

Id	Name	Category	Site	Link	Author	Date	Description
13350	Wyrmhaven	Landmasses	Fliggerty	*943	Neoptolemus	2013-12-09	Wyrmhaven is a tiny island far to the west of Solstheim, claimed at various times by a clan of Chimer fleeing the wars with the Dwarves, a fire-breathing dragon, a band of Nordic exiles, the Breton Kingdom of Farrun, and the Septim Empire. The closing years of the Third Era see a rich trading por...
13349	Vanheim	Landmasses	Fliggerty	*763	Lika0n	2012-12-02	Adds several nordic medium sized islands at the northeast of Solstheim. It also adds: - 3 Towns : Eternae (2 ext. cells) with a lot of merchants, Huntaar (1 ext. cell) and Westfeld (1 ext. cell) - 1 ashlander camp - 1 lighthouse - 1 daedric ruin - 2 dwemer ruins - a lot of nordic tombs and...
13348	Tel Meskoa and Tel Matougius EV	Landmasses	Fliggerty	*1004	F.I.M.	2014-01-31	Intro: Decided to upload my mod here as well => This mod was first released in 2005 for the german version of Morrowind... but some day i got insane and started translating with my poor english... so feel free to laugh at my english :P Requires: Morrowind Tribunal Bloodmoon...
13347	TAO - The Arktwend Overhaul 0.15	Landmasses	Fliggerty	*672	john.moonsugar	2012-07-21	TAO (The Arktwend Overhaul): TAO is an overhaul for Arktwend English, designed to add new graphics, creatures, and other content to the fun Arktwend game from SureAI.de. There are still lots of things to be done, but already it makes a few nice changes. This version is for...
13346	Tamriel Rebuilt Alpha Release	Landmasses	Fliggerty	*997	Tamriel Rebuilt	2014-01-05	NOTE: this is an old version. As of 2017, the up-to-date alpha file is called TR Preview esp and is part of the TR downloads. Tamriel Rebuilt: Alpha, 7 January 2014 This is a snapshot of some of the work in progress by the Tamriel Rebuilt team. It contains a significant portion of the western half of Mainland Morrowind, and is still far from being release-ready, but can already be played and explored. Exteriors are finished (but not always border-matched), but only some of the interiors and NPCs have been done. It goes without saying that this content comes with no warranties. Backup your savegame before you load this mod, and prepare to play the actual Heartland (once it is released) with your old save. In terms of exteriors only, this alpha encompasses parts of our (future) Almalexia release (but not the city itself), all of Heartland, and the southern parts of Vélouth. Over time, we will probably be adding more content to this as we finish. This release is self-contained and does not conflict with the Sacred East v1.5 release (which contains all of our "finished" content as of August 2013). If you intend to play the Alpha together with Sacred East, ensure that you first install Sacred East and then the Alpha, since the Alpha has a newer version of the Data files. (Also, ignore the One or more plugins could not find the correct versions of the master files errors you get when you start the game.) Please report bugs and inconsistencies on our beta testing thread. Tamriel Rebuilt team http://www.tamriel-rebuilt.org/
13345	Tamriel Rebuilt	Landmasses	Fliggerty	*720	Tamriel Rebuilt Team	2012-10-10	Tamriel Rebuilt Latest Version: build 17.09 September 27th, 2017 Important Notice: Starting with the previous release, build 16.09, Tamriel Rebuilt no longer contains its own asset file. Instead, you will need to download...
13344	Strange Grove	Landmasses	Fliggerty	*1105	John Kahler	2015-05-15	Part of the May Modathon Month (I hope!) This plug-in adds an island between Khuul and the south-east side of Solstheim, which has 12 quests, several new items, including lollies,
13343	Stirk (Alpha)	Landmasses	Fliggerty	*662	Province: Cyrodiil Team	2012-06-20	Province: Cyrodiil's first release. Welcome to Stirk. This version contains mostly exterior landscape, but also includes several interiors to explore. We hope this gives a good impression of what is to come in Province: Cyrodiil.
13342	Solstheim Eraser	Landmasses	Fliggerty	*1101	Anonytroll	2015-05-01	This mod erases Solstheim from the map, S'Virr from Khuul and the latest rumors pertaining to Solstheim from the accessible dialogue. For all intents and purposes, the Sea of Ghosts is in the state it was in the Arena and Daggerfall maps - Solstheim free. Hircine will have to run his Bloodmoon ...
13341	ShotN - The Reach - Vorndgad Forest	Landmasses	Fliggerty	*782	Skyrim - Home of the Nords Team	2013-01-12	Spanning the heartland of Markarth County, the Vorndgad Forest is a lush, rugged landscape hiding countless secrets and untold perils beneath its virgin canopy. Fearsome beasts stalk the forest floor and ravines that carve out the famous mesas of the Reach. The settlement of Karthgad is the only ...
13340	MCA-TR Addon	Landmasses	Fliggerty	*697	abot	2012-09-16	Addon for Morrowind Comes Alive with Tamriel Rebuilt: Sacred East and have correct dependencies for Tamriel Rebuilt: Sacred East. - MCA.esm - TR_Data.esm - TR_Mainland.esm Missing mesh for mole quiver is included.
13339	Deus Ex Machina: A Steampunkish Mod	Landmasses	Fliggerty	*619	Trainwiz	2012-02-11	For centuries the enormous city of Omicron has lived in technological peace, bumping through their problems and generally living happily. That is of course, until a plague hits the city and an enormous trans-dimensional gate opens up in the center, unleashing an army of malevolent bureaucratic r...
13338	Castle Wars	Landmasses	Fliggerty	*313	Falador Wiz1	2011-08-11	Name: Castle Wars Version: 1.0 Date: 10/31/2010 Category: War/Strategy Author(s): Falador wiz1 aka Alex Source: http://planetelderscrolls.gamespy.com/View.php?view=Mods.Detail&id=8685 Forum: http://forums.bethsoft.com/index.php?topic/1117363-castle-wars/ Homepage: http://www.tesnexus.com/download...
13337	Arktwend English 3.2	Landmasses	Fliggerty	*671	john.moonsugar	2012-07-21	[color=#ff9900]Note: for bug fixes, please download and install the "AE Patch" from the additional files section below (updated Sept 11, 2012):
2777	Wizards' Islands Super Patch v0.7	Landmasses	MMH	48-14254	Danjb	2011-03-20	Wizards' Islands is a great mod, but I found that there were a lot of problems with it, even after installing three different patches. This mod aims to combine all those patches, and fix everything else that needs addressing. This mod INCLUDES: - Wizards' Islands Patch v1.05 b...
2775	Wizards' Islands Patch v1.05	Landmasses	MMH	48-9934	Wizards' Alliance	2005-06-20	Additions: New "Ice Harpy" Creatures, equipped with SonicWave spell (new effect) (Drain fatigue, magika and health) or a new "Chromatic Staff" (Fork type) Weapon. Some Shadow Goblins now have the Flurry spell (new spell effect) (Frost Damage) New "Goblin Chieftain Sword" Draken and Tyla Kah F...
2774	Wizards' Islands and BE compatibility v1.0	Landmasses	MMH	48-6975	ThreadWhisperer	2012-07-19	This is a replacement ESM file for Wizards' Islands. It renames a few items so that it is compatible with Balmora Expansion. Please note that this is an unofficial fix and therefore not supported by the Wizards' Islands team! Please contact ThreadWhisperer if you have any questions about this. We ...
2773	Wizards' Islands - Scourge of the Frost Bringer v1.0	Landmasses	MMH	48-7910	Wizards' Alliance	2005-04-10	Read the readme file completely before even attempting to download the mod. Trailer: low, high quality. Homepage. Patch 1.05 has been released to address a few issues. See the link for more info. An unofficial fix is available to ensure compatibility with Balmora ...
