

Id	Name	Category	Site	Link	Author	Date	Description
13543	Tel Moonrar v1.0	Houses	MMH	45-972	Mercling	2009-04-06	Tel Moonrar v1.0 Design: Mercling Email: Mercling@aol.com --- Installation --- Requires only morrowind Extract these files into your MorrowindData Files folder. For example: C:\Program Files\Bethesda Softworks\MorrowindData Files It's that easy. --- What It Does --- Since I first acquired my telvanni tower at Tel Urvith I've aspired to make something larger more fitting and in a more suitable location and thus Tel Moonrar is born. The first thing you should note is that there are no quests involved in this mod (that's not to say you can't have a bit of an adventure with it) it was primarily designed to be a tower mod and as so it includes individual chambered rooms which include: Lower Tower With guard post, entrance to dungeon, upper tower, trophy chamber and teleport crystal Upper Tower With bedroom and access to balcony and chambered rooms Dungeon With Dragons, loot ;) and exit to island Trophy chamber With manikin stands and trophy cases Alchemy chamber With many types of potted plants and complete with a set of alchemy baskets and alchemy gear Spell craft chamber With spell craft tome and Inscription Library chamber With lots of book space Armory chamber With manikin pods, weapon tables and a special set of armour The tower is set on a new island which is NE of Sadriht Mora, it's quite large so you can't miss it, beware lowbie players the entrance is guarded by some small but powerful guards which you'll have to kill. There is now a point to go down into your dungeon more often, the dragons down there have a tendency to horde precious items as well as large amounts of gold, the only problem is that you'll need to kill them to get at it ;) --- Thanks --- Ok so this is the bit where I heap thanks on all of those who helped me make this mod what it is, so here we go: The DopeHatMan Email: dopehatman@yahoo.com I Thanx for letting me use inscription, spell craft tome and the little bag of holding you released with Uvirith Inside Wormgod For the amazing dragon model, sorry I couldn't manage to get hold of you to ask permission. Nazz For the missing parts of the saviors amour Chron Ventri For the wonderful display cases And everyone who was kind enough to help me on the Elder Scrolls Forums, you know who you are!!!! ;)
13016	Portable Wagon	Houses	Fliggerty	*758	GHF Group	2012-11-24	This is Dongle's tent, altered by Spirited Treasure with the help of Jac, DonnerGott, Kiteflyer, Jada, Drakkmore, and the whole group at Fliggerty's site, to work with Kiteflyer's Gypsy Wagon. Mind Dongle's requirements about permissions. Don't forget credits! Please be really specific about a...
13015	Zajadian Lair	Houses	Fliggerty	*272	Zajadu	2011-08-10	The Elder Scrolls III MORROWIND: Zajadian Lair by Zajadu Index: 1. Summary 2. Requirements 3. Installation 4. Using the mod 5. Known Issues 6. Use in ot...
13014	Yuletide Homestead	Houses	Fliggerty	*1192	The Symbiote Dinosaur	2017-01-10	DESCRIPTION: Adds a homestead in the azura's coast region. INSTALLATION: Extract the file "Nordic House" into your Morrowind Data Files folder and activate it in your launcher. REQU...
13013	Western Lookout 1.0	Houses	Fliggerty	*477	Crankgorilla	2011-10-04	Travel to the House of Earthly Delights in Suran to meet with a Knight who has an interesting proposal. A small pod house mod on the cliffs above a Daedric ruin. Features a unique crystal transport system that goes to many locations around Morrowind.
13012	Vos Cottage 1.0	Houses	Fliggerty	*661	Crankgorilla	2012-06-19	Trade has bought wealth to Vos and new construction has taken place. Be among the first to place bid for new real estate. Travel to Varo Tradehouse in Vos to purchase a ring that will grant access to the mysterious cottage. A trade route has been established from Vos to Molag Mar and a new port h...
13011	Vegtabill's Velas Manor Improvements	Houses	Fliggerty	*1019	vegtabill	2014-03-25	Vegtabill's Velas Manor Improvements - a mod for the Tribunal Expansion of TES3: Morrowind GREETINGS! Hello, and thank you for downloading my modest improvements to Velas Manor! In the following sections I'll go over what this mod does and why I tho...
13010	Vampire Hideout	Houses	Fliggerty	*809	Inkog92	2013-03-13	Vampire Hideout I made this mod shortly after I started to use vampire embrace and vampire realism, and I therefore made this mod intending for it to go along with them, but it should also be suitable for other shady characters. This mod adds a secret hideout beneath the St. Delyn canton with hi...
13009	The Corner Loft	Houses	Fliggerty	*775	Celethiel	2012-12-19	This is my first Mod for Morrowind in years. It's a House mod, loosely tied to the main quest however there is no quest or dialogue to get the house. There is a note on the front door, and a key... nearby in a fairly obvious place i might add. It is pretty lore friendly, even. And slightly Amus...
13008	Telperion - Ascadian Isles Tree House	Houses	Fliggerty	*438	Calislahn	2011-08-25	Telperion - Ascadian Isles Tree House By Calislahn INDEX: -> Requirements -> Version History -> About this mod -> Installation -> Playing this plugin -> Known Bugs & Issues -> Incompatibilities & Save ...
13007	Splinter Manor	Houses	Fliggerty	*256	spok	2011-08-09	Splinter Manor --- by Srdjan Pokorni a.k.a. Spok --- Table of contents: 1. What is it? 2. Requirements and compatibility 3. Installation 4. Playing 5. Work of other authors used in this mod 6. Notes to modders 7. Bugs and To-Do 8. Changes What is it? Splinter Manor is ...
13006	Spirit's Factor's Estate Midsized	Houses	Fliggerty	*248	Spirited Treasure	2011-08-09	Spirit's Factor's Estate Midsized: This makes the Raven Rock Factor's estate just a little bit bigger. It now has 2 bedrooms and one bathroom. A sitting area where the bedroom was and a bunch of extra storage. The extra stuff is all in the same original cell. It has a sink in the kitchen an...
13005	Seyda Shack	Houses	Fliggerty	*240	Praiseargonia	2011-08-08	Author: Praiseargonia Title: Seyda Shack Version: 1.1 Requires: Morrowind, bloodmoon and tribunal. Description: A small shack outside Seyda neen on its own little island. It should be Easy to find, just look around the town a bit and you'll find it. It contains some containers and a bed, and al...
13004	Seyda Neen digs	Houses	Fliggerty	*260	SpiritedTreasure	2011-08-09	When you first arrive in Seyda Neen you will meet this nice fellow. http://www.uesp.net/wiki/Morrowind:Vodunius Nuccius (quest) He just needs a hand and if you buy his ring he will leave Seyda Neen to go back to his home. As this also means he leaves the game forever more, it leaves his home...
13003	Sethrum Manor	Houses	Fliggerty	*732	TheWickerMan	2012-10-25	First off to be fair to myself this is my first building/house mod. Only other experience has been with race mods, though I never released any of them. A small manor, with a fence and display hall in seperate building. Located in West Gash, east of Gnisis. Contains Armor [url=http://morrowind.net]
13002	Sea Rover's Tent	Houses	Fliggerty	*734	Tizzo	2012-10-31	This mod adds a portable tent home to the game, which the player can find hidden in Tukushapal, Sepulcher. Speak with Ennbjof, a Nord located somewhere in the Telvanni canton of Vivec, for more information. ** Features ** ** Portable & Wearable: Carry the tent with you wherever you go! Set i...
13001	Repherion	Houses	Fliggerty	*1196	Thexare	2017-04-21	Repherion is a small subterranean dwelling up on a hill along the road from Pelagiad to Balmora. It's in the style of the Ancestral Tombs, with one section more akin to a Velothi dome. There's not much in the way of items inside; some minor furnishings, a steel blade or two, and a few alchemy pla...
13000	Racc's Chitin House	Houses	Fliggerty	*910	Raccoonism aka Raccoonleaf	2013-09-28	:
12999	Poe Lighthouse	Houses	Fliggerty	*280	Pluto	2011-08-10	The Elder Scrolls III MORROWIND: Poe Lighthouse, by Pluto version 1.2 Index: 1. Installation 2. Playing the Plugin 3. Notes 4. Save Games 5. Credits and Usag...
12998	Pelagiad Guard Tower Home	Houses	Fliggerty	*1091	Tizzo	2014-11-24	This mod allows the player to obtain a home located, oddly enough, in the town of Pelagiad. The cell for this home replaces the base-game cell, "Pelagiad, Guard Tower". There are no special requirements to obtain access to this home. The previous owner has disappeared. Presumably they arranged f...
12997	One-Zillion Balmora Road	Houses	Fliggerty	*294	SamirA	2011-08-11	One-Zillion Balmora Road By: SamirA aka Samir AlMuhaada This mod is a simple house mod for alchemist role-players. It has a few goodies for such a player. The home is located on the Eastern bank of the river flowing through Balmora. This mod started as a simple showcase for Tamriel Rebuilt and ...
12996	Necromancer's Abode	Houses	Fliggerty	*1123	LadyPhoenixFireRose	2015-07-01	This is an Alpha version of my necromancer house mod. As of right now it just the base structure of the house, there has not been much detailing done, and no furniture or decorating has been added. With future releases I will be adding those things, as well as various new features to it. The purp...

Id	Name	Category	Site	Link	Author	Date	Description
12995	Mormegil Manor	Houses	Fliggerty	*440	Calislahn	2011-08-25	Mormegil Manor By Calislahn INDEX: -> Requirements -> About this mod -> Installation -> Playing this plugin -> Known Bugs & Issues -> Incompatibilities & Save game warnings -> Credits =====
12994	Moonmoth Legion Home 1.2	Houses	Fliggerty	*575	Crankgorilla	2011-10-31	A home in Moonmoth Legion Fort that features a wall sized aquarium. The home is furnished and has efficient storage options. A return home ring included. Scripted shrine that craves the blood of Daedra hearts! Scripted bathtub. Enjoy a relaxing scrub and wash away the dust of your travels. ...
12993	Mistletoe Manor v1.3	Houses	Fliggerty	*1007	Crankgorilla	2014-02-01	A home in Pelagiad against the wall of the castle. Access to the castle is provided from within the home for resupply and trade. A temple shrine is also nearby for restoration of stats and cures for disease and blight. Travel to Pelagiad and trade for the ring that will grant access to the home f...
12992	Mistletoe Manor 1.2	Houses	Fliggerty	*668	Crankgorilla	2012-07-06	A cozy cottage in Pelagiad. Be the first to place a bid with Mara for ownership. Track her down along the eastern wall of Pelagiad to lay claim to the home. There you can learn more about the house and inspect the grounds. Overview Features include animated chests and cupboards. An alchemists la...
12991	Mistletoe Manor 1.1	Houses	Fliggerty	*395	Crankgorilla	2011-08-23	Mistletoe Manor Location - Pelagiad. Requires - Only Morrowind. I built this as a beginner house for my Girlfriend. Hence the name. She had just discovered Morrowind and I wanted her to have a nicer home than the house at Balmora which is also available early in the game. I didn't want it to be...
12990	Maiq's Starter Shack	Houses	Fliggerty	*307	Maiqdabomb	2011-08-11	Maiq's Starter Shack 1.0 By: Maiqdabomb INDEX: -> Requirements -> About this mod -> Installation -> Incompatibilities & Save game warnings -> Credits & Usage =====
12989	Llama Tower Full	Houses	Fliggerty	*250	Tshultze	2011-08-09	Complete Llama Tower v1.2 Morrowind Only Tshultze April 27th, '08 Desc: This is a house/Tower in Balmora (insert groan here). Only. This one contains: *Trader *Teleporter *Alchemly lab/Enchanting lab *Bedroom *Storage *Trophy Basement Installation: Install the .esp into your data files and ...
12988	Living Tower	Houses	Fliggerty	*1066	iamnone	2014-08-28	--- Living Tower v1.5 --- (house mod for TESIII: Morrowind) by iamnone This mod places a unique Telvanni-style tower in the Ascadian Isles Region. This living tower can be used as a house by any character able to levitate. The tower is cozy and designed for two - the player plus a companion. A...
12987	Knight's Tower player home	Houses	Fliggerty	*1116	SYMBIOT DINOSAUR	2015-06-10	Adds a Knight themed player home a ways north of Ebonheart. Install the zip-folder and extract it to your Morrowind data-files folder then check the ESP in your launcher. -Requires Bloodmoon.
12986	Knight's Tower	Houses	Fliggerty	*1117	SYMBIOTE DINOSAUR	2015-06-10	Adds a Knight themed player home a ways north of Ebonheart. INSTALATION: install the zip-folder, then extract it to your morrowind data files folder, then check it in your launcher.
12985	ICE FISH MANOR	Houses	Fliggerty	*1127	SYMBIOTE DINOSAUR	2015-07-07	Ice fish manor is an Ideal home for a Werewolf, Fisherman, or Warrior character. It has a Main Hall, a Trophy Room, Dining Hall and a bedroom. There was original supposed to be a basement but I didn't feel like this home needed one. There is also a unique potion called "Hot Chocolate" it restored...
12984	Gnisis Waterfront 1.0	Houses	Fliggerty	*478	Crankgorilla	2011-10-04	Adds a tent/marque to Gnisis riverfront. A Shipmaster is running a supply link and allows travel up and down the river. A place to rest and storage options are available. Some custom decor and a unique environment highlight. *C
12983	Driftwood Shack	Houses	Fliggerty	*293	Antes	2011-08-11	Name: Driftwood Shack Version: 1.0 Date: 7/19/2010 Category: Buildings Author: Captain Teddy/Antes Description This mod adds a small beach house shack not far north from Pelagiad, on the coast of Lake Amaya. It has a pretty nice view in my opinion, and is well off. The inside is smal...
12982	Down the Well	Houses	Fliggerty	*1051	cml33	2014-07-14	I always felt that the majority of housing mods for were way to grand and opulent and there weren't many aimed at low level characters. This mod aims to correct this by adding a small little living space to the bottom of a well in Caldera. The place is a bit cramped and isn't exactly luxury livin...
12981	Decrepit Shack	Houses	Fliggerty	*928	abiel0530	2013-11-11	Adds a house to Hla Oad. It is sparsely decorated, so it can be used with any furniture/decor mod. It must be purchased from Wih-Lan, and look closely at your journal during the whole ordeal. Changelog: 11/13/2013 - DonnerGott fixed the collision of the shack, so props to him!
12980	Balmora River House	Houses	Fliggerty	*439	Calislahn	2011-08-25	Balmora River House By Calislahn INDEX: -> Requirements -> About this mod -> Installation -> Playing this plugin -> Known Bugs & Issues -> Incompatibilities & Save game warnings -> Credits =====
12979	Ascadian Caravan 1.1	Houses	Fliggerty	*792	Crankgorilla	2013-02-03	Ascadian Caravan Version 1.1 Travel to Molag Mar, The Pilgrims Rest, and meet with an Argonian operative of the Mages Guild. A researcher for the guild has not reported in and c
12978	Abandoned Temple	Houses	Fliggerty	*237	Master1076	2011-08-08	Abandoned Temple V1.7 - Master1076 ABOUT THE MOD: This mod adds a Abandoned Temple to Ascadian Isle Region, 1,-9 follow the road to Vivec from Pelagiad and you will see the temple on the way. Alternatively...
12977	A Free Solsthiem Shack	Houses	Fliggerty	*284	Maiqdabomb	2011-08-10	The Elder Scrolls III MORROWIND: A Free Solsthiem Shack Index: 1. Summary 2. Requirements 3. Installation 4. Using the mod 5. Known Issues 6. Use in other mods 7. Credits 8. Contact info =====
2873	Zynin's House v1.0	Houses	MMH	44-2135	Qwert	2009-04-07	This house is located in the Isinfier Planes right around the vicinity of Uncle Sugarshare (or whatever his name is). This house was designed heavily with Dave Humprey's Furniture mod in mind, thus it's mainly vacant. I've altered the house so she's 2 stories. It can be used by any...
2872	Zynin 5C 27s House qwert44643	Houses	MMH	44-84	Unknown	2009-04-06	
2854	Zimbabwe Tower-fix	Houses	MMH	44-3390	User of GenMod	2009-05-12	Auto-generated mod with the GenMod tool.
2853	Zelda Estate v3.0	Houses	MMH	44-1594	Unknown	2009-04-06	
2852	Zelda Estate Renovation	Houses	MMH	44-10454	Simbelmyne	2006-02-28	An extensive renovation of Beardo's Zelda Estate in Caldera adding a fully functioning Alchemy Lab, new display cases, rugs, furniture furniture, knickknacks, new fireplaces, a friendly cat, and much more. I hope you'll be pleased:) Please consult read me for further details. Changel...
2851	Zege's Homes 1.1	Houses	MMH	44-12546	Zege	2008-02-19	Adds 5 new houses for you to become the new resident of. There're homes in Pelagiad, Ald-Ruhn, Sadrih Mora, a Yurt in the middle of the Grazelands, and a Dwemer Ruin home NE of Mount Kand. Changelog:V. 1.0 -> Initial release. V. 1.1 -> Relocated Pelagiad home to rem...
2850	Ze Happy Place	Houses	MMH	44-10739	starfyredragon	2006-08-12	A special room to which you can teleport with the aid of putting on "Ze Happy Charm" (which doubles as a skeleton minion summoning amulet). This is similar to a house-mod, but oh so much better. There is a little friend here (literally) who makes the Talking Mudcrab Merchant look like a stingy pa...
2849	Zarius' Home	Houses	MMH	44-9757	Randal	2004-08-31	Zarius' Home is a house on one of the hills of Balmora. It is invisible, you can get into it only by Zarius' Ring, which is in one of the barrels in front of Ra'Virr's shop in Balmora. The house has 3 levels, including a basement with lots of storage and...
2848	Zajadian Lair	Houses	MMH	44-13356	Zajadu	2009-04-06	This mod adds a house on the edge of Balmora. It is located within a large stone door. If you are facing the silt strider, it is to the right, on the mountain a little. \$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$&s...
2847	Zainsipulu Expanded	Houses	MMH	44-10442	Cell285	2006-02-24	Well, this is my first mod EVER, so its nothing too fancy. What it does is adds on to the end of the Zainsipulu bandit cave near Seyda Neen. It adds two new caverns that are equipped with high capacity containers for all the junk you may acquire, a bed, as well as a small...
2844	Yuushou Residence	Houses	MMH	44-11461	Namingway	2007-08-19	This mod adds a Japanese-style house named Yuushou Residence (yuushou means "beautiful and quiet scene" in Japanese, for those who wish to know) in the Ascadian Isles region (coordinates: 0,-5), at the very tip of the peninsula at the western edge of Lake Amaya, which is north of Pelagiad. The ho...
2842	Your Underground Balmorian Residence	Houses	MMH	44-8988	Teran McKinney	2003-09-16	An underground home in North Eastern Balmora with an alchemy chest, drawers, hutch, table, bed, an altar that restores Magika, health, and fatigue, a few more chests, and more.

Id	Name	Category	Site	Link	Author	Date	Description
2841	Your Underground Balmora Home	Houses	MMH	44-3528	Rhapsody (formerly Jotboy)	2009-05-12	Unzip this file (Your Underground Balmora Home.esp) into your Morrowind/Data Files directory. This mod was created by Rhapsody. The teleport ring can be found in the library/study room of the house on the desk. Don't lose it, you won't get another one. I thank you for downloading this mo...
2840	Your Suran Residence	Houses	MMH	44-9352	Morrowind Abodes	2005-05-24	Morrowind Abodes presents... Your new Suran Residence! A proud edifice in one of the most elegant cities in Morrowind, this is one of our personal favorites. There are four stories in this building, each set in a distinguished manner that not only looks good, but is fun...
2839	your sixth house cave	Houses	MMH	44-13752	t-d-r	2009-11-24	who doesn't want a sixth house cave, here you can... well...uhh...pray at the altar...and swim in waterfalls...and play bells,yeee bells yeeaa... this cozy three room den is nicely located near the balmora eggmine (YES yet another balmora mod do wack your game and stuff) i ...
2838	Your Own Televani Manor	Houses	MMH	44-12461	starwarsgal9875	2008-01-05	This is my second mod and first big project of mine. The mod adds a Televani Manor to the Ascadian Isles Region south of Ebonheart on an island. It is a little hard to find so for people you don't want to look/take time I added a telport boat beside the first bridge when you enter ebo...
2837	Your new home	Houses	MMH	44-13048	DJ Forsaken	2008-11-27	Adds 2 towers in Balmora there are 1 watch tower with some armor and Weapons and other good stuff and another tower with good stuff and 2 shops a Alchemist and a Armor shop
2836	Your Morrowind Getaway!	Houses	MMH	44-11341	Spirited Treasure	2007-07-04	Spirit's lean to and cave - a simple getaway when you don't feel like battling monsters It's away from everything and everyone. It's one of my favorite places in Morrowind. You get a beautiful sunrise, and a cave for those rainy days when the lean-to is leaking. Inside th...
2835	Your Morrowind Getaway	Houses	MMH	44-5756	Spirited Treasure	2011-10-04	Your Morrowind Getaway! This was hard and I trashed it many times before Enmesharra finally prodded and helped me along to finish it. It's fairly likely that I won't do anything in future that has water levels =lol= Spirit's lean to and cave: This ...
2833	Your Home In The Ascadian Isles	Houses	MMH	44-9000	Shakeidas	2003-12-15	Adds a new and fairly rich-looking (but not too huge) house in the Ascadian Isles near the Vivec siltstrider. Has 4 floors, a storage room (with working training dummy), a bedroom with a miniature dressing room of sorts, a study, an alchemy lab, a working training dummy, and f...
2832	Your Home In Balmora	Houses	MMH	44-8999	Shakeidas	2003-12-15	Adds a simple little 2-story house in Balmora. Fancy lighting, decent storage space, but nothing too huge or extravagant. Intended to blend in with the rest of Balmora.
2831	Your Home	Houses	MMH	44-9085	Matt	2004-01-28	This mod adds a house to the peninsula on the lake near Pelagaid. The house has lots of storage, a dining room, a display room and a large training area. The training area consists of 5 rooms that include 3 different traps for you to dodge, and a room with 7 type...
2830	Your Hideaway	Houses	MMH	44-8857	Akura	2003-06-29	Creates a new house in Balmora for early level characters (roughly until you get a stronghold). Fairly well equipped with the usual stuff, some chests, tables, a bed, barrels, etc. The most major storage is 2 heavy Dwemer chests in the basement but the rest is pretty sta...
2829	Your Dagon Fel Residence	Houses	MMH	44-7486	Morrowind Abodes	2002-06-13	A fine one-room house that will meet all of your needs as you wander the islands of Sheogorad. Built according to local style but festooned with colored lights and filled with Dwemer furniture from the surrounding area.
2828	Your Cozy Fishing House V.2.5	Houses	MMH	44-3698	Yanks1343	2009-05-12	This mod adds a cute and cozy Nordic house to the Fields of Kummum on the coast of Lake Amaya.
2827	Your Cozy Fishing House	Houses	MMH	44-8902	Yanks1343	2003-06-23	This mod adds a cute and cozy Nordic house to the Fields of Kummum on the coast of Lake Amaya.
2826	Your Balmora Residence	Houses	MMH	44-7485	Morrowind Abodes	2002-06-13	Secluded from the downtown area but still close by;constructed with native wood; features a full bedroom, study, and two walk in closets.
2825	Your (other) Balmora Residence	Houses	MMH	44-8407	DeathJester	2002-09-16	Info provided by Summit...med large multi room house with basement. Access to cut through hillside above Caius' house . Balmora. You get the idea, read the Readme for full info.
2823	Yorick's Tower Transportation	Houses	MMH	44-6371	Phaid	2010-01-11	This plugin provides a convenient fast travel option for those who use Spok's excellent Yorick's Tower mod as a stronghold. It adds a pair of Nord boatmen who provide fast travel between Gnisis and Yorick's Tower. One boatman has his skiff tied up to the dock...
2822	Yorick's Tower	Houses	MMH	44-6178	spokorni	2008-02-28	Yorick's Tower is an imperial style castle built on a rock cluster directly west of Ouada Samsi mouth, near Gnisis. Depending on your taste, you might find it "medium-sized" or "large". As usual for my houses, Yorick's Tower comes in several parts:
2820	Yet Another Silt Strider Home	Houses	MMH	44-13846	Saania	2010-02-16	This mod adds a simple, cozy, and practical home right between the steps leading up to the Silt Strider in Balmora. Naturally, this mod is NOT compatible with any other mods that add-on to that area, including "PRP's Silt Strider home" because that mod and this mod both use the same area for the ...
2819	YAPHM (Yet Another Portable House Mod) v 1.3	Houses	MMH	44-15434	Tizzo	2015-10-23	Adds a portable house to the game. No special quests or other steps to acquire, the spell to access the home is added when the mod loads. Features sorting containers for spell scrolls, soulgems, potions, and alchemy ingredients. Also has a shrine, a security training chest, as <...
2818	YAPHM (Yet Another Portable House Mod) v 1.3	Houses	MMH	44-15435	Tizzo	2015-10-23	Adds a portable house to the game. No special quests or other steps to acquire! The spell to access the home is added when the mod loads. Features: Companion friendly teleportation to: Ald-ruh, Balmora, Vivec, Sadrih Mora, Fort Frostmoth, Raven Rock...
2817	Yahad's Underground Domain	Houses	MMH	44-8239	Yad Ni	2002-07-19	Creates a comfortable home between Balmora and Fort Moonmoth.
2816	Yaehib Manor	Houses	MMH	44-9223	GWSyZyGy	2005-05-04	Congratulations! Your elder cousin Yaehib has packed his stuff and moved back to the mainland, and has decided to leave his rather large, extravagant manor to you. It is located in Balmora (yes, yes, I know. But the services are great, the land is cheap, and the we...
2815	Ya'irun's Moon v1.0	Houses	MMH	44-690	DeusXMachina	2009-04-06	In fact, it's just another housemod. I began this one a long time ago for my first Morrowind-char and now finished and cleaned it so it can share it with others. The Mod is particularly suitable for chars which collect all and everything - plenty of storage room, an army of armor mannequins and ...
2814	Ya'irun's Moon v1.0	Houses	MMH	44-747	DeusXMachina	2009-04-06	In fact, it's just another housemod. I began this one a long time ago for my first Morrowind-char and now finished and cleaned it so it can share it with others. The Mod is particularly suitable for chars which collect all and everything - plenty of storage room, an army of armor mannequins and ...
2813	xZen's Telvanni Tower	Houses	MMH	44-9164	xZen	2004-01-28	This is the first and most likely the only version of this plugin which adds a large (on outside) Telvanni Tower on top of the Moesring Mountains, near the ship on the land, in the Solstheim Land. I chose this spot in an effort to provide a house in an area that most li...
2812	xZen Astinarliptiadraplin Shrine	Houses	MMH	44-9141	xZen	2004-01-26	This Mod adds a new small Island in the Bitter Coast Region (-3, -12) "Bitter Coast Region" (-3, -12) renamed to "Astinarliptiadraplin, Shrine" (-3, -12) Strider Service in Seyda Neen will take you there, replaced the Vivec choice with choice to go to this Island, since...
2811	XTS-Ethancion	Houses	MMH	44-12044	Xtreme	2012-11-25	--**XTS Ethancion Mod** Mod by The Xtreme Music by RimShot Thi...
2810	Xenterra Keep	Houses	MMH	44-12087	Korana	2012-12-19	If you've ever traveled North West of Seyda Neen you may have ran into a strange wood elf who died in a very unexpected way. His name is Tarhiel. Have you ever wondered: Where did Tarhiel live? While having this house be Tarhiel's last dwelling was a last minute decision, it adds a bit...
2807	Xen-Arien's Manor v1.0	Houses	MMH	44-3601	Xen-Arien	2009-05-12	Xen-Arien's Manor is a small but gorgeous mansion located at the Bitter Coast's isles. You can use it as a home, you can place your collected items in many chests and closets there, or you can simply rest and enjoy the quiet atmosphere. But there's a secret around the isle. Be prepared to reveal ...
2804	WVLRA	Houses	MMH	44-3566	Klitsapp123	2009-05-12	WVLRA Werewolf Vampire Lich Refuge Area by Klitsapp123 version 1.0 INstall- to install unzip in the data files folder, and load it on the morrowind launcher. Required- TRIBUNAL AND BLOODMOON(Does NOT require illuminated order) Description th...
2801	Woodsmans Hut v1.0	Houses	MMH	44-13686	Crankgorilla	2009-09-23	A home in the Ashlands region. It is a mod I made to test a few items out. I thought its remote location could make it useful as a rest spot for the weary. It has a water feature a custom stove, some banzai trees, a pet pig, a modelled vampire skull, curtains and some trinkets to help new charact...

Id	Name	Category	Site	Link	Author	Date	Description
2799	Woodland House v1.1	Houses	MMH	44-10373	Shezrie	2006-01-26	Adds a medium sized house to Solstheim. Follow the shoreline west as you get off the boat. The house includes: Kitchen Dining Room Lounge Bedroom Mage's workshop Display and storage room Travel room Lovely views Requires Bloodmoon and a bit of a cheat in that it allows for fast travel to location...
2792	Wolverine House v 2.0	Houses	MMH	44-7162	Princess Stomper	2012-08-03	The three bedrooms now have themes - the Fae Room is 'fairytale', with the room almost overtaken by nature. The Deep Room is a tribute to the owner's Dwemer obsession, with Dwarven prints on the walls, antique metal furniture and a warm, earthy vibe to the room. The Ocean Room i...
2791	Wolverine Hall Well House	Houses	MMH	44-11845	Korana	2012-11-11	This mod adds a small cavern house underneath the well located on the grounds of Wolverine Hall in Sadrith Mora. Nothing special here, except for the decor. This is the second house I ever made, over 2 years ago. I have not modified it since it's original creation, except to clean it w...
2790	Wolverine Hall Apartment v1.2	Houses	MMH	44-7234	Princess Stomper	2012-08-08	"Dear %PCName, I got your message about needing a place to stay in Wolverine Hall - I certainly would *not* recommend staying at the Gateway in - it's very noisy and uncomfortable. My cousin Altehr has been called to the capital on urgent business and mentioned that he is lookin...
2789	Wolverine Hall Apartment v. 0.9	Houses	MMH	44-3614	Princess Stomper	2009-05-12	This plugin adds a medium-sized, comfortable apartment with bedroom, kitchen-diner and bathroom to Wolverine Hall, including a scripted lock that will not open without the key. This mod also adds new dialogue to Tyermailin under the "latest rumors" heading, in order to obtain said key. There are...
2788	Wolverine Hall Apartment	Houses	MMH	44-9872	Princess Stomper	2005-06-12	"Dear %PCName, I got your message about needing a place to stay in Wolverine Hall - I certainly would *not* recommend staying at the Gateway in - it's very noisy and uncomfortable. My cousin Altehr has been called to the capital on urgent business and mentioned that he is...
2786	Woll's Treehouse v3.2	Houses	MMH	44-6461	Wollibeebee	2010-05-03	This mod adds a small house near seyda neen, it's just west of the guy who falls out the sky. =P the house has many shelves and many crates for all your stuff (all of it's out of the way so that you dont feel other crowded and costarphobic like i always do in most houses.)
2785	WolfenCastle 0701	Houses	MMH	44-5098	The Wolfen	2009-05-12	** The Elder Scrolls III MORROWIND: Wolfen Castle Plugin Version 1.0 ...
2784	Wolfen Castle	Houses	MMH	44-8133	The Wolfen	2002-07-01	Wolfen Castle is on a new island complex south of Ebonheart and provides a huge keep for the player's use. The castle itself is very large; is not intended to be a cheat plugin, so there is no fantastic treasure. A couple of things assist with travel, but they are reasonable and balance...
2783	Wolfen Castle	Houses	MMH	44-3669	The Wolfen	2009-05-12	Provides a very large castle complex south of Ebonheart on it's own island chain.
2782	Wolf Manor v2.5	Houses	MMH	44-3717	KLLRWLF	2009-05-12	A house mod with a lot of storage. Located just outside of Gnisis, past the Fort Wall. The house is located at the left side. If anyone completely fills up this house, I would like to see that! Get the latest version at: http://members.aol.com/killrwl
2769	Wizards High v2.0	Houses	MMH	44-3590	WoadWolf	2009-05-12	8-20-03 The Elder Scrolls III MORROWIND: Wizard's High 2.0 Created by: WoadWolf Email: woad_wolf@yahoo.com
2766	Wizard's Rest	Houses	MMH	44-6353	Gaius Atrius	2009-12-14	This mod adds a small housepod available for purchase in Sadrith Mora, for 1,000 septims. The housepod features an alchemy sorter with support for both expansions, and full NOM compatibility. It doesn't come with any food or unnecessary items. (Yo...
2765	Wizard's Loft	Houses	MMH	44-12432	Saania	2007-12-15	The loft is located in an apartment next to Caius Cosades' house. The door, however, is locked. Upon completing the Blades' Sixth House mission quest, Caius will give you the key to your loft... but that would mean having to go through part of the main quest to get it. ;...
2764	Wizard's keep	Houses	MMH	44-13796	darkelf	2009-12-29	This mod adds a small castle west of vivec and east of seyda neen. It sits out on the water and can be accessed by a submerged walkway. It is not meant to be a new city or major castle, just somewhere to safeguard your loot and study like all good wizards should. see readme for details. This new v...
2762	Wirewood lodge	Houses	MMH	44-13395	Saltmummy626	2009-05-03	This mod adds a smallish house to an area next to the river in solstheim. just follow the river until you find it. stick to the right side, even though the house is on the left side of the river. this is will make it easier to find the dock that i placed nearby. this mod ...
2761	Winged Guar Deluxe Garret	Houses	MMH	44-15658	Gilboron	2018-08-10	Winged Guar Deluxe Garret By Gilboron Version: 2.0 ===== Contents ===== 1. Requirements 2. Description 3. Permissions 4. Installation 5. Removal 6. Incompatibilities 7. Known Issues or Bugs 8. Changelog 9. Contact
2757	wickwheat manor	Houses	MMH	44-13167	saltmummy626	2009-01-12	well, this was something i made as a break from altering Ald Velothi. this "manor" is much nicer than my houseboat mod. it has two plugins. IF YOU WANT IT TO WORK PROPERLY YOU MUST USE BOTH!!! three "pet" scrib in the nearby wickwheat patch, an intriguing (if short) story, and a nice place to kee...
2748	Western Lookout v1.0	Houses	MMH	44-13134	Crankgorilla	2009-01-03	A Knight is waiting at "Deseles House of Earthly Pleasures" in Suran, with an interesting offer... This is a pod house with some unique features, some custom content and an impressive view. I'm sure many an adventurer will find a use for this one. One of those mods wher...
2747	West Stonewood Hall	Houses	MMH	44-234	grond	2009-04-06	Index: 1. Installation 2. Playing the Plugin 3. Save Games 4. Other Info 5. Version history 6. Credits 7. Contact info 8. Hint 1. INSTALLING THE PLUGIN
2746	West Gash On The Water	Houses	MMH	44-6257	TheGodOfApathy	2009-09-11	This Is A Killer House Located just east of Gnisis. It is set on a small island just east of Gnisis. It is a large house surrounded by water with two rope bridges connecting it to the surrounding land. I added alot of stuff to the water to make l...
2744	Wenny's Ice Cream House	Houses	MMH	44-9397	EffieM	2004-03-22	No, there is no real ice cream, that is just the name of the house (see if you can guess why). This mod adds the ancestral home of my character's family. The home sits on its own small island in the center of Lake Amaya, just Northeast of Pelagiad (Ascadian Isles 1,-6) &#...
2743	Weekend House	Houses	MMH	44-15452	Unknown Hungarian Modder	2016-02-02	Location : Seyda Need. From the Lighthouse to SouthWest or by boat under the SiltStrider. Extra useful items : FishingMedal (use) WeekendHouse Key (use) SleepengBag (BoatHouse-Chest)
2742	Weekend House	Houses	MMH	44-2062	CS	2009-04-06	Location : Seyda Need. From the Lighthouse to SouthWest or by boat under the SiltStrider. Extra useful items : FishingMedal (use) WeekendHouse Key (use) SleepengBag (BoatHouse-Chest) http://www.freeweb.hu/morrobook
2737	Wayfarer's Lodge	Houses	MMH	44-12936	Theron Udraer	2008-09-14	From the Read-me - "This mod adds a small/medium hostel to the outskirts of Gnaar Mok. Nobody works there full-time, but there are some house rules, food and drink, beds to sleep in, and a table. Of course, the owners expect honesty, so you are to m...
2736	Waterview House	Houses	MMH	44-10415	Shezrie	2006-02-12	Adds a medium sized house to Sadrith Mora. The house has: Kitchen Lounge Dining Room Bedroom Bathroom Walk in closet Display Room Travel Room Mages Room Extra Storage
2735	Waterfall Valley v1.0	Houses	MMH	44-10426	Shezrie	2006-02-18	A small house tucked away in a peaceful valley, on an island near Vos. Teleport ring can be found in a barrel, near an upturned rowboat, by the docks at Vos. The house has: Kitchen Living room Bedroom Walk-in-closet Mages room
2734	Waterfall Island	Houses	MMH	44-8766	Peteoburito	2003-04-23	Another New House Mod. But this one is different I hope). I have been growing tired of all the giant house mods; so big they can't even be used. So I created my own: It is a bit N-E of Sadrith Mora, on it's own island and comes complete with a storage, a lighth...
2732	Warrior's Home	Houses	MMH	44-12612	Brucinater	2008-03-23	A small house built for a warrior with Barter services, repair services, and training services. Located outside caldera. See readme for more details. Changelog:1.0 Original mod.
2731	Warlords Hall v1.0	Houses	MMH	44-3517	The_Prodigy_One	2009-05-12	This mod is my very first plugin; its aim was to create a suitable retreat for any adventurer and to provide enough armor mannequins for every set in Morrowind, Tribunal, And Bloodmoon as well as plenty of extras for the many armor mods in circulation (58 in total). Also, there are en...
2726	War Galleon Ship	Houses	MMH	44-11667	Shen aka Shenx23	2012-09-10	This Mod add some huge ship (War Galleon) go to seyda neen find my ship there
2725	Waistwork Apartments	Houses	MMH	44-7602	NukeouT	2004-06-01	This mod adds 3 nearly identical apartments to each HouseWaistwork in Vivec. They are all nicely furnished, and go toe to toe with the overall game theme. There is an apartment in Redoran, Hlaalu, and Telvanni waistworks. Im sure these will add delight to the atmosphere of Morrowind...

Id	Name	Category	Site	Link	Author	Date	Description
2724	Vvardengarde	Houses	MMH	44-13924	Kain the Wolf	2010-04-21	Being a god is tough, there's the traveling everywhere, helping people, and carrying loads of loot. So knowing any great god needs it's rest I engaged my mighty powers, threw in my vast knowledge of the Dwemer, and produced..... Vvardengarde. Now livable. It's a massive f...
2723	Vos, Vacant Apartment	Houses	MMH	44-12481	Prince Maethis	2008-01-18	Adds a vacant Telvanni apartment above the temple in Vos. Just teleport up to it and move right in. Changelog:1.0: Uploaded mod
2722	Vos Cottage v1.0	Houses	MMH	44-14873	Crankgorilla	2013-07-17	Trade has bought wealth to Vos and new construction has taken place. Be among the first to place bid for new real estate. Travel to Varo Tradehouse in Vos to purchase a ring that will grant access to the mysterious cottage. A trade route has been established from Vos to Molag Mar and a ...
2721	Vos Apartment	Houses	MMH	44-14016	Nathaniel "Wolfzen" Schrader	2010-07-13	Adds a new home to Vos w/toggle-able lights (light switch style). Well suited for vampire/mage/dark characters, since it's very dark when its dark, and the entire color theme of the place can be changed with a few colored lanterns/candles. Start in Vos by talking to an Argon...
2720	Vori's house	Houses	MMH	44-11300	gyuszi94	2007-06-16	If you want a house in Balmora without killing or lockpicking download this mod. Vori's house is unlocked and only has a bed, an alchemist set for starters(journeyman mortar, apprentice calcinator,retort, alembic) , and a cauldron. Something mod recommended for furnitures
2719	Vorador's Mansion v1.2	Houses	MMH	44-15064	Citakar	2013-12-01	This is Vorador's Mansion from Legacy of Kain. Have some surprises. Update 1.1 fixes the bug that turned all Daedric Longswords white, update 1.2 fixes the statics and armor problems and adds more creatures.
2718	Vorador's Mansion v1.1	Houses	MMH	44-3545	Citakar	2009-05-12	This is Vorador's Mansion from Legacy of Kain. Have some surprises. Update 1.1 fixes the bug that turned all Daedric Longswords white
2717	Vorador's Mansion Beta	Houses	MMH	44-3370	Citakar	2009-05-12	Follow the glow of the Ignis Fatuus to the Termagent forest. Go to Gnaar Mok. Outside the city at the signpost, turn north, go over the bridge and follow the burning skulls. (Ignis Fatuus)
2714	Void-TS	Houses	MMH	44-8263	Deathbliss	2002-07-23	I have made VoidTS (stands for Void, Temporary Storage (not related to Void house plug-in). Purpose is to hold possessions if transferring stuff to another house or just as a private storage facility instead of specific house. Minimal impact on game, avoiding problems of conflic...
2709	Vodunius Nuccius' House	Houses	MMH	44-8966	Horny Buddha	2004-11-11	This mod was made for new characters starting out in Seyda Neen. It enhances the reward for buying Vodunius Nuccius' ring. When you buy his ring, you will receive a key to his house. I've always thought that this should have been included in the original...
2708	Vodunius Nuccius Extended	Houses	MMH	44-13442	G.B. Jackson, Gilyan Andrethi	2009-05-27	A simple quest continuation in which Vodunius Nuccius' house is put up for sale after he has left Seyda Neen. This mod is a minor edit of an original mod by G.B. Jackson. The edited elements are the following: Cleaned up the dialogue precon...
2707	Voderius Manor	Houses	MMH	44-14367	WrathWhisperer	2011-09-25	In my many millions of hours and save games, I have noticed that not many people make mods which include the area Caldera. Which often becomes my home area and I use that area alot. So I decided that I needed a proper home. So I made this mod. It's located between the mages guild and the gu...
2704	Vivec, St. Delyn Living Quarters	Houses	MMH	44-12819	Tizzo	2008-07-18	This mod allows the player to obtain a home located in the Waistworks of the Vivec, St. Delyn Canton. To purchase the home, you must first go to the Vivec, St. Delyn Waistworks cell and collect the rental notice attached to the house door. Once you have this item, proceed to the Canon Offices loc...
2703	Vivec, Foreign Quarter Apartment	Houses	MMH	44-11846	Jadis40	2012-11-11	This mod places a small 4 room apartment in the Upper Waistworks of the Foreign Quarter within Vivec. Upon leaving the Mage's Guild in the Foreign Quarter Plaza, take the exit from the plaza closest to the Mage's Guild. There are two exits that lead to the Upper Waistworks. The one you want...
2702	Vivec Upper Apartment	Houses	MMH	44-10307	Stargate525	2005-12-21	Adds a small apartment, Vivec, St Olms Upper North-Three. Based on upper north two and is ery close to it. should fit right in with the rest of MW.
2701	Vivec Nerevarine Palace v2.0	Houses	MMH	44-7229	Princess Stomper	2012-08-06	- Huge part-furnished palace conveniently situated next to the Palace of Vivec. - Basic NOM compatibility - i.e. there are water, beer and wine barrels in the cellar compatible with NOM. - A near-exact copy of the massive Royal Pavilion from Mournhold Expanded, with most furniture and...
2700	Vivec Nerevarine Palace v1.0	Houses	MMH	44-3538	Princess Stomper	2009-05-12	Adds a new canton to Vivec just east of the Palace of Vivec. Suitable as a player home or just somewhere to entertain your influential friends. Please see admin notes.
2699	Vivec Nerevarine Palace	Houses	MMH	44-10950	Princess Stomper	2006-12-26	- Huge part-furnished palace conveniently situated next to the Palace of Vivec. - Basic NOM compatibility - i.e. there are water, beer and wine barrels in the cellar compatible with NOM. - A near-exact copy of the massive Royal Pavilion from Mournhold Expanded, with most f...
2698	Vivec Lodging	Houses	MMH	44-8187	c4ep	2002-07-08	Please note this house is only considered to live in it, so there are no side-quests, NPCs or dungeons. Moreover, you won't find expensive loot, personal-traders with tons of money or other un-balancing stuff, just a house with average furniture, but cozy atmosphere. [...]
2696	Vivec Isle Manor v1.0	Houses	MMH	44-3681	Dacian	2009-05-12	VIVEC ISLE MANOR v1.0 Created by Dacian This is my first mod so please forgive any abnormalities. Vivec Isle Manor is located just NW of Vivec near Ald Sotha. It is ...
2695	Vivec Isle Manor	Houses	MMH	44-9529	Dacian	2004-04-22	Vivec Isle Manor is located on a little peninsula NW of Vivec near Ald Sotha. It has a convenient bridge that leads over to the Vivec silt strider and boat travel and allows quick access to the Foreign Quarter for trade purposes. This should appeal to all class ty...
2694	Vivec Hlaalu Condo	Houses	MMH	44-7213	Princess Stomper	2012-08-05	Adds an apartment called 'Curio Cottage' to Vivec's Hlaalu Plaza. The apartment is accessed via a new door in the thick wall next to Curio Manor. The door leads to a steep downwards staircase with the accommodation all on one (lower) level. There is a reception/li...
2693	Vivec Hideout	Houses	MMH	44-9621	Thongar44	2004-07-14	Cozy little home in vivec with a training dungeon thingy. This is my first completely working mod and i would like helpful feedback and ideas to make it better check the README for directions to the house. Enjoy.
2692	Vivec Hideout	Houses	MMH	44-12854	Bladecutter	2008-08-07	This is a small, cozy house in the Foreign Quarter of Vivec. It is located in the Canalworks. It shouldn't be too hard to find.
2691	Vivec Flat v1.0	Houses	MMH	44-1635	Unknown	2009-04-06	
2690	Vivec Flat	Houses	MMH	44-9491	Occam	2004-04-08	Welcome to your Flat in Vivec. A rather compact but very functional and beautiful apartment located in the Vivec Mages Guild. A place to call home. I can only hope you enjoy it. Please make sure to actually read the readme file before loading the mod. &...
2689	Vivec Apartment	Houses	MMH	44-11550	fat.boy.phil	2007-09-23	This is my first mod. It puts a apartment in the Vivec Foreign Quarter Plaza beside the Smith I also added a little "secret" place that I let you customize yourself with mods like Morrowind Complete, Morrowind Crafting, etc. If you find any bugs email me at [url=mailto:fa...
2688	Vivec Alchemist Home	Houses	MMH	44-10354	Sypron	2006-01-18	This mod adds a small, cozy home/study/shop to vivec, foreign quarter lower waistworks. The door to enter is in the north-east hallway. It includes a small area for alchemy, labeled containers, heaps of storage without over doing it, planter for people how use advanced herbalism, a desk with some...
2687	Vivec Abandoned Shack	Houses	MMH	44-8111	Sid	2002-07-01	
2685	Villa Ascadia	Houses	MMH	44-12718	Namingway	2008-05-11	This mod adds a large Imperial-style mansion called Villa Ascadia on an island in the Ascadian Isles Region, just south of Vivec (in the 5-17 cell). The house has three floors, with the following rooms: * Armory * Ballroom * Bathroom *...
2683	Vigo House	Houses	MMH	44-13946	Runspect	2010-05-12	A new House in Caldera. In the Shenk's Shovel back street. It's inspired by Hideaway Cottage. Changelog:1.1 --- - Changed the IDs to unique IDs.
2682	Veloth's Fortress	Houses	MMH	44-12688	Xeng You	2008-04-26	This mod adds an sword and house/fortress in the grazelands sadly enough the mod conflicts with Pegas Horse Ranch
2678	Velanbannu	Houses	MMH	44-13913	Ashiraniir	2010-04-09	Velanbannu v1.4 (April 9, 2010) Requires: Morrowind ! No expansions required :) *MGE highly recommended.* This mod adds a residence I made as a birthday gift to a very special person, who generously allowed me release it to the public as well. [...]

