukinea	2012-12-15	This plugin will allow you to have an NPC warrior travel with you. The NPC is named Ulfgood Romra and is located in Seyda Neen, not far from where you start the game.
5903	Comes-By-Road: Healer Companion	Companions	MMH	24-13002	melian	2008-11-04	Comes-By-Road is a pilgrim and former healer looking for protection as he starts out on the road to enlightenment. In exchange for your protection, he will heal you and your companions when needed and cast some other useful spells when asked. At higher levels he may also be useful in combat. [...]
5902	CM Partners v3.0 Roleplayer's Edition	Companions	MMH	24-5946	Cutthroat Mods	2011-10-16	The Partners Mod is a full featured companion mod that provides a 100 companion NPC's through out Morrowind. There are 100 companion NPC's all with the ability to become your friends, lovers, companions, or partners depending on disposition. These NPC's are divided into Magic, Stealth, and ...
5901	CM Partners v2.9	Companions	MMH	24-14281	Cut Throat Mods	2013-04-08	[u]Partners Mod 2.9 Roleplayers Edition[/u] Added a number of new Partner NPC's. there are now 100 NPC's that could become your friends, companions, lovers, and partners. Adapted Grumpy's latest follow script to Partners NPC's incl...
5900	CM Partners Basic	Companions	MMH	24-2562	Cutthroat Mods	2009-04-24	Tribunal Mod. Adds a large quantity of NPC companions throughout the gameworld, who can be your friends, companions, or even partners if you treat them right. These are easily recognized, because a conversation topic will be added to their menus.
5899	cm partners 2a	Companions	MMH	24-2551	Cutthroat Mods	2009-04-24	V. 2.0 Tribunal Mod. Adds a large quantity of NPC companions throughout the gameworld, who can be your friends, companions, or even partners if you treat them right. These are easily recognized by the conversation topic added to their menus.
5898	CM Partners 2.8	Companions	MMH	24-2515	Cutthroat Mods	2009-04-24	Partners Mod V. 2.8 - Tribunal Mod. Includes the Bitter Coast Cantina and Rhedd's Heads. Conflicts with Wakims Game Improvements, Twin Lamps, Nevena's Exslaves & Partners, and Nevena's Club & Courtiers.

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
5897	CM Partners 2.6	Companions	MMH	24-2564	Cutthroat Mods	2009-04-24	Partners Mod V. 2.6 - Tribunal Mod. Includes the Bitter Coast Cantina located West of Seyda Neen. Conflicts with Wakims Game Improvements, Twin Lamps, Nevena's Exslaves & Partners, and Nevena's Club & Courtiers.
5896	CM Partners 1.0	Companions	MMH	24-2519	Cutthroat Mods	2009-04-24	Tribunal Mod. Adds a large quantity of NPC companions throughout the gameworld, who can be your friends, companions, or even partners if you treat them right. These are easily recognized, because a conversation topic will be added to their menus.
5895	CM Mournhold Teleportation	Companions	MMH	24-3965	Cutthroat Mods	2009-05-12	A fast easy way to reach Mournhold from Vvardenfell. See Arrille in Seyda Neen.
5894	Chazz's SWB companion	Companions	MMH	24-12641	ChazzM	2008-04-02	WARNING: This mod contains a little bit of swearing, IIRC there are only two accounts in this mod. Meet Swims-With-Bitches, an Argonian ex-pimp, who, before ten years of calmness, was a very famous adventurer, one day he suddenly realized that he was getting older and he ...
5893	CaptainZaltan's Advanced Companions Alpha	Companions	MMH	24-14612	CaptainZaltan	2013-04-11	So here is the story....originally, I conceived of this mod as a standalone. However, when Xill said that we would be making an expansion to Wizards Islands, I began to convert it to become a part of the Wizard's Islands universe. Originally the plan was that I would complete the scripting and ma...
