

Id	Name	Category	Site	Link	Author	Date	Description
13336	Welcome to the Arena!	Factions	Fliggerty	*838	Kalamestari_69	2013-05-01	With this mod, you can fight and bet for fights in the Vivec's Arena. Like in the the Imperial City Arena in Oblivion, there are apparent teams of combatants and scheduled matches. To start your journey, talk to one of the arena masters in their bloodworks about "Join the arena". You need to be ...
6894	Xenn's Strict Factions v2.0	Factions	MMH	35-13297	Xenn	2009-03-05	This mod makes some factions block you from joining if you're a member of a rival faction. Factions changed: Great Houses; House Hlaalu now blocks the Imperial Legion, Imperial Cult, and the Thieves Guild. House Redoran now blocks the Imperial Legion and Imperial Cult.
6893	What Thieves Guild?	Factions	MMH	35-13858	Von Djangos	2010-02-22	Ever felt that for law breaking gang of thieves and robbers, finding their guild was as easy as walking into a random building? You practically get asked to join before you even realise its a thieves den! And the 'I do a little of this, a little of that'? Purlase. This mo...
6892	Welcome to the Arena! v5.5	Factions	MMH	35-13174	Kalamestari_69	2009-01-17	The Elder Scrolls III Morrowind Mod: Welcome to the Arena! V5.5 by Kalamestari_69 REQUIRES TRIBUNAL AND BLOODMOON ===== Index: 1.Installation 2.What this mod does? 3.Playing the Plugin 4.Save Games 5.Quest...
6891	Vivec Flat	Factions	MMH	35-3203	Occam	2009-05-12	**** The Elder Scrolls III &#...
6890	Velendosval	Factions	MMH	35-8252	Travis Willis	2002-08-10	August 6th, 2007: After abandoning this plugin for years, I'm at it again. The entire plugin has been revamped, so check it out! ----- I spent almost 2 months on this Plugin, making sure it worked, making sure it flowed sm...
6889	Vampire Realism II BETA 2.0c	Factions	MMH	35-643	Jaxalot	2009-04-06	Vampire Realism II Bloodmoon Add-On ESP file. Makes a few changes to Vampire Realism II for Bloodmoon users. Use this WITH the Vampire Realism II base ESP. Version 2.0c BETA
6888	Vampire Realism II Beta	Factions	MMH	35-2179	Jaxalot	2009-04-24	Vampire Realism II Bloodmoon Add-On ESP file. Makes a few changes to Vampire Realism II for Bloodmoon users. Use this WITH the Vampire Realism II base ESP. Version 2.0c BETA
6887	Vampire Realism 2.2	Factions	MMH	35-6939	Jaxalot	2012-07-08	Vampire Realism is an ongoing project of mine to improve vampires in Morrowind. And rather than focusing on a single larger feature, it is basically a large compilation of changes to vampires, to improve the whole experience. This plugin is dedicated to StoneDrake, a great friend and regula...
6886	Vampire Realism 1.2	Factions	MMH	35-1566	Jaxalot	2009-04-06	The Elder Scrolls III Realism MORROWIND: Vampire Version 1.2 &...
6885	vampire embrace23 new	Factions	MMH	35-475	Cortex	2009-04-06	VAMPIRE EMBRACE Version 2.3 Requires Morrowind, Tribunal and Bloodmoon Author: CORTEX A balanced roleplaying mod for vampires. To install the plugin, unzip the files into the Morrowind/Data Files directory. This should automatically put these ...
6884	Vampire Embrace 2.1	Factions	MMH	35-1217	Cortex	2009-04-06	VAMPIRE EMBRACE Version 2.1 Requires Bloodmoon and Tribunal Author: CORTEX A balanced roleplaying mod for vampires. To install the plugin, unzip the files into the Morrowind/Data Files directory. From the Morrowind Launcher, select Data F...
6883	Vampire Embrace 1.9 [BETA]	Factions	MMH	35-1711	Cortex	2009-04-06	VAMPIRE EMBRACE Version 1.9 [BETA for the soon to be released 2.0] Requires Bloodmoon and Tribunal Author: CORTEX A balanced roleplaying mod for vampires. To install the plugin, unzip the files into the Morrowind/Data Files directory. Fro...
6882	VaEx	Factions	MMH	35-8279	Rev	2002-08-05	
6881	uvirithinside16	Factions	MMH	35-4926	The DopeHatMan	2009-05-12	Uvirith Inside v 1.53 Merging and redesign: The DopeHatMan Email: dopehatman@yahoo.com If you want to bloat my ego by telling me how much you love this mod, or want to complain about it, feel free to shoot me an e-mail at the above addy... just include "Uvirit...
6880	Uvirith's Legacy 2.0	Factions	MMH	35-6928	Stuporstar	2012-05-22	This is an older version of Uvirith's Legacy. For the latest version, please use the mirror link found below. This mod started as an ever expanding version of Uvirith Inside. It all started when I decided to make the original mod compatible with Tribunal and Bloodmoon. From there the ...
6879	Uvirith Vault v1.0	Factions	MMH	35-14810	ThaEgbird	2013-06-12	This plug-in adds a considerably large vault under the player stronghold of Tel Uvirith.
6878	Uvirith Inside 1.6	Factions	MMH	35-15627	The DopeHatMan	2018-06-23	Uvirith Inside is an expansion off of Uvirith Vault and Uvirith Unleashed, which have been merged together as the base of this mod. There have been several things added, such as a potion rack for easy storage, and alchemy table with custom ingredient extractors to get just the ingredie...
6877	Uvirith Inside	Factions	MMH	35-2114	The DopeHatMan	2009-04-06	This was initially just going to be a combination of Uvirith's Vault and Uvirith Unleashed. What has happened is that it's taken on a life of it's own, and hopefully does justice to both mods. Instead of both additions being just given to you with all their bells and w...
6876	Twin Lamps (unfinished)	Factions	MMH	35-6370	Hide-His-Names	2010-01-10	in this mode you'll find a island somewhere in Shoegorath region (just take a boat from Khuul)i've made this place as another version of Twin Lamps only i can't finish it because i don't know how...so...pls help me!
6875	training cantrips v1.02	Factions	MMH	35-3890	shiva7663	2009-05-12	Mages Guild Training Cantrips Author: shiva7663 Email: Send a PM to shiva7663 on gamersroam.com or the official Elder Scrolls III forum. Web Site: http://www.esc3.com/umbra/ Date: 26 JUL 04 Future update planned: no, but then again, that's what I said th...
