

<b>Id</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
13335	Ulvanis	NPCs	Fliggerty	*249	praiseargonia	2011-08-09	Ulvanis, by praise argonia. I don't feel like writing a long readme so go to the seyda neen light house. Be ready, because you need to be at least level 50 to survive. Thanks to grimmy for suggesting it. What more do you want? A freaking cookie?
13334	The Uber Warrior	NPCs	Fliggerty	*1017	Kalamestari_69	2014-03-16	This mod adds an Ebony Warrior styled quest to Morrowind. When you've beaten every main quest from the main game and it's expansions or if you're level 50 or above, or both, then you should receive a message when you're sleeping. This message starts the quest where you have to beat an extremely p...
13333	Shut Up!	NPCs	Fliggerty	*1085	qqqbbb	2014-10-16	This is optimized version of "Shut Up!" mod by Adam Zsoldos. The mod allows NPCs to greet you only when you're looking directly at them. Script was rewritten and simplified so now there should not be any bugs. Don't use this mod with Advanced NPCs mod. Requirements: ...
13332	Morrowind Comes Alive	NPCs	Fliggerty	*1024	Neoptolemus	2014-04-01	Adds 1200 NPCs to over 550 cells via leveled lists to bring Morrowind to life. All NPCs have random heads, hair, and equipment (so no two will look the same), and appear and disappear at random. This 'rotation' simulates people travelling to and from towns, and going in and out of taverns, shops...
13331	Mighty Umbra	NPCs	Fliggerty	*700	hollaajith	2012-09-17	Mighty Umbra Version 1.1 by hollaajith Description : Umbra is a fierce warrior. You can't just shower spells/arows from far away while he dies meekly. Now he has a bow, a mighty bow, befitting such a warrior. Its no longer easy to beat him. Installation : Just put the esp file in Data Files fol...
13330	Less Generic Nerevarine	NPCs	Fliggerty	*1039	Ostar	2014-05-05	Less Generic NPC mods introduce unique dialog filtered for individual NPCs that replaces the generic responses usually encountered and create individual personalities and backstories. They are "unofficial" LGNPC mods, only because the LGNPC team has a backlog of mods. I am an LGNPC mod writer/cre...
13329	Less Generic Bloodmoon	NPCs	Fliggerty	*1038	Ostar	2014-05-05	Less Generic mods are "unofficial" versions of the LGNPC series of mods. I am an LGNPC writer/mod creator, so the Less Generic mods are "unofficial" only in that the LGNPC team has a backlog of mods and has not been able to release these. Less Generic Bloodmoon makes the NPCs of the Bloodmoon ex...
13328	Imperial Presence	NPCs	Fliggerty	*1120	cml33	2015-06-22	The idea from the mod came to me while working on my [url=http://www.nexusmods.com/morrowind/mods/43205/]Census and Excise Quarters:
13327	Fargoth's House of Earthly Delights	NPCs	Fliggerty	*1172	TwilotSpankle	2015-11-28	Replaces the 3 girls with Fargoth at Desele's House of Earthly Delights Requirements: Morrowind Thank you DestinedToDie for the Help :3
13326	Dren's Thugs	NPCs	Fliggerty	*251	praiseargonia	2011-08-09	Dren's thugs By Praise argonia! V1.0 Description Dren's thugs aproached Fevesa asking her if she would sell the farm.She refused and now Dren's thugs are out to get the farm by force, Fevesa needs you help and fighting off the thugs! ...
13325	Cattle Herder	NPCs	Fliggerty	*241	Grimspire	2011-08-09	Cattle Herder V 0.5 - Grimspire 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 y...
13324	BB Weapons-Wielding mannequins	NPCs	Fliggerty	*291	Deathstalker13	2011-08-10	BB Weapons-Wielding Mannequins Inspired by Weapons-Wielding Mannequins v1.0 by RSN Created by Deathstalker13 Installation Well, this...
13323	Advanced NPCs	NPCs	Fliggerty	*1095	qqqbbb	2015-01-04	This mod allows NPCs to: 1. greet each other. NPCs greet each other if you stay in one cell. And they don't greet those standing next to them when you enter a new cell. 2. greet you only when you're looking directly at them. NPCs who hate you or like you a lot will greet you as usual.
9792	Zebabi Maren - Gondolier	NPCs	MMH	64-12933	washington	2008-09-13	1. Description: This mod adds Dunmer called Zebabi Maren to Sadrith Mora port. He offers transport to Tel Fyr and Tel Aruhn by his gondola. He can also sell you some levitation potions needed for visiting Telvanni lords. He also has background story. This mod ...
9791	Zea the Impossible	NPCs	MMH	64-12746	Prowlor	2008-06-01	I made this mod to fulfill a request on the forums. That request was for a enemy that even the strongest players would have trouble beating. As per the readme: This adds a NPC named Zea the Impossible near Seyda Neen. He is right outside the town, behind a pil...
9790	World Of Commerce	NPCs	MMH	64-448	Unknown	2009-04-06	Please note: This mod was transferred from Gamer's Roam after the site's closure. No information was included, so this note containing some basic information about the mod has been added as a courtesy to mod users, =====...
9789	Woops	NPCs	MMH	64-446	Unknown	2009-04-06	Woops: Adds three NPCs, all of whom are wearing decent or good armor and carrying what are normally unique weapons (the mace of Mola Bal, the spear of bitter mercy and Mehrunes' razor) Note - none of the NPCs are hostile, nor are they actually wearing the armor as their skills are comp...
9788	WonderWayn 1.0	NPCs	MMH	64-5100	Unknown	2009-05-12	
9787	WizBangs Clothing and Armor Randomizer	NPCs	MMH	64-1625	WizBang	2009-04-06	Wizbang's Clothing (and armor) Randomizer ***** A mod for The Elder Scrolls III: Morrowind by WizBang Installation: ***** Uncompress the .esp file and stick it in your "Data Files" folder....
9786	Werewolf Forget	NPCs	MMH	64-2209	Jaxalot	2009-04-24	The Elder Scrolls III MORROWIND: Werewolf Forget Version 1.0 by Jaxalot Index: 1. Overview 2. 1...
9785	Werewolf Companion	NPCs	MMH	64-12867	Yacoby, Princess Stomper	2008-08-12	This mod adds a female werewolf companion that can be found north of Fort Frostmoth when the moon is up. The companion will change into a werewolf between 9Pm and 6Am. At present there is no support for only changing at full moon. There is a small...
9784	Weapon and NPC mod	NPCs	MMH	64-9369	Swampthing	2004-03-25	Weapons and NPCS is a basic mod that seeks to balance and equalise a variety of weapons in the original Morrowind game. Spears are now faster. Double-handed longswords are much slower but have a longer range. Two handed hammers are slower as well to balance...
9783	Wax NPC	NPCs	MMH	64-3024	the wax warrior	2009-04-29	Wax_npc 1.0 warrior by the wax. (Translated from French.) 1) This plug was made in order to fill some empty and modestly in towns of Morrowind. In addition to going on the forum wiwiland (excellent), I visit those gamers or make critical morrowind, among the ...
9782	Wanderers of Solstheim v1.1	NPCs	MMH	64-14687	ManaUser	2013-05-10	This mod adds random friendly NPCs to the wilderness of Solstheim. Somewhat like Morrowind Comes alive only for Solstheim. I got the idea when, while wandering the island, I spotted an person ahead. For a moment I wondered if should approach and see who they were. Then I...
9781	W3 Taxi Mod v1.0	NPCs	MMH	64-9046	MasterW3	2003-12-24	Tired of the endless Telportation ring swapping? want something a little more realistic? Ride one of these dandy hand-run carts just like in little China... Morrowind Style. Get from town to town quickly and safely for a small fee. A MUST have for anyone that hates walking or teleporting... or ev...
9780	Vivec NPC	NPCs	MMH	64-10400	Arakhor Vorac	2006-02-08	Adds a wandering NPC trainer to Vivec's Foreign Quarter, adds some dialogue regarding four master trainers and includes some unique enchanted clothing. Also includes Extra Classes by Arakhor Vorac.

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9779	Vivec God Replacement NPC Edition v1.0	NPCs	MMH	64-10911	Psymoniser	2006-12-06	This mod replaces the creature version of the Tribunal God Vivec with an Asymetrical Better Bodies version, complete with floating idle animation. I used NiFSkope to create the animation and then using Orophiers BB Vivec Race Mod as a basis I decided it was about time Vivec got an up...
9778	Vampires & Slayers	NPCs	MMH	64-10771	DarkOrder Studio	2006-08-28	I did not create this mod - I have been searching for it for over a month - been to over 50 sites browsing thru hundreds of files in search for it here is an exerp from the readme There are more vampires on Vvardenfell, rumors say the powerful vampire of Cyrodiil, Kai...
9777	Vampire Embrace and NPC Soultrapping fix	NPCs	MMH	64-5571	Sir On The Edge	2010-11-20	A compatibility patch for Torgulf's "NPC Soultrapping" and Cortex's "Vampire Embrace". This mod was tested with version 2.2 of Vampire Embrace and 1.21 of NPC Soultrapping.
9776	Vampire Alchemist	NPCs	MMH	64-10445	Arakhor Vorac	2006-02-25	A vampire lurks in Maar Yan, yet she doesn't want to immediately fight you. She's more interested in trying out her alchemy on you, if you so choose. Although it shouldn't require Tribunal or Bloodmoon (since I only used stock MW material), my practice of loading al...
9775	Umbra - True Warrior	NPCs	MMH	64-10935	Xeth-Ban	2006-12-19	After fighting Umbra, were you ever left with a "That was too easy" feeling? Well, after using this, you will probably never think that again. List of changes to the original Umbra: 1. Umbras warrior-related stats have been boosted a LOT.
9774	Traveling Merchants - Tribunal v1.0	NPCs	MMH	64-8570	GhanBuriGhan / Nazz	2002-12-06	This is a patch for the 'Traveling Merchants mod' (1.2beta) for owners of Tribunal. It fixes dialogue loops with Tribunal NPCs that use the 'wait here' topic. This is not a standalone, you need to have the original mod installed first. Many thanks to Nazz for sending me this fix - I c...
9773	Traveling Merchants v2.3	NPCs	MMH	Qr4W2QrD#PgUht_MB2iae7MosUzB_T5QkIK_5cASelSQnTddL67U	Cyrano	2017-09-28	GhanBuriGhan's [i]Traveling Merchants introduced seven NPCs that traveled scripted routes between towns, and added much needed live to the roads of western Vvardenfell. Traveling Merchants version 2.30 adds seven more routes throughout Vvardenfell and fixes bugs in the version 1.2 beta release. T...