Id	Name	Category	Site	Link	Author	Date	Description
2674	Varcusio Tower	Houses	MMH	44-8597	Lonnie	2002-12-27	This is another house mod; Varcusio Tower. Located on the hillside above the south end of Balmora with a nice view of the city. Plenty of Storage and tables to display your goodies. Extra storage capacity chests, and book shelves. Three rooms and a hallway. ...
2660	Vampire Lair v4.0	Houses	MMH	44-14820	Midgetalien	2013-06-12	excerpts from the read me ** Requirements: -morrowind -bloodmoon -tribunal also requires: vampiric embrace v 2.4 vampire hunger 1.2 and the extended addon vampire realism II and you must also be a Be...
2659	Vampire Lair	Houses	MMH	44-8176	Igtenio	2002-07-05	
2658	Vampire Hideaway	Houses	MMH	44-10372	MrDarkSim	2006-01-26	It is a tombhouse in the Grazelands Region for Vampires. It contains a ring for quick travel back. It Has room to decorate however you want and a few chests, skeletons, and urns if you just want a place to stash some loot. Plenty of room for lunch as well :) <...
2657	Vampire Bachelor Pad	Houses	MMH	44-13599	titmeister	2009-08-17	This adds a lair to morrowind Called Vampire Bachelor Pad, Has 2 guards, 2 Merchants and a few interesting tidbits you need to discover. No quest, just need to find the key, has a script to keep the doors from opening, need to find the key (Title of mod should...
2655	Vamp House	Houses	MMH	44-7112	Unknown	2012-07-27	This mod adds a player home consisting of a living space , 2 small storage rooms and a hallway. The mod places a small graveyard at the end of the river a short distance north of Balmora. At the centre of the graveyard is a Celtic cross which acts as a portal that transports you to the Vamp house.
2649	Valko Manor	Houses	MMH	44-13194	Nera	2009-01-24	This mod adds a large underground house near the bridge that leads from balmora to caldera. It includes a training room, with BLK's training dummies, a study, the bedroom, a conservatory, a pool, and a mages chamber with summoning cranks, but its not free.....
2648	Valhalla Lodge	Houses	MMH	44-13987	Crankgorilla	2010-06-20	Azuras Coast Region 12,15 - Near the city of Tel Mora Travel to the remote city of Tel Mora and explore the docks. An unusual feature will be found. Seafront lodging on the cliffs of Tel Mora. Has some interesting features such as unique architect...
2646	Valduryon - Your own Velothi tower	Houses	MMH	44-9120	Ciriuz	2004-01-12	Valduryon. The ideal home for any wizard. It is situated west of the St. Delyn canton, and north of Ebonheart. It comes with a bedroom, a training dummy, spellbooks, a library of useful books, 2 enchanted Sphere Centurions, your very own shrine in the basement. ...
2643	Vacant Telvanni Manor	Houses	MMH	44-9237	Aquatakak	2004-02-20	Adds a small manor-style house in Sadrith Mora, near Wolverine Hall. Not meant to be a big house mod, but an adequate house mod. Mostly designed to give me some practice dealing with Telvanni style architecture. Some updates & dfixes have been done in this version. [...
2642	Uvirith Unleashed	Houses	MMH	44-7017	Grumblepunk	2012-07-24	[i]Note: this version is NOT compatible with 1.0/[A] This mod expands and renovates all three levels of the Tower of Tel Uvirith. Instead of that little hovel the Telvanni jam you into when you finish your stage III stronghold, you will now have a tower that makes Tel Naga look like a ...
2641	Uvirith Awakened Pre-final v1.9999	Houses	MMH	44-14815	Team Uvirith, Marac	2013-06-12	Uvirith Awakened is the third generation in Tel Uvirith mods. First were Uvirith Unleashed and Uvirith Vault. Those were combined (and made compatible) with a lot more stuff to become Uvirith Inside. Awakened is an extension of Uvirith Inside, it expands the tower even more, gives mo...
2637	Uriel's Seyda Neen house	Houses	MMH	44-12602	urielseptim1	2008-03-19	A small shack outside Seyda Neen. great for beginner and also handy for the level 50's ;)
2625	Updated Journey's End Wilderness Add-On	Houses	MMH	44-10831	Original Lochnarus, Updated Tiaganna	2006-10-09	This is an update to an add-on for Lochnarus'es Journey's End - The Abode for Morrowind house and island mod. Journey's End is one of my top 5 home mods and I always load with each new game. The original Wilderness add-on that comes with Journey's End require...
2616	Unfinished Ship Home	Houses	MMH	44-13005	Lord Revan X	2008-11-08	This is my first mod for Morrowind, but I could not finish it, so if any modders want to finish it and release it that's fine, just give a little credit to me. It's past the vivec temple area, go past the ship crash and there it is. And yes if you play Oblivion, there's an easter egg. Sorry about...
2615	Udrith Sloppir's House, Ald-Ruhn	Houses	MMH	44-7876	Bart Notelaers	2003-11-05	To the north of the Ald-Ruhn Temple lies a new house, suitable for adventurers who have just started to explore Vvardenfell. Enjoy the subtle decorations (among which has two large luminescent insect carapaces) and keep your newly found treasure safe in any of seven containers...
2614	Underworks Hide-out	Houses	MMH	44-11648	Tref	2007-11-17	A small hide-out located in Vivec, St. Olms Underworks.
2613	Underwater Krosmis	Houses	MMH	44-8385	D@rk_Blu3	2002-08-26	Krosmis is a BIG ancient Dwemer castle that was buried under the sea decades ago. Old dwemer books refer to it as the creation center of the dwarfs. Some of their greatest inventions were constructed there The only entrance to this forgotten place is underwater at Azura...
2612	underwater ebonheart house	Houses	MMH	44-13855	WakaWaka6991	2010-02-21	-This is my first mod ever created let alone published. I want A LOT of constructive criticism and any ideas, suggestions, comments you can come up with. -(i used MGE and MWSE but i don't think they're required) -morrowind.esm minimum -new version coming...
2611	Underscore Mannor	Houses	MMH	44-9844	Len Alox	2005-02-27	This puts a modestly lavish house in Balmora next to the Razer Hole. Features shelves in the entrance room for books or what ever you like. A small alcove for dining. There is one bedroom with comfortable bedding. The main attraction is the fireside room.
2610	UndergroundHideout 0809	Houses	MMH	44-3542	Hunter Pryor	2009-05-12	A hideout for the player in Balmora. Trapdoor is located near Dura Gra'Bol's house beside the river.
2609	Underground Mansion	Houses	MMH	44-3624	GUILDMaster	2009-05-12	Underground Mansion by GUILDMaster Introduction This mod is basically a house mod. The house itself is located in Balmora, in front of the pawnbrokers. It is an underground mansion. I hope you enjoy this m...
2608	Underground Manor v1.0	Houses	MMH	44-3526	MDJ	2009-05-12	No Read Me file. Places a large Hlaalu-style underground in Balmora in the nook between the Morag Tong guild hall and Milie Hastien's shop.
2607	Underground Lair v1.1	Houses	MMH	44-13783	Rowan Cridland	2009-12-13	Underground Lair ----- FIXED!! NOW IN DIFFERENT AREA! Has a bed, a chest, a lot of storage space, a table, and a wardrobe. It is for new players who want to have a place to put their stuff without having to kill a...
2606	Underground House V2 v2.3	Houses	MMH	44-13744	Vaon	2009-11-14	This is my 2nd mod. It is the remake of Underground House Original. A few things have been changed. What is there ===== A Bedroom An outside An eating area/Kitchen A mage Room A storage Room (with infinite storage) A Spare room (to pu...
2605	Underground Hideout	Houses	MMH	44-7376	Norfin	2005-04-04	Adds a simple hideout to (you guessed it) Balmora. It can be found near the temple in some rocks next to the road. The hideout contains 3 main rooms: --- The living room has a fireplace, some shelves, some chests, and a table. --- The bedroom co...
2604	Underground Bunker	Houses	MMH	44-3682	DJ Spinner	2009-05-12	*story* This underground Bunker was used when *some* of the dunmer was killing outlanders, and it served as a hiding spot for some outlanders near Vivec. Since it has been a *long* time, the lights went out for good. So, you should bring a torch when you go inside..... or make some mor...
2603	Underground Balmora Home Mod	Houses	MMH	44-3478	Jotboy	2009-05-12	Unzip this file (Your Underground Balmora Home.esp) into your Morrowind/Data Files directory. This mod was created by Jotboy. This is only the first version and I will be adding things to it as I go along. The teleport ring can be found in the library/study room of the house on the desk...
2602	Underground	Houses	MMH	44-3729	MDJ	2009-05-12	An Underground Manor in Balmora. A nice home, not to large. Includes a bedroom, alchemy room and a room for weapons & armor. A cavern door is located between the Morag Tong Guild and Milie Hastien: Fine Clothier.
2601	UnderBridge Home	Houses	MMH	44-9674	Chromius	2005-07-28	Ever wonder why Snowy Granius was so adamant about keeping you off his bridge? Where did he come from? Was he worried someone would steal his guar carts? Did he have a bad day at work? Did he work? And where is his house? Stop asking so many questions. Sheesh. All of th...
2595	Ukushenbabi	Houses	MMH	44-13538	Ashiraniir	2009-07-13	1) Updated Ukushenbabi Updated version. True to the original, but slightly brightened. 2) UkushenbabiBrighter Much brighter version, if you prefer to use it. Notice: I can't guarantee the house will look the exact same in your Morrowl...
2591	Two Moon Manor	Houses	MMH	44-1785	Road Ratt	2009-04-06	This fairly large manor is located in Suran. It features a trophy room with several armor mannequins, a swimming pool, a bar with female dancer, an alchemy area and plenty of storage space with high capacity containers. * Requires tribunal and bloodmoon * Conflicts: This mod will con...

Id	Name	Category	Site	Link	Author	Date	Description
2587	Twin Castles	Houses	MMH	44-10948	ravege	2006-12-25	Twin castles is a house mod with two castles two races,shops,cloting,and new food.It is not for purists.some things can be used as cheats.the light castle moonfrost is whiteblue.The dark castle desolatedreams is blackredpurple.It has a teleport amulet in seyda need.It is all interior cells.This ...
2582	TriumHeart	Houses	MMH	44-10272	Richard	2005-12-13	Retextured Imperial Keep just outside Vivec - functions as a large home or small city, with *plenty* of storage space, seven traders and a trainer, three quests (1 easy 2 hard), leading to loot and weapons, status, and some history of Vivec. Changelog:The 2.0 update adds ...
2580	Trent's house (aka Haus)	Houses	MMH	44-7633	Trent Castravanas	2004-06-11	My first mod - adds a house near the stilt-strider in balmora. the house is basic but looks like it should belong there (one minor glitch thing there is a bed and a key on a stand that are there in the editor but dont show up in the game doesnt effect gameplay though) enjoy question...
2577	treehouseversion3	Houses	MMH	44-5488	Mr Spoopie	2009-05-12	This is MR.SPOOPIE's Tree House What this mod does is add a gynomous treehouse in sadrith mora, so all of you telvanni fans out there might enjoy this mod. This is a very nice house, that adds plenty of storage. It is themed (tree house duh) This is my most creative mod, and...
2576	Treehouse	Houses	MMH	44-11638	Catherine799	2007-11-12	This mod adds a Treehouse outside of Pelagiad. It is an update from my original mod, Balmora Treehouse (but it doesn't require this mod to run). I have also changed the grandmaster equipment to apprentice, and deleted the skill books. I have not added any additional dialogue for the guar in the fr...
2575	Tranquility Cottage	Houses	MMH	44-14355	Leemerful	2011-08-11	Maximus Sentilius has left Morrowind to go to Cyrodiil for work and has left his cottage empty for someone to find the key. This mod adds a small cottage just outside Seyda Neen. After coming over the bridge past Arrille's Tradehouse take the path to the left and go over ...
2572	TR: Tel Muthada Pod	Houses	MMH	44-13722	Trunksbomb	2009-10-30	An eccentric Nord has popped up in Tel Muthada. And he's willing to share his "rare and unique" find with you in exchange for a little bit of service. He's rather specific with his instructions, but a wise adventurer would notice the depth of his intelligence- or the lack thereof- and act accordi...
2571	TR: Ranyon-ruhn Home v2.0	Houses	MMH	44-12652	Trunksbomb	2008-04-07	So there wasn't much housing available in the Telvannis map. So this mod aims to fix that. It adds in a small-to-medium sized home in Ranyon-ruhn across from the bar and next to the guard house. The home features a fully furnished dining area, complete with silverware, a study with an empty books...
2570	TR: Molagreahd Shack v2.0	Houses	MMH	44-12636	Trunksbomb	2008-03-31	On the path south out of Bal Oyra at the tip of the Molagreahd is an abandoned, old shack. A fire somehow still burns outside, yet it seems nbody has been around for years. An unwelcome visitor has taken up residence in the shack, but this is the only pest that stands between you and your new sle...
2569	TR: Molagreahd House	Houses	MMH	44-13709	Trunksbomb	2009-10-23	Due to the apparent lack of player housing in the Tamriel Rebuilt Map 1: Telvannis, something needed to be done. In this mod, a small home can be found in the Molagreahd Region, near the opening of a valley. Specifically, the house is located at cell 16,19, which is north west of Firewatch.
2568	TR: Helnim Fields House	Houses	MMH	44-13715	Trunksbomb	2009-10-26	Fellius Marvus is a well-off yet humble old Breton who loves to travel the world. For a while now, he's been settled down in Helnim Fields outside of Helnim, but he's getting a bit anxious. Soon, he'd like to move out of his home and travel some more of the world. When you meet him, he'll run you...
2567	TR: Firewatch Farmhouse v2.0	Houses	MMH	44-12648	Trunksbomb	2008-04-05	On your way out of Firewatch, you may come across a humble, cozy looking farmhouse just off the path. Left seemingly deserted, you may make your residence in the house without worry. This farmhouse features a small patch of corkbulb root that you can harvest when you please. There is...
2566	TR: Adurin-Ouaka Shack	Houses	MMH	44-13717	Trunksbomb	2009-10-27	In the fishing village of Adurin-Ouaka, a Telvanni Guard has fallen ill and had to permanently move north to Helnim for treatment. He left his house and all his belongings to the other Telvanni Guard posted in Adurin-Ouaka. The remaining guard is willing to part with the shack, for a price.
2565	TR Renovated Ruin	Houses	MMH	44-6247	Zif	2009-07-13	This mod adds a small house north of Alt Bosara on the mainland of Morrowind. The house is a pre-existing ruin adapted to be lived in. It has lots of storage, a fire pit, and a bedroll, among other things. See the screenshots for more details on what's in it. On the bedr...
2557	Tower Home in Seyda Neen	Houses	MMH	44-9734	Xai	2004-08-22	This is another of my housing mods, this one is a tall tower on a small hill just outside of Seyda Neen. It has a balcony at the top which can be accessed through the central stairwell of the tower. Not only is there the tower there is also an underground storage room with a b...
2549	Tir na Og	Houses	MMH	44-5919	OrlopRat	2011-10-10	What is this? I will explain... This is a house in a long abandoned Ancestral Tomb near Pelagiad. I made it a long time ago as a personal house mod for my character Grania, and decided to tweak it a little, add a story, and release it. The character I made it for is female, but I see n...
2543	Thirsk Summer Cabin v2.0	Houses	MMH	44-3414	Zappara	2009-05-12	You can find the summer cabin near Lake Fjalding in Solstheim. Talk to the nord Fjoflr who is near the front door and he'll give you some quests. Once you have completed the quests, he'll let you enter the cabin. Inside the cabin you'll meet Shaman Thorgar Snow-Wind. He can help you in many ways....
2542	Thirsk Sauna v1.0	Houses	MMH	44-3546	Zappara	2009-05-12	The Elder Scrolls III MORROWIND: Thirsk Sauna -plugin Index: 1. Installation 2. Playing the Plugin 3. ...
2541	Thirsk retreat updated	Houses	MMH	44-5753	Spirited Treasure	2011-10-04	The Elder Scrolls III MORROWIND: Thirsk -- Spirited Retreat *...
2540	Thirsk Retreat	Houses	MMH	44-11047	Spirited Treasure, Shasta Thorne	2007-02-08	Walk to the opposite side of the Thirsk Mead hall from where the smithy is and you will see your beautiful new cabin retreat, along with a new well. Note --if you use the "moved" esp it will be in the village area along with the well, and NOT conflicting with Fortified T...
2539	Thieves' Cave	Houses	MMH	44-9699	Kurith	2004-08-05	This is a house mod that could also be considered a smuggler's cave. It's essentially a cave dwelling that you need to take over. There isn't any loot, just decorative things. This mod isn't for the characters that need to live in Buckingham Palace, this is a mod for...
2538	Thieves Lair V1.1	Houses	MMH	44-10273	Excidium	2005-12-13	Small, darkly lit house on the far side of the river Odai in Balmora. Residence of the Master Thief. Requires Tribunal and Bloodmoon Changelog:Expanded house into another room and fixed problem with a disappeared house in Balmora.
2537	Thieves Guildhouse	Houses	MMH	44-8746	Edgewood Dirk	2003-08-08	This mod answers the problem that unlike the Great Houses, the Thieves' Guild doesn't provide much in the way of a stronghold. When you make Master Thief, Gentlemen Jim Stacey unlocks the trapdoor in his room and allows you access and use of everyt...
2535	Thieve's Den	Houses	MMH	44-8942	A. Bauer	2003-06-25	A condemned house is next to the cornerclub in Balmora. When you complete Sugarlip's quests you will receive a ring which will allow you to enter the Thieves' Den. The Den includes: a Thieves Market with 3 different black market merchant NPC's to sell stuff...
2532	TheYoungEstate 0810	Houses	MMH	44-3724	Unknown	2009-05-12	This mod creates a underground house in the shopping quarter of Balmora. Look for the round dwarven entrance northwest of the Silt Strider(head to the pawn shop from the Silt Strider and look to your right for the big door set in the ground). There are 10 Dwarven chests each holding a thousand po...
2530	Themed Homes: Hunting Lodge	Houses	MMH	44-9113	Tenner	2004-01-12	This is a basic house mod, created primarily for show and not so much for functionality. However, I did include some chests and crates for the player to store extra stuff in. The lodge was constructed using the colony architecture, along with many nordic elements. The h...
2528	Theifs Den 1.1 Blue Eagle	Houses	MMH	44-2122	Blue Eagle	2009-04-06	An underground Balmora hideout For thieving types.
2527	TheGreatHouseOfSuran 1.0	Houses	MMH	44-3605	Andrew Wolf	2009-05-12	[The Great House Of Suran v 1.0]By: Andrew Wolf, crimsondragon and Jin Atsuko. [Interior & Exterior- crimsondragon [Mod Design & Ideas- Andrew Wolf, Doomsayer [Weaponry Design- Jin Atsuko -----...
2524	The Wanderer's Lodge	Houses	MMH	44-12646	The Wanderer	2008-04-03	It's BIG... It's Beautiful... It's in a lovely location... You just know you want it... And if you have your own sailable ship... Why... it even has its very own deepwater mooring. But why is it so cheap !!! Is there something you are not being told ???

Id	Name	Category	Site	Link	Author	Date	Description
2523	The Underground Ship	Houses	MMH	44-10829	hairy4	2006-10-08	Captain DeGull was a highly successful pirate, he always kept his best loot in a chest on the middle deck. As an old man he had his entire ship moved to Balmora when it was just a small village. Recently a wandering argonian uncovered a dusty old trapdoor in between the still strider stairs, but ...
2514	The Tall House of Balmora	Houses	MMH	44-15168	Somesz	2014-01-13	This MOD adds a home to your character. You can find this house near Balmora if you take the road to the Moonmoth Legion fort, after the double bridge. It lies on the top of the mountain. You can go to the top across a cave. Features: The Tall House has a main tower building ...
2513	The Suran Greathouse	Houses	MMH	44-10828	Shah Mar	2006-10-08	Adds a house to Morrowind, in Suran. Plenty of storage room. A Hidden manor, and some dancing girls. !TIP: to find the hidden manor, think rich!
2511	The Stable House v.2.1	Houses	MMH	44-3571	Rayhne	2009-05-12	House placed in the hill near Seyda Neen in Bitter Coast -2, -8.
2510	The Stable House	Houses	MMH	44-7443	Rayhne	2002-06-04	Contains three mods with different recall items, depending on whether you wish to teleport just yourself, or yourself and/or the packguar/handlee This mod was developed to work with the Beasts of Burden mod.
2509	The Shooting Range	Houses	MMH	44-10249	The Skinky Sharpshooter	2005-11-26	The name says it all, this mod adds a trapdoor in the left side of Ebonheart that leads to a Shooting Range!!! What the name doesn't describe is it has a bed, tons of storage and shelves. It is a warehouse & shooting range. Oh, and I forgot to mention th...
2508	The Shadow	Houses	MMH	44-1592	GlassClaymore	2009-04-06	A little house in the Vivec canalworks. To get to the house, go to the Vivec canalworks and look for a little area with three tapestries with birthsigns on them. On the left is the Thief, on the right, the Lady, and in the middle, the Shadow. The door is behind the tapestry. Once inside, you'll f...
2507	The Shack (Mage character recommended)	Houses	MMH	44-6525	Folis	2010-08-15	I present to you my very first mod ever This mod adds a little cave out side Balmora It contains more than you would expect from the outside. The room is a little bit empty, I know I may add a questline. Chan...
2506	The Seyda Shack	Houses	MMH	44-12669	Almsivi Studios	2008-04-13	Seyda Shack adds, wait for it, a new shack in Seyda Neen for the player to buy. However, this mod has a twist. In order to buy it, the shack must first be constructed in a similar way to the [SPOILER] Great House Strongholds/[SPOILER]. It takes 3 days total, and you must visit Succuis Ergalla in ...
2505	The Secret Hideout	Houses	MMH	44-12575	Elder Mage S	2008-03-03	Adds a underground hideout to Seyda Neen and Vivec, Foreign Quarter Canalworks. To enter the Hideout talk to Maggy, who is near Fargoth's house beside the bridge in Seyda Neen, who will teleport you there. Or you can enter through th...
2504	The Return of HellHouse	Houses	MMH	44-266	Shannon	2009-04-06	This house mod is made to cater to the more, shall we say....evil....characters. You can buy the amulet to warp you to Crowley Manor from Arrile in Seyda Neen. You must complete a certain evil act in order to unleash HellHouse's true form. Find the secret room in Crowley Manor, and you...
2503	The Private Island	Houses	MMH	44-11210	Longears34	2007-04-27	Have you ever wanted a place to go when you want peace? want a small dwemer fort? want an island? want a hut? want an oasis? want all of the above? of course you do. no scripts. no new stuff
2500	The Pelagiad Plantation	Houses	MMH	44-10410	Dalton Bishop	2006-02-11	This mod adds a HUGE plantation to the Peninsula north of Pelagiad. It comes with a body guard, a butler, a manor, farms, and a farm storage area. It is designed for people who need A LOT of storage, and have a nice big plantation, at the same time. I hope you enjoy this mod!
2499	The Pelagiad Parlor	Houses	MMH	44-12705	Almsivi Studios	2008-05-03	The Pelagiad Parlor adds a house in Pelagiad for the player to buy. However, the player must first talk to Angoril at Fort Pelagiad to commission its construction, which takes three days total. The cost is 1,000 septims. To see screens of the mod, go to Changelog:V 1.0.0--Initia...
2498	The Pelagiad Guar Ranch	Houses	MMH	44-12794	TheFallenOne	2008-06-23	This modification creates a two storey common house in Pelagiad on the north side of the fort called the guar ranch. On the outside it has a stone wall surrounding all of the farmhouse. The inside has storage, many bookshelves for every book in the game and labelled containers for specified thing...
2495	The Old House v1.0	Houses	MMH	44-3532	TrueHolyChampion	2009-05-12	This mod creates a house just outside the north exit of balmora.. The House Has Re-Spawning Silver Weapons, steel and chitin armor and ingredients. There is quite a lot of storage / display space and respawning centuriens. conflicts with some balmora mods
2494	The Nexus House	Houses	MMH	44-11031	Holey Studios	2007-01-31	This mod adds a house to Pelagiad which has teleport doors to every major city in the game plus a Player House. Includes: Balmora fighters guild, Vivec Foreign Plaza, Wolverine Hall, Aldruhn Manor District, Ebonheart Player ...
2493	The Nevarive Avenger v1.0	Houses	MMH	44-3523	Were_ranger	2009-05-12	The Nevarive Avenger returns Long ago there was a man who stood for all that was right and just in Morrowind. It was said that his house could be found off the coast Hla Oad, but noone could ever find it, that is until he retired. When he retired he had a sign put in and even rented it...
2492	The Nervarine Manor	Houses	MMH	44-10165	Gigi	2005-11-14	This MOD adds a large house in Balmora and a few very usefull NPCs.
2486	The Manor Mod v.2.0	Houses	MMH	44-3618	Aries7	2009-05-12	The Manor Mod by Aries7 v0.1 - added TheManorRing_Script, allowing instant transport from anywhere to the Manor - added the first cells of the Manor for testing purposes - added the Ring of the Manor to the barrel in which Fargoth's ring can be found --af...
2482	The Mages Shack	Houses	MMH	44-13049	Maiqdabomb	2008-11-28	The Mages' Shack By Maiqdabomb **** Description **** This mod adds a shack outside of Suran, near the plantation. Inside is a bed, and useful things for a starting mage. ****
2481	The Mage's Lab	Houses	MMH	44-6594	Chascoda	2010-11-06	Adds a small house meant for mages, alchemists, and enchanters to Sadrith Mora. See the readme for detailed information, and PLAY AT YOUR OWN RISK! May add unbalance, so don't tell me "Too unbalanced." because that's the way my mods are... since I think Morrowind is alittle too ...
2478	The Lodge	Houses	MMH	44-13451	Aila	2009-06-04	This mod adds a house to the outskirts of Pelagiad. The house, named The Lodge, belongs to an aspiring writer, who offers a place to sleep in his cellar for the weary traveller. There are also some crates for storage space. And for the literature fans, feel free to read his self written books th...
2475	The Lazy Strider	Houses	MMH	44-13539	RavenWood	2009-07-13	The Second Clean Version! One fine day, an adventurer stumbles upon a tomb. His curiosity overwhelms him, and he sneakily enters the tomb, not knowing that right on the other side of that door, there is a Skeleton Champion waiting for it's next ...
2474	The Latest, Greatest Housing Mod v1.2	Houses	MMH	44-3719	The V8 Man	2009-05-12	The Lastest, Greatest Housing Mod (with quests!) By the V8 Man October 24, 2003 Version 1.2 This mod allows players to buy one or more houses located across Vvardenfell. There are 6 houses to purchase in these locations: Vivec, Sadrith Mora, Balmora, Seyda Neen, Gn...
2473	The Latest, Greatest Housing Mod GOLD	Houses	MMH	44-11743	The V8 Man	2012-10-17	***PLEASE NOTE***: This mod combines the Latest, Greatest Housing Mods 1 & 2 (and the patch for #2). It also adds 2 new homes (for a total of 18), 2 more quests, and a number of improvements and upgrades to several homes. Use this mod alone--do not use it with any previous versions of the Latest,...
2472	The Latest, Greatest Housing Mod 2 Stormhold	Houses	MMH	44-1266	The V8 Man	2009-04-06	The Latest, Greatest Housing Mod 2: Stormhold Created by: The V8 Man April 5, 2004 Version 1.1 Requirements: Morrowind, "The Latest Greatest Housing Mod" (any version) Description: This mod is the sequel to my "The Latest, Greatest Housing Mod." It ...
2471	The Latest Greatest Housing Mod v1 3	Houses	MMH	44-3549	The V8 Man	2009-05-12	The Lastest, Greatest Housing Mod (with quests!) By the V8 Man October 24, 2003 Version 1.3 This mod allows players to buy one or more houses located across Vvardenfell. There are 6 houses to purchase in these locations: Vivec, Sadrith Mora, Balmora, Seyda Neen, Gn...
2470	The Latest Greatest Housing Mod GOLD version 1.2	Houses	MMH	44-3561	The V8 Man	2009-05-12	The Latest, Greatest Housing Mod--GOLD By the V8 Man December 7, 2004 Version 1.2 ***PLEASE NOTE: This mod combines the Latest, Greatest Housing Mods 1 & 2 (and the patch for #2). It also adds 2 new homes, 2 more quests, and a number of improvements and upgrades t...
2469	The Latest Greatest Housing Mod 2	Houses	MMH	44-3585	The V8 Man	2009-05-12	The Latest, Greatest Housing Mod 2: Stormhold Created by: The V8 Man April 5, 2004 Version 1.1 Requirements: Morrowind, "The Latest Greatest Housing Mod" (any version) Description: This mod is the sequel to my "The Latest, Greatest Housing Mod." It ...

Id	Name	Category	Site	Link	Author	Date	Description
2463	The Keep of Aeralus Version 1.1	Houses	MMH	44-3709	Paul Hosier aka DeathJester	2009-05-12	The Keep of Aeralus by Paul Hosier aka DeathJester Ok, here is a small update. For some weird reason, I didnt notice that once off the pedestal, you cant get back up *smacks self on head*. Also moved the dock, so It looks like its actually attached to the island *...
2462	The Juggernaut	Houses	MMH	44-12440	Paylarado!	2007-12-22	This adds The Juggernaut, a massive ship, to the outskirting waters of Vvardenfell, as well as a small quest and a prelude to a larger quest sequence that may be developed in later mods. The vessel is uncharted and its presence is still unknown. If you're ambitious, you could make it your own, gr...
2458	The Hovel	Houses	MMH	44-6606	Feral Possum	2010-11-13	New Version [2.2] Released [30/11/2010] ----- "The Hovel" Morrowind mod adds a reasonably large base to the game, it is easily located located just north of "Dralasa Nithryon: Pawnbroker" shop in Balm...
2457	The house of change	Houses	MMH	44-9616	Gobla	2005-03-07	This mod just adds a small house near Dagon Fel. But since you don't want hundreds of house mods I've added something special to it: one can change the house style with the use of the Orb of Change. The whole house includes a total value of about 250 gold. It also inc...
2456	The Hobbit Hole	Houses	MMH	44-8134	Derrick Walter	2005-11-20	V2.0 Expanded, working bed added. This mod adds a house near Seyda-Neen which is called a hobbit hole (because it is built underground). You can use it as a storage house etc. It has an empty bookshelf, table with chair, round cushion, and a chest. Sin...
2455	The Hideout - A House Mod	Houses	MMH	44-1014	Puzzledplayer	2009-04-06	** The Hideout Mod - A House Mod By Puzzledplayer Requires Morrowind And Tribunal .ESM Files ***...
2454	The Hidden Glade	Houses	MMH	44-11847	Arkeyla	2012-11-11	The Hidden Glade is a housing mod, designed with a more nature-loving character in mind... or perhaps just one with a need for privacy! There is no fast travel enabled, but the entrance itself is only a short walk from a major city and the travel services there. Someone travelling from "Halfway t...
2452	The Hagmat	Houses	MMH	44-14040	Cake (Shulgoth in the past)	2010-08-16	[Machine translation mode on] This mod adds a very detailed house-fortress near the city of Vivec, in the sewers, to be exact. When you create the most attention was paid to the visual component, in general, each room is spent from 5 to 10 hours of pure time and about 5 liters of cof...
2450	The Great Tower of Balmora	Houses	MMH	44-7523	Philipp Festi	2004-05-18	
2449	The Good House	Houses	MMH	44-14944	Hamzah Asyrani	2013-08-28	Places Asyrani's House in Balmora -3,-2 near the Pawnbroker Dralasa Nithryon, right in the middle of the market square.
2444	The Floating Housepod	Houses	MMH	44-11463	Xephyr	2007-08-21	It's not big. It's not a fortress, and It's definitely not fit for royalty, but I'll tell you what it IS. It's a place for a fairly low level adventurer to take a nap and replenish health and magicka. It's a place with a few baskets for the beginning alchemists small amount of ingredients. It's a...
2443	The Eye of Arisiss (Expansion)	Houses	MMH	44-14002	Geonox, Master Sam	2010-07-01	The Eye of Arisiss is a unique and intimate house mod which allows you to use your own underground hideout. The house can only be entered by The Serraila, a magical stone which allows you to teleport to your new home. Within this house you will find the Eye of Arisiss,...
2442	The Dura gra-bol Plugin	Houses	MMH	44-10407	Dalton Bishop	2006-02-10	This mod makes alot of changes in dura gra-bol's house in Balmora. It adds lots more storage, makes better use of the space, and adds a basement. This mod is for people who use dura grabols house in balmora for storage.
2441	The Dojo of Stealth	Houses	MMH	44-11017	Makairu	2007-01-25	Adds a japanese style house (Interior and Exterior)just outside of Balmora. I used a free resource for the interior and exterior of the house, and nothing uber is placed inside(or is there?). Now fully furnished. Also, the house is relocated, the path to it is indicated by a Japanese-style ...
2438	The Dark Lair v2.0	Houses	MMH	44-12348	Dave Foster	2013-03-19	It is said that a dwelling has remained vacant in Ald-ruhn for many years. The folk there say that it was inhabited by an assassin, and that he went on a mission to Munassa to kill a foul creature that had been terrorizing a band of mages. The mages had made the cavern their home, and were incapa...
2437	The Dark Lair v1.0	Houses	MMH	44-12347	Dave Foster	2013-03-19	It is said that a dwelling has remained vacant in Ald-ruhn for many years. The folk there say that it was inhabited by an assassin, and that he went on a mission to Munassa to kill a foul creature that had been terrorizing a band of mages. The mages had made the cavern their home, and were incapa...
2436	The Crying Wolf v1.1	Houses	MMH	44-13115	Crankgorilla	2008-12-27	A Grazeland home with travel links to Balmora Mages Guild. Indoor water falls, person library and much more! Go to Balmora Mages Guild and look for the Crystal Egg. The readme will tell you more than I can remember offhand. Quality.
2434	The Cliff Racer Abode	Houses	MMH	44-6335	Jake, Shane	2009-11-22	Long ago there was a race of Ancient beings that worshiped the mighty CLIFF RACER. They built a large, mighty fortress, as a testament to the powers of the mighty creature. Recently a magical portal appeared in Balmora's town square. All who have entered ...
2433	The Cave of Elysian V1.1	Houses	MMH	44-893	Tweek	2009-04-06	This plugin adds a Cave into the Ascadian Isles Region near Seyda Neen, in it there is an enchanting house that contains a garden, entry, atrium, bedroom,library, labratory and cellar. There is no quest to gain the house, it is simply a plug and live mod.
2432	The Cave of Elysian	Houses	MMH	44-3589	Tweek	2009-05-12	This plugin adds a Cave into the Ascadian Isles Region near Seyda Neen, in it there is an enchanting house that contains a garden, entry, atrium, bedroom,library, labratory and cellar. There is no quest to gain the house, it is simply a plug and live mod.
2427	The Big House v1.0	Houses	MMH	44-3533	JLC	2009-05-12	--The "Big House"--Where is it?-- Balmora, West of the Morag Tong Guild and Hlaalu Council Manor. As a suggestion I wouldn't run this with any other cell changing plugins in or around Balmora until after you have seen it's location and sub-terrain changes, th...
2426	The Battlespire v1.0	Houses	MMH	44-3617	Dongle	2009-05-12	Any noble sage will have heard the legends of the Battlespire, it's creation, overthrow by the forces of Oblivion, and it's downfall. Now, a fragment of that legend has returned to our time, and hovers over the town of Sadrith Mora. A mighty hero is needed to discover the secrets of The Batt...
2425	The Basement	Houses	MMH	44-10970	bob196045	2007-01-05	This is the 2nd Mod I made way before all the wonderful house mods came out... so its pretty boring in comparison, its simply a basement added to Casius' House in Balmora. I modified it slightly to incorporate Despair's Alchemy Sorter Mod, gives you a bed and places to store all you...
2423	The Ascadian Maiden	Houses	MMH	44-8946	Beardo, Glasses	2003-06-25	The 'Ascadian Maiden' is a decommissioned ship awaiting your occupation. But wait... It's not in Balmora... In fact, it's nowhere near there. Hopefully this house will help people to see that there's no need to put ALL house mods in Balmora! There[!]
2422	The arrow	Houses	MMH	44-11534	Shadowling	2007-09-17	This adds a boat house called The arrow its comes with one npc who is the shipmaster. WARNING tons of slaughterfishes. Prisoners at well located outside vivec if pics dont show check in the file after downloading my first housemod
2418	The Archives vBeta 1	Houses	MMH	44-14865	Lyrian	2013-07-14	You stumble upon an unmarked door to mysterious halls...not all is as it seems... The Archives is a housing/quest mod that adds a house and a quest to the ascadian isles region. This release is for BETA testing, so tell me of missing files/bugs/ect.
2417	The Abandoned Shack v1.2	Houses	MMH	44-3632	Mode_Locrian	2009-05-12	The Abandoned Shack: Because even the lowliest of would-be heroes needs a place to sleep. By Mode Locrian This plugin has been cleaned of all GMSTs and other unnecessary references with TESTool. This plugin requires Morrowind and Tribunal (but not Bloodmoon). This plugin was creat...
2416	The Abandoned Shack 1.2	Houses	MMH	44-458	Mode_Locrian	2009-04-06	The Abandoned Shack: Because even the lowliest of would-be heroes needs a place to sleep. Out in the wilderness of the Bitter Coast sits an old abandoned shack with a mystery: Who built it, why did they build it, and why is it abandoned now? V 1.2
2415	The "Not in Balmora" House!	Houses	MMH	44-13866	Huntinghair	2010-02-27	"That's right ladies and gentlemen! I 100% money back (you didn't pay for this right?) guarantee that this house, that's right THIS house is NOT in Balmora! I also guarantee that this house will totally (not really - -) blow your socks off in terms of awesomeness and sweetness." - 2 Cent Sales P...

Id	Name	Category	Site	Link	Author	Date	Description
2414	TF Grazelands Estate v1	Houses	MMH	44-3559	TextureFreak	2009-05-12	Readme file for TextureFreak's Grazelands Estate. Information. This mod adds a small estate to the Grazelands positioned 50 meters West of Zainab camp. The Estate, located on a hill, has a splendid view of the lush nature of the Grazelands. All of the different forms ...
2412	Tertium Organum, 2nd Reflection v1.0	Houses	MMH	44-3603	Kraevyn Deezaia	2009-05-12	** Tertium Organum, 2nd Reflection ** Ver1.0 Requires: Morrowind This is basically my first 'real' mod which adds a small-medium interior house to the Vivec, Foreign Quarter Canalworks. What started as a one room foray into modding turned into a 7 room, 5-split level house. I...
2410	Temporary Housing	Houses	MMH	44-483	Unknown	2009-04-06	
2409	Temporary Housing	Houses	MMH	44-5512	Unknown	2009-06-06	Please note: This mod was transferred from Gamer's Roam after the site's closure. No information was included, so this note containing some basic information about the mod has been added as a courtesy to mod users. ----- ...
2408	Temple Guest Cottage	Houses	MMH	44-8981	Zoopster	2003-08-14	This mod creates a small cottage in the Mourhold Temple Courtyard right next to the Temple itself, where a weary adventurer can go to rest between forays into the dangerous dungeons and flooded caves of Old Mourhold. The house is cozy, with a few potions you may take...
2407	Temple Apartment	Houses	MMH	44-10504	Sypron	2006-03-18	This mod adds an apartment of sorts to Balmora, temple. It is free to use and is located on the ground floor, near the ramp leading up to the upper floor. It includes and alchemy desk, shrine, many containers, a desk, a work/study bench and alot more.
2403	Telvanni Vault Extended	Houses	MMH	44-13277	Serenia	2009-02-25	Were you disappointed when you broke into the Telvanni vault for the first time to find a tiny amount of loot? Well if you were you've come to the right place, I've extended the Telvanni vault, but with the added treasure, there is also the added danger.
2402	Telvanni Study Home	Houses	MMH	44-10350	HogOfDeath	2006-01-16	A small home is placed in Sadrith Mora, called the Telvanni Study Home. It is a nice place with a good bit of storage. This mod is not cheap and is well blanced for a low level character waiting for their Telvanni Stronghold
2401	Telvanni Strongmod	Houses	MMH	44-11297	Soltis	2007-06-13	Includes: -Complete interior rebuild of the Telvanni stronghold -Modified steam centurion guards that attack monsters -Slight modifications to Uvirith's Grave and the merchants' houses -Monsters in the dungeon and various hidden treasure...
2400	Telvanni Sadrith Mora House	Houses	MMH	44-12430	Itachi62	2007-12-14	I wanted a simple telvanni style house, so I made one in the construction set. This mod adds a house that is free in Sadrith Mora, near the merchants. It has a bed, a chest, a sack, a place to put your items on display with a small chest on it, a chair, a basket, and 3 c...
2399	Telvanni Manor v1.0	Houses	MMH	44-3515	Ravensong	2009-05-12	You can get to Tel Branora by ship from Vivec. The manor will be on the bridge to the city to your left. The stairs are right on the bridge as other Telvanni houses. The door will say "Tel Branora Manor" This is my first real try with Telvanni architecture. Hope you like it. If you fin...
2398	Telvanni housepod	Houses	MMH	44-13110	Fischer500	2008-12-24	This mod adds an abandoned Telvanni home for the player to live in. its on a hill near the sadrith mora docks, and if you still cant find it there is a screenshot that tells you exactly where it is. It has 5 containers for storage, and a place to crash for the night or the day (for the vampires out...
2396	Telperion V1.02 update	Houses	MMH	44-3695	Calislahn	2009-05-12	===== Telperion - Ascadian Isles Tree House by Calislahn ===== INDEX: -&_gt_; Requirements -&_gt_; Version History
2395	Telperion Basement Addon	Houses	MMH	44-5918	Calislahn	2011-10-10	This adds a basement area to the treehouse, the door can be found under the staircase in the lower level kitchen area. Originally I made the house with my Dryad Mystic character in mind but have recently moved my rogue in who has a large collection of armour and other assorted spoils o...
2394	Telperion - Ascadian Isles Tree House	Houses	MMH	44-5917	Calislahn	2011-10-10	Using Dongle's Tree House model Telperion is located on a small island south of the Telvanni Canton in Vivec. To get there first head east from the canton then once you reach the path turn south, this will take you across a small wooden bridge. Once you cross the bridge head slightly south west an...
2393	Telperion	Houses	MMH	44-12743	Calislahn	2008-06-01	Located South of Vivec's Telvanni Canton is Telperion a three story Tree House. To become the new owner it's up to you to free Nissa the fairy from her entrapment in a magical forcefield. It's a quest that will take you to the snowy land of Solstheim in search of the only thing that can help you ...
2389	Tel Valanyon	Houses	MMH	44-10692	Först Bismarck	2006-07-26	
2388	Tel Uvirith Underground	Houses	MMH	44-9509	Morphera	2004-04-17	Ever wondered how deep the roots of your tower go...? This mod lets you enter a beautiful world far below the tower of Tel Uvirith. Discover beautiful waterfalls, misty lakes, ancient ruins and even a subterranean forest. Discover the long forgotten Citadel of Uvirith, and learn som...
2387	Tel Uvirith Grown	Houses	MMH	44-11541	Majora Sheoth	2007-09-20	[EDIT: Whoooh the pictures are working] I have made a cozy little manor at the top of Tel Uvirith for those who wants added simplicity in luxury such as this. As the mod also alters the exterior of the tower any other mod who does the same will probably not be compatible. ...
2386	Tel Uvirith by Antares	Houses	MMH	44-6400	Arcimaestro Antares	2010-02-15	This plugin modifies the inside of Tel Uvirith and the area around it, and adds a quest. Contents: - throne room with teleport ring - large library - study with dozens of Spell Books - laboratory with anything you need to enchant items or make potions (...)
2385	Tel Sturdumz	Houses	MMH	44-14065	Dinmenel	2010-09-04	Enter a brand new Telvanni Stronghold unknown to the coasts of Azura, unscoured by the ashy winds of Molag Amur, free of the winds of blight. Enter a tower poised on the edges of Vvardenfell, a tower whose roots are lapped by the Inner Sea. Set yourself in opposition and counterbalance to Master ...
2384	Tel Nevar	Houses	MMH	44-13691	Adjorr	2009-10-03	A new stronghold has been built for the Archmagister of Telvanni. A stronghold more fitting to someone of that status. Council matters have been moved to a more convient location for the Archmagister to keep a close eye on things. You dont need to be archmagister to use t...
2381	Tel Magus v1.0	Houses	MMH	44-3592	Aragon	2009-05-12	Telvanni style tower that is great for mages and fighters alike! On the one hand, it is a grand house with an indoor waterfall and a tree spanning over four floors, but at the same time it has a cozy and rustic atmosphere. I tried hard to make this a realistic and practical house, with quick acce...
2380	Tel Dranori Wizard Tower	Houses	MMH	44-15133	TheDrunkenMudcrab	2014-01-05	This tower was made mainly due to the fact that I was majorly disappointed with the tower awarded by the Telvanni questline. So, I made my own wizard tower, half Imperial, and half Telvanni, both architectures which I personally favored. -- It uses Colt17's Awesome Telvanni lighthouse ...
2378	Tel Achufaer	Houses	MMH	44-8545	WhiteWing/SirToug	2004-09-11	A little bit of a cross between a telvanni stronghold and a Dwemer observatory. Both the exterior and interiors are intertwined in these two styles. It is built on the philosophy that the official strongholds just don't have enough storage space, and the furniture is...
2370	Tamriel Realtors	Houses	MMH	44-14371	Ravensong	2011-10-01	The Tamriel Realtors' office is in Caldera in a building right next to the castle. The Realtor shares the building with the Shady Rest Inn. Cornelia, the real estate lady, has listings for houses in Dagon Fel, Gnisis, Mourhold, Pelagiad and Caldera. The...
2368	Tainted Cottage	Houses	MMH	44-9900	Devrith	2005-06-15	This plugin adds a small cottage near the Stilt Strider port in Vivec. At first glance, it seems like a perfectly normal cozy little cottage.. but there used to be rumors of Dagoth Ur worshipers living there.
2365	Szjijartho's Manor	Houses	MMH	44-10697	Szjijartho	2006-07-28	This adds a house to Caldera. Inside you'll find a full library, kitchen/eatery, training room, apothecary, and bedroom. The bedroom has a band reference, and if you don't like the band, go ahead and remove the reference with the CS. If you can't use the CS, I will later include a patch tha...
2364	Sylvan Houses v1.1	Houses	MMH	44-1778	Unknown	2009-04-06	
2363	Swampy Shanty	Houses	MMH	44-8936	Road Ratt	2005-05-12	This large shanty makes for a good thief's hideout but may be used by all character types. It's located in Hla Oad just south of the boat transport up on the hill. There is plenty of storage in the cellar/cave for all of your loot in several high capacity containers. &...
2362	Swampside Home	Houses	MMH	44-14278	ImakeMods	2011-04-11	You remember that guy that fell from the sky? Well. Remember the road you were on when you found him? Well. If you walk down that road, theres a house! Oh my gosh! Check it out! Features a Bed, and storage! Amazingly exciting but it's my first mod! Cleaned wi...

