

ID	Name	Category	Site	Link	Author	Date	Description
4134	WoodenFort-RavenRock	Townd and town Expansions	MMH	87-5149	Demosthenes	2009-05-12	===== Wooden Fort - Raven Rock V 1.0 By: Demosthenes =====
4120	Walls of Caldera v1.0	Townd and town Expansions	MMH	87-8323	the viKING	2005-12-04	I have always thought that a city or town would need protection. Off course, every city on Vvardenfell has guards, but that is not enough to protect a city. A city needs walls. This mod replaces all the tiny stone walls with big, mighty walls. I also replaced the guard tower enterances with scrip...
4119	Walled City of Balmora & IndyBank v2.0	Townd and town Expansions	MMH	87-11717	Hargreth, Indestructible	2012-09-27	This plugin is the merge of Walled City of Balmora and IndyBank v2.0. You do not need either plugin to use this one. Walled City extends the wall of Balmora to completely encircle the city, adds x-tra guards and guard towers, a guard barracks, and a small empty rent house with a hidd...
4118	Walled Ald-Ruhn	Townd and town Expansions	MMH	87-15211	bruno13069	2014-04-21	Why is Ald-Ruhn so poorly protected? It's right near Ghostfence and Red Mountain. It needs more protection than a broken wall. This mod puts a solid, unfractured wall around Ald-Ruhn, from the mountain wall North-West of Skar to the mountain wall East of the Temple. There are 3 entry arches ...
4117	Vos Plantation	Townd and town Expansions	MMH	87-7222	Princess Stomper	2012-08-05	For Petiboy, by request: The plantation is just over the hill to the north of the town of Vos. There is a nice beach nearby and an apparently friendly small camp; it is quite far to the south of the nearby Ashlander camp. The house has a bedroom, dining room/kitchen, alche...
4116	Vos Expansion	Townd and town Expansions	MMH	87-6398	Princess Stomper	2010-02-14	This is a minor expansion to the town of Vos in Morrowind consisting of one new exterior leading to pub, general store, smith, clothier, and apothecary. An extension has been built to an existing house to add a buyable player home. Includes optional 'Vos Plantation' mod.
4115	Vivec Replacement v1.02	Townd and town Expansions	MMH	87-476	Szazmyrr3	2009-04-06	This mod will replace the Vivec cantons with open topped ones and the Molag Mar one with a closed top one. I always found it odd how Molag Mar, in the hellish landscape of Molag Amur, had an open topped canton while Vivec, in the beautiful Ascadian Isles, was closed in. This mod fixes that. Now, ...
4114	Vivec Redesign v1.0	Townd and town Expansions	MMH	87-753	Piratelord	2009-04-06	
4112	Vivec Open Air Plazas	Townd and town Expansions	MMH	87-15338	Archibald-TK	2015-05-01	Hello all. /start super boring stuff that you wish the author of the thread would spare you After quite a long time far away from the game I decided to make Morrowind roar again a few months ago. I had quite a blast taking my old install and replaying my old character, especially since ...
4110	Vivec Expansion 2.0	Townd and town Expansions	MMH	87-5141	Hoghead the Horrible	2009-05-12	----- Vivec Expansion 2.0 --- --- ***Current Version is not dependent on Tribunal or Bloodmoon*** ----- Version His...
4109	Vivec Expansion	Townd and town Expansions	MMH	87-11867	Hoghead the Horrible	2012-11-12	This mod adds a lot of new architecture to the exterior cells in Vivec. The aim I had in mind when I made the mod was to put the grit back into city life. While this mod includes a very high level of attention to detail, it is not for those who want majestic new building, etc. This is a high-quality...
4107	Vitiated Balmora	Townd and town Expansions	MMH	87-6642	Zif	2010-12-24	I always found Balmora to be rather plain. I like it, and it's the one town my characters always come back to, but after a while it gets kind of boring. So I changed the layout and added a lot of clutter and detail. The poor district is changed the most, but there are still significant changes to...
4104	Village of Mora Uvirith	Townd and town Expansions	MMH	87-5817	kosta51	2011-10-06	Village of Mora Uvirith TRIBUNAL is not required v1.0 Description: Mora Uvirith is a big Telvanni village...