6874	Trailer Last Legion	Factions	MMH	35-4247	Unknown	2009-05-12	
6873	To Serve Sithis	Factions	MMH	35-12879	Emyn	2008-08-22	This mod allows the PC to join the Dark Brotherhood, to engage in several quests including ten murder contracts and several special assignments. It is largely dialog-based, and there are journal entries for everything. There are some new (familiar?) faces and some more detailed personalities for ...
6872	timplg v0 0 5	Factions	MMH	35-449	Tim (Xmorg)	2009-04-06	Added NPC's and a guild to the game. for 35+ Lv characters
6871	ThievesGuildhouseFinalVersion	Factions	MMH	35-3205	Edgewood Dirk	2009-05-12	Title: Thieves' Guildhouse Created by: Edgewood Dirk, ebonymagister@hotmail.com Type: Faction Stronghold Description: Essentially, this mod answers the problem that the Thieves' Guild doesn't provide much in the way of a stronghold, unlike the great houses. When you make...
6870	Thieves' Guild Stash	Factions	MMH	35-11239	Danjb	2007-05-15	This mod adds several "Thieves' Guild Stash" chests, similar to the Fighters' Guild Equipment Chests and Mages' Guild Supply Chests, next to some of the higher-ranking thieves. There shouldn't be any conflicts with other mods. Hopefully it's fairly balanced. [b...
6869	The Twin Lamps	Factions	MMH	35-8414	Eric Lemage	2002-09-10	If you think it's time some of the ugly bosses employing slaves have their butts kicked, then this mod is for you. The Twin Lamps now really exist as an active faction and needs bold adventurers to put an end to slavery. You'll be offered new quests in their Guildhall of Twi...
6868	The Tribunal Order	Factions	MMH	35-13952	MrNicNac	2010-05-15	Please note that I am new to uploading retextured weapons. If you have a problem please comment here and tell me what it is. =====WhatItDoes===== This is a large mod that adds the Tribunal Order to Mournhold, Pla...
6867	The Tribe Unmourned	Factions	MMH	35-13139	Von Djangos	2009-01-04	This is an extensive Sixth House Expansion mod. It basically fleshes out and fixes the Sixth House as a faction, BUT does not include any quests or a way to join them. Therefore, it is essential that you use it in conjunction with Endreks' 'The Sixth House' or The Mad God's 'Great House Dagoth' - ...
6866	The Seekers Faction	Factions	MMH	https://drive.google.com/file/d/1N6ReGPa2fMTO_CwdmO1b1NqjfcfDTa8n/view?usp=share_link	Dale French	2002-08-15	Conflicts with Varo Manor, requires cleaning. abot's tweaked version 2.1 available here
6865	The Rieking Tribe	Factions	MMH	35-6100	Zaldir	2012-04-12	This mod adds a rieking tribe to Solstheim. This is a kind tribe, so they won't attack. Their "village" which is a cave, is a little southwest of "The altar of Thron'd", close to Moersring mountains. Currently is consist of some random "tribesmen", one elder/chief, a tame wolf, and a cook. The ch...

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6864	The Raven Wizards	Factions	MMH	35-3201	Unknown	2009-05-12	I know my other MODs haven't been very good, but this one has no glitches what so ever. It adds another faction and a huge guild house with your very own room. To get to the Raven Lands find the Raven wizard in Seyda Neen (near the Census and Exsise offices)
6863	The Order of the Tamriel Crusaders, Part One: The Initiate	Factions	MMH	35-10455	grVulture	2006-02-28	The Crusaders landed in Morrowind! Will you join them and help them rebuild their Order? A new faction, new quests, battles, etc. etc. Start your adventure in Ebonheart. Go in the Crusader's Rest. Join the Order. Convert the locals to ...
6862	The New Lands	Factions	MMH	35-10197	Skott Hunter	2005-10-23	The New Lands Drug Co. has come to Vvardenfell to distribute narcotics. You'll find them in every main settlement in Vvardenfell. They are hard to miss, they wear exquisite clothing and will never run out of supplies. Ask the Balmora and Ald-Ruhn s...
6861	The Last Legion	Factions	MMH	35-4243	Unknown	2009-05-12	
6860	The Inquisition	Factions	MMH	35-12896	Psycholex	2008-08-27	Go forth Inquisitor and weed out the Heretics and the unholy! The traitors to the temple shall tremble before you! Now with screenshots :D ***** MORROWIND MOD [...]
6859	The Imperial Legion Badge	Factions	MMH	35-7753	Rodrigo Ortiz	2004-07-23	Tired of carrying Imperial Legion stuff around just to talk to the other soldiers/generals/etc? With the Imperial Legion Badge you don't need any armor to be recognized as a Imperial Legion soldier. It doesn't need to be equipped either, making it even more practical. ...
6858	The Brelanquilest	Factions	MMH	35-5051	Unknown	2009-05-12	No readme, esp only. This file appears to add a small building North of Balmora in Balmora -3,-3 which is the entry point to Brelanquilest Guild Tower interior. This interior connects to Brelanquilest Great Keep, which looks like a cave and not a keep in the CS. Adds varying NPCs of the new facti...
6857	The Blades Scabbard	Factions	MMH	35-6145	Forseti	2005-11-07	A simple little housing mod to fix a quibble I had with joining the Blades - you get no place to live! You're now working for the Emperor himself and you don't even get a stinking room. Join one of the Great Houses and they'll give you a whole stronghold for Pete's sake....
6856	The 6th House Army	Factions	MMH	35-1078	Unknown	2009-04-06	
6855	ThaxildorsUvirithadditions	Factions	MMH	35-4924	Thaxildor	2009-05-12	The Elder Scrolls III MORROWIND: Thaxildor's Uvirith Additions By Thaxildor Requires the Mor...
6854	Temple Transport	Factions	MMH	35-11345	Moonwalker	2007-07-06	A very simple mod that adds NPCs to the temples in Ald-ruhn, Balmora, Ghostgate, Gnisis and Vivec's High Fane, allowing you to travel between them.
6853	Tel Volorith v1.0	Factions	MMH	35-14759	Bravo1	2013-05-24	An alternate Telvanni stronghold mod in a more secluded spot. Upon submitting the original construction contract, the player can build the new stronghold. Or, if feeling a little nostalgic, can choose the original stronghold, Tel Uvirith, instead.