2772	Wizards Islands v1.05 part 3 of 3	Landmasses	MMH	48-6974	Wizards Alliance	2012-07-19	Part 3 of a 3-part 7z archive. Wizards Islands - Scourge of the Frost Bringer version 1.05.
2771	Wizards Islands v1.05 part 2 of 3	Landmasses	MMH	48-6973	Wizards Alliance	2012-07-19	Part 2 of a 3-part 7z archive. Wizards Islands - Scourge of the Frost Bringer version 1.05.
2770	Wizards Islands v1.05 part 1 of 3	Landmasses	MMH	48-6972	Wizards Alliance	2012-07-19	Part 1 of a 3-part 7z archive. Wizards Islands - Scourge of the Frost Bringer version 1.05.
2759	Widerness 2.0 (lite)	Landmasses	MMH	48-703	The Puma Man	2009-04-06	Readme: Widerness 2.0 (lite) fixed. A- Fix--This removes the over looked pet security script in Ald Ruhn, other than that same esm, as the earlier Requires Tribunal and Bloodmoon expansions This will hopefully increase framerate in the towns and cities
2733	Water Pack	Landmasses	MMH	48-10160	dongle	2005-09-28	This is a collection of water meshes for world builders to use. Everything has an animated water effect. The animation looks exactly like the ocean, if you turn your pixel shaders off. Included are furniture type objects, and terrain objects to build rivers and lakes with. []...
2716	Volcano Island; the Followers	Landmasses	MMH	48-10123	Rick Reed (Richard G. Hofacre)	2005-09-16	you meet a dark elf woman near the foreign quarter, in Vivec. She offers you money to find her abducted Sister. There is a strange new cult involved, which seems to be hidden from mainstream society. This is a quest in the traditional manner. It is also a sto...
2715	Volcanic Island	Landmasses	MMH	48-12961	Keudo	2008-10-02	This just places a small island south south-west of Seyda Neen. It has a single dock, and a bridge linking the dock to the larger island. It has plenty of space to build a small home and even a small village on the smaller dock island.
2710	Vogar	Landmasses	MMH	48-3850	Lucan aka Alan Duff	2009-05-12	The nordic town of Vogar (on its own island!). The island is a fair way north of Khuul, the shipmaster at Khuul can take you to Vogar for a small fee. This is the best way to get there, however if you like you can swim, waterwalk or fly but its a fair way.
2681	Veldion, Quest for a King v2.0	Landmasses	MMH	48-3827	FlyTSI	2009-05-12	Embark on an epic quest to find the missing king. Your travels will take you through some supposedly abandoned mines, the West Labyrinth (a large maze like dungeon), the Catacombs where you will find some very tough fights and several other interesting areas. You will experience never ...
2680	Veldion v2.0 Full	Landmasses	MMH	48-4469	FlyTSI	2009-05-12	-How to start the mod You will notice a guard in strange armor in these locations, Vivec, Balmora and Seya Neen. Talk to one of them guards to start the quest off. -Requirements, Tribunal or Bloodmoon, the mod needs either one or both expansions because of script calls.
2679	Velayia v1.7	Landmasses	MMH	48-3877	Phillip Vaira	2009-05-12	Velayia is the second landmass of the wood elves. The land is west of Vvardenfell, and it is populated with elves and orcs... the latter of which are threatening the wood elves. Get lost in the dense, deep forests, become the militia leader and lead the biggest war ever in Morrowind. Dozens of sl...
2673	Vanheim	Landmasses	MMH	48-15380	Lika0n	2015-07-25	Adds several nordic medium sized islands at the northeast of Solstheim. It also adds: - 3 Towns : Eternae (2 ext. cells) with a lot of merchants, Huntaar (1 ext. cell) and Westfeld (1 ext. cell) - 1 ashlander camp - 1 lighthouse - 1 daedric ruin - 2 dwem...

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2647	Valenwood v2.0	Landmasses	MMH	48-5528	Deathbliss	2009-06-07	This is basically just a way for me to show off my Woodland Dwelling models - made chiefly to provide models suitable for the construction of villages in the trees. MINOR FIX (5/30/04)! The ramps leading up got moved - sorry for any difficulties. I have put them back into place, a...
2645	Valderon City	Landmasses	MMH	48-3031	Valderon	2009-05-06	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. -----
2619	Unique Forts - UF - Buckmoth Legion Fort	Landmasses	MMH	48-14020	SeLeNS	2010-07-18	This is my first mod in the upcoming series. The goal is to recreate all of the Morrowind forts, because I personally think that they are to small and not well made... This mode added: - new towers and forts for better atmosphere - more populated for...
2592	Two Towers Memorial	Landmasses	MMH	48-8421	Kenneth Geddings Jr.	2002-09-16	Adds a new island off the coast of Morrowind. On it is a memorial and shrine dedicated to the events of 9/11 To get to the memorial find the boat guide NPC across from the Sedyia Neen lighthouse, his rowboat is at the waters edge.
2588	Twin Skulls Island with Grimm Shop by Leeloo	Landmasses	MMH	48-15186	Leeloo	2014-01-31	This is my clothing shop and Island which adds all sorts of wonderful odds and ends, it's based on the brothers Grimm fairy tale books.
2579	Tren Town	Landmasses	MMH	48-8640	Steven	2003-02-09	This plug-in adds an island west of Balmora. On top is an Imperial Town, the main building in it is a manor which does not belong to the player, it belongs to a family of Dark Elf nobles, who belong to House Hlaalu - if you are also a member, they will give you quests. &...
2578	Treetop Village	Landmasses	MMH	48-9420	MDJ	2004-03-23	This is a village for Bosmer Players. I think Bosmers are greatly underestimated. I created this village especially for Bosmers. The village is placed north-west of Seyda Neen. The village includes:[list] A commercial tent with several traders Transport to ...
2563	TR dummy maps	Landmasses	MMH	48-12069	The Tamriel Rebuilt Team	2012-12-03	Dummy maps for compatibility of add-ons to the original TR maps 1 and 2. These should allow add-ons that were originally intended for use with the first two TR maps to be used with Sacred East. They are simply empty .esm files and should be loaded along with TR_mainland.esm and TR_Data.esm.
2529	TheIsland 0828	Landmasses	MMH	48-5053	lonnie	2009-05-12	This is an Island. You can train and there is also a residence for you the character. And an extremely difficult dungeon with a prize at the end.
2497	The Outlands Mod	Landmasses	MMH	48-12937	Matt Weaver	2008-09-14	This mod adds an island on the south west side of morrowind called the outlands. Enjoy! Changelog:This will have different versions later.
2496	The Only Grassed Island in Morrowind	Landmasses	MMH	48-11497	Irmekroache	2007-09-03	Intro: Presenting, for the first time in Morrowind, a wonderous and magical mod that shall shatter your conception of what is possible in Morrowind, an very island, with the graphical equivalent of Oblivion, by adding grass and two gigantic mountains, south...
2491	The Mountains of Ever Winter	Landmasses	MMH	48-12802	Zach	2008-07-01	Adds a new landmass called the Mountains of Ever Winter along the coast near Gyldenhuil barrow on solstheim. This is a demo version with all completed exteriors but the small nord village only has the greathall and two houses complete. The original purpose of t...
2461	The Island: Aln'Baldrahn v1.10	Landmasses	MMH	48-13113	Melchior Dahrk	2008-12-24	This mod adds a beautiful (in my opinion) new island to the West Gash Region near Khuul. I actually made this mod as my interior/exterior showcase for the Tamriel Rebuilt project but I spent so much time on it and I liked it so much that I thought I would release it here for others to enjoy.
