

ID	Name	Category	Site	Link	Author	Date	Description
13474	Yet Another Herbalism Mod	Miscellaneous	Fliggerty	*1143	hollaajith	2015-09-01	This is yet another Herbalism mod. This does not eliminate the 'container looting' but does make the plant disappear or change visually
13082	Werewolfism	Miscellaneous	Fliggerty	*582	Jusey1	2011-11-05	~About~ This mod makes changes to Werewolves and Vampires! Read the readme for a list! ~Requirements~ MW, TR, Bm. Textures and Meshes files from WWCov: https://www.msu.edu/~kindersa/cov.html
13081	Voice files list	Miscellaneous	Fliggerty	*736	qqqbbb	2012-11-04	These are lists of all voice files with their subtitles. Now you can easily find what each voice file says. So if you want an argonian maid from your mod to say "thank you" to player you just open Argonian_female.txt and search for "thank". "not used.txt" contains list of files that are not used...
13080	TES IV GOBLINS	Miscellaneous	Fliggerty	*1110	SYMBIOTE DINOSAUR	2015-05-21	This is just a recoloring of the goblin skin textures provided by DarkNut's Tribunal creature textures; all I did was change the hue of the skin and eyes to make the goblins look more like they do in The Elder Scrolls IV. To install, just copy the textures in the folder of the mod to your Morrow...
13079	Telvanni Teleporter	Miscellaneous	Fliggerty	*1142	hollaajith	2015-09-01	Adds several NPCs which transport you between the Telvanni Lords' towers at Tel Arhun, Tel Branora, Tel Mora, Tel Naga (Sadrith Mora), Tel Uvirith, Tel Vos and Arvs-Drelen (Gnisis). Transportation to/from Gnisis is only possible after Baladas joins the council and similarly, Tel Uvirith transport...
13078	TA's Grinder Repair Item	Miscellaneous	Fliggerty	*442	Tonal Architect	2011-08-25	This mod adds a repair item called a Master Grinder. It can be used 60 times, has a quality of 3.0, weighs 20.0 MU, and costs 800 gold. They can only be purchased from Ralen Tilver in Vivec City's Foreign Quarter Plaza, Catia Sosia, in the armory of the Great Bazaar of Mournhold, and Brynjolfir, ...
13077	Sadrith Mora Dock Walkway	Miscellaneous	Fliggerty	*885	Leonardo	2013-08-14	This mod is what it is just a walkway along the Sadrith Mora Docks and it ends near to north western entrance next to the Telvanni Council Hall entrance. The reason I created the dock walkway is simple, because I was annoyed that I always need to walk through market every time I came by boat to the Telvanni Council Hall regardless if I wanted to start a new quest or to finish a quest. Of course there are other reasons too why a dock walkway was needed. -Required Morrowind and the expansions Tribunal, Bloodmoon (just for the benefits of better scripting) -Installation Just extract the archive in Wrye Mash then active the Dock Walkway_No Building.esp plugin. -Changelog 0.1 Initial release (briefly tested in-game with one companion in tow and that was successful) -Known Conflicts/Issues None. Let me know if there are any conflicts. Any mod that edit these exterior cells (Sadrith Mora 17,4 and Sadrith Mora 17,5) could conflict and if it does then load this mod after the other mod since there are no modified script added to this mod (only vanilla scripts for the laterns in CS). -Contact Info I can be contacted via PM on these forums and my username is 'Leonardo': BethSoft forum, Great House Fliggerty, TES Alliance, AFK Mods, The Assimilation Lab -Legal You are free to do whatever you want except for uploading this mod to Morrowind.Nexus since I'm rarely visiting Nexus forums or uploading the mod to other sites without first being contacted. If you want to use for your own project then go ahead and make your mod.
13076	Ownership Indicator crosshairs	Miscellaneous	Fliggerty	*925	WHReaper	2013-11-01	===== Ownership indicator crosshairs # Introduction New ownership indicator crosshairs for Yacoby's Ownership indicator mod...
13075	Official Plugins Collection	Miscellaneous	Fliggerty	*471	Bethesda, iammone	2011-09-20	The Elder Scrolls III: MORROWIND - Official Plugins Collection - Adamantium Armor Plugin A new shipment of hard to find Adamantium Armor has arrived in places across Vvardenfell. You can find it at Melder's Armory in Balmora...
13074	MSG: Misc Specialty Goods	Miscellaneous	Fliggerty	*667	Wildman	2012-07-02	MSG: Misc Specialty Goods A mod for The Elder Scrolls III: Morrowind by Wildman Summary: This adds several new shops placed across the land featuring a variety of new meshes, community resources, and vanilla pieces used in new ways. The Shops: :
13073	MRM & IL Patch	Miscellaneous	Fliggerty	*853	Knotts	2013-06-02	-Compatibility between Mountainous Red Mountain and Illuminated Order -Fat free! The .esp within is a modified version of the .esp that comes with Illuminated Order and is meant to replace it, though you are still required to download and install Illuminated Order before using this replacement ...
13072	Morrowind Containers Animated v1.2	Miscellaneous	Fliggerty	*687	qqqbbb	2012-09-08	MW Containers Animated v1.2 This mod adds open/close animation to all containers that should have animation. Meshes are by Phaedrus and Arcimaestro Antares, based on Bethesda's meshes. For the mod to work properly you need to download [url=download-139]Morrowind Code Patch v2.1:
13071	More Gondoliers	Miscellaneous	Fliggerty	*1170	TwilotSpankle	2015-11-21	Adds a gondolier to the cantons that did not previously have them, and also gives each existing gondolier an extra location to take you to
13070	Invisible Son - Children of Morrowind Addon	Miscellaneous	Fliggerty	*641	gaddgadd	2012-05-01	This is just a small plugin to change Cassius Olcinius (the invisible son) into a teenager, instead of being an adult. It requires Children of Morrowind v2. Make sure it is set to load after anything that edits this npc. No special instructions, just plug n' play
13069	Illy's Altered Altars	Miscellaneous	Fliggerty	*1037	Illuminiel	2014-05-04	"Illy's Altered Altars" by Illuminiel Version: 1.00 1. Description: This is a mesh and texture replacer mod for the Imperial Cult Altars found in Morrowind, Solstheim and Mournhold As the altar is lower than the original and wider objects placed on the altar have been lowered and ...
13068	gaddgadd's Painting-style Splashscreen, Wallpaper, and Startmenus	Miscellaneous	Fliggerty	*644	gaddgadd	2012-05-13	The Elder Scrolls III MORROWIND: gaddgadd's Painting-style Splashscreen, Wallpaper, and Startmenu Pack (Beta-ish) 1. Description...
13067	Encumbrance Fix	Miscellaneous	Fliggerty	*824	hollaajith	2013-04-19	If you add a mod which modify weights of items mid-game, your encumbrance is going to be messed up. To remedy that I have created a mod which helps you to correct your encumbrance taking the burden off your shoulder of creating a mod for it. Say, you are wearing full daedric armor and carrying dae...
13066	Enchanted Arrow Chest	Miscellaneous	Fliggerty	*632	Xander9009	2012-04-08	This is a fairly simple mod I put together because I didn't like the low availability of arrows (specifically, Daedric). It's simply a chest inspired by the enchanted chest in the Arch Mage quarters in Oblivion. You place in arrows and it turns them into more arrows. It's placed in Missun Akin's ...
13065	Dwemer blinking lights	Miscellaneous	Fliggerty	*725	qqqbbb	2012-10-18	With this mod lights in dwemer ruins don't pulse but blink occasionally. Broken lights constantly blink. Blinking rate is controlled by global variable DL_BlinkRate which has default value of 1000. To change it use console command "set DL_BlinkRate to 'a number'". Decrease value of DL_BlinkRate t...
13064	David Humphreys Furniture mod- 6th House Addon	Miscellaneous	Fliggerty	*767	starwarsgal9875	2012-12-12	1.1 Update: -Fixed script mistake where picking up a tall banner would place the shorter banner in your inventory. -Fixed Spelling error; Troth is now spelled correctly, as Trough. Requires David Humphrey's Furniture mod to run, see readme for more info. Readme: :
13063	Dancers - Male	Miscellaneous	Fliggerty	*309	Nicholiathan	2011-08-11	*** Male Dancers *** version 0.9 *** by Nicholiathan *** This mod changes Suran, Desele's House of Earthly Delights into a male stripper club. The male customers where replaced with female versions. The dancers are male and the...
13062	Dancers - Female	Miscellaneous	Fliggerty	*214	Nicholiathan	2011-08-06	*** Dancers *** version 0.9 *** by Nicholiathan *** This mod expands on Suran, Desele's House of Earthly Delights. There are now dancers of each non-beast race. Beast races are not represented due to the lack of a beast da...
13061	Daedric Sanctuary Fix	Miscellaneous	Fliggerty	*640	gaddgadd	2012-04-30	Well, I haven't seen anything like this yet, and I thought maybe someone would use this, so: Daedric Sanctuary Fix By gaddgadd 1. Description 2. Requirements 3. Installing the plugin 4. Save games 5. Conflicts 6. Credits 7. Contact 8. Where to find this 9....
13060	Bitter Booze	Miscellaneous	Fliggerty	*886	hollaajith	2013-08-19	Want to be permanently drunk ? Just drink booze in Clavicus Vile's wonderful Bitter Cup and be tipsy forever and ever more. This is a small mod created for a request. This makes it so that if you mix booze with nectar of bitter cup, the effects of booze becomes permanent. Perfect if you want to ...
13059	Better Dialogue Font - Polish	Miscellaneous	Fliggerty	*877	Hrnchamd	2013-07-29	Better Dialogue Font, Polish Edition Author: Hrnchamd Description This is a high resolution replacer for the Magic Cards font, used in most of the UI - menus, dialogue and the journal. It should provide improved clarity without changing the font size. The font is derived from the ...
13058	Better Dialogue Font	Miscellaneous	Fliggerty	*876	Hrnchamd	2013-07-29	Better Dialogue Font 1.1 Author: Hrnchamd Description This is a high resolution replacer for the Magic Cards font, used in most of the UI - menus, dialogue and the journal. It should provide improved clarity without changing the font size. The font is derived from the original ver...
13057	Atmospheric Plaza	Miscellaneous	Fliggerty	*1046	hollaajith	2014-06-22	Converts the Vivec Plaza as 'Interiors behaving as Exteriors'. So now the Plaza experiences the weather like rain, sunshine etc. Now includes alternate plugin for Windows Glow and Illuminated Windows. Requires MCP's "Rain Collision Fix" to be activated to avoid rain from falling through the roof.
13056	Ash Creatures Tweaks	Miscellaneous	Fliggerty	*859	hollaajith	2013-07-12	Small tweak to the the leveled list which concerns with all 6th house minions which makes Red Mountain daedra free. Also makes so that Ash Ghouls and Ascended Sleepers appearing at lower levels (around level 14 & 18 respectively) and more frequently.
13055	A Teaser	Miscellaneous	Fliggerty	*577	Jusey1	2011-10-31	First of all, I'm not going to talk much about the mod or even give it name because it will spoil your fun if you wish to play my Dungeoneer Mod. This mod adds a small quest that you do. Fun part is; you gotta start a new game and you will play as a whole new character, not someone you make. Yo...
13054	2011 Community Christmas Cards	Miscellaneous	Fliggerty	*592	Morrowind modding Community	2011-12-24	The Elder Scrolls III MORROWIND: Index: 1. Summary 2. Requirements 3. Installation 4. Using the mod 5. Known Issues 6. Use in other mods 7. Credits 8. Contact info 1. SUMMARY =====
8263	Zaundria Prefab Char	Miscellaneous	MMH	53-1855	Carnithus	2009-04-06	This adds all the armor, clothes, and weapons you need to look like Zaundria. She will come to you in your dreams. DO NOT USE THIS UNTIL AFTER YOU HAVE FINISHED CHARACTER GENERATION!!!
8262	You are being robbed	Miscellaneous	MMH	53-11328	Arcimaestro Antares	2007-06-30	With this plugin, there is a new topic: you are being robbed. After you use the topic, if the victim accepts your violence, click again on it. This will open the npc's inventory. Take the items you want. Then you can take all the items the victim has on tables, chests etc...he won't a...
8261	Wrye World	Miscellaneous	MMH	53-6570	Wrye	2010-10-15	Wrye World is a mixed collection of items and utilities, packaged in several different esp's. Wrye Mods - Wrye Base [Required] - Shared scripts, objects, files. - Erika's Outlet, Mystica. - &...
8260	World Of Commerce	Miscellaneous	MMH	53-8606	Chaos T. Fox	2003-01-03	This is the beta 0.1 release of the World Of Commerce Mod. This version adds shopping plazas and many Merchants to the basements of the Mage's and Fighter's Guilds in Balmora. Among the items that restock are all of the soulgems. (With the exception of Azura)[...]

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8259	Women of Vvardenfell	Miscellaneous	MMH	53-1343	Unknown	2009-04-06	
8258	Wolfchainer	Miscellaneous	MMH	53-10971	edison12345	2007-01-06	This ring keeps you from turning into a werewolf at night if equipped. It is found on the crate of the 3 witches in solstheim.
8257	wolf_bearTrader	Miscellaneous	MMH	53-13646	squallfie66	2009-09-03	This mod places a trader close to the N.E Balmora guard tower that sells the wolf and bear armour from the Bloodmoon expansion. She sells it at a X3 markup to cover costs but it is still cheap, nor will it unbalance your game. She also sells a very expensive sword based on a mesh/texture that was...
8256	Wiz sorcerer stuff	Miscellaneous	MMH	53-557	Unknown	2009-04-06	here is a couple of horns, the npc in seyda neen with it,also wiz stuff on ground, made for others to make a modd of this stuff,so not to much stats on stuff,u need to do it in editor yes the beard will clip a bit on different clothes ,armor,no way to stop that,npc is no as much clippi...
8255	Westly's Modelling Agency (a Head Pack)	Miscellaneous	MMH	53-12444	Westly	2007-12-23	This plugin adds: 8 Female Breton Heads 5 Male Breton Heads 13 Female Dark Elf Heads 6 Male Dark Elf Heads 8 Female High Elf Heads 6 Male High Elf Heads 9 Female Imperial Heads 8 Imperial ...
8254	Westly's Drow City Denizens Add-On	Miscellaneous	MMH	53-12798	Westly	2008-06-26	Since the release of the mod, Drow City Denizens, I have seen numerous requests for new hairs (more specifically for males of the race). This mod simply seeks to fulfill that request. As a bonus (of sorts) I have included new heads as well so that there is an assurance that at least there ...
8253	Werewolves: Infectable-NPCs	Miscellaneous	MMH	53-6350	tornadominds	2009-12-09	BETA version 3 Ever wanted to infect NPCs with lycanthropy and make them your followers? Well, now you can! This mod adds a script to most of the unscripted NPCs that allows you to turn them into werewolves!
8252	Werewolf Forget	Miscellaneous	MMH	53-9484	Jaxalot	2004-04-12	Ever thought it was annoying that once you were sighted changing in or out of Werewolf form, there was no way to get back to normal life? This plugin changes that. A certain amount of time after you're spotted transforming to or from werewolf form, the NPCs wi...
8251	Werewolf Evolution	Miscellaneous	MMH	53-9709	Cortex	2004-08-22	A balanced mod for werewolves. Makes werewolf attributes and skills depend on their value in human form plus a bonus, instead of them having fixed values that don't change irrespective of how strong or weak you are in human form. The bonuses are calcula...
8250	Werewolf Belt	Miscellaneous	MMH	53-9452	Feywulf	2004-04-07	This mod adds a simple werewolf fur belt that uses a modified hircine's ring script. It lets you turn into a werewolf - but only at night, for 6 hours or until sunrise - whichever comes first. If you use it too much, you could get infected. ...
8249	Werecores! v1.0	Miscellaneous	MMH	53-12336	Demon Xen	2013-03-14	This mod Will: Let you play as a wereco. You can play as a wereco and it will not remove the ability to play as a werewolf. I will be updating this in a week or so. There will be wild werecores added next version. It has been tested, so hopefully no bugs will be pre...
8248	Werecores!	Miscellaneous	MMH	53-12799	Demon Xen	2008-06-29	This mod Will: Let you play as a wereco. You can play as a wereco and it will not remove the ability to play as a werewolf. I will be updating this in a week or so. There will be wild werecores added next version. It has been test...
8247	Werecores Update v0.2	Miscellaneous	MMH	53-12335	Wereco aka Werocodile aka Alex	2013-03-14	What this update does: First of all full credit goes to Demon Xen for this mod as he wrote the original script that helped me to edit it. Please note:That Demon Xen told me that he has stopped modding morrowind for a while and he gave me permission to post this mod. (This is...
8246	Werecores Update	Miscellaneous	MMH	53-13271	Wereco	2009-02-23	What this update does: First of all full credit goes to Demon Xen for this mod as he wrote the original script that helped me to edit it. Please note:That Demon Xen told me that he has stopped modding morrowind for a while and he gave me permission to post this mod. ...
8245	Were-better	Miscellaneous	MMH	53-7786	Sabregirl	2003-09-09	This plugin is all about Bloodmoon werewolves and makes it a bit better to be (and stay) a werewolf. It allows you to become a werewolf outside of the Bloodmoon main quest, WITHOUT breaking it. Once you beat the Bloodmoon main quest you only have to transform int...
8244	Webspinner	Miscellaneous	MMH	53-13590	mjr162006	2009-08-14	Instead of Eno Hlaalu keeping the Threads of the Webspinner on his person, he'll put them in a chest nearby. It's not locked, but don't think you can just take them. You have to be Grandmaster yourself in order to legally take them. And it's right next to Eno, so stealing them would be difficult....
8243	Weathered Signs	Miscellaneous	MMH	53-7466	Voltayre	2002-06-06	Changes the unreadable roadsigns to readable weathered roadsigns.
8242	Wayshrines Of Vvardenfell	Miscellaneous	MMH	53-11317	Indalus	2007-06-29	This mod adds wayshrines throughout the roads of Vvardenfell, but only on those roads leading to civilisation. (Towns and villages) Each shrine has two candles around it (cannot be taken) and a donation bowl. (Weight 3, Value 0) The shrines are placed in : –
8241	Waterfall v1.0	Miscellaneous	MMH	53-9333	Heremod production	2005-04-23	This mod adds a beautiful waterfall to the West Gash Region near Balmora. It is located next to the little bridge just north from Balmora gates. The Waterfall is beautiful just to look at and relaxing too, but it also gives a good and simple explanation to the question: Where does all the water c...
8240	Waterfall Island 1.0 (Gondolier Mod)	Miscellaneous	MMH	53-7601	JayProgrammer	2004-06-01	Peteoburito's Waterfall Island is a great mod. It adds a peaceful island in the middle of nowhere NE of Sadrith Mora with a waterfall, a small pond to swim in, six guars, and a cottage. A great mod to get away from it all every once in awhile. There's also ...
8239	Warrior vs Mage vs Thief Mod	Miscellaneous	MMH	53-555	Raving Riddler	2009-04-06	A scamp NPC located near the silt strider in Balmora offers tickets and provides transportation to the PC willing to watch a fight opposing a mage, a warrior and a thief. The fights take place in a secret arena which is guarded by high level orc guards and archers. From the ...
8238	Walled City of Balmora	Miscellaneous	MMH	53-8608	Hargreth	2003-01-03	Possible conflicts This mod extends the wall of Balmora to completely encircle the city, adds x-tra guards, guard towers, a guard barracks, and a small empty rent house with a hidden room. It also adds visual improvements to the city, such as Statues, trees, a boat dock, a gua...
8237	W3 Magicka Shrines	Miscellaneous	MMH	53-7828	MasterW3	2003-09-29	This mod takes the common Shrines of Morrowind and adds the ability to recharge your magicka for a donation option... same interface as normal... just an extra button It doesn't add any shrines to the game and still is potentially balanced. -the regeneration is 1 p...
8236	Vvardenfell Footpad	Miscellaneous	MMH	53-11336	Fliggerty	2007-07-03	There's no need to play the part of an honest citizen of Vvardenfell. Honest work? Freelancing? Guild missions? No longer! Make a fortune by simply helping yourself to gold earned by others. This mod gives the dialogue topic "give me y...
8235	Vvardenfell Druglord Skooma Anonymous Add-on	Miscellaneous	MMH	53-10267	Fliggerty	2005-11-30	Skooma Anonymous is a fellowship of men and women who share their experience, strength and hope with each other that they may solve their common problem and help others to recover from addiction. The only requirement for membership is a desire to stop using. There are no dues or fee...
8234	Vvardenfell Ballooning v1.0	Miscellaneous	MMH	53-2961	dongle	2009-04-24	An Air Ship from Vvardenfell Ballooning floating lazily over the skies of Balmora. My contribution to the airship craze. Scripted to actually float back and forth. Entirely stock TES models, all of which are re-skinned. See if you can guess what the meshes were originally!
8233	Void-TS	Miscellaneous	MMH	53-5529	Deathbliss	2009-06-07	This is a temporary home in the void, unrelated to any exterior cell. It's also not related to that other Void home thing you may have run across... I made this to serve as a spot where users going from one version of Caldera Manor to the next could stash their stuff. It's probably more h...
8232	Void Gear Extras	Miscellaneous	MMH	53-11134	Kieve	2007-03-19	There were some odds & ends I never included in Void Gear 2.1b, for various reasons. But, in the interest of sharing, here you go. The Void Construct Rhei'Os-Ka, and also the Void Elite helm and clavicle section (although as of this writing, those are subject to later re...
8231	Vivec Restructured Ordinator Fix	Miscellaneous	MMH	53-9284	Campbell	2004-03-01	The Vivec Restructured mod was impressive but had one or two bugs - this fix repairs the ordinators who kept jumping off the sides of bridges ETC This gives them all travel scripts so they walk around patrolling different parts of the canton without falling. They ...
8230	Vivec Open Cantons	Miscellaneous	MMH	53-13544	Degor	2009-07-15	This mod replaces the Hlaalu, Redoran and Telvanni cantons in Vivec with cantons without roof like seen in Molag Mar. I made this mod because I saw some concept art of vivec, the cantons were supposed to be high platforms with lots of buildings on instead of being closed ...
8229	Vivec Merchants (Tribunal)	Miscellaneous	MMH	53-8439	RavenFeather	2003-05-28	This is my attempt at fleshing-out the streets of Vivec somewhat. It adds a handfull of merchants to the outside streets and some buildings to the water. I play-tested this with alot of Vivec mods, most notably Vivec Expansion 1.1/1.2, and it should play well with others. []...
8228	Vigilant Guards	Miscellaneous	MMH	53-2076	Balor	2009-04-06	Purpose - bring more reality and immersion into Morrowind :) Essentially, when you approach the guard with weapon ready (bare hands and shortblades do not count), he'll warn twice and then attack. May expand if this idea will meet approval. *New version: Changed my sound to app...
8227	Video Bethesda Logo Re-Make	Miscellaneous	MMH	53-12552	David Wolf	2008-02-22	Foreword: Well I never like the video of Bethesda and also Ive talking with some people who dont like it either, so I know a little of After Effects and video edition stuff, and I remake the logo and the animation. Serious, is a total remake of the titl...
8226	Vibrant Moons	Miscellaneous	MMH	53-474	Skydye	2009-04-06	Vibrant Moons by Skydye Extract all files to Data Files/Textures. Vibrant Moons replaces the look of Masser, the larger of the two moons of Nirn, with a more colourful version.
8225	VH Bloodreport	Miscellaneous	MMH	53-10325	Peter	2006-01-03	While the latest Vampiric Hunger III includes the fancy MGE bloodmeter, I had various problems with MGE and eventually gave up running MGE. However, I missed a possibility to quickly check my bloodlevel other than right-click, menuundo, locate the bloodlevel spelleffect icon and read the tooltip...
8224	Vendetta's 3 Small Add-ons	Miscellaneous	MMH	53-10752	Vendetta	2006-08-16	First add-on =Taller Wood Elfs= You don't like why are Wood Elfs so small? Well, this add-on will make them tall as any other races. Second add-on =Brothers Traveler= The famous brothers Traveler have finally come to Morrowind! Seek Apla...
8223	Vampiric Hunger III v1.2	Miscellaneous	MMH	53-9047	Zennorious	2003-12-24	FEATURES (Vampiric Hunger Base)> -Requires at least Vampire Embrace 2.3. -Compatible with Vampire Realism 2.3 and Bloodlines. -When you are a vampire you have a blood level, when the blood level reaches 0 you will become hungry for blood. -When you are hungry first ...