9772	Travel Easy	NPCs	MMH	64-12650	Iaa05	2008-04-06	As i was Traveling around Solstheim i had the idea that it would be usefull to have people who will get you to Skaal and Thirsk, instead of you having to walk there. This mod adds three NPCs that allow you to travel around Solstheim. Guppy (Fort Frostmoth) Morven (Skaal) ...
9771	Town Criers	NPCs	MMH	64-12713	Danjb	2008-05-09	This simple mod adds Town Criers to several towns and cities in Morrowind. They can usually be found either roaming the town or standing by the gates, and can be heard ringing a bell. They will also tell the time when you get close. The Town Criers have been added to: [...]
9770	Thugs & Louts v 2.0	NPCs	MMH	64-11758	John Kahler	2012-11-02	This mod adds 62 different crooks in 20 variations to Vvardenfell, and if you have Tribunal + Bloodmoon, a bonus 63rd one to Solstheim. These guys range from level 5 to level 50, so the mod is aimed for higher level players looking for something more challenging. They all have an impressive range...
9769	Thugs & Louts	NPCs	MMH	64-14535	JMK22	2012-07-30	Various thugs and louts have come to Vvardenfell! In 62 locations they lie in wait for you to go passed off guard! With an impressive array of random goodies, these chaps and chapeses are well stocked. Be warned, some of them can be dangerous criminals. (For Morrowind alone, or with ...
9768	Throwing spells	NPCs	MMH	64-9172	Mad DJ	2004-02-06	Adds an NPC who sells throwing spells to the Balmora mages guild. Spells are mostly balanced. But the powerfull spells are also are also expensive. Kill someone for 2500 gold
9767	Three Outlanders	NPCs	MMH	64-15321	Danke	2015-01-23	This adds three outlanders to the game and some armor/items for them. Oscar of Astora - Dark Souls Boba Fett - Star Wars Wander - Shadow of the Colossus
9766	Thieves Guild Fences (dealers)	NPCs	MMH	64-11234	Melchior Dahrk	2007-05-13	First, let me clear something up. Fences are people who deal in stolen and illegal goods (not that thing out in your yard). A la Oblivion Fences I always thought that Morrowind needed some good Fences in the thieves guild. They had pawnbrokers before but they had almost no barter gol...
9765	Theater Of Dreams	NPCs	MMH	64-506	Idaeus	2009-04-06	Theater Of Dreams Mod! By Idaeus This mod just adds a tavern to ald Ruhn the entrance is in between the fighters guild and the mages guild. there is at some point gonna be a quest attached to it, but i suck at makin quests so... fell free to use this in your own m...
9764	The Widow Fedaris	NPCs	MMH	64-8209	Dale French	2002-07-17	
9763	The Traveling Thieves	NPCs	MMH	64-13670	bryman1970	2009-09-14	Adds 3 NPCs who will transport the player between Ebonheart, Seyda Neen & Hla Oad. Great for thieves and players who like to keep a low profile. Read me included.
9762	The Traveling Nords v1.0	NPCs	MMH	64-14543	bryman1970	2012-08-08	Adds a Nord to both Skaal Village and Thirsk who can transport the player between the two places. They can be found just outside of these villages. This .esp has been cleaned using the Morrowind Enchanted Editor utility.
9761	The Regulars: Sitting NPCs	NPCs	MMH	64-255	GhanBuriGhan	2009-04-06	So many chairs and benches and no one sitting down! The carpenters of Morrowind must be immensely frustrated. No longer! This mod adds 27 NPC's to various pubs and clubs on Vvardenfell that are actually sitting down. These NPC's won't do much - they have no quests for you...
9760	The Regulars - Sitting NPC's 2.02	NPCs	MMH	64-15628	GhanBuriGhan	2018-06-24	So many chairs and benches and no one sitting down! The carpenters of Morrowind must be immensely frustrated. No longer! This mod adds 23 NPC's to various pubs and clubs on Vvardenfell that are actually sitting down. These NPC's won't do much - they have no quests for you and they will...
9759	The Regulars - Sitting NPC's	NPCs	MMH	64-16	GhanBuriGhan	2011-03-02	The Regulars - Sitting NPC's 2.01 Sitting Customers for the clubs of Vvardenfell A mod for The Elder Scrolls III: Morrowind[...]
9758	The Raven Wizards	NPCs	MMH	64-4954	Unknown	2009-05-12	
9757	The Ranger Mod	NPCs	MMH	64-7520	Greenfish0	2005-03-25	This is my first mod, it basically adds bandits (called rangers) to the area surrounding Pelegaid and Balmora. They are levels 7-9 so they shouldn't unbalance the game.
9756	THE Morrowind NPC Makeover	NPCs	MMH	64-12453	Tarnsman	2007-12-29	
9755	The Living Cities of Vvardenfall v1.1	NPCs	MMH	64-2063	Jon Medders aka EberKain	2009-04-06	The Living Cities of Vvardenfall v1.1 This mod adds Day / Night schedules to Seyda Neen
9754	The Argonian King	NPCs	MMH	64-14489	Fuufuu33	2012-06-20	A new Argonian is added into balmora. He has every spell, weapon and tribunal armor. Adds the class Shadow Scale, Argonians that are born under the sign of the Shadow that are adopted into the Dark Brother Hood. You need better heads and sabregirl's better bea...
9753	Temple Teleports	NPCs	MMH	64-3029	Darkelfguy	2009-05-06	Please note: This mod was transferred from Gamer's Roam after the site's closure. No information was included, so this note containing some basic information about the mod has been added as a courtesy to mod users. ----- ...
9752	Telvannis Comes Alive v3.0	NPCs	MMH	64-6057	Aeven	2008-08-18	DESCRIPTION: This adds the random NPCs of Morrowind Comes Alive to Telvannis' settlements. In version 3.0, the added NPCs are a part of the correct Tamriel Rebuilt factions, guards have the same equipment as the TR guards, and everything just makes a lot more sense. 3.0 was a complete redo from v...

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9751	Telvanni Uprising	NPCs	MMH	64-13978	Halokid33	2010-06-09	Not Finished! This is an Alpha! Story:You find either two Imperials surrounded by dead, or a Telvanni Wizard. Delve deep into a conspiracy that could change Tamriel forever! Side with either the Imperial Legion or the House Telvanni. This will affect people's opinion of you. (Final Version may ch...
9750	Tel Uvirith Girls	NPCs	MMH	64-8104	Fabikrik	2002-06-24	Very small addition in that I simply spiced up the master bedroom with several dancing girls and some new lighting. I fully understand this is not a particularly well-done plug in, but I'm just getting the hang of things and it's all in good fun. Enjoy!
9749	Suran Dancers	NPCs	MMH	64-13424	Misty Moon	2009-05-18	Better looking dancers in Suran, with tops and sarongs and a new dance. Requires Better Bodies from Psychodog Studios Changelog:v1.1 Dancers platform changed to a big square with railings around, so none of the dancers can move outside the platform any m...
9748	Super Adventurers v3.02	NPCs	MMH	64-13942	adam m0use	2010-05-01	SUPER Adventurers adds extra content to normal Adventurers that we believe will make the game more alive, enjoyable, and challenging. We've tried to add to the game, but not change the course of the game. You'll notice the new 'random' NPCs that populate the cities and taverns during t...
9747	Super Adventurers v3.02	NPCs	MMH	64-15144	Adam	2014-01-08	This plugin is an enhanced version of Adventurers 3. It includes new weapons, armor, faces, clothing and more! This plugin is intended to enhance the original Morrowind world, not to add quests or other story-driven content. This plugin also includes fixed versions of all the official Bethes...
9746	Summon M'aiq	NPCs	MMH	64-6863	IronPlatypus	2012-04-16	A simple mod that adds a spell to all of the vanilla races of Morrowind that allows you to summon up M'aiq the Liar indefinitely. If being the Nerevarine gets too stressful, just call up M'aiq for a quick laugh... To install, just unzip 'summonmai.q.zip', and drag the .esp...
9745	Starfire's NPC's - Patrol Add-On	NPCs	MMH	64-15455	Starfire	2016-02-12	Beta of Guard Patrol add on to Starfires NPC mod.
9744	Starfire's NPC Additions v1.11	NPCs	MMH	64-13583	Starfire	2009-08-12	This mod aims to add npcs to various settlements and parts of the wilderness. It has the aim of adding NPC'S that blend in and maintain the feel of vanilla morrowind and its expansions. This mod was designed as a standalone NPC adder but is completely compatible with MCA. I highly recommend runni...
9743	Starfire's NPC Additions Redesign'd Vivec Compatibility Patch v1.11	NPCs	MMH	64-6712	Original mod Starfire, patched Adul	2011-03-24	This is a compatibility patch for Starfire's NPC Additions v1.11 and PirateLord's Redesign'd Vivec. All I did was re-position NPC spawn points to match the new city layout of Redesign'd Vivec. This should be compatible with Jac's Redesign'd Vivec patches, the Hold It! co...
9742	Starfire's NPC - Hilgya Exp1 Addon v1.10	NPCs	MMH	64-6317	baikanp	2009-11-02	This mod makes Starfire's NPCs wear Hilgya's clothes randomly. And I've changed Hilgya's clothes' values and enchants for balance purpose(based on exquisite value). Renamed Ashland Tunics and robes into Native tunics and robes. Some of female commoners now wear skirt. --What's...
9741	Starfire Over Telvannis	NPCs	MMH	64-6464	Blade117	2010-05-11	This adds the NPCs from Starfire's NPC addon to the cities of Tamriel Rebuilt Maps 1 and 2. You only need the latest release. - Plan from here on- I will upload a new versions every time a settlement is added, possibly less frequently, depending on how long things take. <...
9740	Standard skeleton/Armored Skeletons	NPCs	MMH	64-12840	Undeadnoob/tMd	2008-07-29	Adds two mods, one lets you play as a skeleton, the other adds skeletons with armor/clothing/treasure/weapons to leveled lists. normal skeletons are still there, this is NOT a replacer. DO NOT USE BOTH MODS TOGETHER!!! I have not tested using them together. Comments will be appreciated(spelling?)...
9739	Spellbook Salesman	NPCs	MMH	64-9677	Sergio Le Roux	2005-08-07	This mod adds a Mysterious Salesman in the Lucky Lockup, Balmora, that sells spell books, spells that contain a lot of effects (up to 8) and are categorized into the different schools. They look like this: ~Spellbook: Restoration 2 ...
9738	Special Slave Companions v2.0	NPCs	MMH	64-12142	Emperor	2013-01-25	This plugin places a trader in Suran (Suran Slave Market top floor, to be specific) that sells special slaves. These slaves should be the pride of all self-respecting slave owners: They can serve as bodyguards, fighting in style of your choice, follow, guard, wait, move out of the way, levitate, ...
