

Id	Name	Category	Site	Link	Author	Date	Description
13210	Versus Vivec	Gameplay	Fliggerty	*993	Trainwiz	2013-12-31	With all the new mods coming out that overhaul Morrowind's final bosses and dungeons, Vivec has found that he's been left in the dust compared to the likes of Dagoth Ur and Almalexia when it comes to combat. So, I've taken the liberty of overhauling old Vehk into a boss fight for the ages, with n...
13209	Symbiote Dinosaur Custom Role-Playing Classes	Gameplay	Fliggerty	*1118	SYMBIOTE DINOSAUR	2015-06-12	A few custom classes I have played, they come with descriptions for each. INSTALATION: Install zip-file, then extract it to your Morrowind data-files folder then check it in your launcher.
13208	Skooma Pipe	Gameplay	Fliggerty	*1082	WHReaper	2014-09-28	===== Skooma Pipe 1.2a # Introduction In original game, you could only use Skooma pipe as calcinator for a...
13207	Prison Moon Enhanced II	Gameplay	Fliggerty	*929	Spirithawke	2013-11-11	Complete remake of the original Prison Moon Enhanced by Nahtaivel. Makes the Ministry of Truth in Vivec more interesting by adding a number of rocks that orbit the Ministry of Truth itself. Things changed from the original and the reasons why: The original had some issues when I tried it out. I ...
13206	niapets Leveling Mod	Gameplay	Fliggerty	*873	niapet	2013-07-25	niapet's Leveling mod Greetings fellow Elder Scrolls nostalgia nerds! If you are downloading this than you are still playing Morrowind at least in the year 2013! That's awesome! Anyway, this mod was inspired by my play throu...
13205	Natural Beasts	Gameplay	Fliggerty	*760	XeroDeath	2012-11-26	Changes the two starting powers for beast races into abilities, making them constant. Also adds a small swift swim bonus to argonians, to better fit their lore. (they swim faster because of their tails) This mod has been cleaned of evil GMSTs with Tesame.
13204	Monk Focus	Gameplay	Fliggerty	*756	XeroDeath	2012-11-23	Monk Focus v1.3 by XeroDeath ++++++ Bestows a Focus Power upon the player every five levels, up to level 35. This mod is intended to be used with the Monk class, and has not been pl...
13203	Melian's Teleport Mod	Gameplay	Fliggerty	*292	melian	2011-08-10	TES III: Morrowind Melian's Teleport Mod Version 1.3 REQUIRES MWSE Contents: 1. Version History 2. Description/Features 3. Requirements 4. Installation 5. Load Order & Dependencies 6. Updating From Previous Versions 7. Playing the Plugin 8. Compatibility 9. Known Issues/FYIs 10. Infor...
13202	Magicka Regen for NPC's	Gameplay	Fliggerty	*916	Kalamestari_69	2013-10-04	Did you ever find it annoying that NPC spellcasters were too...easy? After running out of their magicka, they were nearly defenseless. This mod adds magicka regen ability to all races of Tamriel. Making the game slightly harder because now they can keep casting their spells at you. There is also...
13201	Linora's Leveling Mod	Gameplay	Fliggerty	*289	Linora	2011-08-10	The Elder Scrolls III MORROWIND: Linora's Leveling Mod by Linora (linoraforever@gmail.com) Index: 1. Installation 2. Features...
13200	Intervention Improved	Gameplay	Fliggerty	*1067	hollaajith	2014-09-06	- Adds missing Temple markers at Suran, Vos, Maar Gan and Ghostgate. - Adds shrines to temples at Suran, Molag Mar and Vos Chapel. - Removes the Tribunal shrine at Fort Darius in Gnisis and moves it inside Gnisis Temple. - When you cast Intervention, now you move infront of Altars instead of wi...
13199	Improved Cursed Items	Gameplay	Fliggerty	*1158	Neoptolemus	2015-11-01	This simple mod alters the 'BILL_MarksDaedraSummon' script that is attached to certain items placed upon the altars of Daedric shrines around Vvardenfell. Normally, picking up the items will spawn a Dremora Lord behind you, which gets boring after a while. With this mod enabled, picking up the it...
13198	Food of Tamriel	Gameplay	Fliggerty	*1133	SYMBIOTE DINOSAUR	2015-07-17	FOOD OF TAMRIEL: This is a mod I made to add food to Vvardenfell that fits dunmer culture, such as: roasted scribe, boiled cliffcracker wing, comberrie pie, guar jerky and roasted mushrooms. There are also a few imperial food items but they are not as common as Dunmer ones. note that some of the ite...
13197	FGWMWSE_ConstAtt	Gameplay	Fliggerty	*468	FGWScripiter	2011-09-11	Requires MWSE Only tested on Morrowind GOTY. Needs StartScript 2 versions of a mod that provide a constant multiplier to attributes at level-up. ConstAtt allows attributes to increase at any level up to the natural limit of 100 for each attribute. ConstAtt21 stops attribute grow...
13196	Dragon Caravaner's	Gameplay	Fliggerty	*287	Sandman101	2011-08-10	The Elder Scrolls III MORROWIND: Dragon Caravaner's 1.0 Index: 1. Description 2. Installation and Requirements 3. Playing the Plugin 4...
13195	Bury Your Treasure	Gameplay	Fliggerty	*1168	Neoptolemus	2015-11-07	A role playing mod that allows you to dig a hole in any exterior cell to put your loot in. Simply purchase a shovel from any outfitter, equip it, and press attack while holding sneak. A 'hole' will appear at your feet which can be used as a container. The container can only be opened if you have ...
13194	Better Lutes Series	Gameplay	Fliggerty	*797	Xar	2013-02-16	These are the updated, revised, bug fixed, and grammar fixed versions of all (excluding Better Lutes 2) of the Better Lutes mods. I've still got work to do on BL4, but for now, it's mostly playable. Some keyboards still don't support it.

Id	Name	Category	Site	Link	Author	Date	Description
13193	Assassin Ambush	Gameplay	Fliggerty	*879	hollaajith	2013-08-03	Main Features include - - Makes Dark Brotherhood assassins to strike out in wilderness while in guild quests - Makes Dark Brotherhood Attack to occur based on your level, Guild Standings and Global Reputation, so at lower levels, there would be hardly any attack. - At higher levels as your sta...
13192	Arena Style Cursor	Gameplay	Fliggerty	*1138	SYMBIOTE DINOSAUR	2015-08-07	This is a Retexture of the cursor to make it look like the Cursor in the first elder scrolls game. More information in the ReadMe.
13191	Animation Compilation v0.32	Gameplay	Fliggerty	*463	Dirnae, Hrnchamd, thug, qwerty, Artaios	2011-09-09	Name: Animation Compilation Version: 0.32 Date: 9/8/2011 Category: Animation Authors: Dirnae, Hrnchamd, thuggqwerty, Artaios Description This mod combines the Almalexia casting animations with Dirnae's running animations and fixes the notorious errors that were usually accompanied wit...
13190	Animation Compilation v0.21	Gameplay	Fliggerty	*298	Dirnae, Hrnchamd, thug, qwerty, Artaios	2011-08-11	Name: Animation Compilation Version: 0.21 Date: 2/28/2011 Category: Animation Authors: Dirnae, Hrnchamd, thuggqwerty, Artaios Description This mod combines the Almalexia casting animations with Dirnae's running animations and fixes the notorious errors that were usually accompanied w...
13189	Aergis' Always Hit	Gameplay	Fliggerty	*600	Aergis	2012-01-02	Requirements: Morrowind, Tribunal, Bloodmoon, and MWSE Description: I always had a problem with the "hit-and-miss" gameplay and I know there are other mods that solve this problem, but they never really did what I wanted it to. This mod has no mod incompatibilities and it works on the player, on...
13188	Advanced Bartering	Gameplay	Fliggerty	*1084	qqqbbb	2014-10-13	:
7319	Zorrins Tweaks Part 1	Gameplay	MMH	37-2719	Unknown	2009-04-24	
7318	Wrye patches	Gameplay	MMH	37-15299	Wrye	2014-12-10	# INTRODUCTION ===== @ OVERVIEW - This set of mods is primarily concerned with rationalizing names so that items are more accessible both in inventories and in the spell menu. - The effects of these mods are apparent...
7317	WritNames	Gameplay	MMH	37-2849	Unknown	2009-04-24	
7316	Writing Enhanced v1 0	Gameplay	MMH	37-2868	Aerelorn	2009-04-24	Aerelorn's Writing Enhanced(AWE) v1.0 Adds 150 blank books and scrolls that the player can write in from within the game. The books and scrolls can be found in 10 different shops around Vvardenfell. See Writing Enhanced.htm for more details.
7315	Woodenfel 1.0	Gameplay	MMH	37-2187	Quentin Preik	2009-04-24	Woodenfel v1.0 2002.09.12 Quentin Preik quentin@preik.net http://morrowind.preik.net Installation: unzip the woodenfel.zip folder into your Morrowind\data files folder. Files: qbt*.tga should go into textures qbi*.tga should go into ...
7314	Wood mod	Gameplay	MMH	37-2869	Unknown	2009-04-24	
7313	Winter Mod	Gameplay	MMH	37-5484	Unknown	2009-05-12	
7312	wine rack	Gameplay	MMH	37-2865	Unknown	2009-04-24	
7311	Wilderness 2.0	Gameplay	MMH	37-635	The Puma Man	2009-04-06	Readme: Wilderness 2.0, (lite) Requires Tribunal and Bloodmoon expansions This will hopefully increase framerate in the towns and cities Well not much to say about this, is simply the Wilderness 2.0 esm, with the Pet Crime Scripts, The Invisible Pet Security Guar...
7310	WhiteCloak-Persuasion IndorilGreaves	Gameplay	MMH	37-2819	Unknown	2009-04-24	
7309	Werewolf Package	Gameplay	MMH	37-2776	GlassBoy	2009-04-24	Archive contains: TWO MODS: Werewolf Warning, and Werewolf at will. ----- WEREWOLF WARNING.ESP: ----- This mod warns you at 7pm, and 8pm that you're going to change into a werewolf.
7308	Werewolf Forget II	Gameplay	MMH	37-2708	Unknown	2009-04-24	
7307	Werewolf Evolution10	Gameplay	MMH	37-2889	Cortex	2009-04-24	Version 1.0 Makes werewolf attributes and skills depend on their value in human form plus a bonus. The bonuses are calculated so that a person with 50 in each of his human stats will become a standard werewolf.
7306	Werewolf Evolution 1.0	Gameplay	MMH	37-861	Cortex	2009-04-06	WEREWOLF EVOLUTION Version 1.0 Requires Bloodmoon Author: CORTEX To install the plugin, unzip the files into the Morrowind/Data Files directory. From the Morrowind Launcher, select Data Files and check the box next to the Werewolf_Evolution.esp...
7305	Weather Transitions-V2	Gameplay	MMH	37-666	Unknown	2009-04-06	Fantasy--Explanation 1. The creative imagination; unrestrained fancy. 2. Something, such as an invention, that is a creation of the fancy. 3. A capricious or fantastic idea; a conceit. 4. Fiction characterized by highly fanciful or supernatural elements. 5....
7304	WeaponsandArmorBalanceModv.1.3 0808	Gameplay	MMH	37-2740	Unknown	2009-04-24	
7303	WeaponFix v1.1	Gameplay	MMH	37-2709	Varg 'Euthanasiologist' Axenov	2009-04-24	WeaponFix 1.1 This plugin corrects the weight of weapons in Morrowind, making it is similar to real world prototypes'. Hi-end weapons are a bit lighter. This version also gives "normal weapon immunity" creature ability wider effect (see weaponfix.txt).

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7302	Weapon Rotate v1.1	Gameplay	MMH	37-7023	Cydine, Maboroshi Daikon, Erstam	2012-07-24	Weapon Rotate is a mod that provides an easy way to arrange your weapon collection tidily. If features various beautiful weapon racks you can buy from several vendors. Unlike other mods that allow for objects being rotated, you don't have to go through a menu every time you place (or pick up) a w...
7301	Weapon Rotate v1.0	Gameplay	MMH	37-2804	Cydine, Maboroshi Daikon, Erstam	2009-04-24	Weapon Rotate is a mod that provides an easy way to arrange your weapon collection tidily. If features various beautiful weapon racks you can buy from several vendors. Unlike other mods that allow for objects being rotated, you don't have to go through a menu every time you place (or pick up) a w...
7300	WakimsGameImprovements9bIntelligentsia	Gameplay	MMH	37-2737	Unknown	2009-04-24	
7299	W3RuneMod	Gameplay	MMH	37-12208	MasterW3	2013-02-11	This adds about 26 Runes and a few Gems to the game. There is an Alchemist in Sadrith Mora that has a few of them for display purposes. If you find these new items anywhere in the game, it was from randomization, they are not sold anywhere specifically. The Runes are treated ...
7298	Vvardenfell Travel Agency v1.2	Gameplay	MMH	37-3933	Emma	2009-05-12	VTA TRAVEL AGENCY ver 1.2 - makes travelling with companions a lot easier by Emma9158@hotmail.com - ----- This zip-file includes three esp-files: VTA_TravelBM+Trib - with totally...
7297	Vvardenfell Travel Agency v1.1	Gameplay	MMH	37-3956	Emma	2009-05-12	VTA TRAVEL AGENCY ver 1.1 - makes travelling with companions a lot easier by Emma9158@hotmail.com - ----- This zip-file includes three esp-files: VTA_TravelBM+Trib - with totally...
7296	Vvardenfell Travel Agency	Gameplay	MMH	37-4003	Emma	2009-05-12	VTA TRAVEL AGENCY - makes travelling with companions a lot easier by Emma9158@hotmail.com - ----- This zip-file includes three esp-files: VTA_TravelMW - with totally 20 locations...
7295	Vivec Signposts	Gameplay	MMH	37-941	Reznod	2009-04-06	The Elder Scrolls III MORROWIND: Vivec Signposts Plug-in V 1.0 ***** ...
7294	Vivec Signposts	Gameplay	MMH	37-2887	Reznod	2009-04-24	This plug-in was designed to help navigate the almost identical cantons of Vivec. Now there are signposts to every canton at every bridge between the cantons. The signpost where placed in a way that should not interfere with other plug-ins or movement.
7293	Vertical limit 1.02	Gameplay	MMH	37-2770	GhanBuriGhan	2009-04-24	This mod adds the ability to climb. You first have to obtain climbing equipment (available e.g. at Arrille's in Seyda Neen). To climb, you need to run into the wall you want to climb and then equip the climbing equipment. See readme for details.
7292	Various Game Settings	Gameplay	MMH	37-15672	qfqf	2018-09-17	9/18/2018 Food needs Magicka regen spells Game setting changes Auto leveling
7291	Vampire Werewolf12	Gameplay	MMH	37-2863	Cortex	2009-04-24	Version 1.2 Allows vampires to become werewolves. Allows werewolves to become vampires. Fixes the vamp werewolf head bug. 4 different heads chosen by typeing set vampw_option_head to number
7290	Vampire Werewolf 1.1	Gameplay	MMH	37-2835	Cortex	2009-04-24	Version 1.1 Allows vampires to become werewolves. Allows werewolves to become vampires. Fixes the vampire werewolf head bug. Does nothing else.
7289	Vampire Rebirth 20040325	Gameplay	MMH	37-1732	Lucypher	2009-04-06	Fist I would like to thank LadyE for her Coffins. And for the help I get on the Main Forums with my scripts. Well what do this mod do? Adds a few script so that when the player becomes cursed with Vampirism and the third day comes around the player falls dead and awakes in a...
7288	Vampire Realism II v2.2	Gameplay	MMH	37-2875	Jaxalot	2009-04-24	This plugin is dedicated to StoneDrake, a great friend and regular on the #Elderscrolls IRC channel, who has sadly left this world. 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 lar...
7287	Vampire Embrace22	Gameplay	MMH	37-2857	Cortex	2009-04-24	Vampire Embrace 2.2 A balanced roleplaying mod for vampires. NPC's talk and serve you at very high dispositions. Convince NPC's to accept the embrace or become blood donors. Embrace NPC's converting them into vampires who will follow and fight for you
7286	Vampire Embrace v2.4	Gameplay	MMH	37-11714	CORTEX	2012-09-24	Embrace NPC's converting them into vampires who can follow and fight for you. Three different ways you can embrace people: 1. Convince NPC's to accept the embrace through dialog, and getting them addicted to giving you blood. 2. Take them by force through combat using the vampire bite c...
7285	Vampire Embrace 2.1	Gameplay	MMH	37-2923	Cortex	2009-04-24	Vampire Embrace 2.1 A balanced roleplaying mod for vampires. NPC's talk and serve you at very high dispositions. Convince NPC's to accept the embrace or become blood donors. Embrace NPC's converting them into vampires who will follow and fight for you
7284	Vampire Concealment	Gameplay	MMH	37-5904	Adam Zsoldos	2011-10-08	+ -----+ Vampire Concealment ☐...