2460	The Island	Landmasses	MMH	48-3654	lonnie	2010-10-20	This mod adds an Island that is directly west of Balmora off the coast. Just talk to the wood elf under the silt strider for travel to the Island. There you can train your skills and also there is a residence as well as your own personal dungeon, which is very difficult. At the end of the dungeon...
2459	The Imperial City Of Cyrodill	Landmasses	MMH	48-6146	Rsawarhawk	2006-01-02	The Impressive city of Cyrodill, The stronghold and centre of the Imperial Empire. Contact the elegantly dressed Imperial shipmaster at the docks in Ebonheart to arrange travel Changelog:Technical Description For Modders: Mod includes The City of cy...
2448	The Golden Dragon v1.1	Landmasses	MMH	48-14683	Rogue Shadow, _Damien_	2013-05-05	Author has requested the following be posted here: I, Rogue Shadow, would like to apologize for an oversight of Zyndaar's work on the bow meshes used in The Golden Dragon. I did not acknowledge him in the readme when he most definately deserved it, and he has my sincere apologies for this. ...
2447	The Golden Dragon Patch v1.1	Landmasses	MMH	48-14684	Rogue Shadow, _Damien_	2013-05-05	This is a fix for The Golden Dragon (Do not use this by itself) This fixes all known problems with the Golden Dragon. Here is a list: Boosts most armor and weapons prices Fixes the graphical errors with the walls in the mountain path Adds guards to the upstairs of the Shop Removes...
2446	The Goblin Lab 1.1	Landmasses	MMH	48-11698	Timpy	2012-09-17	The Goblin Lab is a large mod that adds landmasses, NPCs, quests, towns, and more. Discover 6 cities (4 above the ground, 2 underground) From a fallen commercial town - to a glorious Imperial fortress - to a dark vampire hole spread across the 3 regions of Abiding: Ald Khaj desert...
2428	The Black Mill 1.11 fixed - moved - NOMified	Landmasses	MMH	48-12317	Bilbo Willowtree, Abot	2013-03-12	Embark on a new Journey In the obscurity of an Outer Element I came across a Face from my own Inner Soul... The Black Mill a story by Bilbo Willowtree 2015 changes - soundngen bug fixed, more cleaning, thanks lpkchri! Still not tested much /abot
2390	Tel Xan v0.3	Landmasses	MMH	48-14813	Coldwynn Frost	2013-06-12	Adds shipping port (Ultimate Galleon might be able to dock), emporium, Dwemer Soul Centurion race with a little combat, separate mannequin esp, some new places to visit, and some new placeholder buildings with no doors. Update in version 0.3 includes: Version 0.3 includes so much cuttin...
2383	Tel Nechim - Moved for Tamriel Rebuilt Compatibility	Landmasses	MMH	48-15232	Antiscamp / moved abot	2014-07-25	Elder Scrolls III Morrowind TEL NECHIM version 1.3 (July 2007) by Antiscamp (nordwarrior@hotmail.com) 2007 Moved for compatibility with Tamriel Rebuilt, and given Necessities of Morrowind support, by abot If you are using NOM3.x, load: Tel Ne...
2382	Tel Meskoa and Tel Matouigius EV	Landmasses	MMH	48-14461	F.I.M. aka San Monku	2012-04-15	Intro This mod was first released in 2005 for the german version of morrowind... but some day i got insane and started translating with my poor english... so feel free to laugh about my english [img]var/www/ghf/phpBB3/images/smilies/icon_razz.gif[/img] Requires Morr...
2379	Tel Denim	Landmasses	MMH	48-12439	Sabian a.k.a Teamvelothi	2007-12-22	the Tel Denim mod adds a telvanni occupied Dwemer Ruin on the slopes of Red Mountain. Changelog:v. 1.1~ fixed a few bugs.
2373	Tamriel Rebuilt: Map 2 - Antediluvian Secrets	Landmasses	MMH	48-13056	The Tamriel Rebuilt Team	2008-12-01	This mod is now outdated. Please see our Portfolio to find the latest version of Morrowind's Mainland! This mod contains both Antediluvian Secrets and Telvannis. Antediluvian Secrets requires Telvannis. Tamriel Rebuilt aims to recreate "Mainland Morrowind" as Bethesda wo...
2372	Tamriel Rebuilt: Map 1 - Telvannis v2.0	Landmasses	MMH	48-11043	The Tamriel Rebuilt Team	2007-02-06	PLEASE NOTE, THIS VERSION IS OUTDATED. LOOK IN THE TAMRIEL REBUILT TEAM'S PORTFOLIO FOR THE LATEST VERSION. Thank you. Map 1: Telvannis is the first part of Tamriel Rebuilt's Morrowind Province mod. A large mod, it adds great amounts of content to the game including:
2371	Tamriel Rebuilt Map 3 - Sacred East v1.1	Landmasses	MMH	48-14482	Tamriel Rebuilt Team	2012-06-06	SACRED EAST REPLACES THE FILES FROM TELVANNIS AND ANTEDILUVIAN SECRETS. DO NOT USE FILES FROM OLD RELEASES WITH FILES FROM SACRED EAST. Sacred East is now available for your enjoyment! Sacred East features some of the most lush terrain seen anywhere on Morrowind to date. ...
2369	TamaraVico's Wood of Stone	Landmasses	MMH	48-13055	TamaraVico	2008-11-30	You know the road between Balmora and Caldera. I don't use the Guild Guide, cause I am a roleplayer and my characters don't use or trust magicks. Well, back to the mentioned road. It's like the most boring road of them all. I find myself running...
2340	Stanegau Island v1.1	Landmasses	MMH	48-4435	Phil Allison	2009-05-12	A New Village on its own island. Tied into the Tavern Keeper is a quest which leads the player through a myriad of small/medium sized dungeons in order to prove him/herself worthy to help in overcoming an evil necromancer who has set up residence in a Hidden family's refuge. Please see...
2337	St.Kronos	Landmasses	MMH	48-13294	Miroslav.cz	2009-03-04	This land is for heroes who wants to be out of battles and problems with gods.You can relax here or swim in sea.You will find here Vivec in cave.Maybe Almalexia;)but i dont know.Dont use Sea of Destiny.May you find here slice of peace.)
2312	Sorkhaven v1.2	Landmasses	MMH	48-3836	Michiel aka MDJ	2009-05-12	It is an island placed far north of Khuul. You can reach it by talking to the shipmasters up north in Khuul, Dagon Fell, and Gnaar Mock, and also by asking around in the South Wall Cornerclub, so you have a link back to Balmora. The island includes a nice manor, not to big. There are a...
2311	Sorkhaven	Landmasses	MMH	48-5638	Michiel	2011-07-19	Sorkhaven Project Far up North of Khuul an island is placed. You can look for transport in khuul, dagon fell, gnaar mock & the south wall cornerclub. Version History 1.0 (tryout): Island, trees, buildings, etc. 1.1: [img]...
2310	Sorkhaven	Landmasses	MMH	48-5518	mdjansen	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. -----
2284	SoisPro-Witchwood	Landmasses	MMH	48-13498	LazyGhost	2009-06-20	Its a bad omen to be walking through soundless woods. Birds dont sing because birds never come here. Nothing but mist and fog...and the stench of rotting corpses. Welcome to Witchwood traveler... Witchwood is a new landmass to the west of RavenRock, alon...

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2263	Skonhed	Landmasses	MMH	48-6848	Ralf Romgens	2012-02-13	ABOUT: Skonhed is an island northeast from Morrowind. It is ruled by king Luke. Most of the people on Skonhed are nords. FEATURES: 1. One island northeast from Morrowind. 2. One companion.