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8222	Vampires are Better- Blood Magic	Miscellaneous	MMH	53-8679	The Chooser of the Slain	2003-03-17	My Mod adds 2 new powers to each of the vampire clans and about 5 new spells. Vampires have now learned to use the potent energies of thier blood to perform even greater acts of killing etc Will you help fight the rulers of the night or will you join ...
8221	Vampire/Werewolf At Will	Miscellaneous	MMH	53-12709	Eisenfaust	2008-05-09	Vampire/Werewolf at Will v1.0 Author: Eisenfaust Required files: Tribunal or Bloodmoon (see below) /!!!!...
8220	Vampire Upgrade	Miscellaneous	MMH	53-8271	John W. Martin	2002-07-26	This Plugin adds spells and powers to vampires that SHOULD already be there. I used elements from Daggerfall and Morrowind to make the vampires more real and legit to the story and game. The powers I added to all vampires are; Vampiric Feeding (an upgraded vampire touch...
8219	Vampire Friendly Predators	Miscellaneous	MMH	53-12934	Serpine	2008-09-14	Just to break the ice this is the first mod i've submitted. This mod converts two heads already part of Predator: Hunters and Prey into vampire heads. Im not skilled with textures or modeling so thats why i havn't added new heads though that is what i aim to do, though any help or adv...
8218	Vampire Fix	Miscellaneous	MMH	53-10154	Inigomontoya	2005-09-27	This mod tweaks the game to make it more balanced as well as revamps (hehehe) vampires in morrowind. It includes a vampire flying fix, a scripted spell that hides the identity of a vampire as well as makes NPC vampire much more dangerous and give the PC vampires greater...
8217	Vampire face	Miscellaneous	MMH	53-9858	Bose Katze	2005-07-27	This is a simple mod that makes it so you can use hair styles you normally can't. eg:ashlander wise womans hair You will have to start a new game to chose them; do it the same way you would chose a normal hair style. It also makes it so you can have faces that ...
8216	Vampire Amulets	Miscellaneous	MMH	53-7434	Firewolf313	2005-04-26	This mod alters the scripts of the Aundae/Berne/Quarra amulets so that when worn after being cured of vampirism, the wearer will become a vampire as long as it is equipped. Also, if your character manages to somehow acquire the amulet and wear it without ever being a va...
8215	VafEx 0805	Miscellaneous	MMH	53-3200	Rev	2009-05-12	Vvardenfell Express mail service - Morrowind Mod Experience the real "exciting" FedEx quests! A new mail delivery services has opened in Vvardenfell and is desperately looking for courriers. Do you have what it takes to become a Postman? Join the new VafEx fa...
8214	Useable Balloon v1.0	Miscellaneous	MMH	53-12339	Podesta	2013-03-15	This is my first mod so constructive criticism would be nice. This mod takes the brilliant hot air balloon model by Indigo (many thanks!) and uses it to create a balloon useable by the player for floating lazily around Vvardenfel. I have placed two of these balloons, one on top of the ...
8213	Universal uninstaller	Miscellaneous	MMH	53-6766	qqq	2011-07-08	Allows you to create uninstaller for a mod. Usage: copy "make uninstaller.bat" to mod folder, run it (make sure the mod folder's name is not too long and doesnt contain apostrophe). A file named "uninstall "mod folder name".bat" will be created. Copy mod (with "uninstall xxx.bat") to ...
8212	Universal Companion Share	Miscellaneous	MMH	53-10652	Fliggerty	2006-06-29	One of the limitations of Morrowind has always been that to give an NPC the Companion Share option, you would have to add a script to them, thus altering every NPC. I have come up with a good workaround for that. When any NPC is currently in AIFollow mode, they will ...
8211	Unidenticals Tailless Beasts	Miscellaneous	MMH	53-10256	Unidentical	2005-11-29	This mod removes the tails from the stock Morrowind beast races. I felt that the tails sticking through armour and clothing looked wrong and this was the easiest way I could think to deal with it. This only requires morrowind to run, the .esp doesn't add or remove anything...
8210	Underwater Effects	Miscellaneous	MMH	53-13345	Linora, Peachykeen	2009-03-28	This simply just adds a blur and a wavy aquatic effect when underwater. Due to new developments in MGE, this no longer requires any scripts. Just follow the instructions in the readme, and you'll be good to go. (I also included a brief explanation on how one can set any s...
8209	Underground AVI demo	Miscellaneous	MMH	53-603	Unknown	2009-04-06	
8208	Ultimate Morrowind Anti-Mod v2.0	Miscellaneous	MMH	53-9684	ChaosTony	2004-08-04	Greatly increases FPS in towns by removing many static objects throughout Morrowind. Removes MANY useless rocks and other static objects to maximize FPS. AFFECTS OVER 244 exterior cells including all major cities and settlements, and affects most cells surrounding the major cities a...
8207	Ultimate Icon Replacer	Miscellaneous	MMH	53-6673	Alaisiagae	2011-02-02	Replaces all Morrowind object/inventory icons with better icons! Details ===== This mod replaces all 600+ icons for all the stuff you can put in your inventory in Morrowind, Tribunal, and Bloodmoon! The icons are remade to reduce the...
8206	Ultimate Galleon v2.2	Miscellaneous	MMH	53-11747	MadMax	2012-10-23	This is essentially a mod that allows you to sail a galleon in real-time. Game Summary: The beautiful galleon is FREE. However, you need to convince my character to give it to you. Do you have the wits to outsmart me? Well, there's only one way to know, you can find me in Suran, near where ...
8205	Ultimate Galleon Purchase Patch	Miscellaneous	MMH	53-10767	Fliggerty	2006-08-26	Have you ever been frustrated with the interesting method MadMax used to let you acquire the Ultimate Galleon? Or have you ever been annoyed by constantly telling people on forums that you have to get your strength and intelligence both up to 100? I've altered the dialogue a bit...
8204	Udyrfrykte Arrows	Miscellaneous	MMH	53-14070	Midgetalien	2010-09-06	This ESP adds three silver arrows to the Udyrfrykte's corpse for looting. After the attack on Thrisk the creature has three arrows in his back and it made no sense that the Udyrfrykte didnt have any that could be looted once the player killed it. Now it does.
8203	TyracoraTEST	Miscellaneous	MMH	53-5093	Faith Neumann	2009-05-12	Requires: 1) Morrowind+Tribunal 2) Mephisto's Cloak Collection Mod 3) Sea-of-Destiny (latest version) 4) Leggings Mod Contact to get Repair/Lockpicks/Tyracora's Blade: faith@necromancers.thibros.com
8202	trueBloom	Miscellaneous	MMH	53-13452	peachykeen	2009-06-04	The fifth generation of my trueBloom shader. This one comes in only one variant, but is ready to be tweaked with ShaderConf. This shader uses cubic HDR and per-channel bloom, as well as modified gaussian blurring. You must download the enhanced MG...
8201	Treasure Hunt	Miscellaneous	MMH	53-8923	Dracling	2003-07-27	Treasure Hunt adds a "quest" to find a great artifact off the coast of Solstheim. This starts in the Upper General Quarters in Fort Frostmoth and has you following clues which are sometimes quite difficult. The hunt is not that easy and the artifact is semi-uber ...
8200	TrashCan	Miscellaneous	MMH	53-6136	Phaedra	2003-03-24	This plugin adds different trash recepticles to various cities of Morrowind, equalling 44 total. Locations document included in zip file. Any time you empty the trash all items in trash will be PERMANENTLY deleted. Do not place quest items in trash or you will break the as...
8199	Trash Compactor	Miscellaneous	MMH	53-10529	Fliggerty	2006-04-07	Ever have clutter laying around? Don't want to sell it? Do you feel that if you can't have it, no one can? Then the Trash Compactor is for you! Place any object inside and tell it to destroy it! Depending on what the item is, you will get a few different things...
8198	Trash Bin	Miscellaneous	MMH	53-11456	Aon14	2007-08-16	This mod was made for me by Aon14 a long time ago. He told me to do "whatever I want with it." I figured that other people might find it useful too. A Magic Broom can be found in Balmora next to Caius Cosades door. When used a Magic Bin will appear in fr...
8197	Trap Difficulty Mod	Miscellaneous	MMH	53-7600	Hyzmarca	2004-06-01	This mod impliments a previously unused feature that increases disarm difficulty based on the strength of the spell used in the trap. It increases the realism of Morrowind by making it difficult for those with low security skill to disarm traps. Mages and fighters who rely on...
8196	Transylvania v	Miscellaneous	MMH	53-473	Unknown	2009-04-06	
8195	Transylvania	Miscellaneous	MMH	53-498	Unknown	2009-04-06	
8194	TR Guard fix	Miscellaneous	MMH	53-14484	ARHIZ	2012-06-09	Plug-in swaps incomplete armor of Necrom ordinators for a completed version of it (previously ordinators didn't wore cuirass, gauntlets and pauldrons) and makes Indoril Guards use Chuzei helmets (previously they were using bonemold ones). WARNING! Remember to check the file in "Data F...
8193	TPO's Splash Screen Pack 2	Miscellaneous	MMH	53-10302	The_Prodigy_One	2005-12-20	This splash pack contains twenty new splash screen for you to enjoy. Unlike my first splash pack, these screens are of Vvardenfell and Mournhold. Since there is no esp, only Morrowind is required. Enjoy!
8192	To The Death	Miscellaneous	MMH	53-10915	Fliggerty	2006-12-09	To The Death will allow you to challenge any NPC in the game to a duel at the Arena in Vivec. If their disposition is low enough, and they are not too scared of you, they will accept the duel. Also, if they have a very low disposition, they might challenge you to a duel. T...
8191	TimeMod	Miscellaneous	MMH	53-7425	Sid	2002-05-31	I love this game & think its the best RPG yet but the days just go by to fast cause ya having so much fun.. so i made this timedmod that makes the days longer There are 2 files here.. 1 is a 2x mod that makes the days twice as long as the default and a reali...
8190	Timed Bombs	Miscellaneous	MMH	53-10573	Sneakyarrow	2006-05-02	It adds a few diffirent types of bombs to the game to a seller in Gnaar Mok.
8189	Thunders & Lightnings v1.3	Miscellaneous	MMH	53-14157	Abot	2010-11-12	This is my "atmospheric" version of thunders & lightnings, inspired by Jac's Lightning Strike mod. I think the result is worth sharing, anyway if you want more/easier configuration options I suggest you use the excellent Lightning Strike mod by Jac instead of this mod. [ur...
8188	Thrisk Hot Spring	Miscellaneous	MMH	53-11042	CJW-Craigor	2007-02-05	Thrisk Hot Spring 1.1 by Craigor - Requires: Bloodmoon Swimsuit Meshes designed for Better Bodies. Will experience heavy clipping issues without it. Cleaned with EnchantedEditor ...
8187	Thrisk Chieftain's Chamber Balcony	Miscellaneous	MMH	53-7549	Nonsuch	2004-05-18	"I'm now the Chieftain of Thrisk and get to live in the Chieftain's Private Chamber. This Plugin adds a second-story balcony with door and windows to the Chieftain's Chamber at Thrisk. There are two versions - the first has minimal interior changes for purists, t...
8186	Thrisk and Raven Rock Alterations	Miscellaneous	MMH	53-9545	Sepis	2004-04-20	This mod is fairly simple; Thrisk has a hunters hall added to it with some extra nordic gear, some hunters, and a smith. Basically it makes Thrisk a bit more viable as self sufficient I suppose, and the hall is a neat place to put your trophies/pelts/what have you. [...]
8185	Thieves Guild Tunnel System	Miscellaneous	MMH	53-12520	Trunksbomb	2008-02-09	THIEVES GUILD TUNNEL SYSTEM 2.5 -- Trunksbomb @@@@@@@@@@@@@@@@@@@@@@@@@ @@@ Description @@@ @@@@@@@@@@@@@@@@@@@@@@@@@ Not in the Mages Guild? Don't want to use their transport system? Are you a thief? <...
8184	Thieves Guild Travel	Miscellaneous	MMH	53-8056	Florelle	2003-07-23	Adds a travel service between branches of the Thieves Guild. See readme for info and locations.

Id	Name	Category	Site	Link	Author	Date	Description
8183	Thief Experience Overhaul-LD (Tribunal)	Miscellaneous	MMH	53-8739	LDones	2003-03-19	Put together from a month's worth of research & discussion, this mod was created in an effort to give thieves and stealth-skilled characters in Morrowind a more interesting and rewarding experience, and fixes a number of glaring imbalances in the way some of the thief-oriented s...
8182	Thief Experience Overhaul-LD	Miscellaneous	MMH	53-8740	LDones	2003-03-19	Put together from a month's worth of research & discussion, this mod was created in an effort to give thieves and stealth-skilled characters in Morrowind a more interesting and rewarding experience, and fixes a number of glaring imbalances in the way some of the thief-oriented s...
8181	TheLys ModList	Miscellaneous	MMH	53-485	Unknown	2009-04-06	
8180	The Wraith Collector	Miscellaneous	MMH	53-13564	Midgetalien	2009-07-31	===== WHAT THIS MOD DOES ===== The Wraith Collector is a mod aimed at magic users, and a small attempt to add another layer of magic game play and in essence a type of ritual. So wh...
8179	The Vertical Limit - Climbing mod	Miscellaneous	MMH	53-7661	GhanBuriGhan	2004-06-17	This mod adds climbing to the game, in a way similar to Daggerfall. You can now climb almost every obstacle with a more or less vertical surface if you have the skill. How does it work? To climb, you first need climbing equipment which you can buy from a number of trad...
8178	The Soothsayers Booth	Miscellaneous	MMH	53-8290	Cabal	2002-08-02	
8177	The Soothsayer	Miscellaneous	MMH	53-8210	Dale French	2002-07-15	
8176	The Ring Leaders	Miscellaneous	MMH	53-915	Unknown	2009-04-06	Install: well this is a tricky one ok here it goes.... take the plug inn and put it in the datafiles start the game choose data files set an X in front of the "ring leader" mod then press ok and start the game... i know its hard but i think you can do it :p
8175	The Human Udyrfrykte / The Edible Nord Leg	Miscellaneous	MMH	53-7997	Elten	2005-07-18	No, unfortunately, it does not create a playable Udyrfrykte race. It instead adds edible nord legs in the Udyrfrykte's lair and in Uncle Sweetshare's house. The readme provides further detail, and it's a small download. Probably one of the simplest mods out there.
8174	The Hall Of Doors	Miscellaneous	MMH	53-4936	Acoran Cortach	2009-05-12	A Hall of Doors that can teleport you to locations all over the map. The locations are: Balmora, Gnisis, Ald'hun, Sadrih Mora, Zainab Camp, Urshilaku Camp, Master Aryon's Chamber, Dagon Fel, Odai Plateau, Uvrith's Grave, Bal Isra, and Dagoth Ur.
8173	The Hall Of Doors	Miscellaneous	MMH	53-4949	Acoran Cortach	2009-05-12	A hall way of doors that take you to locations all over the map. Locations included: Balmora, Gnisis, Ald'hun, Sadrih Mora, Zainab Camp, Urshilaku Camp, Master Aryon's Chamber, Dagon Fel, Odai Plateau, Uvrith's Grave, Bal Isra, and Dagoth Ur. And it also has a bed and storage for when ...
8172	The Ghost Pub Beta 2	Miscellaneous	MMH	53-12045	Unknown	2012-11-25	DOWNLOADED @ WWW.PMM-PROJECTS.DE
8171	The Gambler	Miscellaneous	MMH	53-12980	Fliggerty	2008-10-21	There is a dice game called Che-han that is played all over Tamriel, mostly played by soldiers and in taverns. The game is simple: a small cup contains two dice. Once a wager is made, the cup holder chooses either even or odd. When the dice are rolled, whether the sum of the pip...
8170	The Elder Scrolls: rise of the imperfects	Miscellaneous	MMH	53-11127	Longears34	2007-03-16	Here's another mod! so...youve beaten the game... all quests done...all skills and attributes to max.. you have all books, spells and items in your great house stronghold..you have killed Vivec and Aমেlexia...got their souls too...you're a vampire and werewolf...you are a...
8169	The Drunken Scamp	Miscellaneous	MMH	53-10229	The Skinky Sharpshooter	2005-11-11	This mod adds a Bar named The Drunken Scamp to the moesring mountain range, near the Harstrad River. It has storage and beds. Plus the barkeeper will give you drinks, while my two Argonian characters will give you training. Hope You like it!
8168	The Dark Wood	Miscellaneous	MMH	53-11123	Arcimaestro Antares	2007-03-13	"The Dark Wood is one of the most avoided and feared places in Morrowind. People say that whomsomever dares to venture there, is destined to lose himself or fall victim to a mysterious presence that inhabits the wood. None that walks on two feet and that breathes, Man, Orc or Beast, would dare to ...
8167	The Census and Excise Office	Miscellaneous	MMH	53-13941	GHF Productions	2010-05-01	Great House Fliggerty and GHF Productions is very pleased to announce the unveiling of our grand project: Changelog:v1.4 -- All missing badges should show up properly now. -- Made numerous style changes to the Census and Excise ...
8166	The Boatmaster v2.1	Miscellaneous	MMH	53-10458	fleck1974	2006-03-01	Find the Boatmaster in Ald Velothi. He will teach you to row and sail, then introduce you to some quests. These quests will earn you a longboat and a few homes if you want them. Allows scripted fast travel to 11 points around Vvardenfell and Solstheim. The inspiration for this spawn...
8165	The Black Mill, walkthroughs	Miscellaneous	MMH	53-1651	Tommy Khajit	2009-04-06	The Black Mill Walkthroughs Amra has written an excellent series of walkthroughs for The Black Mill. This zipfile brings them all to you. Unzip all files to a directory of your choice, make sure to use the directory names present in the zip. Enjoy! Tommy Khajit.
8164	The Black Mill Lantern Icon Patch v1.0	Miscellaneous	MMH	53-12343	The Happy Anarchist	2013-03-17	A quick + simple fix for a screwed-up icon for a travel lamp in The Black Mill, version 1.0. For some reason the .bsa file reference for the Seyda Neen Customs & Excise wine cellar travel lamp icon is not being called properly with Morrowind GOTY. So shed some light on this ...
8163	The Bathing Mod v2	Miscellaneous	MMH	53-6415	Gaius Atrius	2010-03-07	New and improved! This mod is based on the original by grvulture. Extensively upgraded, and with all known issues addressed, this mod aims to be the ultimate in morrowind bathing technology. This mod had been fully spellchecked, and ha...
8162	TF_Longboat Replacer	Miscellaneous	MMH	53-8955	TextureFreak	2004-05-09	One thing has bothered me ever since I started playing Morrowind are the ships with full sail that are docked at the various harbours around Vvardenfell. Not the fact that they were there but I never understood why Bethesda didn't lower the sails so I decided to do ...
8161	Textured Signs-Neutral	Miscellaneous	MMH	53-8311	Franzhauer	2002-08-08	
8160	Textured Signs	Miscellaneous	MMH	53-8186	Franzhauer	2002-08-08	Created from a plug-in originally created by ElBundee (Real Signs); modified by Voltare (Weathered Signs) who did all the hard work Using their .nif and .esp files I made my own textures using Photoshop and the nvidia DDS plug-in. I tried to give the signs a more varied appeara...
8159	Tetris	Miscellaneous	MMH	53-9704	Graphite	2004-08-05	Located on the hillsides near Gnisis you can find the Halls of Tetris, home of a fully functional game of Tetris. Upon entry, just wait a moment for the game to initialise and, once this is done, just hit one of the buttons before you to start the game and have some fun. Enjoy!
8158	TESCS Icons v2.1	Miscellaneous	MMH	53-13403	Kzinistzerg	2009-05-10	** REQUIREMENTS ----- Technically, you don't even have to have any Elder Scrolls game installed. They should be compatible with everything. However, these Icons were made for Windows (windows .ico format), so they may look funky on a Ma...
8157	Terrible Mod	Miscellaneous	MMH	53-14495	Mr.Help	2012-06-30	For my friend... This is a joke mod. Features include: - A new tree - A new blood texture - Vandalism
8156	Tempus Fugit Ring v1.3	Miscellaneous	MMH	53-7919	Abot	2003-10-21	This plugin adds to the player menu a ring called "Tempus Fugit" that allows one to change the game time/real time factor. The ring is not intended for, nor has a lot of use for, cheating, as real time combats/operations are not time scaled. It's purpose is to allow a more realist...
8155	Temple Teleports	Miscellaneous	MMH	53-9362	Darkelfguy	2004-03-22	
8154	Telvanni Vaults Expanded	Miscellaneous	MMH	53-14357	Slaanesh the Corruptor	2011-08-16	Embark upon a quest to raid a dungeon, is what you must be thinking. Fear not, this is no dungeon mod, but an enhancement to the vanilla Telvanni Vault in Vivec! Now, you will face countless perils, die many times, and wish to strange me with my own entrails! But, should you have the skill, deter...
8153	Telvanni Racist Guards	Miscellaneous	MMH	53-10731	Vagor	2006-08-09	Adds a response, unless you're an Argonian, when you're arrested by a Telvanni Guard, which lets you tell them that it wasn't you, but an Argonian. You'll have to pay a little bit, but won't have to return stolen goods.
8152	Telindil, Armour Trader	Miscellaneous	MMH	53-12478	aged hippy	2008-01-16	This plugin adds Telindil, an Altmer Armour Trader to Seyda Neen. He has 5000 gold, and loves everyone, so he'll pay you a reasonable price for your armour. He can also carry out repairs for you, as well as selling you repair equipment.
8151	Tejón's Gold Weight v1.01	Miscellaneous	MMH	53-8921	Tejón	2005-05-07	Adds weight to gold in a non-broken way. Version 1.01 returns the feature "weights cannot be sold" that magically disappeared from the first submit.
8150	Tapistry forThe Inwah	Miscellaneous	MMH	53-746	Unknown	2009-04-06	Ok here is sort of a rug I made the mistake of making it on a bloody taperistry, not a rug. Anyway here is this one and I will make one on a proper rug mesh in the morning You know how to install it....
8149	Take my place v1.2	Miscellaneous	MMH	53-13809	Abot	2010-01-09	The problem of people blocking your way in narrow passages is a little annoying in Morrowind. NPC will have the ". Take my place" dialog topic, and friendly NPCs should take your place when asked. Credits: This mod is clearly inspired by Noirgrim's NPC Move mod, and w...
8148	Taddeus' Mods Archive	Miscellaneous	MMH	53-7248	Taddeus	2012-08-14	This is a grab bag of mods from Taddeus and Nymeria's Hideout.
8147	TABLE	Miscellaneous	MMH	53-4222	Unknown	2009-05-12	
8146	Silverdyne's Vampire Mod	Miscellaneous	MMH	53-8137	Silverdyne	2002-07-02	
8145	Swervo Random the Gambler	Miscellaneous	MMH	53-8199	Dale French	2002-07-10	
8144	swan bed	Miscellaneous	MMH	53-597	Unknown	2009-04-06	
8143	Svana 1.1	Miscellaneous	MMH	53-1166	Valstorm	2009-04-06	Svana - By Valstorm ---- Installation ----- - Extract the files to your morrowind "/Data files" Directory - Run the Morrowind executable - Select "data files" - Activate the "Svana" plugin - Start a new game as...
8142	Suspicious Behavior	Miscellaneous	MMH	53-7697	Rizzen	2004-07-02	This plugin changes the behaviour of most guards and ordinaritors to follow you if you are sneaking.
8141	Suran Waterfront/Suran Underworld Compatibility Patch (for use with my Indy Bank/Suran Waterfront Patch)	Miscellaneous	MMH	53-14085	bryman1970	2010-09-19	This patch, along with the Indy Bank/Suran Waterfront patch, allows you to use all three mods at the same time. Where the Indy Bank/Suran Waterfront patch lowers the land so it doesn't swallow up the buildings, as well as moves the player home (which you may purchase through the bank), this mod r...

ID	Name	Category	Site	Link	Author	Date	Description
8140	Summon Vivec	Miscellaneous	MMH	53-7536	Hyzmarca	2004-05-19	This mod was inspired by the webcomic "The Salvation of Morrowind", by VegetaWorshipper. It adds a spell that summons a clone of Vivec. The Vivec clone wields the Soul Reaver from Legacy of Kain (Mesh, texture and Icon by Fidel). The new summon spell uses the empty self...
8139	Summon More Monsters	Miscellaneous	MMH	53-7773	DarkDragon	2003-09-01	Now you can summon nearly every original Morrowind and Tribunal creature! Go to the various Mages Guild outlets in Vvardenfell and talk to the new arrivals. They can teach you how to summon new creatures! These people can teach most of the spells, but there are a few s...
8138	Stronghold Portal	Miscellaneous	MMH	53-7365	Rob Berryhill	2002-05-28	This plugin will add a room to Caius Cosades's house. After your Stronghold completes its 2nd stage of construction 3 portals appear--one to each of the 3 strongholds. Each stronghold has a portal to Cosades's house as well.
8137	Strip For Me	Miscellaneous	MMH	53-8854	Spiney	2003-05-28	A tiny mod that introduces a new key phrase, via a 100 disposition greeting, that makes a request for an NPC to disrobe. Those that love you, gladly comply. Those that don't know you, or don't think much of you, will be slightly offended, and give a disposi...
8136	Striderports	Miscellaneous	MMH	53-15222	basswalker	2014-06-15	This mod adds shelter from the rain, benches, tables and some other clutter and misc items to ALL the strider ports in the game. Just to make them look less boring and barren. It should not interfere with ANY other mod. I have never seen another mod that altered the strider ports, which is w...
8135	Stream Mod	Miscellaneous	MMH	53-10755	escatos	2006-08-17	I created this really small mod because I got tired of not seeing any flowing water or streams anywhere. This mod, places a stream with fast flowing water NE of Falensarano (at "Falensarano 9,6" in the Construction Set). It has been autocleaned ...
8134	Stormcall Tech Demo Video (Non-messed up archive)	Miscellaneous	MMH	53-817	Mode_Locrian	2009-04-06	I had the idea for this weapon this afternoon as I was returning from the gym. Basically, it's a weapon with a scripted magical effect, which is much cooler than a normal enchantment. I'll let the video speak for itself (note, it is very low quality to conserve bandwidth, but it gets t...
8133	StaticNation Euro	Miscellaneous	MMH	53-426	Unknown	2009-04-06	
8132	State Based Hit Points	Miscellaneous	MMH	53-9850	HotFusion4	2005-02-26	Alters the rules by which Hit Points are calculated. HP now depends on your current Endurance score, not what your Endurance was when you leveled up. Two characters with the same Endurance and Strength scores will always have the same hit points, regardless...
8131	Stargel Nevarine Transport	Miscellaneous	MMH	53-7654	Kaghouz	2005-04-08	In the game there are three Nevarine Camps. They are the: Ahemussa Camp Eranbensimsum Camp Zainab Camp This mod makes the NPC Stargel able to transport you to the three Camps. Stargel is a Redguard. He walks around outside the Hlaalu Main B...
8130	Stalhrim and Adamantium Respawn Mod	Miscellaneous	MMH	53-9378	Hammergand	2005-01-12	This is a simple mod which makes Raw Adamantium (in Tribunal) and Raw Stalhrim (in Bloodmoon) respawn over a period of time. Useful if you want a full set of the armour and cannot find the items any where else - this allows you to be able to have a full set made for you.
8129	Square Pack	Miscellaneous	MMH	53-5095	Cody Zimmerman	2009-05-12	Not the most balanced of characters, but then, Sephiroth isn't your average character.
8128	Spuzzum's Starting Equipment v4.0	Miscellaneous	MMH	53-14947	Spuzzum	2013-08-29	When you start a new game, you'll go through all the usual steps. However, once you leave the Census and Excise office, you'll encounter an Imperial Champion who'll hand over a bunch of goods that'll benefit you in whatever profession you have. The equipment is sele...
8127	Spuzzum's Starting Equipment (LITE)	Miscellaneous	MMH	53-8690	Spuzzum	2003-03-03	(LITE DOWNLOAD -- Contains no retextured files.) A basic starting equipment plugin that gives new characters gear to start their long journey to Red Mountain. It's simple, balanced, clean, tested, grammatically- and typographically-correct, true to the ...
8126	Spuzzum's Interior Daylight v1.0	Miscellaneous	MMH	53-8941	Spuzzum	2003-06-25	Adds a subtle but very good-looking glow effect to many interior windows During the day time, these windows will glow with daylight; at night, they will be dark. At 5 AM, the windows will gradually fade in from complete darkness up to complete brightness at 7 AM, remain bright until 7 PM, then gr...
8125	Splash Screen Addon	Miscellaneous	MMH	53-13263	Alaisiagae	2009-02-20	Adds Bethesda-style splash screens for Tribunal and Bloodmoon. Also adds a few more Morrowind splash screens. Details ===== This mod adds several splash screens to the game, done in the style of the Bethesda Splash Screens. There are several screens each for Trib...
8124	Spellmaking	Miscellaneous	MMH	53-9152	gakeen	2004-01-26	This mod adds the possibility for the player to do spellmaking by himself and I hope you will enjoy this. IMPORTANT: READ THE INCLUDED README FILE !!!
8123	special stuff	Miscellaneous	MMH	53-431	Unknown	2009-04-06	Salvaged Mods TES III - Morrowind This plugin was originally hosted at Gamers Roam and might possibly have been at Morrowinfiles. The author is not known and the mod has not been playtested before re-uploading. You may therefore wish to look at L...
8122	South Wall, Den of Iniquity	Miscellaneous	MMH	53-13449	Balathustrius	2009-06-03	This mod revamps the South Wall Cornerclub with the goal of creating an atmospheric and believable base for the Thieves Guild to operate in at Balmora. Adds several new NPCs, quests, and hopefully enlivens the general atmosphere. Changelog:1.4 Some fixes, some new addition...
8121	Sourcesan's Prison Ship Revamp	Miscellaneous	MMH	53-12753	Sourcesan	2008-06-05	Hello and welcome to Sourcesan's Prison Boat Revamp v1.0!1's readme file written by yours truly. This mod is used primarily as a way to enhance the Prison Boat that you begin on in such a way that it actually looks like a pri...
8120	Soul Gem Harvesting	Miscellaneous	MMH	53-13653	Mask*DeMasque	2009-09-07	This mod aims to make soul gems easier to obtain, without having to find a shop to buy them, or go out and kill some Bonelords for them. This replaces all of the existing Giant Purple Crystals in Morrowind, and makes them harvestable, like Raw Ebony or Raw Glass.
8119	Sotha Sil Dome of Serlyn fix	Miscellaneous	MMH	53-10096	Kane	2005-08-31	The small mod will fix a graphics error caused by some ATI graphics cards in the Dome of Serlyn, Sotha Sil, computers with ATI Radeon 7500-8500 may encounter the error of seeing a blank screen when inside the dome, this is caused by the setting of fog in this room. Hope you find thi...
8118	Solstheim Undialog	Miscellaneous	MMH	53-9235	SeekerVI	2004-02-20	This tiny "mod" shifts the mainland subject of "Solstheim to the NW corner of Vardenfal, to all units in the Imperial Legion, and the Character Generation Captain Minor changes were made to some of the dialog itself. This mod aims to free most of Vvardenfal from ...
8117	Solstheim Lite	Miscellaneous	MMH	53-13695	Hobbit#3	2009-10-06	Solstheim Lite is something I created out of necessity. Exploring Solstheim, I found that my FPS significantly dropped, even at times my computer would crash, due too an overload of objects. So, out necessity I created this mod. What does it do? It removes a lot of the unneeded clutter in the wil...
8116	Solstheim Alternnate Beginning	Miscellaneous	MMH	53-13608	Midgetalien	2009-08-20	Solstheim Alternate Beginning v7 Midgetalien ===== Installing the Plugin === Install to your morrowind datafiles directory.
8115	SND/TLGHM Resolver	Miscellaneous	MMH	53-7585	Noctuminumbra	2004-05-26	This is a simple landscaping mod that resolves the conflict between Seyda Neen Docks and The Latest Greatest Housing Mod. The holes in the land have been eliminated. The problem with the residential area added by Seyda Neen Docks being partially flooded has also been resolved. The l...
8114	SnakeBitten's Weird Morrowind-Bike	Miscellaneous	MMH	53-12051	SnakeBitten	2012-11-25	This is just the bike I made...Its highpoly for MW.Altogether its about 12000 polys. So this is not a plugin for roleplaying as it doesnt look good moving...its just for looking at and to give you the idea of how I did it...very simple acutally as you will see..Go to the Dwemer ruins next to For...
8113	Smith's Services & Daedric Forge	Miscellaneous	MMH	53-11533	Arcimaestro Antares, C-Euro	2007-09-17	This download includes 2 esp file and 2 README: "Smith's Seivices", by Arcimaestro Antares and "Daedric Forge" by C-Euro. Even if they are presented as 2 files, they are part of an unique project. *****Smith's Services***** With th...
8112	Smite's Werewolves vSP5-29-2005	Miscellaneous	MMH	53-12368	Smite_Plight	2013-03-25	I seem to have lost all my wolf files except for those left as an internal release on 5/19/2006. Since it looks like the mcasmods project is thoroughly done without releasing werewolves 2.0 I'm gonna releasethese guys as is. If you have MCASMODS WEREWOLVES installed then install L...
8111	Skeletal Mannequins v1.0	Miscellaneous	MMH	53-4006	Grumblepunk	2009-05-12	===== Skeletal Mannequins Grumblepunk grumblepunk@hotmail.com Current Version: 1.0 ===== This adds a tower to Pelagiad (well, technically Ascadian Isles: 1,-7) that is owned by a quiet young woman named Audrey. She is a Mage ...
8110	Skeldale House (MTM)	Miscellaneous	MMH	53-8700	(The) Merry Piper	2003-03-06	Adds support for hessi9's multiple teleport marking to "Skeldale House" (Seyda Neen). This mini-mod will allow you to use hessi9's Multiple TeleportMarking module with mod Skeldale House. You must have Tribunal, Skeldale House, and Multiple Teleport Markin...
8109	SK Partners Open	Miscellaneous	MMH	53-7928	Skullhunter	2004-04-23	Removes the dialogue entries preventing same-sex relationships in the CM Partners2.2 mod, changes the kissing sound, shortens the blackout time when responding to the "loving" topic and changes the sound associated with it.
8108	Sixth House transportation system	Miscellaneous	MMH	53-11057	wogya	2007-02-13	This mod adds a transportation system between the Sixth House bases, and a small quest to get access to this system. The transportation system uses the sixth house bells, there's nineteen unique tunes that teleport you to the nineteen bases. This mod does not work with En...
8107	Sitting animations - bar and throne	Miscellaneous	MMH	53-6680	Arcimaestro Antares	2011-02-14	there are 2 files to download here - sitting at bar> This mod adds 2 animated drunken in Caldera, Shenk's Shovel. It is a modder resource for your own mods. VIDEO
8106	Sit down in Morrowind	Miscellaneous	MMH	53-18	RuneThoughts	2011-03-02	Sit_down_in_Morrowind a modification für TES 3 - Morrowind (c) 2004 by Pam (RuneThoughts) contact : pam@iladron.de HP: http://iladron.de for those with german-knowledge...
8105	Simply Fish	Miscellaneous	MMH	53-13391	Princess Stomper	2009-05-02	One of my smallest, simplest mods. Adds a fishing pole called Simple Fishing Pole for sale in Thongar's Tradehouse in Khuul, and Fatleg's Drop Off in Hla Oad. The pole has a script with a random result - a catch will add fish scales to the player's inventory. ...
8104	Silence	Miscellaneous	MMH	53-14276	Jyggalag117	2011-04-07	This plug-in makes so you can not speak to NPC's when silenced
8103	SignPosts	Miscellaneous	MMH	53-6556	WolfTwins	2010-10-02	Original by ElBundee (RealSignposts). Reskinned by Voltayre (Weatheredsigns). Modded by Acrilix (Acrilix's Hi-res Signs). Moved meshes & textures to SP folders ☐...
8102	Sidhe	Miscellaneous	MMH	53-4651	Unknown	2009-05-12	Sidhe Race Pack Includes a new Race, Class, and Birthsign for Morrowind. Not designed or tested for or with Tribunal. - - - - - Installation - - - - - Unzip the Sidhe.Zip file to the Morrowind/Data Files Directory.