6852	Tel Uvirith Storage	Factions	MMH	35-14015	Bruno13069	2010-07-12	Bridget, my most recent character, has beat the 3 Main Quests, is the head of all 8 guilds in the GOTY, and has completed the "Great House Dagoth" and "Rise of House Telvanni" mods. She has a great deal of stuff and she just want to get it all organized in ONE home. Tel U...
6851	Tel Uvirith	Factions	MMH	35-4922	Jason Huck	2009-05-12	The Elder Scrolls III MORROWIND: Tel Uvirith Stronghold Plugin Author: Jaysun Huck (Email: anubis@fubarm.com) Index: 1. Installation ...
6850	SoT's Order of Ascadia	Factions	MMH	35-10694	SkyShadowing	2006-07-27	Ever wanted to own and operate your own guild? Now you can. Just simply go to the Pelagiad Halfway Tavern and talk to Augustus Malevolyn to get underway. 1- Expand your main guild hall, located near Pienrette Beluelle's Farmhouse. 2- Recruit membe...
6849	Sixth House v2.03	Factions	MMH	35-7126	Endrek	2012-07-28	Sixth House 2.03 - a Morrowind plugin by Endrek During the course of the game, the Sleepers of the Sixth House invite you to travel to Red Mountain and pledge an oath of service to Dagoth Ur. However, anyone who has travelled there knows that Mr. Ur will simply attack you upon your arr...
6848	Sixth House v2.02	Factions	MMH	35-1401	Endrek	2009-04-06	Sixth House 2.02 - a Morrowind plugin by Endrek During the course of the game, the Sleepers of the Sixth House invite you to travel to Red Mountain and pledge an oath of service to Dagoth Ur. However, anyone who has travelled there knows that Mr. Ur will simply attack you upon your arr...
6847	Sixth House v2.0	Factions	MMH	35-1495	Endrek	2009-04-06	Sixth House 2.0 - a Morrowind plugin by Endrek During the course of the game, the Sleepers of the Sixth House invite you to travel to Red Mountain and pledge an oath of service to Dagoth Ur. However, anyone who has travelled there knows that Mr. Ur will simply attack you upon your arri...
6846	Sixth House v1.55	Factions	MMH	35-1321	Endrek	2009-04-06	Sixth House 1.55 - a Morrowind plugin by Endrek During the course of the game, the Sleepers of the Sixth House invite you to travel to Red Mountain and pledge an oath of service to Dagoth Ur. However, anyone who has travelled there knows that Mr. Ur will simply attack you upon your arr...
6845	SG-toughersixthhouse	Factions	MMH	35-417	Sabregirl	2009-04-06	The Elder Scrolls III MORROWIND: Sabregirl's Tougher Sixth House version 1.0 ...
6844	Service Requirements V1.4.3	Factions	MMH	35-1965	makeshiftwings	2009-04-06	The Elder Scrolls III MORROWIND: Service Requirements Current Version 1.4.3 Original mod by vanhikes Updated by makeshiftwings You can find this mod at http://www.angelfire.com/...
6843	Service Requirements v1.3	Factions	MMH	35-10712	Vanhikes	2006-08-06	I didn't like how gaining rank in a faction was meaningless and that people who were not members of a faction could obtain the same services as a member. Now your rank and membership affect what services you can use. For example, now you have to be a journeyman to use the teleportation service fr...
6842	Service Requirements v1.3	Factions	MMH	35-352	Vanhikes	2009-04-06	The Elder Scrolls III MORROWIND: Service Requirements Current Version 1.2 &#...
6841	Secret Police	Factions	MMH	35-5102	Zenethor	2009-05-12	Secret Police Version 1.0 by Zenethor You don't find them...they find you. Story: In a new breakthrough in security, researchers in Telvanni have designed fabulous new armor to equip guards with. This allows guards to be completely undetectable by criminals, ...
6840	SA Caldera Dormitory	Factions	MMH	35-11865	Saania	2012-11-12	This very simple mod adds a basement in the Caldera mages guild. Within the basement you will find beds (for you and the mages of that guild hall) and an alchemy room with rudimentary alchemy needs provided (because I thought that guild hall deserved something better than it had). To ...
6839	rosetong02 0529	Factions	MMH	35-3194	David Hyatt	2009-05-12	The Rose Tong Guild Plugin Version 0.2 This is an early release of the Rose Tong guild plugin and is not intended for public consumption. If you do decide to playtest this mod, do so with forked save games, and be prepared to start over when the real version (...)
6838	RM Add-on 3: Rethan Defended	Factions	MMH	35-10050	Lord Gildor	2005-07-13	Adds guards and a barracks to Rethan Manor. Gols' House (Rethan Manor's tower) is expanded with a small barracks. Weapon racks and additional tables to store guards' weapons and armor are added to building, turning it into a decent guard tower and barracks. ...
6837	RM Add-on 2: Library	Factions	MMH	35-9784	Lord Gildor	2005-07-13	Adds a large, but cozy library to Rethan Manor. The library includes many bookshelves, a number of large tables and desks, a hearth, and your very own librarian (Giles) who sells and buys books and coffee and other drinks. A guild guide system connects the library with bookshops and...
6836	RM Add-on 1: Livingroom & Personnel Bedroom	Factions	MMH	35-10057	Lord Gildor	2005-07-13	Adds a living room to the Rethan Manor ground floor. The living room contains:[list] A fireplace A small table with chairs Two bookshelves, to display whatever you like./[list] It also adds a small bedroom for your personell (I always wondered ...
6835	Rise of House Telvanni	Factions	MMH	35-10664	Pozzo, Bhl, Karpik777	2006-07-08	This is a heavily expanded version of Pozzo's Rise of House Telvanni (RoHT). This mod adds quests for the Telvanni Archmagister, allowing him/her to gain more political power and strengthen House Telvanni. During RoHT's main quest, the player will decide on House Telvanni's stance towards the Mag...
6834	Rethan Expansion v1.2	Factions	MMH	35-2040	Chris	2009-04-06	No Readme

Id	Name	Category	Site	Link	Author	Date	Description
6833	redoranv14	Factions	MMH	35-4899	Darkhan	2009-05-12	Darkhan's Redoran stronghold Mod V1.40 Unzip the file into your C:\Program Files\Bethesda Softworks\Morrowind\Data Files Directory. If you have a need to contact me for any reason, please email me at: beast66@sympatico.ca You...