2260	Skeleton Island v3.00	Landmasses	MMH	48-3871	soar/soar182	2009-05-12	An island with 8 quests and interior cells to go with the quests. 2 other island quests sending you back to Morrowind. 2 to 4 special things depending on how you want to count them. A place for you to stay on the island. There are trainers and merchants at the castle and the ...
2233	Silgrad Tower v1.43	Landmasses	MMH	48-6971	Silgrad Tower Team	2012-07-19	Silgrad Tower: Morrowind is an expansion for the computer roleplaying game "The Elder Scrolls III: Morrowind", released by Bethesda Softworks in 2002. The mod has been in development since autumn the same year. Silgrad Tower: Morrowind adds a large chunk of Morrowind's mainland west of Vvardenfel...
2232	Silgrad Tower v1-4 6.6 Update	Landmasses	MMH	48-15032	Silgrad Tower Team	2013-10-10	This is an upate to Silgrad Tower esp. 1-4, 3 YOU NEED TO DOWNLOAD 1-4 3 FULL 72 release to use this update*** This is not a completed mod, their are several areas which are still in work. You will come across many interiors that are n...
2231	Silgrad Tower v0.8.9a full	Landmasses	MMH	48-3622	Silgrad Tower Team	2009-05-12	
2230	Silgrad Tower v0.8.901a	Landmasses	MMH	48-3628	Silgrad Tower Team	2009-05-12	
2229	Silgrad Tower Full v1-4 6.6	Landmasses	MMH	48-15033	Silgrad Tower Team	2013-10-10	Silgrad Tower: Morrowind is an expansion for the computer roleplaying game "The Elder Scrolls III: Morrowind", released by Bethesda Softworks in 2002. The mod has been in development since autumn the same year. Silgrad Tower: Morrowind adds a large chunk of Morrowind's mainland west of Vvardenfel...
2159	Serenity Island v1.1	Landmasses	MMH	48-13217	Crankgorilla	2009-01-31	A whole island that is high in detail. Not suitable to be kept in load order in current state due to weapon balance issues. Good for an afternoon wander and inspection until updated. Pretty and big. Maybe useful for ideas and/or entertainment. Has a dungeon that is below city. Hand crafted back l...
2158	Serenity Island v1.0	Landmasses	MMH	48-13125	Crankgorilla	2008-12-30	This is an Island with its own town, dungeon and continuing story. Contains many unique weapon stores, accomodation and items. Since its its years end, I thought to release it. The Island is what I use to test new mod resources and modding techniques and I'm pleased with the results. It may seem ...
2147	Season of the Harvest	Landmasses	MMH	48-6142	HonorableKoala	2005-09-10	Salvation Point, the perfect, quaint, little village northeast of Vvardenfell But wait, strange creatures prow the surrounding woods in the night, and the locals speak of The Others, creatures so horrifying the local guards are afraid to talk a...
2140	Sea of Solstheim v1.0	Landmasses	MMH	48-7315	Detritus2004	2012-08-24	Adds an underwater environment along the southern and western shores of Solstheim. There are two regions each with their own weather patterns, sounds and unique plants. Requires Morrowind and the Bloodmoon expansion. Does not conflict with any Bloodmoon quests (black horker). There are...
2139	Sea of Destiny: Gold	Landmasses	MMH	48-3845	Clone	2009-05-12	- 600+ new cells of land, located here -over 300 new unique npcs -grand capital of Regar with over 200 buildings -About 20 new armors, 40 new weapons, 20 new books, 4+ new misc items -ancient pyramid -a grand size forest Features in Gold upgrade -complete s...
2138	Sea of Destiny: Frost Fall v1.0	Landmasses	MMH	48-3847	Clone	2009-05-12	Sea of Destiny: Frost Fall the first expansion to Sea of Destiny. Frost Fall adds on a complete new island covered in snow off the coast of SoD. Explore a human stronghold with huge stone walls surrounding it or the huge forest. Frost Fall also offers a hunter village, barbarian outposts, ancient...
2137	Sea of Destiny: Complete	Landmasses	MMH	48-3856	Clone	2009-05-12	Overview Sea of Destiny is a year long mod project for the game "The Elder Scrolls 3: Morrowind." It offers the player a complete new experience by adding new tons of new content to your game. Around 400 new cells of land to explore, a bunch of new armor, clothing, and weapons, even complete...
2124	Sarafan	Landmasses	MMH	48-5111	Unknown	2009-05-12	No readme is included. Description: A mod about Sarafan Island.
2117	Sams Island	Landmasses	MMH	48-14389	king_samwich	2011-11-01	Two small islands, about 9 or so cells each. One island has small micro climates, a house and some dungeons to explore, and some small secrets to whoever looks hard enough. This is my first mod of any kind I have ever uploaded, so I'm just wanting to get some feedback from it all. This is very cl...
2097	Rothril	Landmasses	MMH	48-15351	DarkX0	2015-05-23	About the mod: Type: -A new house/landmass/NPCs/quests Location: -It's on an island far SW of Seyda Neen. Access: -Silt Strider(Balmora, Vivec, Seyda Neen, Gnisis) -Boat Service(Hla Oad, Vivec)
2087	Rocky Island	Landmasses	MMH	48-10730	Ginge13	2006-08-09	This is a small island located just off the coast of Seyda Neen that consists of four houses, one dungeon, one large cave, two new quests, and seven new NPC's. Patch - Adds in a missing Key (only recently found this out) and "fixes" some other things.
2081	Riverized Odai	Landmasses	MMH	48-6312	Burneddi	2009-10-31	Deepens the Odai river so it's possible to travel it with a boat. Mainly intended to be used with the Ultimate Galleon rowboat, but probably works with other boat mods too. It still isn't wide enough to be passed with the galleon itself. Due to limitations with the many b...
2075	Ring Falls	Landmasses	MMH	48-3852	Unknown	2009-05-12	It is a large island about a mile off the Bitter Coast region. The island is a half crater and has about 50 waterfalls on it. in the center of the crater there is a spike of rock coming up with a powerful sword stuck in it. I have skeleton archers perched on the cliffs and a few warriors. I haven...
2074	ring falls	Landmasses	MMH	48-5087	Unknown	2009-05-12	No readme, esp only. This file appears to be an unfinished plugin that makes an island @ -9,13 and the surrounding cells. -Spirithawke
2071	Riller-Mosh v3.1 beta	Landmasses	MMH	https://drive.google.com/file/d/19MmHjqan_g2joY1TUyf4nXXZk1IVqZZ-/view?usp=share_link	Midgetalien, Avrahama	2012-08-24	Riller-Mosh originated as a simple landmass resource near Vvardenfell, released by Avrahama back in 2007, and based around Argonian lore and concepts. His original version 1.3 beta can be downloaded here: http://mw.modhistory.com/download-48-11165 (though it is NOT required to play this version of...
2070	Riller-Mosh BETA	Landmasses	MMH	48-11165	Avrahama	2007-04-03	THIS IS IN EXTREME BETA - LANDMASS/LORE/ARGONIAN. I urge, and in fact I AM LOOKING FOR anyone who would like to use this mod to create his or her own quests and dialogue. I have only touched the surface of what I wanted to accomplish here, but due to time constraints, I have only bee...
2069	Riller-Mosh	Landmasses	MMH	48-13991	Midgetalien, Avrahama	2010-06-22	Riller-Mosh originated as a simple landmass resource near Vvardenfell, released by Avrahama back in 2007, and based around Argonian lore and concepts. His original version 1.3 beta can be downloaded here: http://mw.modhistory.com/download-48-11165 (though it is NOT required to play this version of...
2007	Rahj I	Landmasses	MMH	48-14415	Inari	2012-01-03	The forum link above includes a FAQ and the complete quests' list. On the island of Elagor, southeast from Vvardenfell and north from the Black Marsh where Argonians come from, lives a little community of those people. This mod introduces this community, believing in Rah...