9737	SoulGem Seller	NPCs	MMH	64-8285	Neuromancer	2002-07-31	
9736	Soul Gem Vendor	NPCs	MMH	64-8105	Mike 1001101	2002-06-27	
9735	Smooth Moves v1.0	NPCs	MMH	64-739	Curmudgeon	2009-04-06	This is a slight modification to the Ahnassi Romance. Now female characters can also experience the romance. **This mod requires -both- Tribunal & Bloodmoon.** It has been cleaned with TESTool and checked with TESAME. It is clean and intrudes on the original game world o...
9734	Smithing	NPCs	MMH	64-5059	Thann	2009-05-12	Smithing By Thann v1.0. I used Langy's textures and scripts in this mod, so theres nothing what i have done. i just started to build up, put little pit gold ores there, silver offer there, and coal and iron offer there, and all the ores are already existinc mines.so th...
9733	Shopathon	NPCs	MMH	64-9175	NukeouT	2004-02-06	Shopathon brings five uniquely detailed stores to the Morrowind temple system. New initiates to the temple have arrived off the mainland sporting exquisite accessories and overall much needed services to anyone with enough drakes to spare?
9732	Shaykara Ashtmar	NPCs	MMH	64-5014	Unknown	2009-05-12	Adds 2 npc's to Seyda Neen named Shaykara Ashtmar and Tomi Undergallows. Creates an enchantment named flamemirror robe_en.
9731	Shady Sam	NPCs	MMH	64-13441	Go7S	2009-05-26	WARNING! This could be seen as a cheat, except for that you have to pay for everything Sam sells. Anybody recognize good ol' Shady Sam? He's got whatever you need, if you're into the more... shady business. What this does: Adds an NPC Trader to Eb...
9730	Serjo Alejandro	NPCs	MMH	64-7529	Hunter	2005-08-21	Adds a man to the Balmora Hlaalu council manor, he has a quest for you.
9729	seraphim alpha v3	NPCs	MMH	64-357	LordDrake	2009-04-06	This mod was created by LordDrake. If you have any comments, suggestions, or have an error to report e-mail me at allstardrake@msn.com. To install copy the .esp to your ../Morrowind/Data Files folder. Everything else goes into their respective folders within Data Files.
9728	Scent of Blood v1.2	NPCs	MMH	64-15675	AlienSlof, Peter	2018-10-20	Scent of Blood Version 1.2. Couldn't find this version of this file for the life of me until a very kind redditor found it somewhere online after half an hour of searching lol. I wanted to upload this here since this was the last version of this mod ever released and is very difficult to find. En...
9727	Savant Crossbow	NPCs	MMH	64-8458	Tenaka	2002-10-09	This is a quest for the legendary Savant's Crossbow. Talk to Anghersad Lodson in the lower fighters guild in Balmora to get the quest and receive details and directions from him.. You do not need to be a FG member to do the quest. Be warned, there are two leve...
9726	Romance - English Version	NPCs	MMH	64-10795	Fandom Delavie, the Wiwiland team	2006-09-14	Better Bodies is also REQUIRED to minimize errors that will occur without it. This mod is the English translation of the original French mod Romance v3.7. The mod allows the player to romance, marry, and have children. Men can discover the joys of...

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9725	RolePlayer's NPCs	NPCs	MMH	64-8314	La'Shae	2003-07-08	Some rewritten dialogue in Caldera and Balmora. For those who don't know the purpose of this mod is to rewrite most of the generic dialogue in Morrowind so that talking to normal NPCs is somewhat exciting. This contains all the dialogue changes from my Pelagiad and...
9724	ROHTvsRiptideNPCfixes	NPCs	MMH	64-13704	Malik	2009-10-18	'Rise Of House Telvanni' v1.3 vs 'Riptides Face & Clothing Replace Final' v1.0 NPC fixes. This basically fixes the two overrides on NPC ROHT scripts from ROHT 1.3 by bhl to nolore caused by 'Riptides Faces replacer final 1.0' (on Canctunian Ponius and Ilmeni Dren). &#...
9723	Rogues and Ambushes v1.51	NPCs	MMH	64-8454	Mephisto	2003-06-09	Rogues & Abushes is a mod that will let NPCs ambush and attack the player, often during the night. This will make the game both more realistic and more enjoyable, for players should now make a choice whether they dare to travel in the night or if they would rather wait till the sun rises. Some ty...
9722	Rogues 1.51	NPCs	MMH	64-4319	Mephisto	2009-05-12	***** The Elder Scrolls III MORROWIND: Rogues & Ambushes 1.5 FAQ *****...
9721	Rogues & Ambushes v1.41	NPCs	MMH	64-15409	Mephisto	2015-08-10	With more and more Imperial Soldiers being recalled to Cyrodiill there has been an increase in attacks from rogues and bandits. Citizens have been adviced to stay in bed during the night.
9720	Rethan Manor Add-on 3: Rethan Defended	NPCs	MMH	64-5699	Arjan	2011-10-02	The Elder Scrolls III MORROWIND: Rethan Manor Add-on 3: Rethan Defended (version 1.0) By Arjan Wardekker (webmaster@alcarin.com or arjan_wardekker@hotmail.com) <a href="http://www.alcarin.com/gnome_tinke...">http://www.alcarin.com/gnome_tinke...</a>
9719	Restore Magicka NPC	NPCs	MMH	64-9096	Holan WholeStorm	2004-01-30	This mod adds a new NPC to the mournhold Plaza who will sell you a Restore Magicka spell which is very easy to be cast.. The spell is capable of being used in enchantments, so you can create with this spell. A constant Effect Item of restore magicka. Very useful to this poor Spell s...
9718	Restore Fatigue Spell	NPCs	MMH	64-8349	pc-game-man	2002-08-15	
9717	Redoran Combat Trainer	NPCs	MMH	64-6386	mplantinga	2010-01-25	This mod adds an NPC to the Practice Room in the Ald-ruhn Council Hall. He will fight with you, allowing you to train both your armor and weapon skills on a live, moving, attacking target. To get him to fight, all you have to do is be in the practice room and pull out your weapon. As soon as your...
9716	Rasha - New Shirt	NPCs	MMH	64-10932	Xeth-Ban	2006-12-19	Quite simple, really, it makes Rasha(the argonian who wants you to deliver his shirts)put on a new shirt when he hands over the ones he want you to deliver. Lizards need shirts to!
9715	Rant of a crazyman	NPCs	MMH	64-4371	MouLDY_LLMa	2009-05-12	Rant of a Crazy Man This adds an NPC in Seyda Neen that has lost his mind, he talks about random things and does not make sense. There are no quests or new items, this is simply to entertain and laugh at the strange comments. Special thanks goes out to the members of bot...
9714	Quarra Clan	NPCs	MMH	64-9729	Jonathan Nash	2005-06-06	
9713	Prostitution Mod Hair/Head Replacer	NPCs	MMH	64-13047	vi	2008-11-27	Prostitution Head/Hair Replacer Addon for Romance Mod Simply provides Hair/Head assignments fot the two prostitutes in the Romance Mod. I've had some pretty spectacularly awful combos depending on the Head replacer I've used.
9712	Pray and Sit	NPCs	MMH	64-1064	Lingarn	2009-04-06	Greetings. These are just a couple of examples I worked up to test something; they are not meant to be a full blown mod. Honestly, I wouldn't recommend using this for a long term character. *** Description: *** That said...
9711	Pixelate	NPCs	MMH	64-7094	Lady Rae	2012-07-26	A cute little race that runs around Morrowind getting into everything. But, be warned. They pack a vicious little sting.
9710	Partners Travel	NPCs	MMH	64-7954	Spawnos	2005-05-10	Have you ever thought about going to Mournhold to take on some Goblins, appeared in the Royal Palace and then realised that your companion has been left behind in Ebonheart? Or worse gone to Mournhold made a good friend and then gone to leave Mournhold with them and found that they ...
9709	Palladin47 - Inhabitants	NPCs	MMH	64-12982	Palladin47	2008-10-21	I was always disappointed at the lack of population in Morrowind. I tried to change that with these mods. In Vivec, you can find pickpockets(used Antare's script), fighters in the arena, merchants, and several people just 'a wandering around. In t...
9708	Palladin47 - Bandits	NPCs	MMH	64-12565	Palladin47	2008-02-28	Adds several Bandits to Vvardenfel. In Version 2.0, they can be found in the Grazelands, Bitter Coast, Shegorad, Ashlands, Molag Amur, Ascadian Isles, and West Gash regions. Nothing especially new was added, just the NPCs and leveled lists. Changelog:V ...
9707	Palace of Varner Shuuo	NPCs	MMH	64-1294	Unknown	2009-04-06	Palace of Varner Shuuo Readme Varner Shuuo was a very powerful wizard and adventurer. He built this palace to store ...
9706	Ogrim Trader in Caldera	NPCs	MMH	64-8500	Beardo	2002-10-30	This Big guy is located in the town of Caldera. A great trader, he buys everything for what money you demand of him; has 500.000 to trade for so you can sell him all the expensive stuff. May I introduce you to the future in the trading business, Grusus O'Grim, ...
9705	Nudity Greeting Expansion V1	NPCs	MMH	64-1948	GlassBoy	2009-04-06	Created by: GlassBoy This mod adds new nudity greetings, so that you don't get "Cover Yourself! Are you mad? Have you no decency?" everytime. This mod does not have the variety that PRE V4 Does, But it is richer. I hope you all enjoy it. because i worked very hard at g...
9704	npcmod.esp	NPCs	MMH	64-5017	Unknown	2009-05-12	
9703	NPC Pack	NPCs	MMH	64-7838	Baratheon79	2003-10-15	Adds 15 NPC companions to the game, scattered about Vvardenfell. These companions are pretty generic, and are best suited as stronghold guards or for a bit of extra muscle in a dungeon crawl. Version 2.1 In this update, I fixed an issue that would prevent ...
9702	NPC in Seyda Neen	NPCs	MMH	64-4927	Unknown	2009-05-12	This mod boosts Melar Baram and places high level spellcasters (with powerful equipment) in Addamasartus cave. Two plugins are included in the archive: NPC_IN_SEYDANEED_PART1.esp and NPC_IN_SEYDANEED_PART2.esp. Part 2 expands on part 1. NPC_IN_SEYDANEED_PART2.esp uses ...
9701	NPC Healers	NPCs	MMH	64-416	Tim (Xmorg)	2009-04-06	Please note: This mod was transferred from Gamer's Roam after the site's closure. No information was included, so this note containing some basic information about the mod has been added as a courtesy to mod users. ....
9700	NPC Dremora	NPCs	MMH	64-9957	Maw3193	2005-07-13	These dremora replace the vanilla morrowind ones on the levelled lists inside daedric shrines. They wear daedric armour (females wear cenobite's sexy daedric which is levelled so that you get armour part to bonemold up to level 20) They have random heads/hairstyles to make them L...