Id	Name	Category	Site	Link	Author	Date	Description
8101	Ships of the Imperial Navy	Miscellaneous	MMH	53-9475	Neoptolemus	2004-04-07	This mod places the wonderful Galleon model by Dogle in various places around Vvardenfell, crewed by Imperial sailors. You will see the Galleon at Ebonheart, Wolverine Hall, Dagon Fel, Seyda Neen and Fort Frostmoth (if you use the Bloodmoon version). All s...
8100	Ship-Boat Retrofit	Miscellaneous	MMH	53-6777	ddfields	2011-08-05	Ship-Boat Retrofit v1 ===== I really noticed how old, worn and grungy the vessels were after applying Connary's hull textures and decided that no respectable shipmaster would <...
8099	Shinigami's Notebook	Miscellaneous	MMH	53-14142	Mordigant	2010-10-25	Shinigami's Notebook is based on the anime Death Note. It adds the Shinigami's Notebook, a powerful artifact. It will also cause the notebook's owner, a Death God known as Shinigami, to follow the player and assist in combat. The book can be found in the Morag Tong base in Ald-ruhn. <...
8098	Shelves for Bob's Armory	Miscellaneous	MMH	53-7727	theGreatNothing	2005-06-17	My mod modifies Mr. Dave's "Bob's Armory"-Mod. It adds shelves to the armory to make it easier for the player to choose his clothing. All clothes are lined up in shelves.
8097	Shadowscales Voiced	Miscellaneous	MMH	53-14076	Jadefang	2010-09-06	This voice assigns to the Shadowscale race by Xenn the voice files of regular Argonians. Now NPC Shadowscales will greet you audibly, and your PC Shadowscale will grunt when getting hit.
8096	Seyda Neen Fast Travel by Sea	Miscellaneous	MMH	53-8036	Elfan	2002-06-21	
8095	seyda neen bridge improvement	Miscellaneous	MMH	53-14539	argusvga	2012-08-03	this mod simply changes the bridge in seyda neen to a stone bridge
8094	Sextants v1.01	Miscellaneous	MMH	53-4007	Abot	2009-05-12	Tribunal/Bloodmoon engine required Among the items brought to Morrowind by the empire, sextants are perhaps the most valued... especially by pawnbrokers who eagerly try to buy them from any drunken imperial sailor they meet. This plugin adds to Morrowind several sextants, al...
8093	SellnSail Galleon v1.0	Miscellaneous	MMH	53-3664	Emberwolf, Solanaceae	2010-10-21	How to get to the merchant island to purchase your vessels... The island is located just northwest of Gnaar Mok. Once you reach Gnaar Mok, head west around the Hlaalu style building and look for a lonely Argonian standing near his longboat. He can take you to the island where the Sell ...
8092	SellnSail Bloodmoon addon v1.0	Miscellaneous	MMH	53-1298	Detritus2004	2009-04-06	[color=#ff0000]Requires Bloodmoon, Tribunal and SellnSailGalleon by Emberwolf etal.[/color] What it does: Adds Fort Frostmoth and the Skaal Village to the list of Ship Fast Travel destinations in SellnSail Galleon.
8091	SellnSail Bloodmoon Add On	Miscellaneous	MMH	53-15659	Detritus2004	2018-08-11	Adds Fort Frostmoth and the Skaal Village to list of destinations for the sell n sail galleon
8090	Sell 'nSail Bloodmoon addon v1.0	Miscellaneous	MMH	53-7615	detritus2004	2004-06-01	Adds Fort Frostmoth and the Skaal Village to the list of Ship Fast Travel destinations in SellnSail Galleon.
8089	Secrets of Vvandenfell	Miscellaneous	MMH	53-2139	Ironed Maidens	2009-04-19	This is an OLD, OLD, mod I was working on, but never got around to finishing. Adds a LOT of new hidden things to the world, arrows in trees, hidden stashes in the wilderness, uniquely placed weapons and armor, the works. So, feel free to use it as you see fits, either for playing in-game or to wo...
8088	Secret Master's Apparatus Hunt	Miscellaneous	MMH	53-11370	dragonfire69691	2007-07-10	The Secret Master's Apparatus Hunt adds the four secret master's apparatus items to the game. They are found in Dwemer Ruins. Have fun finding them!
8087	Secret Bridge v2.0	Miscellaneous	MMH	53-13285	Thondur	2009-02-28	A set of rope bridges that connect Vvardenfell to Telvannis mainland can be found just East of Tel Mora. For those who like to get around on horse back like myself. Hint! There is a ford a little ways south of Tel Vos or almost straight east of the Pegas horse ranch. There is a pile o...
8086	Secret Bridge v0.1	Miscellaneous	MMH	53-12391	Thondur	2013-04-04	If you like to get around on horse back as I do, then you can find a set of rope bridges just east of Tel Mora to cross the big pond to Telvannis. I did NOT alter the map by the Tamriel Rebuild Team in the least since I did not have access or permission to their map, but the connection works quit...
8085	seaquest sub stand alone	Miscellaneous	MMH	53-3957	Mighty Joe Young, BungaDunga	2009-05-12	From the readme: i fix it to be a stand alone mod as lots wanted it to be compatible with others in seyda neen u can buy it...mjoy thx to madmax for letting me modified it[script] and bunga dunga for the hard work of modifying it
8084	seaquest stand alone	Miscellaneous	MMH	53-3960	Mighty Joe Young	2009-05-12	i made a undersea mod with robot companions,all kinds to buy or find,there is tons of kалlop to get also. if u want to look for them there is a suit u can buy at the shops location - east of seyda neen
8083	Seaquest part 2	Miscellaneous	MMH	53-3976	Mighty Joe Young	2009-05-12	This part 2 of 2 contains the Meshes, sounds, and the esp.
8082	Seaquest part 1	Miscellaneous	MMH	53-3930	Mighty Joe Young	2009-05-12	This part 1 of 2 parts contains the icons, readmes, music, and textures.
8081	Scurlock v1.0	Miscellaneous	MMH	53-12155	The Scriptorium	2013-02-02	This is the Morrowind Summit font.
8080	Scroll Making	Miscellaneous	MMH	53-8906	Gara Attila	2003-08-08	With this plugin you can make scrolls! All you need is a soulgem with a soul, and you enchant a blank scroll, which can be bought in a Mage Guild from an enchanter. A blank scroll has 100 enchantable points and can be cast once only, as any other scroll. Faction member...
8079	Scroll Icons (MW version)	Miscellaneous	MMH	53-8652	Erasmus	2003-06-15	This is a mod that assigns a new, and for the most part, unique 3d rendered icon for each scroll in your inventory, telling you at a glance what kind of spells you have in your arsenal, exactly the same as my Scrolls plug in, (Tribunal). see readme for info.
8078	Scout's Services - Solstheim	Miscellaneous	MMH	53-13126	Arcimaestro Antares	2008-12-30	With this mod, there are 4 NPCs in Solstheim that can transport you to most of the places of the island. There is a Npc in each of the 4 major settlements (Fort Frostmoth, Thirsk, Skaal Village, and Raven Rock). To know who these Npcs are, talk to the people around about the new topic...
8077	Scout's Services	Miscellaneous	MMH	53-11389	Arcimaestro Antares	2007-07-20	*Devoted to all the players (like me) that have spent many hours of their lives, trying to find a cavern, a shrine or whatever it was.* ***** With this plugin, you may hire a scout to transport you to mos...
8076	Scatter Mod	Miscellaneous	MMH	53-1958	Number One	2009-04-06	You exit the docks of Seyda Neen, complete a few menial tasks there, and race off to take all of the powerful artifacts you possessed the last 5 times you beat Morrowind. One of the least re-playable aspects about this game is that you already know where all of the items are. This mod ...
8075	Save Reminder	Miscellaneous	MMH	53-12959	FinalFrog	2008-10-02	Purpose: Reminds you to save your game every X minutes for forgetful folk like me. =D Use: Just place Save Reminder.esp into the Data Files folder in your Morrowind directory and activate it like any other mod. A menu should pop up when you load your saved game or start a...
8074	Salty Goblin	Miscellaneous	MMH	53-8255	Grimmr	2002-07-25	
8073	Rubix Temple	Miscellaneous	MMH	53-9174	NukeouT	2004-02-06	Adds a temple somewhere on the southern coast of Solstheim - the temple of Rubix the god of all, before anything was really... anything. Within dwells the mysterious cult of the Rubixiates, who have completley devoted their lives to his cause. This mod featu...
8072	RRs Flying Home	Miscellaneous	MMH	53-568	Unknown	2009-04-06	Raving Riddler's Flying Home Mod v1.0 ===== Background ===== This is my first mod. It adds a couple of buildings and flying islands and stuff. There is a door hidden under the scaffolds around Arriles Tradehouse that will teleport you there....
8071	Rose Cottage/Wayfarer's Rest Landscape Fix	Miscellaneous	MMH	53-13805	Notaricon	2010-01-03	A simple fix, which addresses the seams created in the landscape around Baratheon79's Wayfarer's Rest and Korana's Ascadian Rose Cottage, when the plugins are used simultaneously. Cleaned with TESAME.
8070	Roadmod Vivec - Suran	Miscellaneous	MMH	53-9601	Heremod Production	2005-03-06	This mod adds a new road to connect Vivec and Suran. Originally only way to get to Suran from Vivec was through Pelagiad (on foot that is, flying and swimming are different). Very long and very uncomfortable, especially with companions who requires roads or solid ground to travel. T...
8069	Roadmod Odai River - Bitter Coast	Miscellaneous	MMH	53-9767	Heremod production	2005-03-14	This is the third part of my roadmod series. Aim of this work is to make it easier to travel in Vvardenfell with companions which require solid ground to travel. These human beings or creatures usually cannot swim or climb deep slopes. This is why roads are esse...
8068	Roadmod Gnisiss	Miscellaneous	MMH	53-9643	Heremod production	2005-03-08	This mod adds a new road east from Gnisiss near Fort Darius. Without the fog you could easily see the Fort Darius from the road. This road makes it a lot easier to travel between Gnisiss and southern parts of the island. Earlier the only way was to go all the way ...
8067	Ring of Stronghold Return	Miscellaneous	MMH	53-8175	Harmeister	2002-07-05	This plug-in adds one object to your stronghold, a ring on your bed. When you equip this ring, it will allow you to return to your stronghold at any time from anywhere, for the cost of just 15 magicka!
8066	Regrettab's Screen Splash Pack	Miscellaneous	MMH	53-12972	RegrettableCouncil.2	2008-10-17	This will supply you with 12 splash screens to replace or join your original splashes. I've scanned the .rar file for viruses and there should be none, and it has no effect on the game itself. Readme explains how to install. Changelog...
8065	Regionally Known Werewolves v1.0	Miscellaneous	MMH	53-9772	Zennorious	2004-08-29	Do you hate when you change to werewolf form or back and somebody sees you then the whole world gets to know you are a werewolf and nobody speaks to you anymore and everybody attacks you? The only way to make the NPCs friendly again was to load back a previous savegame or cure yours...
8064	Regionally Known Criminals v1.1	Miscellaneous	MMH	53-10028	Zennorious	2005-07-03	This mod will make crime on Morrowind region dependent. This means that after you commit a crime in Balmora people in Caldera won't know about your crimes, but when you go back to Balmora you will get your bounty back. After a certain crime level people in other towns will also hear a...
8063	Regeneration	Miscellaneous	MMH	53-7449	Patrick 'Zero-nt-' Martin	2002-06-05	Now, when begin your adventure through Morrowind, you will have a very basic ability to heal over time. This makes those accustomed to other RPG games feel a bit more at home. Because I wanted to focus on the original idea that skill has more importance than level, Rege...
8062	Regen	Miscellaneous	MMH	53-8773	Paco DeQuink	2003-04-02	This mod regenerates the player's magicka and health. Magicka regeneration depends on Intelligence and Willpower. Players with fortified magicka gain a 50% bonus to regeneration rate. Health regenerates based on Endurance. Hea...
8061	Redoran Vaults Expanded	Miscellaneous	MMH	53-14354	Slaanesh the Corruptor	2011-08-10	Embark upon a quest to raid a dungeon, is what you must be thinking. Fear not, this is no dungeon mod, but an enhancement to the vanilla Redoran Vault in Vivec! Now, you will face countless perils, die many times, and wish to strange me with my own entrails! But, should you have the skill, determ...

ID	Name	Category	Site	Link	Author	Date	Description
8060	Recolored Status Bars	Miscellaneous	MMH	53-11012	Chris M.	2007-01-23	Ever get sick of the same old colors for your Health, Magicka, and Fatigue? Well, I do. If you would like different colored Health, Magicka, and Fatigue bars, then this is the download for you. Instructions come with the download. If you request me to change the colors and then rerelease it, I wi...
8059	Realistic Weather	Miscellaneous	MMH	53-9645	Tarnsman	2005-03-09	Realistic Weather just simply changes the weather in Morrowind to be more appropriate for the different regions. For example, the Bitter Coast gets more rain and fog because it is a moist lowland. Version 2.0 merges the two weather mods by Mal'isirion [Realistic Weather and Expansio...
8058	Real-Time Drivable Porsche	Miscellaneous	MMH	53-12039	BungaDunga, JamesW	2012-11-25	THE ELDER SCROLLS 3: MORROWIND *** Real-Time Drivable Porsche By BungaDunga and JamesW Version 1.0 * ...
8057	Real Time Updating	Miscellaneous	MMH	53-11024	Fliggerty, Yacoby	2007-01-27	This plugin will get the current time from your computer's system clock and set Morrowind's clock to match. So the time of day that you are experiencing will be the same time in the game. There is a second set of files that can be used if you wish to also synchronize...
8056	Real Signposts	Miscellaneous	MMH	53-7400	ElBundee	2003-06-15	Real Signposts replaces the boring original signposts by signposts you can actually read using dds textures with the names of the locations. See readme for info
8055	Real Gold Colored Coins	Miscellaneous	MMH	53-8474	Allen R. Dunn	2002-10-18	This plugin will change the green gold in the game to a a more gold colored look.
8054	Real Alchemy Chart	Miscellaneous	MMH	53-7510	GlassBoy	2003-05-26	Want to make potions faster and easier? This Alchemy chart doesn't make you play matching games. In this chart you look up the 'one purpose' potion you want to make, and see the possible ingredients you can use to make it. Works fast! Also has a ...
8053	Readable Scrolls	Miscellaneous	MMH	53-9315	Mgs0008b221	2004-03-08	This mod changes writings of all the scrolls to a readable font. Now you can actually see what the scrolls say, instead of being in Daedric gibberish.
8052	Ravenous Hunger	Miscellaneous	MMH	53-13593	Wolvmán	2009-08-16	Ravenous Hunger is a complete overhaul of Bloodmoon's lycanthropy system. It adds new lycanthrope variants and gives the old system a fresh new start. Nearly every aspect of the original lycanthropy system has been changed or improved in some way. Also Note: This is a be...
8051	Ravenloft Enhanced	Miscellaneous	MMH	53-13621	ninjakreborn	2009-08-23	An "Addon" to Ravenloft. Permission was obtained before creating this. Many more upgrades, fixes, additional features, and expansions on the way as well. Changelog:1.5 --- - More grammar/spelling fixes. - ...
8050	Rangers Splash Pack	Miscellaneous	MMH	53-11015	ForestRanger	2007-01-24	A collection of 9 splash screens for The Elder Scrolls III: Morrowind. They stick to the design of the original Bethesda images.
8049	Rainforrest of the Bittercoast	Miscellaneous	MMH	53-10251	the viKING	2005-11-14	This mod is the first mod of the Nature of Morrowind mods. It is a quite simple mod. It makes the swamps of the bittercoast to a thick forest. (it is still a swamp...)
8048	Racer Recursion v1.0	Miscellaneous	MMH	53-12073	Trainwiz, Satan	2012-12-11	Whenever one cliff racer dies, two take its place. [youtube]54rXsrZrchQ[/youtube]
8047	Race Vision	Miscellaneous	MMH	53-9388	AverageCherub	2004-03-14	I'm an avid roleplayer and don't like unbalancing effects so this is just a little tweak to the way the races view the world. I added varying degrees of night vision to the non-humunoid races. Really it's just because it never made sense that a Breton...
8046	Raccoon City	Miscellaneous	MMH	53-12488	akman95	2008-01-21	This mod makes Balmora filled with zombies(corpus stalkers) not extremely filled but still fun really fun with the rifle and revolver mod
8045	R_a_p_t_o_r Werewolf Mods	Miscellaneous	MMH	53-9064	R_a_p_t_o_r	2004-01-05	More Werewolves: adds more Werewolves to the game, some of the original people from Vvardefell will turn into a hostile werewolf at night, and become a weak, friendly commoner again when the night ends...also adds adventurers who are werewolves all over Vvardenfell. You ...
8044	Quest-starter	Miscellaneous	MMH	53-10444	wrnch7jr	2006-02-25	This is a mod that has landmasses you can create a quest with, so that you don't have to take the time to add the land yourself. Changelog:-added 4 cells of land. -took out random useless items. -reduced filesize -small changes to readme ...
8043	Quest Log	Miscellaneous	MMH	53-8627	casually	2003-01-17	A very simple Quest Log, an almost empty table in .rtf format that helps you sort out your quests without control+alt+delete out to a separate program.. See readme for info
8042	Pyrotechnia Modders Resource	Miscellaneous	MMH	53-11543	Eviltechie	2007-09-21	This is a release of the current work completed on the Pyrotechnia mod. It is being released because I no longer have the time to devote to modding. Hopefully it will be of some use in enhancing other's mods, or will be picked-up by someone who wants to finish and release it. <...
8041	Pyramid Trailer	Miscellaneous	MMH	53-1786	SinisterDeath Productions	2009-04-06	Island of the Ancients The Pyramid of ShanTal.wmv
8040	Pwin's Vampire Attacks	Miscellaneous	MMH	53-12868	Pwin	2008-08-13	This is meant to work with Vampire Embrace. Now whenever you are asleep between the hours of 8pm to 6am, you may wake up with the Porphyric Hemophilia ===== Pwin's Vampire Attacks by Pwin (duh) =====
8039	PS1.1 Bloom	Miscellaneous	MMH	53-12904	peachykeen	2008-08-31	Adds two PS 1.1 bloom shaders for MGE. Being shader model 1.1, both shaders can run on any video card that supports Morrowind's native water shader, and have little to no FPS hit on systems made within the last 5-6 years. The 3 versions of this all function about the same...
8038	Private Mobile Base Addon Pack	Miscellaneous	MMH	53-10068	Nemo	2005-08-05	This pack of plugins will only add some functions to the Private Mobile base, which is made by HenkBein. For starters, I am new at making readme's because I only use these for myself, and I dont expect any updates from this one, I only thought maybe people will like these. The reason I created th...
8037	Preferable Shield Effects	Miscellaneous	MMH	53-15322	Pisk	2015-01-24	Contents: 1. Details and description 2. Installation and uninstallation 3. Save games 4. Credits 5. Permissions 1. Details and description: This will disable the magic egg effects from the four shield spells and enchantments in game. This is pluginl...
8036	Potion of the Tribunal Hero	Miscellaneous	MMH	53-11268	FireDrakeArchon	2007-05-27	This plugin creates a potion that does the same as the previous one, but for tribunal. This was made with permission from Nix(or whatever his name is(lol)),and it saves time with completing the mq for tribunal.
8035	Plastic Effect Reduction-Tribunal	Miscellaneous	MMH	53-8541	Saralas	2002-11-25	Removes the plastic look from magic equip. Created by Saralas...Solution by LDones...Fixed by MP*Canus update now works properly with Tribunal - see readme for info
8034	Pjstaab's Random Items	Miscellaneous	MMH	53-11284	Pjstaab	2007-06-03	This mod adds items to leveled lists that have a generic weapon effect and naming to them. Be sure to merge leveled lists. Changelog:1.0 Initial Release
8033	Pillows n Bricks	Miscellaneous	MMH	53-8405	Bloodknight33	2002-09-17	Are you able to solve the Pillow Riddle? If so, you will find the legendary Pillow Vault totally loaded with Pillows For all of you who are building a Pillow House and need more Pillows there is also a Pillow Generator that generates 10 Pillows for 100 Gold. Inside...
8032	Pillow Fortress	Miscellaneous	MMH	53-8939	Erebr	2003-06-23	This is a "house mod" that features a unique new house that is *completely* customizable. Well over 1000 pillows make up your new fortress which may or may not have an impact on slower systems; consider yourself warned - The fortress is locate...
8031	Piece of My Heart Security Skill Practice v1.01	Miscellaneous	MMH	53-1181	Curmudgeon	2009-04-06	The Elder Scrolls III MORROWIND - Tribunal - Bloodmoon "Piece of My Heart" Security Skill Practice Plugin (PoMHSSP) Version 1.01** (2004.7.26) - by Curmudgeon (can be sent a PM on the ES Forums)<...
8030	Persuasion Response Expansion	Miscellaneous	MMH	53-8116	GlassBoy, Grundulum	2003-05-26	This mod makes persuading NPC's FAR more diverse and enjoyable. I have added hundreds of new responses (some are comical) to all NPCs for their list of admire responses. Now there is a separate response for every disposition that you bring the NPC to, (Save for disposition...
8029	Personal Possessions	Miscellaneous	MMH	53-12733	Sonic Death Monkey	2008-05-22	This mod adds a chest, labeled "Your Possessions" to the census office at the beggining of Morrowind after the point where you've created your character. This chest will contain some basic starter items dependant on which skills you chose to be your major and minor skills (or those which are natu...
8028	Perks	Miscellaneous	MMH	53-6255	Alex aka Falador wiz1	2009-09-07	Perks Mod/Proficiency Mod By: Falador wiz1 * 1. Description 2. Files 3. My Projects 4. Playing the Plugin *
8027	Pelagiad Stiltstrider	Miscellaneous	MMH	53-9580	Nedius	2004-04-28	Simple little mod that puts a stilt strider port just outside Peliagad. Saves a little time...
8026	pcc mudcrab door	Miscellaneous	MMH	53-5007	pcc aka Blockhead	2009-05-12	readme for mudcrab_door.esp This is a plugin for Morrowind that lets you walk to the mudcrab from Balmora. To install, copy the .esp file to the "data files" directory off of your Morrowind directory. When you next run morrowind, click "data files" and select the "mudcr...
8025	Patriarch's Privileges	Miscellaneous	MMH	53-11308	Arcimaestro Antares	2007-06-24	**** With this plugin, As member of the Temple, you may: - teach some disciplines to the lower ranking members and be paid for it, As master of the Temple, moreover you may: - ...
8024	Passing time while reading	Miscellaneous	MMH	53-12832	Jac	2008-07-26	This mod advances the game clock whenever you read a book equipped from your inventory, the actual time is randomly chosen to be either one, two or three hours. Books activated from the game world will not advance the game clock. This mod simulates the passage of time while reading. [b...
8023	Particle Shroom Trees	Miscellaneous	MMH	53-13240	Hollow_Fang	2009-02-08	Particle Shroom Trees Hollow_Fang replaces the FL... 1.2 1 WHAT DOES IT DO: It and
8022	Partial Data Structures	Miscellaneous	MMH	53-8387	Cerda	2002-08-28	Partial Morrowind data files structures description.
8021	Paper Fix	Miscellaneous	MMH	53-9578	Super 17	2004-04-24	After a suggestion from someone at the Summit, I have created different qualities of scroll paper, with varying enchantment points. The highest has 60 points on it. All can be bought from a NPC named Nareb in the Balmora Mages Guild and Salvar in the ...
8020	Palm trees and anvil	Miscellaneous	MMH	53-1066	Unknown	2009-04-06	