Id	Name	Category	Site	Link	Author	Date	Description
2358	Suran Estate	Houses	MMH	44-8386	Ravensong	2002-09-23	A superb tastefully decorated residence located in Suran, across from the strider port; has a well appointed dining area, a grand treasure display room, a luxurious library/laboratory with a terrace that affords breathtaking views of the ocean and starlit skies, a sinfully spacious ...
2355	Sun's Eye	Houses	MMH	44-13654	RavenWood	2009-09-07	(Taken from forum thread) Changelog:V1.1 - Fixed Pillow Slide
2354	Sulfurian Shack	Houses	MMH	44-6520	kilan56	2010-08-06	adds a shack on the bitter coast (-4,-9) for the player to freely enter and stor loot as he/she pleases. this is my first uploaded mod so go easy on me. Changelog:Aug 6, 2010 : Released Aug 8, 2010 : Cleaned of GMSTs
2353	Stronghold Vaults	Houses	MMH	44-2039	Tenaka	2009-04-06	The Elder Scrolls III MORROWIND: Tribunal Stronghold Vaults A plug-in for Morrowind by Tenaka Index ===== I. Descri...
2350	Stonewood Hall v1.0	Houses	MMH	44-1701	grond	2009-04-06	Index: 1. Installation 2. Playing the Plugin 3. Save Games 4. Other Info 5. Version history 6. Credits 7. Contact info 8. Hint 1. INSTALLING THE PLUGIN ...
2349	Stone's Rest Manor	Houses	MMH	44-13522	dustinmc101	2009-07-08	*First Mod, be as cruel as you have to be* Adds a simple starting home to Caldera, with some background to its reason being there and how you receive it (no quest persay). Sorry about the lack of screenies, I can't take them, for some reason. As soon as i figure it out I'll post some...
2348	Stilt City	Houses	MMH	44-6805	ddfields	2011-11-01	Stilt City ----- This mod places several shacks, a lighthouse and docks connecting it all together in the Sheogorad region at -4, 24, which is just west of the island where Big Head lives. Basically, this is just a place to travel ...
2346	Steinthor Hall	Houses	MMH	44-12086	Korana	2012-12-19	Located on beautiful river front property, Steinthor Hall is a warm and masculine hunting lodge. This home was designed for players who prefer less "frilly" details in the homes they choose. I also tried to stay extremely Nordic with the decor of the lodge. The lodge is ...
2336	Square House	Houses	MMH	44-12047	Unknown	2012-11-25	CONTENTS: 1:Install 2: About the Mod Install
2335	Square House	Houses	MMH	44-12049	Unknown	2012-11-25	CONTENTS: 1:Install 2: About the Mod Install
2334	Splitted Oak	Houses	MMH	44-10940	orimbar	2006-12-22	This mod adds a house to Balmora. Inside you will find a comfortable home.
2333	Splinter Manor v1.0	Houses	MMH	44-13171	Srdjan Pokorni	2009-01-15	This is a port of of Splinter map created by Peter "Clay" Nederlof for Unreal Tournament (the very first one) by Epic Games. I liked it so much that I've decided to recreate it as a Morrowind house mod. I've placed it north of Tel Mora, close to the very northeastern tip of Vvardenfell mainland. ...
2332	Spirited Factor's Estate Midsized	Houses	MMH	44-12889	Spirited Treasure	2008-08-24	Spirit's Factor's Estate Midsized: This makes the Raven Rock Factor's estate just a little bit bigger. It now has 2 bedrooms and one bathroom. A sitting area where the bedroom was and a bunch of extra storage. The extra stuff is all ...
2331	Spirit Apartment v1.0	Houses	MMH	44-3529	Psycho	2009-05-12	Adds a small island behind Ebonheart with an outdoor apartment.
2330	Spiffy's Balmora Escape - fka Balmora House	Houses	MMH	44-10070	Spiffy	2005-08-01	V2.2: Some container labels and naming were fixed. Ok, first off, before I get into the description, if you have the old version of Balmora House, DO NOT install this mod until you have removed each and every item from the house or you will lose any it...
2328	Spencer Homes v1.1	Houses	MMH	44-3522	J.C. Spencer	2009-05-12	Spencer Homes is a company located that builds and sells homes across Tamriel, and they have been doing so for over a century and a half. The Vvardenfell office is located just outside Vivec, north of the Foreign Quarter canton. This is where you will find Jon Spencer, owner of Spencer Homes, and...
2326	special made home	Houses	MMH	44-573	Nicholaj Olsen	2009-04-06	This is your own little special made house. It is located on the mountain top on mount Kand. Hope you like it. contact me at: Nicholajolsen@hotmail.com
2322	SouthHill 0809	Houses	MMH	44-5072	Lupus Lucius	2009-05-12	If this document looks funny, click Format and make sure Word Wrap is checked. ** Plugin title: South Hill Manor Author: Lupus Lucius Email: kmoney@gu.washington.edu Updated Version: South Hill has been updated to be compatible ...
2321	South Hill Manor	Houses	MMH	44-8212	Lupus Lucius	2002-08-09	
2300	SOM's Indarys Expanded	Houses	MMH	44-8373	SkyShadowing	2005-05-02	A quest-line renovation of Indarys Manor into becoming a house equal to those under Skar. Changelog:V1.0-Initial Release V1.1-Fixed scripts, changed Library and Dining Hall. V1.2-Whoopsie! Never made this version. C...
2299	Solstheim Lodge House	Houses	MMH	44-1649	Unknown	2009-04-06	
2298	SolstheimSeasideCabin v1.0	Houses	MMH	44-3723	Baratheon79	2009-05-12	The Elder Scrolls III MORROWIND: Solstheim Seaside Cabin Version 1.0 by Baratheon79 **Note: Requires BLOODMOON expansion! Index: 1. Installation 2. Playing the Pl...
2297	Solstheim Zelda Estate	Houses	MMH	44-7225	Princess Stomper	2012-08-06	Princess Stomper's version of Simbelmyne's version of Beardo's classic Morrowind house mod. Requires Bloodmoon & Tribunal. Location: Solstheim, near Raven Rock. Sleeps 9. Takes Simbelmyne's Zelda Estate Renovation and transports it to Solstheim, customizing it for ...
2296	Solstheim tower update	Houses	MMH	44-1373	Dr No	2009-04-06	Adds a nice Mage Tower to Solstheim. Includes: * fast-travel TO and FROM. * fast-travel to various places. * Storage space. * Atmosphere. Update: Fixes the furniture problem of the tower, you are now able to walk around the table on ...
2294	Solstheim Seaside Cabin	Houses	MMH	44-10381	Baratheon79	2006-01-30	Adds a log cabin along the coast of Solstheim, a short distance west of Fort Frostmoth. Includes a dock for sailable boats and ships, and ample storage space for your loot, while still allowing for additional furnishing, using one of the many furniture mods that are available. Cabin ...
2293	Solstheim Sauna at Thirsk v1.0	Houses	MMH	44-6392	Mycroft	2010-02-07	Inspired by traditional Finnish culture, this mod adds a Sauna to Solstheim as part of the settlement at Thirsk. This Mod has a total of 6 new NPCs: 3 will be in the sauna prior to the massacre (they are scripted with the same script as people inside Thirsk so they will die in ...
2292	Solstheim Mage Tower V1.1	Houses	MMH	44-1313	Dr No	2009-04-06	V1.0 This is a house mod + a small optional quest. This mod adds a mage tower to Solstheim and includes fast-travel from and to this tower. The first time you go there you need to travel on foot, a map with the location of the tower can be found in the Balmora Mages Gui...
2291	Solstheim Mage Tower 3.0	Houses	MMH	44-3706	Dr No	2009-05-12	This is a house mod + a small optional quest. This mod adds a mage tower to Solstheim and includes fast-travel from and to this tower. The first time you go there you need to travel on foot, a map with the location of the tower can be found in the Balmora Mages Guild. Hint:once...
2290	Solstheim Mage Tower 2.1	Houses	MMH	44-1262	Dr No	2009-04-06	V1.0 This is a house mod + a small optional quest. This mod adds a mage tower to Solstheim and includes fast-travel from and to this tower. The first time you go there you need to travel on foot, a map with the location of the tower can be found in the Balmora Mages Gui...
2289	Solstheim Mage Tower	Houses	MMH	44-1304	Dr No	2009-04-06	V1.0 This is a house mod + a small optional quest. This mod adds a mage tower to Solstheim and includes fast-travel from and to this tower. The first time you go there you need to travel on foot, a map with the location of the tower can be found in the Balmora Mages Gui...
2288	Solstheim mage tower	Houses	MMH	44-1319	Dr No	2009-04-06	This is a house mod + a small optional quest. This mod adds a mage tower to Solstheim and includes fast-travel from and to this tower. The first time you go there you need to travel on foot, a map with the location of the tower can be found in the Balmora Mages Guild. Hint:once yo...
2287	Solstheim Lodge	Houses	MMH	44-11498	pc_gamer	2007-09-03	This simple house mod adds a small lodge type house not far north of fort frostmoth. It also has a small fire pit area outside for those camper role players. The house is great for role players that would require a house like this, or for someone who just wants to stay in Solstheim. [...
2286	Solstheim Castle v1.1	Houses	MMH	44-3699	Korana	2009-05-12	The noble night Aegir Brondolf had fallen. For many years his grand castle has remained unclaimed. Are you ready to claim it for your own? This spacious castle is located off the north-east coast of Solstheim. The castle itself offers many living and exploratory areas. Th...
2281	Snow Cottage	Houses	MMH	44-4364	Dvd	2009-05-12	Merry Christmas to all!, and to all a New Year! Inside of this 'zip' file is: 1 readme, 1 esp, and 3 screenshots. The screenshots don't go anywhere, the esp goes in your Morrowind/Data Files and you can skip the readme as well. The esp adds a small winter cottage to Solsthisiesm, and t...

Id	Name	Category	Site	Link	Author	Date	Description
2275	Smugglers hideout	Houses	MMH	44-13352	saltmummy	2009-04-05	both a housing mod and an alchemy mod. it adds a pleasant house near seyda-noon, a few drug dealers to towns around Vvardenfel, and a Charm salesman. read the readme for more info. oh yes, and something that's not in the readme, the house is locked, the key is somewhere near the door. just look up.
2274	Smugglers Den	Houses	MMH	44-11487	Viney2k7, WestyTW	2007-08-28	This adds a simple cave were your player can live. It is located just outside of Fort Moonmoth near balmora. The cave inside also has two new weapons and treasure chests. Changelog:v1.2 - I have changed the bottle entrance to a cave one it is located near fort moonmoth near balmora
2271	Smuggler's Cove	Houses	MMH	44-13523	Nuska	2009-07-08	This mod adds a marooned ship converted into an atmospheric dwelling northwest of Seyda Neen. It is targetted to stealth-based characters, and doesn't contain any particularly overpowered items to break game balance, other than a Master's alchemy set and some Master's lockpicks. It features plent...
2270	Small Imperial House	Houses	MMH	44-11602	Yellowdude	2007-10-16	This mod adds a small house to Ebonheart. Changelog:V1.0-Initial Release V1.5-Added misc. items, moved some stuff around.
2269	Small Cottage	Houses	MMH	44-8379	Alos	2002-08-23	Creates a house in the vicinity of Tarhriel (the falling mage) outside Seyda Neen. Lots of containers to hold your loot; container weights have been increased; has a teleport home ring. Please ignore the pillows on the bed if they are off to the side. I tried changing th...
2266	Skyfury Keep v1.1	Houses	MMH	44-3716	Stormwynd	2009-05-12	Travel to Ebonheart and speak with the Countess in the Six Fishes. You need a character around level 15 to complete the quest.
2265	Sky Ship Mod v1.0	Houses	MMH	44-8667	Clone	2003-02-17	A mod I made just for fun and it turned out really well. This is an entire floating ship in the sky with a whole home inside it. It even has rockets in the back with loads of power and plenty of storage. This sky ship has a kitchen, bedroom, magic area, storage, and a fireplace with a bottom leve...
2259	Skeldale House	Houses	MMH	44-8688	(The) Merry Piper	2003-02-27	This is an updated version of Skeldale House. It resolves a conflict with the popular mod "Hero's Hovel". The house has been moved across the road from Fargoth's place, right next to the road sign post. The exterior & interior remain unchanged. ...
2258	Skali's Bitter Coast Hideout	Houses	MMH	44-11873	Scott Tracy	2012-11-12	The House.. This curious and well built house lies in the swamps of the Bitter Coast, in the smuggler's backwater of Hla Oad. It was formerly the property of Skali.. Dunmer warrior, guildmember, and Imperial Agent. Keys can be found with an old colleague of Skali's in Balmor...
2256	Skaal Home v2.3	Houses	MMH	44-7214	Princess Stomper	2012-08-05	Extensively renovated Chieftain's Home in the Solstheim village of Skaal. Four themed bedrooms, nursery, NoM kitchen, bathroom, study-lounge, dining hall and pool. Two servants and two guards. Version 2.2 simply improves the lighting, adds one or two minor touches and corrects an ...
2255	Skaal Home 2005	Houses	MMH	44-3640	Princess Stomper	2009-05-12	The Elder Scrolls III MORROWIND: Skaal Home.ESP (Morrowind, Bloodmoon, Required) Version: 1.0 Index:
2254	Skaal Home	Houses	MMH	44-8654	Princess Stomper	2005-02-11	Extensively renovated Chieftain's Home in the Solstheim village of Skaal. Four themed bedrooms, nursery, NoM kitchen, bathroom, study-lounge, dining hall and pool. Two servants and two guards. Version 2.2 simply improves the lighting, adds one or two minor touches and cor...
2253	Skaal Home	Houses	MMH	44-11269	jonjon	2007-05-27	Adds a home to the skaal village near the well. Also adds a npc outside the new home that will transport you to two locations.
2252	Sixth House Monastery	Houses	MMH	44-14531	-273	2012-07-25	This is my first mod and I have made this because I wanted all of the Sixth House things together in an interior cell, so I made this mod and thought to upload it and see what people think of it. It includes a monastery dedicated to the Sixth House or House Dagoth as they call it. It is loc...
2251	Sixth house add on	Houses	MMH	44-3598	Unknown	2009-05-12	An unfinished house/dungeon mod.
2250	Sithuns Retreat	Houses	MMH	44-9806	Frej	2004-09-06	This mod adds a new house for your morrowind character located directly west of Gnisis and after you reach the shore, turn north and you should see the entrance (which is facing south). It features easy access to all the Propylon Chambers and one short clue for you to s...
2246	Simplest Hideout	Houses	MMH	44-12757	auralfiles	2008-06-08	adds a REALLY easy-made room named St.Havoc, that serves as a storage with shelves, a practice dummie, museum display tables, tables, spear holders and a place to put your potions...no new meshes or textures...it's just an esp file and it's my very first mod, so, leave only constructive criticism...
2245	Simple House In Balmora	Houses	MMH	44-12665	LobbyZ	2008-04-12	Hello! This is a simple house in Balmora suitable for putting stuff in it or having a party in it :P It is in the Market Square in Balmora, quite easy to find, it got 2 stories so you got plenty of space to put stuff in also it's good with the furniture mod! For more info...
2244	SilverisDraconis	Houses	MMH	44-3565	Vixyn	2009-05-12	Silveris' Draconis' Old House Created by Vixyn The house is located outside of Ebonheart, south of the docks, on the hill across the water. To enter, you'll need a key - the key can be purchased from Silveris Draconis in the Six Fishes Inn, located in Ebonheart pro...
2243	Silveris' Draconis' Old House	Houses	MMH	44-5916	Vixyn	2011-10-10	The house is located outside of Ebonheart, south of the docks, on the hill across the water. To enter, you'll need a key - the key can be purchased from Silveris Draconis in the Six Fishes Inn, located in Ebonheart proper. This mod adds to games leveled lists, so I suggest us...
2242	Silt Strider Shellhouse v1.0	Houses	MMH	44-14668	Derowenn	2013-04-26	Converted silt-strider shell, close to the temple in Ald'ruhn. Creepy cave beneath. ALSO second compact but comfortable dwelling in Ebonheart, on the docks. Small mystery to solve. Teleport link between the two
2241	Silt Strider House	Houses	MMH	44-10548	DarkEclipse	2006-04-16	I got this idea running around in the Ashlands, looking at silt strider shells and wishing I could live in one, which is why I made this. This is a house made from a silt strider shell, with basic furniture and storage. No bling-bling merchants, no waterfalls or dancing w...
2228	Silatt's Rethan Manor Estate	Houses	MMH	44-10669	Silatt	2006-07-12	Silatt's Rethan Manor Estate by Silatt (elbow2teeth@gmail.com) This mod builds upon the area around Rethan Manor (the Hlaalu stronghold.) It doesn't change the buildings, NPCs or indoor cells that were already there. It does, however, change the landscape and ...
2225	Shrine of Malacath	Houses	MMH	44-10638	AUNAO	2006-06-23	This is a pretty basic house mod, made primarily for my own personal use. I'd imagine it would mostly appeal to Orcs or "darker" characters, but anyone could use it. I attempted to emulate the ridiculously corny names Daedric and Sixth House shrines possess, th...
2224	Ship	Houses	MMH	44-407	Unknown	2009-04-06	Please note: This mod was transferred from Gamer's Roam after the site's closure. No information was included, so this note containing some basic information about the mod has been added as a courtesy to mod users. ----- ...
2220	Shelter	Houses	MMH	44-3704	Eli	2009-05-12	"Shelter" plug-in for Morrowind Directions: Just place the .esp file in your "Morrowind\Data Files" directory. Description: This plug-in simply adds an empty (mostly) building in Balmora. Specifically the entrance is at the bottom of the river that runs through th...
2204	Shacky Manor	Houses	MMH	44-13896	Darktobi	2010-03-27	This will add a house called "Shacky Manor" south of Hla Oad. It is made out of 3 different shacks that are connected with doors. Also, i've made a small basement out of the default Moldcave pieces, and used the boulders to make it not look like the Sterio-type morrowind caverns. A note can be fo...
2203	Shack in SN	Houses	MMH	44-14238	StraightBait	2011-03-13	SHack in SN next to tower. This Video shows you how to make the screenshots, i made it :) Changelog:2.0 Added New screenshots
2202	Shack beyond the lighthouse	Houses	MMH	44-11470	Sensran	2007-08-22	This mod adds a shack to Seyda Neen beyond the lighthouse. It is located directly behind the lighthouse on an outcropping pointing out towards the ocean Interior: Fully furnished but not embellished with misc items so that you may put down all your own stuff. ...
2201	Shack	Houses	MMH	44-11267	JonJon	2007-05-27	Adds yet another shack to seyda neen and it will conflict with any other seyda neen mod that adds new buildings or anything else there.
2200	Sgaileach Estate 2.01	Houses	MMH	44-14307	Phinix aka Sgaileach1	2011-05-27	
2199	Seyna Celler v1.6.1	Houses	MMH	44-1565	loki	2009-04-06	This is an extension of My Celler Seyna Neen by Raye. Also included are some items by Carl K. There are some cheats, but you have to earn them. Loki bs976@torfree.net

Id	Name	Category	Site	Link	Author	Date	Description
2198	seydaneenhome	Houses	MMH	44-3527	James aka CrunchnKill	2009-05-12	Name : Seyda Neen Home Version : 1.0 Author : James Smith Email : crunchnkill@hotmail.com Introduction : This is a new house based in Seyda Neen that is essentially there for storage and sleep. Features : > There is a trader with 10,000 G...
2197	SeydaNeenArvelionsAbode 0810	Houses	MMH	44-3616	Stephen Bentsh	2009-05-12	This plugin adds a new House, Storehouse, and Cellar to the Seyda Neen region for your player to abide in.
2196	Seyda Neen, Abandoned Shack (SNAS)	Houses	MMH	44-12122	chaoszeroomni	2013-01-11	Inspired by documents for modding that stated everyone will at some point make a Seyda Neen house, I just had to try my had at it as the starting point of my mod contributions. The included ESP adds an Abandoned Shack to Seyda Neen. The shack features some beefed up containers and totals 6,300 lb...
2195	Seyda Neen Yurt	Houses	MMH	44-14156	Ilon	2010-11-06	A small Yurt Styled home just outside Seyda Neen for the new player. Don't troll on how bad it is, I know its horrible, But some people like this sort of stuff. Changelog:Version 1.10: Cleaned with tesame Added screenshots Versio...
2194	Seyda Neen Vacant Cottage	Houses	MMH	44-351	Ravensong	2009-04-06	Please note: This mod was transferred from Gamer's Roam after the site's closure. No information was included, so this note containing some basic information about the mod has been added as a courtesy to mod users. ----- ...
2193	Seyda Neen Underground House	Houses	MMH	44-12138	MooCow	2013-01-22	This is a basic little house that i have made for beginning characters to store their low level items, weapons, armour etc. It has a couple of very low lvl armour pieces and weapons to get the character started. Rooms: - Entrance - Bedroom - Storeroom - And ther...
2192	Seyda Neen Tree Fort v 1.1	Houses	MMH	44-3537	MooCow	2009-05-12	This is a small but original Druid-style tree fort, perfect for low lvl characters item storage or generally anyone wanting something small and unique. It's located just over the bridge from Arrile's tradehouse, on the left before the stream. Includes: - Low level alchemy equip...
2191	Seyda Neen Starter Shack v1.1	Houses	MMH	44-10776	Counciler	2006-08-31	A small shack in Seyda Neen next to the lighthouse. Meant for beginner players, blends in with surroundings. No uber weapons or armor.... actually, no weapons or armor at all. No quest, zero cost. Screenshots included in archive. []...
2190	Seyda Neen Starter House	Houses	MMH	44-11460	The Cheat902	2007-08-18	A small house suited for low level characters has been added to Seyda Neen. There are no new textures or meshes...just simply walk in and make yourself at home.
2189	Seyda Neen Simple Home	Houses	MMH	44-12415	Huntinghair	2007-12-04	I know there's probably hundreds of "Sedyda Neen" houses out there but I wanted to make my own. I don't need limitless storage or a pit to a summoning chamber. I just wanted someplace to stash my stuff. So here it is. A "simple" house near Seyda Neen. Ya got a bed (for sleeping), a few tables (for...
2188	Seyda Neen Shack + Port	Houses	MMH	44-11875	Lachaln	2012-11-12	This mod adds more than the title promises... Firstly yes it does add a floating shack of sorts... If you go to Seyda Neen and look across the water from Arrile's Trade House towards where the Tax Collector is, you will see a small boat, a friendly Khajit boat master (his crew) and a...
2187	Seyda Neen Shack	Houses	MMH	44-3595	Unknown	2009-05-12	Makes Foryn Gilnith's shack cozier for the player to occupy should the owner be evicted.
2186	Seyda Neen Shack	Houses	MMH	44-8009	Road Ratt	2005-05-09	A shack for that starter character fresh off the ship. Located in Seyda Neen just behind Foryn Gilnith's shack. It has plenty of containers for storage and a nice dwarven stove.
2185	Seyda neen safe house Version 5	Houses	MMH	44-13537	The Pelican	2009-07-13	Adds a Nice cottage to seyda neen next to the silt strider, the house is not big but has an awesome cave underneath. the skooma machine has an awesome script made by Darkelfguy to use the skooma machine you need 2 moon sugar and an empty skooma vial. who can ...
2184	Seyda Neen Manor	Houses	MMH	44-8321	Lareal	2002-08-12	
2183	Seyda Neen Island Cottage	Houses	MMH	44-13821	Darktobi	2010-01-21	This modification will add a small player house south of Seyda Neen, just like my Plaza Hideout mod it is small, but this one is not only made for evil characters. The house has two floors, a living floor and a basement where you shall find the man that is uhm... was the ...
2182	Seyda Neen Humble Abode	Houses	MMH	44-3386	Beardo	2009-05-12	This is a house located outside the wall next to the consensus office's wall in Seyda Neen. There are 4 floors and a large basement. There are weapons and armor, and 2 secret items you have to search for. Search for keys to gain access to all rooms.
2181	Seyda Neen Houseboat	Houses	MMH	44-15296	Jan Heuser	2014-12-04	Hello everyone! [i] This is my second mod! My first one was Caldera Expansion. I wanted to do a houseboat in Caldera but that turned out to be a bit of a problem because of the water levels there. So i chose another one of my favourite settlements in Morrowind, Seyda Neen...
2180	Seyda Neen House and Quest	Houses	MMH	44-6517	shinyrodent	2010-08-01	This mod adds a house that you can buy in Seyda Neen, a short quest to go along with it, and a few extras to find. To start the quest, just talk to Socucius Ergalla about "property" in the Census and Excise Office. You will only get this dialogue if you've talked to him b...
2179	Seyda Neen House	Houses	MMH	44-8552	White_Knuckle	2002-11-27	A small place to stay, sleep/recover and store any items you may wish to keep at hand while you are in Seyda Neen starting off on your adventures in Morrowind Built on the dock of Arrille's Tradehouse,you will find no cheats other than the containers will now hold a...
2178	Seyda Neen House	Houses	MMH	44-3689	White_Knuckle	2009-05-12	Adds a small shack and some docks to Seyda Neen, connecting to Arrille's.
2177	Seyda Neen House	Houses	MMH	44-13120	Fischer500	2008-12-28	This mod adds a house to seyda neen for the player to live in. Its got the basics, like all my housemods. storage, bed, ATMOSPHERE! =D. See the readme for all the credits, useages and stuff. No bugs, conflicts or anything bad as far I know. Let me know if you think ...
2176	Seyda Neen Home (2)	Houses	MMH	44-9717	MasterMind	2005-03-17	A short description of my mod: Add a good sized Home to Seyda Neen. With an okay amount of storage. Good for just relaxing. I don't believe it will interfere with any other mods but I am not totally sure. I hope you enjoy it.
2175	Seyda Neen Home	Houses	MMH	44-7610	James Smith	2005-03-14	A new house based in Seyda Neen that is essentially there for storage and sleep. Features : a trader with 10,000 Gold and a full set of chitin armour. I have included a ring that when equipped will transport you back to your home. I did not create anyt...
2174	Seyda Neen Home	Houses	MMH	44-14517	DonutMaster27	2012-07-16	Adds a home to seyda neen look by the path to the siltstrider Changelog:nothing
2173	Seyda Neen Hideout	Houses	MMH	44-3496	Unknown	2009-05-12	Adds a trap door in Arrille's to a hide out.
2172	Seyda Neen Hause 1.0	Houses	MMH	44-3583	Tautvis	2009-05-12	Adds a house in Seyda Neen near lighthouse.
2171	Seyda Neen Basic House	Houses	MMH	44-11111	Denina	2007-03-04	This places a small, Nordic house in front of the light house in Seyda Neen. It is intended for starting characters and as a drop off point for higher characters. There is a bed, and a decent amount of storage. More information in the Read me. I have included a screenshot...
2168	Seyda Neen abandoned shack	Houses	MMH	44-6232	Tesenthusiast	2009-05-26	This simple mod adds a shack close to Seyda Neen (south of the lighthouse). It uses only stock Bethesda stuff. Being rather puristic, it has NO overpowering items, but at least, it's for free. There's also a small secret to discover...be sure to look around the shac...
2164	Sewer Hideout - Tribunal	Houses	MMH	44-8569	Leprekrout	2002-12-06	Adds a small place to stay in the sewers beneath the Great Bazaar in Mournhold. Somewhere off vicinity Palace Sewer, look for a hatch on the floor once you walk up out of the water. Just a nice small comfortable little place for your pc while you're in Mournhold. &#...
2163	sewer hideout	Houses	MMH	44-415	Unknown	2009-04-06	Please note: This mod was transferred from Gamer's Roam after the site's closure. No information was included, so this note containing some basic information about the mod has been added as a courtesy to mod users. ----- ...
2161	Sethrum Manor	Houses	MMH	44-11749	TheWickerMan	2012-10-25	First off to be fair to myself this is my first building/house mod. Only other experience has been with race mods, though I never released any of them. A small manor, with a fence and display hall in separate building. Located in West Gash, east of Gnisis. Contains Armor [url=http://mo...
2157	Senmoth Legion Fort	Houses	MMH	44-13302	Sengra	2009-03-07	Senmoth Legion Fort mod by Sengra re/textures by Knessdar Credits and Thanks: This mod would never have been possible without the followin...
2156	Selaro Manor	Houses	MMH	44-14455	MW.SiOUX	2012-03-16	Adds a small manor on the road just north of the Dren Plantation. v1.3 now available. Changelog:v1.3 Update - Added journal updates and fixed some general issues. I may add a quest line in the near future.
2155	Secret Vampire Hideout	Houses	MMH	44-14295	inkog92	2011-05-04	Secret Vampire Hideout I made this mod shortly after I started to use vampire embrace and vampire realism, and I therefore made this mod intending for it to go along with them. This mod adds a secret hideout for vampires beneath the St. Delyn canton with hidden exits both...

Id	Name	Category	Site	Link	Author	Date	Description
2154	Secret Underground Hideout	Houses	MMH	44-7390	Chris Herbert	2002-05-28	Located under the water under the first bridge heading Northeast out of Balmora. A Key is needed to unlock the hideout and this can be found on the bridge itself.
2153	Secret Smuggling Hideout v1.0	Houses	MMH	44-3710	dadarkwizard14	2009-05-12	Ok so unzip to your morrowind/datafiles folder PPlaying the game: the secret smuggling hideout can be found south of balmora. Under the bridge you'll find a trapdoor. It's locked, the npc named keyholder, has the key kill him and get your key. Inside you'll find some nice things
2152	Secret Hideout	Houses	MMH	44-15262	Bantari	2014-09-20	Bantari's "Secret Hideout" version 5.05b
2151	Secret Garden v2	Houses	MMH	44-12177	Ben Tokkin	2013-02-06	THE SECRET GARDEN IS A RATHER LARGE GARDEN LOCATED DUE SOUTH OF EBONHEART FOR YOUR CHARACTER TO GO TO, TO ENJOY THE PLEASANT SURROUNDINGS. THERE IS SOME NICE WEAPONS TO BE FOUND. AND THE ARMOR YOU WILL HAVE TO EARN.THERE IS ALSO A HOUSE OF SORTS WICH YOUR CHARACTER CAN CALL HOME. THE HOUSE CONTAI...
2150	Secret Garden Relocated	Houses	MMH	44-3670	Ben Tokkin	2009-05-12	Installation- if you all ready have the secret garden just trade this file for the original if you do not, install to morrowind\data files Location - you can find the relocated secret garden due south of Ebonheart you will find a forcefield bridge that will lead all the way to t...
2149	SecludedHideout	Houses	MMH	44-3727	Cory Hulet	2009-05-12	This is the ultimate hide-out for any type of character. Located just outside of Balmora, the entrance is a quasi-hidden door in the side of the mountain on the west bank of the Odai river. Look for the door through some trees and bushes. Enjoy!!
2146	Seaside Mansion	Houses	MMH	44-9320	Charlotte	2004-03-08	The Seaside Mansion is an elegant home in Gnaar Mok. It is modest yet has plenty of storage and grandeur. There is NO loot and NO NPC's with huge amounts of money. I have even tried to decorate the house only with items you can't move in-game, so you'll eve...
2145	Seaside Cottage	Houses	MMH	44-12085	Korana	2012-12-19	This mod adds a breezy little cottage, decorated in the shabby chic style, on a small private island in Azura's Coast region. Enjoy views of the ocean from bath or bed! The cottage cell behaves like an exterior cell, allowing the light in the cottage to change throughout
2142	Seabreeze Cottage	Houses	MMH	44-13007	Palmster	2008-11-10	This small and cosy cottage, is a just short walk east of Seyda Neen. The cottage over gazes out at the inner sea, and is surrounded by the peculiar beauty of the Bitter Coast. Inside, the cottage is nicely furnished, however it is kept basic so there is room to display your possessions. The cott...
2141	Sea Rover's Tent v1.0	Houses	MMH	44-11752	Tizzo	2012-10-30	This mod adds a portable tent home to the game, which the player can find hidden in Tukushapal, Sepulcher. Speak with Ennbjof, a Nord located somewhere in the Telvanni canton of Vivec, for more information. ** Features ** ** Portable & Wearable: Carry the ...
2136	Scouts Refuge	Houses	MMH	44-13959	neildarkstar	2010-05-26	I believe that previous issues have been fixed. The 3rd time is the charm, eh? Sorry for the inconveniences posed by the problems I've been having with publishing this mod. Scout's refuge adds three open tents that are retextured portable Mournhol...
2135	schroom house	Houses	MMH	44-3672	nicholsmln	2009-05-12	Places an ashlander yurt in the Vivec Foreign Quarter near the boat doc and silt strider on top of a tree. Has a bed and some storage.
2131	SauronsAbode2 b 0617	Houses	MMH	44-3688	H. Doan	2009-05-12	This is Sauron's Abode 2.x. The house is now located in Pelagiad instead of Seyda Neen. This plugin is compatible with the first Sauron's Abode 1.x - however, I suggest you unload the old version for aesthetic reasons.
2130	Sauron's Abode	Houses	MMH	44-12209	Sauron aka Sauron256	2013-02-11	This plugin places a manor on the outskirts of Pelagiad. Do not let the simple appearance of this manor fool you, for within its walls are secrets. For this is the home of the great mage, Sauron. Come in and let Sauron's Abode reveal its secrets. Explore the mysterious and...
2129	SAUL	Houses	MMH	44-7592	Saul	2005-07-25	This mod has been an ongoing process for about 3 weeks. It is quite large and extravagant. There are separate buildings used for whatever contents you. Plenty of storage. There are Huge gardens and big waterfalls and a couple bridges that connect the mod together. O...
2125	Sarkorns Mountain Retreat v1.0	Houses	MMH	44-3569	Sarkorn	2009-05-12	Mountain Retreat V. 1 ---- Made by Sarkorn ---- Mountain retreat is found snuggled in the mountain east along the south road from Pelagiad. You can tell when you reach the house by the pine trees along t...
2123	Sara's Shack	Houses	MMH	44-9730	Karpah	2005-06-25	Sara's looking to move out of Gnaar Mok, to the hustle and bustle of Vivec, but she'll need your help. Buy her small shack from her and she'll be free to leave - plus you get a place to stay! Perfectly suited for starting characters. Nothing unbalancing other...
2120	Sanctuary Plantation 1.2	Houses	MMH	44-3509	FlyingElmo	2009-05-12	You have received a superb estate. Are you ready to defend it? To get started, talk to a woman in red on the docks of Khuul, or walk due south of Vos until you hit the plantation. Then talk to Kpoc. Good Luck.
2116	Salty's House Compilation	Houses	MMH	44-13368	Saltmummy626	2009-04-11	Dis is from da readme... Salty's House Compilation by: saltmummy626 Why hello, wanderer. would you like a place to stay? this mod adds 4, count em, 4 new houses to Morrowind. two of these houses where previous...
2115	SakakiManor 1.28	Houses	MMH	44-3556	James Clark	2009-05-12	==== Lord Sakaki's Manor A plugin for The Elder Scrolls III, Morrowind version 1.28 (using Morrowind 1.2.0722) by James Clark jamez. @yahoo.com (aka NekoNeko at MorrowindFiles.com)...
2114	SafeHouse	Houses	MMH	44-3634	William Foot	2009-05-12	Safe House V1.1 Readme To install To install my plugin move it into the "data files" folder of the Morrowind application. Details This Plugin creates a new location next to the canal on the eastern side of...
2113	Sadrith-Mora House	Houses	MMH	44-8493	Rob	2002-10-28	A new house beside the Gateway Inn for the player. Small but comfortable, has storage and some nice things, nothing unbalancing; also has a personal Sorcerer Service NPC.
2112	Sadrith Mora, Telvanni Home	Houses	MMH	44-15192	Denina	2014-02-12	This places an Imperial-style house in Sadrith Mora behind Tel Naga. There's a back story as to why it is there, and it's because of the back story that it is Telvanni only. No one will even discuss the house unless you're a member of Telvanni.
2111	Sadrith Mora Manor	Houses	MMH	44-8238	jedimario	2005-11-27	In this mod you will find a new manor in Sadrith Mora. It's on the southernmost point of the ridge that borders the eastern side of the city. The manor is fairly large, and there is no quest to obtain it. I meant for this to be a house mod and only a house mod...
2110	Sadrith Mora House	Houses	MMH	44-12483	Death's Door	2008-01-20	This is a simple house located in Sadrith Mora, behind Tel Naga. I designed it as a place for my Telvanni Mage to start out, without anything too large or fancy. I did my best to make it blend in with and appear like other houses in the game. Ground Floor: Con...
2108	Saalah's House	Houses	MMH	44-3629	Saalah	2009-05-12	Saalah's House This is my second attempt at creating a player home for Morrowind, so please excuse its crude nature. I was aiming for a small house, where a player could use it's storage and basically use it as a base of operations. The house is located under the stiltstrid...
2104	Runenland	Houses	MMH	44-13264	Runennacht	2009-02-20	East of Balmora there is now a completely new wood and a house, which belongs to the player. All of the six mods must be running at the same time, because they need each other.
2103	RtU's Seyda Neen Hilltop Shack	Houses	MMH	44-6368	Rofl the Uber	2010-01-09	My first mod, adds a small shack to the north of seyda neen. Nothing special. Only requires Morrowind. The Elder Scrolls III MORROW...
2098	Rothril Island Stronghold Manor v1.6	Houses	MMH	44-14769	DarkX0	2013-06-02	This mod adds a rather extensive house(more like a small village) on an Island SW of Seyda Neen. You can access the island by; Silt Strider(Balmora, Vivec, Seyda Neen, Gnisis), Boat Service(Hla Oad, Vivec). A detailed explanation of this mod and its features can be found at its website, www25.bri...
2096	Rothrani Manor v4.5	Houses	MMH	44-3567	JOSH	2009-05-12	***** ROTHRANI MANOR v4.5 PUBLIC RELEASE 3 --* Created By JOSH *
2095	Rose's Happy Place	Houses	MMH	44-10567	Kirel	2006-05-01	Rose's Happy Place, where she goes when real life gets a little too much - now you can go there too, and all it'll cost you is your consciousness. To visit the happy place, just knock yourself out - get below -50 fatigue and bam, you're there. You're ready to wake up? Just cast recall and you'll ...
2094	Rooster's Nest v1.2	Houses	MMH	44-14735	GrayskiesRooster	2013-05-18	This is my personal home that I'm sharing with you. What it contains: A workshop that is compatible with ANY crafting mod out there, but does lean towards "Morrowind Crafting" because that's what I tend to use. the workshop contains a place for<...