1989	Private Island v1.0	Landmasses	MMH	48-3831	Slash	2009-05-12	First of all this is my first mod and it may be a little sloppy To get to the Island talk to Heddvild in Balmora to travel there...to get off talk to the person in the guar field. The Lighthouse has no door to get to the top because theres a little problem where I cant make it teleport ...
1957	PMR - Sea of Destiny v1.1	Landmasses	MMH	48-14242	Clone, Pinkertonius	2011-03-13	PMR - Sea of Destiny This mod was created by Clone. Since I don't have permission (not sure how to contact him), all I did was move it, clean it up, and fix a few things. This is an unofficial ESP replacer for the Sea of Destiny, SOD patch and SOD Frost Fall. It moves the main ...
1914	Paradise Isle v1.1	Landmasses	MMH	48-3879	rhskippy	2009-05-12	From the Read Me: This a new Island off the Bitter Coast region Called Paradise Island a ways SW of Seyda Neen. To get to the Island go to the new dock by the Seyda Neen lighthouse. I started this mod because I felt that after saving Morrowind I deserved someplace befitting my heroic deeds. ...
1913	Paradise Isle v1.1	Landmasses	MMH	48-4972	Rabbiddog	2009-05-12	This is a plug-in for a really nice island, appropriately named "Paradise Island", which has it's own dock and ship. I figured after saving Morrowind I deserved a place worthy of such heroism and of being the Nerevarine. There are no cheats in this plugin
1912	Paradise Isle	Landmasses	MMH	48-4995	Unknown	2009-05-12	
1911	Paradise Island (beta)	Landmasses	MMH	48-11635	Camdude	2007-11-11	Adds a new island south of Vvardenfell called "Paradise Island" which i have the intention to use as a home for mods. Travel to there can be found in Hla Oad Changelog:1.01 fixed hallway in Veloth's Center and animation in dance hall 1.1 Near...
1903	Oxthorpe	Landmasses	MMH	48-5974	TheForestIsMyThrone	2011-11-09	"Oxthorpe" by TheForestIsMyThrone A plugin for The Elder Scrolls III MORROWIND (Bloodmoon required) What is it? ** Oxthorpe is a wealthy prosperous trading island, situated in the Iliac bay, High Rock...
1863	Northern Winds v1.1	Landmasses	MMH	48-3841	HonorableKoala	2009-05-12	1. Introduction Hey all! Ever wanted a totally new landmass to explore, with a mysterious story, ferocious creatures, and lots of intrigue? Well here you go! This mod adds Wyndelheim Island, a medium sized island west of the Mortrag Glacier, to the game. The story point of this mod is to dis...

ID	Name	Category	Site	Link	Author	Date	Description
1861	Norse Island	Landmasses	MMH	48-6575	C4L3N	2010-10-18	This mod is still under construction. Travel through Norse Island to unlock the many secrets of the "Wolf Clan". Battle the remnants of Loki's Legions and confront the shadow of the former god of mischief. Survive the Ragnarok Plains and infiltrate Odin's Stronghold to f...
1850	Nobal Mansion	Landmasses	MMH	48-3860	Jonathan Wells	2009-05-12	The Elder Scrolls III MORROWIND: Nobal Mansion By Jonathan Wells Index: 1. Description 2. Installation
1793	N'Dib's Twilight v0.5	Landmasses	MMH	48-3658	Eric Henry	2010-10-21	This contains an unreleased and unfinished mod called N'Dib's Twilight. The mod will most likely not be finished, at least not by me, and so I've decided to release this rather than let it go to waste. Use this how you would like as long as you follow the Creative Commons license at the end of th...
1742	Motaqua	Landmasses	MMH	48-10217	Simo98	2005-11-01	Adds a small town to morrowind off the south coast of seyda neen Which has all the basics a smith an alchemist a trader a guard tower an abandoned house & 4 other NPCs (3 have houses)
1741	Morrowland	Landmasses	MMH	48-12064	Mike, Jason Metcalf	2012-11-25	FIRST OF ALL--- Thank you for downloading this large file. You are partaking in the beta test, and hopefully you will let us know of any problems you will encounter. We realize that the towns suck. There is nothing special to them yet, nor is there much dialog.. This makes our world fe...
1736	Morrowind Landscape Texture Index	Landmasses	MMH	48-870	Prince of Shadows	2009-04-06	This is a texture index for Morrowind landscape I made for myself in the first place. I was tired of trying out all them different textures till I found that one I needed, so I decided to make this texture index. !!IMPORTANT: This texture Index DOES NOT include fo...
1730	Morning Star Islands	Landmasses	MMH	48-5973	TheForestIsMyThrone	2011-11-09	Morning Star Islands are a group of tundra Nord islands situated north west of Solstheim, they are 'based' in the Skyrim Region. There are references to TES lore and geography, i.e.: speak to NPCs, read notes, etc. The climate of the islands are icy and harsh, with not a single tree in sight (I w...
1724	More trees and foliage	Landmasses	MMH	48-40	Skyfire76	2009-04-06	This mod will add trees all around Morrowind. There are 2 esp's included. The first is for normal trees. The second (called More trees and foliage autumn) adds trees with leaves that are yellow, pink, white, etc.
1679	MessofModsMap Vality7	Landmasses	MMH	48-5506	Vality7	2009-05-12	A jpeg morrowind map, showing the locations of many mods and the locations of Tamriel Rebuilt maps one and two. Allows you to see potential landmass conflicts. Especially useful if you use TR.
1675	Mercenary Mod	Landmasses	MMH	48-8332	Danto10	2002-08-12	
1649	Map Tamriel Rebuilt map nw full	Landmasses	MMH	48-5485	Tamriel Rebuilt Team	2009-05-12	A map of all Morrowind
1648	map	Landmasses	MMH	48-5079	Unknown	2009-05-12	There is no readme or anything with the file, esp only. Looking at it in the CS it appears to crsate a rather large uninished landmass extending from -20,0 to -16,4 as well as mess with settings for NPC Player, Race Human, class beggar, and a whole host of sound entries. It depends on only Morro...
1632	Makunde v1.1	Landmasses	MMH	48-13242	Master Sam	2009-02-09	'Makunde' adds a small, oriental themed island to the north-east of Vvardenfel. Compiling Morrowind resources of over a dozen different modders, 'Makunde' is my most ambitious mod til now, and the first fully released and published asian village mod. The island of Makunde mas many pl...
1590	Lone Isle	Landmasses	MMH	48-13782	Cheater	2009-12-10	This mod adds a new island named "Lone Isle." This island is a mid-sized island with five different buildings on it and a sales tent near the coast. The five buildings include, a Mage's Guild, a Governmental Mansion, Ckar's House, a Marketplace, ...
1589	Lone Island	Landmasses	MMH	48-11501	Koholint, aka Aaron	2007-09-06	Adds a small island with a house. The island is snowy and quiet, no enemies to disturb you. The house contains some decal, a bed, and plenty of storage crates. Changelog:Fixed glitches, added some stuff. Read the README for details.
1580	Llarnados	Landmasses	MMH	48-13983	Charcario	2010-06-14	Adds a landmass south of Seyda Neen, called Llarnados. It is reachable via the Seyda Neen Silt Strider service, and also provides a Silt Strider back. It is a cosy little island, and has no creatures that will attack you (yet!) Changelog:---=== NOWHERE NEAR DONE!!! ===-- ...
1576	Liligue island	Landmasses	MMH	48-5026	blackelement	2009-05-12	
1538	Lagoon Island	Landmasses	MMH	48-10766	SpaceGoonie	2006-08-25	Lagoon Island is located SW of Hla Oad, with fast transportation from the docks of Hla Oad. The island contains 2 caves, a Crypt, 2 ships and a Lighthouse with a basement. There are very few monsters on the Island making it a peaceful place to visit, but there are some s...