Id	Name	Category	Site	Link	Author	Date	Description
8019	Ownership Indicator v1.0	Miscellaneous	MMH	53-11217	Yacoby	2007-05-02	When you look at a object that has a owner, the crosshair will turn red. This allows you see easily what is free for the taking. This may require a graphics card with a ShaderModel 1.4 or above. This requires Morrowind Graphics Extender, available here
8018	original sequest full v0.2	Miscellaneous	MMH	53-3940	Mighty Joe Young	2009-05-12	i made a undersea mod with robot companions,all kinds to buy or find,there is tons of kалlop to get also .if u want to look for them there is a suit u can buy at the shops location - east of seyda neen
8017	Ordinator Stop Attack	Miscellaneous	MMH	53-12916	Zobator	2008-09-07	This mod will give the ordinators a script that makes them stop attacking you when you unequip the armor. This DOESN'T remove the script from the armor. Some may find the mod unrealistic but it's better than the vanilla system, I think. And people ...
8016	Orcs vs. Elves	Miscellaneous	MMH	53-8678	walkie	2003-02-22	I've seen many people complaining about the lack of battles with more than you and a monster or two in Morrowind, and this mod simply adds one small battle between 9 orcs, 6 Wood Elves with swords and 18 with bows and arrows. It's in Grazelands 2,-1. A guy in House of ...
8015	Ollemann's Splash Screen Pack	Miscellaneous	MMH	53-10894	Ollemann	2006-11-24	A new splashscreen pack for your playing enjoyment. Installation> Easy, just drop the files in the Splash folder in your Morrowind data files. (usually C:\Program Files\Bethesda Softworks\Morrowind\Data Files\Splash). Installing or ...
8014	Old style Hircine Ring	Miscellaneous	MMH	53-9363	No one of consequence	2004-03-22	This slight scrip edit adds a property to Hircine's Ring. Now, you will not be unwillingly turned into a werewolf if you are wearing the ring at night. You can remove the ring and return to the normal forced lycanthropy. This does not interfere with the normal proper...
8013	Odai Cascade v2.5 & Dragon Falls v2.0	Miscellaneous	MMH	53-13596	Thondur	2009-08-17	This gives you a large Waterfall in the Odai gorge opposite the Odai Plateau. Basically eye candy meant to compliment Rethan Manor if you get it, or my Odai Keep if I ever finish it... really nice if you have a home on the Odai Plateau. Also adds a Switchback path from the Plateau to ...
8012	Oblivion-Style Spellcasting	Miscellaneous	MMH	53-10972	Fliggerty	2007-01-06	You are now able to cast spells while your weapon is drawn! This mod is aimed at improving Morrowind's combat by allowing you to use a fast-paced combination of melee (and ranged) weapons and spells without having to take the time to switch between weapon mode and spell mode. Th...
8011	Oblivion Game Menus	Miscellaneous	MMH	53-10151	dongle	2005-09-28	This is a texture replacement pack that will change your main Morrowind menu to the Oblivion font. You can turn it on or off easily without affecting any save games, you can also make it so roman letters popup when you hover your mouse over them, or the opposite where roman letters ...
8010	Oblivion Font	Miscellaneous	MMH	53-10127	dongle	2005-09-28	A set of Windows fonts in the Daedric alphabet. This is an improved set of Windows fonts over the one featured on the Morrowind game CD. It includes the correct Daedric letters for X and Y, plus corrects the letters D, H, J, and U to the style in use in Vvardenfell. Two...
8009	Nude System B	Miscellaneous	MMH	53-8823	ManaUser	2003-04-30	First of all, this more of a proof of concept than anything else, but I hope it's entertaining The concept is making NPCs (and to a lesser extent the world in general) react when your character is naked or only partly clothed. This is intended as a companion to whatever nude patch you may be usi...
8008	NPC Schedules, and Locks	Miscellaneous	MMH	53-15467	Brother Juniper,, LDones	2016-04-21	Two eps The first-Adds scheduals to the NPC's in many of the towns in Vvardenfel(listed below), and does not modify, in any fashion, individual NPC's(Prevents incompatibility). NPC's will go home at night, go to bars, go out at night, go shopping, go walking, and live ...
8007	NPC Move Command	Miscellaneous	MMH	53-8855	Noirgrim	2003-05-28	
8006	NPC Animations	Miscellaneous	MMH	53-12001	Qarl,, rx31	2012-11-16	Modders Resource of 60+ NPC animations, made by rx31, and packaged by Qarl.
8005	NOM Compatibility for TR map1 beta2	Miscellaneous	MMH	53-12917	Mistress Miaura	2008-09-07	This mod is OLD and currently NOT COMPATIBLE with the latest versions of TR or NOM! !!!So please do not download, but note, good news: the latest version of NOM itself adds NOM compatibility to TR foods! (download here: Necessities of Morrowind v3.03a) I may try to update this file in the ...
8004	No-Glo	Miscellaneous	MMH	53-8193	Cu	2002-07-09	A quick little change to remove the glow effect from all your magic items. Now you can be inconspicuous once more.
8003	No Tapestries for CA Complete	Miscellaneous	MMH	53-10623	Chief Stubbs	2006-06-14	Ever needed to go into Carnithus' Armamentarium, but had a youngling around, and you didn't want the child to see the suggestive tapestries? Well, this mod simply deletes those tapestries. Note: I am not sure if this works with the original Carnithus' Armamentarium, because I used it with Carnith...
8002	No Spells For Sale	Miscellaneous	MMH	53-14212	Fliggerty	2011-02-13	This simple mod only removes the spell selling option from all NPC's that have it, with the intention of making the game a bit more difficult. It is dynamic, so it will work with all trainers added by any mods or expansions.
8001	No Plastic Effect Enchanted Items	Miscellaneous	MMH	53-7704	Rhino	2004-06-23	Install in MW textures. This should completely remove the plastic effect that encompassed enchanted items. Works with both Tribunal and Bloodmoon. If you have any questions or problems regarding this file, e-mail me at: kh3mical5@hotmail.com
8000	No more beginners booty	Miscellaneous	MMH	53-10834	Outlander on Ovaltine	2006-10-12	Ever thought it was a bit too easy to have all that free stuff to grab on the way out of the Census office? This mod simply adds a new guard to the dining room area, moves the dagger to the bench in the corner (so you can steal it out of his view) and removes a couple of ...
7999	No Female Armor for Fliggerty's Armor Project	Miscellaneous	MMH	53-13819	Letrune	2010-01-21	This is a testing version! Changes and rebalancing will be made, but I wish to know where and how it need to be done. It is wise to make a copy of your save game before activating! 1. First thing to say: This little plugin is permitted...
7998	No Female Armor	Miscellaneous	MMH	53-13700	Letrune	2009-10-15	1. What is it? This is a little mod, which I made for my own fun first, but decided to publish. It is doing only one thing: makes every "feminized" armor into the "male" version of it from Morrowind, Tribunal and Bloodmoon. I made a version for the Tamriel Reb...
7997	No Dark Brotherhood Attacks	Miscellaneous	MMH	53-6715	etmorrowindb	2011-03-31	A simple mod that disables the Dark Brotherhood attacks to the player. The first time the character sleeps will be attacked, but the Assassin will immediately die. Few seconds later the journal is filled with all the passages of the TR DBAttack quests. Go to A...
7996	NinjaMonkey Good Luck Charm	Miscellaneous	MMH	53-1207	SiriusSnape	2009-04-06	NinjaMonkey Good Luck Charm ReadMe by SiriusSnape Requires: only Morrowind, but will work with other mods and expansions. Installation: You can unzip this to your Morrowind\DataFiles directory, or you can manually ...
7995	Nighttime DoorLocks-LD	Miscellaneous	MMH	53-8744	LDones	2003-06-23	Based off the mod by Rasputin, Citizens and Shopkeepers across Vvardenfell will now lock their doors at night - from 9pm to 8am, houses and shops in every city on the island are closed. (Inns, Guild Halls, certain Tradehouses, and other appropriate buildings excepted). ...
7994	New Vivec's Ashmask	Miscellaneous	MMH	53-6516	Mask*DeMasque	2010-07-31	The Elder Scrolls 3: Morrowind ----- When I first played Morrowind, I was really disappointed when I found that neither the real Ashmask of Vivec, or the fake one, could be stolen/taken. B...
7993	New Skaal Village	Miscellaneous	MMH	53-12813	theDRUNK_nord	2008-07-10	Have you ever walked around the Skaal Village and thought it was just missing that look from the rest of solstheim? I have and I decided to make a small mod for that reason. New Skaal Village adds much more flora to the Skaal village. It is packed with all kin...
7992	New Netch Adamantine Icons v1.01	Miscellaneous	MMH	53-6150	Forseti	2006-03-14	A simple little mod to give (more) unique icons to each of the armor pieces in the "Netch Adamantium Armor II" mod. Now you have a better idea about what you're buying before shelling out the drakes! I also created some new GND nifs so they look unique when you drop them too. [b...
7991	New Miscellaneous Art v1.0	Miscellaneous	MMH	53-11160	Cantina Boy	2007-03-31	This mod changes some miscellaneous art. It makes some new magic icons, inspired by Rob B.'s Alternate Enchanted Item Icons, a good mod. The second thing adds some new crosshairs, that look the same as the magic icons but smaller and partly clear, so they don't get in the...
7990	New Icons	Miscellaneous	MMH	53-8624	ManaUser	2003-01-15	The purpose of this mod is to replace those vague blobs of daedric letters that passed for spell icons before with something a little more meaningful. See readme for info.
7989	New Horizon[new ship]	Miscellaneous	MMH	53-594	Unknown	2009-04-06	another ship new horizon 1 full sails ,1 no sails,1 wreck,1 the first time i did it(not that good texture for it,still good for a wreck maybe) as for where it is =in "seyda neen",around the lighthouse,u can't misse it,as there is a few ship ankored there
7988	New Fire Damage Effect	Miscellaneous	MMH	53-9204	Mad DJ	2004-02-11	This mod replaces (only) the fire damage hit effect so that it looks better NOTE: The effect may cause framerate slowdown on older video cards. Some fixes have been done in this version.
7987	New Default Land	Miscellaneous	MMH	53-11188	Evil Weevil	2007-04-16	This mod changes the standard muddy looking default texture that you see when you go into the wilderness cells to the sand you see at the coast under the water. This mod was made to go with Vanilla Morrowind textures. See screenshot.
7986	New default icon	Miscellaneous	MMH	53-11141	Cantina Boy	2007-03-24	This changes the old default icon to a new one see the screen shot.
7985	New Bedrolls	Miscellaneous	MMH	53-9104	Calislahn	2004-02-05	This file contains 10 retextured transportable bedrolls...8 fabric and 2 fur All are available to buy from Alfric Wolfsbane. You can find him near the temple in Gnisis. Also has static models for modders.
7984	Nerevar say Nerevar	Miscellaneous	MMH	53-6952	blake	2012-07-12	The Elder Scrolls III Morrowind: Nerevar say Nerevar by blake. 1. INSTALLING THE PLUGIN ...
7983	Necessities of Morrowind - Compatibility Patches	Miscellaneous	MMH	53-14434	Taddeus	2012-02-13	This page contains compatibility patches between NoM 3 (and later versions) and several popular mods. For info on how to use them, refer to the readme contained in each patch archive.
7982	Name Change	Miscellaneous	MMH	53-8095	Sapper	2002-06-20	
7981	Mysterious Hallway- Never leave a friend behind	Miscellaneous	MMH	53-6735	Bumisking663	2011-06-05	This mod is quite simple and, if you wanted, very easy to expand. It simply adds a door to most of the towns in Vvardenfel. I made it for simpler travel and ESPECIALLY to be companion friendly as I found other in-game transportaion systems would sometimes leave them behind. It should be clean as ...
7980	My Favorites Compatible and Combined v1.4	Miscellaneous	MMH	53-3922	Dale French	2009-05-12	Type: uh . . .NPCS/QUESTS/FACTION/HOUSE/MISC/ITEMS/ARMOR/WEAPONS/ETC/ Summary: At the request of many friendly emails, I have taken all my favorite mods and merged them into one big fat one. This serves two purposes: they are all compatible, so there's no worry there, and I can just u...

Id	Name	Category	Site	Link	Author	Date	Description
7979	MW Equipment Comparison	Miscellaneous	MMH	53-8106	Mike Fay	2002-06-25	
7978	MW Character Planner	Miscellaneous	MMH	53-8087	Morpheus	2002-10-11	I have designed an interactive Excel 97 spreadsheet that will assist the player to make more well informed choices for Morrowind's custom character creation Just select the various options (race, class specialization, favorite attributes, every possible combination ...
7977	Multi Manniquins v1.2c	Miscellaneous	MMH	53-10345	Slategrey	2006-01-13	Adds manniquins. This post is for the people who wanted to use my mod Multi Manniquins V1.2 but couldnt find 1.1. It's all here. Just install and use one or the other of the included esp files. DO NOT use both.
7976	Multi Manniquins V1.2	Miscellaneous	MMH	53-815	slategrey	2009-04-06	This MOD enables you to use Manniquins with the following Bodies (regardless of which Bodypack you are using) :- A. Better bodies by Psychodog Studios B. Smoother bodies by Niero and canadian Ice C. Bethesda bodies by Bethesda Softworks Each Manniquin Body type comes ...
7975	Multi Manniquins V1.1	Miscellaneous	MMH	53-865	Slategrey	2009-04-06	Multibody Manniquins V1.1 1. Description This MOD enables you to use Manniquins with the following Bodies (regardless of which Bodypack you are using) :- A. Better bodies by Psychodog Studios B. Smoother bodies by Niero and canadian Ice C. Bethe...
7974	Multi Manniquins V1.0	Miscellaneous	MMH	53-1028	slategrey	2009-04-06	Multibody Manniquins V1.0 1. Description This MOD allows you to choose which Body type you want for your Manniquin when you drop it on the ground. a. Better Body b. Smoother Body c. Original Bethesda That cool armour you found looks ...
7973	MTC: Morrowind Trading Cards	Miscellaneous	MMH	53-13551	Danae	2009-07-19	
7972	MP3 Discman	Miscellaneous	MMH	53-8420	Bloodknight33	2002-09-16	Note: complete how to-instructions are in the readme and game itself The MP3 Discman-Plugin! features:[list] Listen to 7 different MP3s of your choice. MP3s can be changed at any time Realistic Disman system (can't listen without. Sorry...
7971	Mouse's Beast Race Balancing	Miscellaneous	MMH	53-8403	Mouse	2002-09-10	This mod offers two different plugins, each with a different way of balancing out the Beast Races in Morrowind These races really have a disability with no benefits to offset their inability to wear footwear and full helmets, so here are 2 ways to fix that and mak...
7970	Mournhold, Battle Arena II	Miscellaneous	MMH	53-2955	dongle	2009-04-24	Adds a Battle Arena to Mournhold Great Bazaar. Players can purchase tickets to watch a fight between the 12 meanest characters in all of Morrowind. This is an update of the original Battle Arena that provides you a choice of any or all of 12 contestants.
7969	Mournhold Travelling by Ship	Miscellaneous	MMH	53-9131	tsoky	2004-01-21	A simple but quite useful mod that allows travelling to Mourhold by ship directly from the Ebonheart port. It adds 2 NPC's - one in Ebonheart and one in Plaza Brindiz Dorom. This makes travelling faster (you don't have to go through all Ebonheart) ...
7968	Mournhold Signposts v0.1	Miscellaneous	MMH	53-7337	Adamant_2001	2012-08-26	This plug-in adds in Velothi style signs in Mournhold. These signs are at the gates to the different segments of the city.
7967	Mournhold / Merc transportation fix	Miscellaneous	MMH	53-8521	nick cowan	2002-11-11	This plugin allows you to travel to Mournhold and Ebonheart and still have your mercs/packrats with you Simply select "travel" from the menu when talking to the two tranporting people (whose names escape me), any comments, just email me at Sapiant@msn.com
7966	Mountable Animal (Taster)	Miscellaneous	MMH	53-8940	JDGBOLT	2003-06-23	This is the 3rd version of the mod, but that is because I have been busy trying to get all the bugs out of the mod, but in this version there are 2 esp's, a BM version and a Tribunal version. Use whichever one applies to you, if you have both, then use whichever one works best ...
7965	Mortal Dreamers	Miscellaneous	MMH	53-9666	Mmphsfncr2	2004-08-22	This mod simply prevents Dreamers from respawning which has always bothered me. From where are these people coming? The towns do not depopulate to man Dreamer-posts! This fixes that. Dreamers now stay dead. Cleaned with TESAME. Problems of a non-...
7964	Morrowind: Battle Cry	Miscellaneous	MMH	53-12706	Fliggerty	2008-05-08	Before you run into battle, pull out your weapon and let forth a wild battle cry! Throughout the history of warfare, the battle cry has been used to instill fear in the opponent, and inspire heroism within yourself. With this mod, you will have a "battle cry" k...
7963	Morrowind-Mods.org Index of /Moduploads/Euro-morrowind	Miscellaneous	MMH	53-361	MDG	2009-04-06	This is a list of mods that Morrowind-mods.org had as of 03/25/2009 in Word document format.
7962	Morrowind World Map Large part2of2	Miscellaneous	MMH	53-2444	Unknown	2009-04-24	Kukaahi's note: No readme, contains exterior images of Vvardenfell seperated by cell. Appears that it can be compiled to created a large map.
7961	Morrowind World Map Large Part1of2	Miscellaneous	MMH	53-2446	Unknown	2009-04-24	Kukaahi's note: No readme, contains images of every region in Vvardenfell seperated by cell number. Good resource for looking at a cell without going into the CS.
7960	Morrowind Treasures	Miscellaneous	MMH	53-6802	Ashiraniir	2011-10-22	This mod aims to enrich the Morrowind experience by adding more variety of things for you to find on your travels. My hope is that you will enjoy the both the search itself and the items which may be found. Some are hand-placed, and others are added to both levelled lists and merchants (through H...
7959	Morrowind Trainers Fix	Miscellaneous	MMH	53-8697	Cremo	2003-03-03	It's really too easy to level up in morrowind.. you just need money and with a trainer your mage can become the best warrior around.. With this mod this won't be possible!! Now common trainers can teach you up to 41.. while masters up to 61! If you ...
7958	Morrowind Swiss Knife Icons	Miscellaneous	MMH	53-10600	(The) Merry Piper	2006-05-23	A set of recolored "Swiss Knife" icons based upon the official Construction Set icon, recolored for the various Morrowind utilities (for example: TESAME, Morrowind List Merger, the Morrowind Interactive Map) to use for your desktop. Icon recolored in blue, green, yellow, pink, & aqua.
7957	Morrowind Rebirth v1.8	Miscellaneous	MMH	53-14267	Trancemaster_1988	2011-04-01	Return to the magical Island of Vvardenfell once more in this huge overhaul, Morrowind Rebirth. Find new enemies to fight, exciting areas to explore, gain access to new weapons to slay your foes or just roam the huge world that's out there. Whatever you do, you'll be sure to find something new an...
7956	Morrowind Radio	Miscellaneous	MMH	53-10695	GrimWeazlReaper	2006-07-27	Ever gotten tired of the "explore" music, particularly on a long journey? I did, so this adds a "radio" for the trip. 8 of your own songs go in the music folder, and just activate the radio and select one, presto you've got less boring music, that you chose. Requires 8 mp3 type music files of you...
7955	Morrowind Program Icons	Miscellaneous	MMH	53-9439	Roverine	2004-03-30	I simply extracted a bunch of icons that Morrowind Programs use into .ico format, and created 2 new ones. These are not icons for the data files icons folder, but for shortcuts on your Windows desktop, etc.
7954	Morrowind Photographer	Miscellaneous	MMH	53-7818	Max a.k.a. ~NOBODY~	2005-01-23	This mod gives the ability to take photos, which are instantly converted to ingame items and can be used as hangable pictures, or inserted into books or the journal using Writing Enhanced or Journal Enhanced. Compatible with all other external programs and is unlikely to conflict wi...
7953	Morrowind Online	Miscellaneous	MMH	53-6934	Shanjaq	2012-06-04	Here's the slightly hard to find Morrowind Online Mod Included=MWSE, Barter Barrel, Bamf and mp arena. Just thought id upload it for anyone having a hard time finding it. Extract MWSE and Bamf to morrowind root folder. Original Readme's includ...
7952	Morrowind Narcissism	Miscellaneous	MMH	53-12740	Fliggerty	2008-05-30	You know that you are the most attractive creature to have ever walked the dusty roads of Vvardenfell. You are the sexiest adventurer to dare the abandoned ruins. Armor looks shinier and more regal on you than it does on anyone else. Considering these facts, only a mannequ...
7951	Morrowind Mods for Xbox	Miscellaneous	MMH	53-7558	Blake Sides	2004-05-19	This requires a mod chip. You can play PC mods on Xbox in less than 10 steps. Works best with the Morrowind GotY but I have included some steps for original Morrowind.
7950	Morrowind Map Replacer v1.0	Miscellaneous	MMH	53-14270	Vality	2011-04-04	Replaces Morrowind's ingame map with a texture map. Install - Backup Morrowind.exe. - Install Custom Map Patch (requires Python) and run it. - Install custom map of your choice to the Textures directory. - To revert to Morrowind's original map, run Morrowind C...
7949	Morrowind Magic Aura Replacement Textures	Miscellaneous	MMH	53-8040	BunnyX	2003-07-14	Textures only to reduce or alter the plastic wrap effect on enchanted items 4 different zips included, for choice, simply drop the tex into a folder magic item in your tex file.To use, unzip any ONE of the packs into your morrowind directory imagic item folder (create ...
7948	Morrowind Icons Revamped	Miscellaneous	MMH	53-14789	Alison Stoughton	2013-06-08	Thirty desktop icons for Morrowind in both ico and PNG format.
7947	Morrowind Crafting for TR Map 1 v0.9 beta	Miscellaneous	MMH	53-12903	Kovacius	2008-08-31	This patch extends Morrowind Crafting to the Mainland by adding MC compatible resources, equipment, vendors, and trainers throughout the TR1 map. Changelog: 0.9 - Beta release
7946	Morrowind Crafting food with Necessities of Morrowind	Miscellaneous	MMH	53-12635	Kovacius	2008-03-31	This plugin adds all of the prepared meals from Morrowind Crafting to the Necessities of Morrowind food selection and eating scripts. It also causes the MC cooking scripts to produce "standard" bread instead of its own non-standard version of wheat bread, but does not remove any existing "MC brea...
7945	Morrowind Crafting	Miscellaneous	MMH	53-10477	Toccatta, Drac	2006-03-08	
7944	Morrowind Additions Add-on v1.0 for Blood & Gore v1.8+	Miscellaneous	MMH	53-3062	Vencha	2009-05-12	Just select this add-on along with Morrowind Additions and Blood and Gore 1.8+ in Morrowind Launcher. *** THIS ADD-ON REQUIRES THAT YOU ALSO USE BLOOD & GORE v1.8 OR MORE *** It may seem obvious to many, but hey, it won't harm to precise it :-p These add-on does N...
7943	Morrowind 10 year anniversary Easter egg	Miscellaneous	MMH	53-14468	Lonesoldier	2012-05-01	A little easter egg for Morrowind's 10 year anniversary. i'm not telling you where it is you just have to find it yourself. here are some clues to it's location It's close to a major city, it's southern, and a riddle. The fury of the Divines chan...
7942	More/Better Werewolves	Miscellaneous	MMH	53-14100	Mkdealer360	2010-10-04	This mod makes it so that there is more werewolves on the island of solstheim, also werewolves can now be found in the molag mar region when you reach level 5, this mod also makes it so that when werewolves are in human form they have clothing on (only for npcs)
7941	More Gondoliers	Miscellaneous	MMH	53-15440	TwilotSpankle	2015-11-21	Adds a gondolier to the cantons that did not previously have them, and also gives each existing gondolier an extra location to take you to
7940	More Detailed Places	Miscellaneous	MMH	53-13862	MDP Team	2010-02-25	More Detailed Places > By Description> More Detailed Places (MDP) aims to add more atmosphere to specific places. This is a compilation of all currently released MDPs. If you want the whole c...

Id	Name	Category	Site	Link	Author	Date	Description
7939	More Crafting	Miscellaneous	MMH	53-12097	Surgo	2012-12-22	Improves (IMO) Morrowind Crafting to do 3 things that it didn't before: * Makes soulgems craftable (all except Azura's Star). * Makes amulets craftable (every amulet in the default game). * Makes mines restock after a certain period. Note that if you want to create E...
7938	Mooglee Voices (MCA Mog Add-on V5 Included)	Miscellaneous	MMH	53-10562	DarkDragon	2006-04-26	Adds voices to Ian's Moogles using MCA Mog Add-on V5. There are over 100 voices total included. Covering greetings in all dispositions, idle voices, attack voices, flee voices, and hit voices. This file includes Marbred's MCA mog add-on (as I use...
7937	MoM	Miscellaneous	MMH	53-5268	wizz@rd	2009-05-12	*** Maps of Morrowind *** by wizz@rd *** For a detailed installation description, look at www.ni-te.de/documentation...
7936	Mog*Mod Community Patch	Miscellaneous	MMH	53-6276	Marbred	2009-09-24	This mod is mot by me but by Marabred I am reposting. Description from Readme: This should update the v4b Mog race to recent standards. You shouldn't be bothered by the "spiked hands" bug, or the "can't climb stairs" bug. As a mog you will now be able to pick ...
7935	ModMan's Windowlights	Miscellaneous	MMH	53-8909	ModMan	2003-07-12	Adds over 1,000 lights to the exterior windows of most houses to light up the nights of Vvardenfell, for an atmospheric effect. Lights go off during daylight hours, too. No NPCs, no quests--just lots and lots of light. Complete instructions and tips in the Readme. url=h...
7934	ModMan's Hunger Mod	Miscellaneous	MMH	53-7504	ModMan	2002-06-17	You must now eat once a day or suffer loss of physical attributes (5 points each from strength, agility, speed, endurance; fatigue is affected as well). If you eat food you will recover your lost points; the loss is NOT permanent. There are 3 new vendors added to ...
7933	Modgiver's persuasion and greeting additions	Miscellaneous	MMH	53-13381	Modgiver	2009-04-16	Tired of the same "That's very generous of you" or "That does it" message when you persuade people? Well so was I, so I created a mod to add more! Quite simple, but it works.
7932	MJY Stonehenge	Miscellaneous	MMH	53-9382	Mighty Joe Young	2005-04-24	Go to Pelagiad from Seyda Neen, the Stonehenge is close to the farms, going east from Seyda Neen. You can get cured if you pray at the Stonehenge.
7931	MJY Sequest v1.0	Miscellaneous	MMH	53-6997	Mighty Joe Young	2012-07-23	Description from PES: "This mod features a lot of stuff, but not really in an organized way. Judging from the readme file it contains lightsabers, a chair, a sub and more "
7930	Misty's Oblivion Splash	Miscellaneous	MMH	53-14118	Misty Moon	2010-10-16	Oblivion splash screens. [Uploader's note: The splash screens are based on pre-release publicity screenshots from Oblivion and are intended for use with Morriwind]
7929	Miscast Mod v3.0	Miscellaneous	MMH	53-12977	Magius, Huskobar	2008-10-19	This mod makes morrowind magic more dangerous by adding 20% chance that something bad will happen when you fail casting a spell. Effects include: Alteration: - Get thrown high into air - Cannot breath air for a while - Burden yourself Conjuration: - Summo...
7928	MinorModsCollection	Miscellaneous	MMH	53-10689	Nikolai1962	2006-07-25	Four mini mods bundled in one zip. Small parts of a larger WIP. 1) Changes interior of The Razor Hole in Balmora to look less crap. 2) Minor changes to Addamasartus cave. 3) Changes to Ajira's mage guild quests. Adds two plant-finding quests to Cal...
7927	Minimods by Crankgorilla	Miscellaneous	MMH	53-12985	Crankgorilla	2008-10-22	A collection of small mods. These mods are not large enough to warrant a stand alone status. Their purpose is to investigate new ideas, methods and resources. Gnisis Waterfall Adds a pleasant waterfall to Gnisis. Purely cosmetic. No altered landmass. Utilizes ...
7926	Mini-Mods by ManaUser	Miscellaneous	MMH	53-14691	ManaUser	2013-05-10	This is a collection of simple mods I made mostly for my own use. Many of them didn't seem quite worth releasing by themselves, so I packaged them together. Most but not all could be considered "tweaks", but the only thing they really have in common, is that they're fairly small, esp-only mods. <...
7925	Mini Genki Dama	Miscellaneous	MMH	53-14207	Paullo	2011-02-05	1 - I made this mod in 30 min , does not expect something big. 2 - If you want to EXPAND this mod, contact me (mailto:paullobahia@gmail.com imgjpaullobahia@gmail.com imgjpaullobahia@gmail.com) :)
7924	MGE water textures pack v1.1	Miscellaneous	MMH	53-12667	LESHA777, Akavir, jarrod	2008-04-13	New water textures for MGE
7923	MGE Distant Activators Fix v1.3	Miscellaneous	MMH	53-12627	Povuholo	2008-03-27	This mod allows several 'objects' to show up as distant statics, which they didn't before (Ghostfence, Silt Striders, Lava, etc.) ----- MGE's excellent distant static (and land) feature has one 'flaw': Activators, like doors, or banners and signs won't show up as distant st...
7922	Mf_torch_toggler	Miscellaneous	MMH	53-6621	metalfiend00	2010-11-28	This mod adds a new item to your inventory called "torch toggler". Place this item in one of your quick-slots and if you have a torch in your inventory, this will equip/un-equip that torch with one button press. If you loose the item (torch t...
7921	Mezethelor's Advanced Training - Dialogue Style	Miscellaneous	MMH	53-1289	Mezethelor8888	2009-04-06	This adds three trainers to Vvardenfell. Each trains nine skills of either the stealth, magic or combat kind via dialogue. Training costs 2000-2500 gold a piece. Look for the book sitting on the bar in Arrile's Tradehouse for further information.
7920	Meteors Beta 1.2	Miscellaneous	MMH	53-263	Shanjaq	2009-04-06	Meteors Beta 1.2 - Requires Tribunal or Bloodmoon or GotY Every night a random max time interval is chosen, then all night random time intervals below the max are chosen to separate meteor launches. They appear at a random distance from 5 random direction...
7919	Meteors 1.2	Miscellaneous	MMH	53-1407	Shanjaq	2009-04-06	Meteors Beta 1.2 - Requires Tribunal or Bloodmoon or GotY Every night a random max time interval is chosen, then all night random time intervals below the max are chosen to separate meteor launches. They appear at a random distance from 5 random direction...
7918	Meteors	Miscellaneous	MMH	53-14322	Shanjaq	2011-06-18	Watch the sky for meteors on all clear nights, occasional showers from specific directions with unusual density. Changelog:Keedo's Note: I did not make this mod. It was made by Shanjaq. I lost the original archive for this mod, and I can't find it anywhere online anymore, ...
7917	Merchant Schedule	Miscellaneous	MMH	53-7491	Sammy Fischer	2002-06-13	Shopkeepers now have opening and closing times (opens at 8, closes at 18). If the player is inside the shop when the shopkeeper wants to close, the shopkeeper hushs the player out. if the player doesn't comply, the shopkeeper gest more and more angry (and his disposition toward ...
7916	Meldors storage	Miscellaneous	MMH	53-5906	vlad_tepes	2011-10-09	Meldors storage by vlad_tepes 1st thank you for downloading this mod. 2nd Installation , just move the MPDF to your Data files folder and activate it via the data files selection on the splash screen. 3rd what this mod offers. this basicaly just L...
7915	Melchior's Old Mods	Miscellaneous	MMH	53-15196	Melchior Dahrk	2014-02-19	Melchior's "Old Mods" by me Description == A while back, I found a large group of old mods which I never finished. They range from a cozy room for the Temple Patriarch to a sprawling desert occupied by nomadic Khajit. I wanted to see how they all looked in g...
7914	MCA-NOM Food and Drink Patch	Miscellaneous	MMH	53-10981	Malius	2007-01-11	This little mod makes all food and drinks from Morrowind Comes Alive able to satisfy your hunger and thirst. It also makes all boozes from MCA able to make you drunk. Use this patch only with Morrowind Comes Alive AND Necessities of Morrowind.
7913	MCA Names 6.1	Miscellaneous	MMH	53-6530	Tarius	2010-08-23	This plugin gives unique names to over 800 NPCs added by MCA 6.1 (out of about the 1000) When adding this plugin, just make sure it loads after MCA.esm.(That means you need MCA 6.1 for this mod!) This is based on the work of AJB4. It takes most of...
7912	MCA - HELLUVA Wicked Weapons Patch	Miscellaneous	MMH	53-13521	Fliggerty	2009-07-08	This gives a chance for any NPC added by Morrowind Comes Alive that has a weapon to have one from H.E.L.L.U.V.A. Wicked Weapons. It really helps merge those added weapons into the world in a seamless way. This requiries H.E.L.L.U.V.A. Complete Weapons v1.0 and...
7911	Master Thief's Privileges	Miscellaneous	MMH	53-11281	Arcimaestro Antares	2007-06-02	With this plugin, you can select as target any NPC and hire the Guild of Thieves to steal the NPC's items. Moreover, if you are a member of the Guild, you can teach disciplines to the lower rank members and be paid for it. If you are the Master of the guild, you can...
7910	Manyfaces ManyChances	Miscellaneous	MMH	53-10525	Chuck Bridges	2006-04-02	
7909	Mannequins for Sale v1.3	Miscellaneous	MMH	53-14686	ManaUser	2013-05-10	I wasn't impressed with any of the portable mannequin mods I tried. Especially when it came to holding weapons. None of them would keep holding the weapon when I left the area (even though some claimed they would). So I made my own.
7908	Main Menu Replacer	Miscellaneous	MMH	53-15179	Trancemaster_1988	2014-01-24	4 new main menu themes based on artwork by: ~Lelek1980, http://lelek1980.deviantart.com/ Installation and Playing: Chose from alt 1 - alt 4, only pick one. Put the desired textures folder into your "Morrowind/Data Files" folder. Start the game and enjoy. Usage:
7907	Mai'q in Caldera!	Miscellaneous	MMH	53-12621	armajaro	2008-03-26	All it does is add Mai'q to the center of Caldera.
7906	Magicka Regeneration (percentage)	Miscellaneous	MMH	53-6269	Assman	2009-09-18	I bring you Magicka regeneration in four versions: 0.1%, 0.5%, 1%, 2% and 5% of max mana per second. Easily modifiable script that works with custom char/races, new & old.(player only) Changelog:FIXED IT! - Works with ALL races & detects stunned m...
7905	Magicka regeneration	Miscellaneous	MMH	53-10961	unknown	2007-01-02	This plugin regenerates magicka constantly, the amount of magicka for second depends on willpower and intelligence. The regeneration is slower than in Oblivion but is more realistic. Changelog:Version 1.1 GMST removed
7904	Magicka Reg WillBased	Miscellaneous	MMH	53-6263	Assman	2009-09-16	Magicka regeneration based on Willpower(2%) on a 5 second tick basis. Example: 50 Willpower = 1 mana / 5 seconds This script will work with custom characters/classes. Changelog:v1.0 Initial release. v1.1 &...
7903	Magic Marker	Miscellaneous	MMH	53-7505	ElBundee	2002-06-14	
7902	Macready's marriage of Vality's Ascadian Isles mod with Vurt's trees	Miscellaneous	MMH	53-14978	Macready	2013-09-05	I started with Vality's .esp as a base, with the 1f revision of Vurt's meshes and textures. I then visually inspected every tree in the Ascadian Isles, editing where necessary in order to eliminate the massive amount of clipping, and downsize the scale of the trees Valty placed to better f...
7901	MacCain the Smith	Miscellaneous	MMH	53-8925	BoonDockSaint	2003-06-18	This mod adds a Nord Smith to Raven Rock for those who chose to have a Trader in the colony instead of a Smith. Nothing unbalancing at all.
7900	M-pod	Miscellaneous	MMH	53-12651	Pbean	2008-04-06	IMPORTANT: READ README BEFORE USING OR THIS MOD WON'T WORK!!! (special instructions required to add the music) Ever wanted to listen to your music ingame, without the bother of minimising all the time? well now you can! this mod adds an M-Pod to the game (3-s...

