

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
4136	WOT1items	Total Conversion	MMH	84-12043	Kiriell	2012-11-25	Please use some compression software on your ESP's. Zip up the esp, textures, meshes, etc. Include a readme.txt that details what is in the zip/rar file. Make sure all the files unzip to the correct locations if a user unzips them to Data Files\ Textures sho...
4122	Warhammer Total Conversion	Total Conversion	MMH	84-13202	Magius	2009-01-28	Please remember, this is just a beta. At the moment this mod contains no quests. I wanted to upload this to show people what I have done. At the moment this mod contains few special things: -Naval Battles -Duels...
4035	Sword of the Perithia v1.4 Patch 1.34	Total Conversion	MMH	84-4968	Andre Sergoyan	2009-05-12	This is the patch file for [url=download-6976]Sword of the Perithia v1.4[/url] and is already contained within the main download of that file.
4034	Sword of the Perithia v1.4	Total Conversion	MMH	84-6976	Andre Sergoyan	2012-07-19	This is a total conversion, whole new stand alone RPG, developed using TES. Though Vvardenfell remains on the map, you might as well forget that it is there, for you'll never be going back. SOP offers a new Main Quest and storyline. The entire game is set in a new Kingdom.
4016	Star Wars - Episode 1 - The Darkness of Tamriel	Total Conversion	MMH	84-12681	The_Avenger	2008-04-23	FINALLY!!! This mod has finally been released. It took me a few motnhs to do it. But yet there can be some small bugs in the mod. If you find some please contact me.. This mod is a total conversion of Morrowind ...
3946	Pyramid head in Morrowind	Total Conversion	MMH	84-6181	Tomas Bramall, Melancholy	2008-04-24	Conversion of this mod- Changelog:I decided to come back to this mod, and fix the glitches people were complaining about. Note, still doesn't work for females, cause I was lazy and didn't add that part yet :P Edit: Aight, female option works ...
3901	Myar Aranath English Patch	Total Conversion	MMH	84-12349	GoldenThief, finished off Allana	2013-03-20	This was done by GoldenThief and finished off by Allana. Make sure that the (Additional_Journal_Translations_ENG.esp) is after GoldenThief's in the load order, or it will override the fixes.
3882	Morrowind Italian Translation	Total Conversion	MMH	84-14067	Morrowind Italian Translation Project (uploaded Antares)	2010-09-05	The original download site is down, so I decided to upload here the italian translation made by the Morrowind Italian Translation Project>. MANY THNAKS TO the authors for the HUGE work. Italian Translations of other mods ...
3861	Mokbar	Total Conversion	MMH	84-3644	Sahardoom	2010-10-22	Some of you wanted this, so here it is! You can download my Sci-Fi work for Morrowind. 1. Mokbar mod 2. Shadows of Hellspawn First Install Mokbar, and then Hellspawn, but it would be better not to use them both at the same time. None of them is finished d...
3858	ModernWind ALPHA	Total Conversion	MMH	84-11574	longears34	2007-10-03	I'm sorry but no screenies due to the speed of my PC at the moment. this mod is full of glitches. Welcome to modernwind, adding things like guns and [drivable] cars (cars coming soon) Timeline in readme. I can't think of anything to p...
3843	Masterwind	Total Conversion	MMH	84-6725	Monydragon	2011-04-28	This is Tribunal and Bloodmoon Merged with Morrowind fixed many errors with it, you still need to have the files relating to bloodmoon and tribunal for this to work. I have 2 versions, an ESP and a ESM depending on what you want to work with, this is perfect for modders to take advantage of if yo...
3809	Island fever episode1	Total Conversion	MMH	84-13925	psychadelicpolarbear	2010-04-21	Work in progress... Your boat has crashed on an island,and a couple of people where on your boat with you.Find a way off the isand or try to survive.
3749	Gauntlet	Total Conversion	MMH	84-10589	VoodooCrispy	2006-05-14	"Elf needs food badly" Oh yes, here it is. The original NES and arcade Gauntlet has come to Morrowind. Update: 6/7/06 Ok, so it seems nobody knows what Gauntlet is, so I'll explain it. Basically, in ye...
3746	Forgotten Realms Mod v.1.73 NWO 0.23	Total Conversion	MMH	84-5125	Donya	2009-05-12	This changes Morrowind to a Forgotten Realms game almost totally. It also adds new music from BG 1&2. Donya's Forgotten Realms Mod v.1.73 - New World Order beta 0.23 What does it do? -It changes the musics of Morrowin...