Id	Name	Category	Site	Link	Author	Date	Description
2091	Roman Retreat v1.0	Houses	MMH	44-6998	Mighty Joe Young	2012-07-23	a roman retreat place to stay in mw,needs morrowind only to play it has a place to park your horse, dragon, ship, sub lots of storage new meshes how to get there, its close to seyda neen,south next to the lighthouse, there is a bridge u can<...
2090	Rolyn's house mod	Houses	MMH	44-13548	Rolyn	2009-07-17	A simple player house located just outside ald'ruhn that contains a bed, 2 bookshelves, a basement and plenty of storage. This is my first mod. Check the readme for installation and known conflicts. Changelog:V1.1 Added a basement, updated the readme with known conflict. <...
2089	Rollie's Hideout	Houses	MMH	44-13528	Kevyjoe123	2009-07-09	This Is A mod that my friend patrick made recently It was his 1st mod so be nice. Also report Bug's. It adds a small hideout to the mod Abu manor. It also Adds a supers word to kill the boss in water world.
2084	Roadside cabin	Houses	MMH	44-15214	basswalker	2014-05-01	Adds a little cabin for the player, along the road between Caldera and Fort Moonmoth. I built this mainly for myself and my next character, and I've never been a fan of excessive housing mods. All I want is a nice place to stay in a convenient location where I can take a break and...
2083	Riverside Mansion v1.2	Houses	MMH	44-3471	Loki the Grouch	2009-05-12	I've placed a mansion in the Ascadian Isles, just west of Suran. The name of this mansion is "Leavenworth Manor". To get there, go west out of Suran (across that wooden bridge), then turn right at the crossroads. Keep going west and you'll see the house right away. It's pretty hard to miss, but t...
2082	Riverside Mansion	Houses	MMH	44-9503	Loki the Grouch	2004-04-17	I've placed a mansion ("Leavenworth Manor") in the Ascadian Isles, just west of Suran. To get there, go W out of Suran (across that wooden bridge), then turn right at the crossroads. Keep going west and you'll see the house right away. ...
2080	River Watch	Houses	MMH	44-4967	Len Alox	2009-05-12	Places the River Watch Household on the river in Balmora. I must say that I could not have done this with out the Khuul Resort plugin.
2068	Riellelesel	Houses	MMH	44-14128	FW	2010-10-17	Adds a Telvanni-style house to Ascadian Isles Region 0,-5, on the peninsula on the Western shore of Lake Amaya, directly North of Pelagiad. See screenshots and readme for more info. Cleaned with TESAME. Questions? E-mail [url=mailto:yearofthetiger...
2056	Rethan Manor Remodeled	Houses	MMH	44-10585	Achilles_01	2006-05-10	This yet another mod that replaces Rethan Manor. I tried a few other great Rethan mods, but they weren't exactly what I was looking for, so I took a stab at making my own. Every attempt was made to maintain balance and a sense of roleplay. I made this mod with my tastes i...
2055	Rethan Manor Bunker	Houses	MMH	44-11387	Iamthey	2007-07-18	This is a large spacious bunker add on for Rethan Manor. Includes an outer, and inner bathroom (wash area). A bedroom, dining area, servants quarters, multiple sitting areas, plenty of storage, and display areas. There is an assortment, of both ordinates, and Hlaalu Guar...
2053	Rest Rooms	Houses	MMH	44-15449	Unknown Hungarian Modder	2016-02-02	Add to small hover SeydaNeed. Back to Office. Key to entrance of right (hook). Restroom to BalmoraMageGuild
2051	Repherion	Houses	MMH	44-12416	Thexare Blademoon	2007-12-05	Important note: The screenshots were taken with a texture replacer. Other than the display cases, this mod uses default textures, whether Bethesda's or whichever texture replacer you're using. A castle based heavily on the Ragnarok Online castle Repherion. Details can be ...
2048	Rentacastle	Houses	MMH	44-8903	Jeff Rebacz	2003-07-03	Adds a castle (taken from the mansion in Caldera) in Balmora. You may rent it at your discretion. This rent must be paid monthly. There are areas to organize and store your Morrowind findings. Also, your agent has much gold so that you can make your payments.
2046	Remewd Stronghold v1.2	Houses	MMH	44-14946	Spinal232	2013-08-29	This mod adds a new Dwemer Stronghold (remewd is dwemer spelled backward) To get to your new stronghold you must look through tel vos for a man who IS an elf he will teleport you to the correct area you must then leap off the really high thing and look for a pit inside t...
2045	Rellonor House	Houses	MMH	44-353	Unknown	2009-04-06	Please note: This mod was transferred from Gamer's Roam after the site's closure. No information was included, so this note containing some basic information about the mod has been added as a courtesy to mod users. ----- ...
2043	redorancondo 0602	Houses	MMH	44-3685	Ravensong	2009-05-12	A lovely condominium in the Redoran Canalworks of Vivec. A trap door leads to a chamber that shortcuts through the canal network to all the major cantons of the city. Saves a lot of walking
2042	Redoran Upgrade	Houses	MMH	44-7438	Nydan The Silent	2002-06-01	This modifies the Redoran Stronghold. Its for people that like to display their stuff not throw it all in a crate. It's pretty bare as to bowls, cups, items of a like nature. Add those in though the game. Its a clean mod - at least I hope it is. &#...
2041	Redoran Sanctuary v 1.0	Houses	MMH	44-11757	John Kahler	2012-11-02	A magical sanctuary where you can take a break from your travels. Hold your position from any outdoor location and pop back there later, without disturbing your Mark position. (Won't work in Mournhold.) You can however retreat to the sanctuary from anywhere without holding your position. Has 6 te...
2040	Redoran Condo in Vivec	Houses	MMH	44-7448	Ravensong	2002-06-03	Small but cozy, this Redoran style fully decorated condominium in the Vivec Redoran district's Canalworks is the perfect spot for studio living. It has a fully equipped library/laboratory A trap door in the lab leading to an underground forgotten ch...
2036	Redfield Estate	Houses	MMH	44-8001	Kane Lore	2003-12-10	Adds a new house to the half isle N of Pelagiad. It's a 2-story house with 4 rooms, a cellar, a balcony, a little dock and a garden with healing potion ingredients. Most of the decoration is up to you since i added only furniture and a few items. There is plenty of ...
2034	Red Mountain Retreat	Houses	MMH	44-13873	Alex aka Falador wiz1	2010-03-03	Red Mountain Retreat Cave Version 1.1 By Falador wiz1 "Are you searching for cheap land? Tired of the high prices in Cities such as Balmora, Ald'Ruhn, Sadrih Mora and others? Then look no farther! I've got a sweet little spot of land right in the ...
2022	Ravenloft v5.02d	Houses	MMH	44-10678	Bantari	2006-07-18	Huge housing mod, with many rooms. Lots of display,storage. Some hidden rooms for the player to find. No cheats. No exterior. No problems. The rooms include: bedroom, armory, dojo, swimming pool, mage's lab, challenge pits, teleportation chamber, closet, library, sanctum and more. <...
2021	Ravenloft Tower	Houses	MMH	44-15256	bantari	2014-09-15	Bantari's Ravenloft Tower - Adds a world presense to Bantari's Ravenloft near the shrine of Azura. Very beautiful, as well.
2020	Ravenloft fixed for openmw	Houses	MMH	44-15603	Bantari	2018-03-26	Huge housing mod, with many rooms. Lots of display,storage. Some hidden rooms for the player to find. No cheats. No exterior. No problems. The rooms include: bedroom, armory, dojo, swimming pool, mage's lab, challenge pits, teleportation chamber, closet, library, s...
2019	Ravenloft Enhanced v1.5	Houses	MMH	44-11838	Ninjakreborn	2012-11-10	An "Addon" to Ravenloft. Permission was obtained before creating this. Change log 1.5 - More grammar/spelling fixes. - Added new (small) section to the in-game book about Ravenloft. - Added basic greeting dialog for the unicorn, crow, and librarian (I intend to expa...
2018	Ravenloft Bundle v2.0	Houses	MMH	44-12371	Rafael	2013-03-26	Basically, a house mod, Ravenloft itself is a rather large underground complex which is designed with your character in mind. I tried to make it an ideal base of operation for any type of PC. It is very large, and yet cozy, with plenty of storage containers to store half the Morrowind ...
2017	rathole 0604	Houses	MMH	44-3726	raffy_1977	2009-05-12	Took me a long time to finish this one, my first attempt at making a plugin. This is basically a place where you can store your stuff, some guards, dancers etc... The entrance is in the lighthouse at Seyda Neen. (V1.0) E-mail me for comments/suggestions
2016	Ranyon-ruhn Buildable House	Houses	MMH	44-6652	Gwathlobal	2011-01-10	This is a small unpretentious house in Ranyon-ruhn I made for my own character. Maybe it will be useful for others. When you get to Ranyon-ruhn you won't see any house, as it is not built yet. Ask the locals about "little secret" and among other things they will tell you that Master M...
2015	Ranger Tent, v.2	Houses	MMH	44-15576	Dongle, bile777d	2017-09-22	Ranger Tent by dongle and updated by bile777d Carry-able Tent Home for Morrowind --- A carry-able tent mod. The player can pick up the tent and carry it with them, or enter the tent's interior. <...
2014	Ranger Tent	Houses	MMH	44-2967	dongle	2009-04-24	Ranger Tent by dongle Carry-able Tent Home for Morrowind --- A carry-able tent mod. The player can pick up the tent and carry it with them, or enter the tent's interior. Items placed in...
2013	Ranger Home	Houses	MMH	44-10626	Fallen Paladin	2006-06-15	This mod puts a new home for the player to use, right above Balmora. Also adds new class(ranger) and birthsign(the ranger). inside the yurt there is only 3 tables, a bed roll, a firepit and a few urns, outside the yurt there is a wall of guar skin screens a firepit and a few urns, in ...

Id	Name	Category	Site	Link	Author	Date	Description
2010	Randall House	Houses	MMH	44-3544	Unknown	2009-05-12	Description from the Read Me: My first ever house. It is located in the hills on the west side of Balmora behind the last row of houses. There is a mini quest to be able to enter the house (mainly because I got bored). The house contains a bedroom, alphabetical chests for books, an alch...
2008	Rain's Hand Hall v1.0	Houses	MMH	44-9183	Bjorn Larsen	2004-02-09	Rain's Hand Hall is an ancient house located in the hills west of Ald'ruhn. From the Ald'ruhn Temple, a narrow path leads up into the foothills of Red Mountain. Take this path, and then your first left, and you'll soon arrive at the Hall. Rain's Hand Hall is the home I am most proud of havin...
2004	Racc's Chitin House	Houses	MMH	44-14379	raccoonism	2011-10-14	This mod adds a lovely shack made of cloth and Chitin shell on the outskirts of Balmora along the road to Caldera. To get there, travel north along the road heading to caldera until you reach a fork in the road. The shack is along the right path. Inside you will find a ri...
2003	Raav Mansion	Houses	MMH	44-9074	Arconious	2004-01-19	This mod places a Mansion just outside Seyda Neen (caint miss it) Also it cleans up Seyda Neen and surroundings to make the town look more of a town than a "mudhole". Not much to say other than : Enjoy! :) Please read the Readme file for more info. Thnx & Enjo...
1997	Pyra Manor	Houses	MMH	44-3637	Pyraetrix	2009-05-12	This is a superb house mod that includes a optional dungeon near the manor. Look for clues inside the house for entry to the dungeon. The manor is placed in the Ascadian Isles, (4,-6) just west of Suran. It is a wonderful mod with style and surprises.
1994	Pundaab Home & Playset	Houses	MMH	44-13881	Mr.pointless11	2010-03-10	This adds a Pundaab Home above Vivec's Temple might not see it till you fly up some to keep a long story short read the read me. keeping it in like a beta type state want people to tell me something i could do and or place it plus still going to add more detail to in and exterior. Blu...
1992	Private Mobile Base Enhanced	Houses	MMH	44-3516	Nemo	2009-05-12	No Read Me file. Comes with 4 .esp files: PMB Patch Remote Control.esp PMB Patch Supply.esp PMB Patch transport.esp PMBPatchAlchemySorter.esp Don't know if the original author made this or someone else.
1991	Private Mobile Base - Tribunal & Bloodmoon v4.2	Houses	MMH	44-3380	HB	2009-05-12	All the wonderful features, updates and adds of the orriginal, MW version, plus Tribunal and now for Bloodmoon as well. Teleport your base to 35 locations in Vvardenfell, Mournhold and Solstheim. Choose the city to live in and press a switch to dock at the local mage's guild/Temple or ...
1990	Private Mobile Base - Morrowind	Houses	MMH	44-8555	HB	2002-12-06	http://home.hetnet.nl/~hubein/index.html Teleport your base physically to 11 locations around Balmora, Ald-ruhn, Vivec, Sadrih Mora and Caldera etc. . Choose the city to live in and press a switch: your PMB will dock at the local mages guild or hover ...
1988	Private Island	Houses	MMH	44-8014	capbob	2002-06-17	A private island on the Azura's coast 4 buldings incl manor; NPC guards etc. See readme for where and how to. Hope you like the island, I had fun making it.
1987	Private Appartment	Houses	MMH	44-8987	The SandMan	2003-09-16	
1986	Private Appartment	Houses	MMH	44-1762	The SandMan	2009-04-06	-The Elder Scrolls III- Morrowind &...
1984	Princess Seyda Neen Shack	Houses	MMH	44-12722	Princess Stomper	2008-05-13	It occurred to me today that there are a lot of shack mods for Seyda Neen, and they tend to be criticised - usually rather unfairly since they're often first mods - for being "not terribly exciting". After all, just how interesting can a shack in Seyda Neen be?...
1983	Princess Pocket Homes	Houses	MMH	44-10863	Princess Stomper	2006-10-26	Adds 5 portable homes (one each for mage, thief, warrior, daedric and ashlander), each with a fun, short quest to gain ownership. Features * Five fun, short quests * Five unique houses * Travel by talking rat! *...
1981	Princess Lokken Main Quest Improvements	Houses	MMH	44-7231	Princess Stomper	2012-08-06	Adds scripted items to the South East Tower and the Secret Passage so that once the main quest is over (you have received the 'Lokken Mead' journal entries) the South East Tower can be used as a spare bedroom or nursery, and the Secret Passage can be used as a romantic swimming pool.
1980	Princess Factor's Estate	Houses	MMH	44-10576	Princess Stomper	2006-05-04	Improves and extends the Factor's Estate in Raven Rock to be more spacious, warm and homely. There are now four comfortable bedrooms - three double and one twin - a display hall with mannequins (three of whom are wearing unique new armour) there's a lounge/diner, <...
1979	Princess Factor's Estate	Houses	MMH	44-7149	Princess Stomper	2012-08-02	Improves and extends the Factor's Estate in Raven Rock to be more spacious, warm and homely. There are now four comfortable bedrooms - three double and one twin - a display hall with mannequins (three of whom are wearing unique new armour) there's a lounge/diner, bathroom, alche...
1976	POVS v1.1	Houses	MMH	44-3731	Impaler	2009-05-12	--- Palace of Varner Shuurner Readme --- If you are loading from a previous save game in any of the "Palace of Varner" cells, make sure you go somewhere else thats not part o...
1973	Portable House 1.0	Houses	MMH	44-936	AngelOfDeath3	2009-04-06	Portable House V1.0 1. Instalation 2. What It Does 3. Compatibility 4. Credits 5. Contact Me 6. Version History 7. Bug Report ===== 1. Instalation ===== Extract the files to your data...
1966	Poor Man's Shack	Houses	MMH	44-13114	Bladecutter	2008-12-25	A shack, about a year old, is outside of Balmora, along the Odai river. Inside there is a note from the previous owner. You've got your very own shack! The shack consists of the basic living arrangements and a small pier outside holding the previous owner's flower collection. On the pier there is...
1965	Polar Bear Lodge	Houses	MMH	44-11092	CJW-Craigor	2007-02-26	If you travel up the eastern coast of Solstheim, you'll eventually find yourself looking at a cozy little cottage on the shore (east of Thirsk). Welcome to Polar Bear Lodge! If you approach the lodge, you'll see a woman named Grettin on the porch. It seems tha...
1964	Poe Lighthouse v1.2	Houses	MMH	44-7312	Pluto	2012-08-24	**Requires Tamriel Rebuilt** This adds a new unique Lighthouse home, a short ways south east of Firewatch. The Lighthouse is even scripted to activate its rotating beacon every night. There is a short but detailed quest involved before you can gain ownership of the Lighthouse. ...
1962	Pocket Dimensional Home v1.7 Esp Fix	Houses	MMH	44-2071	Qwert	2009-04-06	Senior Curator's Note: Requires full version of Pocket Dimensional Home 1.7. Archive contains only the Pocket Dimensional Home 1.7.esp dated 06-23-2003 There is no explanation as to what this esp fixes and it appears to predate the latest version of the full mod, ...
1961	Pocket Dimensional Home v1.7	Houses	MMH	44-6432	Qwert	2010-03-25	This mod adds a short quest, which everyone should get if the main quest is followed, at the completion of the quest the pc will acquire a special dwemer cube that can teleport the user to a pocket dimension that houses a lighthouse which the pc can live in. But using the cube will put a drain ...
1960	Pocket Dimensional Home v1.6	Houses	MMH	44-7143	Qwert	2012-08-01	This mod adds a short quest which everyone should get if the main quest is followed at the completion of the quest the pc will acquire a special dwemer cube that can teleport the user to a pocket dimension that houses a lighthouse which the pc can live in.But using the cube wil...
1959	Pocket Dimensional Home v1.5	Houses	MMH	44-399	Qwert	2009-04-06	This mod adds a short quest which everyone should get if the main quest is followed at the completion of the quest the pc will acquire a special dwemer cube that can teleport the user to a pocket dimension that houses a lighthouse which the pc can live in.But using the cube will put a drain on ...
1958	Pocket Dimension	Houses	MMH	44-7576	KorAzail	2004-05-27	Pocket Dimension is a mod that combines housing and transport functionality. It provides over 9 million stones of storage capacity and links to 28 locations across Vvardenfel. It comes with this ability right off the bat, as well as scripting to make the player 'unl...
1956	PMB docking bay addon	Houses	MMH	44-13827	Dead Bolt	2010-01-26	this mod was made to fix the BIG problem in the PMB the fact that there is not a REAL docking bay (its really more like an airlock, and no you WONT need to buy this at just adds on. there wont be any upgrades as this is just a addon. this mod is ...
1955	Player Citadel	Houses	MMH	44-14527	PB122	2012-07-21	Adds a small island accessible by a reguard at the Ebonheart docks. the island has a large imperial citadel with lots of towers and buildings. its meant to be a house
1946	Pit of darkness (for your darker taste)	Houses	MMH	44-11447	marcus-hartley	2007-08-12	DOWNLOAD MIDDLE FILE this is my first attempt at a house please go easy on me the house is located in vivec foreign quatre canals please comment and enjoy Changelog:fixed problems and bugs fixed gmsts
1945	Pirate House	Houses	MMH	44-11298	Fighter	2007-06-13	This mod adds small pirate looking house south east of Vivec. There is NPC who can transport you to the house. He is located south of slit strider in Seyda Neen. It is still a beta and I will maybe create a whole pirate looking town there. More info in README ...

Id	Name	Category	Site	Link	Author	Date	Description
1944	Pirate Hoard v1	Houses	MMH	44-7402	Jimm Shady	2002-05-30	Adds a nice little shack across the river from the egg miners near balmora. Take the rope bridge across to get to it. There is a nice big under ground storage area inside the mountain. Use the trap door inside the shack to access it. Tell me what you think.
1943	Pirate hideout 0530	Houses	MMH	44-3562	Jimm Shady	2009-05-12	-Pirate Hoard -Made by Jimm Shady -House -Adds a nice little shack across the river from the egg miners near balmora. Take the rope bridge across to get to it. There is a nice big under ground storage area inside the mountain. Use the trap door inside the shack to access it. Tell m...
1939	Pillow House	Houses	MMH	44-10279	DarkEclipse	2005-12-14	A house, made out of pillows in Balmora! Has basic storage, a bed and I like to think this is one of the few pillow forts with a roof. This is my first uploaded mod. More info in the readme. (Players with lower end comput...
1938	Pile-Dwelling	Houses	MMH	44-9637	Osiris	2004-08-01	This is my first mod, and yes it's a house mod - an open-air house on top of the water (pile-dwelling) near the lighthouse in Seyda Neen, can't miss it. You have to get pass the guard first, and when it is dead check the body for a note from the previous ...
1936	Phil's House	Houses	MMH	44-10757	Daedren	2006-08-19	This plugin adds a small-medium house to Pelagiad, just in front of Dralas Gilu's house. It has a well and, inside, you'll find a comfortable house with a storage room. It has fireplace too. It doesn't require any expansion. If you have any suggestion or if you find any bug, e-mail me...
1935	Petora's Hole in the Ground	Houses	MMH	44-14012	Ilon	2010-07-11	Just a little mod I made for my friend, I didn't know how to make a Quest, As This is my first mod and I'm still learning. Visit Shenk's Shovel to find out what to do. Please rate and comment, Hate messages and other stuff would help. So please post that and Other things which I might be ab...
1934	Peter Pan Experience	Houses	MMH	44-13413	DustDasher	2009-05-15	*NOTE* Requires DH_Furniture Store & Killgores Home Furnishing mods. Hey people. I recently started playing Morrowind again and the first thing i downloaded from the community was my favorite "house" ever... the treehouse done by Stormwynd.
1933	Pelagiad, Templar's Quarters	Houses	MMH	44-6497	oCARRIONo	2010-07-06	Places a small, organized living space in Fort Pelagiad, North Wall. The entrance is behind a tapestry and through a trap door. Nothing spectacular, just a simple living space made with Imperial Legion/Cult members in mind. No quests, no NPCs, no new textures/meshes, no scripts. Also...
1932	Pelagiad Townhouse	Houses	MMH	44-13128	Nathaniel "Wolfzen" Schrader	2008-12-31	Adds a new home to Pelagiad w/toggle-able lights (light switch style). Well suited for vampire/mage/dark characters, since it's very dark when its dark, and the entire color theme of the place can be changed with a few colored lanterns/candles. Start in Gnisis (because I wan...
1931	Pelagiad House v1.0	Houses	MMH	44-3700	Zarikos	2009-05-12	Pelagiad House v1.0 Creator: Zarikos This is a big house that I created at the city of Pelagiad beside the entrance to the town. It has almost everything for the starting character and rooms for magic and weaponry for more advanced players.They are also a bedroom ...
1930	Pelagiad Home	Houses	MMH	44-9248	Loki the Grouch	2004-02-23	A new home in Pelagiad that formerly belonged to one Aron Sulrunson, missing; It now belongs to you. The house is located next to the crossroads and is S of the main path into town. Alternatively, just COC to "Pelagiad, My Home". The house is almost lavishly...
1929	Pelagiad Home	Houses	MMH	44-15638	Baratheon79	2018-07-13	Adds a small, simple house in Pelagiad, intended for the player's use. Includes a bed, some containers for storage, and some shelves for displaying collected items. Intended as a place for lower level players to use during their early adventuring days.
1928	Pelagiad Guest House	Houses	MMH	44-6391	Captain Teddy	2010-02-04	A small home in Pelagiad. Nothing Special, intended for begginers without to much junk to store, of course, there is storage space though.
1927	Pelagiad Farm House	Houses	MMH	44-9927	Heremod production	2005-07-06	
1926	Pelagiad Cottage	Houses	MMH	44-13639	darkelf	2009-08-30	This mod adds a small alchemists home to Pelagiad. It is nestled in with the other small farm homes and fits in great if I do say so myself. This is one of my favorite places in Morrowind because it is so green and fertile, which makes it the perfect place to grow alchemical ingredients. This mod...
1925	Pelagiad Abandoned Home	Houses	MMH	44-9387	HelionFyre	2004-03-14	For all you people who don't have any expansions and found that the other Pelagiad house mods required at least one or didn't meet your needs, say hello to an Abandoned House inside the fort area itself. It has plenty of storage and 2 display tables. If you ema...
1924	Pearl Palace	Houses	MMH	44-12090	Korana	2012-12-19	While walking in Hla Oad, you meet a strange being, who seems to be covered in scales with a fin down her back. A wave of compassion and curiosity crash over you...compelling you to speak to this strange creature. The creature is startled that you have chosen to speak with her, and is warmed by y...
1923	Peaceful Dwelling	Houses	MMH	44-11039	snake138	2007-02-03	This is just a small, quick mod of a house in the southern area of Seyda Neen. Email me with any problems/ questions. Changelog:v. 1 First v. 1.1 Added chimney, fixed north marker
1922	Pctower v 1.0	Houses	MMH	44-3674	CaptainHowdy	2009-05-12	Well by permission of the Calderan building authority and with borrowing the plans of the Caldera Mages Guild building, I built my little home to rest my wandering feet from time to time. There is a huge surprise waiting upstairs tho.....
1919	Patriarch's Living Quarters	Houses	MMH	44-13461	Octohaz	2009-06-07	This adds a simple but functional living space for the Patriarch of the Tribunal Temple. Located within the High Fane in Vivec and accessed via a key in the office of the previous Patriarch, it consists of a living area -- with bed, desk, bookshelf, and other modest comforts -- and a storage room...
1918	Patriarch Manor	Houses	MMH	44-9143	endre	2004-01-26	When you become the top rank of the Temple you are allowed to enter your humble manor in the High Fane in Vivec.
1910	Paradise Island	Houses	MMH	44-8224	Ohtayaro	2002-07-16	
1904	Palace of Varner Shuur	Houses	MMH	44-9558	Impaler	2004-04-29	This mod adds an island with a castle on a hill with a beautiful waterfall. The mod has An armory... bedroom...display room...A greenhouse for alchemy...library...A storage basement which will never run out of room...weaponry...training room... travel service from...
1902	Outlanders Den	Houses	MMH	44-11476	eelsitruc	2007-08-25	This is a home for the more basic players of morrowind. It is located in the grazelands region although the quickest way to get there is to buy a teleportation ring from ra virr in balmora.This is my first ever mod released so please go easy on me. it is clean of gmst's
1901	Outer Godsreach Home	Houses	MMH	44-8265	Lochnarus	2005-04-26	Adds a medium size manor home to the Western wall of Godsreach in Mournhold. There are some storage containers, a small library, and your basic living peices in the home. The house has a bedroom and an eating/relaxing area as well.
1900	Othron	Houses	MMH	44-9037	Rune	2003-12-22	My first submitted mod. It's not really much, just a three room cave in West Gash, -15, 13. I like it though, it's sort of different from all the houses in Balmora at the current moment. It would be good for a sort of ranger or other sort of independent character, in my opin...
1899	Osiem's House	Houses	MMH	44-6174	FW	2008-01-14	Osiem, an imperial officer, has recently moved to Morrowind. This plugin adds him and his house to the Ebonheart area. The house is Western-styled, with a ground floor and basement. Both floors are living space, but have room for storage. The house is fully furnished and ...
1898	Orrutus Cavern	Houses	MMH	44-11257	Nicholiathan	2007-05-23	Once there was a young mage with the greatest of potential. He built a home and started a life and that life was cut short. This "house mod" has several new features in addition to the common standards. Enty/possession of the house is obtained by completing a murder myster...
1886	Opalback Estate	Houses	MMH	44-14483	Engeriam	2012-06-06	Situated just west of Seyda Neen, Opalback Estate is a cozy little cottage on a beautiful, green island. Head west of the Seyda Neen Lighthouse to a little peninsula, where you will see a bridge. Cross it to find your new home! I have little experience with modding, but I...
1885	One-Zillion Balmora Road	Houses	MMH	44-14057	Samir Al'Muhaada	2010-08-29	A simple house mod, my first submission to the community. This mod is ideal for someone attempting to roleplay an alchemically minded individual and has a few goodies for such a character.
1884	Ondurin Vareg	Houses	MMH	44-6738	Commander Dartimien	2011-06-06	Ondurin Vareg is a large mansion located in the Azura's Coast region. Come live in luxury in a painstakingly detailed, gorgeously decorated waterfront home... and if you look hard enough, you may find a few things leftover from the previous owner, as well as a few secrets. Changelog...
1883	Old Owner	Houses	MMH	44-6781	Mirron	2011-08-14	My first mod. I decided to put it here... i don't know why... It adds two houses in Seyda Neen (one is buyable), and small... well it's hard to name it "quest", but it is something like that. It's my first mod, so... be understanding... English is not my first language. S...

Id	Name	Category	Site	Link	Author	Date	Description
1882	Old Manor	Houses	MMH	44-11618	Maydarsirus	2007-10-27	It is a small manor that will suit newer players and older players. I comes with a(n): Enchanted Bedroom Tower Lobby Living Room Dining Room And Kitchen. Each one of the rooms is individual and cozy. It is a ma...
1881	Old House	Houses	MMH	44-13788	Rowan Cridland	2009-12-15	Old House ----- It has a bed, a practice dummy, a kegstand, a table, and some storage space. Directions After exiting Census and Exise, go left and cross the bridge to the end of Seyda ...
1880	Old Cavern Home v1.3	Houses	MMH	44-13674	bryman1970	2009-09-17	The updated version of my first mod. Now that i'm a little better at modding in general, I thought i'd fix this one up a bit to make it a little more interesting. Installation: Place the Old Cavern Home.esp, meshes and texture folder in your Data Files folder located in the Mo...
1878	Odai View Estate	Houses	MMH	44-3705	Poolee	2009-05-12	The Elder Scrolls III MORROWIND: Odai View Estate Plugin Index: 1. Installation 2. Playing the Plugin ...
1877	Odai View Estate	Houses	MMH	44-8539	Miss Creant	2003-01-15	A place in Balmora to call your own, worthy of a successful adventurer such as yours. Tastefully decorated, with plenty of room to move, and as much storage and display space as you could ever need. Overlooking the Odai, this is the perfect place to rest those weary bone...
1876	Odai Manor V1.0	Houses	MMH	44-6762	Elamir	2011-07-01	This plugin adds a yet another hlaalu style house inside Balmora that fits right into the atmosphere. Located between the silt strider port and the Odai river, this house would make a perfect house for a character that is doing well for himself. &...
1875	Odai Castle	Houses	MMH	44-3636	Atreus	2009-05-12	The Elder Scrolls III MORROWIND: Odai Castle ...
1865	NPC Addition	Houses	MMH	44-8512	The_Blind_Modder	2004-09-11	This mod adds NPCs and houses to Ald-ruhn, Seyda Neen, and Khuul. If I get positive feedback i will put out another version, with more NPCs in other towns. This Mod may not be compatible with some other House Mods.
1864	NorthTwo	Houses	MMH	44-13871	AXEMurderConsortium	2010-03-02	NorthTwo adds a huge room to the address North-Two in the St. Delyn canton of Vivec. The addition is a convenient place to store stuff and has two or three infrequent items that an outlander might like.
1862	Norse Lodge	Houses	MMH	44-8914	Stormwyynd	2003-06-16	This mod adds a humble, yet functional abode located in the Felsaad Coast Region of Solstheim. The house has all the necessities including the obligatory practice dummy. This mod WAS cleaned using TESAME.
1859	Nori's Island	Houses	MMH	44-13891	Aiyilah	2010-03-24	This mod adds a little house on an island just off the coast of Seyda Neen. Originally just a place to stay, the new version adds a little quest, which you must complete before gaining access to the house. Changelog:Though the original house mod wasn't uploaded here, these are t...
1856	Nordic House in Balmora	Houses	MMH	44-12536	Shuijs	2008-02-15	This adds a raven rock-style house just outside the silt strider port in balmora, the house has plenty of storage, but no pre-set items (with the exception of a hidden treasure). I hope you enjoy it. NOTE: I tried to add a screenshot, but it took so much time to upload th...
1854	Nord House v1.31	Houses	MMH	44-3519	TheSot, Snazelfrat, StevenStrange	2009-05-12	3S Mannequin Mod ----- By TheSot, Snazelfrat, and StevenStrange Mannequins suitable for display of clothing and armor. Find them for sale at Clagius Clanler's in Blamora, Jeanne's shop in the Vivec Foreign Quarter canalworks, Tiras Sadus' in...
1851	Nocturn Manor	Houses	MMH	44-14465	Lonesoldier	2012-04-22	A Nice house in Balmora for Morag Tong assassin's. this is my first mod. the house is right next to the Pawnbroker in Balmora Changelog:Version 1.10 fixes the GMST's. And adds a readme file. Version 1.20 fixes some dialogue issues.
1848	Ninja's Haven	Houses	MMH	44-10791	Prince Maethis	2006-09-10	Ninja's Haven is a medium-sized flat house, with the main entrance on a mountain east of Caius Casades' house. The house is moderately sized, kept mostly bare so people can customize it the way they want. There is more than enough room for any slaves, apprentices, workers, or companio...
1839	New rooms in Mournhold	Houses	MMH	44-13095	Moegli	2008-12-19	and now.... there is a new cell in mournhold. if you want to go to this cell you must go to mournhold to the imperial shrine and ther will be a new door. have fun with that or not. there's no quest no bad only room to place items there. there are...
1832	New House in Balmora	Houses	MMH	44-7398	Duskridler	2002-05-29	Adds a House just South of balmora, next to the Shulk Egg Mine
1822	NerevarineHouse	Houses	MMH	44-3508	User of GenMod	2009-05-12	Auto-generated mod with the GenMod tool.
1821	Nerevarine's Castle v0.9	Houses	MMH	44-7242	Zappara	2012-08-13	Soon after Nerevarine had defeated Dagoth Ur and his minions the people of Morrowind wanted to show admiration to their Hero by reconstructing a lost dwemer castle, now known as Nerevarine's Castle. The Castle is located in a remote island far north of Dagon Fel. The people who helped reconstruct...
1819	Nerevarine Manor	Houses	MMH	44-3525	Jess	2009-05-12	Imperial fort style manor with hidden rooms on an island far west of the island but still visible on the map. A book on barrel in the courtyard where you get Fargoth's ring tells you how to get Nerevarine Manor.
1818	Nerevarine Manor	Houses	MMH	44-8112	benwaller1	2005-02-01	This mod adds a house to the grassy area of Plaza Brindisi Dorom in Mournhold. The house contains two stories and a basement. On the table next to the bed there is a ring that will teleport you to the house when equipped.
1817	Nerevar's Manor	Houses	MMH	44-11182	Trunksbomb	2007-04-10	A house has been built just outside the gates of Balmora, near the Silt Strider. The Duke ordered the house erected for the coming of the Nerevar. The new manor features Guards, a weaponsmith, an armourer, and many (nearly) bottomless storage chests, as well as a bed for sleeping and a warm fire...
1816	Nerevar's Magic Tent v1.0	Houses	MMH	44-11260	Princess Stomper	2007-05-24	My first released mod! "Adds a "magic" tent just outside the Ald'ruhn city gates. Through use of... um... clever lighting, the interior is deceptively spacious. It's not perfect, and I didn't spend long on it. It is designed purely to amuse, annoy the purists, and p...
1815	Nerevar's House	Houses	MMH	44-11503	Siekam	2007-09-08	Adds a Rock, a trapdoor and a chimney to the "Trade Yard" of Balmora. Once you go trough the Trapdoor you'll find yourself standing in a nice, comfy house, with Loads of places to put things away nice and tidy...(Including a special room to store weapons and a bar to display all your collected ar...
1811	NerevanaTemple v1.0	Houses	MMH	44-3604	Vagabond Angel	2009-05-12	Beunos noches amigos y amigos. My first real attempt at something other than recoloured amour or weapons. I'm just putting it in circulation to get some feedback and see if its worth carrying on. The Temple is intended for high level PCs since the weapons and armour inside would comple...
1809	Nerethi Manor	Houses	MMH	44-11397	Sir-Stabs-Alot	2007-07-25	A large Redoran house added to Ald Velothi. No cost in this version, just walk in. Features: Large Master Bedroom and Bath Pool Armory Library Guards' Chambers Servants Chambers Guest Bedr...
1806	neenhouse 0812	Houses	MMH	44-3627	L'areal	2009-05-12	Creates a Manor located just off the road of Seyda Need beside the Siltstrider. Has Two levels with a cave. (Trap door located in kitchen.) Update Version 1.1: Added more containers, and increased the weight allowance, patio and lighting effects.
1805	Necromancers Tomb v1.0	Houses	MMH	44-3518	Ben McCubbin	2009-05-12	The tomb is to the south west of Gnaar Mok, just leave to the south, but before leaving into those mountains head to your left, and continue until you find the tomb.
1804	Necromancer Home	Houses	MMH	44-3643	Davidevil	2009-05-12	Necromancer home Balmora Your uncle Mortimer is died during a Skooma party and you have inherited his dark adobe... But there is a clause to respect: His mummy must remain forever in your new drawing-room. 1) Install the Jiabs House.esp file ito the data direc...
1803	Necromancer Abode	Houses	MMH	44-10398	Mosrael	2006-02-08	This is my first mod, ever! And I thought I had to start somewhere, so I thought, house mod! And where are all house mods I wondered. Well, Balmora of course! This mod adds an underground imperial dungeon style home with an entrance just north of Balmora on the eastern ba...
1800	Nchuleft Dwemer Home	Houses	MMH	44-12765	Jake11611	2008-06-11	From the readme... This mod adds onto the dwemer ruin Nchuleft with a decent sized-house. Inside is a Telvanni wizard and his guard, who you will need to kill to take over the house. The house includes an observatory (with controllable lights), a kitchen area,...
1798	Natar's House v1.1	Houses	MMH	44-14864	Vanhikes	2013-07-14	This mod just creates a simple house in Balmora that you can buy. The selling price is relatively high but houses cost a lot of money. If you don't like to buy things just kill him. But remember he is just a poor old man. This mod is for people who do not like killing people and taking their hous...

Id	Name	Category	Site	Link	Author	Date	Description
1797	Natar's House v1.0	Houses	MMH	44-14863	Vanhikes	2013-07-14	This mod just creates a simple house in Balmora that you can buy. The selling price is relatively high but houses cost a lot of money. If you don't like to buy things just kill him. But remember he is just a poor old man. This mod is for people who do not like killing people and taking their houses...
1796	Nasty Old Shack-House	Houses	MMH	44-9998	glymfeather	2005-07-12	A nasty old shack-house, (complete with garbage heap, old bottles, and leftovers) located North by North-East of the Seyda Neen siltstrider. Built and submitted at the request of my brother, legocrazy82. Mostly just good for a laugh, unless you're playing a really di...
1794	nanas sanctuary	Houses	MMH	44-3568	Nana	2009-05-12	My first attempt at an interior. I've used this to try and learn "how to" with the CS, so any constructive comments would be appreciated. Adds a small set of rooms accessed by a trapdoor on the exterior stairs of the Mages Guild in Balmora. The key is nearby. A couple of smal...
1792	N'Dib Treehouse Travel Add-on	Houses	MMH	44-1685	Lochnarus	2009-04-06	This plugin adds boat travel to and from N'Dib's Treehouse Island, which lacked fast travel in his original release of the treehouse mod. I love N'Dib's work, and since he is not around the modding community these days, I took it upon myself to make fast travel on the nice little island available...
1791	N'Dib TreeHouse beta v0.6	Houses	MMH	44-14825	Eric Henry aka Brillo	2013-06-14	It's just a small island located around 30,10, just off the eastern coast of Vvardenfell. The island contains a small cozy little treehouse like home that is mostly empty. Some shelves, bookshelves, tables, a closet and a desk, along with quite a few large ceramic urn type containers. There are a...
1790	Mzudarhk Manor v1.1	Houses	MMH	44-3554	Unknown	2009-05-12	
1789	Mzudarhk Manor v 1.1	Houses	MMH	44-1600	Unknown	2009-04-06	
1788	Mzudarhk Manor v 1.0	Houses	MMH	44-1595	Unknown	2009-04-06	
1786	My Velothi Tower	Houses	MMH	44-3582	Unknown	2009-05-12	Places a Velothi Tower near Tel Aruhn to be used as a player home.
1785	My Tower	Houses	MMH	44-15451	Unknown Hungarian Modder	2016-02-02	Location: Balmora two bridge. Extra usefull item : MyTower Key (location:bedroom) USE SleepengBag (WorkRoom-Chest)
1784	My Seydna Neen house	Houses	MMH	44-13383	asidcousin	2009-04-19	This is my first mod and i did not even know what an extractor was a week ago so i am just learning please tell me if you find any glitches and if it conflicts with any other mods (i am running 37 now and it does not conflict with any other mods). TY ==== ...
1783	My Seyda Neen House	Houses	MMH	44-11629	Donselaar	2007-11-06	This adds a "VERY" little quest to Seyda Neen which ends up giving you a house to live in. This house is situated in the area behind the light house. In the house are a lot of handy things. such as your own set of picks and apparatus. An imperial...
1782	My Sanctuary	Houses	MMH	44-8109	Ales Jamsek	2002-06-26	
1781	My Place PLG v1.0	Houses	MMH	44-3547	Gloriociosus	2009-05-12	Read Me for My Place PLG. This Mod adds a pretty cluttered house you can stay in. The house is located in Seyda Neen in the water near where Fargoths hiding place is. To get the key for the house you must either kill Erisa (Walking around Seyda Neen with exquisite Cl...
1780	My New Home	Houses	MMH	44-8496	T. Hayes	2002-10-28	Creates 5 new houses for you to purchase. They are linked by a private teleport system. The houses are located in Gnisis, Vos, Vivec, Dagon Fel, and Suran. Find the NPC vendor in Suran Tradehouse
1779	My Mournhold Manor	Houses	MMH	44-389	Big Chief	2009-04-06	Please note: This mod was transferred from Gamer's Roam after the site's closure. No information was included, so this note containing some basic information about the mod has been added as a courtesy to mod users. ----- ...
1778	My Mournhold Manor	Houses	MMH	44-3600	Big Chief	2009-05-12	This plugin provides a large, lavishly furnished manor on the eastern wall of the Great Bazaar section of Mournhold. This plugin requires the Tribunal expansion for Morrowind.
1777	My island house	Houses	MMH	44-13248	tmnt121	2009-02-12	Adds a island house that you can travel to just go to the siltstrider in seyda neen but you have to swim back some how the travel person at the island keeps disappearing.
1776	My House, Caldera	Houses	MMH	44-8464	Garp	2002-10-11	Adds a small house right by the north gates of Caldera. Small small but quite useful; good storage in the cellar geared for an Alchemist.
1775	My House In Vos	Houses	MMH	44-13652	TheGodOfApathy	2009-09-05	This Is A Nice Little House Just Outside Of Vos. It Features 3 Large Rooms' 1 Entry not Furnished. 2 Basement With Full Bar Area, Fire Place and Funny Tables. 3 BedRoom Upstairs With Queen Size Canopy Bed and 2 Full Book Sh...
1774	My House	Houses	MMH	44-7420	Renots	2002-06-18	Adds a house named "My House" on Merchant's Square, Balmora, between Dralasa Nirhryon's (Pawnbroker), and Calgius Clancer's (Outfitter). This modest house, built in typical Balmora style, has a spacious living area on the first floor, and a basement with...
1773	My Halloween Mod	Houses	MMH	44-13703	t-d-r	2009-10-17	here you go its a pumpkin like cottage outside ald ruhn in an old graveyard. you need/need files from these mods/expansions tribunal bismold growable pumpkins - Aridale Noblebrook Belmont witch hat - swrdphantom yes i know its walkthrough l...
1772	My Grotto	Houses	MMH	44-392	Unknown	2009-04-06	Please note: This mod was transferred from Gamer's Roam after the site's closure. No information was included, so this note containing some basic information about the mod has been added as a courtesy to mod users. ----- ...
1771	My Celler Seyda Neen v1.0	Houses	MMH	44-3602	Raye	2009-05-12	Puts a trap door outside between the two doors of the census buildings. Has bedroll and storage.
1770	My Brand New House	Houses	MMH	44-6359	Skull God1432	2009-12-23	The Elder Scrolls Morrowind My Brand New House Mod: This mod contains a new house which is yours it has a key in a barrel next to it and it is located just over the little bridge in Seyda Neen so enjoy. If you have any question contact me at [url...
1769	My BloodMoon Home	Houses	MMH	44-13995	Mr. Cherrie	2010-06-24	i needed a good house for my nord dude so i made this. its big. well made. and if u look in the big dead tree theres a surprise. i really don't care if you like this or not, so get over yourself if you don't. if you like it, i still don't care. Thank the community for my attitude. An...
1766	Murderous Residence	Houses	MMH	44-12426	Vanguard	2007-12-13	Murderers, Vampires, Rapists and Thieves! Be prepared to jump with calamitous joy as a new home has been prepared just for you. This is my first ever RELEASED mod, that's to say I didn't just throw this thing together within 1 hour and post it going "my 1st mod I hoep itz...
1765	Murdas	Houses	MMH	44-9289	Raghist	2005-05-28	This adds a new Velothi Dome named Murdas secreted away in the Molag Amur region, with five hidden locations across Vvardenfell, Solstheim, and Mournhold linked to it via 2-way magical portals that bridge time and space...well, just space, but you get the idea. Essentially, th...
1764	Munin's Oblivion-Style Morrowind Homes-Balmora	Houses	MMH	44-13999	Munin	2010-06-28	Munin's Oblivion-Style Morrowind Homes (or MOSMH) is a plugin for Morrowind that attempts to recreate the housing system of Oblivion. The player can purchase homes in major cities, then purchase furniture to flesh them out, as the homes purchased will be empty except for a bed, as in Oblivion. &#...
1758	MUE 2.0	Houses	MMH	44-4943	Magistrate	2009-05-12	[size= medium]* WARNING * Severely Outdated Version. Latest Version available here: http://morrowind.nexusmods.com/mods/42376/[size
1757	Mudcrab Island v1.02	Houses	MMH	44-14609	Phaedrus	2013-04-10	Three years in the making, this mod creates a small, but nice, house on an island in the Ascadian Isles. It is called Mudcrab Island because a certain temulent mudcrab lives under the back porch. It's more than just a house mod, though - there is much more than meets the eye. Row a bo...
1756	Mucksponge Cavern	Houses	MMH	44-12422	Arcturius	2007-12-11	This Mod adds a little cave for lower leveled characters to call home. The way to get into the cavern is through a Mucksponge in Gnisis. The mucksponge is in a cluster of mucksponges in town. There is good loot but it shouldn't be unbalanced. [...
1754	MR.SP00PIEs Great Unknown	Houses	MMH	44-943	John a.k.a MR.SP00PIE	2009-04-06	README What this mod does is add an incredible house to tel mora. This house mod took me a while to make, and I sure hope you enjoy it. It has so much storage that no human could possibly use it up. Yet is small enough to not get lost. This mod ...
1751	Moya -Floating PC Home PATCH 1.3	Houses	MMH	44-827	Ger	2009-04-06	THE FLOATING PLATFORM -by Ger (and just about every MW modder ever) Version 1.3 * OOPS: Being my first mod, I knew I'd mess up something. I got the Mannequins partially switched o...
1750	Moya -Floating PC Home - Part 2	Houses	MMH	44-837	Unknown	2009-04-06	