6832	Redoranupgrade 0601	Factions	MMH	35-4913	Nydan The Silent	2009-05-12	This is my first attempt at a mod be gentle. Any suggestions, ideas, comments, etc. are welcome. This modifies the Redoran Stronghold. Its for people that like to display there stuff not throw it all in a crate. Its pretty bare as for bowls, cups, item...
6831	Rank Advancement Revamped	Factions	MMH	35-9550	Mrpig3	2004-06-23	This mod makes advancing in the ranks in your faction much more difficult so you actually have to go out and gain a level or two in between ranks. The factions it changes are The Fighter's Guild...Mage's Guild...Thieves' Guild, and the 3 major houses. [...]
6830	Pit Warriors	Factions	MMH	35-10107	Zargis	2005-09-02	This mod simply adds pit fighters to the Vivec Arena Pit. If you talk to them, you have the option to fight them. (You wont be hunted down by guards either) they each carry some cash or an item that has some value (not too much though) otherwise it should be fun for a l...
6829	Pax Hlaalu	Factions	MMH	35-15095	Dorfmann	2013-12-05	This plugin is intended to be a replacement for the original Pax Hlaalu (revision), distributed in August of this year. Because of a surprising number of critical inisq being offered by users just like yourself, I went ahead with this belated and tardy set of corrections. This Revision makes ch...
6828	Ordo Legionis v0.6	Factions	MMH	35-11146	Dark Knight Gafgar	2007-03-25	This Morrowind plugin - my first offering to the Morrowind modding community - is designed for players with a strong affinity for the Cyrodilic Empire. While this is a very, very early build of the mod and has less than a fraction of the planned features and content, I felt it was suitable enoug...
6827	Ordo Legionis v0.5.1 ++	Factions	MMH	35-5875	Dark Knight Gafgar	2011-10-08	Ordo Legionis v0.5.1 Author: Dark Knight Gafgar (yorki1787@yahoo.com) ---- Installation: Unzip the Ordo Legionis.esp file into your Morrowind/Data Files folder. And there you have it. ---- Playing the Plugin: Upon loading the Morrowind Launcher, ...
6826	Ordo Daemonica	Factions	MMH	35-13489	Psycholex	2009-06-17	DAEMON HUNTERS ! * MORROWIND MOD ..: Ordo Daemonica :. version 1.3? by Psycholex, the Architect...
6825	Order of the Phoenix	Factions	MMH	35-11116	AlephPrime	2007-03-08	Adds a new Faction called the Order of the Phoenix and their HQ which is an Airship docked above the Vivec's Arena. Also adds : 3 New Armor Set 4 New Bows 3 New Enchanted Arrows 7 Teleport Destinations 5 Rings of Power ...
6824	Order of executioners	Factions	MMH	35-12684	Kittehbob	2008-04-24	Adds a new faction called the order of executioners, which is joinable and currently adds several chore type quests, but no main storyline yet. Also includes a Dwemer ruin and a cave Changelog:0.1- first public release, several intro quests and 2 dungeons.
6823	Oluhan v1.13	Factions	MMH	35-3181	Patrograd	2009-05-12	This is a mod aimed at giving low level characters something interesting to do. The early part of this mod is do-able by a Level 1 character and I would suggest that anyone over about level 5 will find this early part pretty unchallenging (at least in terms of the level of enemies that you will f...
6822	Oluhan v1.12	Factions	MMH	35-3182	Patrograd	2009-05-12	This is a mod aimed at giving low level characters something interesting to do. The early part of this mod is do-able by a Level 1 character and I would suggest that anyone over about level 5 will find this early part pretty unchallenging (at least in terms of the level of enemies that you will f...
6821	Norn City	Factions	MMH	35-13697	ThunderElder	2009-10-08	This mod adds a medium-sized city, called Norn, to a stretch of land in the Ascadian Isles, southeast of Pelagiad. It involves a playable faction, the Norn Legion, over 20 full quests to play, an interesting and unique storyline that ties the quests together, and much much more! [...]
6820	Nog's Contraband v2.0	Factions	MMH	35-13482	Noggy	2009-06-14	Changed my account due to frustrations, but here is an upgrade for "Imperial Contraband" -- Imperial Contraband adds the ability to turn in illegal goods to the Imperial Legion and receive payment for doing so - as long as the player is part of the Legion themselves.
6819	New Rethan Manor v2.0	Factions	MMH	35-4907	Monica21	2009-05-12	This mod creates a much more spacious Hlaalu stronghold. The large first floor includes a reading area, fireplace, dining area, labeled alchemy jars and Master's Retort, Alembic, Calcinator, Mortar and Pestle, as well as ample storage space. Tables are provided for display, and as fiv...
6818	Nevena's Twin Lamps & Slave Hunters v1.2	Factions	MMH	35-1425	Nevena	2009-04-06	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 incudes: two new classes, one new f...
6817	Nevena's Twin Lamps & Slave Hunters v1.2	Factions	MMH	35-4960	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 incudes: two new classes, one new f...
6816	Nevena's Twin Lamps & Slave Hunters v1.0	Factions	MMH	35-1357	Nevena	2009-04-06	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 incudes: two new classes, one new f...
6815	Morrowind ninja faction	Factions	MMH	35-684	Unknown	2009-04-06	
6814	MMGR 2.0a	Factions	MMH	35-3199	Magistrate	2009-05-12	[size= medium]* WARNING * Severely Outdated Version. Latest Version available here: http://morrowind.nexusmods.com/mods/42392/[size]
6813	MMGR 2.0	Factions	MMH	35-3206	Magistrate	2009-05-12	[size= medium]* WARNING * Severely Outdated Version. Latest Version available here: http://morrowind.nexusmods.com/mods/42392/[size]
6812	MMGR 1.0	Factions	MMH	35-1142	Magistrate	2009-04-06	[size= medium]* WARNING * Severely Outdated Version. Latest Version available here: http://morrowind.nexusmods.com/mods/42392/[size]
6811	Masser and Magnus Cult	Factions	MMH	35-7567	Raul Endymion	2004-05-23	- 2 small factions, with no quests. - A script with the effect of regenerating or destroying your magicka if you stand still for about 10 seconds (time dependant on your rank in the faction) . The amount regenerated or destroyed is dependant on :
6810	Manor Storage	Factions	MMH	35-6578	bruno13069	2010-10-24	You've become the head of a Great house and you (finally) have a place for your stuff! But WHERE DO YOU STORE EVERYTHING???? The storage spaces for these manors are nowhere near enough for some pack-rat types (like myself). Hence, I've added 15 containers (each holding ma...