3725	Empty ESM	Total Conversion	MMH	84-2287	Thread_Whisperer	2009-04-24	Cleaned of land, and some dialogue, this master file is designed for those who wish to create Total Conversions based on Morrowind files, Tribunal Files, AND Bloodmoon Files.
3724	Empire of Barsils	Total Conversion	MMH	84-5121	Omer	2009-05-12	This mod includes A new continent that completely replaces Vvardenfell, with over hundreds exterior cells, new models (modern buildings, cars, airplanes,helicopters,guns and more). . There also some new races to choose, Barsilsen, Shaninen, Bindo...
3720	Egyptian Tilesset with pre-made plugin	Total Conversion	MMH	84-916	Shannon	2009-04-06	Egyptian tileset by shannon Credits: Simon 'sock' oCallahan for the textures, Barabus for the meshes.
3706	Dragon's Breech Alpha 2 v1.3 patch	Total Conversion	MMH	84-227	Lady Eternity, Proudfoot	2009-04-06	----- Patch Notes for db_patch1.7z ----- INSTALL: Extract into /morrowind/data files/ folder On the Morrowind launcher, make sure that "DB_Patch1.esp" is checked Changes: July 30, 2004

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3705	Dragon's Breech Alpha 2 v1.3	Total Conversion	MMH	84-79	Lady Eternity, Proudfoot	2009-04-06	For many years the Angelic Presence has been waging war with the Undead Hordes of the evil Mortalis. The Hordes have taken over and destroyed many worlds, bringing doom and death to those who oppose them. With the Angelic Presence losing the battle, it was decided that new tactics should be emplo...
3704	Dragon's Breech Alpha 2	Total Conversion	MMH	84-5122	Lady Eternity, Proudfoot	2009-05-12	
3703	Dragon's Breech Alpha	Total Conversion	MMH	84-5123	Lady Eternity, Proudfoot	2009-05-12	
3687	DB Patch1	Total Conversion	MMH	84-5126	Unknown	2009-05-12	
3673	Commonwind	Total Conversion	MMH	84-6613	Chascoda	2010-11-23	This is a WIP. Me, Leemmerful and kodman91 are still working on it. Don't expect to load it into Morrowind and have a happy dance, because it's barely done. If you wish to edit it, or help with it, then please send a PM to me or post a comment. You MAY NOT upload it on any...
3634	Blank ESP with Character Generator	Total Conversion	MMH	84-13331	Noxabellus	2009-03-22	A blank esp, containing only the Database from the original game. All cells, dialogue and assorted other things, have been removed. A new cell with a simple character generation script on a switch has been added. Press it once, and the Name change box comes up. Press it again, the race change bo...
3621	BigMod2	Total Conversion	MMH	84-10570	xereau	2006-05-01	OVERALL GOAL To make Morrowind more re-playable, by presenting sweeping customization options to the player via Ability, Power, Spell, and Item rewards in quests, and creature/NPC loot. Abstract During your character's lif...
3575	AX-S Revamp	Total Conversion	MMH	84-13804	AX-S	2010-01-03	=====AX-S REVAMP v0.92 BETA=====INTRODUCTION: Greetings! This is the BETA RELEASE of my mod AX-S ...
3534	Adventurers v3.1	Total Conversion	MMH	84-15143	Adam	2014-01-08	Adventurers 3.1 is a total conversion of Morrowind. It primarily attempts to "balance" the gameplay by making leveling harder, monsters much tougher, changing the economy, and we've also added new faces, weapons, armor, creatures, and more. Almost every aspect of the game has been altered in some...
3528	(Mony's) Total Conversion + Chargen +Extras (base)	Total Conversion	MMH	84-6618	Monydragon	2010-11-26	The Elder Scrolls III Morrowind Blank Master File Version 2.0 By Monydragon Source; Rikken ***** Description ***** This is a Blank Master file Which you may use if you are thinking about making a Total Conversion of Morrowind. You MUST have both Tribunal and Bloodmoon installed to use the ESM. ***** Installing The Master File ***** To install the ESM, unrar it into the Data Files directory You MUST have both Tribunal and Bloodmoon installed to use it ***** Issues ***** *2 Script compile errors, no interfernce with gameplay! *Greetings might be messed up, with werewolf dialogue" NO MAIN landmass other than the orignal. ***** Using the Master File ***** Load it up in the CS and make a plugin for it when done merge it with the esm (always make a backup) ***** Mergeing To Master File ***** Go here [b]Changelog:[/b]New in Version 1.0 ***** *New Chargen *New Interior Starting Point *Changed Sounds of the normal Chargen Script *Fixed most of the dialogue issue's *(fixed base scripts) *Added a Stat Editor *Added a Skill Editor *Added starting items Editor -This is perfect for a Total Conversion Base-