ID	Name	Category	Site	Link	Author	Date	Description
7899	Lucrative Hunting	Miscellaneous	MMH	53-6505	Fairawen	2010-07-19	Ever been a Ranger or Hunter, but found it impossible to make a living off of hides and leather? This mod does a simple value change of the following items to the respect values beside them: Crab Meat - 10 gold Guar hide - 20 gold [...]
7898	Lucky Amulet	Miscellaneous	MMH	53-12944	Kero	2008-09-20	This mod adds an amulet in ra virrs shop (on the floor in his room) witch fortifies luck and security. Yes this is my first mod Yes i am open to criticism and yes I do not want some "hulzyourmodszuz" in the comments By the way it requires ultimatez...
7897	Loot Sack	Miscellaneous	MMH	53-10624	Fliggerty, Wildman	2006-06-14	Imagine that you are out looting and plundering. Suddenly you realize that you have become slightly overencumbered...and you only need to go a short distance to the nearest merchant or storage place. What are you going to do? You're going to use your loo...
7896	Lockpick & Probe Weight Fix	Miscellaneous	MMH	53-10404	Rob B.	2006-02-09	This is a little ESP that fixes the weight of all the probes and lockpicks found in Morrowind. I noticed that the weight of the Apprentice's Probe was at 1, AT !! This really jerked my chain. Anyway, this plugin was originally just to fix that little problem, but I decide...
7895	Living Cities of Vvardenfell v03-13	Miscellaneous	MMH	53-7944	Helios, Wrye	2003-11-17	Living Cities of Vvardenfell puts many of the NPCs of Morrowind on daily schedules. NPCs will move about over the course of day, going to work, temple, the local tavern, or simply wandering around town. At night, more guards come out, while NPCs lock up their shops and go home and turn down the l...
7894	Lightning Strike	Miscellaneous	MMH	53-13479	Jac	2009-06-14	You now have a customizable chance of being shocked (hit by lightning) while walking around outside in a thunderstorm. The actual strike place is random, but will only happen in the cell you're currently in. Changelog:1.0 Initial release. 1....
7893	Lich Barilzar Voice Addon	Miscellaneous	MMH	53-7548	Skydiver, Tyana Rie	2005-07-04	This small mod adds voice to the lich Barilzar when he speaks to you during the quest for the Mazed Band in Tribunal.
7892	Lich - Tech Demo v1.1	Miscellaneous	MMH	53-15016	TheLys	2013-10-04	This mod is only a test and demonstration of how to make humanoid players transform in another race. In the Census Office in Seyda Neen is an amulet on the exit door. When you wear it, you transform into a Lich. You can also transform via a spell "Transform to Lich". Wa...
7891	Leveled Magicka	Miscellaneous	MMH	53-8986	hessi9	2003-09-16	Every time you level up in MW, your character gets some extra health to make it more robust. Some mages at the MW forum claimed to get assistance on their way to a powerful mage while leveling up This mod increases your maximum magicka at 4% per level (at level 26 your startin...
7890	Leveled Items	Miscellaneous	MMH	53-10646	Fallen Paladin	2006-06-27	Adds new items to leveled lists adds mall(not including unique) armor and weapons. You may also have a chance to find powerful weapons and armor (daedric, glass, ebony), i wil add enchanted items later when i have the chance, uses morrowind's original mesh/textures Changelog:s...
7889	Less Generic NPC Project - Tel Mora	Miscellaneous	MMH	53-10071	The LGNPC Team	2005-08-02	Straight after Pelagiad's release, work started on Tel Mora, but as always happens, soon the project came to a halt, taking much longer than needed, but eventually it was finished, and here's what we have *Completely unique dialogue for every topic for every NPC inTel ...
7888	Less Generic NPC Project - Maar Gan	Miscellaneous	MMH	53-9718	The LGNPC Team	2004-08-22	Maar Gan is a Redoran Outpost in the Ashlands that is much more interesting than it previously was. We won't spoil the surprise for you, but some of the highlights include an arrogant warrior, a cryptic seer, a couple that have broken up, (special reward if you reunite the...
7887	Less Generic NPC Project - Khuul	Miscellaneous	MMH	53-9719	The LGNPC Team	2004-08-22	Khuul is a quiet fishing village that offers a lot more than it used to. One of the Ald Velothi residents tells you (in our mod) that the residents of Khuul are getting 'lively'. Well now they are. Talk to Thongar about 'my trade' to instigate a ver...
7886	Less Generic NPC Project - Gnaar Mok	Miscellaneous	MMH	53-9690	The LGNPC Team	2004-08-19	You know the drill by now. Unique dialogue for every NPC for every generic topic. Some features include a story-telling NPC whom you have to impress progressively so she'll continue her story, a small social quest, and all the usual new dialogue. The guards do...
7885	Less Generic NPC Project - Ald'Ruhn	Miscellaneous	MMH	53-7819	The LGNPC Team	2005-01-23	This mod simply gives every NPC in Ald'ruhn unique dialog, adds 30+ quests and all-in-all is the biggest dialog mod ever created until now. Details can be found in the readme.
7884	Less Annoying Guards	Miscellaneous	MMH	53-7972	Aerelorn	2003-11-20	The purpose of this plugin is simple. To stop guards from harassing you with dialogue while you're in the middle of combat - so if your weapon is drawn or a spell is readied, the guards will simply attack. If you want to pay the fine, go to jail, or present writs jus...
7883	Iprechaun 0530	Miscellaneous	MMH	53-5023	Robert Richardson	2009-05-12	
7882	Legible Scrolls v0.01	Miscellaneous	MMH	53-10401	MrDarkSim	2006-02-09	What does it do? It changes the scrolls font from daedric to legible text. For those of us that aren't daedric fluent :D Installation It depends on what expansions you have. If you have all 3 parts of Morrowind use Legible Scrolls MWGOTY.esp. If you just have Morrowind us...
7881	Left Gloves Addon	Miscellaneous	MMH	53-12801	Alaisiaga	2008-06-29	This mod adds Left and Right icons and ground meshes for the pauldrons and gauntlets of all the armors added in the Bloodmoon and Tribunal expansions, as well as the four new types of cloth gloves added in Bloodmoon. Also contains the files from Lurlock's Left Gloves. &#...
7880	Leading lights	Miscellaneous	MMH	53-11372	Dimion Dieverse	2007-07-11	This is my first mod .I hope you like it.This mod gives the player the opportunity to mark his way with lights. Good for a night walk. Changelog:I have placed three rings. One to drop the lights one to light them up and one to tunthem off.I would also want your comments p...
7879	Landscape Remix (Bloodmoon)	Miscellaneous	MMH	53-9812	Albedo	2005-03-26	You don't need to use my previous plugins to use this mod. This can be used as a stand alone only. This only replaces landscape textures on Solstheim.
7878	LA_MWSE add on	Miscellaneous	MMH	53-15456	Fliggerty	2016-02-16	The Lost Artifacts of Tamriel brought us many great and powerful items that were not to be found in Vvardenfell. This add-on aims to continue that objective by introducing some items that are either impossible, or rather impractical without the use of MWSE.
7877	Kobu's Daito & Stamina Mod	Miscellaneous	MMH	53-7355	Kobu	2002-05-28	If you are going to use Japanese, you might as well use correctly. This replaces references to 'dai-katana' with 'daito'. Restore Fatigue Potion? Why would I want to do that? This renames the derived attribute 'Fatigue' to 'Stamina' and replaces all other incorrect references to 'fatig...
7876	KindBudz Skillz	Miscellaneous	MMH	53-10126	KindBudz	2005-09-17	This mod changes the governing attribute of skills in the game for my own personal use. This mod does not change speed of increase of skills. In future versions it may if I feel it is necessary. 1.1 Changed Armorer back to strength from endurance in order to...
7875	Khuul Stake Out	Miscellaneous	MMH	53-15566	rastrick?	2017-08-20	Khuul Stakeout **** Description In this mod, like my seyda neen mod, I have placed a chest in a city... Khuul. I have made new objects. This was made for ...
7874	Khuul Blacksmith	Miscellaneous	MMH	53-9700	Lord of Imperials	2004-08-19	This mod adds a Blacksmith in khuul. He sells high quality items and has 15k(not too much)and lives in a nicely furnished nord house(not a crappy looking shack). Has an uber guard so you cant steal his stuff(try it,he WILL kill you!). I always thought khuul needed a smith, enjoy.
7873	Khutulus Skin part1	Miscellaneous	MMH	53-641	Schwaa	2009-04-06	Schwaa's Custom Objects - Installation http://schwaa.0catch.com/schwaa1@hotmail.com --- File Name/Version: Khutulus_Skin_v1.0 Split Rar Archive: [Khutulus_Skin_v1.0part1 ...
7872	Khutulus Skin part 2	Miscellaneous	MMH	53-698	Schwaa	2009-04-06	Schwaa's Custom Objects - Installation http://schwaa.0catch.com/schwaa1@hotmail.com --- File Name/Version: Khutulus_Skin_v1.0 Split Rar Archive: [Khutulus_Skin_v1.0part1 ...
7871	Keyring	Miscellaneous	MMH	53-13225	Fliggerty	2009-02-03	Do you ever get tired of your inventory being cluttered up with all of those keys, which may or may not be useful in the future? You will find in your inventory a keyring which will hold all of your keys. Even though you will not see the keys in your inventor...
7870	Kai Globes 2.72	Miscellaneous	MMH	53-1157	Slategrey	2009-04-06	Adds Magical devices designed for the Dresharii by the artisans of the Kai. Various magical Globes and other items, three interior cells, and a smattering of books and dialogue
7869	KAGZ SHROOMZ	Miscellaneous	MMH	53-529	Kagz aka Kagrenac	2009-04-06	
7868	KAGZ FROGZ CARRYABLE ADD ON	Miscellaneous	MMH	53-596	Kagz aka Kagrenac	2009-04-06KAGZ FROGZ "CARRYABLE ADD ON"..... Alright this is an add on, for all the folks that wanted to be able to carry the frogs. **You must already have Kagz Frogz on file, to play this add on**. This is only the ESP and Icons...
7867	Jyron Tekk's Gag Gifts	Miscellaneous	MMH	53-8178	Kyle Pittman	2002-07-05	
7866	Jump	Miscellaneous	MMH	53-6036	cam lv	2012-01-16	##### ##### ##### ##### #####
7865	Journal Enhanced	Miscellaneous	MMH	53-9634	Aerelorn	2004-07-16	Journal Enhanced(JEN) allows the player to write custom notes in their journal from within the game using a quill and inkwell. See the attached screenshots or the manual at [url=http://www.freewebs.com/aerelorn/journal Enhanced.htm" class="mainlink" target="" blank/imgjwww.fre...
7864	Josie's Entertainers	Miscellaneous	MMH	53-11329	Eisoj5	2007-06-30	This is a tweak of the Bethesda official Entertainers plugin that allowed you to tell jokes, dance, play the lute and otherwise entertain the patrons of the Eight Plates in Balmora. I extended the dialogue to be spoken by any Publican. Now, if you play a Bard charac...
7863	Join All Vampire Clans	Miscellaneous	MMH	53-6236	TheOne&Only	2009-06-27	
7862	Join All Houses	Miscellaneous	MMH	53-7511	Heph	2002-10-11	Join all 3 houses, earn all 3 strongholds. Changes issues related to joining a 2nd and 3rd house, keeping track of each individual stronghold, and related quests. Full Documentation in readme NOTE: prior issue of assorted vanishings has been properly fixed and no longer exists.
7861	johari's morrowind crafting upgrade	Miscellaneous	MMH	53-12974	m_johari	2008-10-18	what's this ? this is a small collection of few smaller mods which does few things I missed while playing morrowind with morrowind crafting, you can play with each of the mods separately, if you don't like any of the changes done. how do I install ...

Id	Name	Category	Site	Link	Author	Date	Description
7860	Jermex's Splash Screens	Miscellaneous	MMH	53-13666	Jermex	2009-09-13	About. I made this loading screens cause I don't really like vanilla's ones. As You can see, mine inspiration was Oblivion wallpapers. I was really trying to make cool pics so I used several mods such as: Vality's Bitter...
7859	Jandus' Transport Service	Miscellaneous	MMH	53-8261	Dale French	2002-07-22	
7858	James' Happy Fish n Racers	Miscellaneous	MMH	53-8152	James	2002-12-11	Makes all of the Fish and cliff racers passive. They won't bother you if you don't bother them.
7857	Jakey Keep - Transportable Containers Addon v0.9	Miscellaneous	MMH	53-1261	Astarsis, JacMoe	2009-04-06	The Elder Scrolls III MORROWIND: Jakey Keep Transportable Containers Plugin v.0.9 (c)2004 by jacmoe (c)2003 by Astarsis ***...
7856	Jakey Keep - Tapestry Rug Package v0.9	Miscellaneous	MMH	53-1295	JacMoe	2009-04-06	The Elder Scrolls III MORROWIND: Jakey Keep Tapestry/Rug Plugin v.0.9 (c)2004 by jacmoe Index: 0. Bri...
7855	Jakey Keep - Furniture Package v0.9	Miscellaneous	MMH	53-4928	JacMoe	2009-05-12	The Elder Scrolls III MORROWIND: Jakey Keep Furniture Plugin v.0.9 (c)2004 by jacmoe Index: 0. Brief<...
7854	Jack Sparrow Outfit	Miscellaneous	MMH	53-5847	Caine	2011-10-07	Jack Sparrow Outfit by Caine UNZIP all the files into your Data Files Folder. Replace the old ESP and other files with these ones. Check in Balmora at the clothier to get the clothes (coat, breeches, boots, glove) and then head to the blacksmith to get the c...
7853	Isirion's Realistic Weather & Isirion's Expansion Weather	Miscellaneous	MMH	53-1242	Mal'isirion	2009-04-06	Made by: Mal'isirion -- What it does: Simply changes the weather in Morrowind to be more appropriate for the different regions. For example, the Bitter Coast gets more rain and fog because it is a moist lowland.
7852	Inventory Search	Miscellaneous	MMH	53-13973	Fliggerty	2010-06-07	After playing for a while, your inventory can get incredibly bloated, full of dozens of potions, ingredients, picks, etc. It can take a while to sort through all of those looking for the right thing that you need. This mod provides a search feature for your inventory. Type...
7851	Invasion Rings	Miscellaneous	MMH	53-10879	Shade the Bandit	2006-11-09	Ever wish you could stage a full-scale invasion of your stronghold? Now you can. This mod adds Invadius Maximus to the Balmora Morag Tong Guild. He sells summoning rubies and two invasion rings. How to> To begin the invasion, simply pl...
7850	Inn Whisp Wood	Miscellaneous	MMH	53-15565	Unknown	2017-08-20	No read me
7849	Indy Bank/Suran Waterfront Compatibility Patch	Miscellaneous	MMH	53-14084	bryman1970	2010-09-17	The Indy Bank mod has houses for sale (unless you prefer the optional no house .esp) and one of them just so happens to be right on the shores of Suran. The only problem with this is the Suran Waterfront mod basically sits right on top of that house, making the two mods incompatible with each oth...
7848	In-Game Character Changes	Miscellaneous	MMH	53-6861	Redxile	2012-03-17	This mod allows you to change your name, class, and race, all in-game. I didn't include birthsign, since I thought it would be too unrealistic to be able to change what sign you were born under, because it is essentially your birthday. It is all do...
7847	In Game Shader Chain	Miscellaneous	MMH	53-6452	skaeps	2010-04-24	This mod will allow you to control a chain of shaders individually from inside the game without the need to exit and open MGE. It does this by way of an item that when equipped will present a menu with options to toggle any single shader or disable all of them. This mod c...
7846	Improved Terrain	Miscellaneous	MMH	53-11916	DesertRat	2012-11-14	Makes the mountains of Morrowind look like real mountain. From DesertRat's forum post: "I am currently working on making the mountains of Morrowind really look like mountains from a distance. I am only using in game statics and not making use of the landscape editor for mod compatibili...
7845	Improved Positioning	Miscellaneous	MMH	53-11290	HeyYou	2007-06-07	A mod for the interior decorator in all of us. Will allow precise placement of most any pick-upable item, including those added by mods. And even better, when you return, a script runs to put them all back where you placed them. No more out of place items because the game did not like a rotation ...
7844	Imperial Legion Shirt	Miscellaneous	MMH	53-8097	fenix90	2002-06-21	A shirt you can wear instead of a armor uniform in the imperial legion; located at Milie's Fine Clothes in Balmora on her bed.
7843	Imperial Legion Guides	Miscellaneous	MMH	53-9358	Gothelittle Rose	2004-03-20	I have created a network of new Legion members who will provide travel to the other forts. You will find each one beside the Imperial altar in most cases. As with the Mages Guild, they will charge you for the service and transport you immediately. I don't know if t...
7842	Imperial Leader	Miscellaneous	MMH	53-8670	William Chesterton Picker	2003-02-17	Now you can lead Imperial Legionnaires into the battle! No imperial guard tells you to move along no more! You're the BOSS now. They dance as YOU play, just give 'em orders. This is a small mod. I tried not to change default behaviour of the game too much ...
7841	Immersive Chargen	Miscellaneous	MMH	53-6184	Qebehsenuf	2008-05-21	Re-designs the original beginning of the game. You start as always on the prison ship headed for Seyda Neen, this modification changes many features to separate it from the default. The list of features include: - The pris...
7840	Illuminated Windows	Miscellaneous	MMH	53-11794	DrkAngl66	2012-11-09	The goal of the mod is to create a more realistic atmospheric experience throughout Morrowind/Mourmhold. All windows, shack doors, mushroom doors are now illuminated during the night with improved scripting to turn them off during the day. Interior windows, blocked windows and shack doors are als...
7839	Illuminated order particle effect lich head	Miscellaneous	MMH	53-11614	Boethiah539	2007-10-22	This mod imply replaces the head of the lich with a particle effect head with a blue mana glow. Installation> Extract to your data files folder. Playing the Plugin> Play through illuminated order and when you ...
7838	Icy Water	Miscellaneous	MMH	53-6337	tornadominds	2009-11-24	This mod causes your health and fatigue to be temporarily stunted if you are caught in a blizzard. It will not kill you, but you may collapse if your fatigue reaches 0. The waters of Solstheim will DAMAGE your health and stunt your fatigue, and will even give you a disease called hypo...
7837	Hybrids Part 1	Miscellaneous	MMH	53-13878	Alex aka Falador wiz1	2010-03-07	Hybrids Part 1 Daywalkers By Falador wiz1 ***** 1. Details 2. Conflict 3. Playing the plugin 4. Hybrid 5. FEEDBACK 6. Credits ...
7836	Hvitkald Peak	Miscellaneous	MMH	53-6769	Okida	2011-07-15	
7835	Hunt Cliff Racers to Extinction	Miscellaneous	MMH	53-9723	Jaxalot	2005-04-02	Removes cliff racers from leveled lists after a certain number have been killed by the player, simulating their extinction. This number defaults at 200, but may be modified via an in-game menu to a wide range of values. The in-game menu also allows the player to either force c...
7834	HTH Physical Damage	Miscellaneous	MMH	53-7537	Argent	2004-05-19	This mod gives the player the ability to inflict physical damage when striking bare-handed. No training, spells or gloves are needed. Simply install and load the mod and you'll find your player now inflicts non-spell based physical damage to an opponent.
7833	Hrothmund's Axe	Miscellaneous	MMH	53-13524	Jahsg	2009-07-08	A small mod that allows you to pick up and take the axe from hrothmund's Barrow
7832	House Hlaalu Stronghold Travel Agent	Miscellaneous	MMH	53-8769	Tommy Khajiit	2003-03-31	I really enjoy living in my House Hlaalu Stronghold. I didn't like the necessity to have to walk every time all the way to the civilized world. And I felt lonely now and again. Therefore I invited Ingrid, a pretty female Nord, to enrich my life. I...
7831	Horker Island	Miscellaneous	MMH	53-9106	Moosehead	2004-12-27	There is a small town on the right side of the island. Most Horkers are on the other side of the island or at the lake. it is always snowing even lightly. Mostly just a blizzard. To find your way there? On the View map you won't be able to see the island because its...
7830	Homely Solstheim Part One - Starveil Village	Miscellaneous	MMH	53-8167	Eltan	2004-11-13	I have always thought that Solstheim was too empty and unpopulated. Tons of empty lands but no one to live in them! Two Nord towns there are, but that is way too few. I have begun to create the Homely Solstheim Series, which consists of several Nordic towns around Solstheim. T...
7829	High Seas Trader Beta v1.1	Miscellaneous	MMH	53-1822	MadMax	2009-04-06	
7828	Heralders - The Bugle Mod v1.02	Miscellaneous	MMH	53-13255	Melchior Dahrk	2009-02-14	This mod adds 5 different types of bugles to the game of Morrowind. They are Iron, Steel, Silver, Gold and Sixth House Bugles. These musical instruments are incorporated by adding them to several new NPCs which are placed in two different types of locations. There are now Imperial He...
7827	Henna Mod	Miscellaneous	MMH	53-3974	Saber	2009-05-12	What this mod does: This mod contains only Dark Elf temporary tattoos that can be worn like 'armor'. The tattoos are temporary and can be taken on or off as you see fit. They fill the slots of: Cuirass Gloves, left Gloves, right Pauldron, left Pauldron,...
7826	Helseth head - Playable	Miscellaneous	MMH	53-10139	bukowski	2005-10-12	This is a small mod that makes King Hlaalu Helseths head playable.
7825	Helequin's Riding Mod v1.0	Miscellaneous	MMH	53-12359	Helequin	2013-03-21	This mod adds a shop to Balmora (left off the silt strider) where a number or modified weapons and riding animals can be found. All credit for the scripting of the actual riding goes to MadMax for his guar riding script. The items are just reworked originals. I had to pick s...
7824	Health Indicators	Miscellaneous	MMH	53-10901	Fliggerty	2006-11-28	This mod provides a visual method of knowing what the health condition of other NPC's is. A colored tear-drop is displayed above the NPC's head. It will change from green to red, with varying shades in between. Green is good health, yellow is half, and red is nearly dead. ...
7823	Head of Scourge	Miscellaneous	MMH	53-6651	ddfields	2011-01-08	A little known and probably very seldom found item placed in a specific storeroom in a bar in Vivec has just gotten a facelift. The Head of Scourge now has a choice of 4 different heads with matching hair and 3 different wood options for the mount. I will not tell you where to find the mounted he...
7822	HD Intro Cinematic - English	Miscellaneous	MMH	53-14398	Chesko	2011-11-18	HD Intro Cinematic Replacer (MCP required) This is a replacement for the original intro cinematic, faithfully re-shot and edited to capture the spirit of the original video. Very little artistic license was taken, with some minor exceptions. At the time of shooting, over 2...
7821	HD Intro Cinematic - English	Miscellaneous	MMH	53-6880	Chesko	2012-05-09	[size=3]Please make sure to download the version that corresponds to your aspect ratio!/[size] ===== HD Intro Cinematic Replacer v1.0 Author: Chesko Contact: chesko.tesmod@gmail.com 7/10/2011 =====

Id	Name	Category	Site	Link	Author	Date	Description
7820	Hassle-Free Assassins	Miscellaneous	MMH	53-9278	D'nise Ivyblaze	2004-03-01	This mod will make those pesky assassins cease to be much of a problem. I made this for players with low-level character-players that don't really have a grasp of the TES Construction Set and are sick of being killed by assassins. (Some of us would like to nap ...
7819	Happy Plates	Miscellaneous	MMH	53-11483	Srdjan Pokorni	2007-08-27	Put well aligned dishes on tables within game! No more tedious placing of utensils one by one, trying hard to put them exactly in proper positions - but never succeeding. No more waiting time in CS to decorate your dining halls. Simply use the "master cups" to put entire set of dishes at once, i...
7818	Happy Halloween 2013	Miscellaneous	MMH	53-15047	Melchior Dahrk	2013-11-01	Happy Halloween 2013! Here's a (hopefully) fun little mod for you to enjoy at the end (I had to hand out candy to cute little kids and costume-less teenagers before starting this) of this year's Halloween celebration! Head over to Ebonheart; preferably by boat or land - to e...
7817	Hammer of Enchanting	Miscellaneous	MMH	53-6696	etmorrowindb	2011-03-10	The Enchanting Hammer can be used by enchanters to improve their ability. Using the hammer an enchanter can use its magicka to boost his enchanting ability or making simple incantations safely. This mod is meant to be used with ManaUser's Tome of Spellmaking.
7816	Hairdresser/Plastic Surgeon	Miscellaneous	MMH	53-12858	SecondSeed	2008-08-10	One thing that I hated in Morrowind was that when you got a new facepack or hairpack you had to start a new game to get that new hair or face or race. But now you can change your hair or race or face ingame, for a small fee of 100 septims. The hairdresser shop is in Ald'r...
7815	Guild Chests	Miscellaneous	MMH	53-13567	Midgetalien	2009-07-31	This mod adds the missing mages guild chest to caldera and also adds guild chests to the balmora, ald ruhn and sadrih mora thieves guilds, which I thought should have been added. I have added items to the thieves chests accordingly to things thieves may find of use.
7814	Guar Travel	Miscellaneous	MMH	53-12638	Zobator	2008-04-01	This mod allows the player to travel to and from several places in Morrowind. (Currently available: Seyda Neen, Balmora, Pelagiad, Dren Plantation and Ebonheart) This is my first 'real' mod. I already did some fixes.
7813	Greybeard's Terraced Hills	Miscellaneous	MMH	53-9672	Greybeard	2004-08-01	just a modders resource from greybeard! :) terraced hills of various shapes.
7812	Green Morrowind	Miscellaneous	MMH	53-11701	Max	2012-09-18	Over half of Vardenfel is bleak, wasted ashland and lava flows, a depressing landscape if there ever was one. The folks at Bethesda did such a good job of conveying the black despair of these dead lands that as a player I eventually ended up avoiding them whenever possible, venturing into these r...
7811	Greek Trireme Completed	Miscellaneous	MMH	53-12041	vanir90210	2012-11-25	Readme-Greek Trireme This mod replaces some of the major boats with greek triremes. just extract to the Morrowind/Data Files directory. I'm not aware of any conflicts, but I could be wrong. Credit to crazyboy for the mesh and texture. He didn't make the actu...
7810	Great House Dagoth/ Darknut's Greater Dwemer Ruins Compatibility Patch	Miscellaneous	MMH	53-7195	MoonAndStar	2012-08-04	This mod patches TheMadGod's Great House Dagoth for use with DarkNut's Greater Dwemer Ruins. Now, Darknut's GDR can be the ultimate dungeon, or the ultimate guild hall! I have done more than simply make the 2 mods compatible, as that would be dull, at best. I ha...
7809	Graphic Herbalism Expanded Sounds 1.3 Patch	Miscellaneous	MMH	53-14628	philologos	2013-04-16	This mod combines scripts attached to plant "containers" from both the Graphic Herbalism and Expanded Sounds 1.3 plug-ins. Using the patch allows flora to be harvested according to ManaUser's scripts and emit sounds according to PirateLord's. Required: Expanded Sounds 1.3 by Pir...
7808	Gothic Crosshairs	Miscellaneous	MMH	53-6140	Michael Bennett	2004-09-06	A few custom crosshairs: generally symbols associated with evil. They are excruciatingly detailed (for crosshairs), and all are easy to install and glitch free. The three crosshairs are: Sixth House Symbol Crucifix...
7807	Gondoliers v1.7	Miscellaneous	MMH	53-14301	Abot	2011-05-15	The Elder Scrolls III MORROWIND: Gondoliers USAGE: Tribunal or Bloodmoon scripting engine required Tribunal and/or Bloodmoon.esm loading not required If you are using Redesigned Vivec.esp or PW Redesigned Vivec-Expansion.esp load abotGondoliersRV.esp, else lo...
7806	Gold Has Weight	Miscellaneous	MMH	53-10993	Sacrifice	2007-01-16	Now gold has weight. Each septim' weight is 0.01 MWU. Changelog:1.1 Bugs fixed, GMST removed, FAQ added
7805	Gold Gold!	Miscellaneous	MMH	53-8497	Jamie 'AltF8' Carlock	2002-11-04	This mod is a variation of the excellent Real Gold Colored Coins by Allen R. Dunn. I personally found the texture he used to be a bit bright, so I decided to make my own.; taking no credit for the original idea just this version. Mod includes 5 new models, 2 new ...
7804	Goblet of Change	Miscellaneous	MMH	53-10742	GarouX	2006-08-13	Creates a Goblet that can change you into either a Vampire or a Werewolf, but choose wisely, for if you choose, you don't get to choose again! (Unless you choose Cancel, of course) Changelog:v1.1-Created Cancel button for accidental activations.
7803	Go to Jail	Miscellaneous	MMH	53-6160	Arcimaestro Antares	2007-05-02	when you choose "go to jail", you will go to the closest jail or to an Imperial Ebony Mine. **** Changelog:1.5 with this version, there is also an Imperial Ebony Mine for the hard labour. 2.0 some errors fi...
7802	Gnisis Imperial Bridge	Miscellaneous	MMH	53-6644	ddfields	2010-12-30	I am a person who likes to have my character walk the land to see the world, but the one thing that annoyed me was the way one had to get to Gnisis on foot. I searched for bridge mods and found a few, but alas none to my liking. So I set a task to built a bridge at Gni...
7801	Gnisis Hobo	Miscellaneous	MMH	53-12630	John McInty	2008-03-28	I just added a hobo underneath Madach tradehouse in Gnisis names J-man. This is my first mod and it's not much, I just always thought that was a good place for a hobo... Changelog:v1.1-changed it so that not everyone in gnisis asks for spare change
7800	Gnisis Guard Fix	Miscellaneous	MMH	53-8565	The Puma Man	2002-12-04	There seems to be a serious problem that Bethesda overlooked when Morrowind was released. It seems the orc guards in Gnisis have the wrong swords, all having "Imperial short swords" but their short sword skills are between 5-6 while their long sword skill is much higher (in th...
7799	Gnisis Enhanced	Miscellaneous	MMH	53-9030	Untot	2004-01-28	This plugin is my try at improving the atmosphere and realism of Gnisis. It adds some new traders and other misc. details to the town. Screenshots included in the zip file.
7798	Gnisis Bridge	Miscellaneous	MMH	53-6524	mjr162006	2010-08-13	Places a bridge by Fort Darius in Gnisis. This makes a more direct connection with road to the east of town on the other side of the ridge. It comes complete with creaking wood sounds along the bridge as well as lights on the end of the bridge for visibility. It adds a generic imperial guard at t...
7797	Gnisis Bridge	Miscellaneous	MMH	53-9743	Chestnut Stallion	2004-08-22	This simply adds a bridge across the river in genisis. I hated the fact that I could not get across the river without a long walk. feedback welcome.
7796	GMST-Fix	Miscellaneous	MMH	53-9185	ManaUser	2004-02-09	This plug-in is intended as an easy work-around for players who have Tribunal or Bloodmoon and a plug-in that contains extraneous GMST entries, and also an easy way for authors who have either or both expansions to make clean mod that don't require those expansions.
7795	Glow-Away	Miscellaneous	MMH	53-7721	Zeanu	2004-07-11	Are you unhappy with the way enchanted items glow so annoyingly? This, I find very unrealistic as if you smeared the item with some sort of Happy-Glowy-Paste?. At first it seemed kind of nice but then it started to irritate me because it would give away a character usin...
7794	Gladiator	Miscellaneous	MMH	53-7407	Endrek	2002-07-27	After travelling to Vivec with dreams of glorious battles in the arena, my hopes were shattered when I learned that there is no way to fight there on demand. This mod will allow you to fight battles in the Vivec arena. You will progress through a series of increasingly difficult battles until fin...
7793	Glacier Portal Fix	Miscellaneous	MMH	53-8873	Fernurion	2005-05-20	This mod fixes the problem with Hircine's gate after you kill him. It replaces the current gate with a new gate using new ID's, but the same script. Only use this mod if the gate does not work.
7792	Give your orders	Miscellaneous	MMH	53-8703	TheLys	2003-03-12	My mod is based on the Dracandros' voice mod idea, by Dracandros, which can be found at this site as well. My mod is not a replacement, but rather a complement, adding stuff not managed by the Dracandros' voice mod. It doesn't include Dracandros' voice unique feature...
7791	Give me back my mantle	Miscellaneous	MMH	53-9456	ShadowHunter291	2005-04-16	Adds a simple latch to get back into the pre-bloodskaal house.
7790	Give Blood	Miscellaneous	MMH	53-10659	Caderyn	2006-07-06	Meet with a healer in an Imperial Legion fort, and donate blood, in compensation for gold. There are healers in Balmora (Moonmoth), Gnisis, and Pelagiad. Known Issues: Donating more blood/health than you currently have WILL kill you, however you cannot...
7789	GIANTS Creature Remover + Tool kit	Miscellaneous	MMH	53-9650	The Puma Man	2004-08-05	Choose any of the inclded 65 plugins to remove anyspecies from the GIANTS Mod. It also includes a tool kit for modders to makeremovers for other mods including Wilderness 2.0. Remember that it may not work on current saves so onlyNEW games are full-proof. Please do...
7788	Gated Balmora	Miscellaneous	MMH	53-5828	Dvd	2011-10-07	Gated Balmora By Dvd Info Installing Playing Uninstalling Conflicts Copywrite Stuff Info This mod adds gates to Balmora and two guardhouses. The Guardhouses are by the respective gates. The gates are controlled via a switch mounted on a shr...
7787	Furianshi's Oldskool Loading / Splash Screen	Miscellaneous	MMH	53-14178	Furianshi	2010-12-20	This is an old style loading/splash screen. I made this for myself and thought it looked pretty neat, so decided to upload it here. I wanted the version number showing and I have v1.6.1820 (Bloodmoon), so if you are using a different version, you might not want this. Or y...
7786	Frostmoth Repaired	Miscellaneous	MMH	53-10799	Talhybius	2006-09-16	This plugin repairs the walls of Fort Frostmoth as the Bloodmoon main quest progresses. Carius kept saying the Empire would fix the fort, but I guess they needed a little help. Changelog:0.31 -added construction clutter -changed Carius' dialogue
7785	Friendly 2 Werewolves	Miscellaneous	MMH	53-10234	Aragorthen Gonderi	2005-11-14	Ever hated how NPCs will chase you from Balmora to Caldera just for being a werewolf? Ever wanted people to not even notice you even though you are hairy, flee ridden and eating their wife? I did, so I made this mod. It is a simple mod, it edits two GMSTs, the werewolf ...
7784	Free More Slaves	Miscellaneous	MMH	53-8698	Matthew	2003-03-03	Ever felt frustrated that it was impossible to free some of the slaves? This mod makes it possible to free slaves that could otherwise not be freed (slaves at the Arvel Plantation, Molag Mar and Gateway Inn) It is also now possible to buy slaves at the Sura...
7783	Framerate Calculator	Miscellaneous	MMH	53-10072	Jaxalot	2005-08-07	Allows the user to determine their average Frames-Per-Second (FPS) over a period of time ranging from 30 to 180 seconds, with minimal test overhead. The test is started via an in-game menu, which in turn is started through a command in Morrowind's console.