1522	Kragenmoor	Landmasses	MMH	48-15661	Ben Vagara	2018-08-12	This is the original previously un-released version of the city of Kragenmoor, done by Ben Vagara in conjunction with TR and the Silgrad Tower Teams. It encompasses land areas from -12,-27 through -19,-29 ***It will CONFLICT with other Mods that take up the same space*** No Interior...
1513	Kilboarn	Landmasses	MMH	48-13792	Cheater	2009-12-17	This mod adds a small island called Kilboarn to Vvardenfell. The island has one building, Kilboarn Hall and four creatures in the water near the docks. You may access this island by boat from Seyda Neen behind the lighthouse. In Kilboarn Hall you...
1512	Kikara Island	Landmasses	MMH	48-14425	Dohman642	2012-01-29	---- Intro ---- Kikara Island is My 1st landmass mod for Morrowind. It's small island east of Vvardenfell. It has a port, few buildings, Tower of Fugillis and a lot more! -----,...
1495	Keening	Landmasses	MMH	48-14528	Dana Nova Darko	2012-07-23	Part 1 of an independent expansion series inspired by Morrowind Comes Alive and the impending fate of Morrowind as revealed in "The Infernal City." This is what you get with Chapter 1: - An group of shacks just outside of Khuul with quests that take you to a new barrow in Solsthe...
1468	Kagutsuchi - A Compilation	Landmasses	MMH	48-14376	Pokegami	2011-10-07	All of the mods in this package centre around Kagutsuchi Plateau in Molag Amur. This is a location easily defined as "the centre of the three lava pools in the middle of Molag Amur". REQUIRES Tsaesxi, Exiles of Akavir, Legato's Akaviri Resource Pack, and Daedric Resource ...
1450	Jakey Keep - Exterior Package v0.9	Landmasses	MMH	48-5024	JacMoe	2009-05-12	The Elder Scrolls III MORROWIND: Jakey Keep Exterior Plugin v.0.9 (c)2004 by jacmoe Index: 0. Brief
1442	Island Of Tusar v1.2.1 Moved	Landmasses	MMH	48-15445	Vanhikes, Abot	2015-12-28	abot Posted 04 November 2010 - 07:04 AM I don't know if my relocation of Tusar (cells 2,26 - 7,31) is compatible with Deux Ex Machina, anyway link for anybody interested (no guarantee it works as I did not play through it already). http://www.mediafire.com/?2cn9epksf640410
1441	Island Of Tusar v1.2.1	Landmasses	MMH	48-3857	Vanhikes	2009-05-12	There are 3 factions fighting for control of the island of tusar. Shakar (a demi-god who has left oblivion to settle this little island as his own) The Orcs, who moved underground to escape the constant attacking Shakar. The Nord and the Protectorate finally came to the island. Now the scar...
1439	Island of Elliod	Landmasses	MMH	48-13720	VaguelySpecific	2009-10-30	I've been working on this bit by bit for, I'd say a couple years now. This is a massive mod I'm hoping to implement, as I'm learning scripting and the like on my own. The island, located just southwest of Vvardenfell, is about a fifth the size of Solstheim. I made sure that I on...
1435	Isengard v1.3	Landmasses	MMH	48-8830	Arnon Marcus	2003-05-15	A beautiful complete scenery of Isengard and the Misty Mountains, which surround it, as well as the river Isen. Also has a fully functional replica of Orthanc tower and its encircling outer wall. A quest will guid you through each of the above, onto a big PRIZE! Inside the chest, on the ...
1434	Isengard v1.3	Landmasses	MMH	48-3865	Arnon Marcus	2009-05-12	Isengard MOD I'll spear you the "Bulshit cover story" that everybody is "forced" to invent, being "Forming an island" the only safe way to add new territories to Morrowind. The entire area is placed on an abnormally huge island (6x6+4=40 Cells!!!), south to Azura's Coast Region. There...
1425	Inferno's Island Revisited v1.1	Landmasses	MMH	48-3833	Inferno	2009-05-12	Inferno's Island Revisited is a remade plugin based on the old Inferno's Island and Inferno's Palace plugins. This should be an improvement over the old one in every way. There are now more quests, including a completed main quest line that has an ending. To begin the quest, travel to Seyda ...
1411	In the Islands v1.2	Landmasses	MMH	48-4973	Jules Baker	2009-05-12	Travel to Gnaar Mok and take a boat to the bitter coast reigion where you will find yourself moored on a peaceful but trouble ridden tropical island. Created by Jules Baker EMAIL: jzbaker@hotmail.com HOW TO GET THERE: Just go to Gnaar Mok and take the boat to the main l...
1405	Imperial Knights: Unofficial Expansion	Landmasses	MMH	48-11080	Cixe'	2007-02-21	
1384	HuntingMod v.1.0	Landmasses	MMH	48-276	jdooby	2009-04-06	--- Hunting Mod: A plugin for Elderscrolls III: Morrowind --- by: jdooby --- 12/14/2002 --- Description Installation
1383	Hunting Lodge	Landmasses	MMH	48-968	Thorod Icefist	2009-04-06	Readme for Hunting Lodge 1. Installation 2. What It Does 3. Playing The Plugin 4. Known Bugs 5. Credits 1. Install the plugin to your Data Files folder like any other plugin. 2. This plugin files adds in an island with a hunting lodge...
1304	Hethrandune	Landmasses	MMH	48-11218	Mr. Moose	2007-05-02	Version 1.1 upgrades the bodyguards to make them not suck. Iv'e also added the region Hethrandune. To get read the readme.

ID	Name	Category	Site	Link	Author	Date	Description
1296	Helms Deep by Vamp666 revised	Landmasses	MMH	48-11613	Toadigger2	2007-10-22	This mod takes the previously released mod of Helms Deep by Vamp666 and adds a much needed battle to it. If you have Vamp's original version then this will overwrite it, otherwise Vamp666 created a very accurate recreation of the Helms Deep fortress featured in the Lord O...
1295	Helms Deep	Landmasses	MMH	48-15480	Vamp666	2016-07-30	After the last Helms Deep I made, I waited with so much excitement till the Lord of the Rings: The two towers movie came out. When I watched it I saw Helms Deep and I realized my mod looked nothing like it. I immediately went to work and now I have brought that mod up to the tru...
1280	Havish v1.2	Landmasses	MMH	48-4468	JOG	2009-05-12	A new city-state west of Vvardenfell. A big city with own Fighter/Mages/Thieves Guilds. Having a rich diamond mine, and being a free city on the border to occupied Morrowind, Havish grew to a trade center, where ships from and to Vvardenfell made landfall. This changed lately, since t...
1279	HAVISH (v1.3)	Landmasses	MMH	48-5836	JOG	2011-10-07	The Elder Scrolls III MORROWIND: HAVISH (v1.3) by JOG (Includes "Forested Havish Addon" by Lochnarus)
1278	HAVISH	Landmasses	MMH	48-15561	J.O.G	2017-08-19	The Elder Scrolls III MORROWIND: HAVISH Plugin by J.O.G Index: 1. Description 2. Compatibility 3. Installation / Opt...
1262	GS TAMRIEL Tribute to The Community	Landmasses	MMH	48-10603	Gianluca	2006-05-28	A huge landmass (1/3 of Vvardenfell), more than 64 wonderful community mods merged together ♦ villages and towns (Cyrodill too), tons of NPCs ♦ all with the intention to create a consistent environment. This is explicitly tribute to Morrowind and to the modders for the fun they gave ...