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4103	Village	Townd and town Expansions	MMH	87-477	Unknown	2009-04-06	Village: Adds a small hidden village with a few traders which is accessed via a secret entrance in Arrille's Tradehouse in Seyda Neen. Note: The entrance actually leads to a cell in the Ascadia Isles - a second 'door' leads to the village itself. ----- -----...
4102	Victorian City of Jarvik	Townd and town Expansions	MMH	87-14411	The Big City Project Team	2011-12-23	
4101	Veronaville	Townd and town Expansions	MMH	87-5152	JCD	2009-05-12	Veronaville plug in made by JCD This mod features a new city (Veronaville),new thieves guild base,new thieves guild jobs, shops and a bordel. Version 1.0 BETA
4100	Velendosval	Townd and town Expansions	MMH	87-5127	Travis Willis	2009-05-12	** The Elder Scrolls III MORROWIND: Velendosval Plugin *...
4097	Vality's Balmora Mod	Townd and town Expansions	MMH	87-12545	Vality7	2008-02-19	This is an addon to my Bitter Coast mod to make Balmora look like it's part of the Bitter Coast. I've added Bitter Coast trees, rocks and flora as well as textured the ground. Requirements:> - An unmodded Balmora - as it will ...
4096	Valderon City	Townd and town Expansions	MMH	87-439	Unknown	2009-04-06	Valderon City: Adds a new city (exteriors only) with a few guards and traders. The city can be reached via a door set in the hillsides just outside Balmora. req: Morrowind only =====
4091	Underwater City Beta	Townd and town Expansions	MMH	87-1807	Blackshark64	2009-04-06	This is a Beta of my underwater city named Balicum. Installation: To install the city just extract it all into data files. What I recommend: Start a new character (May run mod better) That your computer be able to handle high light abience (on my friends old compute...
4089	Ultimate Vivec - Telvanni Canton	Townd and town Expansions	MMH	87-13342	GottVivec, Bofrom morrowindzone.de.ms	2009-03-28	This is the second part of my project, which is named "Ultimate Vivec". As indicated by the name, the Telvanni Canton has been the second to be redesigned. Only the Plaza was changed, to create a better environment, so members of house Telvanni will be more comfortable. Of course this mod is also...
4088	Ultimate Vivec - Hlaalu Canton	Townd and town Expansions	MMH	87-13268	GottVivec, Bofrom morrowindzone.de.ms	2009-02-22	This is the first part of my project, which is named "Ultimate Vivec". As indicated by the name, the Hlaalu Canton has been the first to be redesigned. Only the Plaza was changed, to make the members of House Hlaalu more comfortable. Of course this mod is also of interest for those aiming to make...
4086	treetop	Townd and town Expansions	MMH	87-5161	MDJ	2009-05-12	This Plugin will ad a complete village to the Bittercoast Region, north-west of Seyda Neen. The village is a village for Bosmer Players. it includes merchants, smith, alchemist, etc. There is also a place for the player to stay.
4081	Thirsk Expanded	Townd and town Expansions	MMH	87-7042	Princess Stomper	2012-07-25	Whatever "Thirsk: A History" says about the fact that the expanding population of Thirsk simply move away, I simply didn't buy it - Thirsk is not big enough to sustain itself, certainly not for 500 years! Therefore, I just added half a dozen cottages to the outskirts, outside the walled area (if ...
4078	The Undertow	Townd and town Expansions	MMH	87-1911	TwiztidShank	2009-04-06	READ THIS!!! Ok this is the mod The Undertow a underwater town that is very relaxing and ez on the eyes made just for ppl who r sik of normal ole morrowind.A few surprises in here n some hidden treasures. The town is located just off the docs of khuul.Stand on the docs n look to the sea n you wil...

Id	Name	Category	Site	Link	Author	Date	Description
4059	The City of Blackhawk BETA v1.04 PLUS	Townd and town Expansions	MMH	87-2171	Rumpelstilzchen, SciMuse	2009-04-24	This mod adds an imperial city and port to the grazelands. This is just a beta version, so the interiors are not decorated, and the exterior is not yet in its final stages. I still have a lot of work to do to the mod(landscaping, interior decorating, npc's, quests, and dialogue) so bear with me i...