9699	Nordic Pawnbroker in Gnis	NPCs	MMH	64-13121	HiddenAnbu	2008-12-29	This is a simple mod that adds a pawnbroker to Gnis, near the Silt Strider. This is my first mod so feedback is appreciated. Changelog:V1 Original released V1.5 added graves, ran it through TESAME and cleaned it up
9698	No death warrants	NPCs	MMH	64-7788	Shaminar the Dragon	2005-02-01	A simple mod that prevents you getting a death warrant if you was caught stealing something expensive...so you can either turn yourself in and spend along time behind bars, or if you have the cash...fork it over, or you can resist arrest.
9697	Night Riders's Ghost Gate Guards	NPCs	MMH	64-10931	Night Rider	2006-12-19	This Mod simply adds a few guards to Ghost Gate. I know it has probaly been done before but oh well. All the guards are a high level and will respawn. The Guard Captainhas Full Templar armour. Contact> email me at random...

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
9696	Night Riders Dukes Guards	NPCs	MMH	64-10937	Night Rider	2006-12-21	It simply adds guards that are higher leveled near the duke of Morrowind. They are his guards. I made this mod because i felt he wasnt guarded enough.
9695	Nevena's Clubs & Courtiers v1.01	NPCs	MMH	64-1339	Nevena	2009-04-06	This plugin includes: two new clubs, and the Courtier class. At the clubs, you can hire a Courtier to follow or wait for you wherever you wish, and have them recite authentic renaissance poems, songs and jests. You may also play as a Courtier, relying on your wit, charm and stealth rather than fi...
9694	Nevena's Clubs & Courtiers v1.01	NPCs	MMH	64-5043	Nevena	2009-05-12	This plugin includes: two new clubs, and the Courtier class. At the clubs, you can hire a Courtier to follow or wait for you wherever you wish, and have them recite authentic renaissance poems, songs and jests. You may also play as a Courtier, relying on your wit, charm and stealth rather than fi...
9693	Nevena's Clubs & Courtiers v1.0	NPCs	MMH	64-1342	Nevena	2009-04-06	This plugin includes: two new clubs, and the Courtier class. At the clubs, you can hire a Courtier to follow or wait for you wherever you wish, and have them recite authentic renaissance poems, songs and jests. You may also play as a Courtier, relying on your wit, charm and stealth rather than fi...
9692	Nevena's Assistants & Apprentices	NPCs	MMH	64-9209	Nevena	2005-01-06	This plugin includes: 80 new hireable assistants/apprentices, and one new East Empire Company merchant selling ingredients derived from Bloodmoon and Tribunal ingredients. This merchant also has three new ingredients that will allow the creation of Mark and Recall potions. []...
9691	Nastier Camonna Tong	NPCs	MMH	64-14233	Von Djangos	2011-03-06	I love the fact the Camonna Tong have so many unique, offensive responses to you within their dialogue. However, the spell was totally broken by the fact they would cheerily greet you (in dialogue or voice) just like every other npc! So I rounded off their nastiness by ad...
9690	MW Comes Alive Names v4.0	NPCs	MMH	64-4352	Unknown	2009-05-12	MW Comes Alive Names == What it does This is a small mod that gives the 1000-odd new city NPCs added by Neoptolemus'excellent mod 'Morro...
9689	Muggers	NPCs	MMH	64-7860	Edgewood Dirk	2003-11-03	Tired of boringly safe city life? Liven things up with a good, old-fashioned mugging! Even the cities aren't safe any more...In this update, more encounters have been added,but a lot of them just aren't practical for muggers, because they're so well patrolled, so I had t...
9688	MTT4 Necromantic tweak	NPCs	MMH	64-10188	Sandman	2005-10-13	A simple tweak for Magical Trinkets of Tamriel Vol.IV beta which gives your necromantically created minions the same resistances as regular undead, and also prevents them from drowning.
9687	Mournhold Mage's Guild Services	NPCs	MMH	64-5908	Ben benstrik	2011-10-09	Mournhold Mage's Guild Services Plugin by Ben benstrik@hotmail.com This plugin adds Mage Guild Teleportation services to the Magic Shop in Mournhold's Great Bazaar. It's very simple, just a copy & paste, but it adds a lot of functionality for those of us ...
9686	Morrowind2	NPCs	MMH	64-4353	Unknown	2009-05-12	Gives Humour to some people, slags off Fargoth
9685	Morrowind Comes Alive v7.1	NPCs	MMH	64-14634	Neoptolemus	2013-04-17	Adds 1100 types of NPCs to over 550 cells via leveled lists to bring Morrowind to life. All NPCs have random heads, hair, and equipment (so no two will look the same), and appear and disappear at random. This 'rotation' simulates people travelling to and from towns, and going in and out of tavern...
9684	Morrowind Comes Alive v5.2	NPCs	MMH	64-10997	Neoptolemus	2007-01-17	Randomly adds over 1000 types of NPCs to over 450 cells via leveled lists to bring Morrowind to life. The NPCs have random heads, hair, and equipment (so no two will look the same), and appear and disappear at random. This 'rotation' simulates people traveling to and from towns, and going in and ...
9683	Morrowind Comes Alive v5.1	NPCs	MMH	64-5868	Neoptolemus	2011-10-07	Randomly adds over 1000 types of NPCs to over 450 cells via leveled lists to bring Morrowind to life. The NPCs have random heads, hair, and equipment (so no two will look the same), and appear and disappear at random. This 'rotation' simulates people traveling to and from towns,...
9682	Morrowind Comes Alive v5.0	NPCs	MMH	64-15335	Neoptolemus	2015-03-27	From the README: ----- Morrowind Comes Alive v5.0 by Neoptolemus - Tribunal and Bloodmoon required ----- Randomly add...
9681	Morrowind Comes Alive Names 5.2	NPCs	MMH	64-11199	AJB4	2007-04-20	This plugin updates the previous mods which gave names to the MCA characters. The reason I created this was because after I upgraded to MCA 5.2, I started to notice that a few of the newly added NPC's (Drunkards, etc) were left without names. I started from scratch and g...
9680	Morrowind Comes Alive 6.1 - Safe Roads	NPCs	MMH	64-6637	Klous99	2010-12-15	This is a modification for Neoptolemus's Morrowind Comes Alive 6.1 It deals with what I consider the issue of Thugs,bandits,ruffians, being added to cities, along roads etc. This sort of mod has been done for MCA for past versions, but so far none have been submitted for the updated 6...
9679	Morrowind Comes Alive 4.1	NPCs	MMH	64-15334	Neoptolemus	2015-03-24	From the Main README: ----- Morrowind Comes Alive v4.1 by Neoptolemus - Tribunal and Bloodmoon required ----- ...
9678	Morrowind Comes Alive	NPCs	MMH	64-7841	Neoptolemus	2003-11-01	Adds 1000 types of NPCs to over 400 cells via leveled lists to bring Morrowind to life. All NPCs have random heads, hair, and equipment (so no two will look the same), and appear and disappear at random. This 'rotation' simulates people traveling to and from towns, and going in and out of the tav...
9677	More NPCs	NPCs	MMH	64-7653	Eternalsteelfan	2004-06-09	This small mod places 71 NPC across Vvardenfell. They are everywhere and you should begin to see them the moment you load a game. The AI and dialog all match the location and should fit in the game seamlessly. I noticed jails were mostly bare so I added a good few to previous...
9676	More Dangerous Travel	NPCs	MMH	64-9329	THE ALL SEEING EYE	2004-03-08	This mod adds a kind of Ghost Recon element to Morrowind in that, if you're not careful, you could die. Basically travel in Morrowind is made dangerous by people that hunt you in a unique way.
9675	Mog NPCs	NPCs	MMH	64-6379	GomperChomper	2010-01-18	This Mod adds ten Moogles NPCs, all named Mog. The IDs are just mog1, mog2, mog3, etc. If you don't feel like looking for them, you can just type PlaceAtPC"mogX" 1 128 1, replacing the X with a number 1 through 10. The locations are listed in the readme. Credits to: Ian McConville for making this ...
9674	Ministry of truth mod	NPCs	MMH	64-7787	Shaminar the Dragon	2005-02-01	Don't you hate it how you're a good standing member of the Temple and the Irate guards in the floating prison attack you and threaten you? (not very respectful are they?) well, as long as you're a member of the temple at ANY faction they won't attack and wont threate...
9673	Midget Morrowind	NPCs	MMH	64-6853	Skooma Modder	2012-02-26	Makes everyone in Morrowind short. Really short. Half-size short.
9672	Mercenary Pack	NPCs	MMH	64-9128	Baratheon79	2004-01-21	Adds 15 NPC companions to the world of Morrowind. These companions, unlike most of the others available must be hired, and they are much more expensive than Calvus in Mournhold. The initial cost is 2000 gold for 30 days. At the end of the 30-day period, the player has option to renew the contract...
9671	Mcools massive random NPC placer	NPCs	MMH	64-11240	Mcool	2007-05-16	Version 2 The dwarves have been taken out and replaced with nords again. Npc generators have been added to every town except Vivec (too big) and molag mar (dont like it). More npcs have been added. You may have to rest before the npcs look life lik...



Id	Name	Category	Site	Link	Author	Date	Description
9670	MCA-DumnerStrongholdRemoval	NPCs	MMH	64-13898	Assur	2010-03-29	What it does No, the mod doesn't remove the strongholds, but the MCA5.2 spawn points inside. Instead I placed certain premade NPCs on roughly the same spots as the spawn points were before. They are the same you would encounter with MCA (including the attached scripts, so...
9669	MCA Tamriel Knights Add-on	NPCs	MMH	64-11261	Marbred	2007-05-25	Adds the armor from Jeremy McGuinn's Knights of Tamriel (KoT) to Morrowind Comes Alive's NPC templates as well as creates specific Knights from each of the six orders (Akatosh, Arkay, Dibella, Kynareth, Mara and Order of the Leopard). Includes all the resources from all of the ...
9668	MCA Playable Heads and Hair	NPCs	MMH	64-9789	oneraill78	2005-05-11	Allows you to use the fabulous heads and hair from the Morrowind Comes Alive NPCs. The heads and hair added by MCA are by default non-playable. I have gone in and changed them all to playable, for your enjoyment on your Player Character.
9667	MCA Names	NPCs	MMH	64-9212	Blake	2005-04-28	This is a small mod that gives the over 1000-odd new NPCs added by Neoptolemus' excellent mod 'Morrowind Comes Alive' generated names so they don't show up as "Sorcerer", "Acrobat" and so on. Everyone else in MW has names so it seemed more suitable. The names in ...