1209	Ghostfence removed	Landmasses	MMH	48-11382	kingevil	2007-07-16	Removed the ghostfence. Ghostgate remains.
1206	Getaway Island	Landmasses	MMH	48-5001	Unknown	2009-05-12	head on down to Khuul and catch the boat to the Island of your dreams. My email is jmscreations@hotmail.com. I'd love to hear your positive feedback. This is my 40th mod for morrowind so by now I'm pretty good at it. Enjoy and thanks for downloading.
1182	Frankenfell v0.3	Landmasses	MMH	48-5021	Nick, Bob Smolders	2009-05-12	Note: updated file 0.3.1, download both this update file and the file Frankenfell v0.3. The Frankenfell mod adds a HUGE island to Vvardenfell (over 760 cells - Solstheim has 276) to Include 8 towns, 2 big forests, 2 lakes, Docks, nature, mountains and MUCH more, however, this beta vers...
1181	Frankenfell v0.2	Landmasses	MMH	48-14677	Nick, Bob Smolders	2013-05-02	Frankenfell version 0.2: a whole new release, including everything included in version 0.1 and more, much more! Included are: Valencia, Saluth, Montalimirr, Woods of Silence, Lonely Mountain, Lake Sunai, house of Izham, and a big environment.
1180	Frankenfell patch v0.3.1	Landmasses	MMH	48-5012	Nick, Bob Smolders	2009-05-12	Note: updated file 0.3.1, download both this update file and the file [url=download-5021]Frankenfell v0.3[url]. The Frankenfell mod adds a HUGE island to Vvardenfell (over 760 cells - Solstheim has 276) to Include 8 towns, 2 big forests, 2 lakes, Docks, nature, mountains and MUCH mor...
1179	Frankenfell Map for v0.3	Landmasses	MMH	48-4947	Nick, Bob Smolders	2009-05-12	This is the map for [url=download-5021]Frankenfell v0.3[url]
1177	Fort Selgrim v1.2	Landmasses	MMH	48-15404	Thajarin	2015-08-09	Fort Selgrim is an Imperial fort with a small unofficial town that has sprung up around it and is simply referred to by the fort name, Fort Selgrim. Captain Selius is the new commander of Fort Selgrim. But there have been problems... Speak to Gel'thin an Argonian on the dock in ...
1175	Fort Argonia Beta 1.5	Landmasses	MMH	48-3660	Dak-Hamee	2010-10-21	Updated "questless" beta of Fort Argonia. Look around Seyda Neen for transport to this island fortress. NO QUESTS ARE INCLUDED IN THIS VERSION! Really just a public beta test of the island.
1169	Forest Isle	Landmasses	MMH	48-5526	Deathbliss	2009-06-07	This is a PROOF OF CONCEPT mod that proves Morrowind can handle large, forested areas; however with this build of this plug-in I have discovered there will be some lag for systems such as mine. I have a custom PC with an AMD Thunderbird 1 gig processor, a GeForce 2 MX video card, and 256 Megs of ...
1153	Firemoth Moved	Landmasses	MMH	48-9345	Anubis	2004-03-17	Firemoth Moved was made primarily to move the Firemoth island chain from its original location to a new location well out of the way from its original location. The reason for this was when i first found out about SOD Sea of Destiny I found out that Firemoth was in its way. So after a ...
1110	Exquisite Nord Island v8.88	Landmasses	MMH	48-3880	Darkcraft	2009-05-12	100% clean,no evil GMST New Landmass (Island) Solstheim felsaad Coast Region -17.23 All the good stuff from MAX. if you are a trader You will LOVE this house.Enty nord house? for you to fill up, ANY good at that Carpentryskill??. You get a 9 cell Exquisite home Whit lots of free sp...
1095	Enchanter Island	Landmasses	MMH	48-51	SniperMK2	2009-04-06	Adds a new Island off the coast of West Gash -17-10. NPC has various comical responses for the topic Neravarine. Salvaged Mods TES III - Morrowind This plugin was originall...
1094	Enchanted Island	Landmasses	MMH	48-15549	The Third Person	2017-08-19	The Elder Scrolls III: Morrowind Plugin: Enchanted Island Author: The Third Person ----- Contents ----- I: Int...
1076	Elskjiver v1.5	Landmasses	MMH	48-3854	Enrall	2009-05-12	To get to the island, go to the town of Khuul, and from there you can take the boat to Wintershart and back if necessary. On the island you will find the village of Wintershart and a lighthouse with an imperial office next to it. The NPC's on the island are all at a very high leve...
1070	Elf Island	Landmasses	MMH	48-12421	riki626	2007-12-09	Adds a place Named Elf island where these who arent Drak elf, Wood elf and High elf are slaves and can be killed.it adds some arenas 1-monster arena 2-monster arena boss and adds many many more stuff.
1063	Eden	Landmasses	MMH	48-12212	Martini60	2013-02-12	Eden is designed to be a tranquil garden for you to relax in away from all the danger of the rest of Vvardenfell, it is set in its own mini region off the coast of the main Island. The only way to get there not involving a long swim is to buy the key off Sharn gra-Muzgob in Balmora...
1050	Easy On The Eyes	Landmasses	MMH	48-6304	Kyromods	2009-10-26	This plugin alters the lake just south of Ebonheart. In my opinion makes it much more lovely to look at. I got the idea from an Oblivion Mod, called Unique Landscapes, by Gondor Wache. Cleaned with TESTool and again with TESAME. Chan...
1009	Dulsya Isle	Landmasses	MMH	48-3881	Nick 'Iridox' Johnson	2009-05-12	Dulsya Isle 1.0 http://dulsyaisle.nickj.net ===== Construction of an Imperial fort on Dulsya Isle has been completed and the island has now been opened to development. House Hlaalu has begun work on a city at the mo...
950	Deus Ex Machina: A Steampunkish Mod	Landmasses	MMH	48-6552	Trainwiz	2010-09-19	TRAILERS: ----- Changelog:1.1 -Added a few missing icons for the end boss, shhh! 1.2 -Trouble with a door was reported, and fixed 1.3 -Added a Dwemer Submari...
924	Darkshroud Keep v1.2	Landmasses	MMH	48-9259	Baratheon79	2004-02-25	This mod adds a small island in the Azura's Coast region, SEt of Molag Mar, with a fortress controlled by a group of evil knights. There is a quest for the player to complete, which will result in the player getting control of the keep for him/herself. Once the player has control of th...
884	DaggerWood v1.0 Beta	Landmasses	MMH	48-12206	Clone	2013-02-11	It features 3 new islands where are located in the Bitter Coast -2,-12 region. Each island has a different elvish race on it. (Dark, High, and Wood Elf) On top of every island is tents on huge mushrooms surrounded by lots of pretty trees. Each mountain is connected by bridge. There is also a elf ...
883	DaggerMoon v1.0 beta	Landmasses	MMH	48-3859	Clone	2009-05-12	DaggerMoon version 1.0 BETA - - - - - > Where to unzip the "daggermoon.esp" file Bethesda Softworks\Morrowind\Data Files > What is this again? DaggerMoon is an island plugin for The Elder Scrolls 3 : Morrowind > How do I get t...
880	Dagger v1.0	Landmasses	MMH	48-3460	Clone	2009-05-12	[-] version 1 - - - - - > Where to unzip the "dagger.esp" file Bethesda Softworks\Morrowind\Data Files > ...
865	Daedric Fortress	Landmasses	MMH	48-11580	Camdude	2007-10-05	This simply adds a new island south of Seyda Neen (-3,-18

Id	Name	Category	Site	Link	Author	Date	Description
782	ceyrum	Landmasses	MMH	48-1087	daedroth	2009-04-06	Wealthy city on a small island off the shores of the West Gash. NPCs are mostly level 20-25+. Mournhold and common buildings used, nicely done too. im
767	Castle Wars	Landmasses	MMH	48-14063	Falador wiz1 aka Alex	2010-09-02	Castle Wars is a Morrowind mod (obviously) that completely changes the way you play. It breaks away from the usual Morrowind formula and creates something radically different - a war/strategy mod. It adds a new landmass to the far north of Solstheim where this mod takes place. The goal of this mo...