6809	Magistrate's MagesGuild Rewards v1.4	Factions	MMH	35-1147	Magistrate	2009-04-06	Feeling the Rewards of climbing Mages Guild ranks too poor, I decided to add some "Political, Practical and Personal" Rewards as you gain ranks within the Mages Guild. I added the Mages Enclave Offices that become accessible as soon as you get the rank of "Master Wizard", as a second in command l...
6808	Magistrate's MagesGuild Rewards	Factions	MMH	35-15298	Magistrate	2014-12-07	*** MaGISTraTe's MagesGuild Rewards 2.0 *** Feeling the Rewards of climbing Mages Guild ranks too poor, I decided to add some "Political, Practical and Personal" Rewards as you gain ranks within the Mages Guild. I added the Mages Enclave Offices that become accessible as soon as you get the ...
6807	Knight Order of Ravenhorn	Factions	MMH	35-3180	STH	2009-05-12	===== The Elder Scrolls III - MORROWIND Knight Order of Ravenhorn Author: STH Version: 0.9-alpha Date: 2004-01-14 =====
6806	Join Thieves Guild	Factions	MMH	35-8023	Soterios	2003-07-08	Changes the "join thieves guild" dialogue options a bit, enough so that you are able to join the thieves guild no matter if you (perhaps accidentally) meet the requirements or not. I made the mod because I thought it unfair that the thieves guild didn't want m...
6805	Join the Dark Brotherhood	Factions	MMH	35-10892	Ahegil	2006-11-20	This the beta for the joinable Dark Brotherhood mod - will update in about 1 week

Id	Name	Category	Site	Link	Author	Date	Description
6804	Join All Houses v1.1	Factions	MMH	35-103	Heph	2009-04-06	This allows you to join all 3 houses and earn all 3 strongholds. Hlaalu + Redoran + Telvanni History: 1.1 Changed Duke Vadam Dren to give contract during two possable Telvanni journal indexes. (If you selected soul gems when given the request for the Telvanni...
6803	JF RethanRevision	Factions	MMH	35-4904	Josh Fuller	2009-05-12	Creates a large stone wall around Rethan Manor, for the sole purpose of looking bad-ass. Also adds guards, guard quarters, armory/altar, and some other small details. any questions, suggestions, whatever email nabizco_cracka@yahoo.com
6802	investigators12	Factions	MMH	35-3187	ed_conn	2009-05-12	The Elder Scrolls III MORROWIND: The Investigators v1.2 released Sept 24, 2003 ...
6801	Investigators	Factions	MMH	35-7768	ed_conn	2003-09-01	The Investigators is a Faction Mod. It contains 19 new Interior cells and almost 100 new instances of NPCs. There are a number of quests; some are broken into sub quests; with a total of 19 tasks to complete and some of quests can be very challenging Som...
6800	indarys-w 0701	Factions	MMH	35-4915	Wysiwyg	2009-05-12	Additional storage space in a hidden vault of Indarys Manor. Tug on one of the tapestries in the master bedroom. v1.1
6799	Indarys Unleashed	Factions	MMH	35-4918	HelioS aka Michael Bennett	2009-05-12	Firstly, much credit to Matrix for cleaning, de-bugging and adding to this mod. To answer your question yes this title is making fun of Uvirith Unleashed - whicched inspired me to make this mod. Ok, basically this mod does this: - Indarys Unleashed has been cleaned...
6798	Indarys Inside	Factions	MMH	35-4914	Mordred	2009-05-12	Indarys Inside 1.0 This is my first mod, so any feedback is appreciated. This is a small mod that expands the personal quarters in Indarys Manor. -larger room, with hearth, small library, and separate sleeping quarters -side room for weapon and treasure storage
6797	Imperial Legion Short Blade V.1.1	Factions	MMH	35-5845	Johnny5	2011-10-07	12/14/2004 - Imperial Legion Short Blade V.1.1 - Read Me file * UPDATE V.1.1 * --Cleaned with TESAME - no more bad references. Ugh. --Imperial Studded Cuirass given out at Trooper rank, instead of Newtscale. --Moved crate in Fort Darius against the wall & out of th...
6796	Imperial Legion Goods v2.0	Factions	MMH	35-15138	CryptsOfTheDead	2014-01-07	This plugin adds Supply Chests to the Imperial Legion Forts. It always bothered me that the Fighters and Mages Guilds have them, but not the Legion, so now they do. You will find the chests at the following Forts: Fort Pelagiad (Pelagiad) Fort Darius (Gnisis) Madach Tradehous...
6795	Imperial Legion Goods v1.0	Factions	MMH	35-5843	CryptsOfTheDead	2011-10-07	This plugin adds Supply Chests to the Imperial Legion Forts. It always bothered me that the Fighters and Mages Guilds have them, but not the Legion, so now they do. You will find the chests at the following Forts: Fort Pelagiad (Pelagiad) Fort Darius (Gnisis) Madach Tradehous...
6794	Imperial Employment Office	Factions	MMH	35-13677	Tabris93	2009-09-18	This mod creates a new, joinable faction in Morrowind - the Imperial Employment Office. There is a lot of commoners in Vvardenfell that aren't strong fighters or epic mages and I figured the Imperials would see the need to give them some jobs as well. This mo...
6793	Imperial Contraband	Factions	MMH	35-13016	Nogi.Fox	2008-11-14	First-Mod pride. :D This mod simply allows the player to turn in contraband goods such as dwemer artifacts or skooma/moon sugar and raw glass/ebony. Compensation will be received for doing so at 50% of the item's original value. Note- ...
6792	House Retainers v1.0	Factions	MMH	35-2088	Sir	2009-04-06	Purpose: The HouseRetainers plugin provides a signet ring to members of a great house, located in your stronghold, in your private quarters. There is also one available at the Palace in Vivec, for those who don't have a stronghold yet. When the ring is equipped, three retainers fr...
6791	Hlaalu.Stronghold.Enhanced.v1.1	Factions	MMH	35-5507	Misty Moon	2009-05-12	This mod makes the stronghold better in many ways. You have better storage, guards that can train you and guard the premises and Sernisi Drelas runs a NoM food shop instead of the ordinary pawnshop she had. You can now make money from your egg mine and the lost ebony mine, if you find it and do no...