9666	MCA Mog Addon v5.0	NPCs	MMH	64-4290	Marbred	2009-05-12	The Elder Scrolls III Addon MORROWIND: V... MCA Mog
9665	MCA Lore Correct Names for MCA 5.2	NPCs	MMH	64-5867	MrE_Man	2011-10-07	===== MCA Lore Correct Names for MCA 5.2 By: MrE_Man ===== 1. Installation 2. Description/Use 3. Credits 4. Notes 5. Contact and ...
9664	MCA Lore Correct Names for MCA 5.1	NPCs	MMH	64-3025	Denunci	2009-04-30	===== MCA Lore Correct Names for MCA 5.1 By: Denunci =====...
9663	MCA Lore Correct 5.1	NPCs	MMH	64-10906	Denunci	2006-12-01	MCA Lore Correct 5.1 gives names to all those NPCs added by the famous Morrowind Comes Alive mod by Neoptolemus. Not all NPCs were named, mind you. This can be changed if I get enough feedback. Here is a link to Morrowind Comes Alive 5.1 (PES only has 4...
9662	MCA Lite for MCA 5.0	NPCs	MMH	64-10821	Marbred	2006-10-02	This should reduce the amount of NPCs that spawn by almost half. The goal of this is to help reduce the framerate hit that MCA can cause in peoples games. You should notice a decrease in the amount of NPCs spawning inside and out side of towns and geographical areas as a ...
9661	MCA Lite	NPCs	MMH	64-10519	Marbred	2006-03-28	This should reduce the amount of Morrowind Comes Alive NPCs that spawn by almost half. The goal of this is to help reduce the framerate hit that MCA can cause in peoples games.
9660	MCA Kage Mog Addon	NPCs	MMH	64-4292	Marbred	2009-05-12	The Elder Scrolls III Addon MORROWIND: MCA Kage Mog
9659	MCA Elven Armor Addon	NPCs	MMH	64-10533	Marbred	2006-04-10	Adds the Elven armor to various NPCs in Morrowind Comes Alive that would wear it(High Elf warriors, archers, and rangers). You may or may not start seeing the armor being worn by NPCs right away, this is meant to be a complimenting mod to MCA and TG's Elven Armor, not a free item mod.
9658	MCA Chainmail Addon	NPCs	MMH	64-10535	Marbred	2006-04-10	Adds Chainmail armor to various Morrowind Comes Alive NPCs that would wear it (fighters, bandits, Imperial solders, etc). You may or may not start seeing the armor being worn by NPCs right away, this is meant to be a complimenting mod to MCA and Chainmail Armor Merchant (by ReflectionN), not a fr...
9657	MCA 5.2 - Lite	NPCs	MMH	64-5866	MrE_Man	2011-10-07	MCA 5.2 - Lite by MrE_Man Lowers the spawn chances of MCA's leveled lists, increases the chance of NPCs leaving, and removes willspawnothers scripts Requires all expansions and MCA 5.2 Merged with TESTool or Wrye Mash Installation -----...
9656	MCA 5.1 Lighter	NPCs	MMH	64-10966	Jeoshua	2007-01-03	Lowers the spawn chances of added MCA NPCs, and makes an attempt to streamline the scripts, taking out 'willspawnothers' code in order to combat the frame rate issues many people have with MCA. The scripted 'willsummonothers' lists have been kept in place for Druids...
9655	MCA 5.0 Cleaned Up	NPCs	MMH	64-10707	Shade the Bandit	2006-08-05	Morrowind Comes Alive is an amazing Morrowind mod that adds lots of new NPCs to the Morrowind world. However, in its original form, MCA 5.0 is not chldsafe. This mod simply removes objectionable material from MCA 5.0, thus making it chldsafe.
9654	MCA - People of Morrowind	NPCs	MMH	64-6660	Klous99	2011-01-23	This plug-in for MCA 6.1 adds a few dozen more spawn points to the Major cities of Vvardenvel using the leveled lists of MCA. Now the cities of Vivec, Balmora, Ald-Ruhn, and Sadrith Mora (with v2, Gniss, Ald Velothi, Khull, Dagon Fel, Maar Gaan, Gnaar Mak, Hia Oad, additional work on Balmor...
9653	Mages Guild Revisited	NPCs	MMH	64-10000	Darkelve	2005-07-15	This is the second part of my mod 'Mages Guild revisited', which will try to make the battles, quests and rewards in the Mages Guild more interesting. In the first part in which I tried to improve the combat AI of NPC's by scripting. Hopefully this will make...
9652	Little Secrets	NPCs	MMH	64-14173	Von Djangos	2010-12-05	Replaced by my 'ubermod' Djangos Dialogue, here; Changelog:1.1 - Added over 25 new secrets - mostly faction and race-based 1.0 - Adds around 45 new secrets.
9651	LGNPC-s Bundle Pack	NPCs	MMH	64-6840	LGNPC team, Ostar	2012-02-02	*** ...
9650	Less Lore v0-02	NPCs	MMH	64-11730	Wrye	2012-10-08	[i]Less Lore reduces the amount of lore seen in the game in two ways: - It add "not local nolore" tests for a number of generic responses. These changes will likely not be visible in the stock game, but will should remove lore from nolored characters - particularly companions and Morro...
9649	Less Generic Tribunal	NPCs	MMH	64-13304	Ostar	2009-03-09	This makes the NPCs of the Tribunal expansion less generic and more interesting. New dialogue in Tribunal specific topics is added, and the existing dialogue is refiltered in many cases to stop annoying conversations. (For example, King Helseth talking about a plethora of minor criminals.) ...
9648	Less Generic NPC Project - Seyda Neen	NPCs	MMH	64-7386	Joe Stevens/Wrye	2002-06-04	A roleplaying mod to give more life to NPCs in Morrowind. Eleven of the NPCs in the town of Seyda Neen have been modified to give them specific dialog option about things like backgrounds and jobs. Dialog sometimes varies depending upon how well they like you, your gende...
9647	Less Generic NPC Project - Pelagiad	NPCs	MMH	64-9631	The LGNPC Team	2005-03-09	Pelagiad is an Imperial fort and city on the Ascadian Isles, which we started to work on after our success with the LGNPC - Ald'ruhn mod. Now, after months of works, we're proud to present you with this mod, features of which include:[list] 1500 completely unique resp...
9646	Less Generic NPC Project - Hla Oad	NPCs	MMH	64-9868	The LGNPC Team	2004-11-01	Unique dialogue for every non cloned NPC in Hla Oad (that means everybody except the guards. By now all the NPCs are as good as each other, and there is nobody we can recommend for a special chat there a few quests lurking in town, have a look round. If you happen to stumble across so...
9645	Less Generic NPC Project - Ald Velothi	NPCs	MMH	64-7619	The LGNPC Team	2004-06-07	Inspired by the original Less Generic NPC Project: Seyda Neen, this is a rework of all the generic dialogue in Ald Velothi - no quests have been lost, but everybody has something different and interesting to say. More details can be found in the readme included with this mod. ...
9644	Less Generic Nerevarine	NPCs	MMH	64-13336	Ostar	2009-03-23	To see the other LGNPC mods go to Changelog:v1.03 - Fixed a dialog bug with Sul-Matuul. Minor dialogue tweaks. v1.2 - More dialogue. Typo fixes. Removed conflicts with LGNPC and MPP. v1.21 - Fixed a minor, non-critical script er...

<b>Id</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
9643	Less Generic Bloodmoon	NPCs	MMH	64-11544	Ostar	2007-09-21	To see the other LGNPC mods go to Changelog:Version 1.10 One new quest (Fryse Hags), an alternate ending for the "dark business" quest, made more NPCs less generic. Version 1.11 More Skaal dialogue. Version 1.2 Prepared for becomi...
9642	LCV Wolverine Hall v01-04	NPCs	MMH	64-6568	Wrye, Princess Stomper	2010-10-15	Living Cities of Vvardenfell (LCV)is the classic scheduling mod of Morrowind. With it, NPCs in most towns will work, pray, talk to friends and sleep in their homes. Unfortunately, not all NPCs have homes to go to! Hence the creation of LCV Wolverine Hall LCV Wolver...
9641	LCV Wolverine Hall v01-04	NPCs	MMH	64-14106	Wrye, Princess Stomper	2010-10-15	Living Cities of Vvardenfell (LCV)is the classic scheduling mod of Morrowind. With it, NPCs in most towns will work, pray, talk to friends and sleep in their homes. Unfortunately, not all NPCs have homes to go to! Hence the creation of LCV Wolverine Hall []...
9640	Laura-VampireEmbrace	NPCs	MMH	64-5094	Unknown	2009-05-12	Laura Craft & Vampire Embrace Compatibility Patch ----- ----- A quick patch for people who want all features of Laura Craft while playing as a vampire. Bo...
9639	Kensai	NPCs	MMH	64-8716	Tomas	2003-04-18	This is my take on that old favourite from Baldur's Gate II, the Kensai. Mod includes 4 Kensai classes specialising in long and short blades, unarmored and athletics. Speak to Sellus Gravius about Kensai and he'll complete your training, giving boosts to combat ...
9638	JV - Hey Ugly	NPCs	MMH	64-3911	Jerksville - Kirel	2009-05-12	"Hey Ugly!" This plugin provides the player with text messages for 'talking' to NPCs. A Jerksville Plugin.
9637	Jerry the Merchant	NPCs	MMH	64-12988	SSJ7	2008-10-25	Adds a rat merchant to pelagiad, in the empty alley along the wall. He's jumbo sized, so you should be able to spot him. He shouldn't attack or run away, or even move, but if he does, you're free to edit him. He's loaded, and he will buy and sell any item. Kinda like the drunken mudcrab, but easi...
9636	Imperial Guards v4.0	NPCs	MMH	64-15137	CryptsOfTheDead	2014-01-07	This is a plugin I made for personal use which changes a few things with the Imperial Guards. #1. I noticed that the Imperial Guards in the game were labled just "GUARD" and that always bothered me. Other guards such as Telvanni, Hlaalu, Redoran all are labled "Hlaalu Guard, "Telvanni ...
9635	Imperial Guards v3.0	NPCs	MMH	64-5841	CryptsOfTheDead	2011-10-07	This is a plugin I made for personal use which changes a few things with the Imperial Guards. #1. I noticed that the Imperial Guards in the game were labled just "GUARD" and that always bothered me. Other guards such as Telvanni, Hlaalu, Redoran all are labled "Hlaalu Guard, "Telv...
9634	Imperial Guards Anticlone v1.0	NPCs	MMH	64-9455	TheLys	2005-03-04	This mod is an ultra simple one, adding some variety to imperial guards faces. This is done by giving them some special shirts with random faces attached. So, obviously, if you take out the shirt, the good ol' face will reappear, but you can't wear the shirt and its value is 0. Not very interesti...