669	Bloody Oath	Landmasses	MMH	48-7296	Dave Jasmund aka Aquan	2012-08-24	The island Vvardenhael north of Dagon Fel was the site of a legendary battle between the Dark Elves defending the Dunmershoal Stronghold against the invading Nords. The Nords, led by Captain Maic, conquered the stronghold and made the survivors slaves. It was at the site of the old Dunmershoal st...
667	Bloodmoon Landscape Texture Index	Landmasses	MMH	48-867	Prince of Shadows	2009-04-06	This is a texture index for Bloodmoon landscape I made for myself in the first place. I was tired of trying out all them different textures till I found that one I needed, so I decided to make this texture index. Feel free to use it - since it is just .jpg files with the original ...
630	Better Landscapes - Stonewood Pass	Landmasses	MMH	48-6095	Mag1cWind0w	2012-04-04	Better Landscapes - Stonewood Pass v1.0 1. Description This mod revamps the landscapes between north of Balmora to south of Caldera. It completely modify the area to a rocky mountain pass, a narrow and sloped road and crevices. Due to the proximity of the Odai river, streams ...
600	Battle Island	Landmasses	MMH	48-7766	Cid88	2003-08-22	It's you against them! Fight against a gathering of fierce beasts off the coast of Seyda Neen. Defend yourself against a warrior clad in a full Dwemer suit for a nice amount of money This hectic battle is not for beginners! Only a high level will survi...
394	Annastia v3.3 esp only	Landmasses	MMH	48-549	Patrograd	2009-04-06	Annastia is a largeish landmass that includes the previously released mods DeathTrap Dungeon and City of Thieves, together with the new addition to the series, Steve Jackson and Ian Livingstone's 'Warlock of Firetop Mountain'. There are altogether 5 main quest series on the island wh...
393	Annastia v3.3	Landmasses	MMH	48-6992	Patrograd	2012-07-23	Annastia is a largeish landmass that includes the previously released mods DeathTrap Dungeon and City of Thieves, together with the new addition to the series, Steve Jackson and Ian Livingstone's 'Warlock of Firetop Mountain'. There are altogether 5 main quest series on the island whic...
392	Annastia Chapters I & II	Landmasses	MMH	48-1111	Patrograd	2009-04-06	Annastia is a largeish landmass that includes the previously released mods DeathTrap Dungeon and City of Thieves, together with the new addition to the series, Steve Jackson and Ian Livingstone's 'Warlock of Firetop Mountain'.
349	Altor Island v1.1	Landmasses	MMH	48-3849	MouLDY LLaMa	2009-05-12	Altor Island is a small island North West of the mouth of the Odai River, it has Dwemer ruins on it. Beneath the island is a small dungeon.
335	Ald-Vendras-Vogar Complete V2-moved Patch-Pack 1	Landmasses	MMH	48-3858	Centurion	2009-05-12	This pack contains 2 esp-files which will repair the landscape conflicts caused while using "Ald-Vendras-Vogar Complete V2-moved" in common with "Illuminated order" or "Korobal Island" at the same time.
334	Ald-Vendras-Vogar Complete V2-moved Addon1	Landmasses	MMH	48-3853	Centurion	2009-05-12	This small addon improves the interior of the "Builder's Estate" which can be found some steps north-west of "Castle Eaglestone" on "Ald-Vendras"
333	Ald-Vendras-Vogar Complete V2-moved	Landmasses	MMH	48-3864	Centurion	2009-05-12	The Ald-Vendras serie is an huge combination of high detailed islands east of Solstheim. It can be split into two regions called Ald-Vendras and Ald-Vendras West. While Ald-Vendras is more looking like Vvardenfell, Ald-Vendras West is pure Solstheim style. The file "Ald-Vendras-Vogar C...
332	Ald-Vendras-Vogar Complete	Landmasses	MMH	48-1464	Centurion	2009-04-06	The Ald-Vendras serie is an huge combination of high detailed islands east of Solstheim. It can be split into two regions called Ald-Vendras and Ald-Vendras West. While Ald-Vendras is more looking like Vvardenfell, Ald-Vendras West is pure Solstheim style. The file "Ald-Vendras...
331	Ald-Vendras-Vogar Complete	Landmasses	MMH	48-3844	Centurion	2009-05-12	The Ald-Vendras serie is an huge combination of high detailed islands east of Solstheim. It can be split into two regions called Ald-Vendras and Ald-Vendras West. While Ald-Vendras is more looking like Vvardenfell, Ald-Vendras West is pure Solstheim style. The file "Ald-Vendras-Vogar Complet...
330	Ald-Vendras v1.1	Landmasses	MMH	48-2072	Centurion	2009-04-06	Ald-Vendras Huge Isle north-west of Khuul. Talk to Okra-Bulak at the docks by Khuul to go there. Tribunal & Bitter Coast Sounds Plugin (bcsounds.esp) required!
329	Ald-Vendras v1.0	Landmasses	MMH	48-3832	Centurion	2009-05-12	Ald-Vendras Huge Isle north-west of Khuul. Talk to Okra-Bulak at the docks by Khuul to go there. Tribunal & Bitter Coast Sounds Plugin (bcsounds.esp) required!
324	Ald Vendras v3.1 complete	Landmasses	MMH	48-6991	Centurion	2012-07-23	Ald Vendras v 3.1, an isle east of Solstheim with some player-ownable houses and quests. Included are versions which don't conflict with Lokken and Solstheim Castle.
314	Akaviri Colony	Landmasses	MMH	48-14292	Pokegami	2011-05-01	This mod adds a Akaviri colony/Japan-shaped landmass (called Kotega) to the east of Vvardenfell (incompatible with TR). This landmass contains Tsesci; Japanese buildings - dojo, sushi shop etc.;and Akaviri exiles (from the required mods, in order). I was going to make a q...
306	Ahmose Isle	Landmasses	MMH	48-15187	M-7	2014-02-03	There is an island to the South-East of Vivec, where domestic Guar roam peacefully. Guarded by a Castle & Garrison, this Kingdom is ruled with peace and prosperity - via farmland, a mine, a high school, a medical clinic, a bank, and residential housing. Atop a river with waterfall, Ahmose City is...
266	Aberhaniri	Landmasses	MMH	48-13785	Cheater	2009-12-13	This mod adds a mid-sized landmass to Vvardenfell. This Island is named Aberhaniri. It is a rich, well-populated area. There are a few creatures but only the rats are what you'll need to worry about. The others are two Bull Netches and two Betty Netches. []...
225	A Call to Issilar v1.1	Landmasses	MMH	https://tinyurl.com/issilar11	Granarinth	2009-05-12	Complete the basic game and/or tribunal? This mod gives the hero a grand new quest worthy of his/her stature and power. Journey to the mysterious and varied volcanic island of Menya and discover why you have been sought after ever since your climactic end battle. Menya's robed Argonian pilgrims s...
224	A Call to Issilar	Landmasses	MMH	48-8867	Granarinth	2003-06-02	Download
221	7th House Isle v1.3	Landmasses	MMH	48-5657	MJC	2011-07-26	Welcome to 7th House Isle, home of the 7th House, the Forgotten House of the Dwemer. This isle is situated due west of Hla Oad, though it is accessible via Arrille's Tradehouse in Seyda Neen (teleporter girl). This island is of medium size, and is filled with surprises. T...