6790	Hlaalu Stronghold Recall Amulet	Factions	MMH	35-4903	SNIGGLES	2009-05-12	HI MORROWIND ADDICTS, NOT A LOT TO WORRY ABOUT WITH THIS MOD REALLY. YOU STICK IT IN YOUR MORROWIND DATA FILES AS PER USUAL WITH MODS AND SELECT IT BEFORE YOU PLAY YOUR GAME. SIMPLE! IT DOES WHAT IT SAYS ON THE PACKET. FROM ANYWHERE IN EITHER MORROWIND, TRIBUNAL O...
6789	Hlaalu Rank Adjust	Factions	MMH	35-10069	Ithilien87	2005-08-03	Ever wonder why there was no real hierarchy to the Great Houses? Why there was the Grandmaster, then the Councillors, and then a strange hazy sort of blur of lower rankings? Is that any way for a political entity to function??? Nope, I didn't think so either. Now L...
6788	Hlaalu Rank Adjust	Factions	MMH	35-5839	Ithilien87	2011-10-07	The Elder Scrolls III &... MORROWIND:
6787	Havish v1.3	Factions	MMH	35-7971	JOG	2003-11-20	A new city-state west of Vvardenfell. A big city with its own Fighter/Mages/Thieves Guilds new city on a 24-cell landmass west of Vvardenfell A 4-cell city with 117 Buildings A new Thieves Guild, independent from Vvardenfell's Guild 20 new Thieves G...
6786	Hardcore Factions	Factions	MMH	35-10248	Darkflame	2005-11-24	This plugin will make it more difficult to join factions and especially hard to rise through them to the top. Players will no longer be able to join and head every faction (without a lot of training and practice) and instead will gravitate toward the faction(s) L...
6785	GY Pilgrim	Factions	MMH	35-9207	liquidjoe	2004-02-11	Isle of Prayer is the Temple's armoury and training centre - Buy and wear (without being attacked!) all types of ordinator armour. - The Seven Graces, loyal disciples that will follow you to hell and back, and more importantly companion share (you need ...
6784	GuildMasterBonus	Factions	MMH	35-3191	Moobler	2009-05-12	Guildmaster Bonus mod by Moobler Installation - Simply unzip the .esp file into the Morrowind/Data files directory. Playing - Run the Morrowind Launcher, click the "Data Files" button, and check the box next to "GuildMasterBonus". What is it? -
6783	GuildMaster Bonus	Factions	MMH	35-1528	Moobler	2009-04-06	Guildmaster Bonus mod by Moobler Installation - Simply unzip the .esp file into the Morrowind/Data files directory. Playing - Run the Morrowind Launcher, click the "Data Files" button, and check the box next to "GuildMasterBonus". What is it? -
6782	GuildMaster Bonus	Factions	MMH	35-3204	Moobler	2009-05-12	Guildmaster Bonus mod by Moobler Installation - Simply unzip the .esp file into the Morrowind/Data files directory. Playing - Run the Morrowind Launcher, click the "Data Files" button, and check the box next to "GuildMasterBonus". What is it? -
6781	Guild Salaries	Factions	MMH	35-12654	Rylasasin, Trunksbomb	2008-04-07	This mod simply adds salaries to most of the vanilla guilds (Except to the ones that don't make any sense having them, such as Ashlander tribes or Thieves Guild). Salaries are paid every 7 days (starting either from the time you join the guild or from when you load a save...
6780	Green Uvirith Expansion Gold Edition 1.0	Factions	MMH	35-1274	Krzy5iu	2009-04-06	This mod is heavily adds to the Green Uvirith Mod, if you liked the 'gloomy' feel of Tel Uvirith this mod is not for you. There is now a city surrounding Tel Uvirith. With two bars and several shops. Most NPC's on day/night sceduales! City 'locks' down at night Adds the Wizards mart which has many...
6779	Green Uvirith	Factions	MMH	35-4923	ThaEgbird	2009-05-12	===== Green Uvirith v1.0 By: ThaEgbird for in-game ...
6778	Great House Indoril (Beta)	Factions	MMH	35-11138	DagothNerevar82	2007-03-21	Great House Indoril (Beta) V1.1 by DagothNerevar82 Description: This mod lets you join Great House Indoril one of two houses on the mainland. Once your a member of House Indoril you'll be able to wear ...
6777	Great House Dagoth Walkthrough	Factions	MMH	35-15207	Bruno13069	2014-04-18	This is my personal Walkthrough for the mod "Great House Dagoth" by "The Mad God". It is best used by someone who has run the normal MWMQ a few times. I recommend using a Multi-mark mod with at least 20 spots and a small house mod without servants or companions (or find a place to sleep for ...

Id	Name	Category	Site	Link	Author	Date	Description
6776	Great House Dagoth v1.04	Factions	MMH	35-8052	The Mad God	2005-04-16	When Dagoth Gares falls in battle, he leaves behind an invitation to join House Dagoth. I have written a mod that lets you accept that invitation. This mod differs from Endrek's Sixth House mod in several ways. The two most significant differences are: 1.) I have used the sh...
6775	Grandmaster's Privileges	Factions	MMH	35-11181	Arcimaestro Antares	2007-04-10	With this plugin, if you are the Archmage, members of the guild will not try to kill you anymore, if you touch a fork on the table!!! With this plugin, if you take the objects of another lower rank member of your faction, he'll not attack you, or put a bounty on you, and ...
6774	Grandmaster of Hlaalu v1.3	Factions	MMH	35-15190	Lady Galadriel	2014-02-04	**Note: In order for the new quest to trigger, you must have the stage 3 stronghold, and you must be Grandmaster of House Hlaalu. Once both of those conditions are satisfied, simply sleep or do whatever you want for a few days, until an NPC shows up at your stronghold to warn you of an attack on ...
6773	Grandmaster of Hlaalu v1.2 Beta	Factions	MMH	35-15123	Lady Galadriel	2014-01-02	This mod adds onto the Hlaalu stronghold at all stages of construction, and also adds a 4th construction stage (with accompanying quest). There are also extra quests to get a companion-friendly teleport ring, find new mines (one being an new mining colony), and one to rid House Hlaalu of the Camo...