4058	The City of Blackhawk BETA v1.04	Townd and town Expansions	MMH	87-2205	Rumpelstilzchen	2009-04-24	This mod adds an imperial city and port to the grazelands. This is just a beta version, so the interiors are not decorated, and the exterior is not yet in its final stages. I still have a lot of work to do to the mod(landscaping, interior decorating, npc's, quests, and dialogue) so bear with me i...
4057	The City of Ald-ruhn	Townd and town Expansions	MMH	87-15425	SYMBIOTE DINOSAUR	2015-09-03	This is a project I started to expand one of my favorite places in the game and make it into a city instead of a town. I used vanilla and Tamriel Rebuilt assets to accomplish my project. I believe this mod will help make Ald-Ruhn worthy of the Redoran name. Several buildings and inter...
4049	Terrum 0601	Townd and town Expansions	MMH	87-5101	Lee "WlfKnigt" Doung	2009-05-12	This adds a city
4045	Tel Uvirith Rebuilt	Townd and town Expansions	MMH	87-11852	Zurin Arctus	2012-11-11	This mod is tailored to my Character, who is the Patriarch of the Temple, as well as Archmagister, so you may not like the little back ground story, if you play a hard line Telvanni. There isn't an Imperial presence, though) The outside of Tel Uvirith is no longer a wasteland, it is no...
4044	Tel Nechim	Townd and town Expansions	MMH	87-11310	Antiscamp	2007-06-25	The Tel Nechim plugin/mod adds an entirely new town called Tel Nechim to Morrowind. There are a number of missions which the player can obtain from various characters in this community, including a Main Quest. Tel Nechim has a detailed history, a very specific culture and an interesting political...
4043	Tel Nechim	Townd and town Expansions	MMH	87-5626	Antiscamp	2011-07-05	Elder Scrolls III Morrowind TEL NECHIM version 1.3 (July 2007) Antiscamp (nordwarrior@hotmail.com) 2007 WELCOME TO TEL NECHIM Having lost the Great Nechim War three hundred years ago, the entire Nechim nation was encapsulated in a...
4042	Tel Morgana v1.0	Townd and town Expansions	MMH	87-15439	Ferian	2015-11-19	Tel Morgana by Ferian Version 1.0 Intro This mod adds a Telvanni town in Hirstaang Forest on Solstheim, east of Fort Frostmoth. It consists of large tower wi...
4040	Tel Aquarius	Townd and town Expansions	MMH	87-12111	Viirin	2013-01-02	Ruins are found west of Khuul, between the dwemer ruin, daedric shrine, and infected egg mine. Some of the library is there to begin with, but grows over time. The interior grows as well as you bring books, dwemer schematics, ledgers, death threats, writs, and all manner of other writt...
4037	TarMar	Townd and town Expansions	MMH	87-5151	Ravensong	2009-05-12	About TarMar This mod is my first attempt at creating a whole town. I was having so much fun with the interiors and exteriors, that I decided that that it really needed a quest. I didn't want to hack and slash it, the whole game is about that, so... I decided solving ...
4036	Tales Of Miridian	Townd and town Expansions	MMH	87-12060	Khaan	2012-11-25	Tales Of Miridian The plug-in: A large sprawling city just off the Bitter Coast lies between Vvardenfell and the rest of Morrowind. Miridian was founded by Imperials and is run under Imperial rule. The city is heaving with trade and has much to do a...
4033	Suran Waterfront v5.0 + v5.1	Townd and town Expansions	MMH	87-13418	Thondur	2009-05-18	Extended Suran Waterfront. Need a Vacation? This mod gives you a vacation home in Suran along the new Waterfront for a high rental fee you get the key for a month. You also find a brewery Pub with special Ales, and a watermill that produces olive Oil of a special sort. Adds new ...

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4028	Suran Extended Gold (Modular version)	Townd and town Expansions	MMH	87-7620	Princess Stomper	2005-03-29	Everybody needs a holiday. Fortunately, Suran - the Jewel of the Ascadian - is ideal for the tired hero in search of a relaxing break. The features of this exquisite holiday location include:[list] A luxury hotel with three bedrooms (...)
4027	Suran Extended Gold (Full version)	Townd and town Expansions	MMH	87-7043	Princess Stomper	2012-07-25	Everybody needs a holiday. Fortunately, Suran - the Jewel of the Ascadian - is ideal for the tired hero in search of a relaxing break. The features of this exquisite holiday location include: A luxury hotel with three bedrooms (balcony views and canopy beds!) an...