Id	Name	Category	Site	Link	Author	Date	Description
1749	Moya -Floating PC Home - Part 1	Houses	MMH	44-1222	Ger	2009-04-06	THE FLOATING PLATFORM -by Ger (and just about every MW modder ever) * Be prepared -this is a big readme, but read it all as it may have something you need to know and you might see something that you wa...
1746	MournholdMansionv1 01	Houses	MMH	44-3693	PlayForWin	2009-05-12	**** The Elder Scrolls III &...
1745	Mournhold Underground Home	Houses	MMH	44-9859	linkoh_451	2004-09-20	This mod adds a underground house to mournhold in the Plaza Brindisi Dorom, it has goblins and dremoras inside so preapre for a fight iot woun't be that easy claiming this home.
1744	Mournhold Mansion v1.01	Houses	MMH	44-769	PlayForWin	2009-04-06	**** The Elder Scrolls III MORROW...
1743	Mournhold Mansion Add-On 1	Houses	MMH	44-812	PlayForWin	2009-04-06	**** The Elder Scrolls III MORROW...
1738	Morrowind Prime Minister Palace	Houses	MMH	44-14945	Hamzah Asyrani	2013-08-29	The Prime Minister of Morrowind live here in his office.
1734	Morrowind Homes	Houses	MMH	44-4743	Josh Bowman	2009-05-12	** Morrowind Homes ** Introduction: Clagius Clanler and his brother Rufinus have gone into business together and started "Clanler and Clanler Enterprises." Clagius still sells his normal home furnishings and equ...
1732	Morrowind Crafting Houses	Houses	MMH	44-9846	Drac	2004-12-11	This little mod will provide several rather nice houses (manors, in some cases, really) to Vvardenfell island, as well as the people who own them. There are two from whom you may purchase these, one located in Balmora, and one located near Ald Velothi. Each will tell or...
1731	Morrowind Abodes Collection	Houses	MMH	44-7498	Morrowind Abodes	2005-05-24	All of the Morrowind Abodes classic house mods are included, as well as the original readme files. This mod has been uploaded by GTKpower. All credit belongs to the Morrowind Abodes team. I am simply uploading the collection here, as Morrowind Abodes has closed down and...
1729	Mormegil Manor	Houses	MMH	44-12744	Calislahn	2008-06-01	Mormegil Manor is a large property built by request located just outside Pelagiad on the Balmora Road. This is a display house more than a home although the living areas are nicely furnished and homely, if somewhat small. The majority of the house is for placing all that ...
1726	Mori Mountain Estate v2.01	Houses	MMH	44-7306	Marc	2012-08-24	This mod creates a house inside the Northern mountain of Balmora in an area compatible with the Balmora Expansion Mod. Look for the banners outside and the flyer near the door to find it. The house is deceptively large and has the following features: Ingredient jars for all ingre...
1725	MORI MOUNTAIN ESTATE	Houses	MMH	44-15588	mARC	2017-10-02	MORI MOUNTAIN ESTATE Requirements - c2.0 and up require both Tribunal & Bloodmoon v1.03 and lower require only Morrowind Recommended - Sri Alchemy by Sriklandi (not required) Advanced Herbalism by Andoreth (not required) -----
1719	Morag Tong Grandmaster's Quarters	Houses	MMH	44-6515	Master Sam	2010-07-30	When I was younger I thought how cool it would have been to have a hidden door behind one of the set of plants anywhere in Ald-ruhn, leading to a little base. The small area/one cell residence can be found in the Ald-ruhn, Morag Tong Guildhall. Wh...
1718	Morag Tong Grandmaster Quarters	Houses	MMH	44-13837	Mr.pointless	2010-02-06	The is Eno Hlaalu's quaters same one only in a diffrent cell and he does not own the misc or any container to keep a long story short read the readme.
1715	Moonshadow Temple	Houses	MMH	44-380	Sunsi, Shannon	2009-04-06	-----From the original Moonshadow temple read me by Shannon Adds a beautiful Ivory city named "Moonshadow Temple" to the Morrowind world. There, you will find six (unfurnished) houses of varying sizes. Also, you will find a shop, owned and operated by the lovely Sunsi, who w...
1714	Moonmoth Observatory	Houses	MMH	44-12711	Danjb	2008-05-09	Adds an observatory tower to Moonmoth Legion Fort, occupied by a mysterious old man. In his old age, he thinks it necessary to find a buyer for the tower - for a few thousand drakes, you can become the tower's new owner; the old man will shortly leave, leaving you with a bed, modest storage, and ...
1713	Moonmoth Legion Home	Houses	MMH	44-14298	Crankgorilla	2011-05-11	A home in Moonmoth Legion Fort that features a wall sized aquarium. The home is furnished and has efficient storage options. A return home ring included. Scripted shrine that craves the blood of Daedra hearts! Scripted bat...
1710	MooCows Bottle Home Enhanced v1.2	Houses	MMH	44-862	MooCow	2009-04-06	4/09/2004 Bottle Home Enhanced V1.2 (By MooCow) Information on Bottle Home Enhanced This mod has the same expansion/game requirements as the original Bottle Home by Blue Eagle.
1709	Monks Shack	Houses	MMH	44-4990	Unknown	2009-05-12	To install the plugin, unzip the files into the Morrowind/Data Files directory. Read the Brochure to learn about the plugin! If distributing this plugin, please give proper credit -wesaynothin
1706	Molag Mar Manor v1.0	Houses	MMH	44-13882	Crankgorilla	2010-03-11	A home located in Molag Mar. Travel to the canton city of Molag Mar. On the top level exterior of the canton is a new homestead for you to reside in. Statues adorn the home, along with an indoor pond and various paintings and trinkets. Custom furniture is used throughout. All the necessitie...
1705	Molag Mar Manor	Houses	MMH	44-7873	Goth	2003-10-09	Adds a new house for PC with big storage space; training room with cattle for slaying, two traders and some weird stuff you can see for yourself - - IT'S NOT IN BALMORA!!!
1702	Mog's Homes	Houses	MMH	44-13818	Mog	2010-01-19	This mod is a set of homes spread across Vvardenfell for all to enjoy! Complete with pricing and style equivalent to the town or city the home is based. Where did the idea for this mod come from? This started two days ago on a whim. I just reinsta...
1693	mjy asian house 3	Houses	MMH	44-3363	Mighty Joe Young	2009-05-12	An Asian house near Pelagiad
1690	Mistletoe Manor v1.2	Houses	MMH	44-12993	Crankgorilla	2008-10-28	A cozy cottage in Pelagiad. Be the first to place a bid with Mara for ownership. Track her down along the eastern wall of Pelagiad to lay claim to the home. There you can learn more about the house and inspect the grounds. Overview Features include animated ch...
1689	Missing dds from Kos Bottle Home	Houses	MMH	44-902	Unknown	2009-04-06	
1685	Mince Island/Himleys Hotel cave	Houses	MMH	44-9176	Mincetro	2004-02-06	This plug-in adds a new, small, off-shore island with a trapped merchant on it who will not care if you steal whats on the ground, and it is easier to kill him than buy his stuff. There is also a cave near the north of Seyda neen called "Himleys Hotel and supplies". whe...
1684	Miller's Tree House	Houses	MMH	44-11661	Miller_Kid	2007-11-23	This mod was inspired by Catherine799's tree house mod. This one is placed just outside Seyda Neen on a small hill at the bottom of the mountains. You should be able to see it from the last few houses in Seyda Neen. Small house, but has a fair bit of storage. A great house for a thie...
1678	Mesa Fortress	Houses	MMH	44-8897	Strider	2003-06-11	Several ships going to and from Morrowind have reported seeing two islands... One is rumored to be rebel. The other is a small colony of the Black Dragon Empire, which remains unknown in Morrowind. Travel to Mesa Fortress and find out more about the colony and the nearby rebel fortr...
1672	Medivhs Sanctuary v1.0	Houses	MMH	44-3683	Atlas	2009-05-12	Adds Medivhs Sanctuary, the Library, and reduces the aggressiveness of Cliff Racers and Rats.
1669	Mechanical Manor	Houses	MMH	44-9271	Tenner	2004-03-01	VERSION CHANGES: I reworked some of the dialogue, added a way to reach the manor from the foot of the mountain, fixed (sorta) the manor entrance wall added a few small things, and tweaked the secret area a bit. This mod adds a manor located inside Abarillus mount...
1668	McG Simple Portable House	Houses	MMH	44-14311	Chthonian	2011-06-01	This Mod adds a new NPC to Seyda Neen, Mordecai. He sells a Magical Drum, which can be bought for 5000 septims. Changelog:N/A
1667	McCloud's Manor	Houses	MMH	44-8315	Kaz	2002-08-08	
1658	Marths Crag	Houses	MMH	44-10075	BattleRelic	2005-08-10	This mod replaces one tree in Morrowind changing it into the doorway to Marths Crag, found in the ashland reagon at 0, 1. You can find the tree by going down the Foyada Mamaea near Assarnatamat, a daedric shrine.
1657	Marshmoor Manor	Houses	MMH	44-10414	Stargate525	2006-02-12	A large, five building Manor built around a tree is located west of Hla Oad. Plenty of space for all your stuff, but should still be quite cozy. Has an alchemy sorter, as well as a rather docile Atronach for your enchanting needs. Beware, when you attack him, he will try ...
1656	Marlow Manor	Houses	MMH	44-13622	Tom3	2009-08-25	From the Readme: Marlow Manor (requires Tribunal) created by tom3 (aug 2009) This mod adds a house south of Vos in common rich style. INSTALLATION: To install the plugin, I suggest that you unz...

Id	Name	Category	Site	Link	Author	Date	Description
1654	Marigold Manor	Houses	MMH	44-12433	Denina	2007-12-15	This is a huge house mod that I made for one of my characters. The building of it went so smoothly and turned out so well that I decided it was worth sharing with the community. Location: Very remote. It's on a large island northeast of the Ahemmusa Camp and east of the K...
1653	Marc's Mori Mountain Estate in Sadrith Mora	Houses	MMH	44-14035	Dravenjv	2010-08-10	I created this mod for myself but decided to release it on here. I have always adored and used the Mori Mountain Estate mod as I find the home to be perfectly welcoming and useful for my needs, not to mention a masterpiece inside!. The only trouble with it is that my Vamp...
1652	Marandus Abode v2.0	Houses	MMH	44-7172	Princess Stomper	2012-08-04	A full renovation of Marandus to turn it into a huge player home with servants, pets, storage and fast travel. Removes the hostile NPCs and creatures from the Marandus stronghold near Lake Amaya. Adds attractive plants and stables to the exterior. The stables contain two guars who wi...
1651	Marandus Abode	Houses	MMH	44-10895	Princess Stomper	2006-11-24	A full renovation of Marandus to turn it into a huge player home with servants, pets, storage and fast travel. Removes the hostile NPCs and creatures from the Marandus stronghold near Lake Amaya. Adds attractive plants and stables to the exterior. The stables contain two ...
1642	mansion and a yacht	Houses	MMH	44-5066	wulfbyte aka Doug Lunde	2009-05-12	My first attempt at a mod - a simple house addition with a boat dock, travel NPC, and a couple of re-skinned weapons and few other surprises.
1641	Manor Farm	Houses	MMH	44-11571	Siekam	2007-09-30	There's quite a big Farm near Vivec. The owner, an old Ashlander, feels the end of his life approaching and decides to make one last journey to the Ashlander Camp where he was born. He hopes to die on his journey, heroic in battle. And he leaves all his possessions to the Incarnation of Saint Nere...
1639	Mannaz Manor	Houses	MMH	44-15093	Mannaz230	2013-12-05	This mod adds a lavish mansion to the foot of the hills just outside Suran. Leave the town via the main entrance, past the silt strider, cross the bridge, and turn right after the first tree. You should see the manor in front of you. This was originally made for myself, but I figured I'd upload i...
1637	Malestair's Manor v1.0b	Houses	MMH	44-14953	Brihtwulf	2013-08-30	Malestair is a friend of the character who has given them permission to take full use of his home in Balmora. It comes complete with armor manequins as well as some other nice things.
1636	Malemond Manor	Houses	MMH	44-8301	D.L.	2002-08-07	
1630	Magus Realm Tower	Houses	MMH	44-12052	Korana	2012-11-25	*****Magus Realm Tower v1***** by Korana 1. What is this? 2. Installation 3. Credits and Usage 4. Contact 1. What is this? REQUIRES MORROWIND AND TRIBUNAL At the beginning...
1629	Magus Realm Tower	Houses	MMH	44-12089	Korana	2012-12-19	At the beginning of time, a powerful Mage named Magus split time into fragments. Within one fragment is a world, we call it the Magus Realm. Journey to the Mournhold Magic Shop to find out more about the Magus Realm, and to obtain the portal gem which will take you there. Please note i...
1628	MAGUS CASTLE RELEASE1	Houses	MMH	44-390	M6n6M6	2009-04-06	Magus's Castle, from the SNES game Chrono Trigger appears in Morrowind, but seems to be awaiting Chrono and his gang, not you, or the people of Morrowind.
1627	Magistrate's Uvirith Revamped v3.0 (2013)	Houses	MMH	44-12130	Magistrate	2013-01-17	[size= small]What good is accumulating titles such as Nerevarine, Magister, Archmage or Master if you don't get anything to show that off? How unrealistic is that the hero of Morrowind and the head of several factions walks around uncared for? Should a Telvanni Magister really live ...
1622	Magic Home Mod v2.0	Houses	MMH	44-3730	McMorman	2009-05-12	High above Caldera, the guild of storms has their magical abode. Discover new weapons, new armors and new items. Guild and house to store your items, large showroom with armor dolls and weapons racks, alchemy lab, living room and private pub Many quests, you can raise in ranks of the g...
1616	Mage's Services	Houses	MMH	44-11280	paranoid_android	2007-06-01	I was disappointed with the amount of places for mages to get services without being part of the mages guild. There are probably mods out there like this one, but I haven't come across them. This mod adds a house to the island north of Ebonheart. It has all of the services a mage could need. Spel...
1614	Maethral Sanctum	Houses	MMH	44-10867	Prince Maethis	2006-10-29	It adds a large stronghold to an island deep in the wilderness, with a bunch of surprises inside. To gain access to the Sanctum, a person may wish to visit Ra'virr: Trader, in Balmora. He's been doing some light reading at night... The category is Houses, but this mod can...
1613	Mae'vir Manor	Houses	MMH	44-10470	Master Sam	2006-03-06	Mae'vir Manor is a cozy mansion located outside Ebonheart. It features many rooms including the Armory, Display Room, Library, Throne Room, Bedroom, Storage, Indoor Garden, Lounge, Dining Room and a sort of Guest Room. Features lots of Beautiful Ivory Furniture...
1612	Madach Tradehouse Room	Houses	MMH	44-12827	Agito	2008-07-23	This mod adds a room to the Madach Tradehouse in Gnsis. It is small, but has some storage and a bed. In order to obtain the room, you must purchase the Madach Room Key from Fenas Madach (it appears in the Barter menu). The door is scripted to not allow entry ...
1611	Mach1723s First House Mod	Houses	MMH	44-11430	Mach1723	2007-08-08	This Is My First House Mod You Can Find The House Somewhere In Caldera. No gMsts Now Cleaned with tesame
1610	Maar Gan Hut	Houses	MMH	44-6426	SKC	2010-03-20	This plugin simply adds a quaint home in Maar Gan. The house is located right by the strider port, you can't miss it! There seemed to be a deficiency of housing choices in this area, so I decided to try make a nice house for anybody who would like to live in Maar Gan... This home uses all stock B...
1609	Maar Gan Abandoned Home	Houses	MMH	44-8588	Karpah	2004-11-01	My second mod project is an abandoned house in Maar Gan, near the silt strider. It was designed to be part of a larger project, but has been tweaked to be released as an individual house mod. Feedback appreciated!
1603	Lucky Lockup Apartment	Houses	MMH	44-11354	Lucror	2007-07-08	This Mod adds a small House/Apartment above the Lucky Lockup Tavern in Balmora. To get in search for the key and a note behind the crates in the alley behind the Mages Guild in Balmora. Installation--- 1. Extract the "Lucky Lockup Apartment" Folde...
1598	Lost Seren Manor	Houses	MMH	44-12967	wasnteventrying	2008-10-12	The Mod just adds a new home to Seyda Neen, there is no quest required to obtain it. It comes with a land deed, it is spacious and has an regal feel to it. Pure players may want to stray away from this mod because it does have some very strong weapon and armor enchantments. Changelo...
1597	Lost Cabin	Houses	MMH	44-7658	Kaira Midnight	2004-07-02	This adds a cozy little cabin in the Moestring Mountains with a nice frozen lake for a good view. It's by the Water Stone.
1595	Lord Vastion's Malq'ultrin Manor (10.0 - UNSCRIPTED) - Fixed	Houses	MMH	44-15325	Lord Vastion	2015-03-09	The Malq'ultrin Manor - A Massive Housing Mod built for the darker sort of player) This is The Malq'ultrin Manor's update, V10.0 unscripted. There will be one more update, that will introduce scripted NPC's (as for now, the NPC's are blank) . See Changelog below for the change...
1594	Lord Vastion's Malq'ultrin Manor (10.0 - UNSCRIPTED)	Houses	MMH	44-11293	Lord Vastion	2007-06-10	The Malq'ultrin Manor - A Massive Housing Mod built for the darker sort of player) This is The Malq'ultrin Manor's update, V10.0 unscripted. There will be one more update, that will introduce scripted NPC's (as for now, the NPC's are blank) . See Changelog b...
1593	Lord Vastion's Malq'ultrin Manor	Houses	MMH	44-10642	Lord Vastion	2006-06-25	The Malq'ultrin Manor (final version) is a massive housing mod for the darker sort of player. In this version, (8.0), furnishing throughout the manor has been completed. Overall size has been changed by consolidating each area to its own cell. Several new gues...
1588	Logans Begginer House	Houses	MMH	44-13726	Logan1052	2009-11-02	ok this is just a very very VERY basic house all it has is 3 chests for gear 1 book shelf and a bed so far, im going to update it over time but for now thats all ya get =) but for some one who just started playing morrowind or some one who wants to play a fully legit character, well here is a hou...
1584	Local Dwelling	Houses	MMH	44-3570	Paul Hosier aka DeathJester	2009-05-12	Local Dwelling by Paul Hosier aka DeathJester This is a large house in a grasslands. Its so big I had to make it underground, because I couldnt use any of the house statics (all way too small) The trapdoor into it is near the Zainab camp, but there are some new guild guides i...
1583	Local Dwelling	Houses	MMH	44-8444	DeathJester	2002-09-30	Info provided by Summit in lieu of poor description: A large house out in the Grazelands? ; multi-level,spacious; lots of assorted storage; bedroom; NPCs offering various convenient services, including 2-way travel to Balmora, Sadrith Mora and Vivec Mage guilds. The trave...

Id	Name	Category	Site	Link	Author	Date	Description
1582	Llothanis Cliff Manor	Houses	MMH	44-6307	uknesvuingng	2009-10-28	I got a bit of inspiration from Bal Gernak's Manor and the various housing mods for TR already around. Spotting the waterfall north of Llothanis, I had the idea of building a manor into the cliffs there. It's my first housing mod for
1581	Llothanis Abode	Houses	MMH	44-13091	Mr. Versipellis	2008-12-18	What does this mod do? Llothanis is a brilliant Tamriel Rebuilt town. It's built completely over water - this maze of bridges and docks is quite a sight to behold. I thought, I wish I could settle down here. But I couldn't. So to solve that, I created this, a little house mod. It adds a little ho...
1579	Living Tower	Houses	MMH	44-6224	iamnone	2009-04-03	!!! Now with ingredient jars and sorter and teleportation amulet! --- Living Tower v1.5 --- (house mod for TESIII: Morrowind) by iamnone This mod places a unique Telvaani-style tower in the Ascadia...
1578	Lions Den	Houses	MMH	44-10826	Dan deLion	2006-10-05	Provides a house with storage and display space that has doors leading to seven interior cells around the island. Changelog:Changes from .95: 1. Fixed missing table in alchemy lab. 2. Removed the grates that formed the doorways. The doors are now th...
1573	Lighter Mori Mountain Estate v1.0	Houses	MMH	44-6723	baikanp	2011-04-25	Lighter Mori Mountain Estate ---- I always thought Mori Mountain Estate is best house mod ever. But has some issues, such as performance hit on my computer.. So here is my customized version of this great house mod. Enjoy:D -----...
1569	Light and Dark Houses	Houses	MMH	44-8530	Blade Tail	2004-11-11	It adds two houses, one light and one dark (representing the disposition of your character), the necromancer style one is north east of Khuul just before the lil island, it is underwater in-between two shipwrecks with lots of dead skeletons to reenact the whole 'evil place of death?...
1568	Lich's Lair v1.1	Houses	MMH	44-14858	Stormwyynd	2013-07-08	A re-textured tower and dome I did for those seeking a more gothic abode. Included are two versions: (LL Walkin.esp) is for those only seeking a home. (LL Challenge.esp) is for those seeking a home, but with a nice challenge. This is an updated version of the lair relocating it to...
1566	Library	Houses	MMH	44-6289	rogerr	2009-10-09	Plug-in "Library" for The Elder Scrolls III Morrowind game (c) rogerr The plugin adds library in the Ghorak Manor, Caldera. The library has almost all the books out of the game TES-III Morrowind and a copy of the book "Famed Artifacts of Tamriel" f...
1565	LGHM2 Stormhold Patch	Houses	MMH	44-3586	The V8 Man	2009-05-12	The Latest, Greatest Housing Mod 2: Stormhold (PATCH) Created by: The V8 Man June 7, 2004 Requirements: Morrowind, "The Latest, Greatest Housing Mod" and "The Latest, Greatest Housing Mod 2: Stormhold" Description: This patch fixes a door script that was...
1563	Leodoem's ManorV1.0	Houses	MMH	44-3694	Ari Volk	2009-05-12	Leodoem's Manor v1.0 This is a fairly straightforward mod, it adds a large Manor House atop the Skar in Ald-Ruhn intended for a Redoran Archmaster, or other high-ranking Redoran member. No new meshes or textures, it is designed to fit seamlessly into the Morrowind worl...
1562	Lenne's Real Estate	Houses	MMH	44-12057	lenne	2012-11-25	Lenne's Real Estate Jan. 2003. "Morrowind Council" special edition. This file includes 5 MODS and 1 bonus MOD. Each adds a house to the following location. Secluded House -- Near Seyda Neen Northgate.(pass the first swamp) Parasol Hou...
1561	Leijing Hill v1.5	Houses	MMH	44-11166	Melchior Dahrk	2007-04-03	This mod has been cleaned with enchanted editor. This mod adds an Asian/Akaviri style home to the grazelands. To get to the house go to Vos and talk to the guy that is wandering around outside of the Varo Tradehouse. This mod is all vanilla morrowind except for Dogle's animate...
1552	Lazarus Manor v1.0	Houses	MMH	44-11407	Srdjan Pokorni	2007-07-31	"Lazarus Manor" is a medium size house that comes as an array of ESPs: The main file defines interior, while others introduce exterior on various locations, so you can choose where your house will be. I also provided a "multiple exterior" variant. The house includes lots...
1551	Lavished Home v2.0	Houses	MMH	44-3606	T\$ (T money)	2009-05-12	Lavished home Version 2.0 By: T\$ (T Money) aka Travis Brown warroomgames@comcast.net Requirements: Morrowind/Bloodmoon/Tribunal To install simply extract to the data folder of morrowind ++++++ Changes in Version 2...
1549	Laszlo Manor	Houses	MMH	44-13876	latendresse76	2010-03-05	A four room house mod with Labeled over sized capacity chests, mannequins (so you can play dress up), the ingredient auto sorter containers for ingredients, Scroll sorter by school,Potion sorter By what it does a few empty book cases and a bed and a couch that you can sleep on!. Also included a r...
1548	Larger Indarys Manor	Houses	MMH	44-6406	Talus	2010-02-18	Larger Indarys Manor expands the interior of Indarys Manor. I have added a large storage area with more than enough room for your all of your stuff. I also built a training area designed similar to other training areas in the fighters guild, so no ...
1547	Larger Indarys	Houses	MMH	44-6401	Talus	2010-02-16	Larger Indarys modifies the exterior around Indarys Manor in Bal Isra. The entire exterior has been nearly doubled in size, as such the landscape has been raised to fit 2 more huts; a Healer and a Smith. The other retainer buildings are not touched, and I have ...
1546	Landscaped Hideaway Cottage v2.6	Houses	MMH	44-13597	Shezrie, Thondur	2009-08-17	This Secluded home was first published by Shezrie in 06 and all credit for the Cottage and its interior go to that Author. With permission I have changed the Landscaping to further enhance this really nice secluded location by a pond south of Ebonheart and added many details around the location, ...
1545	Land of Zero's 3D-MCA	Houses	MMH	44-11035	Psykohunter	2007-02-02	Adds a new house south-east of Balmora with all kinds of cool stuff including a mini-garden/jungle, weapons/armour lab, an Alchemy lab with plenty of storage, It has jars for all ingredients found in Srikandis Alchemy, ModMan's Gem Pack and MasterW3 RuneMod (auto-sorting of ingredents, potio...
1544	Lakura Manor	Houses	MMH	44-10784	Rogue Shadow	2006-09-02	This house is situated on a rock due west of Gnisid, at the edge between the landscaped area and "Wilderness". I made this mod for myself, really. It doesn't fit with the "atmosphere". And no, it's not "Dwarven". Sotha Sil did not make it. Akatosh did not do the time warp (again) and make this ho...
1543	Lakeside Retreat	Houses	MMH	44-9256	Impaler	2004-02-23	This mod adds a small island to the lake in the ascadian isles. The island is beautifully landscaped with trees, waterfall, veiving platform, diving board, pond, garden, guars and lighting. There is also a cosy cottage on the island with a living room, a bar, a st...
1542	Lakeside Burrow	Houses	MMH	44-13338	Saltmummy626	2009-03-25	a pleasant little house one a point of land to the north of pelagiad. ive always wanted to build a house on that specific location. it has a couple special rings (one teleports you to the house, the other changes the weather randomly whenever you put it on), a nice view of the lake, and plenty of...
1541	Lakehouse	Houses	MMH	44-12727	VaguelySpecific	2008-05-17	Places a Hlallu house just South of Seyda Neen and West of Ebonheart. To get to the house you can swim, or go to Ebonheart, and there is a small rowboat at the end of the right pair that acts as a door to the lakehouse. When you arrive, there is a trader with 5000 gold, and lots to se...
1540	Lake Home v1.0	Houses	MMH	44-3451	DJN	2009-05-12	Bad day on Red Mountain? Ever wished you'd just stayed home and went fishing instead? Then this is the mod for you. More than just another house, it includes multiple new NPCs, quests, monsters, dungeons and a whole new faction especially created for characters that want to relax, hoist a p...
1539	Lake Amaya Island Home	Houses	MMH	44-12540	Imposter9000	2008-02-16	This is a simple housing mod that places a quaint little home on an island in the middle of Lake Amaya. The location is easy to find yet isolated enough to give your character some peace and quite after a long day of adventuring. This mod is designed for purist Morrowind ...
1536	Lachalns' Shack Mods	Houses	MMH	44-12479	Lachaln	2008-01-17	This is a small mod which adds a very small one room shack to the outskirts of Hla Oad and another small one room shack to the outside of the Balmora Temple. Hope you enjoy this small mod. Any constructive criticism appreciated.
1534	Kyro's Seyda Neen Shack	Houses	MMH	44-13932	Kyromods	2010-04-23	Adds a shack to Seyda Neen. Has three wardrobes in it, one for Assassins, Mages, and Warriors. Cleaned With TESTool
1527	kws Furnature pack 4 Add-on	Houses	MMH	44-779	Sisco	2009-04-06	**** ** kw's Rich Furniture v4 Add-on **** **...
1521	Kos Bottle Home	Houses	MMH	44-945	Ko-Gar	2009-04-06	Ko-Gars Bottle Home v3641 by Ko-Gar *** REQUIRES: Morrowind, Tribunal AND Bloodmoon *** This is my version of Blue Eagles' excellent Mod "Bottle Home 1.0 No Harem". This is a complete reworking of the original Mod... Entirely new interior, done in the Mour...
1519	Knight's Tower	Houses	MMH	44-15355	SYMBIOTE DINOSAUR	2015-06-11	Adds a Knight themed player home a ways north of Ebonheart. INSTALLATION: install the zip-folder, then extract it to your morrowind data files folder, then check it in your launcher.

Id	Name	Category	Site	Link	Author	Date	Description
1517	Kisune Manor	Houses	MMH	44-10660	Soul Thief	2006-07-07	Kisune Manor is a house mod that is placed in the void. Like many before me, I am tired that all the house mods I find either tend to be nothing but eye candy, or just not what I'm looking for. So, I made my own houses and I am releasing this home to the Morrowind community. –
1511	Khuul Manor	Houses	MMH	44-3734	Unknown	2009-05-12	Readme: I. Location II. Description III. Contacting IV. Comments I. Adds a small Redoran style house to Khuul. You can find it next to the Silt Strider. II. Inside you will find a large room with two other doors leading to different parts of the house. The door to your right...
1510	Khuul Dock Home	Houses	MMH	44-11393	Saania	2007-07-22	This mod adds a cozy, but not tiny, home in Khuul that is accessible by boat or siltstrider (or foot). It is furnished and lighted nicely. Home includes: - Your own dock - High Capacity containers - A kitchen - A bedroom - A Vault + Storage ...
1508	Kharnatt	Houses	MMH	44-7539	Joey Kuipers	2005-02-18	It creates the ultimate light experience for a player. You have to work with candles, and so, creating your own home.
1504	Khajiit Dens	Houses	MMH	44-12815	Dbfuru	2008-07-11	Version 0.2 is here! Adds a scripted Skooma Dispenser to the Balmora den. Changed the den, it has 2 parts now, a sleeping area with table/bookshelf/bedrolls, and a second floor with 2 bookshelves, 2 wine racks, plenty of storage, and a scripted skooma dispenser. This is a...
1503	KFM Castle v0.666	Houses	MMH	44-3633	Tito13KFM	2009-05-12	KFM Castle by Tito13KFM New versions can always be found first at http://tito13kfm.net/firms.com Places a Castle that you can use as your house at the north end of Balmora next to the temple. V 0.5 First public release. Please send feedback and Err...
1502	KFM Castle	Houses	MMH	44-7352	Tito13KFM	2002-05-28	Adds a castle to the north side of Balmora. Includes: 2 NPC's with quests, a dungeon, dancing girls, a working keg, plenty of storage and table space.
1498	kesas realm	Houses	MMH	44-13740	t-d-r	2009-11-12	kesa is my necromancer character,he works for the sixth house and smells onion. he decided to create this realm,an armour is also included and why kesas armor have shackles?well he escaped directly from prison to serve mr ur,and he liked them so mr ur just hel...
1497	Kerrick's House	Houses	MMH	44-10889	Kerrick	2006-11-14	A house a little bit south of Pelagaid. It's got an Alchemy Lab, a Teleport/Enchant NPC, as well as a modest storage area. A teleport ring is tucked away inside the house, along with a few new weapons. Screenshot included in readme that explains location of the house.
1496	Kenshin's Stronghold (beta)	Houses	MMH	44-1888	Digital_Ronin	2009-04-06	Quick Data: ===== Project: Kenshin's Stronghold Category: Custom Player Stronghold Status: Beta Testing Zipped Size: 194k (198.948 byte) Author: Digital_Ronin@gmx.de Last Update: 20-06-2002 Commentary: ===== ...
1493	Kavendale v2.0	Houses	MMH	44-9267	Moosehead	2005-01-23	Small Mournhold style tropical island located South-West of Vvardenfell. There is a Manor for you to live in. There is more than enough space to put your stuff for show and to stash. There are four ways to get to the Small Island.
1486	Karstag Tower	Houses	MMH	44-1682	Unknown	2009-04-06	
1483	Kane's home	Houses	MMH	44-8139	Kane Lore	2002-07-03	
1477	Kahleigh's Retreat v2.0	Houses	MMH	44-15046	kwshipman, MWDeuce	2013-10-28	~ Kahleigh's Retreat ~ Kahleigh's Retreat adds a beautiful house on the mountainside above Caldera, a short distance from the west gate and Mage's guild. A wooden gate leads to a courtyard with a few select plants. This house looks great, both outside and inside. The living room h...
1476	Kahleigh's Retreat v1.1	Houses	MMH	44-1454	kwshipman	2009-04-06	Kahleigh's Retreat is a small house mod located in Caldera, just behind the Guild of Mages. At the moment there are no quests or cost to obtain the house. Just open the door and move in. You will find a teleport ring on the mantle in the main room that will bring you back from anywhere.
1475	Kahleigh's Retreat v1.0	Houses	MMH	44-1353	kwshipman	2009-04-06	Kahleigh's Retreat is a small house mod located in Caldera, just behind the Guild of Mages. At the moment there are no quests or cost to obtain the house. Just open the door and move in. You will find a teleport ring on the mantle in the main room that will bring you back from anywhere.
1474	Kahleigh's Retreat v1.1 (TB/BM)	Houses	MMH	44-9638	kwshipman	2004-08-01	Kahleigh's Retreat is a small house mod, located in Caldera, just behind the Guild of Mages. It uses the Rich tile set and has a warm relaxing atmosphere. If you like Abu's Retreat, you'll like this one. There are five rooms to this house, the Main Room, Display & Storage, Kitchen, Bed...
1467	JW Balmora House v1.0	Houses	MMH	44-3536	Hanno	2009-05-12	Balmora Mods A house in Balmora along with a rich merchant. Includes the excellent mod, FemBody. I know, not another house in Balmora. This is my first ever mod, so I figured I'd do something easy. There is a trader with 50K to buy your expensive stuff, chests filled with ingredie...
1466	Jutbaer	Houses	MMH	44-5972	TheForestIsMyThrone	2011-11-09	"Jutbaer" by TheForestIsMyThrone *** A plugin for TES III MORROWIND (Morrowind & Bloodmoon required) Version: ***** Version 1.0 What is it? ** Jutbaer is a housin...
1460	Journey's End	Houses	MMH	44-12134	Lochnarus	2013-01-19	Journey's End is A large Telvanni/Indoril-inspired estate located On the very southeastern tip of Vvardenfell, very close to the Shrine of Azura, with fast boat travel to and from Tel Branora, Sadrith Mora. The island that Journey's End is located on is filled with plant contain...
1455	Japanese House Sakura Addon	Houses	MMH	44-2315	Sniper Daria	2009-04-24	The Elder Scrolls III MORROWIND: Japanese House mod V1.21 by Sniper Daria *...
1454	Japanese House mod V1.4	Houses	MMH	44-12115	Sniper Daria	2013-01-03	This is the final version of my mod which places a Japanese style house on a small island near Vivec. This mod has been checked with TESAME. It is complete and clean of the wierd changes to random items which plagued my early mods as well as the dialogue glitch I made in v1.3. No patches or add-o...
1453	Japanese House 1.3 Patch	Houses	MMH	44-2186	Sniper Daria	2009-04-24	The Elder Scrolls III MORROWIND: Japanese House mod V1.3 by Sniper Daria **...
1452	Japanese House 1.1	Houses	MMH	44-2191	Unknown	2009-04-24	Khalazza Production Presents The Elder Scrolls III MORROWIND: Lord Yig's Asian Art Mod Index: 1. Installat...
1451	Jakey Keep Furniture Plugin	Houses	MMH	44-1252	JacMoe	2009-04-06	The Elder Scrolls III MORROWIND: Jakey Keep Furniture Plugin v.0.9 –
1449	Jagar Tharns' Prison	Houses	MMH	44-15102	Xions Heart	2013-12-23	In Arena, The First Elder Scrolls Game, Jagar Tharn was the Imperial Battlemage who was corrupted by magic. He invited the Emperor and trapped him in a Realm of Oblivion of his choosing and now I give this realm to you, with Piratelords Daedric resource, I now give you this plane of Oblivion as a...
1447	Jacob's Hideaway	Houses	MMH	44-13904	warshacked	2010-03-31	A small underground lair with a fairly good sword and a nice sized storage area has a cool back story in a journal inside the house lastly the house is located in a tent just outside of balmora to the south. this is my first mod so dont judge to harshly.
1443	Island Stronghold Manor v1.4	Houses	MMH	44-3878	DarkX0	2009-05-12	This mod adds a very extensive house/landmass SW of Seyda Neen, it can be accessed via Silt Strider(Balmora, Vivec, Seyda Neen, Gnisis); Boat Service(Hla Oad, Vivec). This mod is more then just a house mod however, it adds 17 new cells, 42 NPCs, and over 5000 new object references. It has more st...
1440	Island Of Morkaine	Houses	MMH	44-8660	Eclipse	2005-01-23	The Isle Of Morkaine is just S of the Odai River mouth. It features a large island complete with 3 waterfalls and an outstanding mountain. Also an abandoned castle lies at the island center, making a perfect home for any character. No uber or unbalancing items, just an amazing islan...
1438	Island Keep	Houses	MMH	44-3524	Paul Hosier aka Deathjester	2009-05-12	From the read me: This plugin creates a small island at (-17,-6), with a keep on it. The keep has 6 "buildings", 3 are for storage (1 for armor, 1 for weapons, and 1 for misc items) 2 are linked together with a bridge, and they are the Bedroom and living room The...
1437	Island Float	Houses	MMH	44-12311	PCC aka Blockhead	2013-03-12	Everyone has written a house plugin for Morrowind. So I tried my hand at it. This house is on a floating island rather high above Balmora. There are no cheating items and this island is not easy to reach.
1436	Island Estate v.1.1	Houses	MMH	44-3713	Valkyrie	2009-05-12	Places an island estate northwest of Seyda Neen. Contains alchemy jars, mannequins, practice dummy.
1433	Isengaard	Houses	MMH	44-7880	Cuchulainn	2003-11-14	This mod places a small house on the Island south of Ebonheart.Though this home has all the amenities such as storage and work space the best thing is the basement. In the basement are four doors that lead to and from unassuming doors in Ald-Ruhn, Balmora, Khuul, and Vivec The...

Id	Name	Category	Site	Link	Author	Date	Description
1432	Isaac's House	Houses	MMH	44-12592	Regaez	2008-03-11	This plug-in adds a house to Balmora, in which you can sleep and store things, with a little riddle-hunt to find the key. It features a special light switch and a teleporting ring that can send you straight back to the house, as well as have mark and recall abilities - essential for any over-encu...
1430	Iorya Dragon's Tel Uvirith Tower v1.0	Houses	MMH	44-14814	Iorya Dragon	2013-06-12	This plugin add new things to your tower in Tel Uvirith after you become Master in Telvanni House and have built your tower. I recommend after testing the plugin and if u like it try to play a new game this way nothing sticky will happen like cloning items or npc. There are many new addition...
1427	Inn-Friendly Stonewood Hall v1.2	Houses	MMH	44-1253	grond	2009-04-06	Index: 1. Installation 2. Playing the Plugin 3. Save Games 4. Other Info 5. Version history 6. Credits 7. Contact info 8. Hint 1. INSTALLING THE PLUGIN
1426	Inferno's Palace (Powergamer's Version)	Houses	MMH	44-14755	Inferno	2013-05-21	A large scale house mod built off of the old Inferno's House mod. To access the house find an amulet on the bed of Caius' home in Balmora. Enjoy
1424	Inferno's House	Houses	MMH	44-298	Inferno	2009-04-06	Please note: This mod was transferred from Gamer's Roam after the site's closure. No information was included, so this note containing some basic information about the mod has been added as a courtesy to mod users. ----- ...
1412	Indarys Study	Houses	MMH	44-13833	mr.pointless	2010-02-01	Just tweaked up the stair area and added a study in Indarys Manor just a simple one nothing big. Sorry don't know how to upload screens. still plan to make it fit Morrowind better and add a hidden area and also no read me for now and trying to figure out how to put up scre...
1404	Imperial House Pelagiad	Houses	MMH	44-3675	BlessedChamp	2009-05-12	A House west of pelagiad, for sale for 1000 gold, has many items, seems small but has lage area behind a secret door. May conflict with some other pelagiad mods, but probably not.
1395	Imperial castle	Houses	MMH	44-1674	McFarland, Slowride	2009-04-06	this is a castle I found on the net and did a couple of retexures. It is not added in the game, it is just a static that will have to be added ti the game.
1394	Imperial Bunkhouse - Gnisis	Houses	MMH	44-10974	Czech Under the Hammer	2007-01-07	This mod adds a little hut near the entrance to Gnisis. You get the key to it when you join the Imperial Legion. I don't have screen shots right now but I can give you a description how it looks: it has a bed, 2 closets, a chest, drawers, hearth, plates, food and a bottle of mazte. I made this mo...
1390	Ice's Hideaway & Buster	Houses	MMH	44-15071	CanadianIce	2013-12-04	This house was originally going to be just a quick little house for Ice incorporating all the things I've loved about other house mods (Phoebe's Abu Manor, KlrWlf's Wolf Manor, my first house mod Wolverine Lodge). Well... I got carried away. It is now a mansion under the sea just south of Raven ...
1389	ICE FISH MANOR	Houses	MMH	44-15369	SYMBIOTE DINOSAUR	2015-07-07	Ice fish manor is an Ideal home for a Werewolf, Fisherman, or Warrior character. It has a Main Hall, a Trophy Room, Dining Hall and a bedroom. There was original supposed to be a basement but I didn't feel like this home needed one. There is also a unique potion called "Hot Chocolate" it restored...
1388	Ice Den	Houses	MMH	44-10385	Clone	2006-02-02	Well I was bored of looking around for a Bloodmoon house, so I made one :) My Ice Den is located by Fort Frostmoth on the island of Solstheim. It contains a forge, kitchen, storage, bar, mini waterfall, and alot more! I Hope you enjoy it :)
1386	I wished I had a hobbit hole!	Houses	MMH	44-13634	darkelf	2009-08-29	This is a hobbit hole situated in the green farm lands above Vivec. Ideal for alchemists. This mod provides a "house under the hill" like those in Lord of the Rings. See read me for details. Does not require Tribunal or Blood Moon. :) Changelog:v-2.0 I h...
1385	Hut on the Hill 1.1	Houses	MMH	44-3620	Arata	2009-05-12	The Elder Scrolls III MORROWIND: Hut on the Hill Version 1.1 **Note: Requires Bloodmoon.esp & Tribunal.esp
1382	Hunters Island	Houses	MMH	44-10178	Jeffrey Brown	2005-10-13	This mod adds a small island to the bloodmoon game. It also adds a house.
1381	Hunters Cabin v2.0	Houses	MMH	44-14202	Wollibeebee	2011-02-01	Adds a house just north of caldera. it was designed for people who living out in the wilds and living off the land, but like having a town closeby to run to when they need to buy stuff. The house is completely with: Bed & bedroom, Library (no book, thats for you to do), bath (working) and bath ro...
1380	Humble Abode	Houses	MMH	44-289	Darren Wright	2009-04-06	Please note: This mod was transferred from Gamer's Roam after the site's closure. No information was included, so this note containing some basic information about the mod has been added as a courtesy to mod users. ----- ...
1379	Humble Abode	Houses	MMH	44-8195	Beardo	2002-09-17	This house contains 4 floors and a big basement. To access certain rooms you need keys. Some of them are located/hidden in the house. To obtain the rest of the keys you need to look for clues. I won't reveal anything since it will destroy the pleasure of seeking for them &...
1376	Hull Manor	Houses	MMH	44-13640	TheGodOfApathy	2009-08-31	This is my first mod:) It is a large manor set atop quite the mountain just north of Molag Mar. The House contains a little bit of furnature in the first 2 rooms but not much at all. Also this is made with basic morrowind peices so ...
1375	Hovel v1.00	Houses	MMH	44-3550	TimEnchanter	2009-05-12	Hovel v1.00 - Created by TimEnchanter 01/29/03 Note: Tribunal *must* be installed on your system in order for this mod to work properly. Instructions: Unzip the files to your Morrowind directory. They *should* place themselves correctly. This mod creates a r...
1374	Houses For Sale v1.0	Houses	MMH	44-12058	Coleen, Andoreth	2012-11-25	Coleen has volunteered this great mod of unfurnished homes for use with Real Furniture. It adds 12 new properties throughout Vvardenfell that can be bought from Eranin Selvas in the Grand Council Chambers, Ebonheart. The houses are meant to be realistic in size and scope, matching the other house...
1373	Houses for Sale	Houses	MMH	44-15166	Somesz	2014-01-13	When I'ne finished the Oblivion, I started to make this housebuying mod for Morrowind. I wanted the houseseller to simply barter the keys to the houses. I did not work... I don't know why. Now I made it in topic style. You can buy these houses at Clagius Clanler's shop from his wife. T...
1372	Houses for Foxes - Temple Subterrane	Houses	MMH	44-13033	AnacinCross	2008-11-23	This would be my first mod, so criticism/hate mail is greatly appreciated. ===== about>> ===== ...
1371	Houses and Apartments	Houses	MMH	44-15088	ashworm	2013-12-05	This mod adds a NPC houseseller in the Vivec, Bureau of House Building in the Vivec, Hlaalu Canton (Waistworks) that sells 11 houses and 1 apartment located across. Vvardenfell. The apartment is in the Foreign Quarter, the houses are in: Ald'ruhn, Caldera, Dagon Fel, Gnisis, Hla Oad, Ma...
1370	Houses	Houses	MMH	44-9756	Lord Kharn	2005-06-05	This is a collection of three nice houses, perfectly suited to stashing all your goods, and collecting some neat items for a starting character (nothing uber at all).
1369	Housepod Pack	Houses	MMH	44-13997	KzimizZerg	2010-06-27	This mod is a packet of small housepods. The housepods have beds, tables and shelves, along with some minimal decor and LOTS of storage space. These are simple houses, so they have no teleporters or mannequins or anything fancy or scripted. They are also all accessible by walking or swimming and ...
1368	HouseBoat 0604	Houses	MMH	44-3630	Unknown	2009-05-12	
1367	House Project	Houses	MMH	44-6721	Zylomorr	2011-04-23	A new house constructed just off the ramp of Seyda Neen's silt strider port. The original ESP, featuring no scripting. Live simply. This is also my first official release. Changelog:1.0 - Created the original Mod 1.1 - Added a few minor scrip...
1366	House on the Hill	Houses	MMH	44-10929	snake138	2006-12-17	A small cavern in the northern area of Balmora. Changelog:1.0- First
1365	House of Ragnarox	Houses	MMH	44-9103	MOD_Ragnarox_xxt	2004-02-05	This adds a house called house of Ragnarox that can be teleported to by an amulet in the Seyda Neen, Census Office. Inside the house is... 1) A room with several chests with a lot of storage and, tables to display what you want. 2) A room that has doo...
1364	House of Heavenly Pleasures	Houses	MMH	44-8461	Michael Felske	2002-10-09	Adds the House of Heavenly Pleasures to Vivec's Foreign quarter. Visit it for cultivated relaxation, some charming conversation - or for its unique special attraction: female boxing. See ReadMe for details.
1363	House O' Dorothy	Houses	MMH	44-10348	Gro-Ab-Shalk	2006-01-15	Sisca originally made this, and I've changed nothing. It adds an island a ways South-East of Seyda Neen. The island contains a house and a body, as well as a new monster. On the body you will find a journal and a pair of slippers. If you equip these slippers it will return you to the inside...