6772	Grandmaster of Hlaalu 1.2-Beta (Ender Edit)	Factions	MMH	35-15120	Lady Galadriel, Enderandrew	2014-01-01	I'm not sure of there was ever a version of 1.3 that was released to beta testers or anyone else. The latest 1.2 release I can find accidentally removes "Latest Rumors" which breaks all kind of vanilla quests. It also isn't compatible with RoHT because Orvas Dren's desk had been replaced.
6771	Grandmaster of Hlaalu 1.1 NoM 2.13 patch	Factions	MMH	35-15149	Lady Galadriel	2014-01-09	This is a replacement ESP for version 1.1 of Lady Galadriel's "Grandmaster of Hlaalu". You need to have already downloaded the full 1.1 archive, replace that plugin with this one. It adds compatibility with NoM 2.13, version 1.2 of "Grandmaster of Hlaalu" adds NoM compatibility by default
6770	Grandmaster of Hlaalu	Factions	MMH	35-11098	Lady Galadriel	2007-02-28	This mod adds onto the Hlaalu stronghold at all stages of construction, and also adds a 4th construction stage (with accompanying quest). There are also extra quests to get a companion-friendly teleport ring, find new mines (one being an new mining colony), and
6769	Grandmaster of Hlaalu	Factions	MMH	35-11854	Lady Galadriel	2012-11-11	This mod adds onto the Hlaalu stronghold at all stages of construction, and also adds a 4th construction stage (with accompanying quest). There are also extra quests to get a companion-friendly teleport ring, find new mines (one being an new mining colony), and one to rid House ...
6768	Gandra av Mora: Gifts of the Forest	Factions	MMH	35-13737	Ghills	2009-11-09	A start on the Rangers' Guild mod being discussed in the forums. Currently under development is the Haelia Gorla Garlas, or the Terrible Ugly Cave. Located in Azura's Coast 16.-7. Follow the path east from the Molag Mar Silt Strider, past the Helan Ancestral Tomb. Turn r...
6767	Four Corners Quest	Factions	MMH	35-5032	Unknown	2009-05-12	
6766	Fighters Guild Adder	Factions	MMH	35-14235	StraightBait	2011-03-07	This Mod Adds some stuff to the fighters guild in balmora. ----~Thanks To Etmorrowindb For Taking Screen Shots For Me-----
6765	Fighters Guild ; Reanimation	Factions	MMH	35-7964	Cixe'	2003-11-17	15 quests for the Fighters Guild that includes: 15 additional quests/secret quests making 30 in all for members who are at least the rank of Swordsman. Quests build to the final quest and there is a story that follows everything, and I hope it's not terrible. ...
6764	Fighter's Guild Rebuild in Sadrith Mora	Factions	MMH	35-6468	Gforcebond	2010-05-19	This mod involves nine quests so far. Note: You must be at least Master of the Fighters Guild, Mouth of House Telvanni, AND completed the MQ to initiate the first quest and begin construction of the new guild hall! ** Fighter's Guild: A New Start ** T...
6763	DragonRecognition 0531	Factions	MMH	35-4974	Ian "Jethro" Menzies	2009-05-12	What's the point of being the Imperial Dragon if your underlings still tell you to "Move along" ? Now they give you the respect you deserve!
6762	Dhampir 0124	Factions	MMH	35-1783	Yukimura	2009-04-06	Dhampir ver1.0 Vampire, Human, ADhampir Dhampir_RheddHeads req.esp http://home.wnm.net/~bgriff/MW_Home.html Dhampir.esp Yukimura gorounyuudou@hotmail.com
6761	Dark Sisters	Factions	MMH	35-3196	Unknown	2009-05-12	This MOD adds a small, but cool guild to Morrowind and a small mission with a big reward. Their guild house can be found behind Balmora's Silt Strider. Rememer this MOD is just a teaser, look out for version O.V a version with loads more quests and absultly no glitches!
6760	Dark Sisters	Factions	MMH	35-5031	Unknown	2009-05-12	
6759	Dark Club Mod 1.1	Factions	MMH	35-1545	SoNico717	2009-04-06	-This one is your own underground club (Is near Balmora, take a look to the pictures included in this file to realized where it is), is a place where you can relax and place your items such as weapons etc. -There is a new drink call SuperSoNico and Drink of Vision and they are free, so...
6758	CV Indarys Manor v3.14	Factions	MMH	35-4916	Chron Ventri	2009-05-12	This plugin changes Redoran stronghold to something more enjoyable for people who like to show off their loot. It contains a few display cases and Stephen Kents weapon wielding mannequins. His mod "weapon wielding mannequins" is not included but the plugins are compatible with it. If you prefer s...
6757	Cult of the Clouds v1.0	Factions	MMH	35-3192	MWoody aka Martin Woodard	2009-05-12	For centuries, the two primary choices for any aspiring magic user on the island of Vvardenfell have been the Mages Guild and the House Telvanni. No other faction on the island has ever provided access to as much power and prestige for your typical spellcaster-in-training. But, during the past fe...
6756	Clean Uvirith Inside 1.3	Factions	MMH	35-4921	The DopeHatMan	2009-05-12	Uvirith Inside v 1.3 Merging and redesign: The DopeHatMan Email: dopehatman@yahoo.com If you want to bloot my ego by telling me how much you love this mod, or want to complain about it, feel free to shoot me an e-mail at the above addy... just include "Uvirith..."
6755	Clan Beolfag	Factions	MMH	35-12816	Zach	2008-07-13	This mod adds the fabled vampire clan, Beolfag. For lame mans terms, Beolfag is the name of the first vampire ever created by the father of vampirism, Molag Bal. You can read more about that on the Imperial Library. The blood matron, Lamae Beolfag has come to ...
6754	Chapels of Vvardenfell v2.1	Factions	MMH	35-2053	Xanondorf	2009-04-06	[size=large]Chapels of Vvardenfell[/size] v2*Final release* *First of all, read this readmie to the end! with exception to the "hints, tips and spoilers" and "author's notes" section. thank you* This mod add's an Imperial Chapel to the following Villages: -Caldera.
6753	Chapels of Vvardenfell 2.0	Factions	MMH	35-2188	Xanondorf	2009-04-24	Chapels of Vvardenfell v2*Final release* *First of all, read this readmie to the end! with exception to the "hints, tips and spoilers" and "author's notes" section. thank you* This mod add's an Imperial Chapel to the following Villages: -Caldera. -Pelagiad. (The pr...