ID	Name	Category	Site	Link	Author	Date	Description
7283	vampfix 0602	Gameplay	MMH	37-2823	Lykan	2009-04-24	Ok, this should work for you folks. I apologise to anyone who came up with this solution before me, but I am making this public for all the peoples on the afterdark forums, because I personally haven't come across a mod like this before.
7282	ValueRevision 0812	Gameplay	MMH	37-2787	Unknown	2009-04-24	
7281	ValenvaryonCandle1.1	Gameplay	MMH	37-2756	Unknown	2009-04-24	
7280	unskillbooks	Gameplay	MMH	37-2723	Unknown	2009-04-24	
7279	Underground	Gameplay	MMH	37-502	pogo (PtM)	2009-04-06	new drugs, buy them in suran's house of earthly delights. Watch out for 'X' and 'moonmeeter', things get a little.....bright. Enjoy :-D
7278	Unboarable Rieklings	Gameplay	MMH	37-2786	Unknown	2009-04-24	
7277	Unboarable Rieklings	Gameplay	MMH	37-586	Neoptolemus	2009-04-06	----- Unboarable Rieklings by Neoptolemus - Bloodmoon Required ----- Ever wanted to knock one of those damn Rieklings off his bo...
7276	True Unleveled Creatures	Gameplay	MMH	37-2733	Unknown	2009-04-24	
7275	true lights and darkness 0.5	Gameplay	MMH	37-2842	Cool Demon	2009-04-24	True Lights & Darkness This Mod make the effects of light behave much more realistic. Next time ig you enter a cave, be sure you bring along some light
7274	Trigger Dark Brotherhood Attack	Gameplay	MMH	37-15581	Cyrano	2017-09-28	This adds a short quest that creates the pretense for making the player a target for assassination. Since the quest is a condition for the Dark Brotherhood attacks it effectively delays the start of the Tribunal main quest until the player decides it is appropriate. The quest is not available unt...
7273	Tribunbalance	Gameplay	MMH	37-2731	Unknown	2009-04-24	
7272	Tribunal - Revised Dark Brotherhood Assassins	Gameplay	MMH	37-15617	ladyonthemoon	2018-05-10	I made this mod because I was tired that my player be attacked by Dark Brotherhood assassins wearing full uber armour at low levels. This was fun breaking for me. To keep the challenge interesting, all of them will be wielding enchanted weapons, short blades, and throw the usual ebony darts....
7271	Traveling Mortal	Gameplay	MMH	37-1994	Shanjaq	2009-04-06	first credit goes to all who made the two mods I've combined and enhanced. My Primary Needs 1.4 by Balor & Deepnight CampMod by Deepnight I really liked these mods, they added a sense of identification with the player's needs never before seen in any game. I'm also a huge fan o...
7270	TRAVEL TIME	Gameplay	MMH	37-2275	Gwilym	2009-04-24	:::: :: TRAVEL TIME :::: :: A collection of mods that tweak the length of the time-lapse that happens when you travel on a boat or silt strider. ...That wasn't a sentence. By default, the game does a decent job of having you arrive at a sensible tim...
7269	Trade Route	Gameplay	MMH	37-2818	Johnny B	2009-04-24	A new transportation option that travels between Pelagiad, Ft. Buckmoth, Urshilaku Camp, Zainab Camp, and Erabenimsun Camp via a trader's cart ride. v 1.2 file version v 1.0 mod version
7268	TimeMod 0531	Gameplay	MMH	37-2838	Unknown	2009-04-24	
7267	ThunderGR Plugins	Gameplay	MMH	37-2761	Thunder_GR	2009-04-24	A combination of Player_Hunger Thirst v1.2 and smith v1.1 It allows both mods to be played together, adds fishing, the ability to eat the fishes you catch, allows to fill the pitchers with brandy and fixes some bugs in both mods! This is v1.0
7266	thiefreqV1 1	Gameplay	MMH	37-2937	Unknown	2009-04-24	
7265	thiefreq	Gameplay	MMH	37-2926	Unknown	2009-04-24	
7264	Thief Experience Overhaul 1.3	Gameplay	MMH	37-7250	LDones	2012-08-14	This mod was created in an effort to give thieves and stealth-skilled characters a more interesting and rewarding experience in-game. See below for a full description of changes. i. Improved Lockpicking a. Alters lockpicking settings to s...
7263	TheBurningLiches Game Improvements	Gameplay	MMH	37-2081	TheBurningLich	2009-04-06	The Burning Liches Game Improvements; first off, this IS a master file, have a backup of your save before you use this. it is a master file because it is now a PART of the game. it is also made to be a master file because that way your mods will be upgraded with this, i apologise to anyone ...
7262	The Redoran	Gameplay	MMH	37-15583	Cyrano	2017-09-28	With the availability of faction expansion mods such as LGNPC Pax Redoran the player can rise quite rapidly in House Redoran. There may come a time when duties assigned the player are unbecoming of one of his or her rank. This mod makes the requirements for promotion in that Great House more stri...
7261	The Peace Mod v1	Gameplay	MMH	37-1473	Kagz aka Kagrenac	2009-04-06	Alright this is one of my personal mods, that i have decided to share with anyone who wants it. I was always fed up in the game, being attacked by everything that moved. So i made this mod that stops the fight, of all this wild life. Theres plenty of monsters in the game ...

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7260	The Lighting Mod - Modular	Gameplay	MMH	37-2251	Sensei	2009-04-24	TLM - The Lighting Mod - Readme Document (TLM Version 1.0 - Developed by Sensei : Summer 2003 - Released November 2003) Readme Contents - First Things First - What is TLM - The Lighting Mod? Who's it for... What this means...
7259	The GoD MoD	Gameplay	MMH	37-2767	Martini60	2009-04-24	-- GoD MoD V1.0 -- The GoD MoD alternate game ending. See Readme file for additional details. Get started by reading "The Legend of Aurora" or talking to Jobasha in his rare books shop. Contact author at maartin@ntlworld.com REQUIRES PACHED MORROWIND
7258	TG AldRuhn Tweak 0813	Gameplay	MMH	37-2895	Unknown	2009-04-24	
7257	TF longboat replacer	Gameplay	MMH	37-2822	Unknown	2009-04-24	
7256	TempleTeleports	Gameplay	MMH	37-465	Unknown	2009-04-06	Adds Transport between the temples of Morowind
7255	Temperature v1.13	Gameplay	MMH	37-5483	Zappara	2009-05-12	This plugin adds Temperature values and temperature effects to Morrowind. Only player is affected. There is also a new item that let's you check the temperature. Dwemer Thermometer can be found in Seyda Neen, Census and Excise Office on Captain's table. Temperature values normally are ...
7254	Taxi	Gameplay	MMH	37-15054	MasterW3, Piratelord	2013-11-08	I have a mod (not produced by me {Piratelord}) that adds "Taxis" to Morrowind, I've changed it so that they trade in the same way as the rest of the traders in the Economy/Trade Fix. Note that you need to have the METF (Complete Trade Fix or Piratelord's Trade Enhancements) to use the Taxi Mod.
7253	TARDIS v1.0	Gameplay	MMH	37-478	dwilliss	2009-04-06	Morrowind TARDIS Mod I hope I've gotten all the parts into the .zip file. This mod puts a TARDIS into the game of Morrowind. It will first show up in Balmora between the fighter's guild and the 8 plates. If you walk down that street, you'll trigger it. ...
7252	Tamriel Rebuilt / Necessities of Morrowind v1.1	Gameplay	MMH	37-11489	tek_604	2007-08-29	This mod aims to introduce into Tamriel Rebuilt the resources used with Necessities of Morrowind. Now your NoM'd character should not die from thirst or hunger when exploring the province of Morrowind on Tamriel! Changelog: Version 1.0: Initial release Version 1.1: Bug fix, ...
7251	Take a Breather v1.0	Gameplay	MMH	37-7345	Kirel	2012-08-27	Simple enough concept, allows you to regenerate fatigue faster while sneaking, so long as you don't have a weapon drawn or a spell ready and are standing still, as if you were resting. Works well as a companion to fatigue effect mods. The effect will be canceled out...
7250	Subway Mod v1.0	Gameplay	MMH	37-12204	Varg 'Euthanasiologist'	2013-02-11	Subway Mod adds a new way of getting around. It's quite simple - no rubber horses, static dragons or aircraft (I think Dwemer Glider is enough). Entrances to the Subway are located in cities as standalone buildings or are accessible through interior cells. A Subway station is pres...
7249	Stronghold ring 0705	Gameplay	MMH	37-4901	Harmeister	2009-05-12	The Elder Scrolls III MORROWIND: Stronghold Ring Plugin Author: Harmeister (Dean Harmon) (Email: harmeister@yahoo.com) Index: 1. Installat...
7248	Stronghold Portal	Gameplay	MMH	37-4900	Unknown	2009-05-12	
7247	Stronghold Portal	Gameplay	MMH	37-4931	Rob Berryhill	2009-05-12	This plugin will add a room to Caius Cosades's house. After your Stronghold completes its 2nd stage of construction 3 portals appear--one to each of the 3 strongholds. Each stronghold has a portal to Cosades's house as well.
7246	Strider 0529	Gameplay	MMH	37-2858	Unknown	2009-04-24	
7245	StateBased11	Gameplay	MMH	37-2730	Unknown	2009-04-24	
7244	State-Based Hit Points v1.0	Gameplay	MMH	37-1960	HotFusion4	2009-04-06	This mod uses a script to alter the way that Morrowind calculates hit points for the player. Your total hit points are now based on the CURRENT value of your Endurance, instead of the value of your Endurance when you leveled up. This means that putting points into Endurance at level 50 will be ju...
7243	Spellcasting Mod v1.2	Gameplay	MMH	37-2757	Horatio	2009-04-24	Reduces spellcasting cost based on your skill in the relevant casting school (destruction, alteration, etc). The spell costs won't appear any lower in the magic menu, but you'll notice that they start costing a lot less to cast as your skill increases. There are 2 flavours of this mod...
7242	Soul Summon	Gameplay	MMH	37-3784	Argent	2009-05-12	Soul Summon v1.5 (patched) by Argent Contents: Quick Start Mod Description Installation Credits Technical Details Known Problems and Limitations Disclaimer
7241	Soul Summon	Gameplay	MMH	37-3790	Argent	2009-05-12	Soul Summonv 1.5 (2nd patch) by Argent Contents: Quick Start Mod Description Installation Credits Technical Details Known Problems and Limitations Disclaimer
7240	Sorefoot Enterprises Inc.	Gameplay	MMH	37-7203	Miles Acraeus	2012-08-04	Adds a new method of travel to get you around Vvardenfel
7239	SoNico717 - Economy Fix V0.1	Gameplay	MMH	37-820	Unknown	2009-04-06	