Id	Name	Category	Site	Link	Author	Date	Description
1362	House NEVERLORD	Houses	MMH	44-3560	Asdolin	2009-05-12	A house on the island south of Ebonheart.
1361	House for the new guy	Houses	MMH	44-14338	Liam Taylor	2011-07-10	A house I made for people new to the game and don't have a place to stay. Changelog:mod made
1359	House Complex	Houses	MMH	44-6207	Jonas aka Jonklai9779	2008-12-31	This mod adds houses in most major cities, and a couple minor. The houses themselves are cozy, with good storage and lighting. If you come across faults or want something for yourself, please email me at [url=mailto:Jonas.prc@gmail.com/img]Jonas.prc@gmail.com[/url] since I have nothing to do.
1358	House Complex	Houses	MMH	44-13129	"Jonas" (Jonklai9779)	2008-12-31	This mod adds houses in most major cities, and a couple minor. The houses themselves are cozy, with good storage and lighting. If you come across faults or want something for yourself, please email me at [url=mailto:Jonas.prc@gmail.com/img]Jonas.prc@gmail.com[/url] since I have nothing to do. –
1357	House by the Sea	Houses	MMH	44-7484	Rob Eiben	2002-06-13	
1356	House Boat & House Waargh	Houses	MMH	44-7458	Waargh	2002-06-04	House Boat: I have added a Ship with its own dock next to the Foreign Quarter in Vivac. I made the Boat Functional without Chairs since we can't really use them. But there is alot of storage and shelving. I hope everybody enjoys it. House Waargh: ...
1355	House Boat	Houses	MMH	44-7665	Justin Kovac	2004-07-12	Most people know of the island but I'm sure some don't. Travel to Khuul and head SW off of the docks. Once you swim far enough you will see a beach with a waterfall in the back. Head on the beach and take a left through a rock archway and you will be able t...
1354	House *Near* Balmora	Houses	MMH	44-6754	Geotangy	2011-06-22	Adds a house just outside of the western gates of balmora (specifically on the small island between bridges). -small mod -cleaned with TES
1349	Homes To Let - Azrael	Houses	MMH	44-10790	Azrael	2006-09-09	This is a change to Princess' excellent Homes To Let mod, used with permission from the author. I've modified the scripts to make the landlords more...militant about the player paying their rent. A short list of changes: * Player cannot "squat" in homes they'v...
1348	Homes To Let	Houses	MMH	44-6144	Princess Stomper	2005-10-15	Adds 20 homes to the game, each of which is available to rent from a property agent NPC. There are various copies of a leaflet listing all the new properties, plus the name and location of the relevant property agent, along with a description and ...
1347	Homes To Let	Houses	MMH	44-10183	Princess Stomper	2005-10-15	Adds 20 homes to the game, each of which is available to rent from a property agent NPC. There are various copies of a leaflet listing all the new properties, plus the name and location of the relevant property agent, along with a description and ...
1346	Home, Sweet Home	Houses	MMH	44-9603	Edymnion	2004-07-10	This is my first mod for Morrowind; something I wanted to make for me, myself, and I - looked all over for a nice little house mod for my character and couldn't find one that I really liked to save my life. They were always either filled with way too mu...
1345	Home under siltstrider	Houses	MMH	44-613	Unknown	2009-04-06	
1344	Home Sweet Home Balmora	Houses	MMH	44-8034	Jinx Talaris	2003-07-12	This is my killer house. I of course took the "Your Balmora Residence" and made it about five times larger. Just go to Balmora and look to the western edge of town. The entrance is up a flight of stairs leading to a doorway into the mountain. See readme for complete info.
1343	Home Sweet Home	Houses	MMH	44-11065	Khalor	2007-02-17	A simple mod that adds a house outside Balmora. A replica of each True Flame and Hope's Fire. And a bed that looks like(and is)a silt strider covered in pillows.
1342	Home Nowhere	Houses	MMH	44-9803	MasterMind	2004-09-02	I made this mod because of the problems of placing homes. All the major spots are taken, and can't fit any where. So I thought about where can I could place a home where NO one could get mad at its placement. So I thought how about every town. I thought how I could do this...
1341	Home in Balmora	Houses	MMH	44-8982	Mastermind	2003-08-14	This is my first mod I sent in - an underground house in Balmora. The trapdoor to it is on the north side of Hecerinde house (close to north gate on the canal) Lots of storage places and some chests that have really good potions in it. Teleport "shortcut" to...
1340	Home from the Emperor	Houses	MMH	44-14435	Nassius	2012-02-14	Description: Home from the Emperor adds one home to the city of Balmora. When you report to Caius Cosades during the early stages of the main quest he will inform you that The Emperor not only wants you to join The Blades but he has arranged accomadations for you, an alte...
1339	Home 4.1 in Suran	Houses	MMH	44-11151	Intrepidacious	2007-03-29	Name: Home 4.1 in Suran Author: Intrepidacious (MARCUSCL at CFL.RR.COM) Location: Suran, just across the river west of the siltstrider Expansion; Expansions are not required. But it is recommended to have at least one of the expansions just for full functionality of the g...
1338	Home 3.6 in Suran	Houses	MMH	44-12289	Intrepidacious	2013-03-07	The exterior is a big Imperial mansion, located in Suran, with lights, trees, a canalwalk and a doggy-door for your pets, located in Suran just across the river from the siltstrider. Check out the rooftop restaurant complete with a bartender and a couple of familiar patrons. A big friendly cliffra...
1337	Home	Houses	MMH	44-11622	Donselaar	2007-10-31	A Ice house made by a Telvanni wizzard, begin your search in Seyda neen for the land deed. Changelog:v0.5 Ideas for a House v1.0 made a global home v1.3 Added lights v1.4 Home is still a dark place *any great ideas to ...
1333	Hollow Mountain Hideout	Houses	MMH	44-13287	Caldoa	2009-02-28	This is my first mod, its a house mod with a chanber in the back with 6 doors and 1 door on the way to the back they allow you to travel to 7 of the most frequented or hard to get to places for free. Right out of seyda neen look for some new trees and boulders the door isnt really hidden.
1331	Holamayan Sanctuary	Houses	MMH	44-11357	Polarbear	2007-07-09	This is my first publicly released mod so constructive criticism and feedback are welcome. Cleaned with TESAME and no bugs or mod conflicts that I know of. Requires only Morrowind to play. Holamayan Sanctuary adds a small ...
1330	Hlaalu Underground	Houses	MMH	44-7988	Tequila	2003-12-05	There is now a large storage room under the Rethan Manor - a big -abandoned- library (for you, BookRotate users ;-)) as well as a burial chamber and a trash room, burn your wastes and send it to Odai River ;-) (Be careful: do not put quest or important items in the trash bar...
1329	Hlaalu House	Houses	MMH	44-12997	TheFallenOne	2008-10-30	The Hlaalu House is located at the end of the second street across the Odai river. The lower floor is designed for the player, they can store some loot here and can rest. The upper floor is a companion loft, but your player can use it if you dont have a companion. The entire house took only an ho...
1328	Hlaalu Home	Houses	MMH	44-14048	Kilan56	2010-08-20	-MORROWIND- MOD :==Hlaalu Home==. Ver 1.1. By: Kilan56 1. Description 2. Installation 3. Bonus Bar description. 4. Legal Stuff [...]
1327	Hlaalo Manor Remade	Houses	MMH	44-6486	Vicious Parker	2010-06-17	Hlaalo Manor Remade by Vicious Parker This mod adds some of the features of some of the larger housing mods to my favorite in-game house. Hlaalo Manor is conveniently located, has loads of storage by default, and is simple and clean. I had no intention of changing that. &...
1326	Hla Oad Shack	Houses	MMH	44-12883	Fashayshay	2008-08-23	This mod just adds a small and simple shack to Hla Oad for the player to live in.
1325	Hla Oad House	Houses	MMH	44-15448	Unknown Hungarian Modder	2016-02-02	Cool House some extra. NoCheat (ToMyMind) Location : From the Hla Oad to NorthWest. WARNING : Do not place quest items in trash !!!
1323	Hirstaang Mill v1.2Q	Houses	MMH	44-14275	Thondur	2011-04-07	Not far to the west of fort Frostmoth, along the seashore lies the secluded Hirstaang Mill. Why the old miller decided to build a mill in the wilds only he and his two daughters know the true reason... When you get there you will find the miller gone and his daughters held up ...
1322	Hirstaang Manor v1.0	Houses	MMH	44-3514	Splat	2009-05-12	This Mod Contains a House located in cell -22, 18 and almost directly North of Fort Frostmoth. It has one external storage shed, The Main Hall and 2 food huts.
1321	Hirstaang Castle	Houses	MMH	44-6691	Lord Dagobert	2011-02-28	By Lord Dagobert February 2011 Adds a castle in Solstheim (check the image to know the exact location). You can use this castle as a house. Contains: 4-floor habitation 2 bedrooms (1 for...
1320	Hirstaang Abode	Houses	MMH	44-6388	Tesenthusiast	2010-01-29	This mod adds a medium sized manor to the southeastern shore of Solstheim. Talk with Siegfried in general quarters of fort Frostmoth to start a short quest. Its purchase price is quite high, 16,000 drakes and not negotiable. Features: - a cozy man...
1319	Hillside Manor	Houses	MMH	44-4937	Venharis	2009-05-12	A beautiful player mansion in Balmora, situated on the hill behind the Morag Tong Guild house. Fully furnished with lots of storage space.

Id	Name	Category	Site	Link	Author	Date	Description
1313	Hideout	Houses	MMH	44-10102	Raz	2005-08-22	Just a small three room house hidden below the tree stump in Seyda Neen. It is the tree stump that has the axe close to it (the one behind the lighthouse). This is my first mod so if you have any problems please tell me. Has enough containers for anything you might...
1312	hideaway v3	Houses	MMH	44-3639	James Irvine	2009-05-12	A solid little hideout hidden away in the Canalworks of Vivec's Foreign Quarter.
1311	Hideaway Cottage v2.0	Houses	MMH	44-10292	Shezrie	2005-12-17	My first mod, a cosy cottage with beautiful views located just south of Ebonheart. Has an open plan living room and kitchen, two bedrooms, lots of storage and a pool room. Changelog: In Version 2.0 a few changes have been made: Replaced "burned out" lantern on ...
1307	Hidden Shrine	Houses	MMH	44-15289	Bruno13069	2014-11-11	Hidden Shrine by bruno13069 The Shrine of the Twelve is a bare place to meditate and contemplate. There are very few decorations. Just a dark ashpit and 4 candles marking the compass directions. Nearby is a chest with some special healing scrolls and some robes. To get there...
1306	Hidden Room 0531	Houses	MMH	44-3543	Drunken Wizard	2009-05-12	This little plugin/easter egg adds a hidden room with a nice item to Balmora's Eight Plates bar.. hint: it's an object you have to activate on the bartender's counter.
1305	Hidden Dwemer Building	Houses	MMH	44-13467	Itachi62 (the submitter)	2009-06-09	Adds a new house near Pelagiad in Dwemer style. Cozy, and even with a Dwemer bed thanks to Midgetalien. Slightly hidden and in water, but easy enough to find. And now for copy and paste from the readme. Hidden Dwemer Building 1.0 : Apr...
1303	Hero's Hovel-Lite *Updated*	Houses	MMH	44-3552	Ko-Gar	2009-05-12	What this mod is: Well...it's a house! Although this one is a little different than any other I've seen. To begin with you must BUY this house. Don't worry though, you won't have to spend any of your own money (and you will make a slight profit too!). There is also a small "Quest" in o...
1302	Hermit's Hideaway	Houses	MMH	44-12434	Tref	2007-12-15	Small hideaway for hermits and of-land characters. Located near Seyda Neen. Contains some plants with useful ingredients and full set of Masters Apparatus.
1301	Hermit Home	Houses	MMH	44-11264	BlueBit	2007-05-26	Adds a low-level home near the Seyda Neen lighthouse, hidden from view, some lore around town, and a backstory to the home.
1291	HellHouse-X	Houses	MMH	44-15069	Shannon	2013-12-03	HellHouse-X is the most evil place in Morrowind. A huge gothic castle with a bloodsoaked satanic cathedral, a throneroom lit by the fires of hell, a haunted art gallery, and more. There are many other extras in the house to help an evil character be more evil, like the ability to summon evil unde...
1290	HellHouse v2.1	Houses	MMH	44-1602	Shannon	2009-04-06	This is my first mod. I hope you like it. It is just a small part of a bigger mod I am working on. You can find the amulet to warp you to Hellkeep in Arilles Tradehouse, on the counter. It's really big, so you cant miss it. Go ahead and take it...he won't mind. Whatever you do, don't lose that am...
1289	Helios Keep	Houses	MMH	44-1574	Sauron256	2009-04-06	This plugin places a rather large castle to the south-southwest of the island of Vvardenfell. You can get there by ship from either the Ebonheart docks or the docks of Fort Frostmoth. You will be given the choice of either going to the eastern docks or the main docks. I would suggest going to the...
1285	Heather Cottage v2.0	Houses	MMH	44-10330	Shezrie	2006-01-07	Adds a cottage to a remote valley in the Ascadian Isles Region. This house contains: Bedroom Dressing room Lounge Kitchen Pretty garden Travel room Storage room Pool Chamber Due to the remo...
1284	Heat Rising v1.0	Houses	MMH	44-3539	Kaysi Cook	2009-05-12	Heat Rising -- One stop shop for anything and everything. Table Of Contents 1.00 -- Version History 2.00 -- Copyright Info 3.00 -- Installation 4.00 -- Entrance Locations 5.00 -- Specs 6.00 -- Hopes for the future 7.00 -- Contact Info
1282	Hazelwood	Houses	MMH	44-7718	Aquatakak	2004-07-10	Yes, it's another house mod. Except this one isn't exactly a house. In fact, it's a boat. It's not entirely lavish inside, but there's a great deal of storage space, and a quest attached to make it a little more believable (although not by much).
1281	Hawkfir Island	Houses	MMH	44-10109	EvilFish	2005-09-02	Adds a small island east of Dagon Fel with a cozy, picturesque little cottage and a short quest to get it. You can get to Hawkfir Island via Dagon Fel, Saidrith Mora, Tel Mora, or Khuul. Its my first mod, so feedback would be appreciated. The quest is aimed at characters around leve...
1263	guilds-home1.1	Houses	MMH	44-3207	mx	2009-05-12	Guilds Home Plug in Vs. 1.1 - BETA ___ Fixes: 10/25 * Fixed a huge issue with the doors If you have already saved your game with the plug in and try this one and it still doesn't work - yo...
1261	Grimli Manor v.1.0	Houses	MMH	44-3481	Sneaker98	2009-05-12	Sneaker98's Grimli Manor [General Informations:] Name: Grimli Manor Filename: GrimliManor.zip Version: 1.0 Date: September 16, 2003 Author: Sneaker98 E-mail: sneaker98@hotmail.com [Details] Construction Set Work: Done by by me, nothin...
1260	Grimli Manor	Houses	MMH	44-7811	Sneaker98	2003-09-22	Adds a house in Ald-Ruhn very similar to the Morvayn Manor; located on the western side of the giant crab house, very close to the town centre. This mod is nothing fancy, I just loved that house and hated when it was full of Corpus walkers that respawned after a few da...
1259	GreymoreManor.v1.1 - Library House	Houses	MMH	44-3576	Lord_Nerevar	2009-05-12	==== Greymore Manor, Library House Version 1 ===== By Lord_Nerevar ===== 1. Installation 2. Description 3.I found a bug! =====
1257	Green Girl's Room	Houses	MMH	44-14716	Archeopterix	2013-05-11	WARNING: This mod alters the Balmora Mages Guild. This may collide with other mods if you have also changed something in there. Be careful if you install this mod. Changes the Balmora Mage Guild Bed Area to a nice lil bedroom for the PC. -nice big bed -couple of big and...
1255	Great House Stronghold Vaults	Houses	MMH	44-9676	Vrykulakas	2005-08-05	A storage vault has been added to each of the Great House strongholds. I added places for weapons and your favorite mannequin mod, along with several chests to stash miscellaneous items. Also, as you collect some rare swords and donate them to the Mournhold Museum, the...
1254	Great house and saruman's armor	Houses	MMH	44-14324	Dohman642	2011-06-26	Just a house near seyda neen across the river. Changelog:Bugs Fixed .Lights work .still need to edid the door .you can move rooms from weapon to main .sarumans chest is easy to find .no messages saying can'...
1253	Grazelands Manor	Houses	MMH	44-15371	Srdjan Pokorni (Spok)	2015-07-15	It adds a large house on the eastern shores of Grazelands, south from Vos. This house has enough space and storage to accommodate all your stuff, and many rooms for your companions/services/guards.
1252	Grazelands Hermitage	Houses	MMH	44-11546	Archmagister Gesar	2007-09-22	This mod, which happens to be my first mod, adds a simple little bachelor home to the Grazelands Region. To figure out where it's located at, look at the map I provided within the 7Zip file. :) The house itself is a retextured version of Dongle's Shinto Shrine mesh. ...
1250	Grand Quarters	Houses	MMH	44-6479	Grimmer	2010-06-01	Grand Quarters is a very simple mod that adds a small single room study for your storage or grand collection. The study is placed on the eastern side of Sadrith Mora.
1247	gothic / creepy manor	Houses	MMH	44-13899	t-d-r	2010-03-29	hey, t-d-r here again i decided to put one of my fav mods up, it is a 3 room manor near balmora (probably wont clash with any other mod), it uses adeles meshes and textures, and its highly recommended to use Vurt's Leafy West Gash witch in my opinion is a wonderful mod (i used it when placing tre...
1246	Goromaethe	Houses	MMH	44-10909	Prince Maethis	2006-12-03	Adds a small house, used mainly for storage and a hideout. Can only be reached through a small black bear in Ebonheart, near the Argonian Mission. The bear will follow you like a companion, has enough hp so that it shouldn't die in random encounters, but doesn't do any damage, do it's not m...
1233	Gnosis Hideouts	Houses	MMH	44-14252	TheImpulseHQ	2011-03-19	Adds two Hideouts to Gnosis, one Bandit, one merchant. It also includes a faction. Modifications are allowed, just give credit and send me a link [url=mailto:TheImpulseHQ@gmail.com/IMG/TheImpulseHQ@gmail.com/url] There is now a Document with some pictures of the Bandit h...
1232	gnisis cave dwelling	Houses	MMH	44-3577	Iron Elf	2009-05-12	Adds a modest cave home near the other cave homes in Gnosis.
1231	Gnosis Abandoned House	Houses	MMH	44-13189	Fohr	2009-01-21	GNISIS ABANDONED HOUSE: This mod adds an abandoned house In gnisis. There is a small quest to obtain it. The house is traditional redoran style with a modern twist. A loft study! This is my first mod so as usual, I'd love any constructive criticism. Thanks Fohr...

Id	Name	Category	Site	Link	Author	Date	Description
1230	Gnaar Mok Shack v1.0	Houses	MMH	44-12340	Podesta	2013-03-15	This mod adds a small player shack, called 'run-down shack' imaginatively enough, just south(ish) of Gnaar Mok. I know there are many mods like this one, but anything more complex is a bit above at the moment (after all this is only my second mod) and thought I should practice and get some critici...
1229	Gnaar Mok Shack	Houses	MMH	44-13713	Podesta	2009-10-25	This mod adds a small player shack, called 'run-down shack' imaginatively enough, just south(ish) of Gnaar Mok. I know there are many mods like this one, but anything more complex is a bit above at the moment (after all this is only my second mod) and thought I should practice and get some critici...
1228	Gnaar Mok Shack	Houses	MMH	44-10699	Denina	2006-07-31	Since there is an abysmal lack of house mods for the Gnaar Mok area and of the few that I did find hadn't suited me, I decided to make one that could accommodate most any kind of character. This places a shack in Gnaar Mok for the player to use. There is plenty of storage, shelves, and a bed. It'...
1227	Gnaar Mok Seaside Cabin	Houses	MMH	44-12939	Oathsend	2008-09-16	This is a seaside cabin in Gnaar Mok, as the name suggests. I just rushed this up in about 30~mins so there is no clutter or anything unique yet. I have made a dock for use with the Fishing academy dinghy or the small ship that comes off the Sell...
1226	Gnaar Mok Houseboat	Houses	MMH	44-9273	Baratheon79	2004-03-01	This mod adds an abandoned ship docked in Gnaar Mok, which can be used as a house. There is plenty of storage, including a cargo hold full of crates, barrels, and so forth. A few of these contain various items that may be of interest, but nothing anyone can make a fortune from. [...
1215	Gift from the Emperor	Houses	MMH	44-8128	David Humphrey	2002-09-16	Creates a small island near Seyda Neen, with a 3-level house and lighthouse on it. This huge house has been upgraded;has a nice pool in the basement with a diving board; has some nice furnishings.Readme contains more info This will probably be my last update for this plu...
1212	Ghostgate, Private Quarters	Houses	MMH	44-11144	Denina	2007-03-25	This adds a quiet room in Ghostgate, Tower of Dusk for the player to use as a drop-off point/retreat. The room itself is simple as it's only meant to be used as a temporary stop.
1211	Ghostgate Sanctuary	Houses	MMH	44-1484	lochnarus	2009-04-06	Ever been beaten to a sliver of health whilst traveling to and from Red Mountain? If you have, then this little "house" mod is for you. It places an abandoned ashlander yurt not far from the Ghostgate. Has a bed, a few misc items (alchemy apparatus' as well), and a little ...
1210	Ghostgate Retreat	Houses	MMH	44-9837	SWhitton	2005-05-07	This mod adds a small house underneath the Tower of Dawn at Ghostgate. It is intended to be a base for adventuring beyond the Ghostfence, a quiet place to get away from it all, and a safe storage place where thieves rarely visit.
1207	Ghorak Manor Updated	Houses	MMH	44-6593	TheDarkKing	2010-11-06	Well, I was using Ghorak Manor as my home when I thought,I wish it was more of Manor. So I remade(kinda) the house in the construction set, adding guards, and an owner, and I made a quest to get the house. This is the first mod I've made so tell me if there are any problems. I moved Creeper to his...
1205	Geonox The Eye of Ariisiss V1.0	Houses	MMH	44-3725	Geonox	2009-05-12	Morrowind -> The Eye of Ariisiss Version 1.0 1. IMPORTANT 2. Installation 3. credits 4. Mod help ...
1203	Ganbellius Keep	Houses	MMH	44-6795	Moonraker0	2011-10-01	Here is a house that I made for one of my characters. It is located in Ebonheart, and built in the imperial keep style. It has 4 floors (from bottom to top): the basement armory, the study, the dining room, and the bedroom. It has furniture, but I didn't put many items ins...
1200	funkys summer house	Houses	MMH	44-1758	Richard Beveride	2009-04-06	This Plugin adds a little house just outside Vivec (to the west of hlaalu canton). It has two buildings one the house and the other an indoor pool. There is nothing fancy about this Plugin its just a nice little place to store things
1198	Funky's Summer House v1.0	Houses	MMH	44-3365	Richard Beveride	2009-05-12	This Plugin adds a little house just outside Vivec (to the west of hlaalu canton). It has two buildings one the house and the other an indoor pool. There is nothing fancy about this Plugin its just a nice little place to store things. But it does have a nice door locking and unlocking ...
1176	Fort Frostmoth Tent v1.0	Houses	MMH	44-10999	EverGlade Studios	2007-01-18	This mod gives you a little tent inside the Fort Frostmoth on the island of Solstheim. It's not very special just a little tent to sleep in some containers. If you find any bugs, collisions with Main Quest other quests or any other mod please email us on: everglade_studio...
1168	Foreign Quarter Manor	Houses	MMH	44-7441	GRiMACE	2002-06-06	This plug-in adds a new house very close to the bridge leading to the N end of Vivec Foreign Quarter. Head north over the bridge towards dry land and take the path immediately to the right. It's the house on the left. It's a simple, uncluttered, functional hous...
1167	Foreign Quarter Abode	Houses	MMH	44-7597	GunMetalGray	2005-09-06	Places a lavishly furnished Cyrodillic style home in Vivecs Foreign Quarter canton. Includes fully furnished and decorated kitchen/dining room, living room, bedroom with storage chests, and a display room with nicely arranged shelves. Cleaned with TESAME. Check ReadME for installati...
1164	Floating Hovel	Houses	MMH	44-7899	Baratheon79	2003-10-15	Adds a house floating in the air near Pelagiad. The house includes four rooms arranged on two floors, with ample storage/display space for all your loot. Includes 8 armor mannequins to display your suits of armor.
1162	Fleck Homes	Houses	MMH	44-10351	fleck1974	2006-01-17	A housing mod first and a fast transport mod second, this mod adds: FOUR HOMES: - A home in Balmora - A Velothi tower in the Ascadian Isles, East of Vivec and Ebonheart - A shack in the busy port of Dagon Fel. - A ...
1161	Flamine Tower	Houses	MMH	44-11351	FlamineDumex	2007-07-07	It's my first plug in file, it's the start of a plot and I will make more to continue the plot
1158	Fisherman's Shack	Houses	MMH	44-9873	AngelOfDeath	2005-06-22	This adds a small shack in the water by Pelgiad. There is nothing unbalancing in this mod. The shack has some storage but not too much. It's mainly made for people who only want a small house to live in or for people who need a break from there huge house and want a ...
1157	Fisherman's Hut of Gnisis	Houses	MMH	44-7835	Crazy Uncle Doug	2003-09-29	A Velothi hut near the river south of Gnisis, just west of the silt strider port. It's designed to have cozy accommodations, and enough space to store a beginning-to-mid level characters modest loot in the basement. See readme for info.
1154	Firewatch Manor v1.1	Houses	MMH	44-6315	EvanMeisterX	2009-11-01	It's a house in Firewatch. It has a Dining Room, Kitchen, Bedroom, Storage Room, Garden, Library, Cellar, Sitting Room, and a Roof-Porch. Requires Tamriel Rebuilt Maps 1 and 2, and TR_Data. Changelog: v1.1: Made the house less boring and empty, added a Cellar, Library, Sitting Area.
1152	Firemoth Expanded v1.4	Houses	MMH	44-7235	Slowride	2012-08-08	This plugin I created from the original Siege at Firemoth 1.1 and improved because I always thought it was a nice start but after it was completed it was useless. I made it so the interior will change after the mission is completed into a nice stronghold. It has mannequins, displaycases, cu...
1151	Files for Goldi	Houses	MMH	44-610	Unknown	2009-04-06JOLARD CAT HOUSE BALMORA..... Fills Jolard House in balmora with cats. The house is just inside the north gate, you cant miss it as theres two black panthers outside. You get a maid and a small quest with the house. You dont have to do the quest ...
1150	Fighter's Guild Home	Houses	MMH	44-13852	trunksbomb	2010-02-20	The Fighter's Guild in Balmora has a place to stay already, but it's not a very good place to stay for long periods of time. So, a recent large income for the Guild has funded the building of a Personal Quarters that one lucky adventurer can choose to reside in, for a novel 100 septims a month. &...
1122	Farma u Pelagiadu	Houses	MMH	44-8456	L0rdMRK	2004-10-20	The mod adds a small number of house to Pelagiad backroad and a big imperial entrance with walls near it.The backroad now has a guard tower, a house and a house with trader.It also adds a storage house with a lots of corklub and saltrice near a small farm also on backroad.
1116	Eylurian Manor	Houses	MMH	44-3593	Icepick	2009-05-12	Eylurian Manor In the Ascadian Isles, Raynus Eylurian is selling his families home, and moving away from Vvardenfell. The Manor is enormous, with all the space anyone could ever need, and whats more, you can have new rooms built to suit your needs. Features: A fully f...
1114	Extra things+traning room	Houses	MMH	44-14353	Dohman642	2011-08-10	this adds a fake and real training room to morrowind with some hidden weapons what i put on the ground. Read the readme for installation and info about my mod. Changelog:just been released.
1111	Extended Balmora Mages Guild	Houses	MMH	44-1134	Unknown	2009-04-06	Adds a door in the Balmora Mages Guild that leads to a room for the player to use.
1106	Everglade Estate	Houses	MMH	44-13293	puppy14	2009-03-03	Adds a relatively large estate on the outskirts of Hla Oad that has a Bitter Coast-Balmora feel. You can explore the estate with ease, but must purchase it to get more out of it. I wanted to create a little home for my Argonian, and it turned into this beast of an estate. It has...

Id	Name	Category	Site	Link	Author	Date	Description
1102	Equimanthrone The Daedric Tower	Houses	MMH	44-13568	CeThO	2009-08-02	This mod adds a daedric tower in the Molag Amur region (11,-2), near the Arethan Ancestral tomb, with MGE and distant land activated is really easy to find it. The interiors (and also the exterior!) are designed for a TRUE EVIL CHARACTER: there are jails for slaves, a throne made of s...
1101	Epona Manor (Final)	Houses	MMH	44-9287	Chestnut Stallion	2004-03-01	168 hours of modding this one house, brings this to you. I'm sorry its in Balmora. :(I worked pretty hard on it, its a good house for starting adventures. Has 2 minor quests to get you into the house - it has a story and you can choose to ignore it if you wish...
1100	Eomando's Mournhold Manor	Houses	MMH	44-8809	Eomando	2003-04-28	Adds a house to Godsreach in Mournhold located north of Craftsmans hall. This plugin adds a relatively nice place to put things, no uber-items or guild quests, it's up to you to get there and back... Entrance is a door in the side of the wall in Godsreach, See ...
1098	Enmesharra's Refuge V 1.3 Full	Houses	MMH	44-5680	Enmesharra	2011-09-05	~ Enmesharra's Refuge V 1.3 ~ Tribunal Required 1.General Info 2.Features 3.Game Balance 4.Installation and Play 5.Tips and Known Issues 6.Thanks and Credits 7.Change History ...
1093	Enchanted Island	Houses	MMH	44-8634	Clarke S	2003-01-22	Enchanted Island adds a beautiful island to the NE corner of Vvardenfell. I decided to make a place that was humble, and very peaceful. The Island is complete with things you should find most appealing, a tent, waterfall, some storage chests etc.,easy access from Balmora...
1091	EnasYorlsHome 0812	Houses	MMH	44-3557	User of GenMod	2009-05-12	Auto-generated mod with the GenMod tool.
1089	Empty House in Ranyon-Ruhn	Houses	MMH	44-6310	Letrune	2009-10-30	This is my first house plugin... Not the best but can be upgraded. This little house is in Ranyon-Ruhn, near the silt strider port. Warm, cozy, and free! And totally empty. Yes, you read right. This home is free because it is empty. (I wanted to make a guy who sell...
1067	Eigene Residenz	Houses	MMH	44-8443	Rendel	2002-09-30	Summit provided info in lieu of poor description On canal at eastern guard tower/north gate...2 floors, basement' dungeon; asst storage, bedroom; built on German CS, item ids are German but obvious; readme is good English Creates a new house in Balmora.
1065	Eerie Shack on the Odai	Houses	MMH	44-3584	Dale French	2009-05-12	Title: Eerie Shack on the Odai Creator: Dale French artydog@bellsouth.net Type: Home Description: Just south of the silt strider port in Balmora sits a creepy old shack on the River Odai. Claim it as your own, but know that it's abandoned because it's haunted. (Ooh! Scawy!) The hau...
1064	Edoruz Manor	Houses	MMH	44-11520	Rulparapel	2007-09-14	This mod adds a manor a short bit from Caldera's north-west gate. If your view distance is set to medium or higher you should be able to see it when you leave Caldera from the north-west gate. The manor consists of a ground floor, upper floor, attic and basement. On the ground floor you hav...
1062	ECR - Evil Creature Refuge v1.0	Houses	MMH	44-3541	Klitsapp123	2009-05-12	ECR Evil Creature Refuge by Klitsapp123 version 1.0 install- unzip in the data files folder and load up on the morrowind launcher NOTE Requires- TRIBUNAL AND BLOODMOON (READ THIS DOCUMENT) description- This mod adds a whole new refuge fo...
1061	Eccentrics House and FURNITURE RESOURCE	Houses	MMH	44-523	Korana	2009-04-06	***Eccentric's House and Furniture Resource*** by Korana ...
1054	Ebonheart Suburb Cosy Home	Houses	MMH	44-9469	Jean-Philippe D. Leighton	2005-02-13	This adds a small home on the Road to Ebonheart from the Vivec Silt Strider. Nothing unbalancing, nothing grand, just an average home. This is my Second publicly released plugin, and a town may be built around this home. Enjoy.
1053	Ebonheart Private Room	Houses	MMH	44-10830	Tapani_doe	2006-10-09	Ever felt like Ebonheart just isn't the place for person like Knight of the Imperial Dragon? Like there's something missing? Something like... private quarters? This mod adds a private room to Ebonheart for the Knight of the Imperial Dragon. You get the key once you have ...
1052	Ebonheart Plaza Hideout	Houses	MMH	44-13530	Darktobi	2009-07-10	This mod will add a cozy little house under the plaza of ebonheart. the entry is near the bridge that leads to Six Fishes. It features a bed, kitchen, storage, some shelves and 2 tables to eat and read on. There is also a skull that has a script to get your crime away, but for some reason the scr...
1051	Ebonheart Manor v1.1	Houses	MMH	44-14175	Ravensong	2010-12-10	The manor sits on a hill just outside the southern gate of Ebonheart. Its a nice size riverfront house with a beautiful view of the fortress and harbor from the upstairs balcony. Not so big you will get lost in and not so small that you will have storage problems. The house has ...
1046	Dyn'Morten Hideout	Houses	MMH	44-10825	Soul Thief	2006-10-04	
1045	Dylans basic houses	Houses	MMH	44-12968	Dylan Smith	2008-10-12	This mod adds 5 vanilla morrowind houses and 1 plantation to the game one balmora house one ald-ruhn one sadrith mora house a seyda neen shack a pelagiad house and a plantation with a house and a slave shack so far none of the houses have furni thats y i suggest you use a furniture mo...
1044	DX Green Villa v1.0	Houses	MMH	44-3403	dx117	2009-05-12	This mod adds a house near Balmora. There are no quests or other tricks that can make your morrowind life harder..just a house with teleport, amulet, lots of place for storage your goods and artefacts. In this plugin I use MobileBlack's teleporting script (with some changes) and a script fo...
1043	DX Ascadian Mansion v1.2	Houses	MMH	44-3430	dx117, Dukowski Artem aka Winddancer	2009-05-12	Author: dx117 Translated by: Dukowski Artem aka Winddancer Plugin for TES III Morrowind adds a small mansion in the Ascadian Isles region that consists of following premises: Hall, Living Room, Armoury, Bedroom, Laboratory, Library, Dining Room and Storage. The mansion is alm...
1042	DX Ascadian Mansion Lite Edition v1.1	Houses	MMH	44-12342	dx117, Dukowski Artem aka Winddancer	2013-03-17	Plugin for TES III Morrowind adds a small mansion in the Ascadian Isles region that consists of following premises: Hall, Living Room, Armoury, Bedroom, Laboratory, Library, Dining Room and Storage.
1041	Dwemer Watchtower	Houses	MMH	44-6526	Hedup	2010-08-17	This mod adds a underground dwemer facility called Drurtchleft in the Ashlands region (7,5), west of Falensarano stronghold, with watchtower located on top of the mountain. I have altered near landscape with mountain paths and bridge to make accessing the tower more enter...
1038	Dwemer Submarine House	Houses	MMH	44-1474	lochnarus	2009-04-06	Adds a Dwemer submarine/bathysphere, docked in the West Gash, near the mouth of The River Samsi that has been converted into a dwelling. A new way of living for the wacky types or people who play as custom dwarf/Dwemer races, or like marine houses. The furnit...
1035	Dwemer Outpost	Houses	MMH	44-8791	Black Glove	2003-06-04	A Dwemer style house or "outpost" close to Balmora on the small island next to the Siltstrider.I believe this is the only Dwemer House plugin yet, but I may be mistaken.
1027	Dwemer house	Houses	MMH	44-12662	Xeng You	2008-04-12	This is an nice house North of pelagiad with an extra in the Basement A.k.a TOMB and the house is unfurnished And warning the Tomb is not for people with a weak heart i made it and i got scared LIKE hell when i entered Changelog:Uploaded corr...
1026	Dwemer Galleon	Houses	MMH	44-8586	Davidevil	2002-12-20	From the most ancient of times a huge Dwemer war galleon has arrived in the port of Vived near the Foreign Quarter. Armed with powerful ballistas and an awesome Centurion, it is ready to plough the seas one more time When I will be able to change the dialogues I will e...
1025	Dwemer Galleon	Houses	MMH	44-3621	Davidevil	2009-05-12	Dwemer Galleon at Vivec From the most ancient times is arrived in the port of Vivec an huge war galleon of Dwemer style. Armed with powerful ballistas and an awesome Centurion, it is ready to plough the seas one more time. When I will be able to change the dialogues I...
1018	Dwemer Airship	Houses	MMH	44-14296	Kyobre	2011-05-07	This mod adds just the first part of what will be a far better mod than my first one.Please take note that this isn't really that much yet, but i figured you might enjoy seeing if i am failing again or succeeding this time. The title is self descriptive. This adds a dwemer airship.hug...
1017	Dweller On The Watch	Houses	MMH	44-10073	lochnarus	2005-08-07	"Behold the sea, friend. Never will you meet a maiden so beautiful, or unforgiving." - Thormoor Gray Wave Thormoor Gray Wave has not been able to sleep for months, due to a vengeful curse placed upon him by a greiving man, for having been the captai...
1016	Dweller On The Watch	Houses	MMH	44-306	lochnarus	2009-04-06	Dweller On The Watch The Elderscrolls III: Morrowind Plug-In ----- lochnarus lochnarus@yahoo.com Synopsis: "Behold the sea, friend. Never ...
1013	Dura gra-Bol's House Extended v1.02	Houses	MMH	44-13015	Melchior Dahrk	2008-11-14	This mod expands the interior and exterior of Dura gra-Bol's house in Balmora making it a more liveable abode. It also adds a small storyline to her as well, to explain some things and tie her in better with Balmora as well. This is not a big house mod but it is intended to be used as such after ...

Id	Name	Category	Site	Link	Author	Date	Description
1000	Driftwood Shack v1.0	Houses	MMH	44-6504	Captain Teddy	2010-07-19	This mod adds a small beach house shack not far north from Pelagiad, on the coast of Lake Amaya. It has a pretty nice view in my opinion, and is well off. The inside is small, but pretty comfortable, for a shack. Nothing special, and most definitely no overpowered items or anything. There isn't a...
999	Driftwood Shack	Houses	MMH	44-14024	Captain Teddy	2010-07-19	This mod adds a small beach house shack not far north from Pelagiad, on the coast of Lake Amaya. It has a pretty nice view in my opinion, and is well off. The inside is small, but pretty comfortable, for a shack. Nothing special, and most definitely no overpowered items or anything. There...
988	Drawde Manor (Balmora)	Houses	MMH	44-14351	matmoncoo	2011-08-02	Adds a medium sized, buy-able Balmora house. The house becomes buy-able when you read the sign on the door. Really simple house, really simple quest. Containers in the house hold a lot. Good luck filling them with epic loot. Lots of room to show off your favorite items. &...
987	Drashkali Tower	Houses	MMH	44-15233	Eidolon	2014-08-09	Drashkali Tower v1.0 Made by -Eidolon- Index: 1. What is it? 2. Installation 3. Changes 4. Known Issues...
986	Drakwoley Grotto	Houses	MMH	44-12849	CJW-Craigor	2008-08-04	From the ReadMe: ***** * Drakwoley Grotto - A Cave-House Mod * * by Craigor □...
970	Doob's House	Houses	MMH	44-8404	aaron	2002-09-10	Adds a new house south of Balmora with all kinds of cool stuff including a basement mini-garden/jungle, a pet room, a boom boom room, a weapons storage, guards, services and more. (best of all Doob himself is in the house)-Check it out.
969	Dondarin's House	Houses	MMH	44-3711	Unknown	2009-05-12	This places a basic two-story home in Balmora beside the pawnbroker.
964	Domehome	Houses	MMH	44-3371	Grumpy	2009-05-12	Yet another house mod. If you used the default install location for morrowind (c:\program files\bethesda softworks\morrowind), then extract to the root directory (c:\). After extraction there should be one new texture file (tx_dwrv_capacitor01.tga) in the morrowind\data file\textures d...
963	Dock House	Houses	MMH	44-12935	Balabath	2008-09-14	Adds a house and storage area to Ebonheart and also adds an awesome new dock for transport. This is my first submitted mod but that doesn't mean its terrible. You must add your own bed and dummy by getting the Balmora Expansion and buying furniture. Also adds a new dock for parking your boats purc...
962	Djupsgaard - the Hidden Halls v1.1	Houses	MMH	44-3722	Polycrates	2009-05-12	Djupsgaard - the Hidden Halls v1.1 by Polycrates polycrates2@hotmail.com This mod requires both Tribunal and Bloodmoon. Sorry. Designed for the 1.6...
952	Dimensional Home	Houses	MMH	44-8038	Paingod	2003-07-14	This mod creates a new large 'Dimensional' home that is accessible via a Dimensional Key... Unfortunately, the creators locked the key inside the house, and you must find the secret entrance. The included readme tells you where to start looking for information. L...
949	Deora v5.0	Houses	MMH	44-14885	FireHeaven	2013-07-26	Deora is a house located outside the southern gates of Caldera. The house itself is bigger then a keep and is designed for most characters to enjoy, lots of lighting and effects in this to give it life. This house is built with function in mind - but it's still quite beautiful.
948	Deora v4.0	Houses	MMH	44-8581	FireHeaven	2003-04-22	Deora is a house located outside the southern gates of Caldera. The house itself is bigger then a keep and is designed for most characters to enjoy, lot sof lighting and effects in this to give it life. Along with the Mansion I decided to modify the surroundings of Caldera... I made it a lot more...
947	Demongrace's Abode	Houses	MMH	44-7403	Joe Shelton	2002-06-13	Fixes a few of the things that were drawbacks from the last version (made the storage room less cramped, and fixed the little things); also adds more to the tower, and it adds a whole new room to the house. In the cellar you will find a great deal of storage spac...
944	Delaf's Hidden Home	Houses	MMH	44-1191	Ska8tdude	2009-04-06	Delaf's Hidden Home v1.0 By: Ska8tdude Requires: Morrowind no expansions A...
943	Deepsnow Manor	Houses	MMH	44-12514	Sabian	2008-02-07	Deepsnow Manor adds a new house with awesome services, and an underground bar. Transport from Fort Frostmoth is included and when I decide to release version 1.0 complete, there will be quests, but for now, its just a place to chill. There is a butler in the main manor, with lots of little goodie...
942	Death's Tower	Houses	MMH	44-13188	dawnstar	2009-01-20	Avatar the original creator of the mod should get all the credit! i liked his tower, but had some issues with the functionality of the original interior. so i moved stuff around and added some rooms.
938	dchousebalmora v2 0807	Houses	MMH	44-3531	dAC	2009-05-12	//DC Mage's House Designs Presents:// DC House Balmora Version 2 A luxurious house for all types of adventurers... ===== The coolest house in Balmora has just gotten one a hell of an update! =====...
937	DC House Balmora	Houses	MMH	44-8227	dac	2002-08-07	
929	Dasinon Dranosa's study	Houses	MMH	44-11468	doemaarwat, poi	2007-08-22	This plugin adds a house named Dasinon Dranosa's study. The house has a number of rooms, including a 6th house shrine, bedroom, training room and a place to store your loot. (see the screenshots for example how the storage room can look like when decorated with your loot)
928	Darobat's Mansion	Houses	MMH	44-8900	Strider	2003-06-11	Shortly before you arrive on Vvardenfell, Darobat, a powerful Draconian demi-god has left his abode near Suran to serve his superiors. The abode and guards remain, and apparently Darobat has left his mansion for you, and you only. This mod adds: A large Redor...
926	darkstonefortress	Houses	MMH	44-3736	Unknown	2009-05-12	Dark Stone Fortress Mod INFO: This mod adds a large fortress off of the western coast of Vvardenfel. To get to the fortress, go to the top of the Seyda Neen Lighthouse and take the ring that is in the barrel. Equip the ring and you will be teleported to the fortress. The for...
925	Darkstone Manor	Houses	MMH	44-8839	A. Bauer	2003-05-15	Is your Mage tired of living in a mushroom house? Then try this one...creates a Manor with a dark gothic feel to it, suitable for all you evil mages out there! All the room and storage you'll ever need and some nice inovations I hope you'll like. Full readme is ...
919	Darkmanor	Houses	MMH	44-3735	Unknown	2009-05-12	Location: on the hillside near the market in Balmora. Features:A thief's life Secrets:its obvious, just look around the bedroom, enjoy! send complantes, comments, or questions to akguitarist@hotmail.com
915	Dark Uvirith Exterior (TL Edition)	Houses	MMH	44-14403	Anonytroll	2011-11-29	The exterior of Tel Uvirith is replaced with Kieve's Dark Telvanni Tileset (Thorn's Lament Edition).
914	Dark Town of Uvirith (TL Edition)	Houses	MMH	44-14404	Anonytroll	2011-11-29	The exterior of the Town of Uvirith mod is replaced with Kieve's Dark Telvanni Tileset (Thorn's Lament Edition).
913	Dark Town of Uvirith	Houses	MMH	44-6293	Anonytroll	2009-10-11	Dark Town of Uvirith replaces the meshes of the Town of Uvirith with Kieve's darker version. Changelog:2010/05/16: Version 1.1 - Cleaned up some banners.
909	Dark Mansion	Houses	MMH	44-7361	The Dark Man	2002-06-13	
908	Dark Lord's Deadric Home	Houses	MMH	44-9145	Witch King	2004-01-26	This mod is intended to give a home to those who use "Dark" or "Evil" characters. A ss is included showing location of the home It has been play-tested and cleaned with TESAME. The home includes: A throne room, a bedroom, lots of storage, a "Return Home Rin...
900	Dark Drum	Houses	MMH	44-13847	Maddocks97	2010-02-18	This is my first mod so any feedback would help. Also please comment if you think I should add more books. The "Two Whispers", "Cyrodil: An Odd Tale Part One" and "Once, King I" are all my own books. Comment If you would like me to write more. Thanks. This adds a house (D...
888	Dagonview House	Houses	MMH	44-10303	Shezrie	2005-12-20	Due to a lack of homes in Dagon Fel, this mod adds a small very cosy house overlooking the village. The house has a bedroom, a lounge, kitchen and a balcony with a beautiful view. Downstairs there is a lot of storage in two rooms. This mod has been cleaned with Testool. Changelog:
887	Dagon Fel Windmill House v1.0	Houses	MMH	44-3558	Pseron Wyrd	2009-05-12	The Elder Scrolls III MORROWIND: Dagon Fel Windmill House Version 1.0 by Pseron Wyrd Index: 1....
886	Dagon Fel Mill v1.8	Houses	MMH	44-13710	Thondur	2009-10-24	Places a Waterwheel Mill in Dagon Fel that houses Belrond the Smith and his wife Asha who sells weapons and Armor. There is new medium grade Nordic Armor and some custom weapons, including 3 types of throwing Axes! Because of the various throwing weapons available (and their cost) I h...