6752	Casino/Tangerine Coins	Factions	MMH	35-15531	Eric Lepage	2017-07-30	The Elder Scrolls III MORROWIND: Tangerine Coins Plugin Index: 1. Description 2. Installation 3. Playing the Plugin 4...
6751	Caledan Keep v1.0	Factions	MMH	35-8162	Sauron	2003-01-29	You can get there by taking a ship from Ebon Heart. Look for Captain Morgan Hawkwing at the docks. This is a 2-part plugin. The 1st is the keep and the 2nd is a model/texture pack for all the new fuses used by this plugin. They must be use in conjunction with one another - they won't work separat...
6750	Caldera Dormitory	Factions	MMH	35-11866	Saania	2012-11-12	This very simple mod adds a basement in the Caldera mages guild. Within the basement you will find beds (for you and the mages of that guild hall) and an alchemy room with rudimentary alchemy needs provided (because I thought that guild hall deserved something better than it had).
6749	Cair Paravel	Factions	MMH	35-11555	Lady Galadriel	2007-09-25	**Note: If you are installing this mod with a game in progress (ie. not a new character) I highly suggest running Morrowind Enchanted Editor and open the savegame you are playing, then checking the cell, Ebonheart, Grand Council Chambers, and deleting it.

ID	Name	Category	Site	Link	Author	Date	Description
6748	Building Up Uvirith's Legacy	Factions	MMH	35-11851	Acheron, Artemis Fowl	2012-11-11	This is a attempt to patch together two of the most popular Tel Uvirith Stronghold mods, Uvirith's Legacy(UL) by StuporStar, and Building up Uvirith's grave(BuUG) by Mike "Acheron". I Prefer the Interior Changes made by UL, as it's the entire mod, so this modifies the BuUG plugin to conform to UL...
6747	Bloodlines	Factions	MMH	35-11405	Carnithus	2007-07-29	
6746	Bloodlines	Factions	MMH	35-3185	Carnithus	2009-05-12	Requires: Tribunal and Vampire Embrace 1.3 for the Tribunal version or Blood Moon Tribunal and Vampire Embrace 1.35 for the Blood Moon Version Recommended: Scripted Spells by Cortex For more Downloads, Screen Shots and the latest versions of Vampire Embrace go to http://...
6745	Blood Lines Territories Part I Rerelease Tribunal	Factions	MMH	35-2256	Carnithus	2009-04-24	Joinable Vampire Faction Order of the Tribunal version. Requires Vampire Embrace 1.3
6744	Beyond Ys Gramor	Factions	MMH	35-7202	Miles Acraeus	2012-08-04	Anti slavery quest . Some what more aggressive than Twin Lamps .
6743	Better Factors Estate	Factions	MMH	35-4898	Bulldog51488	2009-05-12	-Better Factor's Estate- What it dose: Well it's exactly what it says it is. Its a Better Factor's estate. You see all those houses in Solstheim and they all have a kinda hunters cottage look. Well thats what this dose. No rare items only a few hunters ax...
6742	beeblebroxmanor 0828	Factions	MMH	35-4912	Zaphod Beeblebrox	2009-05-12	Beeblebrox Manor v1.1 By Zaphod Beeblebrox Overview: Beeblebrox Manor is a major expansion to Rethan Manor, the House Hlaalu fortress the player receives thro ugh a series of quests. When I first saw the original fortress, I was quite disappoi...
6741	Beds of the Mages Guild	Factions	MMH	35-6366	Tarius	2010-01-08	Have you ever wondered where all the people in the Mages Guild sleep? Do you think the Mages Guild in Caldera looks a little messy? Well this is the answer. Aside from my corny intro above, all this mod does is simply add a room to the Ald Ruhn, Caldera, Sadriith Mora, and Vivic Mages ...
6740	bar rethanexpansion v1[1].3	Factions	MMH	35-4910	Baratheon79	2009-05-12	The Elder Scrolls III MORROWIND: Rethan Expansion Version 1.3 ...
6739	BAR RethanExpansion v1.3	Factions	MMH	35-4941	Baratheon79	2009-05-12	The Elder Scrolls III MORROWIND: Rethan Expansion Version 1.3 by Baratheon79 **Note: Developed and tested with version 1.2.0722 of Morrowind. Should work okay with other versions...
6738	BAR RethanExpansion v1.2	Factions	MMH	35-4935	Baratheon79	2009-05-12	The Elder Scrolls III MORROWIND: Rethan Expansion Version 1.2 by Baratheon79 **Note: Developed and tested with version 1.2.0722 of Morrowind. Should work okay with other versions...
6737	Balmora Mage's Guild Storage	Factions	MMH	35-11864	MFO	2012-11-12	This plugin adds a storage room under the Balmora Mage's Guild. *Shock* It's a very simple plugin for those too lazy to make themselves a storage room as organized as this one. The room consists of many containers all with a 10000 pound weight limit. if you find that cheating, don't use this plug...
6736	Balanced Scales (Demo)	Factions	MMH	35-12874	IXthCrusade	2008-08-19	Balanced Scales (Demo) is a mod that adds a faction called the Argonian Hunters with a guildhall in Hla Oad. The primary goal of the Argonian Hunters is the total annihilation of the Argonian "Race" - and they want you to help! Features of this mod include: ...
6735	Balanced Scales	Factions	MMH	35-14359	IXthCrusade	2011-08-21	Balanced Scales is a mod that adds a faction called the Argonian Hunters with a guildhall in Hla Oad. The primary goal of the Argonian Hunters is the total annihilation of the Argonian "Race" - and they want you to help! Features of this mod include: * 20 Quests &#...
6734	Athos Inc.	Factions	MMH	35-11023	Holey Studios	2007-01-27	Adds a new joinable company to the game with 3 quests, a stall and a warehouse with offices. You join in Suran at the Silt Strider Platform. you need at least 40 mercantile and 40 personality. This mod is an extreme Beta so any ideas and feedback would be much appreciated. Athos incorporated is a...
6733	Arch-Mage's Quarters	Factions	MMH	35-11313	Magelord648	2007-06-26	This is a simple mod that converts that useless dining room in the Vivec guild of mages into some quarters for the Arch-Mage. Once you are Arch-Mage the door will open and you will have access to some unmoveable alchemy equipment of secret master quality, Despair's ingredient sorters and my very ...