4026	Suran Extended	Townd and town Expansions	MMH	87-5128	Princess Stomper	2009-05-12	Everybody needs a holiday. Fortunately, Suran - the Jewel of the Ascadian - is ideal for the tired hero in search of a relaxing break. The features of this exquisite holiday location include: - A luxury hotel with three bedrooms (balcony views and canopy beds!) and two enormous su...
4020	Stjernen Village	Townd and town Expansions	MMH	87-12660	Matthias Morgann	2008-04-11	I have had Morrowind for the better part of three years now and have always wanted to do something to add to its already impressive world. I am starting off small by creating a village on the Northern face of the island in between Skaal Village and Castle Karstaag. I personally have always been h...
4018	StarveilVillage	Townd and town Expansions	MMH	87-5145	Elten	2009-05-12	HOMELY SOLSTHEIM PART 1 -- STARVEIL VILLAGE by Elten --- INTRODUCTION TO HOMELY SOLSTHEIM --- I hav...
4003	Skaal Forest 1.0	Townd and town Expansions	MMH	87-237	lochnarus	2009-04-06	This plugin makes the land around the Skaal Village thick with trees, adding essentially a forest to that area. The village itself was not changed significantly in this version. You may experience some slowdown from this plugin, as it pushes the polygon count fairly high within a confined ar...
4002	Skaal bigger	Townd and town Expansions	MMH	87-9742	Bose katze	2005-07-30	
3994	Shipworthy Suran v1.0	Townd and town Expansions	MMH	87-12345	Jalopy	2013-03-19	This mod deepens the river en route to Suran, and adds markers so that you don't get beached on the side of the channel. Made for High Seas Trader, Fishing Academy, and SellnSail Galleon.
3991	Shashmanu Camp Expanded	Townd and town Expansions	MMH	87-15272	Princess Stomper	2014-10-06	Adds an expanded Ashlander camp to Anit's Yurt location (West Gash -9,15) with player home yurt , trainer and ashlander NPC's (Ashkhan , Wise Woman)
3983	Seyda Neen, Village Expansion	Townd and town Expansions	MMH	87-1606	Beardo	2009-04-06	**** Seyda Neen, Village Expansion **** Mars 2004 By: Beardo - beardo@home.se **** Installation **** Unzip the Seyda Neen, Village Expansion.esp to the morrowind/data ...
3982	Seyda Neen Tree Removal	Townd and town Expansions	MMH	87-15664	Uncle Boss	2018-08-26	The Mod: This mod removes all the trees from in and around Seyda Neen, as well as any mushrooms that were connected to those trees. Additionally, this mod also adds a number of new shacks with corresponding inhabitants to the outskirts of Seyda Neen. Some minor landscaping was done to better...
3981	Seyda Neen redone	Townd and town Expansions	MMH	87-13230	Horder	2009-02-05	This Mod rearranges the building in Seyda Neen I have also added one new house that, in later version will have a person and a back story. I added a small island off the coast and put Pirates on it.
3979	Seyda Neen Expanded	Townd and town Expansions	MMH	87-6052	Strider	2012-01-27	Title: Seyda Neen Expanded v1.0 Author: Strider Type: Houses/Landmasses Description: This mod expands Seyda Neen by adding several new buildings, services, NPC's, etc to make Seyda Neen seem more like a port town. It features: - A General Goods and Services Building with a ...

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3978	Seyda Neen Docks and Haldenshore	Townd and town Expansions	MMH	87-15410	Lonnie	2015-08-10	This is Lonnie's Seyda Neen Docks mod and JOC'S Haldenshore mod combined in the TES and made compatible. Haldenshore is pretty much unchanged except for some ground height fixes. (When I combined these mods in the TES, Haldenshore was floating in water.) Seyda Neen Docks mod was changed so that p...
3977	Seyda Neen Cenus & Village v1.0A	Townd and town Expansions	MMH	87-6836	EricBoyce1	2012-01-23	Seyda Neen Cenus & Village v1.0 is the Old Alpha Release of this expanding city mod that seeks to give the player a new experience. It expands the town of Seyda Neen along the road and shoreline. The city itself is very large. There is a New Galleon Prison Ship, Docks and Travel Cargo Ships, a Ne...