Id	Name	Category	Site	Link	Author	Date	Description
885	Dagon Fel Lookout	Houses	MMH	44-11294	Indalus	2007-06-12	This plugin simply adds a house on top of a hill north west of Dagon Fel (Right next to the top of Sorkvild's Tower) if looking from the boat. It also flattens the area it is located so that it can be placed and is easier to get to, some ladders are included to make going...
882	DaggerHouse v1.0	Houses	MMH	44-3495	Clone	2009-05-12	DAGGERHOUSE version 1.0 - - - - - > Where to unzip the "daggerhouse.esp" file Bethesda Softworks\Morrowind\Data Files > What is this again? DaggerHouse is an house plugin for The Elder Scrolls 3 : Morrowind > How do I get to L...
877	Daehin's House	Houses	MMH	44-6739	Jammer	2011-06-07	Multi-level home in Balmora Shifts Nalcarya's shop slightly to make room. Changelog:1.01 - added better coverage to the front of the building
871	Daedric Seyda Neen	Houses	MMH	44-13642	DreadDruid	2009-09-01	I've always liked the style of the daedric buildings. So i decided to remake Seyda Neen using pieces of Daedric Structures, to give it a look of a daedric village. I have finally finished the exterior. I will start working on the interior but it will still be a while befo...
867	Daedric Lords Enchanted Island	Houses	MMH	44-6441	Deathmore502	2010-04-08	This is pretty much a combination of a bunch of mods on the boards to make the perfect house mod. It comes with a little quest to get it, but before I tell the background I would like to give thanks to all of the modders whose content I used they are "Arcimaestro Antares" "Ren" "Canobite" "Mathe...
859	Daedren's Shack	Houses	MMH	44-10753	Daedren	2006-08-17	This plugin adds a nice shack to the village of Seyda Neen, just NW of it. It belonged to Daedren, an adventurer that moved to another city after buying a manor. This is my first mod, so i decided to make something easy. Please vote in it and send me feedback. If you have any suggesti...
858	Daedren Manor	Houses	MMH	44-11399	Daedren	2007-07-25	My third mod adds a manor to the city of Caldera. To find it, just pass the North Gates and look to the left. The Manor is quite large. It has bedroom, study, living room, laboratory, training room with two small caves, display room, storage room, kitchen and even a pool...
857	Daedra Manor v1.8	Houses	MMH	44-1582	Trylobit	2009-04-06	This is version 1.8 of my Daedra Manor, which is just another house mod, but one with a lot of options. This mod adds a (huge) house/fort/mansion in Daedra style for the player. Location is in the Foyada Ashur-dan about horizontal from Ghostgate. Or in normal language: SW of Stronghold...
855	D'agekin	Houses	MMH	44-9015	Cuchulainn	2003-12-17	I have completed more than a few house mods and have to say that this is without a doubt my best. D'agekin starts as a modest flat in the NE section of Balmora. Upon entering and going downstairs you'll find a living area, weapon room, study, and a training aren...
853	Cyrodiilic Villa v1.0	Houses	MMH	44-12082	lochnarus	2012-12-18	This mod adds a small mediterranean-style villa to the south of Ebonheart. There are actually two separate houses, one for your companion (should you use one), and one for your character. There is also a training room for warriors and plenty of storage throughout the villa. ...
847	CS Telvanni Manor	Houses	MMH	44-38	cs_studios	2009-04-06	House mod; no readme. ===== Please note: This mod was transferred from Gamer's Roam after the site's closure. No information was included, so this note containing some basic information about the mod has been added as a courtesy to mod users. ...
846	Créhange Manor v1.1	Houses	MMH	44-5920	ReflectioN	2011-10-10	This mod is my Morrowind version of an existing castle in Larochette Luxembourg. It is a Manor in Imperial style located West of Suran (just across the rope bridge). It contains a large Display Hall with armor mannequins and displaycases, a small attic, a Library, an Alchemy Room (largely inspire...
843	Crooked Tower	Houses	MMH	44-15538	Robert Rutherford, Melissa Turner	2017-07-30	Created by Robert Rutherford and Melissa Turner This plugin is for higher level characters, around level 35 or so. For best game play and story involvement, find the talking paper at the beginning of the dungeon. Some moving object will not fall correctly if fps drops below 10. Sen...
834	Cragonmoor	Houses	MMH	44-10317	Quatloos	2005-12-29	An upscale house (and a bit more) for your pc, set into the mountainside, close to (but high above), the Strider, overlooking Suran. This consists of five main areas: Main house, Tower, Guest Cottage, Stable, A Dark Place - and lots more. I have tried to create a "...
833	Cozyshak v1.0	Houses	MMH	44-3534	Ravensong	2009-05-12	The cozyshak mod was created with the thief classes in mind. It is located in Dagon Fel. Hope you like it. Ravensong
832	Cozyshak in Dagon Fel	Houses	MMH	44-8409	Ravensong	2002-09-20	This home was created with special attention to very unique housing requirements of thieves. It is warm, cozy, in Dagon Fel; but... don't let appearances fool you! Although small, humble and in perfect keeping with a thief's need for a low profi...
831	Cozy House	Houses	MMH	44-6165	Phaedra	2007-08-16	This plugin adds a house to Pelegiad near the city's main entrance. The house includes: - A cozy living area with a finely set dining table, and a music/party area in front of the fireplace. Plenty of cupboards for storing dishes and such. - A restful Master Bedroom with a king ...
830	Cozy Cottage	Houses	MMH	44-89	DJN	2009-04-06	Please note: This mod was transferred from Gamer's Roam after the site's closure. No information was included, so this note containing some basic information about the mod has been added as a courtesy to mod users. ----- ...
829	Cottage Home	Houses	MMH	44-7362	Derek Keefer	2002-05-28	This is a structure heavily based off of the Seyda Neen Census Office. The exterior has been modified significantly, and the interior has been heavily modified so that both floors are on the same interior cell. There are no NPCs or other little cool goodies like telepor...
828	Cottage	Houses	MMH	44-8824	Gandalf	2003-04-30	A new house in Balmora... which may have a lot of secrets. See readme for info .
824	Concept Exterior Abode v1.2	Houses	MMH	44-9124	Cjad the Nord	2004-01-12	Summit IMPORTANT info: Mod has a 'gremlin', causing a ALT. A suggested fix by Capucine in Feedback (thank you!) works! - use Tesame to remove ALL STATIC armor; removal is NOT obvious & mod then plays fine.> The Concept Exterior Abode is a VERY extensive project I've been working on a...
819	Companion Mansion	Houses	MMH	44-6829	Runs	2012-01-02	Superluxury Ald-Ruhn Mansion Exclusive items.
811	CoastalCottage v1.0	Houses	MMH	44-3686	Road Ratt	2009-05-12	A nice cozy cottage for a beginning character. It's located on the beach right in front of the lighthouse in Seyda Neen. Features: Alchemy area in basement, High capacity containers and a deck out back with a great view of the ocean.
810	Coastal Manor	Houses	MMH	44-8717	DarkX0	2003-04-07	Note: 4 esp, all needing loading even if no want additional Asimple house mod that adds a nice manor northwest of Seyda Neen. Has plenty of storage space, mostly shelving and tables so that most stuff can be displayed. There are no new textures/meshes with this Plug-In...
809	Coastal Cottage	Houses	MMH	44-7430	Road Ratt	2005-05-09	A nice cozy cottage for a beginning character. It's located on the beach right in front of the lighthouse in Seyda Neen. It has an alchemy area in the basement, High capacity containers and a deck out back with a great view of the ocean. Version 1.1 removes the depe...
802	Clean Cliffside Cave	Houses	MMH	44-10210	LazyLoser	2005-11-02	This mod adds a small cave home way above caius cosades house in Balmora. There is not much in it but it's good for a character who is just starting out and is doing the main quest. This is my first house mod so please leave feedback, good or bad. Enjoy!
801	Clanlier's Place Redone!	Houses	MMH	44-5750	Spirited Treasure	2011-10-04	I made this mod after realizing I had been playing Morrowind for nearly a year without ever buying a single thing from this merchant. I played with the mod for a long time before ever mentioning it or uploading it.. I got a LOT of flack for this mod.. And a major Admin and I fell to our seperate...
796	Christmas Manor	Houses	MMH	44-10939	Xeth-Ban	2006-12-22	This housing mod adds a medium/semi-large manor to the Solstheim landmass, the manor complex consists of a total of 3 buildings; the manor itself, a kitchen building, and a guest house building. 2 Nordic "storage huts" is also included. The manor is built in a Christmas theme - as the...
791	Chateau Nerevarine Estate	Houses	MMH	44-8417	Craig Taylor	2002-09-17	A rare jewel in the Crown of Morrowind, this aesthetic achievement features the Nerevarine's opulent styled Chateau, hidden upon the grounds of a beautiful and majestic island estate Located west as you leave Vivec city by the north bridge, vicinity Foreign Quarter/...
787	Chair House	Houses	MMH	44-14011	BruceNorris	2010-07-10	Adds a chair house underneath the Silt Strider port in Suran.
781	Centurion's Redoran Stronghold Extension v2	Houses	MMH	44-1469	Centurion	2009-04-06	Centurion's Redoran Stronghold Extension (V1) by Centurion By the order of the Redoran archmaster (yourself i hope so) your stronghold at Bal Isra had to be improved! This mod adds 3 new houses (guard-quarters, Andoras' hut, Centurion's house), an underground storage co...
780	Centurions Castle Kanthrook	Houses	MMH	44-996	Centurion	2009-04-06	Centurion's "Castle Kanthrook" ***** A plugin for "The Elder Scrolls III, MORROWIND" (Created with US-version 1.6.1820 - removed dependency of Tribunal & Bloodmoon - only Morrowind required) This plugin adds a new castle in the "Bitter ...

Id	Name	Category	Site	Link	Author	Date	Description
779	Cell House	Houses	MMH	44-14860	Mike Drefall	2013-07-13	A shack near Seyda Neen, NW from town and stay along the coast. Has a bit more to it than it seems. Full of hidden and nice things and just an elaborate place to keep your things. 14 July 2013 - Uploaded a clean version. There was no read me with this mod. - Denina
776	Cawumaloe Manor and Pundaab Playset 1.0	Houses	MMH	44-7249	Blue Eagle	2012-08-14	Adds an airborne pundaab house above the water southeast of Gnaar Mok. Follow the road west-southwest out of Caldera and look up when you come to the water. Also, I would recommend reading the note on the front door before entering. You may want to bring a silver weapon. ...
775	Cawumaloe Manor & Pundaab Playset v1	Houses	MMH	44-12735	Blue Eagle	2008-05-23	Adds an airborne mudball house southeast of Gnaar Mok. Requires and includes the Pundaab Playset v1 tileset. The Pundaab Playset is also available by itself on this site.
773	Cave HouseV1.2	Houses	MMH	44-3551	Unknown	2009-05-12	Adds an underground home to the Ascadian Isles Region. To find it, just take the road from Seyda Neen to Pelagiad, once you get beyond the pass thru the hill, take a right and keep looking on your right hand side. Enjoy -Slayer *****...
772	Cave House 2	Houses	MMH	44-12899	Benjamin Vasconcellos	2008-08-29	This is my second house mod. Its similar to Cave House 2.0 but there are many differences. You'll have your own trophy room, public bath, plenty of merchants, Npc's that train, sell spells, enchant and a couple offer travel service. There is a small quest to obtain the key for the rest of the hou...
771	Cave House	Houses	MMH	44-9350	Benjamin Vasconcellos	2004-03-18	This mod adds a cave house to Balmora, located right next to the pawnshop. This house is fit for a king, lots of eye candy, new NPCs which can train and sell many items. Huge weapon display room with lots of storage containers. This is a new version of Cave House. Adde...
770	Cave Home	Houses	MMH	44-7723	Sindaaran	2004-07-21	A small cave home north of Seyda Neen created for people that dont want thier level 1 character to waltz into a mansion. Contains all the basics and a little bit more. You will have to... dispatch the person residing inside. He shouldnt be a problem. ...
768	Castle_Kanthrock_V31-V4	Houses	MMH	44-7174	Centurion	2012-08-04	This plugin adds Castle Kanthrock in the "Bitter Coast Region" (0,-11) or on Ald-Vendras. There are 2 different versions plus an alternative one located on Ald-Vendras and you have to choose one! The versions are: -Castle Kanthrock V3.1 (Castle_Kanthrock_V31.esp)(Location: Bi...
766	Castle Vianden v2.1	Houses	MMH	44-9867	ReflectionN	2004-10-26	The Castle Vianden mod is based on an existing castle in Vianden Luxembourg. The real castle is one of the most magnificent castles in Europe today. This Morrowind version 2.1 places the Castle Vianden near Sadrith Mora and Wolverine Hall and it contains large, retextured Halls for weapons and ar...
765	Castle Vianden v2.1	Houses	MMH	44-545	ReflectionN	2009-04-06	This mod is Version 2.1 of the Castle Vianden mod. It's based on an existing castle in Vianden Luxembourg. The real castle is one of the most magnificent castles in Europe today. This Morrowind version 2 places the Castle Vianden near Sadrith Mora and Wolverine Hall and it contains large, retextu...
764	Castle Veldoril Moved	Houses	MMH	44-13200	Centurion, uploaded Lyssia	2009-01-26	This is Centurion's patch to make Geonox's Castle Veldoril compatible with the latest version of Ald-Vendras. You need the original Castle Veldoril mod in order to have all the meshes and textures required. *THIS IS CENTURION'S ORIGINAL FILE! I have not modifi...
763	Castle Unreal	Houses	MMH	44-5731	ReflectionN	2011-10-03	The Elder Scrolls III MORROWIND: Castle Unreal Mod VERSION 1.0 by ReflectionN (reflection_nl@yahoo.com) 1. Description 2. Installing the plugin 3. Playing the plugin 4. Save games 5. Credits 6. Contact and...
762	Castle Nerevar v2.0	Houses	MMH	44-3580	Chick, Arielle	2009-05-12	Adds a mighty Stronghold on a mountain above Balmora with a lovely sight over the town. The stronghold consists of several guardtowers, one bigtower and the main castle itself. The maincastle was inspired by the very famous castle of Meersburg, the oldest castle in germany. The castle ...
761	Castle Kanthrock V3-update	Houses	MMH	44-648	Centurion	2009-04-06	This plugin adds a castle in the "Bitter Coast Region" (0,-11) (or alternative on Ald-Vendras). Castle Kanthrock belonged to a local noble, a loyal servant to the Empire. His last will decided the Imperial Legion would be the new owner of that castle after his death, but the Empire did...
760	Castle Kanthrock V3 Complete	Houses	MMH	44-3712	Centurion	2009-05-12	Castle in the Bitter Coast Region. See Admin note below.
759	Castle Kanthrock V2.1	Houses	MMH	44-576	Centurion	2009-04-06	This plugin adds a castle in the "Bitter Coast Region" (0,-11) (or alternative on Ald-Vendras). Castle Kanthrock belonged to a local noble, a loyal servant to the Empire. His last will decided the Imperial Legion would be the new owner of that castle after his death, but the Empire did...
758	Castle Kanthrock V2	Houses	MMH	44-540	Centurion	2009-04-06	This plugin adds a castle in the "Bitter Coast Region" (0,-11) (or alternative on Ald-Vendras). Castle Kanthrock belonged to a local noble, a loyal servant to the Empire. His last will decided the Imperial Legion would be the new owner of that castle after his death, but th...
757	Castle Hvitkald	Houses	MMH	44-14043	Psycholex	2010-08-18	Epic Castle sat atop Hvitkald Peak in the cold mountains of Solstheim. *** MORROWIND MOD .: Castle Hvitkald .: version 1.1 by Psycholex, the Architect **** Requi...
756	Castle Hestatur	Houses	MMH	44-6166	Srdjan Pokorni	2007-09-14	Castle Hestatur (= "The Tower of Glory") is a large fortified building on the northern edge of Sheogorad. I was initially inspired by castles from Ald Vendras, however, in time it grew into something quite different. You do not need to have either Tribunal or Bloodmoon, but if you do...
755	Castle Dragonfall	Houses	MMH	44-10334	Centurion	2006-01-09	This plugin adds another high detailed castle to Ald-Vendras which can be used as a players home. The Castle can be found north-west of Vogar on Ald-Vendras. Take the boat from Dagon-Fel (talk to Ogra-Bulak) to Vogar and the fisher (named Khonar) next to Vogar's docks can bring you t...
754	Castle DracoLyn	Houses	MMH	44-13235	Fischer500, ME,	2009-02-06	What this mod does, it adds a castle to live in. It has a lot of storage, a bed ,and a lot of cosmetic decor. I worked for a good 3 hours on this, it is my pride and joy. Enjoy!!!! :D NOTE!!!! The name is pronounced (Dray-so-Leen) Changelog: /b...
753	Castle Draco	Houses	MMH	44-3684	Cuchulainn	2009-05-12	Castle Draco is on a small island south-east of Vivec. The easiest method of travel to Castle Draco is via the shipmaster at Vivec or Ebonheart harbours.
752	Castle Aedius	Houses	MMH	44-15426	Beleglos	2015-09-04	This is my second publicly released plugin (the first being the Imperial Dragon Mail). Adds a nice-sized castle to the world. The player must complete a relatively simple (but probably time-consuming) quest to obtain access. See readme and screenshots for additional detail. More screen...
745	Captain Jack's House	Houses	MMH	44-15457	OrlopRat	2016-02-18	What is this? A nice little house for the seafaring sort of character. There's a cozy area to relax by the fire, a place to sleep reminiscent of a ship's cabin, and a private tavern with a piratical theme for you and your Morrowind friends to hang out in. Nautical decor. Plenty of storage f...
742	Camp: Daedra Takeover	Houses	MMH	44-12657	Yoshi11	2008-04-09	A camp to your right after you get of the siltstrider to Vivec has been taken over by Daedra. The owner is nearby, dead. Changelog:Whoops! Got the position wrong! Sorry! Also changed the requirements.
736	Caldera, Zelda Estate Basement add-on	Houses	MMH	44-3679	Beardo	2009-05-12	----- Zelda Basement ----- This plug-in is a add-on to the Caldera, Zelda Estate plug-in. So you need to have installed that one to be able to use this add-on. You can find it at either www.mo...
735	Caldera, Zelda Estate	Houses	MMH	44-8498	Beardo	2002-10-30	This little house is perfect as your base of operation; has the right size, not too big nor too small; a mini mansion .Why Caldera you might ask? Close to the Mage guild and their travel service; easy to reach the west coast, Fully furnished, ha...
734	Caldera, Empty Shop	Houses	MMH	44-15530	RavenFeather	2017-07-30	Caldera, Empty Shop - A housing mod by RavenFeather Version: 1.1 -- Installing: Unzip CalderaEmptyShop.esp to ".\Morrowind\Data Files" Playing: Launch Morrowind, click on Data Files and in the list look for CalderaEmptyShop and click the box...
733	Caldera Warehouse Tower v1.0	Houses	MMH	44-10138	dongle	2005-09-28	A nice cozy tower to stay in while youre visiting Caldera. Tower for storage, with balcony to check the weather. Well appointed basement loft with work areas, display shelves, safe storage, and sleeping area. Directly across from everybodys favorite merchant.
732	Caldera Villa	Houses	MMH	44-3642	Unknown	2009-05-12	Common style house outside the Governor's Mansion.
731	Caldera Residence	Houses	MMH	44-1374	Unknown	2009-04-06	
730	Caldera Orchard v1.0	Houses	MMH	44-13966	Crankgorilla	2010-06-02	A Pear Orchard in Caldera. The plantation features pear trees which are harvestable. There is also a humble cottage for the caretaker of the orchard. Speak to the fruiterer in the Caldera town square. Learn his secret. He will provide you with the ownership documents for the cottage. As owner you...

Id	Name	Category	Site	Link	Author	Date	Description
729	Caldera Manor v3	Houses	MMH	44-5524	Deathbliss	2009-06-07	NOTICE! This plug-is not compatible with other builds of Caldera Manor since the interior cells are named the same! Caldera Manor has an outside area as well as 4 floors and they feature the following: Outside: A balcony overlooking Caldera accessible from the M...
728	Caldera Manor v2	Houses	MMH	44-5523	Deathbliss	2009-06-07	Ok this should be the final build of this plug-in. If you're one of the folks that have been using this house please follow the instructions below if you decide to try this updated version. Caldera Manor V2 features the following: #1. All fixes from previous versions still intact.<...
727	Caldera Manor v1	Houses	MMH	44-5522	Deathbliss	2009-06-07	This version of this plugin fixes that annoying error that causes every piece of paper in the game to be called a Caldera Manor Note. In addition this version is cleaned up and has been tweaked in many minor ways; chiefly exterior appearances, lighting, better bookcases and some furniture has bee...
726	Caldera Manor	Houses	MMH	44-8101	Deathbliss	2002-09-17	updated: Caldera Manor v3 is in a new location outside of the city and it now has it's own outside area, with 4 floors inside that feature thefollowing: Outside: A balcony overlooking Caldera accessible from the Master Bedroom. Planters and a garde...
725	Caldera House Sitter	Houses	MMH	44-8144	Andrea Brashear	2002-07-03	
724	Caldera House	Houses	MMH	44-11467	Shinozu	2007-08-21	Plugin adds new house near castle in Caldera. Small home for low level character.
723	Caldera House	Houses	MMH	44-8244	Mikau	2002-07-19	
722	Caldera House	Houses	MMH	44-13541	I.Saw.A.Chicken	2009-07-13	This mod adds a unfurnished and lit house to Caldera. "Outside" city walls, almost directly west of the Governor's Hall. North of Surane Leoriane's House.[SP?] This mod is intended to be used with a furnshing mod, although you can load it up in the CS and add your own furniture to it....
721	Caldera Home At Last	Houses	MMH	44-8145	Douglas Brashear	2002-07-03	
720	Caldera Estate	Houses	MMH	44-10423	Arwin	2006-02-17	A quaint cottage style estate just outside Caldera. It has entrance room with stairs leading up to the landing and master bedroom, armory, library and an enchantment and alchemy lab in the basement, with plenty of storage space throughout. There is little to no items with...
719	Caldera Empty Shop v1.0	Houses	MMH	44-3615	RavenFeather	2009-05-12	Caldera, Empty Shop - A housing mod by RavenFeather Version: 1.0 - Installing: Unzip CalderaEmptyShop.esp to ".\Morrowind\Data Files" Playing: Launch Morrowind, click on Data Files and in the list look for CalderaEmptyShop...
718	Caldera Cellar	Houses	MMH	44-10581	CJW-Craigor	2006-05-08	Caldera Cellar V2.0 by Craigor Contents 1. Description 2. Version 2.0 3. Installation 4. Credits 5. Usage ----- 1. Description This mod adds a small cella...
717	Caldera Cave Spot v1.0	Houses	MMH	44-3638	PCC aka Blockhead	2009-05-12	This is a cavern loaded with crates and bags that is furnished, yet unoccupied. It is in Caldera, located under Ghorak Manor. It is reached by a trapdoor from inside the ground floor of Ghorak Manor There are no weapons, armor, treasure or cheating items in it. It's designed ...
716	Caldera Cave Spot	Houses	MMH	44-7927	blockhead	2003-10-24	This plugin adds a cavern under Ghorak Manor in Caldera that your character can use as a place to live and store your stuff.
714	Caius' Basement	Houses	MMH	44-8006	xcookie21x	2003-12-12	This MOD adds a small basement to Caius Cosades' House (The Blades Operitive in Balmora) After joining the Blades Caius says that you can use his basement if you need a place to live and rest, and he hands you a key to open the lock. Once inside the basement ...
713	Caius Cosades "Neighbor"	Houses	MMH	44-6796	hopelesswarfighter	2011-10-02	In this mod, Caius has a basement. In that basement is a man that lives there and will let you use anything in there. Feel free to make other mods using this. Please put a link to it in the description if you do. Sorry for not having screenshots, my computer is being an idiot and wont let me enab...
712	Caius Basement v1.4	Houses	MMH	44-3521	Cookie21	2009-05-12	Caius' Basement V 1.4 _____ This MOD adds a small basement to Caius'House, after joining the blades guild Caius says that you can use his basement if you need a place to live and rest, and hands you a key to open the lock. _____
711	Cairo Villa v1.0	Houses	MMH	44-13815	Crankgorilla	2010-01-16	Location: Ald-ruhn -2,7 (No altered Terrain) This mod uses all custom content. Every Item is from the resource section and includes some excellent models that will interest anyone who has not seen them. The results are encouraging for me because I was intending this as a project for myself t...
709	Buyable Hlaalo Manor	Houses	MMH	44-6246	Princess Stomper	2009-07-12	Adds 3 bedrooms (sleeping a total of 8) to Hlaalo Manor, converting the then-bedroom to a study, and adding a bathroom and kitchen area to the main hall, and decoration to the balcony. Adds a podium and lecturn for minstrels. The bedrooms comprise one double room suited ...
708	Buyable Ghorak Manor v3.1	Houses	MMH	44-5870	Monica21	2011-10-08	The owners of Ghorak Manor have a For Sale sign in the yard. Read the sign on the front door, and speak with Daran Atard in Shenk's Shovel to purchase the manor. The interior has been completely redecorated, and the basement is now accessible through a door in the dining room. The mano...
707	Buyable Ghorak Manor v2.0	Houses	MMH	44-3355	Monica21	2009-05-12	The owners of Ghorak Manor have a For Sale sign in the yard. Read the sign on the front door, and speak with Daran Atard in Shenk's Shovel to purchase the manor. The interior has been completely redecorated, and a previously "hidden" basement is now accessible through a trap door in t...
706	Buyable Ghorak Manor v1.0	Houses	MMH	44-3504	Monica21	2009-05-12	The owners of Ghorak Manor have a For Sale sign in the yard. Read the sign on the front door, and speak with Daran Atard in Shenk's Shovel to purchase the manor. The interior has been completely redecorated, and a previously "hidden" basement with a trapdoor in the dining area is now accessible.<...
705	Building Up Uvirith's Grave 1.1	Houses	MMH	44-11423	Acheron	2007-09-20	This mod allows Telvanni players to expand Tel Uvirith into a town which reflects the player's tastes and faction affiliations. A couple months ago, I decided to replay Morrowind as a Telvanni character. I always felt that the faction strongholds were a bit too remote and lacking in s...
700	Bruno's Box Home 3.0	Houses	MMH	44-15336	Bruno13069	2015-04-26	USES MORROWIND ONLY! I found a great mobile home on the net, a Genie's Bottle created by Blue Eagle, and modified by MooCow. I used it with multiple characters and, in time, tweaked it for my own use without distribution. I decided to make my own portable home along similar ...
699	Bruno's Box Home 2.5	Houses	MMH	44-15231	Bruno13069	2014-07-23	I found a great mobile home on the net, a Genie's Bottle created by Blue Eagle, and modified by MooCow. I used it with multiple characters and, in time, tweaked it for my own use without distribution. Recently, I decided to make my own portable home along similar lines - a house in a bo...
692	Box Mansion!	Houses	MMH	44-11048	The hunter	2007-02-08	Adds a Mansion made of crates to the landing above the silt strider in Gnisis. Consult the readme before playing for some tips and special things about it.
691	Bouking Manor	Houses	MMH	44-10201	Skeleton	2005-10-28	Story Line: The owner is loyal to Redoran. He wanted to escape all the blight storms; so he built a new home. Outside of Calderal's south gate you will find Bouking Manor. There is no door key. Just walk in and set up house. The owner of this Manor had to unexpectedly le...
690	Bottomless Containers add-on for Phoebe's Abu House	Houses	MMH	44-3599	Unknown	2009-05-12	Title says it all.
689	Bottle Storage	Houses	MMH	44-9914	Sietse	2005-07-29	The bottle is located in the pawnshop in Balmora and can be acquired freely.
687	Bottle Home Enhanced v1.0	Houses	MMH	44-847	MooCow	2009-04-06	4/09/2004 Bottle Home Enhanced V1.0 (By MooCow) Information on Bottle Home Enhanced This mod has the same expansion/game requirements as the original Bottle Home by Blue Eagle.
686	Bottle Home Enhanced v 1.3	Houses	MMH	44-12137	MooCow	2013-01-22	4/09/2004 Bottle Home Enhanced V1.3 (By MooCow) Information on Bottle Home Enhanced This mod has the same expansion/game requirements as the original Bottle Home by Blue Eagle. Basically, this is an enhanced version of Blue Eagle's bottle home, which, althoug...
685	Bottle Home	Houses	MMH	44-809	Blue Eagle	2009-04-06	Bottle Home 1.0 No Harem. Basicly the Bottle home minus the harem girls. Adds the ultimate Mobile home to morrowind. There is a bottle sitting in the corner of the pawn shop in Suran. Activate it to bring up a dialong box with two choices: Enter home te...
684	Botanist's Retreat	Houses	MMH	44-11540	Nym	2007-09-19	Adds a cozy apartment and alchemy laboratory to the Vivec Foreign Quarter Canton Plaza. Intended for very advanced herbalists, botanists, and mages; will be overpowering for young characters, so your self-control might need exercising. Includes plenty of storage and several alchemy resources, inc...

Id	Name	Category	Site	Link	Author	Date	Description
676	Boathouse	Houses	MMH	44-13616	Rapsallion	2009-08-21	This mod adds a boathouse in Seyden Neen. Release date: may 2002 -- Rapsallion Jones Clean version tested in-game. -- Morten79 Changelog:27 Aug. 2009 - Readme added too the clean version
668	Bloodmoon Sailor's House	Houses	MMH	44-11312	Neolin_Windblade	2007-06-25	This mod adds a house under the dock at Fort Frostmoth that you can acquire through a short quest. The house has some storage space and a place to sleep, plus a small secret to discover. If you run through dialog correctly, you might get a special weapon. To start the quest, go to Fort Frostmoth ...
666	Bloodmoon House : ICE DEN	Houses	MMH	44-12199	Clone	2013-02-10	Well I was bored of looking around for a Bloodmoon house, so I made one :) My Ice Den is located by Fort Frostmoth on the island of Solstheim. It contains a forge, kitchen, storage, bar, mini waterfall, and alot more! I Hope you enjoy it :)
665	Bloodmoon house	Houses	MMH	44-8876	lenne	2003-06-09	Outside and just beyond the walls of Fort Frostmoth, a little house for you to use while you're adventuring on Solstheim. Some storage for your treasures and a comfortable place to sleep. See readme for info.
664	Bloodmoon Dunmers Only Wizards Home Special 66.6	Houses	MMH	44-11706	Christian	2012-09-20	Dunmers Only Wizards home Special 66.6 Yours for the pick, Dark Elf Dunmerfriend :) You will get a tavern made by the master of magicka.....me :) near Fort Frostmoth ? (bloodmoon) 1.black market. 2.inscriptiontable. 3.mannequins for your highq...
659	Blades tower v1.1	Houses	MMH	44-11521	estoneburner	2007-09-14	This is Nym's Blades Tower in Gnaar Mok. I moved it to make it compatible with some of the other mods in the area. See V1.1 readme.
658	Blades Tower	Houses	MMH	44-11508	Nym	2007-09-09	I've never been happy with the way the Blades organization is housed in Morrowind, and this mod aims to rectify one tiny part of that, by supplying the Blades - including your character - with a small, secret base of operations, in the form of a Hlaalu tower in one of two locations - either in Ba...
657	Blades House v3.3	Houses	MMH	44-611	PEHOH	2009-04-06	This Mod adds a House for the PC just east of Caius Cosades House in Balmora. I modified a small chunk of the cliff to make room for the house. The basement has been designed to be sort of a "museum display room". There are 59 Armor mannequins to display your armor, 10 of them being Female ...
656	Blades House v3.1.1	Houses	MMH	44-3574	PEHOH	2009-05-12	Khalazza Production Presents The Elder Scrolls III MORROWIND: Lord Yig's Fantasy Art Mod v 1.1 Index: 1. I...
654	Blade's House	Houses	MMH	44-10690	Bladecutter	2006-07-25	House made by me to store all my loot. Put in Seyda Neen so newbies can have places to put thier junk. Includes four or five book racks, a bed, lanterns, storage barrels and chests, drawers and tables. Also has a custom ring that nearly decimates your Endurance and stunts your magicka but gives y...
653	Blackstone Manor	Houses	MMH	44-13606	Sablestone	2009-08-20	Location: Western peninsula in lake Amaya, a short distance north of Pelagiad My first mod!! :D This mod provides an imperial style, moderately sized house in a beautiful spot between Pelagiad and Balmora in the Ascadian Isles. There are thr...
650	Black-Moon Shack	Houses	MMH	44-10975	Pav_the_etalernal	2007-01-07	This mod adds a small shack next to the lighthouse in Seyda Neen, it's free, but you have to do a simple quest for a nord wandering the town. The reward is not only a home to call your own, but a tame clannfear to call your pet, one you can even talk to!
647	Black Manor	Houses	MMH	44-10291	BattleRelic	2005-12-17	Hello there, if your reading this note its likely you have found my home. Congratulations! Inside my servent still waits for me to return, honor her. She has served me well and will do likewise for you. I simply ask that you do not use the designs of my manor in any other houses without my permis...
639	BitterCoastHideout 1014	Houses	MMH	44-113	Unknown	2009-04-06	
638	Bittercoast Fortress	Houses	MMH	44-8813	Allan	2003-04-28	Creates a new house in Bitter Coast Region, a fortress for your player. Transportation to is provided by a Guide at the Balmora silt strider. Has an Armory with storage for armor and display space for weapons. An Alchemy area with an Enchanter and an Alchemist as ...
637	Biscuit's Balmora House	Houses	MMH	44-11108	Biscuit	2007-03-02	Adds a fairly large house, simply called My House, to Balmora near the silt strider. There is a secret room with a lucky coin (must be equipped and takes to place of a ring), a Nordic claymore, some scrolls and other things inside. The door to the room is not hard to find but it is locked at leve...
635	Big Head's Manor	Houses	MMH	44-11577	ManualIntelligence	2007-10-04	You may find his manor, but there is already an owner... Khjaiit has won it from Big Head and you'll have to do something to get it. (Or just lock pick, LOL.) Talk to Noble Khajit at Gnisis. (Manor's location near Berandas, SE of Gnisis, is shown in the included screenshot.)
634	Big Castle	Houses	MMH	44-13979	Gengaluf	2010-06-11	Hello Guys, This is my very first mod, and pls excuse my bad english, but i come from Switzerland. I made a big Castle with 2 floors, 1 cafe, 2 cellars, 3 Towers and 1 little room for yourselfe. Also it add a new NPC, called Guard. Its an Argonian with equip, wich you will find ...
633	Better Rethan Manor	Houses	MMH	44-6141	Princess Stomper	2005-08-03	The one thing the Duke didn't tell you, when handing over the construction contract, is that Armavel Hlervu, the architect, has gone utterly bonkers. Shortly after completion of this most unusual stronghold, Hlervu was quietly shipped off to an isolated retreat to live out his days conversing wit...
624	Better Furnished Factors Estate	Houses	MMH	44-11306	Renegade3745	2007-06-23	Adds a bit more furniture to the Factors Estate. Including a refurbished master bedroom, a full pantry, and a lot more storage space without being too overdone i think. Screenshots now added. Pardon the quality, as I had to take them in the CS.
615	Belongers	Houses	MMH	44-14230	StraightBait	2011-03-02	This House is Next to the gaurd tower on the east side of the town, in balmora. This House Has inside of it, a bed, a wardrobe, 2 crates, 1 sack, 1 small chest, 3 barrels, 1 pillow, 1 table and a journeymans Alembic, Calcinator, Mortar, and Retort. This Mod I...
613	Belgarath's Tower v1.2	Houses	MMH	44-3696	Tantor	2009-05-12	Belgarath's Tower Version 1.2 Readme To install: Unzip and place the file "Belgarath's Tower v1.2.esp" into the Data Files folder in the Morrowind folder. Then on startup of TESIII: Morrowind, click on Data Files and check box next to Belgarath's Tower v1.2.
601	Battlemage's Abode	Houses	MMH	44-11230	SavorRethan	2007-05-09	My first house mod, an updated version of it. A house designed with some starter's equipment for beginners or anyone who just wants a small house. Located just outside the walls west of Caldera. Includes a "helper" NPC, which repairs, barter and enchants. Nothing unbalan...
599	Bathmod 1.5 ESP ONLY	Houses	MMH	44-1152	Evilgreebo	2009-04-06	The Elder Scrolls III MORROWIND: Evilgreebo's bathmod 1.5 Index: 1. Installation 2. Playing t...
598	Bathmod 1.4	Houses	MMH	44-1169	Evilgreebo	2009-04-06	The Elder Scrolls III MORROWIND: Evilgreebo's bathmod 1.4 Index: 1. Installation 2. Playing t...
595	BAR SuranRiverviewHome v1.0	Houses	MMH	44-3513	Baratheon79	2009-05-12	The Elder Scrolls III MORROWIND: Suran Riverview Home Version 1.0 by Baratheon79 **Note: Developed and tested with version 1.2.0722 of Morrowind. Should work okay with other vers...
593	BAR SN Shack v1.0	Houses	MMH	44-3588	Baratheon79	2009-05-12	The Elder Scrolls III MORROWIND: Seyda Neen Shack Version 1.0 by Baratheon79 **Note: Developed and tested with version 1.2.0722 of Morrowind. Should work okay with other versions...
592	BAR FloatingHovel v1.1	Houses	MMH	44-3443	Baratheon79	2009-05-12	The Elder Scrolls III MORROWIND: Floating Hovel Version 1.1 by Baratheon79 **Note: Developed and tested with version 1.2.0722 of Morrowind. Should work okay with other versions, ...
591	BAR CalderaCottage v1.0	Houses	MMH	44-3579	Baratheon79	2009-05-12	The Elder Scrolls III MORROWIND: Caldera Cottage Version 1.0 by Baratheon79 **Note: Developed and tested with version 1.2.0722 of Morrowind. Should work okay with other versions,...
590	Bannockburn Castle v1.3	Houses	MMH	44-8910	Jeremy F	2003-07-14	This mod adds a large castle to the Grazelands region of Vvardenfell. I originally started building the castle as an appropriate residence for the Imperial Dragon (Ebonheart didnt feel like home), but it soon morphed into much more than that, as mods often do. Bannockburn Ca...
589	Bannockburn Castle v1.0	Houses	MMH	44-3412	Jeremy F	2009-05-12	This mod adds a large castle to the Grazelands region of Vvardenfell. I originally started building the castle as an appropriate residence for the Imperial Dragon (Ebonheart didnt feel like home), but it soon morphed into much more than that, as mods often do. Bannockburn Castle is a ...
588	Bandollo's Home	Houses	MMH	44-11649	Morrowmodder	2007-11-17	I cleaned it So no GMSTs. It's located near vivec at Ascadian Isles Region 1, -10. This is my second mod and I'm doing waaaay better. Ummm...Enjoy. Oh yeah, no new meshes, textures, or no new anything besides a type of light in-game and it's not overpowering. Requires A...