5892	Calvus and Rerlas	Companions	MMH	24-6226	Princess Stomper	2009-04-13	
5891	Buy B or W	Companions	MMH	24-2530	Unknown	2009-04-24	
5890	Breton Hunk Companion Lite	Companions	MMH	24-6155	Princess Stomper	2006-08-09	This is the 'light' version of Breton Hunk Companion. It attaches Emma's/Grumpy's companion system to Sorcha Ravenlock's Breton Hunk. The companion uses the 'Beryl' template. As the pared down version, it is light on dialogue and features. The com...
5889	Boyfriend Imperial v2.1	Companions	MMH	24-2554	Emma	2009-04-24	Now includes both Morrowind and Tribunal versions! Indiana James, the boyfriend of your female PCCharacter is back in Vivec. Smarter, more handsome and better at running and kissing (!) than ever before. He is a warrior who loves a good fight, and between your adventures, you ca...
5888	Boneman's Oath	Companions	MMH	24-11554	Magius	2007-09-25	In Balmora, go under the silt strider and look towards the wall, you should see a high elf. From him you can buy items needed to call a bonewalker, skeleton and ghost. To summon an undead ,kill one when you have ritual items and correct necromancer's book in your i...
5887	BodyguardSorin	Companions	MMH	24-2540	Unknown	2009-04-24	
5886	Bodyguard Sorin	Companions	MMH	24-5041	Unknown	2009-05-12	Sorin, a level 35 Imperial warrior in bound daedric armor, awaits you in Balmora in the area between the siltstrider and the Council Club. He will be your bodyguard if you can afford his 500 gold fee.
5885	Blasphemous Revenants	Companions	MMH	24-10488	Fliggerty, Friends	2006-03-14	An aging necromancer wishes you to enter his tutelage. You will learn the art of gathering corpses, preparing them for arcane rituals, and summoning and commanding vast armies of the dead. The process involved in this mod closely follows the processes described in...
5884	BeastsofBurden Shaolin Monks 12	Companions	MMH	24-2545	Kevin Castellano	2009-04-24	Beasts of Burden: Shaolin Monks Ver 1.2 This adds a Shaolin Monk class, one Shaolin Monk to follow you around, take care of your Packguar, and one NPC trainer in Seyda Neen. Read the Readme for details!
5883	BeastsofBurden Packguar (Tribunal ver) 20	Companions	MMH	24-2550	Kevin Castellano	2009-04-24	Beasts of Burden: Packguar Mod ver 2.0 for Morrowind TRIBUNAL REQUIRED!!! "Heel" to follow, "Sit" to stay, "Feedme" to heal Now he gets stronger as you go up in level, has his own handler, and a muzzle.
5882	Beasts of Burden - Tribunal	Companions	MMH	24-8526	WetWareV7	2002-11-13	This Mod adds an NPC just outside the gates of Balmora, who can buy your expensive items and will sell you a Packguar to carry your stuff around for you. Packguar gets stronger as you level up. If you overload your Packguar, he WILL move slower, as if he has too ...
5881	Bear Companion	Companions	MMH	24-10328	Baratheon79	2006-01-05	Adds a bear on the docks at Fort Frostmoth who will join up with you as a loyal companion. This companion is equipped with a version of Grumpy's warping script, to prevent him from getting lost on you. Note that this companion does not include the companion share feature, for the sam...
5880	Bear Companion	Companions	MMH	24-15508	Baratheon79	2017-07-23	The Elder Scrolls III MORROWIND: Bear Companion Version 2.0 by Baratheon79 **Note: REQUIRES BLOODMOON Expansion I...
5879	Bear Companion	Companions	MMH	24-15509	Baratheon79	2017-07-23	The Elder Scrolls III MORROWIND: Bear Companion Version 2.0 by Baratheon79 **Note: REQUIRES BLOODMOON Expansion I...

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
5878	Bear Companion	Companions	MMH	24-15516	Baratheon79	2017-07-30	The Elder Scrolls III MORROWIND: Bear Companion Version 2.1 by Baratheon79 **Note: REQUIRES BLOODMOON Expansion I...