3976	Seyda Harbour	Townd and town Expansions	MMH	87-11565	Siekam	2007-09-27	Adds a quite small but very practical harbour in Seyda Neen, with a ferry whicn can take you to: -Gnaar Mok -Ebonheart -Hla Oad -All the above, the other way round as well. Notes> might give errors with ot...
3975	Serabul	Townd and town Expansions	MMH	87-13909	Rellac	2010-04-06	This mods adds the town of Serabul, a medium sized city located just east of Vivec, and it is the home of the Hlaalu Council member, Velandia Omani. Note that this isn't an overly epic mod - just a small Hlaalu town, for deeper immersion. There is ...
3973	Seedy Almalexia District	Townd and town Expansions	MMH	87-10611	blake.	2006-06-06	This mod adds a very seedy district to the game. Inspired by Vampire the Masquerade, and the whole WOD universe, it started as just a house mod, but when I found that there was no where to place a nasty dirty apartment, I figured I had to create a suitable town. :) I do no...
3971	Sadrith Mora Expanded	Townd and town Expansions	MMH	87-15191	Karpik777	2014-02-10	I hereby present you a unique gem this page haven't seen so far. Laides and gentelmen, wizards and sorcerrers, this is Sadrith Mora Expanded [i]by Karpik777 Are you bored by this small town, Sadrith Mora? Does irk you that with BUUL, UG can as big as SM? Th...
3970	Sadrith Mora Docks	Townd and town Expansions	MMH	87-13624	cdethier	2009-08-25	This expands the docks of Sadrith Mora, for purely aesthetic purposes, making it look more like the port it should be. Adds; two new NPCs with unique dialogue, modifies Sadrith Mora (4,17) and Wolverine Hall (18, 3) by adding new ships. All new items and NPCs are CD_
3969	Sadrith Mora Academy of Magecraft	Townd and town Expansions	MMH	87-7150	Princess Stomper	2012-08-02	**REQUIRES CHILDREN OF MORROWIND AND PLAYABLE CHILDREN** Adds a school influenced by but not directly referencing Harry Potter's Hogwarts to an island just north-east of Sadrith Mora. Adds numerous children and their teachers, along with unique dialogue, scripts and objects. Fast trave...
3965	Rome City v.01	Townd and town Expansions	MMH	87-11465	nal824	2007-08-21	Adds a city called rome and the italian peninsula region. The Region is large and the city is not near complete. Post ideas on comments below the files. Changelog:v.01 adds region and few buildings and guards.
3963	Rise of Akavir	Townd and town Expansions	MMH	87-6710	Pokegami	2011-03-22	Akaviri forces are pushing further towards Tamriel. This mod adds a few islands off of the NE coast of Vvardenfell. All I can say is, go to Hlormaren's propylon chamber. I don't want to leak anything. Changelog:1.2 - Cleaned with TESTool 1.1 - Fixed a few shop-relate...
3960	Remake Thirsk v1.0	Townd and town Expansions	MMH	87-12298	Sphinx	2013-03-09	this is a morrowind mod that remake thirsk. why a remake? Lore said it's a 100 years building and a group of nord living there. but only a few npcs and less funitures in original game. what this mod offered? 1 remake the outdoor look of the building...

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3959	Redoran Expansion	Townd and town Expansions	MMH	87-12492	Vadul Tharis	2008-01-25	This is Release Version 1.0, I have worked extensively to address all identified issues, of course should you find anything please let me know. This Mod adds more homes to all Redoran towns and cities, it will add schools, upgraded walls to the city of Ald-ruhn, it also compresses the city ...
3958	Redesigned Vivec v1.1	Townd and town Expansions	MMH	87-14633	Piratelord	2013-04-16	This mod changes all the Cantons from the naff looking Pyramids to open plan mini-towns. Everything is in it's original positions. This is just to show what Vivec could have been like, as it uses only the original Morrowind meshes. Each interior inside the Cantons now has an exterior building. Th...
3957	Redesigned Vivec & Vivec Expansion Merged v1.0	Townd and town Expansions	MMH	87-14742	Pseron Wyrđ	2013-05-18	This mod takes Redesigned Vivec by Piratelord and Vivec Expansion by Hoghead the Horrible and merges them together. This is an esp only file. Use the esp in this archive ONLY and NOT the esps from the original mods.