Id	Name	Category	Site	Link	Author	Date	Description
587	Balmorahouse	Houses	MMH	44-3673	Gavin Carter	2009-05-12	balmorahouse.esp mod for The Elder Scrolls III MORROWIND ver 2.1
586	Balmora_Home	Houses	MMH	44-10333	Cassidy-aka-Someone stole my name	2006-01-09	I made this mod as away for low level characters to have a place to call their own... legally. Since Balmora is the first major town the player will come to, I have put the home there. The house is meant for low level characters first starting out...
585	Balmora: My House	Houses	MMH	44-12539	inventor1210	2008-02-16	A small house on the east side of the river at the northern end by the guardhouse in Balmora. Contains a mage who will transport you to 4 different places for a fee and a merchant with some gold. Has a bed and a balcony along with many chests. The cave basement has a storm attornach if you ...
584	Balmora1 Base v1.0	Houses	MMH	44-3668	Chef123456789	2009-05-12	The Elder Scrolls III: Morrowind Instillation Place downloaded file into your Morrowind Data Files folder. Either modify it in the TES Construction Set or play it on your game. Description The [Balmora Basement] is a small underground place for ...
583	Balmora, My House	Houses	MMH	44-3701	Paul Hosier a.k.a. DeathJester	2009-05-12	Bedroom, living room, 5 storage areas, animal room for training.
582	Balmora Velothi House	Houses	MMH	44-12919	foshiznay	2008-09-09	Adds a medium/small house next to the silt strider in Balmora. I would love it to get at least one d-load..) Changelog:0.99 - Initial Release
581	Balmora Vacant Manor	Houses	MMH	44-14213	Greatsaga	2011-02-13	This mod adds a really nice house to Balmora, called Vacant Manor. But you can't just walk into it. You have to earn the house by solving a riddle by a man, Vadonis Irun. He came to Morrowind from Summerset Isle in hopes of starting a better life than the one he had back home. &...
580	Balmora Underwater Manor	Houses	MMH	44-3702	Aquatakak	2009-05-12	===== Balmora Underwater Manor A Balmora House Mod by Aquatakak ===== Just what the modding community needed: yet another Balmora house mod. Except this ...
579	Balmora Underground V2	Houses	MMH	44-3607	Aaron Falis	2009-05-12	To install this addon simply extract the zip to your Morrowind/Data Files/ directory. Before you activate this addon, if you already have the original Balmora Underground addon installed you MUST follow these directions to remove your stuff or all of it will be lost. There may be some ...
578	Balmora Underground Lair v.85	Houses	MMH	44-12526	13thgamer	2008-02-10	This once was a completely hidden and secret hideout your Great Grandfather (supposedly) used when during the storms and in other emergencies (like a safe house). You have remodeled it to be a training center for your needs. Your seller/keeper/collector guy collects and trains Uber-Glass-Wielding...
577	Balmora Underground Home Chris	Houses	MMH	44-2124	Unknown	2009-04-06	
576	Balmora Treehouse	Houses	MMH	44-11634	Catherine799	2007-11-11	I have placed a big tree with a Telvanni-style door and interior in Balmora. It also includes a pet guar and a small garden in the front yard. I didn't add any quests for it; just a house and a talking guar. The house itself is fairly small, but it does have a few containers, as well as some item...
575	Balmora Tower	Houses	MMH	44-10413	Mosrael	2006-02-12	Adds a cozy hlaalu style tower just south of balmora, good for anyone but best for mages, just for the reason that you dont have many thieves or warriors living in a nice comfortable tower. Upon entering you are on the second floor with stairs leading down and a trapdoor...
574	Balmora Tower	Houses	MMH	44-6427	GenZelgius	2010-03-20	Externally, this mod ads a tower on a house right outside of the Balmora Silt Strider and a few step parts as a means of access. Should not conflict with anything. Adds modest underground home of many different styles. the Home contains an entrance...
573	Balmora Thieve's Hideout v1.0	Houses	MMH	44-3690	Sentinal	2009-05-12	When playin goto balmora. then on the side of the river(side the slit strider is on) theres a house where Vori's House use to be. Inside the bed works just like any other bed, but when u have the rEG rING (on the table by the bed) in your inventory the bed will move aside when you try and use it....
572	Balmora StrongHold	Houses	MMH	44-3458	Lansing3600	2009-05-12	
571	Balmora Storage Tower	Houses	MMH	44-5534	grifta	2009-07-09	A new tower has been built in Balmora. It's main purpose is for the Great House Hlaalu to store its valuables, and its artifacts. But the slaves who were building it led by 'He who can not wait' rebelled and ran away. The exterior was completed, but according to a note that He who can...
570	Balmora Secret Vault	Houses	MMH	44-6565	Efcaz	2010-10-14	Tired of carrying all of your equipment? Dont want to leave it on the floor of that old skooma feind's house? Just drop on by the Balmora vault and leave all your possessions in the trusty hands of our loyal Vault Keeper. The entrance to the Vault can be found ...
569	Balmora Riverview Tower v2.7	Houses	MMH	44-13340	Thondur	2009-03-26	Since everybody is bringing back their golden oldies here is one of mine. A quested version is in the works. Yes, yes ANOTHER house in Balmora, but this one is a bit different in the details, even has a functional toilet Comes with a large crypt for a storage basement an...
568	Balmora river house	Houses	MMH	44-12617	V1v3c	2008-03-25	This is a housemod by me, V1v3c, that adds a kind of house to Odai, the river going through Balmora. Not very exciting? You're right. But it isn't an ordinary house because it is IN the river, so it's under water. Not all, of course. You have to be able to do waterbreathing spells any...
567	Balmora River House	Houses	MMH	44-12745	Calislahn	2008-06-01	This is a mod I originally made for my own use but I was quite pleased with how it turned out and decided to release it. The River House was made with new characters in mind, it is not a grandiose building but a small functional home, very good for players who suffer with...
566	Balmora Observatory Radu Bogdan	Houses	MMH	44-2123	Unknown	2009-04-06	
565	Balmora Mansion v1.1	Houses	MMH	44-11709	Milky	2012-09-20	A mansion in Balmora, for a player who is keen on collecting items, it has three floors, on the bottom floor there is a storage area, with separate chests dedicated to certain kinds of equipment, such as light armour, ranged weapons, potions, ect. On the first floor there is a <...
564	Balmora Mansion	Houses	MMH	44-1904	Witch King	2009-04-06	
563	Balmora Mansion	Houses	MMH	44-14170	Milky	2010-12-03	A mansion in Balmora, for a player who is keen on collecting items, it has three floors, on the bottom floor there is a storage area, with separate chests dedicated to certain kinds of equipment, such as light armour, ranged weapons, potions, ect. On the first...
562	Balmora manor v.10	Houses	MMH	44-3728	Cory Hulet	2009-05-12	Cave home located south of Balmora along western bank of the Odai. More details in the Read Me.
561	Balmora Mage's Guild Abode	Houses	MMH	44-12724	BloodMountain	2008-05-14	Adds a cosy room accessible through a door in the Balmora Mages Guild. I saw some other mage-y type room/house mods but i didnt like them, so i made my own => The key can be obtained in a short non-journal quest, see the readme for more details. Main Features: ...
560	Balmora Mage Basement	Houses	MMH	44-3718	Unknown	2009-05-12	
559	Balmora Keep	Houses	MMH	44-3612	Unknown	2009-05-12	Large stronghold style "keep" in Balmora near the silt strider port.
558	Balmora Island House	Houses	MMH	44-13716	Mad Sun	2009-10-26	A nice house on the island right outside of Balmora. This is my first mod so let me know what you think.
557	Balmora Hovel	Houses	MMH	44-8384	Treborius	2002-08-26	A small nordic style house, between the Balmora two bridges, south of the silt strider. Although it is small it has plenty of room to store your items; also has a basement and some crates and barrels outside so you don't have to worry about the amount of stora...
556	Balmora House v2.0	Houses	MMH	44-3703	Darren Wright	2009-05-12	Balmora House v2.0 Blith Erring Idio' This is a small house that I created for myself in Balmora. It is a humble and modest dwelling perfect for the starting out character. It is on the same side of the river as Causis' house, just down the stairs from him. It sits diagonally across...
555	Balmora House For Priest v1.2	Houses	MMH	44-11499	Rihansu	2007-09-03	This mod adds a small house in Imperial style just outside Balmora that is very suitable for cleric-type character. The house posses ground level and one floor upstairs. I made this house with very little furniture with purpose,so that player can use other mods to buy it and make house in hi...
554	Balmora House (2)	Houses	MMH	44-3573	Unknown	2009-05-12	Places a house in front of the pawnbroker in Balmora.
553	Balmora House	Houses	MMH	44-2108	Gavin Carter	2009-04-06	An empty house near the main entrance to Balmora is available for you, if you can clear it out. Look for the house with the note on the door next to Dralasa Nithryon the Pawnbroker.

Id	Name	Category	Site	Link	Author	Date	Description
480	Ashland Yurt v1.1	Houses	MMH	44-6512	Crankgorilla	2010-07-24	Urshilaku Camp -4, 18 The Wise Woman has decided she tires of you bunking with her on your visits to the camp and has provided you a Yurt of your own to reside in. This tent home has custom sleeping arrangements and storage. A personal merchant wi...
475	Asgard v3.3	Houses	MMH	44-3692	Grumpy	2009-05-12	UNZIP TO THE C:\(root) FOLDER!!! NOT DATA FILES!!! Tribunal version Updated version from 3.1 to 3.3... (not in the included readme) -Fix for the Caldera Mining Company guffaw... -Fixed one light in the main room that was not placed correctly... -Added compani...
474	Asgard v2.0	Houses	MMH	44-3415	Grumpy	2009-05-12	UNZIP TO THE C:\(root) FOLDER!!! NOT DATA FILES!!! Morrowind version This is a very big interior. Nothing special. Just a place to call your own, but a very big place to call your own. Running on a "highly tweaked" P3 1.3gig/GF3ti200 it does get a little choppy,...
473	Asgard - compatibility mod	Houses	MMH	44-6536	Zuggyboy	2010-08-27	Compatible with A Grand Abode Large Beautiful Home set in the city of Balmora, see the Readmes for more information or just download it to see how awesome it is for yourself Changelog:changed to be compatible with the "A Grand Abode" mod [...]
471	Asadian Treehouse v1.3 & 1.2	Houses	MMH	44-14160	Thondur	2010-11-18	At the port in Ebonheart you will find a dropped letter that was never delivered. In it you learn that someone had to leave Vvardenfell in a hurry and left her home to a good friend. Since the friend will never see the letter and there is no forwarding address, the house is basically yours ...
470	Asadian Ship Home	Houses	MMH	44-6199	Princess Stomper	2008-11-18	Adds a shipwreck to an island next to the Mudan Grotto, south of Vivec, in cell Asadian Isles 0, -15. Cabin: Cosy shack with hammock, high-capacity closet, dining table and chairs Upper deck: 3 bandits to kill for access, tavern layout with large...
469	Asadian Rose Cottage DX	Houses	MMH	44-6719	Gaius Atrius	2011-04-12	This mod is a new, improved version of Korana's original mod "Asadian Rose Cottage". This mod requires all of the files from the original Asadian Rose Cottage, except for it's ".esp" file. It contains the fix for the original "Tisane ...
468	Asadian Rose Cottage	Houses	MMH	44-15506	Korana	2017-07-22	***** Asadian Rose Cottage V1.0 by Korana ***** Description ----- Asadian Rose Cottage is your home...
467	Asadian Manor	Houses	MMH	44-11026	CJW-Craigor	2007-01-28	ASCADIAN MANOR 1.0 by Craigor **Cleaned with Enchanted Editor ----- 1. Contents 2. Installation 3. Usage 4. Credits 5. Known Problems 6. Updates [...]
466	Asadian Ivy Cottage	Houses	MMH	44-15670	princess_stomper	2018-09-13	The Elder Scrolls III MORROWIND: Asadian Ivy Cottage v1.0 (Requires: Morrowind, Bloodmoon, Tribunal) Index:
465	Asadian Isles Treehouse	Houses	MMH	44-9624	Rutilant	2004-07-16	This mod basically just adds an open-air house propped up in some trees across the lake from Suran's waterfront. Moderate storage space, some common to greater soulgems (can never have too many of them) and pretty much nothing else in the way of items. So it's pretty purist ...
464	Asadian Isles Manor v3.0	Houses	MMH	44-14188	bryman1970	2011-01-07	Located in the Asadian Isles region (north of Vivec), the manor has two floors as well as a basement. A small storage shed is accessible on the left side of the manor. The manor is completely empty except for some wall sconces scattered around and a few hanging lights. A small dock sits outside ...
463	Asadian Isles Estate	Houses	MMH	44-10630	Denina	2006-06-19	Large Hlaalu style manor located south of Ebonheart. Ask around Ebonheart for latest rumors for some info before venturing that way. No known conflicts and I checked a few that I thought might conflict. If you find any, please let me know so I can update the Read Me accor...
462	Asadian Garden Isle v3.3 Final	Houses	MMH	44-13877	Thondur	2010-03-07	This is a remake of my earlier "Landscape Hideaway Cottage" and I made the changes to suit my personal whim, so if you did like the earlier version you may not necessarily like this one or you may like it even more. I thought it has some neat features so I decided to release it to the public aft...
461	Asadian Fort	Houses	MMH	44-3564	Blood Teeth	2009-05-12	Created by: Blood Teeth -- Install ----- Just put the files in the morrowind data files folder. Pictures are included. To get to the fort ----- Travel to Ebonheart and take the new boat from there. The boat i...
460	AS Treasure Vaults	Houses	MMH	44-15505	Almsivistudios	2017-07-22	The Elder Scrolls III MORROWIND: Arrow De-nocker Index: 1. Description 2. Installation 3. Playing the Plugin 4. Featu...
459	Aryon's Retreat	Houses	MMH	44-7253	Nabron	2012-08-14	Recognizing your superior potential as the rising star of House Telvanni, Master Aryon has graciously granted access to his private manor in Sadrith Mora. This mod adds a Telvanni-style manor to Sadrith Mora. Located near the Telvanni Council Hall, the manor provides a small but richly-appointed ...
458	Arynx Castle for Tamriel Rebuilt Map1&2	Houses	MMH	44-13594	Hemitheon	2009-08-16	Story: ----- General Kontin Arynx died during the reign of Kintyra II while he defended Morrowind's east coast from Uriel III in 3E 121. To bridge the gap of a revealed internal Imperial instability, Uriel IV had a palace built on the southernmost is...
457	Arwen house update	Houses	MMH	44-1059	Unknown	2009-04-06	
456	Arvelion's Abode	Houses	MMH	44-8110	burninggrave101	2002-08-10	
455	Artuzu v.4.2a	Houses	MMH	44-3671	Lord Yig	2009-05-12	Very large Dwemer/velothi home located between Balmora and Fort Moonmoth. Just stay on the road past Fort Moonmoth heading to Balmora and it will on the left. Has many features including training dummies, alchemy jars and sorters, aquarium and more. NoM friendly.
454	Artuzu 3.0	Houses	MMH	44-3596	Unknown	2009-05-12	Adds a home to the area north of Balmora.
453	Artorius Manor	Houses	MMH	44-8322	Levi	2005-12-02	This elegant home is located half way in between Ebonheart and Vivecs Hllalu Canton. It is visible as soon as you leave either place so you can't really miss it. This house is a partially buried tribunal style manor, it has six rooms:[list] a bedroom a librar...
452	Artisan Tribute Manor	Houses	MMH	44-6768	ddfields	2011-07-14	This mod is 1st a house mod and 2nd a tribute to the many great artisans who have given the modding community the resources to make a mod such as this. It came about as I was thinking about what great resources were out there that I would like to see in the game and Antare's dae...
451	Artien's Vivec Basement Apartment	Houses	MMH	44-13828	Artien	2010-01-27	So I made this house using DragonSong's room tutorial... it contains a kitchen/storeroom, living/dining room/study combo and a bedroom. The unique thing about this mod is that it inhabits a basement below Alusaron the armorer's shop, and can be entered either through there or a cheeky window I in...
447	Arryn Manor	Houses	MMH	44-8380	HamsterCorp	2005-05-28	After looking around for a good Telvanni house and finding few, none of which I really liked, I made my own. This was made for one of my characters, so nothing really fancy. It's located in Tel Mora, just to the left of where you get off from the boat service. ...
425	Arknghunch-Sturdumz Expansion	Houses	MMH	44-11633	Dimmenel	2007-11-10	This mod adds two areas to the Dwemer ruin of Arknghunch-Sturdumz; a tower and a domestic room. There is a good bit of shelving and storage available, and while it is still occupied by functional Animunculi, they will not respawn. This mod is designed to feel like a natural Dwemer ruin, yet have...
422	Aria Keep v2.0	Houses	MMH	44-15142	CryptsOfTheDead	2014-01-07	This is a large Imperial Keep, placed North of Ebonheart. The keep is more of a small village, and consists of 54 cells and 61 NPCS. Each NPC has their own unique dialogue, topics and greetings. A word of warning... This mod was created for the Imperial player at heart, which I am. Eve...
421	Aria Keep v1.4	Houses	MMH	44-14809	CryptsOfTheDead	2013-06-12	This is a large Imperial Keep, placed North of Ebonheart. The keep is more of a small village, and consists of 54 cells and 61 NPCS. Each NPC has their own unique dialogue, topics and greetings. A word of warning... This mod was created for the Imperial player at heart, which I am. Eve...
418	Argonian Village Expanded	Houses	MMH	44-13867	Midgetalien	2010-02-27	The Elder Scrolls III MORROWIND: ===== Argonian Village Extended ===== By Midgetalien [url=mailto:Midgetalien@hotmail.com/img]Midgetalien@hotmail.com[/url] ...
413	Arctic Abode	Houses	MMH	44-15503	John Allen Jaynes aka COTD	2017-07-22	Arctic Abode 1.0 By John Allen Jaynes aka Crypts Of The Dead Email: cryptsofthedeat@yahoo.com ----- Mod Requirements: Bloodmoon and Better Heads esm is required to run this mod. ----- Mod Information: This is a quest/house mod, suited to Nord ...
412	Archnalteg	Houses	MMH	44-10443	Mosrael	2006-02-25	Recent seismic activity has uncovered a small Dwemer ruin just north of seyda neen, however, after close study it contains no artifacts or anything of interest and was subsequently abandoned, its now up for grabs to anyone who may like to call it home. The ruin contains:...

Id	Name	Category	Site	Link	Author	Date	Description
411	Archmagetower	Houses	MMH	44-3667	Ravensong	2009-05-12	The tower is located in Pelagiad. It is fully decorated and ready for your character. Hope you enjoy exploring it, since the tower has more to it than can be readily seen:) If you have any questions, please email me at ladymage1@hotmail.com
410	Archmage's Tower by Antares	Houses	MMH	44-6227	Arcimaestro Antares	2009-04-17	There is a useless tower in Ebonheart (It is the highest tower of Ebonheart) there was only a staircase inside. I used it as a Tower for the Arch-Mage. Once you are Arch-Mage, talk to the Duke Vedam Dren in Ebonheart or any member of the Mages Guild to take possession of it.
409	Archmage Tower 2	Houses	MMH	44-3520	Ravensong	2009-05-12	About the Archmage Tower of Pelagiad I created this mod a long time ago and it is one of my favorites. Over time, I have revised it and incorporated elements of other mods I have made into it. The changes have been so many that I decided to release this updated version. It i...
408	Archmage Tower	Houses	MMH	44-8413	Ravensong	2002-09-25	About the Archmage Tower of Pelagiad (Totally New Version) I created this mod a long time ago and it is one of my favorites. Over time, I have revised it and incorporated elements of other mods I have made into it. The changes have been so many that I decided...
406	Arch-Necromagister	Houses	MMH	44-13698	Arch-Necromagister	2009-10-11	Hello and thank you for taking the time to visit my first Mod. my name is jamie im 14 this is my first mod so please give ONLY constructive criticism. the mod is about The Arch-Necromagister(who to me sounds so cool im gonna take it as my name on PES) who is an evil Viole...
405	Aradas	Houses	MMH	44-6416	Bessarion	2010-03-11	Deep beneath Sadrith Mora, a lost Velothi tower lies buried. For the aspiring mage who can gain access to it, Aradas makes an eminently appropriate home. At least in this version, Aradas is small by the standard of most house mods. About a third of the tower is filled wit...
403	Apocrypha Library	Houses	MMH	44-14174	Rellac	2010-12-10	Welcome to the Apocrypha Library Mod. The Apocrypha Library is an old, abandoned fort, full of knowledge, located somewhere around Azura's Coast Region. I created this mod, as a personal resource. I wanted to have a collection of books...
402	Apartment for Seedy Almalexia District	Houses	MMH	44-7144	Princess Stomper, Tommy Khajit	2012-08-02	**A MOD BY PRINCESS & TOMMY** A modern-style apartment in the heart of Almalexia's most evocative district. Tommy Khajit made the most beautiful pink bathroom for my birthday! He knows how much I love these things. What was even better was that everything worked - the toile...
400	Anwen Manor	Houses	MMH	44-13699	Nera	2009-10-12	What is it, Nera? It is both a dungeon and a house! It is a bandit hideout that you can claim as a home. It is situated in the back of Six Fishes in Ebonheart. Recommended Lvl for this mod is between 10-20. It also includes some of my custom meshes. What does ...
399	Antonio's Balmora Manor	Houses	MMH	44-12553	AntonioThor	2008-02-23	Hi! This is my first mod. It adds some staris behind the Hlaalu Council Manor. If you follow the staris up the mountain you come to a quite big house That house is now yours!! ^ ^ I don't know if theres any conflicts with other Balmora mods, (i know there's quite many of t...
396	Antaries Underground Estate v1.1	Houses	MMH	44-7050	Len Alox	2012-07-25	Mod Description: This plug-in creates an expansive underground estate just north of Balmora. It has many rooms that can be used for many things. (See the pic Antaries1.) In this zip the following plug-ins are included, with a description: -Antaries Underground Estate(Bas...
395	anns_rethankitchens	Houses	MMH	44-10405	neroli	2006-02-10	This adds an underground series of rooms, including a kitchen with cupboard space & cookers, also worktop space, and some room for your own sachs, barrells ect. Most of the rooms are empty to allow space for adding your own, although there is a practise dummy, a couple of desks & a hammock ...
391	Anissas Armor Galleries	Houses	MMH	44-10597	Anissa	2006-05-20	This is a house mod that includes many mannequins upon which you can store the armor or clothes you collect. Find the trapdoor entrance in Seyda Neen, just behind Vodunius Nuccius's house.
387	Angel Island	Houses	MMH	44-10480	Mosrael	2006-03-10	This mod adds a large floating island to Morrowind, manned by angels, (hence Angel Island) On this island is a large Velothi style stronghold that can be used as a base for your character, there is transport available to and from the island in balmora by an Angel at the silt strider,...
385	AncientTower 0626	Houses	MMH	44-3608	Unknown	2009-05-12	Title: Ancient tower of Balmora. Features: secret tunnel to the city, big library, Tapestry gallery, big display room, storage room, a lounge, bed room, alchemy lab/forge. location: above balmora, atop the mountain very near to the temple. <...>
384	Ancient Wood	Houses	MMH	44-11472	The Shadows	2007-08-24	It adds a island south of Seyda Neen that you can swim to or find a Bosmer named The Wood over by the lighthouse in Seyda Neen. It has three stories (no rooms all open). The first story is a display type room. There are a lot of disply tables to show off your powerful character. The...
383	Ancient Tower of Balmora	Houses	MMH	44-8108	Avatar	2002-06-26	
377	AnastasioTheGreatsHideout Bloodmoon	Houses	MMH	44-3641	Viking Lord	2009-05-12	07-15-03 The Elder Scrolls III Bloodmoon: 'ANASTASIO THE GREAT'S HIDEOUT' Version BM - Bloodmoon Created by: VL...
376	Anastasio The Great's Hideout - Bloodmoon	Houses	MMH	44-8045	Viking Lord	2003-07-17	This plugin is only an update to the 3.1 version of ATG Hideout to add Bloodmoon compatibility. You must have Anastasio The Great's Hideout version 3.1 installed in order for it to work When Alexander The Great died, so did his mighty empire. His only son and heir ...
375	Anastasio The Great 's Hideout - Balmora v1.0 (fixed)	Houses	MMH	44-7260	Rone	2012-08-18	All that this mod does is take Anastasio the Great's Hideout, originally located in Seyda Neen, and moves it to a more convenient location: Balmora. You can find the note and the key in the Balmora fighters guild, in the room with the beds. The entrance to the hideout is located in the alleyway be...
374	An Apartment in Vivec	Houses	MMH	44-13545	_darksun_	2009-07-15	This is my first released mod...An Apartment in Vivec. This mod adds an apartment in the canalworks of the Hlaalu canton in Vivec. There are no quests to complete and the apartment is free. I went for a bit of realism with the lighting and sound. As there are no windows in the canalworks, the apa...
373	Amyriel's Mansion	Houses	MMH	44-12768	Jadis40	2008-06-14	This house is located southeast of Fort Moonmoth, and west of the Fields of Kummu along the northwestern shore of Lake Amaya, along the main road from Balmora to Suran. It is a fairly large house, with a basement, main floor and second floor. I tried not to go
366	AmRus Retreat v1.0	Houses	MMH	44-3506	Princess Stomper	2009-05-12	Adds an empty house to a sandy island near the Mzahnc ruin, just south of Suran. Adds two-way boat travel by way of a boat-shaped door.
363	Ame	Houses	MMH	44-7869	FireHeaven	2003-10-09	Ame is a rather large manor located on the Isle at the mouth of the Samsi River. The manor itself is heavily fortified within a keep, but deep inside the protective walls lie a comfortable and luxurious enviroment. Inside, you will find that the building...
353	Amaya Lodge	Houses	MMH	44-5520	Deathbliss	2009-06-07	UPDATE 03/16/2003! Now the house's special feature will take you to the Mudcrab Merchant, Clutter Warehouse, Character Stuff Wonderland, Todd Test, Mark's Vampire Test Cell, and Ken's Test Hole. You can easily disable this if you don't want it by removing the script. I'm not goin...
352	Amaya house	Houses	MMH	44-7388	Morrowind4life	2005-02-21	A beautiful, brand new house overlooking Amaya lake. Located above Pelagiad, right in the middle of the beautiful natural environment. The house contains a shed, a well and two house-buildings linked by an airwalk. 1.1 update: I added vertex coloring to the house, givin...
351	Amalyan Temple	Houses	MMH	44-3635	Mikelman13, Miles_Acraeus, Unforgiven, Elitiraaz	2009-05-12	A large temple off the coast of Gnises - provides a temple as a home for your character Includes ordinator barracks, hostel, services (transportation), trader, shrine, 3 private residences to choose from for your character, vaults for storage, caverns, Telvanni, Hlaalu, and Redoran mis...
350	Am-Ru's Retreat	Houses	MMH	44-6156	Princess Stomper	2006-11-24	Adds an empty house to a sandy island near the Mzahnc ruin, just south of Suran. Adds two-way boat travel by way of a boat-shaped door. NOM water source in form of waterfall on island. Respawning food cupboard. Fishing minigame. **NOT COMPATIBLE WITH SURAN EXTENDED**...
348	Alternate Start: Delayed Orders	Houses	MMH	44-9446	Zerocyde	2005-02-26	Just another of my alternate ways to play morrowind. This one adds a shack that you own to Seyda Neen. A few barrels and crates inside, nothing much in them. But you do start the game in this shack, and get all the character creation right there. Al...
345	Alladin's Bottle Revamp	Houses	MMH	44-6384	Tarius, Originally Kiteflyer61	2010-01-23	Ok, this is basically a revamp of the Alladin's Bottle released by Kiteflyer61 found here: http://download.fliggerty.com/download-129-616 Version 1.1 A few tweaks with some lighting. Made the hallway to the swimming area shorter. Rearranged the master bedroom ...
344	Alladin's bottle	Houses	MMH	44-6234	Kiteflyer61	2009-06-08	The Elder Scrolls III MORROWIND: Mod Name: Alladin's Bottle_v3 By Kiteflyer61 (kiteflyer61@yahoo.com) Date 07-03-2009 1. Description 2. ...

Id	Name	Category	Site	Link	Author	Date	Description
343	Alladin's Bottle	Houses	MMH	44-2013	Kiteflyer61	2010-10-15	The Elder Scrolls III MORROWIND: Mod Name: Alladin's Bottle_v3 By Kiteflyer61 (kiteflyer61@yahoo.com) Date 07-03-2009 1. Description 2. Requirements 3. Installing the plug-in 4. Playing the plug-i...
342	Alladin's Bottle	Houses	MMH	44-5581	Kiteflyer61	2011-05-11	The Elder Scrolls III MORROWIND: Mod Name: Alladin's Bottle_v2 By Kiteflyer61 (kiteflyer61@yahoo.com) Date 07-03-2009 1. Description 2. Requirements 3. Installing the plug-in 4. Playing the plug-i...
328	Ald-ruhnVacantHouse	Houses	MMH	44-3721	Ghostwalker	2009-05-12	House placed east of the Rat in the Pot in Ald-ruhn.
327	Ald-ruhnhome 0601	Houses	MMH	44-3625	Unknown	2009-05-12	This is just a house mod. The house is located right north of the temple in Ald-ruhn. The house is completely empty with plenty of storage and display shelves. It also has two one-way "dimension doors" that will teleport you to Balmora or Vivica.
326	Ald-Ruhn Storage house	Houses	MMH	44-13205	Foxrider1554	2009-01-30	This is a house i built for storage it has 2 floors plus a basement and if you want to you can send me an e-mail and i will make one for you where you want it. The read-me has more info but if someone could rate my first mod i would appreciate it. Changelog:...
325	Ald Verano Stronghold	Houses	MMH	44-6196	Dan Brickner	2008-11-08	The Ald Verano Stronghold is a collector's stronghold that has the great manor of Verano. This manor, is the ultimate house for any collector and has great storage. You will find all chests and shelves to be empty when you walk in. That is because you are the collector and you are going to collec...
323	Ald Velothi- Fort Greyburg	Houses	MMH	44-13238	saltmummy	2009-02-08	as you can see, im running out of ideas. anyways, i guess you want a story? yay! story time! long ago, when the empire first came to morrowind, they built many shiney new forts all over Vvardenfel, one of them was Fort Greyburg. one night, a group of renegade ashlanders s...
322	Ald velothi houseboat	Houses	MMH	44-13142	saltmummy626	2009-01-05	you know, i've never seen a mod that touches the small seaside town of Ald velothi? maybe its becuse its got no travel links? any ways, it may be difficult to get their but i made a house boat. to get there just head straight north from gnisis, OR travel west along the coast from khuul. its acua...
321	Ald Velothi - Fort Greybourg	Houses	MMH	44-15285	saltmummy626	2014-10-23	Just another file i found on my computer. There is no attached readme, just this one i found on TES search: Description: as you can see, im running out of ideas. anyways, i guess you want a story? yay! story time! long ago, when the empire first came to morrowind, they built...
320	Ald ruhn Hut	Houses	MMH	44-13104	Fischer500	2008-12-22	This mod adds a small hut to ald ruhn, for the player to live in. It has a little bit of storage space, a bed, and a set of apprentice Alchemy gear.And it adds an NPC of me! Read the readme for full details on clashes, credits, and useage. Im accepting suggestions, if they arent too hard to do!
319	Alcoholics Guild	Houses	MMH	44-9353	Nordwarrior	2005-05-28	The Alcoholics Guild adds a house outside Seyda Neen, where a bunch of friendly drunkards hang out. This MOD is entirely useless as there are no missions and quests for the guild, and it is only made for a few cheap laughs. There may be updates to the MOD in the future, with quests, but for now, ...
317	Alchemists Legacy	Houses	MMH	44-13834	eradoor	2010-02-02	A quiet home not too far away from pelagiad and yet far enough (I hope) not to conflict with any mods. This mod adds a house 3 weapons and a few well hidden items. This mod is only dependant on morrowind so tribunal and bloodmoon are not required....
316	Alchemist's Place	Houses	MMH	44-13897	Aiyilah	2010-03-28	Adds a little house to Balmora with a deep basement intended for alchemist players, but can be useful for any character needing storage or a sleeping place. The basement has storage and an alchemist's workplace. The house has a little garden with diverse plants. NEW: [...
312	Airship house	Houses	MMH	44-6780	Dohman642	2011-08-14	This is my 3rd mod and 2.8.5 has just been released and it is alot better than 1.0 There are lots of bugs what i will fix in 3.0_01. INCLUDES: *Arena
311	Airship	Houses	MMH	44-8735	Fjodor	2003-03-17	
309	Ahnassi's House - Refurbished	Houses	MMH	44-6793	Tizzo	2011-09-21	This mod makes alterations to the cell "Pelagiad, Ahnassi's House" that are designed to improve the layout, utility, and overall appearance of the cell so it may better serve as a player home. Features: Alchemy Sorter, De-Sorter ...
308	Ahnassi's Basement	Houses	MMH	44-13003	Jac	2008-11-06	This mod adds a trapdoor to Ahnassi's house in Pelagiad leading to a basement with containers for storing items. You can find the trapdoor under her bed. Changelog:1.0 Initial version 1.1 Added an escape route with additional storage space.
305	Agent's Solitude	Houses	MMH	44-6417	Gaius Atrius	2010-03-12	This mod adds a two room apartment available for purchase in Balmora, from Clagius Clanler, for 1,000 septims. The apartment features an alchemy sorter with support for both expansions, full NOM compatibility, relocking chests, and plenty of storage.
301	Aftershock's Travel Tent v1.95b	Houses	MMH	44-10086	Aftershock_81	2005-08-20	This mod adds a new portable Yurt style tent available from an Ashlander in the Zainab camp. You can set the tent up anywhere you want, as long as the ground is level enough, and you can go in and out. You can also ask any companion NPC's to enter and exit your tent with you (one at a time).
300	Aelathar	Houses	MMH	44-3737	Cuchulainn	2009-05-12	Creator: Cuchulainn Type: House To load this mod place the plug-in file into the Morrowind Data Files. A beautiful domed house (mansion) for the player to call their own. It is located in Balmora, just follow the stairs beside South Wall. When you arrive in Balmora via ...
298	Aegir's Estate	Houses	MMH	44-9123	Aegir	2004-01-12	i have been working on ideas for a house with no interior for a couple of weeks now and this is the by-product of all those weeks of tinkering and experimentation, A fully working house built into the cliffs on the Feilds of Kumm, Fully working, No clipping problems, no prob...
292	Adventurer's Tent v1.0	Houses	MMH	44-5706	Dereko	2011-10-02	ADVENTURER'S TENT ****CREDITS MESHES AND MOD BY DEREKO BEDROLL BY CALISHLAN Thanks to Acheron, for the idea of the camping mod and his scripts which were modified. mod requirements:Morrowind THIS MO...
290	Adventure's End	Houses	MMH	44-14253	Danjb	2011-03-19	Adventure's End is a house mod created with the intention of conveniently storing all the loot and other junk that one unavoidably accumulates during the course of the game, in a way that is fair and balanced. The house is a reasonably-sized manor north of Ebonheart, the ...
286	Addams House v1.0	Houses	MMH	44-3594	ElmisterSC	2009-05-12	Places a house in Balmora with a merchant and a durzog pet.
276	Acrobat's Den	Houses	MMH	44-12447	Sypron	2007-12-23	I decided my new Acrobat character needed a residence, and as I'm no good at finding decent house mods I made a new one. Its a small house, consisting of 3 small rooms. There is a vault with many chests and some display room, a small alchemy area (copied [...
273	Acheron's Camping Gear 2: NOMv3 Compatible v1.0	Houses	MMH	44-6707	Gaius Atrius	2011-03-18	This mod upgrades Acheron's Camping Gear 2 for use with Necessities of Morrowind v3. It also corrects spelling and grammar errors, and adds a few new features. There are two plugins: "ACG2 NOMv3 Original Flavor.esp", and "ACG2 NOMv3 All Natural.esp". These p...
272	Acheron's Camping Gear 2: NOMv3 Compatible	Houses	MMH	44-14250	Gaius Atrius	2011-03-18	This mod upgrades Acheron's Camping Gear 2 for use with Necessities of Morrowind v3. It also corrects spelling and grammar errors, and adds a few new features. There are two plugins: "ACG2 NOMv3 Original Flavor.esp", and "ACG2 NOMv3 All Natural.es...
271	Abu's Retreat v2.0	Houses	MMH	44-3357	phoebe	2009-05-12	10-10-2003 ABU'S RETREAT v2 README [color=#ff0000]Requires either Tribunal or Bloodmoon[/color] This just fixes some things that were found incompatible with Abu Manor & Abu's Retreat v1 Abu's Retreat is located on the outskirts of Pelagiad. As you are fa...
270	Abu's Retreat Ingredient Chest Addon v1.0	Houses	MMH	44-12467	weberms	2008-01-08	This simple mod adds an automatic ingredient chest to Abu's Retreat with 2 ingredient crystals in the house, both crystal texture and most scripting blatantly stolen from Aragon's Tel Magus house (another great mod :) One crystal is located in the alchemy room on the center table (go...
269	Abu Manor v2.0	Houses	MMH	44-3353	Phoebe	2009-05-12	10-19-2003 Abu Manor version 2 *Only Requires Morrowind* Information on Abu Manor This mod only requires Morrowind to run. It is a mansion in Ald-Ruhn, if you are standing facing the temple it will be to your right a little bit behind it. This is more of a home than ...
268	Abu Manor v1.0	Houses	MMH	44-3548	phoebe	2009-05-12	My information: Screenshots at the site below: http://www.freewebs.com/morrowind_phoebe/phoebe_abu@hotmail.com you can pm me at the elder scrolls forums also, my id is phoebe Hope you guys enjoy this,I had fun making it! Abu Manor version 1 <...
267	ABODE	Houses	MMH	44-3733	Shadowsong	2009-05-12	Phew..K, where to start. This mod is basically a small addon to the mainquest. After doing the Sixth House / Nevarine cult-research, Caius will give you a ring, that will teleport you to your new base of operation. You will meet a Piella, blade operative there, serving as ...
265	Abandoned Watchtower	Houses	MMH	44-8179	Tsaya	2002-07-05	

Id	Name	Category	Site	Link	Author	Date	Description
264	Abandoned Treehouse (THFF) Trib/BM v2.1	Houses	MMH	44-14896	Stormwyynd	2013-07-31	This mod adds a small treehouse located on the same island as Sarys Ancestral tomb. The house has a working lift, falling leaf particle effects, and new models by JDooby. Many updates & fixes have been done in this version, please see readme for info.
263	Abandoned Seyda Neen House	Houses	MMH	44-12963	smasher501	2008-10-05	A house north-west of Seyda Neen. Has 2 beds, some crates, a barrel and a closet. Very stable. Had no problems thus far.
262	Abandoned Retreat v1.0	Houses	MMH	44-3530	Unknown	2009-05-12	Thank you for downloading my hideout plug-in. I hope you enjoy it. INSTALLATION ----- -there are no new meshes or textures involved so simply extract the folder into your morrowind\datafiles folder. INFORMATION -----
261	Abandoned House v1.0	Houses	MMH	44-3540	Stealth Rabbit	2009-05-12	ABANDONED HOUSE Version 1.0 Select Word Wrap in the Format Menu for best viewing possibilities Description: A small 3 room house outside of Balmora, West Gash Region (-4,-3). Includes an underground mine for all your storage and...
260	Abandoned House	Houses	MMH	44-7456	Wizzz	2002-06-04	
259	Abandoned House	Houses	MMH	44-10758	Ozarck	2006-08-21	This mod adds a old abandoned house in Balmora next to the morag tong building (its a nord house so it'll be easy to spot). This is a house for thieves, a perfect hideout. The house has two rooms, one is full of junk and looks just like an abandoned house. The other room is...
258	Abandoned House	Houses	MMH	44-6718	Josh456	2011-04-09	A small house in between fort moonmoth and balmora. A house for storing things and sleeping. This is my first mod ever enjoy!
257	Abandoned Flat v2.1f	Houses	MMH	44-8177	GhostWhoWalks, MaXiMiUS	2002-08-05	This doesn't require any previous version of the Abandoned Flat, or any other mods. This release of the Abandoned Flat has the majority of the previously known bugs fixed. House on the shores near Vivec, very close to boat and Strider. Fully furnished, with eight working mannequins, working pract...
256	Abandoned Flat v2.0	Houses	MMH	44-14774	GhostWhoWalks	2013-06-03	Ok, this is the biggie, what quite a few people have been waiting on. The full, re-released version of the Flat. What is it? For those that haven't been keeping up, it's a revamped version of the flat that also includes the Harvesters expansion. More details below: Added: A pool, comba...
255	Abandoned Flat v1.1	Houses	MMH	44-14772	GhostWhoWalks	2013-06-03	This is my first mod. It adds a small house on the shores of the inlet surrounding Vivec. Inside you will find a spacious residence featuring working mannequins, working practice dummies and archery targets, graphically labeled alchemy jars, and lots of other things. Just north of the S...
254	Abandoned Estate	Houses	MMH	44-7993	Templar_psi_	2003-12-05	Location: Grazelands (specifically 11,10), due South from Vos, on top of a high ridge. No uber weapons or anything, although might add some features later on. Contains: Teleport ring Back to House...steam room...Master bedroom...Bathroom w/waterfall ...
253	Abandoned Dwemer Observatory v1.0	Houses	MMH	44-13090	glymfeather	2008-12-18	A comfortable Dwemer-style housemod near Seyda Neen. Abandoned Dwemer Observatory for Elder Scrolls III: Morrowind by glymfeather 1) What does this mod require? (or, "Why isn't it working?!"?) This house req...
252	Abandoned Dwemer Lighthouse	Houses	MMH	44-7825	Kal-El	2003-09-29	The Abandoned Dwemer Lighthouse has been used on and off by adventurers and scholars for years. Its currently vacant. No loot, no items, nothing but normal storage and statics. There are 3 distinct areas, in 2 interior cells. The Access Tunnel has a cot, table, and som...
251	Aatron's Place v1.6	Houses	MMH	44-886	Simstar, Onami	2009-04-06	This plug-in was made for me. I have played Morrowind for a long time and know where all the secret masters are, was tired of gathering mushrooms and spending all my time walking around killing racers to get the stuff I wanted. I knew where to get my favorite items such as the Amulet of Shadows, ...
250	AaltethrarV1 1118	Houses	MMH	44-5055	Unknown	2009-05-12	Hey. I love this dang expansion so much that I moved my personal sanctum to an area beneath the Temple of Mourmhold. No uber weapons, no new textures to worry with. Just a gorgeous view of your own death. Have fun. I will release version 2 when I get more time... []...
249	Aaltethrar	Houses	MMH	44-15497	Meph1sto	2017-07-22	Hey. I love this dang expansion so much that I moved my personal sanctum to an area beneath the Temple of Mourmhold. No uber weapons, no new textures to worry with. Just a gorgeous view of your own death. Have fun. I will release version 2 when I get more time... check back to m...
248	A_Sapp's Balmora Apartment	Houses	MMH	44-6498	A_Sapp	2010-07-07	The Elder Scrolls III MORROWIND: ===== A_Sapp's Balmora Apartment ===== 1.Description 2.Installing the plug-in 3.Playing the plug-in 4.Co...
244	A Temple	Houses	MMH	44-13084	Moegli/niggoh	2008-12-15	a new isle in the south of Seyda Neen there's a dungeon/temple on it. there are three people and a guy in Ebonheart..... and there's no quest the statues ressource is made by_aediin_it is his marble & gold ressource You can do with it what yo...
242	A Sixth home	Houses	MMH	44-10340	oxinabox1	2006-01-11	This mod adds a sixth house style house, to sadrith mora; it is filled with Nasties. But once you clear it out, it should be a good home, for your evil servant of the dark lord or just a telvani retainer in between quests. Once the home of an hono...
241	A shack in Seyda Neen	Houses	MMH	44-10286	shadowsong	2005-12-16	This is just a nice little shack east of the lighthouse in Seyda Neen that I tried to blend in with the surroundings. Not very large but cosey and works for any character who doesn't collect a lot of junk. This is the first mod I posted. Just wanted to see what people think.
240	A Roomy Room	Houses	MMH	44-8550	judyjinx	2002-11-25	A simple underground room accessible by a trapdoor. Outside Balmora south gate close to silt strider The room is ideal for the 'pack-rat' player--it has many roomy chests for storage, lots of tables for display, plenty of wall space for armor mannequins...
239	A Room In Town v.2	Houses	MMH	44-15616	ladyonthemoon	2018-04-29	A Room In Town v.2 adds: - a room for the player in Balmora. This room is in Caius Cosades' place, in his cellar. The trap door that gives access to it is locked; Caius Cosades will give the key to the player once he/she has joined the Blades. - an abandoned shack in Seyda Neen for the ...
238	A Room In Town v.1	Houses	MMH	44-15611	ladyonthemoon	2018-04-22	A Room In Town v.1 adds a room for the player in Balmora. This room is in Caius Cosades' place, in his cellar. The trap door that gives access to it is locked; Caius Cosades will give the key to the player once he/she has joined the Blades. This mod is compatible with OpenMW 0.43.0.
237	A Quaint Cottage in Seyda Neen	Houses	MMH	44-8990	Ravensong	2003-09-16	This lovely cottage was designed with the purists in mind. The only loot used was for decorations. No teleportation chambers, no fancy armor and/or items. It is quaint with a lovely garden and spacious, though not grand, living quarters. The author did go a bit extravagant on the tr...
236	A House In Pelagiad	Houses	MMH	44-13439	Shamrock	2009-05-25	V1.2 This mod simply adds a house on the outskirts of Pelagiad, along the road, shouldn't be hard to miss. Do note that This house is my first attempt at modding and I am still learning. I MIGHT &#...
235	A HOUSE	Houses	MMH	44-3591	leon jeffries	2009-05-12	provides a house in syda neen for the start of the game with some weapons and armor no quests to it just a bed a table a chest and some homly things use this in any mod if your expanding seydan neen
234	A Grand Abode 3	Houses	MMH	44-3575	Mike L.	2009-05-12	A great house sits on the western slope of Balmora beckoning to be owned. But wait, why is such a grand abode empty? Where is the high lord who resides in such a fortress?
233	A Grand Abode	Houses	MMH	44-74	Mike Lajewski a.k.a Mike L.	2009-04-06	Please note: This mod was transferred from Gamer's Roam after the site's closure. No information was included, so this note containing some basic information about the mod has been added as a courtesy to mod users. ----- ...
232	A Grand Abode	Houses	MMH	44-5637	Mike Lajewski a.k.a Mike L.	2011-07-18	A Grand Abode by Mike L. (website: http://www.deepgfx.com/games_Morrowind.htm)
231	A Good Place to Stay v1.8	Houses	MMH	44-3691	Simstar	2009-05-12	This mod creates a nice underground place to stay, located in NW Balmora (-3,-2) between the temple and the "Fine Alchemy" shop. It has several rooms with good atmosphere and more than sufficient storage. The mod is for real roleplayer's and has NO tons of loot inside that you can sell, NO NPC sh...
230	A Good Cottage	Houses	MMH	44-5905	Cuchulainn	2011-10-09	Creator: Cuchulainn Although there are more than enough houses out there I wanted to make my own. This is the fourth housing mod I have done varying between simple and grand. After using each of my previous mods I have found by myself wanting something else. I have been
229	A Free Solsthiem Shack v1.0	Houses	MMH	44-13830	Maiqdabomb	2010-01-31	The Elder Scrolls III MORROWIND: A Free Solsthiem Shack Index: 1. Summary 2. Requirements 3. Installation 4. Using the mod 5. Known Issues 6. Use in othe...

Id	Name	Category	Site	Link	Author	Date	Description
228	A fine home	Houses	MMH	44-13099	kitty jones	2008-12-20	adds a large estate located on an island called "toadstool Island" south of morrowind (named so for the parasols that grow on the island). follow the Nabia river south of Balmora to find a path of stepping stones at its mouth that lead to the island. Transport to the island is also av...
227	A Cozy Little Home in Solstheim	Houses	MMH	44-13196	Joshmorrowind7	2009-01-25	This small mod adds a cozy little home for you to hang out, rest, and store all your stuff. It's conveniently located right on the southeastern most tip of Solstheim, just west of Himmelhost Barrow. Also, a pet wolf named Buck is waiting for you too!!
226	A Cozy Cave	Houses	MMH	44-13711	Trunksbomb	2009-10-24	Koze the Nord extends the hospitality in his cozy cave to you. Found within walking distance of Seyda Neen, just off the path to Pelagiad, Koze welcomes you with a warm fire and a snug bedroll. He's not much on small talk, but he'll never turn you a cold shoulder.
223	A Caldera Residence v1.0	Houses	MMH	44-3697	Mindfeeder	2009-05-12	Everything you need to get you started! A simple house with dining area, study, alchemy room, no huge amount of storage but sufficient, bedroom, a small amount of weapons... Nothing really extravagant, but just a nice and cosy place for the player to relax after a hard day of killing, steali...