5877	BAR SkaalComp Ulfgaar v1.3	Companions	MMH	24-2541	Baratheon79	2009-04-24	Skaal Companion - Ulfgaar Version 1.3 (Standard Version) Adds a male Nord warrior in the Skaal village who will join the player. The warrior has his own animal companion as well. **Requires Bloodmoon
5876	BAR SkaalComp Corana v1.3	Companions	MMH	24-2520	Baratheon79	2009-04-24	Skaal Companion - Corana v1.3 (No-Cap Version) Adds a female Nord warrior in the Skall Village who will become your loyal companion. She also has a pet wolf who will follow her and fight alongside her.
5875	BAR PackRat upgrade	Companions	MMH	24-2542	Baratheon79	2009-04-24	Pack Rat fix v1.0 This mod just upgrades the Tribunal packrat with Grumpy's warping script, so that it won't be quite as likely to get lost. No other changes were made.
5874	BAR PackAnimalMerchant v1.1	Companions	MMH	24-2516	Baratheon79	2009-04-24	Pack Animal Merchant v1.1 Adds a merchant to Pelagiad who will sell the player packguards and packrats. Requires TRIBUNAL!!
5873	BAR NPC Pack v2.1	Companions	MMH	24-2535	Baratheon79	2009-04-24	Version 2.1 This is an update to version 2.0, and allows you recruit the NPCs after you're the Nerevarine. Adds a number of NPC companions to the game, including generic soldiers and archers.
5872	BAR MP Add-On BM v1.6	Companions	MMH	24-2539	Unknown	2009-04-24	
5871	BAR MP Add-On - BM v1.6	Companions	MMH	24-2556	Unknown	2009-04-24	
5870	BAR MercenaryPack v3.6	Companions	MMH	24-2512	Baratheon79	2009-04-24	Mercenary Pack v3.6 (Standard Version) Adds a number of mercenaries to the game world for the player to hire. All have companion share and include a version of Grumpy's warping script. See readme for more info.
5869	BAR Comp Kendra v1.5	Companions	MMH	24-2538	Baratheon79	2009-04-24	Mage Companion Kendra v1.5 (Standard Version) This mod adds a female Breton mage that will join you in your adventures. She may be found in her shack in Gnaar Mok.
5868	BAR Comp Arya v1.3	Companions	MMH	24-2553	Unknown	2009-04-24	
5867	BAR BearCompanion v1.1	Companions	MMH	24-2518	Unknown	2009-04-24	
5866	Balmora Academy of Stripology v1.5	Companions	MMH	24-10242	Necrobard	2005-11-18	This mod adds a building on the little island south of Balmora's walls. The building is a dance school, where you can hire dancer girls for 2500 gold. There are five unique dancers for each race*, however there is no limit to the total number you can hire. The girls will follow you, or dance, and...
5865	At-A-Glance Companion Status Bars v1.1b	Companions	MMH	24-6496	skaeps	2010-07-04	Companion care made easy. With the press of a button, you can enable a secondary HUD that will display your companion's health, magicka, and fatigue! No need to jump through dialog or menus! Just by looking at your companion and pressing a button, the HUD will show your companion's c...
5864	Artic v.1.1	Companions	MMH	24-2560	Yanks1343	2009-04-24	This mod adds a white wolf to Seyda Neen. She is named Artic and is very strong. Artic is alittle smaller than the other wolves.
5863	Armies	Companions	MMH	24-10635	Master X	2006-06-22	Adds 4 armies you can hire when you get to the top of the tower in Balmora. You can find one in Mournhold, another near Seyda Neen, and in Vivec. Changelog:added an option to have your army go to mournhold or ebonheart and another army in fort frostmoth. 1.5
5862	Apprentice	Companions	MMH	24-13093	Nathaniel "Wolfzen" Schrader	2008-12-18	A young man named "Odis" has come to Morrowind in search of a Master to teach him the ways of an Adventurer. Adds "Apprentice" to game, who follows you and does several other things that are revealed quickly in the game world. This ESP also adds a...