3956	Redaynia Village	Townd and town Expansions	MMH	87-12773	Darkelfguy	2008-06-17	Redaynia Village is a small fishing town just below it's namesake, Ald Redaynia. Transport is available from Khuul and Dagon Fel. Redaynia Village was built with several goals in mind: 1. Convenience - Easy travel to an otherwise hard to get to area that has quite a few du...
3944	Princess Docks	Townd and town Expansions	MMH	87-7147	Princess Stomper	2012-08-02	From the readme: A very 'lite' version of the popular Seyda Neen Docks. This mod was principally designed for my own personal use, for a lower FPS (frames per second) hit, but for the same useful additional transportation system. These docks are smaller, and less imposing, i...
3942	Port Hamvirr	Townd and town Expansions	MMH	87-14232	Lord Dagobert	2011-03-04	Port Hamvirr is a big city (around 60 interiors) divided in 4 interior districts. 20 quests, 3 houses to buy, dialogues, and more! Will you join the rebel dark elf, or the countess?
3937	Pelagiad Expanded WIP	Townd and town Expansions	MMH	87-13645	Gracklsrugh/Regeaz/Vanir/Sabian	2009-09-02	So, I as the main developer of this mod, have decided to release it as is. I would love to complete this mod, but currently I am having family/life issues. A lot of things have happened in the past few months, major things. I've changed as a person, and I no longer have the time to complete this....
3934	Pax Hlaalu Revision 3.0	Townd and town Expansions	MMH	87-4957	Dorfmann	2009-05-12	This plugin is intended to be a replacement for the original Pax Hlaalu (revision), distributed in August of this year. Because of a surprising number of critical insights offered by users just like yourself, I went ahead with this belated and tardy set of corrections. This Revision ma...
3933	Pax Hlaalu Mod Mediator	Townd and town Expansions	MMH	87-4950	Dorfmann	2009-05-12	A couple of plugins were recently introduced (and having really bought my eye) they sparked a renewed interest in me to continue playing Elder Scrolls III: Morrowind. They are the Sea of Destiny.esp and Illuminated Order.esp modifications (downloadable from Morrowind Summit and Euro-Morrowi...
3931	Patch to Balmora Expansion ver 1.4	Townd and town Expansions	MMH	87-609	Unknown	2009-04-06	
3926	Oasis	Townd and town Expansions	MMH	87-2022	Jennifer Vasconcellos	2009-04-06	Oasis Jennifer Vasconcellos INSTRUCTIONS Unzip these files into your Morrowind\Data Files\Directory. When you run Morrowind, click on Data Files, then check off Oasis.esp and run the game. PLAYING This is a resort located in the Grazelands, between Falens...
3924	Nodain	Townd and town Expansions	MMH	87-7875	EEEnigma	2003-10-09	creates a new Town which you can travel to by talking to a lady in Seyda Neen

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3923	Nobodycare v0.3	Townd and town Expansions	MMH	87-12393	Sphinx	2013-04-05	Version 0.3 need both morrowind and bloodmoon to run. tribunal not required. this is a tes3 mod developed by Sphinx since 20080101. I'm intend to make this mod as an open end rpg mod with quests and nice places to explore. here is what this version offered: An uniqu...
3921	New Suran Extended	Townd and town Expansions	MMH	87-11112	Nicholiathan	2007-03-06	Combines New Suran (by The Wanderer) with Suran Extended (by Princess Stomper). The exteriors of Suran, New Suran & Suran Extended have been repositioned & the land extensively teraformed to allow these two great works to be used together. Done with permission & encouragement from bot...
3919	New Seyda Neen v1.6 (New Cities Project)	Townd and town Expansions	MMH	87-11002	Trancemaster_1988	2007-01-20	New Seyda Neen 1.6: A part of Morrowind Rebirth: Link To be honest I've never liked the atmosphere in Seyda Neen. Some shacks, a shop, a few imperial guards, and Fargoth, that's it. In search for various mods out there, I happened to stumble across a few, which were suppose...