9633	Imperial Cart Travel	NPCs	MMH	64-14017	Enzo Dragon	2010-07-14	This mod adds five new travel points, one for each of these Imperial towns: Ebonheart, Caldera, Pelagiad, Seyda Neen, and Gnisis. Dagon Fel is excluded due to it being on and island. The travel is possible through guar-drawn carts, and each of the carts are set just...
9632	Imperial Academy for the Healing Arts	NPCs	MMH	64-10141	Atlantis	2005-09-27	The Academy is located in Caldera in town on the hill. You can either go and receive healing if you are sick or injured or go as a student and train to become a Healer. One part is the classrooms and dorms, the other is the infirmary. The dialogue offers different choices...
9631	HunksAndHotties Vampires	NPCs	MMH	64-13028	vi	2008-11-21	Vampires with wings Your thing! then consider this mod (None of the artwork is original-I've enclosed all the "read me"s from the mods used) Requires: BetterBodies and some "Better" Beast mod for the clothes to work (If you like the Kajiti and Argo...
9630	HunksAndHotties Cattle	NPCs	MMH	64-13203	vi	2009-01-29	You're a sexy vampire looking for a Hot Lunch... Vampire Cattle Head/Hair/Clothing replacer (None of the artwork is original "read mes" included from all mods used) Simply unzip anywhere you choose then copy and paste folders and esp...
9629	house of player modification	NPCs	MMH	64-11283	Bors139	2007-06-02	Add a replica of the morag tong base in balmora (minus the owned items) to make your character in to any clan of vampire (included in name) or a werewolf (in name) read the readme for details on how to get there. One more thing after you install the mod wait/sleep for 3 days or it will not work ...
9628	Healers of Vvardenfall	NPCs	MMH	64-12642	Brucinator	2008-04-02	Adds 10 healers that can cure you, or heal you to major cities in Vvardenfall, list of healer's locations and other info in readme. Changelog:1.0 Initial Mod
9627	Healers	NPCs	MMH	64-8613	Raejak	2003-01-07	Injured PCs can now actually visit healers, just like the NPCs suggest. These healers charge varying amounts for their services (depending on several factors), and can generally be found at the nearest Temple. See readme for info.
9626	Halls of the Forgotten Dead *Demo*	NPCs	MMH	64-749	gtr-skyliner	2009-04-06	Halls of the Forgotten Dead *Demo* Requires Tribunal What this mod is (the full thing, not the demo) Halls of the Forgotten Dead-The first thing about this mod is that there will be 13 completely new books scattered all around Morrowind, Mournhold and Solsthiem....
9625	Guards Search	NPCs	MMH	64-12676	Danjb	2008-04-20	Petty crimes will no longer go unpunished! If you walk past a guard with a bounty on your head, there is now a chance the guard will recognize you and bring about justice. When you are near a guard and you have a price on your head, every 30 secon...
9624	Guard Expander	NPCs	MMH	64-5686	Caine	2011-09-29	GUARD EXPANDER by Caine Simple mod that adds some variety to the guards of the Imperial Legion and the three Great Houses. Imperial Legion: Patroler (original guards who walk around towns and forts) Guard (stand watch at entrances to towns an...
9623	Guard Diversity	NPCs	MMH	64-14544	SkoomaPro	2012-08-10	This mod replaces the generic, copy-pasted guards of Morrowind with different variations. Some guards have different loadouts and armor, and each have different faces. I haven't tested it extensively, but enough to know that guards still act like guards, and they don't all look the same. However,...
9622	Greaves Of Blinding Speed	NPCs	MMH	64-8289	The Jackster	2002-08-02	
9621	Goris The Maggot King	NPCs	MMH	64-13214	Midgetalien	2009-01-31	This Mod aims to be a repalcer as a sort, for the NPC Goris the Maggot King. Goris is an Necromnacer in Morrowind, he is in Venim Ancestral Tomb. HEre is what as been added to Goris/Changed: - Given him a unique 'scary face'
9620	Give Your Orders v1.3	NPCs	MMH	64-3924	TheLys	2009-05-12	My mod is based on the Dracandros' voice mod idea, by Dracandros. My mod is not a replacement for the Dracandros' voice mod, but rather a complement, adding stuff not managed. It doesn't require it to launch. The "Give your orders" mod adds a topic to dialogs, "- Give yo...
9619	Gatanas Markynaz Dremora Companion	NPCs	MMH	64-7224	Princess Stomper, Westly	2012-08-06	A mod (new playable Dremora race, textures, armor and quest) by Westly, with a contribution (companion) by Princess Stomper
9618	Freelance Adventurers Volume 1	NPCs	MMH	64-12664	Tanvar	2008-04-12	This is a simple mod that adds Freelance Adventurers to Morrowind. From the Readme: OVERVIEW: This mod is the first in the series of mods that I am going to make that include a melee combat and bow combat NPC of each race. Why you might ask? Becaus...

<b>Id</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
9617	Freedom to Obey	NPCs	MMH	64-11651	Lord Indoril Nerevar	2007-11-18	Low people were sent by the great houses to run their dirty business. They are provided by huge amounts of gold pieces so they are little suspicious. If your stomach is strong enough and if you can earn their trust, they would be quite generous. Changelog:1.0 - init...
9616	FireFly-Deathgoth	NPCs	MMH	64-4955	dabug411	2009-05-12	INSTALLATION: Unzip meshes to your data files/meshes and icons to data files/icons folders respectively. DO NOT UNZIP FOLDERS TO FOLDERS, ONLY THE FILES INSIDE! Info: Changes everyone's favorite woodelf fargoth into an orc named Deathgoth carrying a new sword, ...
9615	Fighters Guild NPCs	NPCs	MMH	64-9836	Qudamah	2005-06-22	This mod is intended to be run with the "Give Your Orders" mod (included in .rar file for convenience), and requires Morrowind Comes Alive. It basically creates duplicates of all of Morrowind Comes Alive's NPC archers, warriors, barbarians, fighters and rangers and adds these d...
9614	Fighters Guild Escorts	NPCs	MMH	64-10833	Chris Mosley	2006-10-12	This mod adds escorts to all the fighters guild halls. They will transport you to the other guild halls. There is one in each guild hall. Changelog:-Added campfire starter kits to escort in Balmora Fighters guild hall. -Added Bags kits to escort in Balmora Fighters guild hall.
9613	Female Guards	NPCs	MMH	64-10162	Chaoskishin	2005-10-11	This mod was inspired (sort of) by the various fem_guard plugins. I may be the only one, but I've always thought it was kinda odd that (except for the Redoran) none of the factions had any (cloned) female guards. The fem_guard plugins kinda made up for it, but...
9612	Fargoth the Druglord	NPCs	MMH	64-9437	Lord Sato	2004-03-29	This humorous mod changes Fargoth's clothing and dialogue, that's all. A nice mod for people who don't like Fargoth very much, this should make him a bit more interesting.
9611	Enchanted Long Sword Seller	NPCs	MMH	64-7724	Gorak	2005-03-02	A Nord has recently moved to Vivec from a Island far away and he has come with a selection of 4 enchanted swords.
9610	Elders of Vvardenfell MCA add-on	NPCs	MMH	64-10081	Tarnsman	2005-08-18	Adds new NPCs with the faces from Elders of Vvardenfell to the leveled lists used in the Morrowind Comes Alive. The added NPCs are of the classes one would expect to find older individuals involved in (nobles, captains, priests, along with commoners, drunkards and others).
9609	Elders of Vvardenfell MCA Addon	NPCs	MMH	64-3649	Tarnsman	2010-10-20	Adds new NPCs with the faces from Elders of Vvardenfell to the leveled lists used in Morrowind Comes Alive version 4. The added NPCs are of the classes one would expect to find older individuals involved in (nobles, captains, priests, along with commoners, drunkards and others). You w...
9608	Dwarves! MCA add-on	NPCs	MMH	64-10146	Tarnsman	2005-09-25	Adds new Dwarf NPCs from the Dwarves! mod to the leveled lists used in Morrowind Comes Alive (MCA). Now Dwarf NPCs will appear from time to time through Vvardenfell and Solstheim as travelers, warriors, mecenaries, smiths, barbarians, dunkards, beggars and Dwarven chieftains. <...>
9607	Dwarven Guards	NPCs	MMH	64-6322	dcsrewster	2009-11-10	This replces all redoran guards with men with dwemer armor and weapons. Also includes Dwemer Armor Replacer by Sandman101 (giving lots of credit).
9606	Dwarf Race and NPCs	NPCs	MMH	64-9117	Matt	2004-01-12	This mod adds the Dwarf race and NPCs around Morrowind. The Dwarf race is balanced to the same standards set by Bethesda's original races. Each Dwarf NPC has some unique dialogue and can tell you about their race. I hope you enjoy playing!
9605	Drunken Master	NPCs	MMH	64-7900	Drunken Fei	2005-02-11	Adds the Drunken Master class, and two NPCs that sell drunken master goods (clothing, wine). The wine boosts some attributes, temporarily, and drains one.
9604	Drunk Fargoth	NPCs	MMH	64-13533	The Doogster	2009-07-10	Fargoth will now get stinkin' drunk after the lookout quest the player completes for the Nord in Arille's Tradehouse. Fargoth will have drunken things to say, and pass out randomly after the player does the lookout quest stealing from his hiding place.
9603	Drulene Falen's Packguar	NPCs	MMH	64-9537	Sepis	2004-04-20	This plug in allows the player to purchase a packguar from Drulene Falen, taking advantage of Tribunal's companion scripting. PC Quest status and faction affect the pricing somewhat (In reference to House Redoran, of course). The guar should be durable enough to surv...
9602	Dremora Archer	NPCs	MMH	64-15546	Unknown	2017-07-30	Dremora Archer Just put it in your Data Files directory & select it from the Morrowind menu. All it needs is in Morrowind.ESM & Morrowind.BSA. This ESP adds a third "Dremora." This is the Dremora Archer. It is alongside the Dremora Lord in all leveled lists where the other two Dremoras ...
9601	Drake Lion	NPCs	MMH	64-8129	Mortal1	2005-02-01	The mod adds one NPC with a mix of different styles of daedric armour. To my understanding no mods need to be used. This mod works for Vanilla Morrowind or Tribunal/Bloodmoon. Drake is a Mid-level Battlemage that works as an Agent for the Blades. I decided to add some more agents li...
9600	Dracandrosvoice Slaves Addon	NPCs	MMH	64-13006	vi	2008-11-09	If you've ever purchase the "sexy nord female" and had an elderly lady show up you'll know what inspired this mod Requires:Dracandros Voice Recommended: Better Bodies (to use clothes for female slaves) Basically a replacer. ...
9599	Dracandros' Voice	NPCs	MMH	64-8564	Dracandros	2003-06-03	Quite a list of features:[list]You can command the House guards as Hortator. You can command the House guards as the head of the House. You can command all members of the Imperial Legion as Knight of the Imperial Dragon. You can command the lower ranked soldiers, than you. ...