5861	angelic companion v0.8	Companions	MMH	24-2513	Aliasi Sudonomo	2009-04-24	An unusual companion awaits you at the gateway to Vivec. Convince her that you are worthy and she shall join your cause.
5860	Alternate Mannequins	Companions	MMH	24-10263	NFITC1	2005-12-07	This is an alternate version of the popular mannequin scripts. This one is based on the paralyze spell (So the head doesn't move!). This is a resource, so no mannequins are put into the actual game. There are more details in the readme. Please feel free to em...
5859	Aleo, NPC Companion	Companions	MMH	24-8206	Adrak	2002-07-15	
5858	Agony and Rapture	Companions	MMH	24-6522	EvilFluffyBunnies	2010-08-09	There have been a few boyfriend mods - Emma's Indiana James and Vorwoda the Black's Decius companion, but nothing for those who don't want to be referred to as a "girl" yet still want a boyfriend! I know there are gay Morrowind players out there - and since I know of no other gay mod, so I made t...
5857	Additional Morrowind Adventurers	Companions	MMH	24-12477	Harkkonen	2008-01-16	Just adding more Companions to the game to give the player more options in making a band of followers that share the same faction you are in. I spent much time covering most options a player may want in fellow companions. Nothing too crazy and...



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5856	Additional Companions for MCA 5.2	Companions	MMH	24-11175	grmcdorman	2007-04-08	MCA 5.2 removed 22 companions that were available. This mod adds them back to MCA 5.2, in their original location. This mod requires Morrowind Comes Alive 5.2. Changelog:Version 1.1: fixed some companions who had zero for all of their skills.
5855	Acashiea Moca v1.4	Companions	MMH	24-13630	bbslayer_07	2009-08-25	This mod adds a new companion to morrowind, Acashiea Moca, who is based off the Rosario + Vampire series, she can be found at the Balmora Eight Plates. Moca has all the basic features of a companion as well as some very interesting and unqnie abilities such as--- -She can tr...
5854	Abigails Petshop v5.5	Companions	MMH	24-1296	yati	2009-04-06	This mod adds a vendor in Seyda Neen who has about 80 various kinds of pets to sell to you. The pets will fight for you (Wolf, Bear, etc.) or carry things for you (PackGuar & PackRat), and surely you can sell them back. Nearly all of them can gain experience and level up BY THEMSELVES.
5853	Abigails Petshop v5.0	Companions	MMH	24-1613	yati	2009-04-06	This mod adds a vendor in Seyda Neen who has about 80 various kinds of pets to sell to you. The pets will fight for you (Wolf, Bear, etc.) or carry things for you (PackGuar & PackRat), and surely you can sell them back. Nearly all of them can gain experience and level up BY THEMSELVES.
5852	Abigail's Petshop v5.5	Companions	MMH	24-4746	yati	2009-05-12	This mod adds a vendor in Seyda Neen who has about 80 various kinds of pets to sell to you. The pets will fight for you (Wolf, Bear, etc.) or carry things for you (PackGuar & PackRat), and surely you can sell them back. Nearly all of them can gain experience and level up BY THEMSELVES.
5851	A Lord's Men v2.0.2	Companions	MMH	24-10118	Arjan Wardekker aka Lord Gildor	2005-09-02	In the Foreign Quarters Plaza in Vivec, you will find a representative of A Lord's Men Mercenaries and four adventurers (heroes) who belong to this organization as well. A Lord's Men Mercenaries supplies Vvardenfell's Lords and Ladies with any kind of personnel that might come in useful to those ...
5850	A LITTLE GIFT	Companions	MMH	24-1599	Kagz aka Kagrenac	2009-04-06	This is a small mod that i have made for my friends at TES Forums. It gives you a baby Unicorn as a friend, who will follow you and fight for you. Only Morrowind is req for this mod. Go to the East side, of the South bridge at Balmora.