3918	New Molag Mar Fixed	Townd and town Expansions	MMH	87-1872	Max	2009-04-06	The town of Molag Mar has been transformed from a dismal, dreary and quite ugly canton to a nice little sea-side resort, a perfect spot for you and the family to settle down! So put on your traveling boots and hike on over; see for yourself what the Public Works Department of Molag Mar has ...
3917	New Khuul	Townd and town Expansions	MMH	87-1843	Max	2009-04-06	The town of Khuul, once the very definition of a seedy shanty town fit only for harboring various sorts of scum, has been rebuilt into a quaint fortified village. The Bureau of Tourism tells us that business has never been better! So buy that ferry ticket and come see for yourself wha...
3916	New Gnisis v1.2 (New Cities Project)	Townd and town Expansions	MMH	87-13984	Trancemaster_1988	2010-06-14	I could probably paste & copy the text from my New Seyda Neen mod since this will be made in the same fashion. To put a few words to it I've never liked Gnisis. It was a quite boring "village" with an egg-mine, a fort of sorts and a temple with the Vivec ash-mask. This is my version of how Gnisis...
3915	New Gnaar Mok v1.10	Townd and town Expansions	MMH	87-13180	Melchior Dahrk	2009-01-18	New Gnaar Mok expands the city of Gnaar Mok by adding in clutter, more NPCs, more buildings and among other things a new miscellaneous quest. This mod has been cleaned with tesame and Enchanted Editor. ===== 2. Requirements ===== Mor...
3914	New Evermore v2.2	Townd and town Expansions	MMH	87-5137	Xanondorf, Tommy Khajiit	2009-05-12	NEW EVERMORE. A new settlement for the Bretons. STORY New Evermore is a new Breton settlement on Morrowind, located near Gnisis. Although originally founded as a Breton village, the New Evermore settlers welcome everyone. From Gnisis it is right across the river Samsi. Eric P...
3913	New Evermore v2.0	Townd and town Expansions	MMH	87-1864	Xanondorf, Tommy Khajiit	2009-04-06	NEW EVERMORE. A new settlement for the Bretons. STORY New Evermore is a new Breton settlement on Morrowind, located near Gnisis. Although originally founded as a Breton village, the New Evermore settlers welcome everyone. From Gnisis it is right across the river Samsi. Eric P...
3912	New Caldera v1.0 (New Cities Project)	Townd and town Expansions	MMH	87-14059	Loki, Trancemaster_1988	2010-08-31	This mod were originally created by Loki The Grouch. I won't take credit for his work. My edit will make several changes to this mod, and some of them can be seen down below. Features: * Removed some doors that had no marker or lead nowhere. * Smoother landscape for Calder...

ID	Name	Category	Site	Link	Author	Date	Description
3905	Nemon's Vivec Interiorator 1.3	Townd and town Expansions	MMH	87-11740	Nemon	2012-10-15	This mod edits all major interiors in Vivec adding NPCs, lights, misc items and furniture. Each canton's plaza has it's own "feel" when enabling this mod. Also the waistworks are edited, with creativity and care. Each NPC added has it's own dialogue topics, and no unbalancing stuff...
3902	Mzamzii	Townd and town Expansions	MMH	87-11252	Money6mage60	2007-05-20	This plug-in adds new town and faction to Morrowind. I did not, however, find out how to make the faction fully functional. Anyone who downloads this has the right, by my words, to fix this problem and re-upload it. Also, I have a race suggestion, something Dragon-like.
3899	My Caldera 2	Townd and town Expansions	MMH	87-5164	franco	2009-05-12	My Caldera Old Caldera is cramped, crowded and there is little space for development. Housing mods in Caldera compete for the limited space so it is difficult to fit more than one. The goal of this mod is to create some useable real estate in Caldera. The walls have been moved outward in the...
3898	Museum of Artifacts Improved Expanded v1.2	Townd and town Expansions	MMH	87-7228	Princess Stomper, TheOtherFelix	2012-08-06	Incorporates Expanded MoA by TheOtherFelix IMPORTANT [i]This plugin and its included addition are not compatible with any versions of Expanded MoA by TheOtherFelix and should not be used with games saved while using any of those versions. Upon first entering the muse...
3896	Mournhold, The Great Bazaar v1.2	Townd and town Expansions	MMH	87-12113	Quatloos	2013-01-02	This mod is an attempt to make the Bazaar area more functional, useful and a bit nicer. All the vendors are now together in one central spot. Formerly spread-out wares across two areas and multiple vendors have been collected, re-distributed, improved and added to. *****...