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7238	Solstheim teleporters	Gameplay	MMH	37-2856	Unknown	2009-04-24	Adds 3 barbarians (in Thirsk, Raven Rock and Skaal) that that provide transport around Solstheim.
7237	SN FastTravelbySeaV1 0621	Gameplay	MMH	37-2802	Elfan	2009-04-24	It always annoyed me that there was no fast travel by sea available in Seyda Neen even though there was a boat next to it on the map that shipped with the game. This mod attempts to "fix" that. The new NPC is by the docks with her boat.
7236	Smokable Pipes	Gameplay	MMH	37-1804	cikmatt	2009-04-06	BE SURE TO INSTALL IN THE C:\Program Files\Bethesda Softworks\Morrowind\ DIRECTORY!! This mod adds a smokeable pipe and pipeweed into Morrowind. As it stands, this is v1.0, with some updates on the way. The technical mumbo-jumbo. Install the .zip file into your Mo...
7235	Smith Apprentice v1.1	Gameplay	MMH	37-14678	Jilin	2013-05-02	With this mod, you can forge weapon and armor in 4 different quality, success is armorer skill based (this skill description is according to this). The different quality : - basis quality, the same as morrowind.esm - low quality : weight +10%, value, enchant and state/healt...
7234	Sleep or Suffer v1.1	Gameplay	MMH	37-2707	Duncan	2009-04-24	Sleep is now a necessity.If you go too long without sleep, your character is definately going to feel the effects of sleep deprivation. Try and see how long you can stay awake and survive. Stay awake for 132 hours or more and you enter the Realm of Chaos!
7233	Slave Escort	Gameplay	MMH	37-15579	Cyrano	2017-09-28	Now all slaves (including cattle) may be freed. The player may use confrontation, stealth or guile to assist slaves in public places. Lock picks, invisibility potions and scrolls as well as teleportation are added to the abolitionist's arsenal. The player has additional options to assist freed sl...
7232	Skooma Addiction	Gameplay	MMH	37-3653	Maxim	2010-10-20	Skooma is now more powerful, you gain 40 points to strength and speed instead of 20, but there is a catch... This plugin makes skooma into an addictive substance, every time you quaff a bottle of Skooma there is a chance that you will become addicted. If that happe...
7231	skillease 0530	Gameplay	MMH	37-2872	Unknown	2009-04-24	
7230	Skaal Forest	Gameplay	MMH	37-2793	lochnarus	2009-04-24	This plugin makes the land around the Skaal Village thick with trees, Adding essentially a forest to that area. The village itself was not changed significantly in this version, which may change if someone requests such a thing.
7229	Sixth House Advanced v2.1	Gameplay	MMH	37-2715	SiNNeR	2009-04-24	Sixth House Advanced 2.1 featuring Sleeprs Robe by H. Beast thanks to CaveRat for scripting help for list of changes see readme makes the Sixth House Dagoths more powerful than their non-Dagoth counterparts, and strengthens Dagoth Ur's armies
7228	sit down in Morrowind	Gameplay	MMH	37-2850	Unknown	2009-04-24	
7227	SilverSaintSoulGemV1	Gameplay	MMH	37-5107	Kevin Woodman	2009-05-12	**** Silver Saint Soul Gem version 1 created by Kevin Woodman Texture for Silver Saint made by Sir Bob. **** Installation: -Extract to DATA FILES folder -A...
7226	Silt Striders Are In Vvardenfell	Gameplay	MMH	37-1036	lochnarus	2009-04-06	The Elder Scrolls III MORROWIND: Silt Striders Are In Vvardenfell [...]
7225	SilentCharGen	Gameplay	MMH	37-2763	Jason Robinson	2009-04-24	This plug-in speeds character creation by eliminating all of the various tutorial dialog messages, non-essential spoken dialog, and a few scripted delays from the beginning of the game.
7224	shvMouthTeleport	Gameplay	MMH	37-2805	shiva7663	2009-04-24	Adds useful teleport script to Telvanni Silver Staffs of Peace, War and Hunger. Activates when the player reaches the rank of Mouth in Great House Telvanni. Adds Stronghold teleport when Stage Two complete.
7223	shrinetext 0715	Gameplay	MMH	37-2824	Nedlum	2009-04-24	Adds to journal so that, after you visit a shrine and read it's grace, you shall know Vivic's words forever.
7222	Shoujos Wound Penalties 1.0	Gameplay	MMH	37-2727	Shoujo	2009-04-24	Requires Tribunal: Once the player's health hits 50% s/he will have suffer from reduced attributes. At 30% skills will be reduced, and the player will suffer from partial blindness as well. The lower the player's health, the greater the penalties.
7221	SHIMMER	Gameplay	MMH	37-2931	Unknown	2009-04-24	
7220	Shield Placer	Gameplay	MMH	37-2798	Monica21	2009-04-24	This mod allows shields to be placed on walls, fireplaces, non-swinging doors, wherever, and stay that way. Simply drop the shield in front of you, click on it, and follow the instructions. The script can also be used for any item in Morrowind that is able to be picked up, such as weapons a...
7219	SharpenedModelsWeaponsDDS	Gameplay	MMH	37-2843	Unknown	2009-04-24	
7218	Shapeshifters- Werewolves	Gameplay	MMH	37-5969	Mercykiller	2011-11-05	Shapshifters - Werewolf Ver 1.1 Contents: 1. Installation 2. Playing the plugin 3. Saved Games 4. How it came to be 5. Credits 6. License 7. Version ...
7217	Seyda Neen Boat	Gameplay	MMH	37-4695	Johan, Frey	2009-05-12	1. Installing To install the plugin, unzip the files into the Morrowind/Data Files directory. 2. Description A handy plugin that adds a little dock, a boat and a shipmaster in Seyda Neen. It allows you to travel to several places, and now you can travel to S...

ID	Name	Category	Site	Link	Author	Date	Description
7216	Seven Shrines	Gameplay	MMH	37-2772	Unknown	2009-04-24	
7215	Serious Weather	Gameplay	MMH	37-15580	Cyrano	2017-09-28	First conceived as a solution to the Blight disease immunity bug this mod grew to include severe weather effects and more logical regional weather patterns. The original concept has been removed in this update. What remains are ash and blight storms that envelope the player in a way that diminish...
7214	Seasons	Gameplay	MMH	37-383	TheLys	2009-04-06	Seasons 1.02 *final* by TheLys Mainly a rework of the Foliage Season mod v1.2 by Ayse, with additional features. Please see his readme file for info, contact and credits. This mod makes the weather and flore follow the seasons. Seasons are based on months and days...
7213	Scrolls of Khartum v1.0	Gameplay	MMH	37-14625	Piratelord	2013-04-16	This simple little mod adds The Scrolls of Khartum at random locations around Vvardenfell. They are similar to the learning books, but instead you gain a random attribute (e.g. Strength) if you are lucky. Being unlucky is a little nasty....
7212	Rumpelsitzchens Armor Realism Mod V.3.1	Gameplay	MMH	37-1522	Rumpelstilzchen	2009-04-06	Basically what this mod does is add natural effects to the armors. Armors with metal amplify shock damage, because metal is a conductor; Leather armors resist poison; Fur and cloth armors resist cold; Armors made from materials that have naturally magical properties resist ...
7211	rpcstealhpac	Gameplay	MMH	37-2940	Cliffworms	2009-04-24	Allows your stealth character to do more actions. Beg, perform and train! Version : 0.2 Beta
7210	Rotations	Gameplay	MMH	37-2943	Mahatma_Dandee	2009-04-24	this mod contains 4 epsps Weapon rotate lets you rotate every weapon in the game using the same script as the shield rotate mod seen on the official forums. armor rotate is the same deal, only with all armor and no weapons misc rotate, you can probably guess, is just misc items (key...
7209	rogue fix	Gameplay	MMH	37-2717	Eric Lau	2009-04-24	
7208	Ring Texture Fix	Gameplay	MMH	37-2914	random name	2009-04-24	Only current fix that allows you to see the ring textures, like you were originally suppose to! Build Time: 10/25/02 4:00 A.M.--- 4:20 A.M. random_name_@hotmail.com
7207	rich npcs	Gameplay	MMH	37-2754	Unknown	2009-04-24	
7206	Reworked Alternate Beginnings	Gameplay	MMH	37-2828	Unknown	2009-04-24	
7205	Resurrection v1.0	Gameplay	MMH	37-1974	Dale Stocker	2009-04-06	Real Gameplay for your life. You will start in the Temple in Balmora and pass the people you need to see to start a new character. You will be given the Amulet of Resurrection, but it dose not have to be worn. This is for you gamers that don't think the last saved game is fair to use t...
7204	Resources Enhanced v1.0	Gameplay	MMH	37-2790	TheLys	2009-04-24	More interactive way to collect some resources like pearls, diamonds, raw ebony, raw adamantium and glass.... Features: - When you collect pearls from kollops, they disappear in a cloud of bubbles - When you collect kwama eggs, the sack shrinks to nothing revealing a kwama eg...
7203	Regeneration 0605	Gameplay	MMH	37-2758	Patrick "Zero-nt-" Martin	2009-04-24	Advanced Regeneration plug-in. This regeneration is always active, and has many unique settings that other regeneration plug-ins do not include. Read the Regeneration.txt that was included for a full description. Special Thanks to OderWat
7202	Reflective Gold	Gameplay	MMH	37-2815	Unknown	2009-04-24	
7201	Red Skies	Gameplay	MMH	37-5327	Cryonaut Productions	2009-05-12	"RED SKIES", by Cryonaut Productions Contact: email: brett@zamien.com web: www.zamien.com/mw MW forums: Cryonaut WHAT IS THIS?: This is a texture replacer and ini tweak for TES3: Morrowind. It is an attempt to make the skies/sunlight in the game more like...
7200	Rebirth	Gameplay	MMH	37-2023	Grumblepunk	2009-04-06	Just a little mod to enable people to change their characters around without dealing with all of the player-&_gt_; commands. If you need to change anything about your character around, simply head to the Blamora Morag Tong and speak with Vanja. She will help you out.
7199	RealisticWeather	Gameplay	MMH	37-5482	Mal'isirion	2009-05-12	Realistic Weather by Mal'isirion Realistic Weather just simply changes the weather in Morrowind to be more appropriate for the different regions. For example, the Bitter Coast gets more rain and fog because it is a moist lowland. Version 2.0 merges the two weather mods by Ma...
7198	Realistic TrainingPart1Combat	Gameplay	MMH	37-2932	Unknown	2009-04-24	
7197	realistic corpus	Gameplay	MMH	37-5882	pigtrifle	2011-10-08	realistic corpus readme ----- version 1 ----- created by pigtrifle ----- installation: 1.put all files into your morrowind\data files directory 2. run morrowind and click on data files 3. find realisticcorpus.esp and double click the box alongside it...
7196	Real Signposts v1.1	Gameplay	MMH	37-2751	Unknown	2009-04-24	

ID	Name	Category	Site	Link	Author	Date	Description
7195	Real Months	Gameplay	MMH	37-2917	Martini60	2009-04-24	Uses actual names for months E.G. January, March etc. so you can see better what period of the year it is. Contact Author - martin@ntlworld.com
7194	readable books	Gameplay	MMH	37-2801	Unknown	2009-04-24	
7193	RCsunsUnnamedPlugin	Gameplay	MMH	37-2703	Geoff Gillstedt	2009-04-24	This plugin does many things, check the attached document for details.
7192	RCsuns Unofficial Patch v1.4	Gameplay	MMH	37-2939	Geoff Gillstedt	2009-04-24	This plugin does many things. It limits the amount of money the player gets by not handing out as many easy-to-find magical items, makes the creatures more fierce, makes leveling a little slower due to more expensive training and slower skill progression
7191	RandomisedStats 1.1	Gameplay	MMH	37-2936	Unknown	2009-04-24	
7190	Racial Abilities	Gameplay	MMH	37-2880	_MDI_	2009-04-24	
7189	QuickChar1 2 0604	Gameplay	MMH	37-2905	Bink	2009-04-24	Version 1.2 Gives new characters the option to avoid the tutorial style character creation.
7188	PureBalance	Gameplay	MMH	37-2714	Unknown	2009-04-24	
7187	Profane Shrines	Gameplay	MMH	37-836	Graphite	2009-04-06	Profane Shrines (V1.01) Just recently I start...
7186	Primary Needs v2.8	Gameplay	MMH	37-13012	Balor, error fix Elthar	2008-11-12	This is a new version of Primary Needs mod originally by Balor. I did not made this mod, I only put in some effort to fix most annoying bug from the last version, because its author, it seems, abandoned it forever - i spoke to him about a 2 years ago and he was promising to fix bugs in ver. 2.7 b...
7185	Primary Needs v2.7	Gameplay	MMH	37-2154	Balor	2009-04-24	1. You now have to eat each 6 hours, or suffer penalties to stats. You have to eat ingredients like eggs, bread, saltrice, etc. Use common sense. First I thought to add some food to taverns, but since most taverns already have plenty of food, I decided not to mess around with game more than its a...
7184	Primary Needs v1.2	Gameplay	MMH	37-2888	Unknown	2009-04-24	
7183	PotionSorter	Gameplay	MMH	37-2753	Srikandi	2009-04-24	This mod changes the display names of all the built-in potions in the game so they will sort by effect rather than quality.
7182	postponed Dark Brotherhood attack v2.1	Gameplay	MMH	37-2734	Avenger, Kir	2009-04-24	I found the early Dark Brotherhood attack in Tribunal most irritating and unlogical. How should a freshly arrived Nonaime pose a threat to the king's throne ? So I changed it so that the Dark Brotherhood attacks only commence after you either lead at least one Great House, or are...
7181	Player Hunger Thirst v11	Gameplay	MMH	37-2713	Thunder_GR	2009-04-24	This plug-in adds some more realism in the game by introducing Hunger and Thirst for the player!! Be sure to read the readme file before starting the plugin! You are playing Version 1.1
7180	Piratelord's Trade Enhancements v3.3	Gameplay	MMH	37-15053	Piratelord	2013-11-08	What this mod does is make things a bit more interesting when trading. No longer can players abuse the infinite items that traders have to offer. Now all traders have their starting stocks as finite (including containers), if you buy it all, you need to wait for them to obtain new trade good...
7179	Piratelord's Balance Adjustments v2.0	Gameplay	MMH	37-15052	Piratelord	2013-11-08	Having spent hours working out a spreadsheet that will fairly calculate the cost of any item based on material, weight, enchantments, health, AR, etc, etc I have now repriced virtually all items in game. Should make obtaining money and buying/selling stuff more difficult.
7178	PersuasionResponseExpansionv2.5 0805	Gameplay	MMH	37-2808	Glassboy	2009-04-24	
7177	Persuasion Response Expansion v4	Gameplay	MMH	37-1848	Glassboy	2009-04-06	----- V4 UPDATE: ----- -Responses Are now used more randomly -Responses now have a surplus in more commonly dealt-with dispositions. -Unevenly adds 66 new responses to make a total of 703 NEW Responses to Morrowind's existing responses. -----
7176	Persuasion Response Expansion v4	Gameplay	MMH	37-2841	Glassboy	2009-04-24	
7175	PelagiadDialogue 0729	Gameplay	MMH	37-2839	La'Shae	2009-04-24	Changes NPCs in Pelagiad to be more individual.
7174	PC VOICE COMPLETE v1.8 update	Gameplay	MMH	37-1446	Leon Medado aka pancreas	2009-04-06	1. Adds a voice of your choice to the Player 2. Adds six attack voice sounds played while attacking. 3. Adds six hit voice sounds when player is hit. 4. Adds a jump voice sound when player jumps. 5. Adds two taunt voice sounds when player draws sword. 6. Adds a sound...
7173	Passive Wildlife in Bloodmoon	Gameplay	MMH	37-15431	A.P. Hilliard	2015-10-05	Passive Wildlife in Bloodmoon 1 jul 03 Author: a.p.hilliard This plug-in makes the animals in Bloodmoon non-aggressive to you. Wolves, bears and wild boars will leave you alone as long as you don't bother them. Everything else, such as Berserkers and witches, are still ho...
7172	odaitravel	Gameplay	MMH	37-5169	Thessalonius	2009-05-12	The Elder Scrolls III MORROWIND: Odai Plateau Travel Plugin Author: Thessalonius []...
7171	NPC Gnosis	Gameplay	MMH	37-2855	OSPA - www.morrowind.tk	2009-04-24	- NPC++ [Gnosis] - Adds life to Gnosis' NPCs. They "go to bed" at night, seek shelter when it's raining etc.