Id	Name	Category	Site	Link	Author	Date	Description
7782	Fort Frostmoth Removed	Miscellaneous	MMH	53-6509	Benrahir	2010-07-22	WARNING!: Use this mod ONLY if you're not interested/have finished the Bloodmoon Main Quest, and you're not interested in the East Empire Company quests or building Raven Rock, as it will incapacitate you to do both things (yes, it's not scripted in any way to automatically remove the Fort after ...
7781	Forests of Vvardenfell v1.0	Miscellaneous	MMH	53-3080	Granarinth	2009-05-12	Welcome to the awesome forests of Vvardenfell mod. This puppy takes four sweet mods and puts them into one. Along the way, the Endhome staff decided to hand shade the land in the woods for realism, and fixed some minor clipping issues. There is also an extra, non-obtrusive tree here and there, an...
7780	Forested Havish Add-on v1.0	Miscellaneous	MMH	53-3982	Lochnarus	2009-05-12	This plugin makes the land around the Havish thick with tall trees, Adding a unique feel to the place. Well over 40 HUGE trees have been added. The trees are custom models and do not come with MW or Bloodmoon. The Bloodmoon expansion is required to use this plugin. Havish.esm is R...
7779	Forest of Life v0.5	Miscellaneous	MMH	53-11915	Sharp	2012-11-14	Did you wonder, why Foyada Mamaca runs so far inland and ends by Ascadian Isles region? Why didn't it go the closer route, through Odai River valley? Well, it would, if not an accident. More exactly, a small magical pool that happened to lie on its way. That were ancient, prehisto...
7778	Forces of Oblivion	Miscellaneous	MMH	53-14241	Cydriic	2011-03-13	Hello and Welcome to Forces of Oblivion This mod enables you to keep on fighting stronger foes until level 50. There are three new 6th house foes and four new Daedra foes: Lvl 30 Master Sleeper Lvl...
7777	Follow Me!	Miscellaneous	MMH	53-10887	Shade the Bandit	2006-11-13	This simple little mod allows you to recruit NPCs having a disposition of 100. Two topics are added to every NPC in the game: "follow me" and "wait here." Unfortunately, there is no companion sharing involved, as I did not want to make a mod that required any exter...
7776	Focused Attack (req. MWSE and MWE)	Miscellaneous	MMH	53-10718	Neo-Daigo	2006-08-07	[url=http://cody.erекson.org/cgi-bin/index.cgi?action=downloadinfo&cat=multid=7/f/mg]Morrowind Script Extender[url] and Morrowind Enhanced are both required for this plugin to run. This plugin allows the player to focus his/her strength into a single, mighty blow. Snea...
7775	Focused Attack	Miscellaneous	MMH	53-13494	ksjav	2009-06-20	Boosts attack up to 25 points of "fortify attack" depending on how long the attack button has been held(assuming it is the left mouse button). For further details consult the readme. REQUIRES MGE(http://www.tesnexus.com/downloads/file...
7774	Floating Skulls	Miscellaneous	MMH	53-10899	Ginge13	2006-11-28	This mod adds 2 floating skull resources to you TES3 Construction Set. Known Problem: After picking the floating skulls up in-game, "dropping" them from your inventory will cause them to bob up and down on the floor. Sorry, no screenshots yet!
7773	Floating Skeletons	Miscellaneous	MMH	53-10904	Ginge13	2006-11-29	Adds 3 floating "Skeleton Containers" to the CS.
7772	Floating Candles	Miscellaneous	MMH	53-10898	Ginge13	2006-11-27	This Plugin add the ability to use around 55 floating candles within the Construction Set. All of the Candles' Light radii are set to 256, but ca easily be changed to suit your needs.
7771	Fliggerty's Almanac	Miscellaneous	MMH	53-13520	Fliggerty	2009-07-08	The sun has always risen at precisely 6:00 AM, and set at 8:00 PM. That is so boring! The time for sunrise and sunset have now been set to follow realistic time palters; effectively lengthening the days in the summer months and shortening them in the winter. These ti...
7770	Fishysticks	Miscellaneous	MMH	53-13096	GHF Productions	2008-12-19	"Have a Fishy Stick!" This has been the standard phrase of welcome in the TES community for many years, and will be for many to come. It is traditional to present a new forum member with an image of Captain Eldrad handing a Fishy Stick to them. [...]
7769	Fishing Academy v2.54	Miscellaneous	MMH	53-8614	MadMax	2003-04-22	This is my 2nd mod after the flying carpet. Not that I am against fighting but when your character reaches a certain level, it has become mindless. This mod will give some time off from fighting. It is essentially a fishing mod but I have thrown in a few more things to make it more interesting.
7768	Fireworks Staff	Miscellaneous	MMH	53-10321	Necrobard	2006-01-01	It's not new years without fireworks, even in Morrowind. There is a staff in Seyda Neen that will light up the sky with fireworks, so go there and celebrate new years morrowind style! The fireworks work using the explodespell function, which is why tribunal is required. O...
7767	Fireworks	Miscellaneous	MMH	53-7763	Gabrielle Grupp	2003-08-22	Fireworks in Morrowind!! It doesn't have any quests or anything, but it places the fireworks in an easy location where people can view them. I would suggest using TESCS to place them in the city or location of your choice. The fireworks are a static object (meaning ...
7766	Fighters Transport	Miscellaneous	MMH	53-6658	Inudiablo	2011-01-22	Have you ever thought it was unfair that the Mages Guild got their own special teleporter but the Fighters Guild was left transport-less? Well if so you are like me! I made this mod to add transports to the different Fighters Guild so that your Fighters Guild experience can be more enjoyable (Eve...
7765	Fighters Guild Training Halls	Miscellaneous	MMH	53-8787	Tenaka	2004-11-04	This is a small mod which adds a training area with two practice dummies and some training weapons, to the Guild of Fighters in Balmora, Vivec, Ald'ruhn and Wolverine Hall.
7764	FEMALE WIZ STUFF	Miscellaneous	MMH	53-551	Unknown	2009-04-06	female hair -wiz hat in seyda neen,for modders ,but u can add it to your game as there is a plugging need morrowind only
7763	Female Hair Pack: Pigtails & Ponytails	Miscellaneous	MMH	53-8920	Gorg	2003-06-16	This plugin provides 3 new hairstyles in 11 different colors for female Bretons...Dark Elves...High Elves...Wood Elves... Imperial...Nord...Redguard. The hair style is long hair with pigtails and ponytails; poly count is between 500-800, so it should not affect framerate...
7762	Female Dunmer tattoos	Miscellaneous	MMH	53-7134	LadyLlen	2012-07-29	This is a tiny add-on to the dunmer female body fo Better Bodies. I am also planning to do the rest of the races(at least non-beast). So expect to see the update later on.
7761	Female Beauty Pack v1.0	Miscellaneous	MMH	53-3222	Sauron	2009-05-12	01/24/2003 This is a resources pack for use with [url=download-8162]Caledan Keep[url] plugin. It contains all the models and textures for: Rhedd's Heads Hell Kitty's Heads Motoki's NPC Replace 3.0 Le Femme Armor
7760	Faylynn's Paintings Volume II v1	Miscellaneous	MMH	53-11273	Faylynn	2007-05-30	This plugin adds 120 paintings with a variety of decorative frames it also adds a few new frames that were not in the first edition of the paintings, they are placed in the game of Morrowind for purchase. These art works are sold by Ravir, Trader in Balmora.
7759	Faylynn's Paintings v1.1	Miscellaneous	MMH	53-11232	Faylynn	2007-05-11	This plugin adds 180 paintings with a variety of decorative frames to the game of Morrowind. As this mod originally started out to be only for myself there are a few screenshots that are from my game, also, a select few are repeated in order to utilize a different style/size of frame...
7758	Faylynn's Braided Rugs v1	Miscellaneous	MMH	53-11288	Faylynn	2007-06-06	Would you like some cozy old fashioned braided rugs? If so this plugin adds 48 rugs, included are: 21 oval braided, 22 long braided & 6 small mats to use for bedside mats or door mats as you like, they are placed in the game of Morrowind for purchase. These art works are sold by Heif...
7757	Fatigue	Miscellaneous	MMH	53-15212	Not An FBI Agent	2014-04-30	Basically, I got real sick of walking around in morrowind, showing up to a battle with NO FATIGUE. SO, i have created a file that allows you to walk or run without losing ANY fatigue. however, you still lose fatigue while jumping, swinging weapon, etc.
7756	Fast Travel v1.2	Miscellaneous	MMH	53-10908	Yacoby	2006-12-03	This mod enables you to fast travel to anywhere on Morrowind or Solstheim. When you first load the mod, you are given a spell which when cast takes you to a maproom, you move your crosshair around the map and select where you want to go. You then cast another spell, and it will take you to exactl...
7755	Fast Travel to the Great House Strongholds	Miscellaneous	MMH	53-9611	Toymachineman19	2004-07-23	This mod adds 3 new NPCs that give you fast travel options to all of the Great House Strongholds (If you do not yet have a stronghold, they still take you there, but there is nothing built). Very useful when you don't want to always walk to your stronghold, even tho...
7754	Fast Projectiles	Miscellaneous	MMH	53-8956	MangoMan	2004-05-18	A very simple mod, and I admit, it took only a few minutes to implement. However I have not seen any mod that adjusts these things, and I think it is a very important change. The effects are simple, the speeds of projectiles (spells, arrows, and thrown) have all been s...
7753	Fast Food in Morrowind!	Miscellaneous	MMH	53-10856	Shade the Bandit	2006-10-21	Well, here it is, folks. The one thing that Morrowind has been missing for years: fast food. It seems that when Mehrunes Dagon visits the mortal plane, he likes to buy lollipops. Yes, it's true, lollipops. But business has been slack for our favorite evil Daedra, and he's ...
7752	Farmer Mod 4.0 Special Slave Companions 2.0 Compatibility Patch	Miscellaneous	MMH	53-10331	Fliggerty	2006-01-08	While heading over to the Suran Slave Market to purchase a slave for my fields, I noticed that the room was awfully crowded. The Farmer Mod removes the top floor of the Suran Slave Market, causing all of the Special Slaves to fall through the ceiling. This caused the room to be ...
7751	Fargoth's Basement	Miscellaneous	MMH	53-13020	Princess Stomper	2008-11-18	This plug-in adds a new basement area to Fargoth's House in Seyda Neen. If you go through the trap door, you will find Fargoth's brother Cimgoth busy playing a strange Dwmeri device with some VERY familiar puzzles. Cimgoth has some dialogue, and the keyboard l...
7750	Family Safe	Miscellaneous	MMH	53-8230	thlrone	2002-07-19	
7749	Fair Magicka Regen	Miscellaneous	MMH	53-8126	GlassBoy	2003-05-26	This mod is based off "mana regen v1.2" but it regens magicka much more smoothly and fairly in my opinion. Your magicka will regenerate using your willpower as a percentage of 1% of your maximum magicka every second. Thus if you had 50 willpower, 100 max magicka, you wou...
7748	Faerie Realm	Miscellaneous	MMH	53-5710	Aquan	2011-10-02	The Elder Scrolls III MORROWIND: Faerie Realm By Aquan Requires the Bloodmoon expansion Current Version 1.0 You can find this mod at http://bloodyoath.net ...
7747	Fade to Black	Miscellaneous	MMH	53-13798	Peachykeen, Fliggerty	2009-12-30	As you get closer to death, you vision begins to fade. At first it's just a tinge of darkness around the edges. As imminent death approaches the darkness closes in more rapidly. Your ability to differentiate between colors is lost as the bloo...
7746	Faction Hellos	Miscellaneous	MMH	53-13355	4LOM	2009-04-05	This mod uses some of the rarer 'Hello' sounds (the speech files NPCs play when you approach them) from Tribunal that relate to factions you belong to. Formerly they only played occasionally and only in Mournhold. Now, NPCs all over Morrowind from the same faction as you will sometimes greet you ...
7745	Extra Artifacts	Miscellaneous	MMH	53-14264	KadoDragon	2011-03-31	This is my first mod. I found that Morrowind was lacking in the artifacts department. So what this mod does is adds twenty artifacts to the game. My goal is to reach 100 artifacts and maybe even more than that. This mod also adds Wings of the Queen of Bats and Azura's Throwing Stars l...

Id	Name	Category	Site	Link	Author	Date	Description
7744	Explorers Version 1.5	Miscellaneous	MMH	53-602	Lord Lionmane	2009-04-06	Lord Lionmane's Explorers Version 1.5, What is new? - If you examine flowers and find treasure, treasure chests will appear near you which will contain the treasure. You are notified with a message and sound feedb...
7743	Explorers 2.0	Miscellaneous	MMH	53-601	Lord Lionmane	2009-04-06	Lord Lionmane's Explorers, Version 2.0 ---- What is Explorers 2.0? - Explorers is supposed to make exploring more fun. Your character has the chance to find new treasure balanced for his level. I worked hard to...
7742	Explorers	Miscellaneous	MMH	53-604	Lord Lionmane	2009-04-06	Lord Lionmane's Explorers Hail and well met adventurer. When i was young, adventuring was my business too. And i was good at it, to say the least. If y care to listen, let me tell ye a few secrets of the trade. Morrowind is full of adventure. There ...
7741	Expensive Belt 03 Icon Fix	Miscellaneous	MMH	53-14516	jeclxohko	2012-07-15	Very small icon tweak for the expensive belt in Morrowind. If you notice the default one has extra pixels. View screenshots for changes. Note: If you haven't seen the belt yet, go add it via console "player->additem expensive_belt_03, ...
7740	Expanded Sounds Herbalism Redux Patch	Miscellaneous	MMH	53-14630	Gorkon	2013-04-16	This mod, written by Gorkon (thanks!) allows you to use both Herbalism Redux and Extended Sounds. It combines the two different scripts into one. You WILL need Herbalism Redux. I don't use it, but I guess that there are variables and other scripts that won't be in this patch.
7739	Expanded Sounds Herbalism for Purists Patch	Miscellaneous	MMH	53-14629	DWS	2013-04-16	Allows you to use both Syc Herbalism for Purists and Expanded Sounds. It combines the two different scripts into one. Required: - Expanded Sounds (by PirateLord) - Herbalism for Purists (by Sycloxix)
7738	Exotic Wings v0.7	Miscellaneous	MMH	53-11271	Anime Chaos Productions	2007-05-29	Off the path heading North from Vivec's Foreign Quarters, you'll find a strange Dwemer Door on the largest Mushroom near the water. Step inside the small door and the Dwemer Size Machine will shrink you to fit comfortably inside the Flying Mushroom Shop.> The merchant inside i...
7737	Euro Morrowind Recovered Mods - The Elder Scrolls Forums	Miscellaneous	MMH	53-324	Ronin49	2009-04-06	
7736	Error Marker	Miscellaneous	MMH	53-11416	Fliggerty, Friends	2007-08-04	I get very tired of seeing bright yellow error markers that are bigger than an NPC. I especially hate seeing a corner of the marker through a wall or door. So I have put together this small compilation of three different options. Small Default: This look...
7735	Erengard Mines - Morrowind Crafting Compatible	Miscellaneous	MMH	53-13648	Graphite, Denina	2009-09-04	Graphite's Original Description: For quite some time I've been rather annoyed at the fact that there were hardly any legal ways to earn money other than going out and killing monsters for their loot. Therefore I decided to try build a mod that would allow the player to ru...
7734	entertainers-NoM fix	Miscellaneous	MMH	53-11621	Zobator	2007-10-30	This is a mod to make it possible to use the official mod entertainers and Necessities of Morrowind (By Thaddeus & Nymeria) together at the same time. Available in .ace and .7z file -Nothing special but i wanna say such things are...
7733	Enemy Hand-to-Hand Damage	Miscellaneous	MMH	53-9592	Aerelorn	2004-07-11	This is a simple mod to change the way enemy punches affect the player. Instead of doing fatigue damage, they will do health damage instead. I've always found it boring to fight an enemy using Hand-to-Hand because once they wear down your fatigue, they will k...
7732	End of Days (a Majora's Mask nostalgia mod)	Miscellaneous	MMH	53-6460	skaeps	2010-05-02	Do you remember The Legend of Zelda: Majora's Mask? How every dawn was another chance to do it right, and how you always feared the end of days would come too soon? This mod is a little nostalgic wink to that game. It emulates that hyper-dramatic "Bell Toll" sequence when...
7731	Encumbrance Bug Fixer Uper	Miscellaneous	MMH	53-13430	Haru Ketpia	2009-05-20	This here's for fixing the encumbrance bug that some players may be afflicted with when using mods that adjust item weights. It comes with instructions in the "Read Me", and two separate .esp files. The "Read Me" will tell ya how to use 'em, and in which order to do so. ^_~ Enjoy. &#...
7730	Enchantment Colors Enhancer	Miscellaneous	MMH	53-8651	Evil Sorcerer	2003-02-11	This mod alters the enchantment colors (for the better) of many of Morrowind's magic effects. For example, Shock is now bright, bright BRIGHT yellow instead of a dull, washed out puke color>br>Fire is now an intense, deep, and more bright orange-red, rea...
7729	Enchantment Colors De-Enhancer	Miscellaneous	MMH	53-8665	Evil Sorcerer	2003-02-17	If you never liked how the enchantment's shimmering effects on items; got in the way of nice parts of cool textures, and/or thought it looked cheap or something, then all you need to do is download this, and then all the enchantments in the game will be much, much more m...
7728	Elevators / Lifts	Miscellaneous	MMH	53-8272	Ahren Morris	2002-07-26	
7727	Elderscrolls.com Wallpaper Splash Pack	Miscellaneous	MMH	53-6477	Alphax	2010-05-28	Elderscrolls.com Wallpaper Splash Pack This is a compilation of Bethesda's wallpapers from elderscrolls.com, resized and converted to TGA. It does not included any of the "creature" wallpapers (the Bonewalker, Dremora and Dreugh are available from ...
7726	Eldar Plugin	Miscellaneous	MMH	53-7385	gianluca	2002-07-03	
7725	Eden	Miscellaneous	MMH	53-4365	Martini60	2009-05-12	Eden - README V1.0 Relaxing garden Made using patched (1.1.0605) version of Morrowind. NOT COMPTABLE WITH BLOODMOON!!! (sorry about that) 1. Installation 2. Getting Started 3. File destinations 4. Modifications 5. Contact stuff
7724	Ebonheart Imperial Chapel No-Wander.esp	Miscellaneous	MMH	53-10532	Denina	2006-04-09	This is a simple mod that changes the AIs of the NPCs in Ebonheart's Imperial Cult Chapel so they no longer wander all over the room and block doorways and get in the way. They all stay in one place, which makes it easier for getting around the room. I made it for my convenience but thought other...
7723	Ebonheart Fruit Orchard v1.5	Miscellaneous	MMH	53-1979	redwoodtreesprite	2009-04-06	Puts a fruit grove north of Ebonheart with pickable fruit. Also, there are two retextured baskets you can take with you to arrange your fruit in. (There are also two static baskets you can't pick up.) Adds fruit to random food lists, one random potion list, and adds three new lists ju...
7722	Ebonheart Fruit Grove	Miscellaneous	MMH	53-319	redwoodtreesprite	2009-04-06	Ebonheart Fruit Grove Version 1.5 (updated 1/18/04) by redwoodtreesprite redwoodtreesprite@yahoo.com http://www.zyworld.com/redwoodtreesprite/Home.htm -----
7721	Ebonheart Fix	Miscellaneous	MMH	53-6633	Kid77	2010-12-10	I noticed while playing Morrowind that Ebonheart had many errors - meshes not aligning correctly, being able to see underneath buildings, and ugly, jagged landscaping in certain areas. It seems Bethesda created Ebonheart in a hurry, and it shows. This mod fixes those errors.
7720	EBJ Spell Organizer	Miscellaneous	MMH	53-8725	MovingTarget	2003-04-12	Ever can't remember what that one spell you so desperately need to use is even called? Now, all you need is to know what KIND of spell you want. Each standard spell is preceeded with the initial letter of it's college to group them together. If you use the naming schem...
7719	Eat Corpses	Miscellaneous	MMH	53-10101	Cow Guru	2005-08-22	Adds your healthy daily dose of cannibalism to Morrowind. This mod simply replaces dispose of corpse with eat corpse in the window which opens when you click on a dead body. Nothing extravagant, just a small tweak for those unused to the CS but looking for a dose of corpse-eatery. ...
7718	Easter Egg Hunt (2) v1	Miscellaneous	MMH	53-14729	Daduke	2013-05-13	Look in Seyda Neen for all nine eggs once you find them all you get a special reward! Happy hunting!
7717	Dwemeris Font	Miscellaneous	MMH	53-10085	dongle	2005-09-28	A set of Windows fonts in the Dwarven alphabet. Following the great work done by Academy for Dwemer Studies I was asked to create some fonts in the Dwemer alphabet. I came up with book and script variants. They are very different in their usage, and what we know of thei...
7716	Dwemer Sphere Shield and Sword	Miscellaneous	MMH	53-14519	DonnerGott	2012-07-18	Turns the swords and shields from Centurion Spheres into usable items. Above level 7, there is a 20% chance of recovering either from slain Centurion Spheres. You may also visit Pelagiad, where you'll run into Tharfog, a very familiar looking Bosmer. He has two of each fo...
7715	Dwemer Buckets	Miscellaneous	MMH	53-11318	Drackolus O'Dell (Salomandrye)	2007-06-29	This is a very simple mod. It makes all the metal buckets pick-upable. Buckets are 8 (pounds? Never know, Bethesda never picked a weight system) and are worth 20 Septims.
7714	Dwarven Submersible	Miscellaneous	MMH	53-9701	The Mad God	2004-08-05	This Mod adds a Dwarven Submersible to Vivec city and a merchant who is willing to sell it (of course you could always steal it). This submersible is capable of traveling between most of the port cities on Vvardenfell. There are numerous cargo holds and closets for storing excess treasure and equa...
7713	Dungeon Island To Vogar Bridge	Miscellaneous	MMH	53-2643	PCC aka Blockhead	2009-04-24	a bridge that allows your char to walk from Vogar/Ald-Vendras to Dungeon Island. Requires all the Vogar & Ald-Vendras plugins and also the Dungeon Island plugin. Dungeon Island To Vogar Bridge by PCC aka Blockhead September 2004 THIS ISLAND PLUGIN REQUIRES: o Tribun...
7712	Drunk Eldafire	Miscellaneous	MMH	53-13396	morrowindmod Freak	2009-05-04	Eldafire is now Drunk! Please take it easy on me, this is my first working mod. Changelog:fixed error where she would not talk at all.
7711	Dragon Riding Service	Miscellaneous	MMH	53-117	M6n6M6	2009-04-06	Tamed Dragons, at Ald'Rhun, Ebonheart, Caldera, Dagon Fel, Gnisis, Khuul, Balmora, Vos, Seyda Neen, Vivec, Suran, Sadriith Mora, Maar Gan, Molag Mar, and Pelegiad. Just talk to the Dragon Rider, they work like Silt Striders.
7710	Dragon Recognition	Miscellaneous	MMH	53-7431	Ian 'Jethro' Menzies	2002-05-31	This plugin modifies the dialog of guards when you become the Knight of the Imperial Dragon so they give you at least a little of the respect you deserve.
7709	Dragon Caravaner's v1.1	Miscellaneous	MMH	53-13291	Sandman101	2009-03-02	This is a fun mod. It is not lore correct. There is some dialogue to help explain the disappearance of the silt striders and the arrival of the dragons. All of the Striders and their caravaners have been removed and a leveled creature list put in their place. Several alterna...
7708	Dogmeat's Servant Repository	Miscellaneous	MMH	53-9156	Dogmeat of Purgatory	2004-01-28	This mod is fairly simple, but makes an adjustment to the game that I think they should have done when Tribunal came out. It adds the "companion share" option to purchased slaves, allowing you to equip them with clothing, armor and weapons, and also to have them haul around your ext...
7707	Dodge Mod (Enhanced)-WD	Miscellaneous	MMH	53-8743	LDones, WDog	2003-03-19	This is based on the mod by Horatio. Unarmored is now a far more formidable skill with this plug-in. Playing Unarmored now grants the player a Dodge/Sanctuary bonus based on skill level, making him/her harder to hit the higher it goes. Wearing armor will deplete a...
7706	Dock Side Clutter.	Miscellaneous	MMH	53-12645	The Wanderer	2008-04-03	A simple mod that adds more clutter to Dock, Mooring and boat deck areas. I've never liked the way they looked so clean, tidy and empty... So I decided to make them look a little more industrial and used :) This is a first release and...