9598	Dogmeat's Pack Guar	NPCs	MMH	64-9218	Dogmeat of Purgatory	2004-02-11	This simple little mod adds a buyable pack guar to Seyda Neen. You can order it to stay or follow, restore its health by feeding it large kwama eggs, and use the "companion share" option to manage its inventory.
9597	Dock in Tel Fyr	NPCs	MMH	64-9058	CiriuZ	2004-01-05	Adds a shipmaster to the empty dock in Tel Fyr who can take you to Tel Mora, Tel Aruhn, Sadrith Mora and Tel Branora. She also has a small quest, but that's optional.
9596	Djangos Dialogue	NPCs	MMH	64-14225	Von Djangos	2011-02-26	The skinny; A combination of my old dialogue mods with a little extra thrown in. Adds new responses to the 'little secret' topic, the 'services' topic, new slave greetings and an alpha of something I call 'Quest Persuasion'. Adds over new 100 secrets to the '...
9595	Dianne's Tavern Time Balmora vBeta 3	NPCs	MMH	64-11347	Dianne Walker	2007-07-07	This mod adds music, drinkers, dancers and drunks to the Balmora Taverns. I hope this has made going to Haalu Taverns far more interesting. And mostly, I hope you enjoy it. This is mostly just a atmosphere mod, and I plan on doing the same to most if not all the vanilla taverns. This mod has not ...
9594	Dianne's Suran Tavern Time vBeta 1	NPCs	MMH	64-11409	Dianne Walker	2007-07-31	This is a purely atmospheric mod, it adds drunks, musicians, drinkers and dancers to Desele's House of Earthly Delights. Note that the dancers are both male and female and nude depending on what body replacer you use, if any. All meshes and textures for the body and taverns will strictly use what y...
9593	Devil Girl	NPCs	MMH	64-4541	Unknown	2009-05-12	
9592	Dancing Boys v1.1	NPCs	MMH	64-6799	The Iron Chicken	2011-10-14	Have you ever wished there were dancing boys in Morrowind? No? This mod isn't for you then because now there are and they're dancing in Desele's House of Earthly Delights in Suran. The boys are enormous flirts and will flirt with anyone whatever their gender. They all have a differen...



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9591	Daedric Forge	NPCs	MMH	64-12615	C-Euro	2008-03-24	This plugin adds an NPC to the Forge of Hilgonbrand who will create Daedric armor for the PC, if given the right materials. This area can be found in the Omaren Ancestral Tomb east of Sadrith Mora. This is my first mod, which was originally packaged with "Smith's Services" by Arcimaes...
9590	Commoner Upgrade	NPCs	MMH	64-614	Thorod Icefist	2009-04-06	The commoners of Morrowind are no longer as defenceless as they once were...now they can hit back
9589	Comapnion Share Version of OHB	NPCs	MMH	64-5874	CronoDevir	2011-10-08	Comapnion Share Version of OHB [v1] Of Human Bondage by: DarkSide (darksidex@charter.net) Modification of OHB by: CronoDevir (cronodevir@gmail.com) What this version includes that the original version did not is the 'Companion Share' ability for all 20 slaves. [or a...
9588	Coldonus	NPCs	MMH	64-8488	Marko	2004-10-28	This mod adds a small town south of Lake Fjalding. It has few citizens, traders and guards. It has a great hall with a leader. The only problem is that many people in the town are not speaking about Solstheim topics and that is because I don't know how to work with d...
9587	CM Minor Quests Add-on	NPCs	MMH	64-12626	Drae'girr	2008-03-27	i made a minor add-on for the CM_minor Quests of Cuthroat (thnx to him for the mod) it adds a few new quest giving NPC's in balmora (also in shops) CM_Minor_Quests is needed
9586	CM Minor Quests	NPCs	MMH	64-7039	Cutthroat Mods	2012-07-25	Features: 1. Adds 48 NPC?s who will offer the player work in 10 different jobs: herb collecting, exterminating, fishing, gathering, ghosting, crab hunting, cliff racing, smuggling, skinning, and nix hunting. 2. NPC?s are placed in cities and towns throughout Vvardenfell. Loo...
9585	CM Assassins Mod	NPCs	MMH	64-8063	Cutthroat Mods	2003-08-02	Tribunal adds the Dark Brotherhood Assassins who constantly attack the player in his sleep; can get extremely irritating at higher player levels. At lower levels the attacks aren't as irritating, but it creates an unfair advantage for the lower level player. Y...
9584	clublive1 1106	NPCs	MMH	64-59	David Petkofsky	2009-04-06	This version adds live music to the Council Club in Balmora. Talk to Andrew to start the music!
9583	Circle of Five	NPCs	MMH	64-8731	Joel22222	2003-06-09	This mod adds a multi NPC quest starting in Ald'ruhn. To begin go to the Ald Skar Inn and look for the Imperial who looks out of place. See readme for info.
9582	Cinia	NPCs	MMH	64-2264	Unknown	2009-04-24	This mod places the shipmaster Cinia Urtius on the deck of her boat in Tel Fyr. She's actually a secret master trainer created by the Bethesda developpers but not implemented in game. She offers training service (but no transport, despite being a shipmaster). No readme i...
9581	Christmas Fargoth	NPCs	MMH	64-1878	Dementia Warrior	2009-04-06	You'll find a 2nd Fargoth located outside Balmora celebrating Christmas...
9580	Chaos, Darck, and some classes	NPCs	MMH	64-8983	Max Mecha	2003-09-04	Adds an Npc with a full set of Daedric armour and a good sword you can battle in front of the steps to Vivec's Palace. Adds a merchant behind a locked door in the Halfway Tavern in Pelagiad and two new classes, one of which is just Chaos's that I made. I added a...
9579	Catfight! v1.0	NPCs	MMH	64-4323	comatoast	2009-05-12	Female NPCs fighting hand-to-hand, to the death. Background So, I'm walking through Balmora the other night, on my way to Cassius' house...everyone's talking about how he just scored some incredible skooma from a guy in Seyda Neen, and he's so baked that you can basically walk int...
9578	Capital Guard Addon	NPCs	MMH	64-6442	Captain Teddy	2010-04-08	This mod is (at the moment) a very minor NPC tweak, that adds quorn's Imperial chain resource (which adds boots and gauntlets). You may find the armor for sale in various places (Imperial Forts generally) I believe I added to an Imperial armor leveled list as well. The armor may also be found on ...
9577	Calvus Update	NPCs	MMH	64-8814	BlackDeath	2003-07-12	Updates Calvus, the mercenary in Mournhold. -He will travel back to Vvardenfel with you. -He now tells you his health and fatigue. -He can water walk if you tell him to. -He can level up (he chooses which skills to put up). -He ...
9576	Calvia and Rerlas v1.0	NPCs	MMH	64-7232	Princess Stomper	2012-08-06	Female version of "Calvus and Rerlas" Adds modern 'companion' functions based on Grumpy et al's scripts to Calvus Horatius (the companion in Tribunal), plus warping to the pets sold by Rerlas in the Great Bazaar in Mournhold. Calvus has more functions, more features a...
9575	CalSurGuardMod	NPCs	MMH	64-12755	Da_Nang	2008-06-08	Adds an Imperial Guard to the Caldera Guild of Mages Tower and a Hlaalu Guard to Raldis Orl's shop on BTB's request.
9574	Caldera Mining Company Gets Reinforcements	NPCs	MMH	64-12829	Da Nang	2008-07-25	Caldera Mining Company Gets Reinforcements v1.0 by Da Nang What it does: Adds guards to Caldera Mining Company's facilities (where necessary) and mine on truffidfood's request. Installation: Extract the files to...
9573	Caius Romance	NPCs	MMH	64-7208	Princess Stomper	2012-08-05	I got the idea while reading Plangkye's WIP thread for a Crassius Curio mod that some people might actually like a mod that features Caius Cosades - the character with whom you spend the most time in the game. (Whether or not Caius appears attractive towards you/your character no doubt depen...
9572	Bob	NPCs	MMH	64-6458	BruceNorris	2010-05-02	This mod adds a new NPC named Bob, and new Worn Daedric Armor/Weapons to Morrowind. The Worn Daedric Armor/Weapons do not look any different from regular Daedric Armor/Weapons, however they only weigh half as much and have twice the enchantment value. Bob is the toughest. ...
9571	Better Wood Elves	NPCs	MMH	64-14081	teknoboza, Enzo Dragon	2010-09-10	Inspired by the fantastic work by "TR" (tamriel rebuilt?) called "Better Fargoth", this mod picks up where he (they?) left off as I assumed he (they?) have been too busy (with their project?) Where Better Fargoth fixes Fargoth by turning him into a Nord, Better Wood Elves...
9570	Better Tunic's Armingers' at Ghost Gate	NPCs	MMH	64-11156	Better Tunic	2007-03-30	This mod simply adds some armingers to ghost gate. They are high levels and will not be killed easy, just what Ghostgate should have had to begin with! Hope you enjoy this simple mod
9569	Better Pelagiad Transport	NPCs	MMH	64-7623	Norfin	2005-04-06	It adds a simple cart, guar, and NPC to Pelagiad, Seyda Neen, and Balmora. The Pelagiad NPC will transport you to Balmora and Seyda Neen. The Other NPCs will transport you to Pelagiad. The Pelagiad one is at the entrance to the town, the...
9568	Better Fargoth	NPCs	MMH	64-10129	Tr	2005-09-09	This is a simple mod that makes Fargoth into a nord.
9567	Baron's Partners 3.0	NPCs	MMH	64-10769	Baron Of Hell	2006-08-28	This is an edited version of Cutthroat's Partners 3.0. This allows same sex relations, fixes some bugs, and changes a few things here and there. Changelog:ver 1.1 *Change the way Stealth types help player *Fixed ano...
9566	Bards Mod	NPCs	MMH	64-7035	Cutthroat Mods	2012-07-25	Requires Tribunal to play. This mod provides two bards with 15 tunes each but they are located in sixteen places in the cities and towns of Morrowind, usually near the traders. If you pay them 2 septims they will play you a song. You can choose whether you want a dance tune or something beautiful...
9565	Balmora/Ascadian Isles Dialogue	NPCs	MMH	64-8218	Brother Juniper	2002-07-15	Adds unique dialogue for many characters in Balmora and the Ascadian Isles Region. Be sure to read the README for complete info
9564	Balmora War	NPCs	MMH	64-37	Unknown	2009-04-06	Adds large numbers of hostile NPCs/creatures (including Almalexia and several Dagoth Urs) to Balmora and Fort Moonmoth, together with Imperial and Hlaalu guards to fight them. == Please note: This mod was transferred from Gamer's Roam after the site's ...