ID	Name	Category	Site	Link	Author	Date	Description
7170	NPC Commands v8b	Gameplay	MMH	37-6355	Horny Buddha	2009-12-18	Are you tired of NPC's not facing you when you "talk" to them? Do you want your companion to dance on a table? Do you want an NPC to accompany you on a mission? Do you want to pose everyone for that perfect screenshot? Do you wish that Vvardenfell was a nudist camp? Are y...
7169	Norenen-dur's Throne v1.0	Gameplay	MMH	37-2831	Illtempered	2009-04-24	Norenen-dur's Throne by Illtempered About as simple and straightforward as you can get. This plugin simply removes the lame little chair of Norenen-dur, and replaces it with a cool looking Daedric throne, similar to the one in Kora-dur. I've also placed a Daedric amulet on the th...
7168	No thieving start 1.0	Gameplay	MMH	37-2706	Tarnsman	2009-04-24	No longer do you have to start off as thief in the game. Instead of ransacking the Census and Excise Office to raise gold, you are given a purse of gold and other items to aid you in your adventure at the start.
7167	No Cliff Racers	Gameplay	MMH	37-5097	Unknown	2009-05-12	
7166	No CharGen MessageBoxes	Gameplay	MMH	37-2781	Unknown	2009-04-24	
7165	Nighttime Door Locks 1.1a	Gameplay	MMH	37-2176	LDones	2009-04-24	- NighttimeDoorLocks-LD v1.1a Released 6/19/03 - By LDones Based on a mod originally created by Rasputin (From Mega Morrowind) LDones@hiredgoons.net http://www.hiredgoons.net/MWFiles ...
7164	NiceVampires	Gameplay	MMH	37-2811	Unknown	2009-04-24	
7163	NGE V1	Gameplay	MMH	37-2893	GlassBoy	2009-04-24	This mod adds new nudity greetings to morrowind. Have fun!
7162	Nerevarine Greeting	Gameplay	MMH	37-2921	Unknown	2009-04-24	
7161	NeedforbloodSaralas	Gameplay	MMH	37-2738	Majca Jalsu	2009-04-24	Plug-in for vampires
7160	Necromancy Enhancements v1.0	Gameplay	MMH	37-1820	Lathan	2009-04-06	Necromancy Enhancements by Lathan (11/12/03) Author contact: PM me (Lathan) on the Elder Scrolls forums. I tend to be pretty bad about checking things like that, so don't take it personally if it takes me awhile. Alternately, email lathan_invari@yahoo.com -- but...
7159	Necessities of Morrowind v2.13-02	Gameplay	MMH	37-5583	Taddeus, Nymeria	2011-05-11	This mod adds to the game the need to eat, drink and sleep for your character. Your character will also be able to cook various dishes and prepare drinks using various tools and activators, and to rent rooms in the inns for more than a day. Changelog: === Version 2.13-02 [11/2/...
7158	Necessities Of Morrowind v2.1	Gameplay	MMH	37-402	Taddeus, Nymeria	2009-04-06	This mod adds to the game the need to eat, drink and sleep for your character. Your character will also be able to cook various dishes and prepare drinks using various tools and activators, and to rent rooms in the inns for more than a day.
7157	Necessities Of Morrowind v2.01	Gameplay	MMH	37-2722	Taddeus, Nymeria	2009-04-24	This mod adds to the game the need to eat, drink and sleep for your character. Your character will also be able to cook various dishes and prepare drinks using various tools and activators, and to rent rooms in the inns for more than a day. For further details, see the readme.
7156	Necessities of Morrowind v1.0	Gameplay	MMH	37-1526	Taddeus, Nymeria	2009-04-06	This mod adds to the game the need to eat, drink and sleep for your character. Your character will also be able to cook various dishes and prepare drinks using various tools and activators, and to rent rooms in the inns for more than a day.
7155	Necessities of Morrowind 3.03a	Gameplay	MMH	37-12114	Taddeus	2013-01-02	This mod adds to the game the need to eat, drink and sleep for your character. Your character will also be able to cook various dishes and prepare drinks using various tools and activators, and to rent rooms in the inns for more than a day. For feedback and suggestions, contact me or...
7154	Natural Healing v1.0	Gameplay	MMH	37-2203	Smoke	2009-04-24	This mod lets you slowly regenerate health, the more you are damaged, the slower you regenerate health, the less you are damaged the faster you regenerate.. It has been tested, and is pretty well balanced, it should not become a cheat at any level, or health amount.. Adjusting ...
7153	MWE Gold Burden	Gameplay	MMH	37-15324	Tonto	2015-03-08	Adds weight to gold pieces by placing a dynamic spell on the character. For every 100 pieces of gold you carry, you will acquire a single point of burden. Requires aelorn's Morrowind Enhanced.
7152	mw photographer	Gameplay	MMH	37-2874	Unknown	2009-04-24	
7151	MTNoLoss	Gameplay	MMH	37-2710	jEstAr jOkIn	2009-04-24	Simple edit to make sure Guards who accost you after an honourable execution DON'T take everything else you've stolen when you present your writs and when you've only been reported for the executed's murder.
7150	mrrwnd mystira	Gameplay	MMH	37-5091	e99shell	2009-05-12	===== Morrowind plugin: Mystira ===== - by e99shell Thank...
7149	MP Gold Weights	Gameplay	MMH	37-2725	Unknown	2009-04-24	

ID	Name	Category	Site	Link	Author	Date	Description
7148	Move v.1.0	Gameplay	MMH	37-1487	Shanjaq	2009-04-06	Move If anyone is blocking your path simply face them and politely say "Excuse me" and they will move out of the way. Make sure you are not too close when saying this; a good distance is about 1 meter. Scripting - Shanj...
7147	Move 1.3 - FINAL	Gameplay	MMH	37-1417	Shanjaq	2009-04-06	Move 1.3 - FINAL Find the book "Anger Management" on a bench in the Census and Excise Office, it will give you new coping skills for the frustrations of dealing with others! If anyone is blocking your path simply face them and politely say "Excuse me..."
7146	Mouse's Beast Race Balancing	Gameplay	MMH	37-2718	Mouse	2009-04-24	Mouse's Beast Race Balancing is a mod that attempts to fix the outrageous mistake made at Bethesda when it came to game balance. Morrowind is a great game, but has some balancing issues, and this is a major one. You know that beast races can't wear full helmet or footwear,...
7145	mournholddowntown131	Gameplay	MMH	37-2750	Varg 'Euthanasialogist' Axenov	2009-04-24	Mournhold Downtown creates an exterior area around Mournhold, with some farms, a few houses and one small quest to make it appear more alive. v1.20 is extended and better integrated with Mournhold.
7144	Mournhold Mage's Guild Services	Gameplay	MMH	37-2908	Ben	2009-04-24	This plugin adds Mage Guild Teleportation services to the Magic Shop in Mournhold's Great Bazaar. It's very simple, just a copy & paste, but it adds a lot of functionality for those of us that are still playing the story in Morrowind, but wish to play in Mournhold as well. I am not fond of using ...
7143	Mournhold Downtown Fix	Gameplay	MMH	37-12205	Varg 'Euthanasialogist'	2013-02-11	A fix for Mournhold Downtown 1.30
7142	Mountainous Red Mountain (MRM)	Gameplay	MMH	37-15004	Piratelord	2013-09-29	Mountainous Red Mountain (MRM) (plus spikey Vvardenfell) This mod makes Red Mountain higher, so it's no longer a little hill in distant land, almost to the max of game engine limits. It is roughly 1.6 times higher then before. It also replaces 4 of the commonly used Red...
7141	Morrowinter	Gameplay	MMH	37-5481	SiNNeR	2009-05-12	Morrowinter 1.0 by SiNNeR rayunforgivablesinner@hotmail.com http://www.wrensfield.com no known bugs, but if you find any, please let me know Installation simply unzip to your Morrowind/Date Files directory enable the plugin on ...
7140	morrowind sky diving service beta	Gameplay	MMH	37-1726	hotcash_69	2009-04-06	the morrowind sky diving service is in balmora on the side of hecerincedes house its a trap door on the ground. hecerincedes house is on the side where south wall is. this is my first mod i have actually put out to the public. it is just a beta. i wanted to see if people would like the idea. ...
7139	Morrowind Enhanced v1 21	Gameplay	MMH	37-2934	Aerelorn	2009-04-24	Morrowind Enhanced(MWE) v1.21 MWE is used by a growing number of mods to do things that would normally be impossible using normal Morrowind scripting. This base esp is used by all MWE mods. See Morrowind Enhanced.htm for more details.
7138	Morrowind Cities Unlocked	Gameplay	MMH	37-2833	Cliffworms	2009-04-24	This plugin adds keys to every locked containers and doors that belong to an NPC in every towns of Vvardenfell. Version : 1.0
7137	Morrowind Cash v1.0	Gameplay	MMH	37-2768	Sinius	2009-04-24	Replaces all gold in Morrowind with dollars or (other esp file) adds dollars to Morrowind while preserving gold.
7136	Morrowind Bandits Unlocked	Gameplay	MMH	37-2844	Cliffworms	2009-04-24	This plugin adds keys to chests and doors found in bandit strongholds and caves (Assuming they belong to those bandits) Version 1.0
7135	Morrowind Additions Revamped. Dark Argonian Fix	Gameplay	MMH	37-3030	Two Texans Productions - Harlequin, brewu4	2009-05-06	The missing Dark Argonian meshes and textures from Morrowind Additions Revamped (http://www.tesnexus.com/downloads/file.php?id=297)
7134	more tresure	Gameplay	MMH	37-4975	Dale Stocker	2009-05-12	Adds some more tresure to the game by giving some of the monsters some tresure. Two new gems, Sapphire and Amber as well as some enchantable gems. Gem shop in Balmora.
7133	More Morrowind II	Gameplay	MMH	37-2701	Jaga Telesin	2009-04-24	Ever thought the game was over too fast? That your character leveled too quickly, or got too powerful too soon? This mod will slow down the rate your character grows by 4x, effectively extending their lifespan. See the readme for more details!!
7132	momoney 0604	Gameplay	MMH	37-2899	Threesixty	2009-04-24	Gives most of the barter screens more cash. It's not a massive increase, just enough to sell some expensive items. I increased the NPC's who had over 1000 credits by a factor of "about" 2 thru 4. The highest I found in the default game was "about" 9,000.
7131	ModOfBalance 0810	Gameplay	MMH	37-2742	Mysterial	2009-04-24	This plugin makes Persuasion more difficult, but it raises Speechcraft a little faster. Part of the Mod of Balance v2.0
7130	ModMan Windowlights 2.0	Gameplay	MMH	37-2846	ModMan	2009-04-24	Atmospheric window lighting for most exterior windows on Vvardenfell.

ID	Name	Category	Site	Link	Author	Date	Description
7129	Miscast Mod v3.1	Gameplay	MMH	37-12215	Magius, Huskobor	2013-02-15	This mod makes morrowind magic more dangerous by adding 20% chance that something bad will happen when you fail casting a spell. Effects include: Alteration: - Get thrown high into air - Cannot breath air for a while - Burden yourself - Bounce on the ground Conj...
7128	Mining Tweak	Gameplay	MMH	37-2901	Unknown	2009-04-24	
7127	Mining mod V2.0	Gameplay	MMH	37-2799	Unknown	2009-04-24	
7126	MINERALS	Gameplay	MMH	37-4977	evelas	2009-05-12	Makes Diamond/Glass/Ebony rock clusters respawn their contents. Usefull for those alchemists out there.
7125	Messages	Gameplay	MMH	37-2909	Unknown	2009-04-24	
7124	Merri's Character Development v1.12	Gameplay	MMH	37-15001	Merranvo	2013-09-26	This is a complete rewrite of Galsiah's Character Development that maintains most of the mathematics that Galsiah wrote up but uses an 8th of the code and has only two actively running scripts. In short, it is more stable, faster, and has less of a FPS impact than GCD. HOWEVER, th...
7123	Merri's Character Development v1.1	Gameplay	MMH	37-14887	Merranvo	2013-07-30	This is a complete rewrite of Galsiah's Character Development that maintains most of the mathematics that Galsiah wrote up but uses an 8th of the code and has only two actively running scripts. In short, it is more stable, faster, and has less of a FPS impact than GCD. HOWEVER, this mo...
7122	Merri's Character Development v1.0	Gameplay	MMH	37-6862	Merranvo	2012-03-26	This is a complete rewrite of Galsiah's Character Development that maintains most of the mathematics that Galsiah wrote up but uses an 8th of the code and has only two actively running scripts. In short, it is more stable, faster, and has less of a FPS impact than GCD. HOWEVER, this ...
7121	MerkinsMulti-modv1 0602	Gameplay	MMH	37-2735	Merkin	2009-04-24	
7120	MentalElfsMannequins	Gameplay	MMH	37-2809	Unknown	2009-04-24	
7119	Melee Missiles v12	Gameplay	MMH	37-2774	scruggs	2009-04-24	Create projectile weapon enchantments by enchanting a weapon with Target-range Cast-When-Strikes effects. Swing the weapon to cast the spell. Effects also work at close-range, exactly like Touch-range effects.
7118	Melee Missiles	Gameplay	MMH	37-2911	scruggs	2009-04-24	Allows any weapon enchanted with on-Target effects to be used by simply swinging the weapon in the direction in which you wish to launch the spell. No more opening up the magic menu! Requires MWSE.
7117	Mega-Morrowind v.21	Gameplay	MMH	37-2724	Rasputin	2009-04-24	Races start with less attribute points overall, and have more/different/hopefully more balanced abilities. Every race also has 1 weakness. This attempts to balance out the pure magic-user players in the game with the increased NPC strength.
7116	ME Mannequins2	Gameplay	MMH	37-2913	MentalElf	2009-04-24	MentalElf's Mannequins V2.06 Requires: Tribunal, Bloodmoon Mannequins you can dress in armor and weapon of your choosing. Buy the mannequins (800 gold each) from Armendra Indril, a dealer just outside the Fine Clothier shop in Balmora.
7115	Master trainer mod	Gameplay	MMH	37-2792	Unknown	2009-04-24	
7114	marksmanmodversion1.46	Gameplay	MMH	37-379	Intelligentsia	2009-04-06	Intelligentsia's Marksman Mod v 1.45 A huge expansion on the game for marksman players.....no longer do longblade and staff users get all the cool toys! If you find this mod imbalanced just raise the difficulty.....it was tested with a non powergamed character at dif...
7113	marksmanmod	Gameplay	MMH	37-2886	intelligensia	2009-04-24	Loadsandloadsandloads a markman stuff. It's a bit like Christmas come early. Although I think I'm more Santa's little Wood Elf than the big man himself.....
7112	Marius Tardis	Gameplay	MMH	37-15173	Marius	2014-01-21	If you've never watched the BBC's Doctor Who this mod will probably be confusing! This mod requires Tribunal and Bloodmoon. The original mod that this was based on was put together by dwilliss and Lady Eternal. If I've omitted any one else who had something to...
7111	mana regen v13 0809	Gameplay	MMH	37-2925	Fuku_	2009-04-24	This script regenerates your Magicka according to your Willpower. The higher your Willpower, the faster your Magicka will regenerate.
7110	Magic Mastery 2.7	Gameplay	MMH	37-2788	Cool Demon	2009-04-24	Magic Mastery This Mod will reduce the mana cost of difficult spells, but will not make spells easier to cast The reduction in manacost will depend on your fatigue and magic skill
7109	Madd Leveler 0.7	Gameplay	MMH	37-1210	Madd Mugsy, Sederien	2009-04-06	The Elder Scrolls III MORROWIND The Madd Leveler Index: 1. Introduction 2. Description / Histor...
7108	Lurlock's Left Gloves v1.0	Gameplay	MMH	37-2852	Lurlock	2009-04-24	Lurlock's Left Gloves Version 1.0 Description: Flips the icons and models of all left and right gloves, bracers, gauntlets, and pauldrons so that you can tell them apart. -Gave new icons to all left and right gloves, (and bracers/gauntlets/pauldrons) so you can te...
7107	LoveMOD v1.2	Gameplay	MMH	37-2873	Unknown	2009-04-24	