Id	Name	Category	Site	Link	Author	Date	Description
7705	Distant Land Weather Fix - MGE	Miscellaneous	MMH	53-10905	Supernatural	2006-11-29	Update for v1.2: The distant land also appears for overcast weather. Similar to Yacoby's Distant Land Interior Fix, this plug-in aims to correct the MGE Infinite View Distance in weather other than clear or cloudy. If the weather is not clear or cloudy, the distant...
7704	Disarming Zero	Miscellaneous	MMH	53-10584	Fliggerty	2006-05-10	Have you ever wished that you could disarm an opponent? Now you can! When you are fighting an NPC, and you are using either a long blade, a blunt weapon, a spear, or an axe there will be a chance that your opponent's weapon will fall out of their hands, flying to a random location nea...
7703	Disable Enemies	Miscellaneous	MMH	53-13681	Magius	2009-09-21	Name: Disable Enemies Version: 1.1 Date: 9/21/2009 Category: Miscellaneous Author(s): Magius Source: Description ===== Ever wanted to claim one of those lairs/tombs/dwemer ruins to b...
7702	Dirty Deeds	Miscellaneous	MMH	53-10515	Fliggerty	2006-03-24	Have you ever wanted to hire the Morag Tong to execute a member of a rival Great House? Have you ever wanted to forgive the Dark Brotherhood for their attempts on your life by offering them the chance to make money off of you? This MWSE based mod allows you to choose a target, t...
7701	Different Settings	Miscellaneous	MMH	53-11003	Chris M.	2007-01-20	This changes several settings in Morrowind. I didn't particularly like the names that they ad for some of the magic types, or the stats, like Shock... it just sounds a little stupid. So, I thought I would do something about it, just to try and give it a little more of an RPG style (whether it wor...
7700	dfr-morrowind-generic-no-cd-with-videos	Miscellaneous	MMH	53-5255	Unknown	2009-05-12	
7699	Desertlands	Miscellaneous	MMH	53-7611	Night Shadow	2005-03-30	Replaces all of Grazelands with TextureFreak's Desert Tile's.
7698	Derek's Maze Mod	Miscellaneous	MMH	53-13618	Derek Nguyen	2009-08-22	This is my first mod. This mod adds a maze in the game. The maze is very large and has no monsters. The prizes for reaching the end are: - A weapon (Dwarven shortsword, claymore, OR mace. - A winner's amulet t...
7697	Del Flora	Miscellaneous	MMH	53-10192	Hucklebarry	2005-10-19	This mod is simply a removal of some of the static flora in morrowind. I recommend it to be used with Complete Morrowind and Herbalism for Purists. Using both of the above mentioned mods, I was very irritated that after canvassing an area there were still plants on the gr...
7696	Defender Rings	Miscellaneous	MMH	53-10902	Demon382	2006-11-28	Adds the ability to summon defenders, using a system like invasion rings, this counter mod saves you from overwhelming odds. the creatures you summon are set to your level, so if you are weak, they might just be that much cannon fodder. Need: Invasion Rings by ...
7695	Decorator+ v1.1.1	Miscellaneous	MMH	53-10574	Raveren	2006-05-03	Lets you rotate/position/scale/delete almost any item in the game world. As an added bonus lets raise dead people and creatures and shows the original owner of selected items. Does not modify anything from the original game and works on items added by mods! <...
7694	DeathStarPhases	Miscellaneous	MMH	53-4372	SiriusSnape	2009-05-12	The Death Star: Phases -- This texture modification turns Masser in all of its phases to the Death Star. Installation: Unzip the file to a location of your choice. Put all the .dds files into your Morrowind/Data Files/Textures fol...
7693	DeathStarEclipse	Miscellaneous	MMH	53-4374	Sirius Snape	2009-05-12	The Death Star Eclipse Readme Sirius Snape This texture modification will turn your full Masser moon into the Death Star. You will only see the Death Star on those nights when Masser is full. The rest of the phases of your moon will not be affected. Contents One r...
7692	Death...	Miscellaneous	MMH	53-9825	Max a.k.a. ~NOBODY~, Marbred	2005-04-02	This mod gives you a chance to become an immortal (but powerless) spirit after death. When you die, you may be transported to a semi-random location on Vvardenfell(Ancstral Tomb, cavern, or just in the middle of the Ashlands), and receive the spirit's curse. ...
7691	Deadroth Attack	Miscellaneous	MMH	53-6440	TESmaster	2010-04-07	Basically adds 10 respawning Daedroths to Seyda Neen. These weak (attack) but tough (health) creatures will roam Seyda Neen, attacking all villagers. If you have any problems please leave a comment. Feel free to use this mod in any other mod as long as you give me some credit. P.S. The daedroth(s)...
7690	Deadric Portals; Oblivion city v2.0	Miscellaneous	MMH	53-14608	Kroharah	2013-04-10	Places Oblivion Portals to a Deadric city as well as Oblivion Portals that summon Deadra to fight you.
7689	Data Files for smithing	Miscellaneous	MMH	53-4958	Unknown	2009-05-12	1 activator, alters 3 cells, alters 5 containers, creates 2 ingredients, adds one script
7688	Darknut's HD Splash Screens	Miscellaneous	MMH	53-13136	Darknut	2009-01-03	These are splash screens formatted for 1920 x 1080 Widescreen. They should work for lower res widescreen as well. Put them in Data Files/Splash/ By request: added lower res Non-widescreen version
7687	Darknut's 1st Person Helms	Miscellaneous	MMH	53-10913	Darknut	2006-12-07	1st Person Helm View version 1.0 a MGE mod by Darknut, with alot of help from Timeslip. This Mod adds a 1st person view to most helmets in the game using MGE. Changelog:1.1a redid the shaders: see pictures 1.1 bugfix 1.0 original ...
7686	Darknut's 1st Person Enhanced	Miscellaneous	MMH	53-13600	Darknut	2009-08-17	1st Person Enhanced By Darknut 12-17-09 Version 1.2 re-did the crossbow animations ... Artistika brought an issue to my attention ... its fixed now & I think the crossbow animation is better ingame overall .. <...
7685	Dark Brotherhood Replacer Splash Pack	Miscellaneous	MMH	53-10475	Dimitri Mazieres	2006-03-07	These are a couple of splash screens based on my Dark Brotherhood Replacer mod. I released them separately so as to avoid making that mod's filesize bigger.
7684	Dark Brotherhood Assassins Fix	Miscellaneous	MMH	53-9307	Fetus X	2004-03-04	Changes the Dark Brotherhood assassins equipment to match their level and rank. Journeyman: Level 1: Netch Leather cuirass, boots, and greaves. Level 3 & 5: Netch Leather boots, greaves, &...
7683	Dancing Guards	Miscellaneous	MMH	53-8237	Cody Peterson	2002-07-18	
7682	Daedric Tools and Jewellery	Miscellaneous	MMH	53-517	Luminar Nightblade	2009-04-06	NOTE: This mod does not require Tribunal or Bloodmoon to function. Installation Instructions ***** 1) Copy Lumi_DaedricTools.esp into /Bethesda Softworks/Morrowind/Data Files 2) Copy files in the Textures directory into /Bethesda Softworks/Morrowind/Data Files/Textures
7681	Daedric Signposts	Miscellaneous	MMH	53-8189	Nazz	2002-12-06	Changes the signposts to Daedric text so they feel more authentic The letters have been enlarged and also color coded according to which faction controls the town the sign points you to. See readme.
7680	Daedric Menus v1.0	Miscellaneous	MMH	53-2968	dongle	2009-04-25	Replacements for Morrowind's main menu's in the Daedric alphabet.
7679	D-I-Y Journal Keeping	Miscellaneous	MMH	53-10090	2xStrange	2005-08-21	I made the DIYJK mod with hardcore roleplayers in mind, and it is definitely not for everyone. I made this for the simple reason that I am very into roleplaying and creating a personality for my characters, and all too often I just found the neutral voice of the journal...
7678	Crystal Guar Arrow	Miscellaneous	MMH	53-1387	Unknown	2009-04-06	NO read me
7677	Cross Icons	Miscellaneous	MMH	53-11518	Konstantine	2007-09-14	some spell icons im morrowind look like cross turned upside down, so i "fixed" it by turning these icons upside down. :)
7676	Counterfeit Keening and Sunder v1.0	Miscellaneous	MMH	53-12779	Miriele	2008-06-21	Do you remember the line in "Plan to Defeat Dagoth Ur" informing the Nerevarine that, if they equip Sunder or Keening without Wraithguard and aren't hurt, the item is a forgery? This plugin adds those counterfeits. You'll have to test each artifact you find. Each of the Ash ...
7675	Costume for the Horror of Castle Xyr Play	Miscellaneous	MMH	53-10885	Xeth-Ban	2006-11-13	
7674	Corv's Ultimate Ranger Mod	Miscellaneous	MMH	53-11090	Corv	2007-02-25	The Ultimate Ranger Mod introduces the New Item Combination system. In the Ammunition section you can make shafts tips out of raw materials like wood or glass. After you made that you can combine (with the new system) them and make 12 different arrows and bolts. With the Poison Mortar you can mak...
7673	Corean Hair in Morrowind	Miscellaneous	MMH	53-12792	Westly	2008-06-22	This plugin adds: 31 new playable hairstyles converted from the Corean race mod (Oblivion) by IDKRR (with permission). Each style is applied to all races (sans Argonians), with various colour variations for each race (some with unique colours to best work with the skinton...
7672	Controlled Jumps	Miscellaneous	MMH	53-11027	Fliggerty	2007-01-28	This is a very simple little thing. When you hold down a particular key (G by default,) your acrobatics skill is modified to a percentage of your standard acrobatics skill. This allows you to make smaller jumps when you have a high acrobatics skill. I find that sometimes it's in...
7671	Connection Room 01	Miscellaneous	MMH	53-14171	Xaax	2010-12-04	Connection Room is a very simple mod, and a very simple room. Simply a new cell with two doors leading to both of the labs in the mods, Castle Hestatur, and Yorick's Tower. Changelog:1.00--creation, making and publishing of the mod.
7670	Comprehensive Chargen	Miscellaneous	MMH	53-11464	Shade the Bandit	2007-08-21	COMPREHENSIVE CHARGEN ==== Shade the Bandit Introduction ===== This little mod is simply an attempt to make the Morrowind character creation process a bit less boring. ...
7669	Complete Morrowind Part 3: Pottery Making	Miscellaneous	MMH	53-9017	Max a.k.a. ~NOBODY~	2004-01-07	Tired of looking for suitable goblets for your collection? Don't have a pot to cook in? Then stop by and make one! This mod adds the ability to make glass and clay pottery. And now everything is operated by a fully functional skill!!!! Glass pottery is made from raw glass. Clay ...
7668	Complete Morrowind Part 2	Miscellaneous	MMH	53-5076	Max a.k.a. ~NOBODY~	2009-05-12	The Elder Scrolls III Morrowind: ...
7667	Complete Morrowind Improved	Miscellaneous	MMH	53-13480	MauveCloud	2009-06-14	Improvement on Max a.k.a. ~NOBODY~'s Complete Morrowind Full (with his permission). Now you can see a single list of items you can make instead of navigating through several 8-choice dialogs. This mods adds the following activities: * Cooking [...]
7666	Complete Doors & Locks	Miscellaneous	MMH	53-7572	DarkDragon, TheLys, Bro Juniper, Kasha, Piep	2004-05-26	This mod is a compilation of the works of Brother Juniper, Kasha, Piepers, and TheLys. This mod allows Piepers excellent Lock Bash mod, ("enhanced" by TheLys) to be used in conjunction with NPC Schedules - Locks by Brother Juniper & Kasha and i...

Id	Name	Category	Site	Link	Author	Date	Description
7665	Community Splash Pack II	Miscellaneous	MMH	53-10896	Aorawn	2006-11-24	This adds seven more splashes for your viewing pleasure. All of them depict characters belonging to members of the community. I've tried to keep the feel as close as possible to Bethesda's. You do not need the previous pack to use this one. Check the Forumth...
7664	Community Splash Pack	Miscellaneous	MMH	53-10891	Aorawn	2006-11-19	This adds twenty splashes for your viewing pleasure. All of them depict characters belonging to members of the community. I've tried to keep the feel as close as possible to Bethesda's. Check the Forumthread for screenies. You can check the progress of the next splash p...
7663	Community Splash 2	Miscellaneous	MMH	53-13549	Tshultze	2009-07-18	This a pack of 8 images of Scenic Morrowind taken by the community. The shots are enhanced by using Morrowind Graphics Extender (MGE), shaders, and ENBSeries Bloom and blur effects.
7662	Community Splash	Miscellaneous	MMH	53-13540	Tshultze	2009-07-13	This adds 12 new High Res Splash Packs into the loading screens of your game. These are mainly to show how much Morrowind has Improved over the years and what we have accomplished. The screenshots are using both Morrowind Graphics Extender (MGE) and ENBSeries to produce the effects shown in the p...
7661	Community Inventory	Miscellaneous	MMH	53-10649	The_Silent_Pyro	2006-06-28	Now you can share inventory items between savesgames using MWSE with a simple spellcast. It's really that simple. While you cannot share player-made or player-enchanted items, anything else in your inventory will transfer. For more info, read the included readme.
7660	Comfortable Couches	Miscellaneous	MMH	53-9668	Xeon (Josh)	2005-04-02	This modder's resource adds 24 comfortable new couches to the editor. These couches come in 8 different colors: Blue...Tan...Brown...Red...Green...Purple...Grey...Guarskin And 3 different sizes: 3 seater (full)...2 seater (loveseat)...1 seater (chair) Nothing is placed into the game...
7659	Combined money mod	Miscellaneous	MMH	53-11174	lucifer.666	2007-04-08	This mod ALTERS THE MONEY and is mainly a COMBINATION of other great mods. The money looks much better now. Coins are BIGGER, ROUND and the coinage is much MORE DETAILED. Now there are (audible) different, better SOUNDS for taking and placing money. The Drakes (valuta in ...
7658	Combat Moves	Miscellaneous	MMH	53-8790	GhanBuriGhan	2003-04-09	Become a master of the martial arts in Morrowind. This plugin gives the player the ability to perform special attacks of various kind. The aim is to make melee combat more active and interesting by providing an incentive to try new tactics and by requiring more skill on ...
7657	Combat Enhanced	Miscellaneous	MMH	53-9277	Aerelorn	2004-03-01	- 30 different combat combos performed using simple combinations of the basic attacks(i.e. Slash, Slash, Thrust). There are 5 combos for each of the 6 weapon types(Long Blade, Short Blade, Blunt Weapon, Axe, Spear, and Unarmed). The combos range from stat drains to knockdowns to dec...
7656	Coloured Cloths	Miscellaneous	MMH	53-12734	Danjb	2008-05-23	This mod randomly replaces many of the "Folded Cloth" objects with newly coloured ones. There should be an even spread of colours, including the original blue ones. Cloths in the player's inventory won't be changed. Because of the workings of the mod (replacements are scr...
7655	Cloth Additions	Miscellaneous	MMH	53-5737	Max a.k.a. ~NOBODY~	2011-10-03	The Elder Scrolls III Morrowind: ...
7654	Cloth Additions	Miscellaneous	MMH	53-15533	Max a.k.a. ~NOBODY~	2017-07-30	The Elder Scrolls III Morrowind: Cloth Additions v. 1.00 1. INSTALLING THE PLUGIN ***** ...
7653	Close Inspection v0.2.1	Miscellaneous	MMH	53-12929	Yacoby	2008-09-12	Requires Morrowind Graphics Extender When you hover over a object for more than 2 seconds, you will zoom closer to the item you are hovering your mouse over.
7652	Clean Oshiels Wear	Miscellaneous	MMH	53-1725	Oshiel	2009-04-06	No Readme
7651	Clean Noldor Elf v1.0 AddOn	Miscellaneous	MMH	53-10558	Elveldir	2006-04-23	This mod adds some items to the chest in Balmora Guild of Fighters where you find the Gondorian Ranger Armor. 1. Netch Leather armor for female characters. 2. Two shields 3. One sword This mod requires my "CleanNoldorElf1..."
7650	Clean Daedric Statuettes	Miscellaneous	MMH	53-7974	MagicNakor/GreenEyedYam	2003-11-20	This is a little plug-in that adds the 6 unused Daedric Statuettes from the CS CD to TESCS as miscellaneous items. It also adds icons made by MagicNakor, so the Statuettes can be used as toys, display items, magical trinkets, etc. This is a modder's resource, and a...
7649	Clean Chittaa' Add-on #1	Miscellaneous	MMH	53-10542	Westly	2006-04-14	This Mod is a collection of 4 ESPs that do various things to modify the Chittaa'mer and Chittaa-jiit Races: Chittaa' Birthsigns ESP- Adds race friendly birthsigns that play on each races natural strengths. Two ESPs, one for...
7648	Class Abilities	Miscellaneous	MMH	53-12566	Balathustrius	2008-02-29	Adds new special abilities and powers to the PC dependent on class. Necromancers start with the ability to summon undead servants and curse their foes, Paladins inspire courage and heal the wounded, Monks may enter a martial trance, Witchhunters can sap the magicka from their sorcerous quar...
7647	City of Balmora v2.0	Miscellaneous	MMH	53-10580	tor the destroyer	2006-05-07	2.0 Update Added a short dungeon crawl to obtain ownership of the Crows Nest. As a reward I also added a special Novel to the Crows Nest. To start the dungeon, look for a ring in Dubious Drums ship cabin. This mod turns Balmora into a major seaport like Ebonheart. Balmora ...
7646	Christmas tree	Miscellaneous	MMH	53-4358	loktar69	2009-05-12	This is my first plugin so dont go too hard on me and im not the greatest at 3d max yet Well ive included all the files move the Christmas tree.nif to morrowind/data/meshes then the bmps to morrowind/data/textures then move the plugin file to the morrowind direct...
7645	Children of the Night - Part 1	Miscellaneous	MMH	53-8242	JB	2002-08-08	Children of the Night is a 3-part project that will go alongside your main quest in Morrowind Part 1 "The Adventure Begins" introduces to you Ariela, your female Bard companion that by coincidence has arrived in Seyda Neen days before you. She will offer to travel...
7644	ChessMod v4.0	Miscellaneous	MMH	53-3942	Soralis	2009-05-12	This Mod creates a fully working chess game within Morrowind. The ChessV4.esp file has a chessboard set up in Eight Plates in Balmora, and ChessV4Blank.esp allows you to very easily set up a chessboard at any position in the world, at any angle or alignment, without needing to set up o...
7643	Chess v3.0	Miscellaneous	MMH	53-14932	Soralis	2013-08-25	Within the game, simply activate the Chessboard square, and all of the pieces and squares for the chessboard will be created and move themselves into position. You can move a piece by simply activating it, and then activating the square or enemy piece you want it to move to. Castingl ...
7642	Chernovardenbyl v1.0	Miscellaneous	MMH	53-4354	Alvirdimus	2009-05-12	*** CHERNOVARDENBYL v.1.0 *** Author: Alvirdimus Add-ons required: none. 1. WHAT IT DOES: Ever imagined Vvardenfell without the people? Now this comes true. The rec...
7641	Chargen Werewolf	Miscellaneous	MMH	53-8989	Marbred	2003-09-16	This is meant to let you become a werewolf right from the get-go when you create a new character, but can also be used anytime during the game; just step into the Seyda Neen Census Office and you aquire the ww disease. DO NOT use this plug-in at the same time as ANY of ...
7640	CharGen Fork	Miscellaneous	MMH	53-8061	ZJVavrek	2003-07-27	This mod changes the Iron Dagger you get at the beginning of the game to an Iron Fork, along with the note underneath it - to something more relevant. See readme for info.
7639	Character Maker	Miscellaneous	MMH	53-9033	Zerocyde	2003-12-22	This mod allows you to have a greater amount of control over the creation of YOUR character. Many an hour have I spent mulling over the beginning character creation section trying to come up with the right combnation of race, class, and birthsign to make the character I wanted. ...
7638	Chapels of Vvardenfell	Miscellaneous	MMH	53-8694	Xanondorf	2003-03-03	A new mod that adds Chapels (with their own priests and offering Blessings) to the Imperial Villages. This mod is made to create some more religious feelings in some of the towns, every Imperial town looks a bit too commercial. I added 3 new chapels ...
7637	Chalk v3.1	Miscellaneous	MMH	53-11748	ManaUser	2012-10-23	This mod adds sticks of chalk. These can be used to write on the ground, walls, or other surfaces. A selection of pre-set text and symbols are provided, but you can also spell your own message by letter. New since version 3.0.3: * Glowing chalk. Finally! * More interface twea...
7636	Chalk v3.0.2	Miscellaneous	MMH	53-14690	ManaUser	2013-05-10	This mod adds sticks of chalk. These can be used to write on the ground, walls, or other surfaces. A selection of pre-set text and symbols are provided for convenience, but you can also spell your own message by letter.
7635	Cattle Herders	Miscellaneous	MMH	53-12805	Grimspire	2008-07-06	ABOUT THE MOD: This mod adds four cattle herders - similar to the mercenary representative of ARJAN's A Lords Men but he brings you a victim to devour instead of a mercenary and you get to choose weather it be a male or female and what race, the cattle herder also allows you to tell h...
7634	Carnival Corset v.2-20040816(for City o	Miscellaneous	MMH	53-897	Immortalsigh	2009-04-06	Replaces the female Skin/Metal Hips and Chest, with the Carnival of Shadows Hariquin Corset. To install simply extract to your main City of Heroes Directory. What this replaces exactly: sf_chest_skin_metal_01a sf_chest_skin_metal_01a_bump sf_chest_skin_...
7633	Candle-Lit Windows	Miscellaneous	MMH	53-9468	Tom Irvine	2005-02-11	Adds atmospheric lighting effects to almost every window in the game. The lights come on at night to give the cities and towns in the game a much warmer feel.
7632	calling cards	Miscellaneous	MMH	53-6451	Rattfink333	2010-04-20	this a mod that adds calling cards ingame. just an immersion mod for fun. so you can leave a calling card at the scene to let the world know who did it. it puts a small chest of them in the ald-ruhn morag tong guild.
7631	Cali BB Mannequins v1.2	Miscellaneous	MMH	53-3747	Calislahn	2009-05-12	This mod places ten male and ten female wooden placeable mannequins into a storeroom in Hla Oad that are free to take. The mannequins can also be used as a resource for your own mods but you must change the id's to prevent conflicts. More instructions are contained within the readme fi...
7630	Caldera Expansion 3006	Miscellaneous	MMH	53-8018	Mikau	2003-07-03	This mod adds lot's of new traders and trainers...a Silt Strider...two houses, one of them with lot's of room to store your stuff...a PackGuar seller (made possible by Lord Gaijin) and lots of flowers, trees, streetlights and more. see readme for info.
7629	BTB Spells Fix	Miscellaneous	MMH	53-6632	Kid77	2010-12-07	In short, NPCs that wanted to sell you spells and had the NPC-only spells from BTB's Game Improvements won't have them any more. The spell mod from BTB's Game Improvements created spells only meant for NPCs, and not for the player. Certain NPCs that have the auto-calculate flag and could sell ...
7628	Britneys Secret 1.1	Miscellaneous	MMH	53-824	sugardbz	2009-04-06	***** The Elderscrolls III Morrowind Britneys Secret 1.1 Created By: sugardbz ***** Created By: sugardbz ***...
7627	Britneys Secret	Miscellaneous	MMH	53-894	sugardbz	2009-04-06	

ID	Name	Category	Site	Link	Author	Date	Description
7626	Bridge to Island Estate	Miscellaneous	MMH	53-10429	EricM0426	2006-02-18	It is an assembled bridge from wood planks that connects the Bitter Coast region to the Island Estate created by Valkyrie (Cody Bergland).
7625	Breton Female (No Panties)Mod	Miscellaneous	MMH	53-7435	Raven	2002-06-01	Removes panties from breton females.
7624	Bonebiter Bow Fix	Miscellaneous	MMH	53-7733	Evoker	2004-07-04	This mod just makes the corpse of the Wraith of Sul-Senipul persistent - so if you killed him before, you can still get the bow!
7623	BOBRobert%5C%27s Rapier	Miscellaneous	MMH	53-842	Unknown	2009-04-06	
7622	Bob's Armory Wardrobe	Miscellaneous	MMH	53-10560	Bryss Phoenix, Fliggerty	2006-04-23	Do you absolutely LOVE Bob's Armory, but are struggling to get the outfits to match up, even with the icons? Have you seen screenshots of clothes from Bob's, but you can't figure out how to make different combinations? Well, welcome to a whole new world in clothing options.
7621	Bob's Armory Icons	Miscellaneous	MMH	53-10521	Bryss Phoenix	2006-03-30	This archive file includes icons for the mod Bob's Armory, and an esp to make those icons work. This esp also has the armors as clothes, thanks to Sorcha Ravenlock. The original release had generic icons that were used over and over, so you could never tell what you were getting. [...]
7620	Bob the Flaming Dummy	Miscellaneous	MMH	53-7637	Aitruis225	2004-06-01	I was bored, so for mine and other's amusement, I made B.O.D. (That stands for Badly Ostracized Dummy). This is not a major mod, only a joke. I deleted the guard inside Meldorf's shop in Balmora and replaced it with the BOD. No screenshots, just load, point, and ...
7619	Boats v1.12b	Miscellaneous	MMH	53-14395	Abot, Arcimaestro Antares	2011-11-16	This is probably just for people who liked my other silt striders and gondoliers mods. You can now also travel by boat in real time, and dismount anywhere in between trip starting and ending points (e. g. you can take the boat from Ebonheart to Hla Oad and waterwalk/swim to Seyda Neen ...
7618	Bloodmoon Traders	Miscellaneous	MMH	53-15518	DAVIDEVIL	2017-07-30	This Mod adds new Traders and trainers in the Island of Solstheim, all with their high detailed Buildings (from a Dwemer Observatory to a Druidic Stonehenge) It includes 3 merchants and a Lighthouse of a powerful Enchanter in the Port of Fort Frostmoth. Sgrufulu...
7617	Blood Magic	Miscellaneous	MMH	53-6674	etmorrowindb	2011-02-05	Use your blood to fuel your spells. This mods change what happens when you fail to cast a spell for lack of magicka. 1/3 of the character current Health will be transferred to the Magicka. You can imagine this is a technique invented by the though ...
7616	Blood & Gore v2.14	Miscellaneous	MMH	53-14938	TheLys	2013-08-27	Blood & Gore makes all creatures and characters, including player, BLEED and other effects like emitting smoke or get on FIRE during combat! Makes player, non playing characters (NPC) and creatures generate visual elements (blood, chunks, smoke) when they're hit Visual elements ar...
7615	Blodskaal House	Miscellaneous	MMH	53-12400	Shasta Thorne	2007-11-26	This mod adds furniture, storage containers and miscellaneous items to Rigmor Halfhand's home in Skaal to make it more comfortable to live in after completing the Blodskaal quest.
7614	Blocking Enhanced	Miscellaneous	MMH	53-9084	Aerelorn	2005-03-12	Blocking Enhanced (BEN) is an attempt to make blocking more fun by bringing it under the player's control. Normally, no attacks will be blocked When the player holds down a configurable key, they will block every attack, but at the same time cannot attack back. If t...
7613	Blasphemy! v1.2	Miscellaneous	MMH	53-12156	Bloody Jim	2013-02-02	Ah yes. Blasphemy. That is the only word to describe this mod. Why? Because this mod directly associates itself with the first chapter of the Elder Scrolls saga, TES:Arena. So directly, in fact, that those who played that most memorable first chapter will recognize, and hopefully a...
7612	Beyond Ysgramor Patch	Miscellaneous	MMH	53-15528	Miles Acraeus	2017-07-30	*Beyond YsGramor Patch *Level 1.0 *Author, Miles Acraeus *History *Installation History _____ Level 1.0 1. Removes ESM container from game that blocks activ...
7611	Better Werewolves	Miscellaneous	MMH	53-9232	AquariusArgonian	2004-02-20	It bothered me that the werewolves were WAY too weak so I adjusted the stats which makes the Bloodmoon werewolves much better. They shouldn't unbalance the game but a powerful character will find there are advantages to werewolf form now. They are eve...
7610	Better Solsthiem Creatures	Miscellaneous	MMH	53-10098	Fallen	2005-08-21	This MOD is mainly a balancing MOD. The Changes are[list] Snow Creatures are rarer and appear at random locations Snow creatures have a better frost spell called Frozen Flesh which does frost damage as well as paralyze for a few seconds Snow creatures are mu...
7609	Better Raven Rock	Miscellaneous	MMH	53-8934	Bulldog51488	2003-07-23	My Better Raven Rock mod finishes the wall to completely enclose the colony. It also adds harmless wolves all around the colony. Also When I saw the guards in Raven Rock only having steel armor and plain silver weapons, I was disappointed so i gave the guards better armor...
7608	Better Lutes	Miscellaneous	MMH	53-6393	Xargoth	2010-02-10	MINI-GAME This mod will let you play a lute in real-time. The lute model has been positioned in Gmax to where the player is holding the lute as if playing it. Feel free to use this in your mods, just give the credit to whom it is due. I would like to thank Inari for adding magic effects to the lu...
7607	Better Looking Morrowind Patch v1.3	Miscellaneous	MMH	53-5726	Misty Moon	2011-10-03	Better Looking Morrowind changes all by converting the landscape of the Ashland's, Molag Amur, and Red Mountain into green heaven of trees and grass. No longer a endless grey and black terrain, broken only by the occasional pool of molten lava. Also all of the trees and tree-like objects in Varde...
7606	Better Landscapes - Stonewood Pass v1.0	Miscellaneous	MMH	53-14675	Mag1cWind0w	2013-05-01	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 and waterfalls can be found while traveling in these ...
7605	Better Factor's Estate	Miscellaneous	MMH	53-8935	Bulldog51488	2003-06-23	Many people thought that the Factor's Estate was kind of plain so I changed that now it is much more decorated. No Godlike wepons but, there is an easter egg!!!! I would enjoy some feedback; have fun with your new estate.
7604	Better Bodies Mannequins	Miscellaneous	MMH	53-12750	Calislahn	2008-06-03	This mod places ten male and ten female wooden placeable mannequins into a storeroom in Hla Oad that are free to take. The mannequins can also be used as a resource for your own mods but you must change the id's to prevent conflicts. More instructions are contained within...
7603	Better Balmora River	Miscellaneous	MMH	53-11632	Fishcake	2007-11-10	In my opinion, this mod makes the Balmora river much nicer looking. adds: three more npcs on the Balmora river(see screenshot) a shipmaster to the river (gancol) who can take you in his rowboat to: Ebonheart - Seyda Neen - Suran ...
7602	Better Balmora River	Miscellaneous	MMH	53-5728	Fishcake	2011-10-03	Better Balmora River []...
7601	Bethesda Wallpaper Splash Pack	Miscellaneous	MMH	53-6162	Daniel	2007-05-19	This adds three new splash images derived from wallpapers available at elderscrolls.com. It adds a splash image for the Dremora, Bonewalker and Dreugh to the loading screen. They are essentially the same picture Bethesda has released as desktop wallpaper but renamed, resized, and converted ...
7600	Belt of Blinding Speed	Miscellaneous	MMH	53-11567	Dragatus	2007-09-28	Ever wished to use the enchantment of the Boots of Blinding Speed without having to wear a pair of Netch Leather Boots that simply did not fit together with the rest of your armor (or in the case of the beast races, could not wear at all)? Or perhaps you were turned of by the low AR and their ten...
7599	Belladonna Tweak	Miscellaneous	MMH	53-13041	Plangkye	2008-11-26	Changes the belladonna plants in Bloodmoon to randomly determine whether their berries are ripe. Plants that originally produced ripe berries now have an 80% chance of being ripe and a 20% chance of being unripe. Unripe plants now have a 20% chance of being ripe, a 60% chance of being unripe, and...
7598	BEER ! Pegas Ranch v2.4 fix	Miscellaneous	MMH	53-7279	Tarnsman	2012-08-22	A series of .esp's to fit BEER! with The Pegas Ranch and NOMv2.1
7597	Beds Of the Nobels	Miscellaneous	MMH	53-13239	Hollow_Fang	2009-02-08	Beds OF the Nobles Hollow Fang 1 WHAT DOES IT DO: It add and replaces the beds of nobles that are in a building 2 WH...
7596	Beds for Rent	Miscellaneous	MMH	53-8436	Havokk	2002-09-27	This plugin adds previously missing rentable beds and publicans to the towns of: Dagon Fel...Gnisis...Suran and Molag Mar You will find that End of the World Renter Rooms...Madach Tradehouse...Suran Tradehouse...St. Veloth Hostel and Pilgrim's ...
7595	Beasts of Burden: Shaolin Monks	Miscellaneous	MMH	53-7406	Kevin Castellano	2002-12-27	Based on original with extensive additions by psoldier. See html readme for complete info.
7594	Beasts of Burden	Miscellaneous	MMH	53-7405	Kevin Castellano	2002-05-30	This Mod adds an NPC just outside the gates of Balmora, who can not only buy your expensive items, but will sell you a Packquar to carry your stuff around for you. He even gets stronger as you go up in level! (The packquar that is...) If you overload your Packquar, he WILL move slow...
7593	Beast Race Claws	Miscellaneous	MMH	53-9754	MercyKiller	2004-08-29	Force equips claws when the vanilla beast races have hand to hand equipped, allowing them to do health damage. Hand to hand skill is still increased.
7592	Bathing Patch	Miscellaneous	MMH	53-10392	grVulture	2006-02-04	There has been an issue of soap sellers not restocking soaps. Soap sellers DO restock soaps every spawning cycle (default spawning cycle is 4 months in Morrowind, I think), and every time they restock, they get different kind of soaps. If this is ...
7591	Bathing Mod	Miscellaneous	MMH	53-8947	sisco/webrunner	2003-07-08	A mod where you have to bathe weekly or no one will speak to you. Every day your personality will go down if you don't bathe but the NPCs will still talk to you. To bathe go into the water (except in the sewers) and equip your soap. Have Fun :) See readme for info.
7590	Bathing Mod	Miscellaneous	MMH	53-10332	grVulture	2006-01-08	Now you must wash yourself every now and then or you will suffer personality penalties. If you neglect your personal hygiene you will come to a point where you will be disgusted by the whole population of Vvardenfell! There are two ways to clean yourself: 1. G...
7589	Batani	Miscellaneous	MMH	53-5090	Unknown	2009-05-12	
7588	Basis 1.0	Miscellaneous	MMH	53-1631	Oshiel	2009-04-06	This is just a small plugin that adds a few new clothing, armor, and weapons items to the wrold of Morrowind. These are almost all available in Foryn Gilnith's shack in Seyad Neen; each person in the shack is wearing an example of the item they hold and sell. You can either buy it from them (the ...
7587	Basic Needs	Miscellaneous	MMH	53-14502	Nethellus	2012-07-07	This mod gives you four very basic needs: Hunger, thirst, sleep an shelter. Food and water in your inventory will be consumed automatically, prioritizing the cheapest ingredients, and shelter simply equals the time you need to spend indoors. What all this does is it encour...