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9563	Balmora Thief Training Hall	NPCs	MMH	64-9006	Trebor	2005-05-08	This mod adds a Thief training hall to Balmora with a locked chest for practice, practice dummies, and an NPC selling picks. Also a hammock if you fancy a nap. It is located in the water that runs through Balmora: if you stand in front of the eastern guard tower and jump in the wate...
9562	Balmora Ship Travel	NPCs	MMH	64-10137	tnsporty883	2005-09-17	This a simple mod that adds ship travel from Balmora to Ebonheart, Vivec Temple, Gnaar Mok, and Hla Oad. I made this for myself simply for ease of travel (after three years of playing this game... Ive walked enough). I put it on here in case someone without the Construction Se...
9561	Balmora NPC Expansion	NPCs	MMH	64-13850	Licks-His-Lips	2010-02-19	This mod adds 8 NPC's into the city of balmora, and they all fit in well, one of them offers services. There names are as follows: Andala Fedave (Dark Elf) (Outside) Braste (Nord) (Outside) Fasett (Breton) (Eight Plates) Jo Rakha (Khajiit) (Mages Gu...
9560	Balmora More Npc Pack	NPCs	MMH	64-14530	William01833(Me)	2012-07-25	This Small Npc Pack adds An Orc Merchant, An Imperial Legion Agent A Guard Captain and many more! put in your Morrowind Data Folder and this should work. If you want more npc packs for Balmora or another town just ask in the comments TO INSTALL AFTER YOU CLICK DOWNLOAD AND IT IS DONE GO TO ...
9559	Balmora Extras	NPCs	MMH	64-8775	Rinso	2003-03-31	Adds 3 new NPC's to the town of Balmora, 2 merchants (a smith and a clothier) located in the open area in front of the pawnbroker. 1 NPC next to river who will take you to Hla Oad. and 1 NPC next to the shipmaster in Hla Oad who will take you to Balmora. Feedback i...
9558	Bal Molagmer Quests	NPCs	MMH	64-9290	HappyHannah	2005-05-28	After becoming the Master Thief I was very annoyed to find that I couldn't finish the Bal Molagmer quests because Stacey went on holiday. This mod adds an NPC who will give you the Bal Molagmer quests after Stacey leaves, so you can complete them even after you have become the M...
9557	Avrill Levigne face	NPCs	MMH	64-774	Kirel	2009-04-06	The Elder Scrolls III MORROWIND: Kirel's Avrill Lavigne Face ***** ...
9556	Assassination	NPCs	MMH	64-8943	DragoonWraith	2005-05-11	This mod allows you to sneak up on enemies and kill them by snapping their neck. There is a very specific technique to assassination, and it takes a little bit of practice to get used to it. New in v1.5, the mod works correctly with your companions, and it correctly kil...
9555	Assassin's Attack	NPCs	MMH	64-14137	Skidzinatorz	2010-10-24	This Mod adds assassins to the game wich attack you. There are 3 different type of them. The first type is a Cammona Tong Secret agent (thats what i called it) Who look like a normal citizen, they wear a full set of common clothing with a daedric dagger, they are level 20, class assassin and are ...
9554	Ashlander Traders	NPCs	MMH	64-15507	Brother Juniper	2017-07-22	Ashlander Traders The Elderscrolls III: Morrowind Plug-In ----- Brother Juniper humblejuniper@hotmail.com Synopsis: A travelling Ashlander Caravan will set up shop in ...
9553	Ashlander Caravan	NPCs	MMH	64-8726	Brother Juniper	2003-04-12	An Ashlander Caravan, with trading posts around the more settled areas, is willing to take you with them (fast travel) to the Ashlander camps. One of the traders (one of several colorful NPCs) is a fortune teller, who may guide you on your quest.
9552	Animated Morrowind II	NPCs	MMH	64-6649	Arcimaestro Antares	2011-01-04	This mod adds 37 new Npcs that use 9 new animations. - 3 sitting bandits, (somewhere in the West Gash and Azura's Coast Region) - a Camonna Thong guy that plays with dagger (Balmora, in front of the Council Club) - a slave cleaner, (Sadrith Mora, Fara's Hole in the Wall) ...
9551	Animated Morrowind - Expanded	NPCs	MMH	64-6629	Vikart	2010-12-05	This mod adds more than 170 animated Npcs to the world, using the animations from "Animated Morrowind". The mod Animated Morrowind is required to play this mod, and can be downloaded here.
9550	Ammunition Sales Person	NPCs	MMH	64-7632	Prophet2004	2004-06-09	Ever gone out to a Daedric Shrine and run into a Golden Saint and are about to cap her with your bow when to your horror you realize... I HAVE NO ARROWS!! Then she proceeds to hand you your head Well no more! This adds a level 100 Wood Elf that could drill o...
9549	Alice's Garden	NPCs	MMH	64-8295	GReG R.	2002-08-07	
9548	Alexi Nuccius	NPCs	MMH	64-11361	dragonfire69691	2007-07-10	This plug in adds a new NPC to Seyda Neen. Her name is Alexi Nuccius, wife of Vodunius Nuccius. She doesn't do anything special, she is just there to look good.
9547	Ald Velothi ShipMaster	NPCs	MMH	64-6405	Misty Moon	2010-02-18	Adds a shipmaster at Ald Velothi that can take you to Gnaar Mok or Khuul, you can also travel from Gnaar Mok or Khuul to Ald Velothi. Cleaned with "TESAME" Original release date: 03-09-2005
9546	Ald Velothi ShipMaster	NPCs	MMH	64-5708	Misty Moon	2011-10-02	The Elder Scrolls III - MORROWIND ----- Mod Name: Ald Velothi ShipMaster Version Number: 1.0 Category: Ship Master Requires: Morrowind M...
9545	Ald Velothi - Khuul Transport	NPCs	MMH	64-12941	washington	2008-09-18	1. Description: This mod adds two Dunmer fishermen that offer transportation by boat. One is Maelu Seran in Khuul that can offer you transportation to Ald Velothi, and other is Avrary Llervu in Ald Velothi that can take you to Khuul. They have specific dialogue that chang...
9544	Akenor the retired adventurer	NPCs	MMH	64-13387	Asidcousin	2009-04-26	Adds a new NPC trader known as Akenor the retired adventurer. He sells you his hard earned loot and his special custom ebony sword (no new textures sorry). For more info read the readme oh and IMO the sword is balanced (it...
9543	Ajira Magicka Potions	NPCs	MMH	64-13446	Devon1441	2009-05-31	This mod makes Ajira (Balmora, Mages Guild, Khajiit) sells -3 Standard Restore Magicka Potions. While playing with a Mage char, I realized that there was no Respawning Standard Restore Magicka Potions for sale, which can make playing as a Mage significantly harder.
9542	Adventurers Plugin	NPCs	MMH	64-9257	Zeanu	2004-02-23	A refined and updated version of the original Adventurer's NPCs plugin by Adam. This basicly adds description to it and gives more details to the NPCs as well as some extra dialogue.
9541	Adventurers NPCs v1.0	NPCs	MMH	64-4315	adam m0use	2009-05-12	= The "Adventurers NPCs" plugin = Adventurer's NPCs attempts to flesh out the Morrowind game world some more by adding a wide variety of new NPCs, both peaceful and aggressive. NOTE: This plugin may be used independently from the "Adventurer's Mod". SUMMARY - ...
9540	Adventurers NPCs v1.1	NPCs	MMH	64-4344	adam m0use	2009-05-12	The "Adventurers NPCs" plugin = Adventurer's NPCs attempts to flesh out the Morrowind game world some more by adding a wide variety of new NPCs, both peaceful and aggressive. NOTE: This plugin may be used independently from the "Adventurer's Mod". SUMMARY - R...
9539	Adventurers	NPCs	MMH	64-15499	Adam refined Zeanu	2017-07-22	Adventurers Plugin 1.2 made by Adam refined by Zeanu 21-2-2004 What this is * A refined and updated version of the original Adventurer's NPCs plugin by Adam. This basicly adds description to it and gives more details to the NPCs aswe...
9538	Adventurer's NPCs v1.1	NPCs	MMH	64-8467	Adam	2002-11-15	Note: can be used separately from Adventurer's Mod Adventurer's NPCs attempts to flesh out the Morrowind game world by adding a wide variety of new NPCs, both peaceful and aggressive. Includes: - Random pilgrims... commoners...warriors...mages...rogues, mostly added to public places li...

<b>Id</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
9537	Adventurer's NPCs 1.1 name add-on	NPCs	MMH	64-9788	RammTheThief	2005-05-10	This mod adds names to the NPC's which are added by Adv Npcs 1.1 by Adam. You need Morrowind AND Adv npcs 1.1 to get it running. The names of the NPC's well aren't that great as I needed to make them up but I think I did a pretty good job.
9536	Advanced Travel Services NPCs v1.1	NPCs	MMH	64-5705	CryptsOfTheDead	2011-10-02	This is a simple mod actually, which changes the travel agents in Morrowind. It only took me like 4 hours to cover all the NPCs. There's not that many. All Caravaners, and Boat Masters have been covered. If I missed any, please email me, and I will do an update. Changes are:
9535	Advanced Guards v4	NPCs	MMH	64-6968	The Puma Man	2012-07-18	You will learn to respect the law! This mod changes all generic guards in the land of Vardenfell to a much more powerful state. Now gaurds in Vwardenfel will be as strong as the ones in Mournhold. There are 2 different versions of this mod ( can be used at the same time ...
9534	Advanced Guards	NPCs	MMH	64-8602	The Puma Man	2003-04-23	You will learn to respect the law! This mod changes all generic guards in the land of Vardenfell to a much more powerful state. Now gaurds in Vwardenfel will be as strong as the ones in Mournhold. There are 2 different versions of this mod ( can be used at ...
9533	Advanced Bribery	NPCs	MMH	64-13427	Abs13579	2009-05-19	It does the same job as Danjb's advanced persuasion, but it doesnt require any expansions, witch wa helpful to me. Made using Argent's TES Dependency Tool Kit. Changelog:Added a readme and changed the name and put into a .zip file. Now it's smaller
9532	Adorable Orcs - Sweet Redguards v1.0	NPCs	MMH	64-14756	Robert, Emma	2013-05-23	Have you ever felt sorry for the orc children because of their less-than-pretty look? Well, you are not alone... ROBERT felt the same, and as a result, he made new head models for them (based on heads from Better Heads), and adapted some of the hairs from Rhedd and Better Heads to match their new...
9531	Abominite	NPCs	MMH	64-10226	Ignignokt	2005-11-01	A race mod. The body consists of a daedrothis head, orcs upper body, and argonians legs (see screenshot for better idea.) It barely fits into the lore, but my intent was more to just test my skill and make a cool race. This is my first mod, by the way.
9530	3 child faces	NPCs	MMH	64-1026	Unknown	2009-04-06	