ID	Name	Category	Site	Link	Author	Date	Description
7106	lootstorage	Gameplay	MMH	37-5054	Unknown	2009-05-12	
7105	Lock Bash Enhanced v1.5	Gameplay	MMH	37-325	Piepers, DarkDragon , TheLys	2009-04-06	This mod allows to open most locked doors and containers by bashing them. It also includes an option to make many doors in town being locked at night. Features: - Allows to use brute force to open most doors and containers - This mod will also lock the doors of shopkeepers/N...
7104	Lock Bash Beta	Gameplay	MMH	37-1835	Piepers	2009-04-06	Piepers Lock Bash Requires Morrowind and Tribunal This mod will allow the player to bash open locks with a weapon. It's that simple. It adds a script to the doors/containers (not a global script) that allows the player to bash the lock. It does not add...
7103	Limitless Attributes v1.0	Gameplay	MMH	37-1973	Smoke	2009-04-06	This simple mod allows you to raise your base attributes, ie, Strength, Intelligence, etc, beyond 100. 100,000 Points max per attribute.
7102	Lights 300	Gameplay	MMH	37-1163	Byblos, X-Bahamut	2009-04-06	Reworks all lights in the game to be more, colorful, dynamic, magical and realistic. Includes Bloodmoon & Tribunal lights! Colorful, Dynamic, and Magical: Red Candlesticks now have red flames, light and are called Ruby Candles, green have Green flames, light a...
7101	lgnpc Maar Gan	Gameplay	MMH	37-2935	LGNPC Team	2009-04-24	This mod adds unique dialogue to every citizen of Maar Gan.
7100	lgnpc Khuul	Gameplay	MMH	37-2755	LGNPC Team	2009-04-24	This mod adds unique dialog to every NPC in Khuul.
7099	lgnpc Hla Oad	Gameplay	MMH	37-2848	LGNPC Team	2009-04-24	Adds unique dialog to every Hla Oad NPC.
7098	lgnpc Gnaar Mok	Gameplay	MMH	37-2896	LGNPC Team	2009-04-24	Adds more interesting dialog to Gnaar Mok NPCs.
7097	lgnpc aldruhn	Gameplay	MMH	37-2766	Unknown	2009-04-24	
7096	lgnpc Ald Velothi	Gameplay	MMH	37-2845	LGNPC Team	2009-04-24	Gives every NPC in Ald Velothi unique dialogue.
7095	Levelling 1.3	Gameplay	MMH	37-919	Balor	2009-04-06	Alternate Leveling (Forgetfulness) Created by Balor (Balor_abyss@mail.ru) Idea is all original (at least I think so 8)) 22/1/03 Update: 24.08.04 Improved stability. It's fully funtional now. 14.09.04 Added a few features. (Stats that are riseable above 100...
7094	LeveledMagicka	Gameplay	MMH	37-2795	Marcel Hesselbarth	2009-04-24	This mod increases your maximum magicka at 4% per level. So at level 26 your starting magicka has been doubled. Tanks to Pookhill for assistance If you encounter any problems please report to me at hessi9@yahoo.de (requires Tribunal or Bloodmoon)
7093	leveled db armor	Gameplay	MMH	37-2702	Unknown	2009-04-24	
7092	Level Up List Completion	Gameplay	MMH	37-2785	Unknown	2009-04-24	
7091	LethPack v3.0	Gameplay	MMH	37-2728	Chibboleth	2009-04-24	A fully functional vampirism mask. While wearing the mask you cannot see very well or feed, but you will not be recognized as a vampire. The Fang Mask exists in three flavors: chitin, netch leather, and cephalopod. Be the first on your block to find all three! Two volumes of clas...
7090	LessAgressiveCliffRacer	Gameplay	MMH	37-2744	Unknown	2009-04-24	
7089	LessAggressiveCrittters	Gameplay	MMH	37-2803	Brett Flannigan	2009-04-24	The following wild critters are less likely to attack you (some MUCH less likely): all Cliff Racers, all Alit, all Kagouti, Kwama Forager, all Mudcrabs, all Rats, Feral Guar, and all Shalk.
7088	LegionAdditions	Gameplay	MMH	37-2745	Unknown	2009-04-24	
7087	leafy morrowind	Gameplay	MMH	37-2938	Unknown	2009-04-24	
7086	KVISION	Gameplay	MMH	37-2764	Bill Faulk	2009-04-24	120 second night vision for Khajiit
7085	Krazedhermit's MultiMod v1.1	Gameplay	MMH	37-4537	Krazedhermit	2009-05-12	Krazedhermit's MultiMod v1.1 (In Version 1.0) This is a simple mod really. Below are the features. I've doubled the points required to level. Now it takes 20 skill increases to level. Be warned, this will cut your max level down. I've doubled (possibly tripled) the amoun...
7084	Krazedhermit's MultiMod v1.0	Gameplay	MMH	37-14650	Krazedhermit	2013-04-24	This is a simple mod really. Below are the features. I've doubled the points required to level. Now it takes 20 skill increases to level. Be warned, this will cut your max level down. I've doubled (possibly tripled) the amount of money it takes to buy a skill increase. Combat skill...
7083	Kobu's Leveling Mod v1.0	Gameplay	MMH	37-7453	Kobu	2002-06-04	With this plug-in, you will no longer need to plan out your character's advancement to maximize stats. Now you can forget about which skills to increase when, and just play the game. The changes are: 1. Character's Health is no longer based on level-ups. It is always Endurance x3. Because of the ...
7082	Kirel's Sneak Attack	Gameplay	MMH	37-1931	Kirel	2009-04-06	Gives you an attack bonus after sneaking for a certain amount of time (default 20 seconds) with your weapon ready and without being hit, making a successful strike pretty much guaranteed. Can be setup a couple of different ways for bows/crossbows. The default setting is that t...

ID	Name	Category	Site	Link	Author	Date	Description
7081	Killer Cutlery	Gameplay	MMH	37-5856	swordsman5	2011-10-07	Clean Killer Cutlery: swordsman5 Just a silly little mod get the stuff in a box in the Excise Office next to your first lockpick, Knife, fork and spoon set that you can throw and a ladle to hit things with. All a bit OTT but that's the way I like to play. Extract ...
7080	KhajiitVision 0530	Gameplay	MMH	37-2797	Unknown	2009-04-24	
7079	Katana Update	Gameplay	MMH	37-2716	Entreri	2009-04-24	I learnt in my Judo classes that Katana's and the like are very brittle weapons but very fast. In Morrowind this wasn't represented so I decided to fix it. All Katanas, Dai-Katanas and Wakazishas are now faster but have much lower hit points. Enjoy
7078	Kagz Lightz	Gameplay	MMH	37-2769	Kagz aka Kagrenac	2009-04-24	Alright this increases the light value of approx 80% of the lights in game. I always thought it was too dark.
7077	Journal Enhanced v1 1	Gameplay	MMH	37-2759	Aerelorn	2009-04-24	Journal Enhanced(JEN) v1.1 Allows the player to write custom notes in their journal from within the game. A quill and inkwell are required in order to begin writing. See Journal Enhanced.htm for more details.
7076	Join All Houses	Gameplay	MMH	37-15251	heph (with latest v1.4 fix Fukuro)	2014-09-12	from the included readme: "This allows you to join all 3 houses and earn all 3 strongholds. Hlaalu + Redoran + Telvanni..... History: 1.4 Fixed area check in "strong foreman" and "strongholdservices" scripts wich could cause incorrect appearing or disappearing of Stronghold NPC'...
7075	JC MagicImprovements	Gameplay	MMH	37-2810	Unknown	2009-04-24	
7074	IWWH	Gameplay	MMH	37-2928	Unknown	2009-04-24	
7073	IndyBank2.4b	Gameplay	MMH	37-2816	Unknown	2009-04-24	
7072	IndyBank v2.4a2	Gameplay	MMH	37-12253	Indestructible, Havokk, Kir	2013-02-27	This version of the Bank mod uses NPC dialog interface instead of messageboxes. Thus a single clerk can perform all operations and no big staff is needed. Originally I started this upgrade after reading the forum thread where someone mentioned that the bank staff is too big for some cities. In fa...
7071	IndyBank v2.4a	Gameplay	MMH	37-2851	Indestructible, Havokk, Kir	2009-04-24	This version of the Bank mod (original Readme below) uses NPC dialog interface instead of messageboxes. Thus a single clerk can perform all operations and no big staff is needed. Originally I started this upgrade after reading the forum thread where someone mentioned that the bank staff is too bi...
7070	IndyBank v2.3	Gameplay	MMH	37-4730	Indestructible, Havokk, Kir	2009-05-12	This version of the Bank mod (original Readme below) uses NPC dialog interface instead of messageboxes. Thus a single clerk can perform all operations and no big staff is needed. Originally I started this upgrade after reading the forum thread where someone mentioned that the bank staff is too bi...
7069	IndyBank v2.2	Gameplay	MMH	37-8267	Indestructible, Kir	2002-11-13	This is an updated release of the banking mod that allows you deposit money, earn interest, withdraw money, get loans, store items in a safety deposit box (for a fee) and purchase homes. Version 2.2 has been updated by Kir. See readme for an extensive list of features.
7068	Indy Bank v2.3	Gameplay	MMH	37-1995	Kir	2009-04-06	Bank Mod by Indestructible (indy@gamerzalliance dot com) v2.3 by Kir (mad_weather@yahoo dot com) This version of the Bank mod (original Readme below) uses NPC dialog interface instead of messageboxes. Thus a single clerk can perform all operations and no big staff is needed. Origi...
7067	Indoril Greaves v1.0	Gameplay	MMH	37-2927	Smite_Plight a.k.a. Biagio Virde	2009-04-24	Indoril Greaves by Smite_Plight a.k.a. Biagio Virde 7-9-2004 ----- Disclaimer: If your wearing greaves you are probably expecting something bad to happen. I take no responsibility for any damage or inconvenience caused by attempting ...
7066	ImprovedResting	Gameplay	MMH	37-2783	MangoMan	2009-04-24	Improved Resting 1.0 ===== Adds lots of much improved choices when it comes to resting. Sleep anywhere with the Magic Pillow, eat anywhere with the Magic Dinner Set, or make camp anywhere outdoors with the Magic Tent.
7065	ImprovedFollowers 1.1	Gameplay	MMH	37-2910	Unknown	2009-04-24	
7064	ImprovedFollowers	Gameplay	MMH	37-2894	Unknown	2009-04-24	
7063	Improved Skilled Magicka v1.0	Gameplay	MMH	37-12104	Piratelord	2012-12-28	This is my version of a mod that improves you magic skills based on the cost of the spell you cast. It's designed to work fully with GCD. You still get the bonus for the per click spell casting but it does mean that those more difficult to raise skills (such as Conjunction) are no longer such an ...
7062	Improved Cursed Items	Gameplay	MMH	37-2870	Neoptolemus	2009-04-24	----- Improved Cursed Items by Neoptolemus ----- This simple mod alters the 'BILL_MarksDaedraSummon' script that is attached to<...
7061	Illegal Dwemer Trading	Gameplay	MMH	37-2147	Spline	2009-04-24	In Morrowind, many claim that the Emperor forbid the trading of Dwemer items but strangely all merchants in the game ignore the law. Illegal Dwemer Trading corrects this by making the trading of Dwemer artifacts, weapons, and armor similar to the trading of skooma. Most merchants will refus...