ID	Name	Category	Site	Link	Author	Date	Description
7586	barilzar voice	Miscellaneous	MMH	53-85	Unknown	2009-04-06	
7585	Barenziah Makeover	Miscellaneous	MMH	53-10054	Master Sam	2005-08-05	Barenziah, in my opinion, didn't look anything like a queen. Strange face. This mod, changes that face, and makes her look (in my opinion) a lot better. See readme for info.
7584	BAR MournholdTeleportationFix	Miscellaneous	MMH	53-3997	Baratheon79	2009-05-12	The Elder Scrolls III MORROWIND: Mournhold Teleportation Fix Version 1.0 by Baratheon79 **Note: Requires TRIBUNAL Expansion!! ***...
7583	Banner Text for The Inwah	Miscellaneous	MMH	53-741	Unknown	2009-04-06	
7582	Banner for The Inwah	Miscellaneous	MMH	53-674	FlowingSnake	2009-04-06	Outside Banner for " Morrowind Museum of Weapons and Armor" by FlowingSnake. Installation: You no the drill, Meshes in meshes folder, Textures in textures folder, and the .ESP in Data folder. ...
7581	Bandit Camp	Miscellaneous	MMH	53-12555	Mesmer	2008-02-24	Simply a small camp of brigands on the outskirts of Seyda Neen. I've been experimenting with mod-making and this is the first complete mod I've come up with and posted. So, constructive criticism is appreciated ;) And, I cannot upload screenshots at this time, and I know it will cause...
7580	Balmora Waterfall v1.0	Miscellaneous	MMH	53-8278	Mike Newmen	2002-08-08	Adds a waterfall just north of Balmora N gates, where a bridge crosses a small ravine. Scripted sound added by Leon Medado
7579	Balmora Waterfall	Miscellaneous	MMH	53-15514	Unknown	2017-07-23	No read me
7578	Balmora Un-Mod	Miscellaneous	MMH	53-7843	Mouse	2003-11-01	The Balmora Un-Mod does just the opposite of what most mods do to the city of Balmora It increases the frame rate in the city by removing a quantity of rocks, roots, and other static objects that are rarely noticed but do effect your frame rate I have manag...
7577	Balmora Stock Exchange	Miscellaneous	MMH	53-8434	Sean Givan	2002-09-25	This mod adds a fully operational Stock Exchange to Balmora and is located by the North wall of Balmora, Strider side of the canalMp> I've used it for several months and have not found any glitches. Any player can go in and buy shares of stock for one ...
7576	Balmora Market	Miscellaneous	MMH	53-8625	Fra	2003-01-15	Adds 3 Market Stalls including a raised market place in popular Balmora merchant square. Oriental feel to the mod and plenty of atmosphere for days and nights. I have unenchanted a lot of uniques and then standardised them so you can get the look and feel of the cooler...
7575	Balmora Mage Guild Upgrade	Miscellaneous	MMH	53-8745	Gara Attila	2003-08-08	Now there is a soulgem maker that makes soulgems out of gold and also a new Ingredient Shop has opened in the Balmora Mage Guild, with a replenishing amount of supplies, because Herbert (the owner) has good connections Please write an e-mail to me, even a simple "Thank ...
7574	Balmora Mage Guild Sleeping Area	Miscellaneous	MMH	53-8107	Justin Welsch	2002-06-25	
7573	Balmora Guilds Door	Miscellaneous	MMH	53-10668	Cipriano Groenendal	2006-07-11	A simple yet highly effective mod: A door between the Mages and Fighters Guilds in Balmora. Changelog-V 1.0.0: Initial release. Cleaned with TESTool 1.3
7572	Balmora Ghetto	Miscellaneous	MMH	53-6163	Princess Stomper	2007-05-24	Adds litter and fungus to the east side of Balmora for that "ghetto" effect, as described by the NPCs in the game. Buildings now have ivy and bungler's bane growing up the outside of them, to reflect their grotty, damp locations. Scraps of paper rot in the streets and old statues decay because of...
7571	Balmora Christmas Tree	Miscellaneous	MMH	53-12449	starwarsgal9875	2007-12-24	Adds a christmas tree outside of the pawnbrokers shop in balmora, it has a few blue lanterns in it an some ambient light (orange, red green) At day, you can't really tell it's on, but at night, it's a sight.
7570	Balmora Christmas	Miscellaneous	MMH	53-15164	Somesz	2014-01-13	I have created a little bit of christmas feeling in Balmora at the plaza. There is a great christmas tree, merchants and a small band who plays christmas songs. Dear TES fans all over the Word! I wish you a Merry Christmas and fantastic New Year! Note: If you have any p...
7569	Balmora Bridge Fix	Miscellaneous	MMH	53-10136	Makuta999	2005-09-17	This mod fixes the bridge at the mouth of the river that goes thru Balmora, it raises it enough that small boats can get through easily.
7568	Ballon Transport v1.3	Miscellaneous	MMH	53-12341	Indigo	2013-03-15	This mini-mod adds some transportation, in the form of an hot air balloons. You can catch a balloon ride from Gnisis, Ald Velothi and Ghostgate. As with all my mods, feel free to make use of any part of them in your own works, just give credit where credit is due. -- Indigo I have...
7567	Ballon Transport	Miscellaneous	MMH	53-13453	Indigo	2009-06-04	This mini-mod adds some transportation, in the form of an hot air balloons. You can catch a balloon ride from Gnisis, Ald Velothi and Ghostgate. As with all my mods, feel free to make use of any part of them in your own works, just give credit where credit is due. -- Indigo
7566	Backpacks	Miscellaneous	MMH	53-5716	Dereko	2011-10-02	Backpacks Author Dereko Meshes Dereko Requirements Morrowind, Betterbodies mod (www.psychodogstudios.net) What this mod does This mod adds 2 different style backpacks that can be worn light brown and dark brown. also a ...
7565	Azura's Waterfall v1.0	Miscellaneous	MMH	53-10740	Jakey	2006-08-12	This mod adds a huge waterfall just north of balmora, just follow the path. Full credit goes to me, Jakey.
7564	Az'Ailamaen Desert	Miscellaneous	MMH	53-13256	Fischer500	2009-02-15	This mod converts the grazelands to a desert, with a patch of grass here 'n there. I used TextureFreak's desert tiles, and his hlaalu building retex's. Dont forget to visit ryslan, southwest of ahemmusa camp.
7563	Athas Pillowmaker v2.0	Miscellaneous	MMH	53-3990	Unknown	2009-05-12	Next to the temple in Balmora, you'll find a strange house, containing an even stranger machine. Who would build such a thing, and for what? And what is the mysteious mass-pillow-mode? You are to find out! NEW TO VERSION 2: *Mass-Pillowmode has been SEVERELY ...
7562	AST Seyda Neen Arrille's Attic Addon	Miscellaneous	MMH	53-6634	Aisis	2010-12-11	An attic addition to Arrille's Tradehouse, with a bed to rent for the player. The Elder Scrolls III Morrowind: AST Seyda Neen Arrille's Attic Addon by Aisis Version 1.1> Index: ...
7561	Assassination 2.0	Miscellaneous	MMH	53-10511	DragoonWraith	2006-03-22	Assassination allows you to sneak up on enemies and kill them by snapping their neck, or knock them unconscious by cutting off circulation to their brain. If you are a vampire using Vampire Embrace, you can bite and embrace them, too. Great care has been taken to make sure it is balanced. There i...
7560	Ashlander Travel	Miscellaneous	MMH	53-13923	Midgetalien	2010-04-20	This mod makes wise women in the ashlander camps provide travel between the four Ashlander Camps: Ahemmusa,Erabenimsun,Urshilaku and Zainab. This idea is not unique, Kaghouz first came up with the concept however his mod only provided travel betw...
7559	Ashlander Traders	Miscellaneous	MMH	53-8865	Brother Juniper	2003-05-28	NOTE: A complete overhaul of Ashlander Caravan NOT compatible with this version do not use together A travelling caravan of merchants will set up shop in the market squares of Balmora, Aldruhn and Suran (depending on the day) A unique travel service is available,....
7558	Ashlander Tent MWSE Patch 1.0	Miscellaneous	MMH	53-15387	Bjam	2015-08-05	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 the interior, and it's containers, are safe and will remain in place. Thanks to MWSE, your companions can now follow you inside of the tent this m...
7557	Ashlander Camp Travel	Miscellaneous	MMH	53-9782	Kaghouz	2005-03-23	In the main quest there are three Ashlander Camps. The Ahemmusa Camp, the Ersansimum (sorry I can't remember the real name) and the Zainab camp. This mod makes the Wise Women's able to transport you between the camp's. Just click on Travel at usual.
7556	Ashes to Ashes	Miscellaneous	MMH	53-13644	Midgetalien	2009-09-02	===== README Ashes to Ashes ===== Requirements ===== This mod requires: Morrowind, Tribunal and B...
7555	Asgard Teleport Ring	Miscellaneous	MMH	53-11041	Rundwulf Wolf-Shield	2007-02-05	Readme Asgard Teleport Ring By Rundwulf Wolf-Shield (aka Rundwulf Wulfsson) Adds a ring to allow you to return to Asgard. Contents: Asgard Teleport Ring.esp & Readme. Requirements: Morrowind, Tribunal & Clean A...
7554	Ascadian Palms	Miscellaneous	MMH	53-11036	Solescape	2007-02-02	For those who prefer that their Ascadian Isles have a more tropical look, this mod adds palm trees and other tropical plants, 505 in total. I have not added anything to the cities (Suran, Vivec, Ebonheart, etc). This mod is compatible with other tree mods. ...
7553	Artifact Level Requirements	Miscellaneous	MMH	53-9986	Jaxalot	2005-08-06	Artifact Level Requirements adds level restrictions to many of the powerful unique items in Morrowind, as well as those found in Tribunal and Bloodmoon through the use of included add-on files. Please see readme for complete info.
7552	Arrilles Tradehouse Expanded	Miscellaneous	MMH	53-8051	Jon	2003-08-02	Arrille's Tradehouse in Seyda Neen will now no longer be a 3rd rate joint with little to offer. Now Arrille offers repairing, has a bit more gold, and has a much larger inventory of weapons, armor and spells(some of which were put in there only for fun (they're stupid, like...
7551	Armor People	Miscellaneous	MMH	53-9925	Dragonkin	2005-06-19	This is the biggest funny mistake I made so far. After unsuccessfully trying to put together the HK-47 resource, I put together a suit of armor. The head and hair meshed into something that looks like Sauron's Helm. This is just a fun mod.
7550	Armor of the Gods Redux	Miscellaneous	MMH	53-11442	Aztekh	2007-08-11	After completing the quest Mysterious Killings in Vivec, you have two rewards to choose from: an Ordinator cuirass and helmet, or an enchanted belt called Belt of the Armor of the Gods. Most people would choose the Ordinator armor, since they could probably sell it or put it to use. &...
7549	Armor of the Dead	Miscellaneous	MMH	53-13609	Midgetalien	2009-08-20	Armor of the Dead Midgetalien ===== Installing the Plugin === Install to your morrowind datafiles directory. Playing the Plugin
7548	Armor Effects-WD	Miscellaneous	MMH	53-8742	LDones, WDog	2003-03-19	For a touch of realism, wearing restrictive, bulky Medium or Heavy Armors with this mod will now bring a cumulative Sneak Penalty Heavy Armor will also cause a slight Agility Penalty, making Light Armor or Unarmored more attractive skill prospects for the thief-on-the-g...
7547	Armor Effects - Armor Balance-LD	Miscellaneous	MMH	53-8741	LDones	2003-03-19	In response to working on the Armor Effects Plug-In, I've made an attempt to rebalance the in-game armors to address some inconsistencies & balance issues. Armor Rating, Weight, Health/Durability, and Gold Value have been tweaked for nearly all armor in the game, in...

ID	Name	Category	Site	Link	Author	Date	Description
7546	Argonian splash	Miscellaneous	MMH	53-13543	Seth Wolf	2009-07-14	Splash screen i made for personal use and decided to upload it read me inside enjoy DO NOT take credit for this splash screen or use in a mod without my permission. Changelog: I added 3 more splashes
7545	Argonian Female Chests	Miscellaneous	MMH	53-7715	Kaira Midnight	2004-07-02	This plugin just makes the female argonians well, look more female by having breasts and why you ask? I know that Reptiles do not produce milk, therefore they may have breasts, but not the milk giving part. It is just an easier way of saying "girl" and also flat lizards do not apply to me too wel...
7544	Arena Obstacles	Miscellaneous	MMH	53-11396	hellshadow224	2007-07-24	This mod adds rocks/boulders to the Arena Pit in Vivec. The purpose of which is to give you some cover if your using a mod that allows you to fight in the arena. (I recommend "Gladiator" by Endrek) This shouldn't conflict with anything and it works pretty nicely.
7543	Arena Fun	Miscellaneous	MMH	53-2021	Unknown	2009-04-06	This mod places 34 naked female NPCs (actually 3 characters cloned 11 or 12 times each) inside the Arena Pit in Vivec. They attack the player as soon as he steps into the pit.
7542	Arena Entertainment	Miscellaneous	MMH	53-9297	William	2004-03-01	This plugin allows you to battle against gladiators in Vivec arena. all you have to do is talk to the "pitmaster" in Vivec arena and ask him about taking on the gladiators. Some updates & fixes have been done to this version, see readme for info. If you find any bugs please I...
7541	Arena Battle Of The Swamp Monster	Miscellaneous	MMH	53-10166	inventor1210 , pathogen II	2005-10-03	Adds new warriors to the Arena, and a swamp monster, and pick ax arrows.
7540	Arena	Miscellaneous	MMH	53-8580	Aaron French	2002-12-12	The Arena in Vivec is now active. Talk to Zeb near the entrance to the pit to bet on the slave fights. Currently only slave fights are happening but there are plans to add monster fights, gladiatorial fights and PC participation. Feedback would be greatly appreciated.
7539	Archcanon's Voice	Miscellaneous	MMH	53-8507	Dracandros	2002-11-06	As Patriarch, you are able to command the Ordinators. They can follow you, guard and patrol.
7538	Apologies	Miscellaneous	MMH	53-8804	Sean	2003-04-23	Ever get an NPC to a Disposition of 0 and have such a hard time raising it back up with Speechcraft? Well now you can say that you are sorry, raising their Disposition back up! Currently this adds 1 topic and 4 responses. The highest you can raise the...
7537	Aomar Clan Travel Map	Miscellaneous	MMH	53-15073	Pekka	2013-12-04	I made this maps because I think it was so hard to read the map included with Aomar Clan plugin wich makes travelling at Morrowind so much easier. These maps here is made with Vector Graphic wich should give the printout of this document the best quality possible.
7536	Aomar Clan (Transporters)	Miscellaneous	MMH	53-7272	Len Alox	2012-08-22	This adds the Aomar family that has set up a transportation network across the island. To see where they can send you, check out the map included.
7535	Antimagicka	Miscellaneous	MMH	53-4514	Justus	2009-05-12	Antimagicka Mod version 1.0 Important: If you like magicka these mods probably aren't for you. Creator's Blessing: A new birthsign that gives a bonus ...
7534	Anteres's Big Mod	Miscellaneous	MMH	53-15472	Arcimaestro Antares	2016-05-19	***** The Elder Scrolls III MORROWIND: Antares' Big Mod by Arcimaestro Antares ***** Index: 1. Introduction 2. Installation 3. Credits...
7533	Antares' Little Mods	Miscellaneous	MMH	53-6173	Arcimaestro Antares	2007-12-30	This is a collection of many of my smaller mods that I did for myself. They are not worthy to be published on web individually, so I thought to upload them all together :) I know that some of them (the pickpockets) have already been done by others, but in most of the cases my mods differ.
7532	Antares' Big Mod 7.4	Miscellaneous	MMH	53-15236	Arcimaestro Antares	2014-08-23	FACTIONS With this mod you have special privileges with the lower ranking members of your faction. For any faction, you can: - advance them, - teach disciplines to them and be paid for it, - reward them, - expel them from the faction. Moreover, any...
7531	Antares' Big Mod	Miscellaneous	MMH	53-6167	Arcimaestro Antares	2007-09-17	With this mod you have special privileges with the lower ranking members of your faction. You can: - promote them, - teach spells to them and be paid for it, - teach disciplines to them and be paid for it, - reward them, - expel them from the faction.
7530	Animated Practice Dummies	Miscellaneous	MMH	53-9572	Acidbasick	2005-04-20	Adds animated practice dummies to various places and replaces the old non-animated dummies that lie there. This is primarily a modder's resource, so you may use it wherever you may like, but I added this mod so I could both test it as well as provide a little something for players...
7529	Animated Morrowind v1.0	Miscellaneous	MMH	53-6351	Arcimaestro Antares	2009-12-09	This mod adds some new animated Npcs to the world, and gives animations to some Npcs of the original game. ***** FRENCH VERSION POLISH VERSION ***** RUSSIAN VERSION!! from ...
7528	Animal Weapons	Miscellaneous	MMH	53-9759	Tiki Man Mokai	2005-07-04	Mostly just a funmod the lets the player use animals as weapons orshields. Examples of these: Rat Mace, Mud Crab Mace, Throwing Fish, Scrib Sword, Shalk Shield, and a few others. It's incredibly fun to throw fish at people. This mod also demonstrates the creation o...
7527	Animal Respawns	Miscellaneous	MMH	53-9786	Radamino El Lino	2004-08-31	This mod will make plenty of morrowind creatures respawn, this will make the game funner for there will be more creatures to fight, this mod is clean and won't effect your savegame. Not all creatures respawn, the special one's don't respawn of course, well, enjoy!
7526	Amputations	Miscellaneous	MMH	53-11493	PrinceofNothing	2007-09-02	This is a simple mod designed to allow players more flexibility in their character generation, by giving the option of equip-able 'amputations.' Changelog: Version 1.1 - Added option to amputate your hands and forearms.
7525	AltStart	Miscellaneous	MMH	53-6252	iamnone	2009-09-03	--- AltStart v3.0 --- (former title: Bloodmoon Start) (mod for TESIII: Morrowind) by iamnone This mod allows you to start a new game on the docks at one of eight locations and features quick character generatio...
7524	Altimeter Mod	Miscellaneous	MMH	53-1448	Omer135	2009-04-06	Altimeter Mod By Omer135 For viewing your altitude all the time, type in the console "Startscript Altitudescript" If you want to stop this, type "Stopscript Altitudescript" Have fun.
7523	Alternative Start	Miscellaneous	MMH	53-7480	Remi Olsen	2002-06-07	
7522	Alternative Hunting	Miscellaneous	MMH	53-14346	Pokegami	2011-07-26	Before, the only way to get money from hunting was to sell creature parts. But this didn't get you much money at all. But then you hear of an Argonian near the Shashurari Camp that will pay you for the creatures. Not the parts, the creatures themselves. Never doubt those from Helstrom.
7521	Alternate Beginnings 2	Miscellaneous	MMH	53-12399	BlueBit	2007-11-25	Sequel to Evermoon's 'Alternate Beginnings', this mod expands upon it by adding 13 new choices to the already existing 5 to make a total of 18. It also fixes the bugs of Alternate Beginnings 1, including adding 4 dialogue options that you'd miss (background, little secret, latest rumors, little a...
7520	Alphasim's Balmora Guild Door	Miscellaneous	MMH	53-7543	Alphasim	2004-05-28	A minor mod I made, which places a door between the Guild of Fighters and the Guild of Mages in Balmora. There should be zero bugs, since it's just two doors and I have tested it. If there are bugs just email me at RdHeil@hotmail.com I used the models alr...
7519	Almalexia Voice Addon	Miscellaneous	MMH	53-9990	Skydiver	2005-07-04	This mod adds voice-overs to ALL of Almalexia's dialogue in the Tribunal official expansion pack. Almalexia will now speak every line of every dialogue option in the game. Also be on the lookout for other Voice Addons like: Lich Barizar, Dagoth Gares, Dagoth Ur and ...
7518	Almalexia Spellcasting	Miscellaneous	MMH	53-14936	thuggqwerty	2013-08-27	Replaces the normal self and target casting animations with Almalexia's custom animations. To play this plugin, you must have successfully installed Liztail's Animation Kit. Unfortunately, Beast races (Argonians and Khajiits) cannot use these new animations as it screws up the rest of t...
7517	All Destinations	Miscellaneous	MMH	53-12809	Sandman101	2008-07-09	This mod gives every Caravaner, Boat Captain and Guild Guide all destinations except for their location. It's designed so that you can go to any of the striders, boats or guild guides and go to any destination. This adds no new destinations. It just incorporates all ...
7516	Ald'ruhn Dialogue	Miscellaneous	MMH	53-8146	La'Shae	2002-08-02	
7515	Ald Velothi Fast Travel	Miscellaneous	MMH	53-10108	Sandman	2005-09-02	Adds a new NPC, Abin Erushara, to Ald Velothi who will transport you by boat to Gnaar Mok and Khuul. You can also make the reverse trips from those villages. Cleaned with TESTool.
7514	ald indoril2	Miscellaneous	MMH	53-5013	Voorhees	2009-05-12	*The Ald Indoril Mod ReadMe***** By Ottar "Voorhees" Kraemer Legal hipsikosh: NOTE: The Ald Indoril Mod was created by Ottar "Voorhees" Kraemer and all non-generic ideas, text fragments and some character names are my intellectual prop...
7513	Agent's Services	Miscellaneous	MMH	53-11348	Arcimaestro Antares	2007-07-07	With this plugin, you may ask the agents in Morrowind to offer their special services. To start, speak to a NPC that belongs to the class Agent (for example, Mervs Uvayn in Balmora, Hlaalu Council Manor) about "my trade". It will add the topic "agent's services". According...
7512	Advanced Combat	Miscellaneous	MMH	53-11624	Adul	2007-11-03	Uploaded on Planet Elder Scrolls by Eisenfaust with the permission of Adul, the original author. From the original readme: Advanced Combat plugin by Adul Version 3.2 Thank you for downloading it! <...
7511	Adul's Morrowind Mods	Miscellaneous	MMH	53-6248	Adul	2009-07-23	Here's a collection of mods that I have created for Morrowind in a period of over 8 years. Over this time my mods have changed along with my interests, ranging from old modeling hobby collections to the scripted gameplay improvements that I'm mostly involved working on nowadays. The ...
7510	Adj's Extradimensional Shop	Miscellaneous	MMH	53-13601	Adj the Demonic	2009-08-17	The Daedra Adj has opened a small (or large) shop in a house near Pelagiad. (Go northwest then follow the water's edge north, it's a shack with just a torch out front.) Inside, he sells gems and rings for Invasion and Defender rings-style play. Giv...
7509	Acrilix's Hi-res Signs	Miscellaneous	MMH	53-6305	Acrilix	2009-10-27	Natural, weathered, high resolution signposts for Morrowind. Acrilix's Hi-res Signs Mod This is a stand-alone mod to replace my weathered sig...
7508	Abandoned Genie	Miscellaneous	MMH	53-15555	azzkicar	2017-08-19	Abandoned Genie Mod, version 0.67: Summary: There's word that an ancient artifact known as Genie Lamp rests in Vvardenfell. Since tales of it were told in some Dwemer books, an expert on Dwemer culture and artifacts may be able to help you find it. Is there really a genie inside? What p...
7507	A tribute to Jeremy - Alternate Esp	Miscellaneous	MMH	53-647	Unknown	2009-04-06	

Id	Name	Category	Site	Link	Author	Date	Description
7506	A Spirited Collection	Miscellaneous	MMH	53-6514	Spirited Treasure	2010-07-28	This is a collection of stuff I have been fooling around with. I dedicate this mod to Dark Diva, who was my one and only fan when I was working on the Caius Cosades mod. 1.) Caius Cosades better! ==Morrowind Only== I am sick and tired of seeing Caius looki...
7505	A new morrowind lancer	Miscellaneous	MMH	53-12958	bluetaco	2008-09-30	This morrowind start up can-play morrowind,go to the elder scrolls web site, and uninstall morrowind. I am still working on getting it to go to the data files and options,tech stuff. To install this you will need to extract this into the morrowind folder and if you wont ...
7504	A Merry Christmas Party	Miscellaneous	MMH	53-10312	CMK	2005-12-24	This mod upgrades the "party" at Ald Daedroth to a Christmas celebration. You'll find food, conversation, gifts, a lit-tree and an enchanted music box that plays, "We Wish You A Merry Christmas" by Blitch Bango. Ald Daedroth is a Daedric Shrine just north of the Ahemmusa camp. Enter the shrine, g...
7503	A firework mod	Miscellaneous	MMH	53-7747	Richviking	2004-07-02	This is just a small kind of dumb mod it adds a spell for the 4th of july.
7502	95% Marksman Recovery	Miscellaneous	MMH	53-12599	Samurai	2008-03-16	When you fire an arrow, bolt, or thrown weapon,there is a 95% chance it will be recovered from the corpse.It is assumed that the other 5% will become broken or otherwise damaged beyond use. The reasoning is that arrows, darts, bolts and especially knives, sp...
7501	5 Medieval Tapestries	Miscellaneous	MMH	53-9013	RavenFeather	2003-12-19	I have created 5 medieival tapestroes that I hope blend well into the Morrowind mythos. The images are from 15th century medieval tapestries . They are not placed in game as they are mainly for use by other modders in their own mods. (All I ask is credit and a he...