ID	Name	Category	Site	Link	Author	Date	Description
7060	HTH Physical Damage v1.01	Gameplay	MMH	37-2922	Argent, TheLys	2009-04-24	This mod give the player the ability to inflict physical damage when striking bare-handed. No training, spells or gloves are needed. Simply install and load the mod and you'll find your player now inflicts non-spell based physical damage to an opponent. This version only effects Morrowind creatur...
7059	HTH Physical Damage	Gameplay	MMH	37-1359	Argent	2009-04-06	HTH Physical Damage by Argent Description This mod give the player the ability to inflict physical damage when striking bare-handed. No training, spells or gloves are needed. Simply install and load the mod and you'll find your player now inflicts non-spell based physic...
7058	Harder Leveling v1.0	Gameplay	MMH	37-1799	Phillip Vaira	2009-04-06	Harder Leveling philvaira04@aol.com Makes leveling harder by: 1. Need 15 level points now instead of 10. 2. 3x harder to gain a point in weapon/spell/other besides armor. To make it even funner, change all stats in consol (~) to 0 to 5 during gameplay <...
7057	Hardcore Rules v.1.02a	Gameplay	MMH	37-1591	Neldorh	2009-04-06	The Elder Scrolls III: MORROWIND HardCore Rules 1.02a by Neldorh (Nlh) INDEX: 1. Short Description 2. Installation
7056	HardCore Rules	Gameplay	MMH	37-295	Neldorh (Nlh)	2009-04-06	The Elder Scrolls III: MORROWIND HardCore Rules 1.02a by Neldorh (Nlh) INDEX: 1. Short Description...
7055	Hardcore Levels v.2.12	Gameplay	MMH	37-1790	Darkflame	2009-04-06	This plugin changes the attribute multipliers you receive when levelling up, thus rendering the game much more difficult to progress through. Now the most you can add to any given attribute is 3 (in the original game it was 5). This gives attributes - such as strength = a much more realistic feel...
7054	Hand to Hand Improvement	Gameplay	MMH	37-1623	philgrw	2009-04-06	This mod will increase the amount of damage you do with Hand to Hand This mod is not unbalancing, as it will take 25 (pull back hits, not "click as fast as you can" hits) hits to kill and Ordinator.
7053	HallofDoors	Gameplay	MMH	37-5046	theKettle	2009-05-12	Hall of Doors v2, by theKettle Tired of the endless walking? Annoyed that even the various forms of instant travel don't reach many settlements? Hall of Doors adds a new area - a small interior cell with 28 doors to various parts of Vvardenfell. Once you've gained access all travel is ...
7052	Guard Expander Fix	Gameplay	MMH	37-2883	Caine	2009-04-24	Adds variety to the guards of Vvardenfell. They are a bit stronger now (usually a difference of 5 levels) and do not respawn.
7051	Guard Expander - BM Addon	Gameplay	MMH	37-2814	Caine	2009-04-24	Bloodmoon Addon for Guard Expander
7050	green morrowind	Gameplay	MMH	37-2826	Unknown	2009-04-24	
7049	GoldenKatana	Gameplay	MMH	37-2862	Unknown	2009-04-24	
7048	Gladiator 5	Gameplay	MMH	37-3925	Endrek	2009-05-12	Gladiator 5 - a Morrowind plugin by Endrek After travelling to Vivec with dreams of glorious battles in the arena, my hopes were shattered when I learned that there is no way to fight there on demand. This mod will allow you to fight battles in the Vivec arena. You will progress through...
7047	Gladiator (final release)	Gameplay	MMH	37-1333	Endrek	2009-04-06	Gladiator - a Morrowind plugin by Endrek After travelling to Vivec with dreams of glorious battles in the arena, my hopes were shattered when I learned that there is no way to fight there on demand. This mod will allow you to fight battles in the Vivec arena. You will progress through ...
7046	Get Diseases 1 00	Gameplay	MMH	37-2746	Snakejawz	2009-04-24	Allows you to get all diseases.
7045	Gedna 101	Gameplay	MMH	37-15200	Logorouge	2014-03-16	The full version (Gedna 101.esp): Fix and rebalance Gedna Relvel scaling script, change some of her basic stats and slightly tweak the enchantment of her robe. The script-only version (Gedna 101 only.esp): Fix and rebalance Gedna Relvel scaling script. That's it. ...
7044	GCD v1.08 with Startscript, Fixed	Gameplay	MMH	37-6955	Galsiah, Gluby	2012-07-13	This is a version I originally made for personal use. It incorporates AzuMite's bug fixes and corrects the scripting syntactical irregularities he pointed out. In all, and with specificity, it: 1) Incorporates the v1.08 patch. 2) Incorporates the Startscript. (Not...
7043	GCD BigMod2 patch	Gameplay	MMH	37-1812	DWS	2009-04-06	This patch overrides >170 GCD incompatible enchantments. Since they are BM2 unique, they would not be overwritten by GCD. It is the same as with every compatibility patch. Just load the patch after Bigmod (not necessarily after GCD in this case).
7042	Galsiah's Character Development Lean v2.03 (GCDLean aka GCD Lean)	Gameplay	MMH	37-12273	Galsiah, Glu& Huskobor	2013-03-04	GCDLean is an attempt to make a good mod, Galsiah's Character Development, even better by making it more compact, more efficient, and error free.
7041	Galsiah's Character Development (GCD) v1.08 Patch	Gameplay	MMH	37-12274	Galsiah	2013-03-04	The Morrowind only 1.08 patch is untested so far, but should work well. A patch for all 1.07 versions is now out. Adding it to a game in progress is fine - it must load after GCD. This patch fixes the level graphic update so that it works smoothly without requiring player interven...
7040	Galsiah's Character Development (GCD) v1.08 AzuMite Edit	Gameplay	MMH	37-12275	Galsiah, AzuMite	2013-03-04	This is AzuMite's changes to GCD from his ES forum posts and released by him only on the forums.

ID	Name	Category	Site	Link	Author	Date	Description
7039	Galsiah's Character Development (GCD) v1.07c	Gameplay	MMH	37-9151	Galsiah	2005-04-27	NB: There is no need to upgrade from 1.07b to 1.07c - the epss are not changed. The only addition for 1.07c is the inclusion of the Werewolf Evolution patch (and slight changes to the readmes, clearly). GCD changes Morrowind's levelling system to make it seamless. Limits are removed from skills a...
7038	Galsiah's Character Development (GCD) v1.05	Gameplay	MMH	37-2813	Galsiah	2009-04-24	Galsiah's Character Development (GCD) redefines the levelling system of Morrowind. It aims to produce diverse characters with strengths and weaknesses, to make character progression seamless, and to remove artificial limits from character stats. I have aimed to preserve game balance: with d...
7037	Galsiah's Character Development (GCD) v1.04	Gameplay	MMH	37-2907	Galsiah	2009-04-24	Galsiah's Character Development (GCD) redefines the levelling system of Morrowind. It aims to produce diverse characters with strengths and weaknesses, to make character progression seamless, and to remove artificial limits from character stats. I have aimed to preserve game balance: with d...
7036	Galsiah's Character Development (GCD) v1.03	Gameplay	MMH	37-2760	Galsiah	2009-04-24	Galsiah's Character Development (GCD) redefines the levelling system of Morrowind. It aims to produce diverse characters with strengths and weaknesses, to make character progression seamless, and to remove artificial limits from character stats. I have aimed to preserve game balance: with d...
7035	Galsiah's Character Development (GCD) v1.02	Gameplay	MMH	37-2830	Galsiah	2009-04-24	Galsiah's Character Development (GCD) redefines the levelling system of Morrowind. It aims to produce diverse characters with strengths and weaknesses, to make character progression seamless, and to remove artificial limits from character stats. I have aimed to preserve game balance: with d...
7034	Galsiah's Character Development (GCD) v1.01	Gameplay	MMH	37-2885	Galsiah	2009-04-24	Galsiah's Character Development (GCD) redefines the levelling system of Morrowind. It aims to produce diverse characters with strengths and weaknesses, to make character progression seamless, and to remove artificial limits from character stats. I have aimed to preserve game balance: with d...
7033	Galsiah's Character Development (GCD) v1.0	Gameplay	MMH	37-2854	Galsiah	2009-04-24	Galsiah's Character Development (GCD) redefines the levelling system of Morrowind. It aims to produce diverse characters with strengths and weaknesses, to make character progression seamless, and to remove artificial limits from character stats. I have aimed to preserve game balance: with d...
7032	forested morrowind	Gameplay	MMH	37-2771	Unknown	2009-04-24	
7031	FistsOfFire 1.3.9.2	Gameplay	MMH	37-2777	Argent	2009-04-24	Fists Of Fire 1.3.9.2 By Argent Description I have always been dismayed at the many limitations placed upon the Hand-to-Hand combat skill in Morrowind. Some of the many sacrifices suffered by unarmed fighters include the inability to block attack...
7030	Fists Of Fire v0.9.4	Gameplay	MMH	37-1787	Argent	2009-04-06	This mod adds Cast-On-Strike spell damage to Hand-To-Hand combat. It is a spell based mod but emphasis is given to hand-to-hand fighting, not spellcasting. The spells involved do not have high magicka drains and, once learned, will always succeed when cast. You can learn these spells from the mon...
7029	Firemothmoved1.5	Gameplay	MMH	37-2817	Unknown	2009-04-24	The island fortress of Firemoth was taken by the skeleton army of Gurn years ago. It's time to take it back. Sellus Gravius, Captain of the Seyda Neen Census and Excise Office, hires you to lead a band of adventurers to the Fort. (v1.1)
7028	firemothexpanded 1	Gameplay	MMH	37-2933	Unknown	2009-04-24	
7027	FireMoth Moved	Gameplay	MMH	37-2930	Unknown	2009-04-24	The island fortress of Firemoth was taken by the skeleton army of Gurn years ago. It's time to take it back. Sellus Gravius, Captain of the Seyda Neen Census and Excise Office, hires you to lead a band of adventurers to the Fort. (v1.1)
7026	Fire Hurt	Gameplay	MMH	37-2775	Sisco	2009-04-24	This is a realism mod that makes fire hurt you when you stand on it or walk through it a feature that for some reason was absent in the game. When you walk through the fire you get burned. Very simple mod. I was actually suprised when I learned that it didn't already exist when i first released t...
7025	Featherweight Soul Gems	Gameplay	MMH	37-11697	Denina	2012-09-17	I always thought it made no sense that something so small would weigh so much so I changed the weights. I carry a ton of these around in my inventory and the weight was actually cumbersome. Now, all soul gems weigh 0.10 and Azura's Star weighs 1.0.
7024	FatigueEffects	Gameplay	MMH	37-2705	Leon Medado aka pancreas	2009-04-24	Adds a new panting and heart beating sound effect when your character becomes fatigued. Near the highest level of fatigue, your vision will begin to darken. This simulates the lack of oxygen to your head. See the readme for details
7023	Fastwalk	Gameplay	MMH	37-2003	Arentol	2009-04-06	In Morrowind I just used TES to mod the base walk speed for the entire world and then me and everyone else moved faster. It only took like 10 minutes to figure out without any outside help.

ID	Name	Category	Site	Link	Author	Date	Description
7022	Fast Break v1.0	Gameplay	MMH	37-7344	Kirel	2012-08-27	Let's you sprint at increased speed in return for increased fatigue drain. The higher your athletics skill, the more of a speed boost you'll get. Put away your weapons/spells unless you want double fatigue drain! Sprinting also lets you jump further, but beware, the large ...
7021	Fasiiri'Tsajirra v2.0	Gameplay	MMH	37-14968	FW	2013-09-04	The character creation screen takes place a year ago, when you joined House Telvanni. You start the game as a Lawman of House Telvanni in front of your own little Telvanni tower on the Western peninsula of Lake Amaya, North of Pelagiad. Check your mailbox for a letter from Sellus Gravius and go t...
7020	Farmer Mod v4.3	Gameplay	MMH	37-12120	Josh	2013-01-08	The Farmer Mod is a plug-in for Morrowind that allows the you to begin a career in the farming business. The Farmer Mod aims to completely flesh out the many facets of the career to provide maximum flexibility in playing style. Hire farmhands and purchase small fields for the duration of your mon...
7019	Farmer Mod v3.2c	Gameplay	MMH	37-3978	Josh	2009-05-12	The mod first started as a dream by one individual - weazer. There was much talk of this mod. Everyone thought it was a fairly good Idea, being able to be a farmer in Morrowind. No one, however, would step up to face the challenge they knew there was in making this mod. Finally, I came along as a...
7018	Falling Down v2.01	Gameplay	MMH	37-2736	Duncan	2009-04-24	This small plugin makes you keep an eye on your fatigue a little closer. You better make sure you have enough fatigue before you go into battle. And if your fatigue is getting low while in battle, you better run away, hide, take a minute to catch your breath, then go back and finish off the creat...
7017	FairMagickaRegen 0730	Gameplay	MMH	37-2840	Glassboy	2009-04-24	This mana regen mod regenerates mana at a more diablo 2 style. This file will regen magicka at 0.5% mana in one sec [If 100 Willpower]
7016	Failure Based Progress Caps Remover	Gameplay	MMH	37-1811	Jilin	2009-04-06	I've broke the morrowind system of leveling and replace by this one : - all skill progress count for level - combat skill & magic skill (use weapon & use magic) grow with failure only - training for you, not for leveling - for each level, you have 3 x 1 token to s...
7015	Failure Based Progress	Gameplay	MMH	37-1854	Jilin	2009-04-06	I've broke the morrowind system of leveling and replace by this one : - all skill progress count for level - combat skill & magic skill (use weapon & use magic) grow with failure only - training for you, not for leveling - for each level, you have 3 x 1 token to s...
7014	Explorers v2.5 Addons v1.1	Gameplay	MMH	37-2859	Zappara	2009-04-24	Because Lionmane's Explorers v2.5 mod isn't compatible with Advanced Herbalism or Herbalism Redux and Resources Enhanced mods I decided to make an addon pack that will make them work together. So here's the file names and their explanation: Explorers25Full_Advanced_Herbalis...
7013	Expanded Entertainers	Gameplay	MMH	37-2105	Rahul	2009-04-06	This mod adds the ability to 'entertain the patron's' to Inn's all over Morrowind in a similar fashion to the official entertainers plugin. You walk into the Inn, and talk to the Publican, who will ask if you want to 'entertain the patron's.' You will be pr...
7012	Exclusive Factions	Gameplay	MMH	37-15582	Cyrano	2017-09-28	Exclusive Factions is inspired by the Faction component of Wakim's Game Improvements. Most of the intent of that fine mod has been honored in this refinement of the subject. The conditions to join and advance in a faction been made more stringent thereby slowing the player's rate of promotion tha...
7011	ESTERBOX	Gameplay	MMH	37-5006	Rainburn	2009-05-12	The Elder Scrolls III TRIBUNAL Ester's Box Mod by Rainburn@netscape.net if E-mail place (Morrowind in subject) v1.0.0005 *****
7010	Essential Improvements	Gameplay	MMH	37-2741	Iron Elf, Indecisive	2009-04-24	
7009	Erengard Mines-Morrowind Crafting Compatible	Gameplay	MMH	37-11696	Graphite, Denina	2012-09-17	Graphite's Original Description: For quite some time I've been rather annoyed at the fact that there were hardly any legal ways to earn money other than going out and killing monsters for their loot. Therefore I decided to try build a mod that would allow the player to run a single m...
7008	Elite Gladiator League	Gameplay	MMH	37-5811	synthetics, xereau	2011-10-06	Gladiator Mod (requires bloodmoon 1.6.1820) This Mod. for "Morrowind: The Elder Scrolls" adds a forty member "Elite league" in the "Vivec, Arena Pit" through a NPC who calls herself a 'sponsor'. The league of NPC's is tough to complete. It was created with the intention...
7007	Easy Constant Effect Enchanting GreenCloud	Gameplay	MMH	37-2726	Unknown	2009-04-24	
7006	East Empire Essential Npcs v1.0	Gameplay	MMH	37-35	Qwert	2009-04-06	All this does is flag the East Empire Npcs as Essential so if the player kills em they will get a warning message.
7005	EarthlyDelights	Gameplay	MMH	37-2789	Endrek	2009-04-24	This mod is designed to make Desele's House of Earthly Delights (in Suran) a bit more... delightful. Talk to Helviane Desele about "Beds" to partake of the services. There are also some minor changes to prevent the dancing girls from dancing off the stage. Overview: - Added the ability to r...

ID	Name	Category	Site	Link	Author	Date	Description
7004	Earn Your Keep	Gameplay	MMH	37-14632	Denina	2013-04-16	This mod removes a lot of free loot found in Balmora, Vivec and other places. Balmora is probably the most heavily affected as all the crates around town are now empty. Some areas just have ownership tags added. See the Read Me for more details. I never publicly released this mod before but since...
7003	DrugAcceptance	Gameplay	MMH	37-2712	Unknown	2009-04-24	
7002	Dremora Armour Mod	Gameplay	MMH	37-2739	SirLuthor	2009-04-24	This mod adds a 2% chance of getting any piece of daedric armour to all the dremora's in the game. The lowest level you can get a piece of daedric armour at is 30.
7001	Dreamland v3.0	Gameplay	MMH	37-2296	Spudnik, Trylobit	2009-04-24	Dreamland is a difficulty mod, you cant level up as good as you used to because you dream differently. Dare to sleep, outlander, for your dreams may come true! this version 1.0 next version (after tester suggestions) 2.0 after that 3.0 etc until i decide to stop.
7000	DreamersAwakenedv10	Gameplay	MMH	37-2916	Unknown	2009-04-24	
6999	Dreamers Awakened	Gameplay	MMH	37-5793	HotFusion4	2011-10-05	===== Dreamers Awakened v1.0 by HotFusion4 ===== INDEX: -> Requirements -> About this mod -> Installation -> Files and their Proper Directories -> Known Bugs ...
6998	dragonridingservice	Gameplay	MMH	37-2762	M6n6M6	2009-04-24	Tamed Dragons, at Ald'Rhun, Ebonheart, Caldera, Dagon Fel, Gnisis, Khuul, Balmora, Vos, Seyda Neen, Vivec, Suran, Sadrih Mora, Maar Gan, Molag Mar, and Pelegiad. Just talk to the Dragon Rider, they work like Silt Striders.
6997	Donations to the Gods	Gameplay	MMH	37-14336	Slaanesh the Corruptor	2011-07-09	Donations to the Gods ===== Description: This mod makes the following Npcs take donations of values of 1000, 10000, and 100000. EDIT: As requ...
6996	Dodge-v21	Gameplay	MMH	37-224	Aragon	2009-04-06	This mod is for wizards, monks, thieves, and Conan-style fighters. It tries to balance the unarmored skill against the armored skills. Right now, the maximal AR you can get with unarmored is about 65. Furthermore, you have less enchantment slots without armor. The only advantage is that you don&#...
6995	Disturb the Dead v3.31 Plus Addons	Gameplay	MMH	37-2882	Zappara	2009-04-24	This plugin adds a simple script to urns and caskets in the Tombs and to the chests in Barrows. It also adds some global scripts. Now opening an urn, a casket or a chest might wake up the dead! There's 75% chance to open safely an urn and 25% chance to wake an undead creature (this happens only t...
6994	Disturb the dead v3.31	Gameplay	MMH	37-219	Zappara	2004-03-29	This plugin adds a simple script to urns in the Tombs and to the chests in Barrows and some global scripts. The urns have some new loot too. Now opening the urn or the chest might wake up the dead! There's 75% chance to open safely an urn and 25% chance to wake an undead creature (this happens on...
6993	Disturb the Dead Addons v2.0	Gameplay	MMH	37-5545	Zappara	2010-10-23	Because Explorers mod isn't compatible with Disturb the Dead I decided to make an addon pack that will make them work together. Srikandi's Homeopathic Alchemy mod was another mod that needs to be compatible with these two mods
6992	Death II.2	Gameplay	MMH	37-2765	Max a.k.a. ~NOBODY~, Marbred	2009-04-24	This mod enables you to become a spirit after death... But only if you're lucky enough. v2
6991	Death II	Gameplay	MMH	37-2867	Max a.k.a. ~NOBODY~, Marbred	2009-04-24	This mod enables you to become a spirit after death... But only if you're lucky enough.
6990	Daywalkers Ring v1.3	Gameplay	MMH	37-3817	DarkVamp	2009-05-12	Description: This mod adds a Daywalkers ring on the table next to the guy you talk to about making your class in the Census and Excise office, Seyda Neen. The Daywalkers Ring let's you become a Daywalking vampire when you put it on, but when you take it off you become your normal self again. Now ...
6989	Daywalkers Ring v1.0	Gameplay	MMH	37-4966	DarkVamp	2009-05-12	Description: This mod adds a Daywalkers ring on the table next to the guy you talk to about making your class in the Census and Excise office, Seyda Neen. The Daywalkers Ring let's you become a Daywalking vampire when you put it on, but when you take it off you become your normal self again.
6988	Cursed Replace	Gameplay	MMH	37-2902	Unknown	2009-04-24	
6987	Cursed Ingredients Tweak	Gameplay	MMH	37-2812	Rodrigo Ortiz	2009-04-24	This mod simply adds "Cursed" to the name of the cursed ingredients found in daedric shrines.
6986	Crosshair Pack II	Gameplay	MMH	37-1312	Jaxalot	2009-04-06	The Elder Scrolls III MORROWIND: Crosshair Pack II by Jaxalot ...
6985	CreeperPlugin	Gameplay	MMH	37-2904	Jorge de La Cancha	2009-04-24	Creeper Plugin By Jorge de La Cancha. All you do is unzip creepperplugin.esp into ur morrowind/datafiles section and your ready to go. This has only been tested with private Mobile base, official plugins(as of 9/21/03), and indybank...

ID	Name	Category	Site	Link	Author	Date	Description
6984	Complete Trade Fix v1.8	Gameplay	MMH	37-15051	Piratelord	2013-11-08	What this mod does is make things a bit more interesting when trading. No longer can players abuse the infinite items that traders have to offer. Now all traders have their starting stocks as finite (including containers), if you buy it all, you need to wait for them to obtain new trade good...
6983	Complete Morrowind Part1	Gameplay	MMH	37-2800	Max a.k.a. ~NOBODY~	2009-04-24	This Plugin adds the ability to cook new ingredients/food.
6982	Complete Morrowind Part 5	Gameplay	MMH	37-2784	Unknown	2009-04-24	
6981	Complete Morrowind Part 5	Gameplay	MMH	37-2944	Unknown	2009-04-24	
6980	Complete Morrowind part 5	Gameplay	MMH	37-7187	Max aka NOBODY	2012-08-04	The Smithing component of Complete Morrowind . With optional Tribunal add-on esp .
6979	Complete Morrowind part 4	Gameplay	MMH	37-7186	Max aka NOBODY	2012-08-04	The Wood cutting and Carpentry component of Complete Morrowind .
6978	Complete Morrowind Part 4	Gameplay	MMH	37-2820	Max a.k.a. ~NOBODY~	2009-04-24	This plugin should be used with Complete Morrowind Part 4, Tribunal, and Bloodmoon. It solves the chest bug, the furniture collision bug, and adds the ability to lock/unlock furniture. WARNING: May make the game unplayable if put without CMP4!
6977	Complete Morrowind Part 3	Gameplay	MMH	37-2897	Max a.k.a. ~NOBODY~	2009-04-24	This plugin enables you to make pottery.
6976	Complete Morrowind Part 2 Sewing v1.00	Gameplay	MMH	37-1887	Max a.k.a. ~NOBODY~	2009-04-06	This mod adds the ability to sew. Now, you can make EVERY clothing(unless it's made of leather, like some belts and shoes.) item in morrowind in addition to the newly made Rugs! To sew something, either equip the "Portable Sewing Machine", or use a loom, and choose what you want. You can find the...
6975	Complete Morrowind Part 2	Gameplay	MMH	37-2929	Max a.k.a. ~NOBODY~	2009-04-24	This Plugin adds the ability to make clothes, rugs, pillows & bedrolls.
6974	Complete Morrowind Part 1 Addon	Gameplay	MMH	37-2903	Max a.k.a. ~NOBODY~	2009-04-24	This mod adds the ability to produce poisons, and use them to poison your arrows, bolts and throwing weapons.
6973	Complete Morrowind Part 1	Gameplay	MMH	37-5050	Max a.k.a. ~NOBODY~	2009-05-12	The Elder Scrolls III Morrowind: ...
6972	Complete Morrowind Full: Tribunal & Bloodmoon, FINAL	Gameplay	MMH	37-2912	Max aka ~NOBODY~	2009-04-24	This Plug-in adds a lot of interactivity to the game world, adding a big number of realistic abilities, that allow far more possibilities to make new items, alter existing ones, or interact with the world, than in the Original Morrowind. With this mod you can make more than 850 items! And the cre...
6971	Complete Morrowind Full Tribunal & Bloodmoon v.1.00	Gameplay	MMH	37-1162	Max a.k.a. ~NOBODY~	2009-04-06	This Plug-in adds a lot of interactivity to the game world, adding a big number of realistic abilities, that allow far more possibilities to make new items, alter existing ones, or interact with the world, than in the Original Morrowind. With this mod you can make more than 850 items! And the cre...
6970	Complete Morrowind Full TB & BM	Gameplay	MMH	37-6034	Max a.k.a. ~NOBODY~	2012-01-08	**** The Elder Scrolls III Morrowind: Complete Morrowind Full Tribunal & Bloodmoon FINAL ****
6969	Complete Morrowind Full Final	Gameplay	MMH	37-2861	Unknown	2009-04-24	
6968	Complete Morrowind	Gameplay	MMH	37-6033	Max a.k.a. ~NOBODY~	2012-01-08	**** The Elder Scrolls III Morrowind: Complete Morrowind Full FINAL **** 1. INSTALLING THE P...
6967	Complete Doors and Locks	Gameplay	MMH	37-2241	DarkDragon	2009-04-24	READ THIS ***ENTIRE*** FILE BEFORE INSTALLING! YOU HAVE BEEN WARNED!!!! ---- Complete Doors and Locks - v1.0 ---- By DarkDragon - ---- ***Requires Morrowind, Tribunal, AND Bloodmo...
6966	CombatMoves11	Gameplay	MMH	37-2877	GhanBuriGhan	2009-04-24	This mods gives the player the ability to execute special attacks. Combo moves, jump attacks and charging will result in additional damage and special effects like disarming and tripping or knocking an opponent back. PLEASE READ THE README!
6965	Combat Enhanced v1.0	Gameplay	MMH	37-1605	Aerelorn	2009-04-06	Aerelorn's Combat Enhanced(ACE) is the first of hopefully several plugins to use the Morrowind Enhanced(MWE) utility. It provides: 30 different combat combos performed using simple combinations of the basic attacks(i.e. Slash, Slash, Thrust). There are 5 combos for each of the 6 weapon...
6964	Combat Enhanced v1 2	Gameplay	MMH	37-2829	Aerelorn	2009-04-24	Aerelorn's Combat Enhanced(ACE) v1.2 Adds a multitude of new combat opportunities to the game. See Combat Enhanced.htm for more details.
6963	CM Assassin 2.0	Gameplay	MMH	37-2866	Cutthroat Mods	2009-04-24	Tribunal adds the Dark Brotherhood Assassins who constantly attack the player in his sleep which gets irritating. This mod reduces the probability of the appearance of Assassins to 0% at lower player levels and to only 30% at higher levels.
6962	CM Assassin 1.0	Gameplay	MMH	37-2920	Cutthroat Mods	2009-04-24	Tribunal adds the Dark Brotherhood Assassins who constantly attack the player in his sleep which gets irritating. This mod reduces the probability of the appearance of Assassins to 0% at lower player levels and to only 30% at higher levels.
6961	Cliffcracer Remover	Gameplay	MMH	37-2836	Aaron Boone	2009-04-24	This plugin removes ALL cliffcracers from the game.

ID	Name	Category	Site	Link	Author	Date	Description
6960	Clean Fall Damage	Gameplay	MMH	37-2732	Sosthenes	2009-04-24	Increases falling damage. - more damage from lower falls ie. twisting/breaking your ankles - higher falls become more deadly ie. breaking your legs, neck, etc. -Sosthenes
6959	Clean Beds for Rent	Gameplay	MMH	37-1283	Havokk	2009-04-06	MODIFIED BY TPR494 The only thing I did was remove a door at the inn in Dagon Fel. I think this is one of the must have mods. I have never played Morrowind without this installed but it had that one error that I mentioned already. I do not take credit for anything in this mod so ...
6958	ClassUnlock	Gameplay	MMH	37-2919	Unknown	2009-04-24	
6957	Chalk v2.0	Gameplay	MMH	37-3781	ManaUser	2009-05-12	This mod adds sticks of chalk. These can be used to write on the ground or other horizontal surfaces. A selection of pre-set text and symbols are provided for convenience, but you can also spell your own message by letter. You may also find chalk marks from those who came before you from time to ...
6956	Chalk v1.0	Gameplay	MMH	37-2309	ManaUser	2009-04-24	This mod includes: Sticks of chalk. These can be used to write on the ground or other horizontal surfaces. Currently you can write pre-set text and symbols only, spelling out your own message by letter may be possible in a future version. You may also find chalk marks from those who came bef...
6955	Chalk 2.0 Fix	Gameplay	MMH	37-2277	ManaUser	2009-04-24	Adds chalk to the game. As well as a few chalk related encounters and quests. Chalk can be found in at least one store in most cities. See ReadMe for details on chalk use.
6954	CapRemover 1.2 alpha	Gameplay	MMH	37-2892	Mephisto	2009-04-24	This mod will remove the limits on your attributes and skills, which allows you to specialise instead of becoming the standard 'master-of-all-trades'.
6953	Cap Remover v1.2 alpha	Gameplay	MMH	37-1810	Mephisto	2009-04-06	This mod will remove the limits on your attributes and skills, which allows you to specialise instead of becoming the standard 'master-of-all-trades'. "There comes a time when you realize that limits exist only in your mind" Ever wondered why you could never match your skill...
6952	Cap Remover v1.1c	Gameplay	MMH	37-2721	Mephisto	2009-04-24	There comes a time when you realize that limits exist only in your mind" Ever wondered why you could never match your skills with the heroes of myth and legend? Were you ever forced to hit the books just so you could advance in your trade when all you wanted was to crush legions ...
6951	bookrotate4[1].1	Gameplay	MMH	37-2748	Cydine, Maboroshi Daikon	2009-04-24	V4.0 - Tribunal Required! Allows you to place books both horizontally and vertically for a tidy collection. Please read the enclosed text file for more info. Mail me with any bugs, suggestions, comments etc - cydine@hotmail.com
6950	BookRotate4.5	Gameplay	MMH	37-2782	Cydine	2009-04-24	V1.1 - Morrowind Version Allows you to place books both horizontally and vertically for a tidy collection. Please read the enclosed text file for more info. Mail me with any bugs, suggestions, comments etc - cydine@hotmail.com
6949	Book Rotate v5.3	Gameplay	MMH	37-6953	Cydine, Maboroshi Daikon	2012-07-13	When you drop a book in Morrowind, it lies on it's side with the bottom facing towards you. If, like me, you have a large collection of books then they will look very messy when stacked in this manner. This plugin adds scripting to every book in the game. It allows you to place books v...
6948	book rotate v5.0	Gameplay	MMH	37-2825	Unknown	2009-04-24	
6947	Book Rotate v1.1	Gameplay	MMH	37-2791	Unknown	2009-04-24	
6946	Blood and Gore v2.13	Gameplay	MMH	37-14679	TheLys	2013-05-03	PUT YOUR ENEMIES ON FIRE OR MAKE THEM BLEED TO DEATH ! Makes player, non playing characters (NPC) and creatures BLEED by generating visual elements (blood, chunks, smoke) when they're hit Visual elements are based on the NPC/creature nature and what they've been hit ...
6945	Blood and Gore v2.12	Gameplay	MMH	37-2945	TheLys	2009-04-24	PUT YOUR ENEMIES ON FIRE OR MAKE THEM BLEED TO DEATH ! Makes player, non playing characters (NPC) and creatures BLEED by generating visual elements (blood, chunks, smoke) when they're hit Visual elements are based on the NPC/creature nature and what they've bee...
6944	Blood and Gore v2.0	Gameplay	MMH	37-2821	TheLys	2009-04-24	Makes player, non playing characters (NPC) and creatures generate visual elements (blood, chunks, smoke) when they're hit Visual elements are based on the NPC/creature nature and what they've been hit by. The elements can include : blood, dark blood, meat chunks, dark meat chunk...
6943	Blocking Enhanced v1 1	Gameplay	MMH	37-2796	Aerelorn	2009-04-24	Blocking Enhanced(BEN) v1.1 An attempt to make blocking more fun by bringing it under the player's control. See Blocking Enhanced.htm for more details.
6942	BloatedMorrowind	Gameplay	MMH	37-2837	Unknown	2009-04-24	

ID	Name	Category	Site	Link	Author	Date	Description
6941	Blindeye's Difficult Health v1.0	Gameplay	MMH	37-2834	Blindeye	2009-04-24	Blindeye's Difficult Health v1.0 This modification changes the percentage health a player receives from Endurance at level up; specifically, 20% is now rewarded. To counteract this, I have increased the difficulty of the game 600%. Changes made are&hellip...
6940	Blindeyes Non profit Alchemy	Gameplay	MMH	37-2827	Unknown	2009-04-24	
6939	Blind Bribery	Gameplay	MMH	37-2847	Unknown	2009-04-24	
6938	BlightBountiesV1.01	Gameplay	MMH	37-2878	Ivza	2009-04-24	Gives you a small bounty for each blighted creature you kill. You can collect the bounties from certain Temple representatives in a few places around Vvardenfell. v 1.01 http://koti.mbnet.fi/ivza/morrowind/bbounty
6937	Better Dreamers	Gameplay	MMH	37-5792	Soti	2011-10-05	~~~~~ The Elder Scrolls III M O R R O W I N D ~~~~ Soti's Better Dreamers ~~~ v1.0 ~~~~~ Contents /...
6936	Better Argonian (Green-Blue)	Gameplay	MMH	37-2918	Unknown	2009-04-24	
6935	beginnerweapons 0530	Gameplay	MMH	37-2807	Krowback	2009-04-24	This mod adds a set of "Beginner" weapons to the dagger room in the character creation sequence. Also changes pop up info to let the player know about them when they walk in and tells where to find them.
6934	bathing mod update	Gameplay	MMH	37-3994	sisco	2009-05-12	Bathing Mod by: sisco ** A realism mod that makes you have to bathe weekly at the designated bathing holes with your bathing soap. You can find the bathing holes on the outskirts of most of the major towns or cities near the water. You can get the bathin...
6933	Basic Essentials v1.0	Gameplay	MMH	37-118	Qwert	2009-04-06	The grandfather to NOM. One of the first attempts at making eating, drinking and sleeping required. hunger mod- *no longer effects main script,makes use of tribunals edit start script. *olny eats bread-i changed that purposely because well i wanna keep her basic. *aut...
6932	Barabus Fireplaces 2	Gameplay	MMH	37-2891	Barabus	2009-04-24	This mod will add a number of new and additional fireplaces to Vvaardenfells Imperial settlements, adding to the interiors visual appeal.
6931	BAR MournholdTeleportationFix	Gameplay	MMH	37-2881	Baratheon79	2009-04-24	Mournhold Teleportation Fix v1.0 This simple mod simply fixes the method of travel between Ebonheart and Mournhold to use regular mage guild guide teleportation, to make it more companion friendly.
6930	BAR CreeperMudcrabRemover	Gameplay	MMH	37-2711	Baratheon79	2009-04-24	Creeper & Mudcrab Remover v1.0 This is simple mod for those who view the Creeper and the mudcrab merchant as a cheat. It removes them from the game entirely.
6929	Bank Mod v2.4b	Gameplay	MMH	37-11920	Indestructible, Havokk, Kir, Shadow_unk	2012-11-14	Bank Mod (AKA IndyBank) allows you to deposit money, earn interest, withdraw money, get loans, store items in a safety deposit box (for a fee) and purchase homes.
6928	Bank Mod Beta v1.81 and Armorer v1.51: Compatibility Release	Gameplay	MMH	37-4694	Indestructible	2009-05-12	Bank Mod Beta 1.8 Created by: Indestructible Current Homepage: http://www.gamerzalliance.com Mod Members: Coder and World Builder - Mike Seiferling a.k.a Indestructible Thx to those who helped with the deposit and withdraw all functions. (Official Morrowind an...
6927	Bags of Holding	Gameplay	MMH	37-1985	Jon Medders aka EberKain	2009-04-06	This was untested. It should all work fine though. Unpack it with the subpaths. If there is a problem .nif files go in the meshes directory, .tga's go in Icons, .TGA's go in the Textures. There is a new letter in the census and excise office that will get you started. If you cant find the temple ...
6926	Azura Hills	Gameplay	MMH	37-5082	Andrew Hassen	2009-05-12	Azura Hills - Readme 1.) Installation ----- I 2.) Gameplay ----- II 3.) Contact -----III I. Installation Unzip the file and put it into the Data Files Folder. II. Gameplay Azura Hills is located in Azura's Coast. ...
6925	Automatic Dual Wield v1.2	Gameplay	MMH	37-5781	Tommy Khajiit	2011-10-05	STORY This plugin automatically hides/draws any parrying weapon whenever a weapon is sheathed/drawn. Parrying weapons brought to the game by Appoldro Weaponstore, Assassins Armory, Azriel the Merchant, Balmora Expansion, Heaven's Lookout, Karstux' Real Katanas and Scimitars, Leia's Dual Wield...
6924	AttributeSwitch 0531	Gameplay	MMH	37-2778	Unknown	2009-04-24	
6923	atmospheromancy	Gameplay	MMH	37-2780	Unknown	2009-04-24	
6922	astralbox	Gameplay	MMH	37-4942	Patrick	2009-05-12	===== Astral Travel Box by Patrick "Edrick" Waddingham ===== 1. Installation 2. Description/Use 3. Version History 4. Known Bugs/Issue...
6921	Ashlander Transports v1.0	Gameplay	MMH	37-12240	Arthmoor	2013-02-25	Good or bad, like it or hate it, Morrowind did not include a fast travel system. In its place was a much more realistic network of travel services. Silt Striders in the major Dunmer cities. Guild guides at each of the Mages Guild facilities, that sort of thing. One area of the game which was lack...

ID	Name	Category	Site	Link	Author	Date	Description
6920	Arrow De-nocker	Gameplay	MMH	37-15504	Fliggerty	2017-07-22	The Elder Scrolls III MORROWIND: Arrow De-nocker Index: 1. Description 2. Installation 3. Playing the Plugin 4. Featu...
6919	armorrevision1d 0530	Gameplay	MMH	37-2704	Agent Pickle	2009-04-24	Specific changes - Glass armor is decreased to 60% of original armor rating. Dwemer has been made into a high end medium armor (as protective as glass was originally) The low end armors are less "pissant" in protective ability. Space for ren
6918	Armor Mannequin v1.2	Gameplay	MMH	37-2884	Unknown	2009-04-24	
6917	Armor Mannequin	Gameplay	MMH	37-2906	Chris Janosi aka mr. phantastik	2009-04-24	Adds 21 moveable, buyable/sellable Armor Mannequins to the game that auto-equip all types of armor. Please read README.txt for known issues.
6916	Arena Style Cursor	Gameplay	MMH	37-15403	SYMBIOTE DINOSAUR	2015-08-07	This is a Retexture of the cursor to make it look like the Cursor in the first elder scrolls game. More information in the ReadMe.
6915	Arena n TheRustySwordsman	Gameplay	MMH	37-2864	Unknown	2009-04-24	
6914	AprogasVampireWakimImprovements	Gameplay	MMH	37-2743	Jasper Jongmans	2009-04-24	Merge of conflicting Wakim's Improvements and Aprogas's Vampire plugins. Also fixes a few issues in Wakim's Improvement plugin.
6913	AprogasMagickaRegenerate	Gameplay	MMH	37-2720	Jasper Jongmans	2009-04-24	A magicka regenerate script. The formula used is: mag/s = wil / 100 - 0.5. This means you will regenerate from nothing at a willpower below 50 up to 0.5 per second at a willpower of 100. Turn on/off with StartScript/StopScript MagickaRegenerate.
6912	AnimalRealism	Gameplay	MMH	37-2853	Unknown	2009-04-24	
6911	Alternate Messages1.4	Gameplay	MMH	37-2941	Unknown	2009-04-24	
6910	Alternate Messages 1.3	Gameplay	MMH	37-2876	Unknown	2009-04-24	
6909	Alternate Magic Mastery v1	Gameplay	MMH	37-2860	Unknown	2009-04-24	
6908	Alternate Leveling 1.0	Gameplay	MMH	37-1892	Balor	2009-04-06	Idea is all original (at least I think so 8)) 22/1/03 Features - well, everybody knows that Morrowind characters capable of, with surprisingly little effort, become demigods of unsurpassed power. Many things done to fix that, and here is an other one - an alternative leveli...
6907	Alternate Beginnings	Gameplay	MMH	37-2747	Unknown	2009-04-24	
6906	AllHousesMod 0617	Gameplay	MMH	37-2871	Unknown	2009-04-24	
6905	All Silt Strider Ports	Gameplay	MMH	37-5170	Reznod	2009-05-12	The Elder Scrolls III MORROWIND: All Silt Strider Ports Plug-in V 1.0 ***...
6904	All Boat Ports	Gameplay	MMH	37-5167	Reznod	2009-05-12	The Elder Scrolls III MORROWIND: All Boat Ports Plug-in V 1.0 ...
6903	AldruhnDialogue 0802	Gameplay	MMH	37-2942	La'Shae	2009-04-24	Changes some (most) of the NPC's dialogue in Ald'Ruhn so its not so generic.
6902	Adventurers v3.02	Gameplay	MMH	37-11731	adam m0use	2012-10-08	- START A NEW GAME. Really. Some of the changes won't take effect otherwise, and also the game may do some weird things, like creating duplicate NPCs. - Adventurers 3 has more extensive changes than previous versions; there are changes to almost everything: gameplay, items, characters,...
6901	Adventurers v2.0	Gameplay	MMH	37-2729	adam m0use	2009-04-24	General Notes - This new version of Adventurer's has been greatly simplified and cleaned up. Should be more compatible with other plugins. Some things have been left out, like the new creatures and elven items, and will be in separate plugins. - START A NEW GAME. Really. Some of t...
6900	Advantages/Disadvantages	Gameplay	MMH	37-583	Cid88	2009-04-06	This mod adds disadvantages and advantages to the game, in a similar, yet more balanced way than Daggerfall. It aims to give a better role-playing depth to Morrowind, as well as change gameplay. *****
6899	Advantages Disadvantages	Gameplay	MMH	37-2806	Cid88	2009-04-24	Give your character special advantages and disadvantages... But be warned, in order to gain an advantage, you must first select, or increase the effect of, a disadvantage...
6898	Acquired Immunity	Gameplay	MMH	37-15584	Cyrano	2017-09-28	As in real life, the player can develop immunity to specific diseases after recovering from the illness. Races with natural disease resistance will develop immunity more quickly than others. This mod also re-introduces Bethesda's original intent of contracting blight disease as a result of exposu...
6897	Acheron's Camping Gear v1.5	Gameplay	MMH	37-10048	Acheron	2012-09-04	This is my camping mod. It's as close as you'll get to a truly mobile home in morrowind, since teleporting using variables isn't permitted. You can buy the Camping Gear from a merchant in the Molag Mar, Waistworks (pretty random location I chose, huh?). The Gear appears in your inventory as a bo...
6896	Abandoned Imperial Subway	Gameplay	MMH	37-14943	Ottar Kraemer aka Voorhees	2013-08-28	The Plugin adds an old, abandoned ore mining railway placed in a subterranean tunnel - complete with a working mine train that you can ride roller-coaster style. Note that beast race characters may have trouble staying in the cart due to their tails sticking out, causing clipping problems.

Id	Name	Category	Site	Link	Author	Date	Description
6895	a blight in time	Gameplay	MMH	37-2311	Unknown	2009-04-24	A Blight In Time v1.0 Quentin Preik aka Dangleberry quentin@preik.net August 9th, 2002 - Unzip to your data files folder and activate the Blight in Time plugin. Should include: - esp file that goes in data files - a few tga files to go in...