3895	Mournhold Rebuild: Godsreach	Townd and town Expansions	MMH	87-12524	doemaarwat, poiU	2008-02-10	Mournhold rebuild: Godsreach Made by doemaarwat and poiU content: Mournhold rebuild is a mod designed to remake various aspects of Mournhold. This is a partial release of the final mod. This mod includes: - New...
3894	Mournhold Overhaul v2.1	Townd and town Expansions	MMH	87-14420	TRJTA (Bob Smolders)	2012-01-15	Okay, at first my intention was to make Mournhold only more realistic by making the spires in the Brindisi Dorom and the Temple and some tower from the palace visible in every district. Then I decided to add some trees outside of the walls which could be seen from within to make it feel like Mou...
3893	Mournhold Expanded Complete v1.51	Townd and town Expansions	MMH	87-14676	Princess Stomper et al	2013-05-01	Mournhold Expanded version 1.4 and 1.5 by Princess Stomper et al Incorporating Mournhold Docks by Nemon Mournhold Resort - Mournhold Docks - Andeera - Greater Andeera - Almalexia Gardens - Dayn Isra - Bal Aruhn - Khajit Town Requires: Morrowind, Bloodmoon, Tribunal.
3892	Mournhold Expanded	Townd and town Expansions	MMH	87-10486	Princess Stomper	2006-03-12	- Over 200 new cells to explore - Huge palace with 'river view' windows in the bedrooms and a quest for ownership - Massive pleasure park with twelve themed adventure zones - Take an abandoned mine cart on a wild ghost train ride - Ride a magic carp...
3891	Mournhold Downtown v1.40	Townd and town Expansions	MMH	87-15154	Varg 'Euthanasialogist' Axenov	2014-01-09	Mournhold Downtown creates an exterior area around Mournhold. It consists of some farming ground, a few houses, one small quest to make it appear more alive. Nothing exciting, but some space to breathe fresh air while in Mournhold. Finally, shouldn't there be at least something ar...
3890	Mournhold Downtown v1.3	Townd and town Expansions	MMH	87-12201	Varg 'Euthanasialogist'	2013-02-11	Mournhold Downtown creates an exterior area around Mournhold. It consists of some farming ground, a few houses, one small quest to make it appear more alive. Nothing exciting, but some space to breathe fresh air while in Mournhold. Finally, shouldn't there be at least something ar...

ID	Name	Category	Site	Link	Author	Date	Description
3889	Mournhold Docks	Townd and town Expansions	MMH	87-15406	Nemon	2015-08-10	Nemon gives Mournhold the same attention to detail that he gave Vvardenfell in "Add-on Morrowind". This mod adds several new areas to Mournhold, all exquisitely detailed. Comes with an unfinished village in the Molag Mar region that is worth downloading for its own sake. These are BETAs, but the...
3887	Mortis-Nai's Emporium: Shadow of the Abyss pre-Alpha	Townd and town Expansions	MMH	87-2223	Mortis-Nai, HelioS, Dracus, Athas, Wixard	2009-04-24	Thank you for your Interest in Necromancia: City of the Damned. This is the Taster file, So called because it is a very small taste of things to come. This Taster file Contains a new Store in Ebonheart called "Wizards Lizards and Rings" and that is where we will start this small taste. Look...
3883	Morrowind Redecorated - Balmora Edition v1.0	Townd and town Expansions	MMH	87-14870	Lucevar	2013-07-16	Lore-friendly, atmospheric enhancements to many Balmora interiors, to reflect the personality and social status of their owners, make them feel lived in and in some cases, to give NPCs somewhere to sleep! ===== Requirements: ===== Morrowind<...
3877	More Seyda Neen	Townd and town Expansions	MMH	87-5133	-J	2009-05-12	More Seyda Neen Version 1 Modded by: -J -> Requirements -> About this mod -> Installation -> Playing this plugin -> Known Bugs & Issues -> Incompatibilities & Save game warnings -> Credits & Usage =====...
3876	More Detailed Places 2013	Townd and town Expansions	MMH	87-15039	Ragox, Degor, Zaldir	2013-10-18	More Detailed Places (MDP) makes Vvardenfells settlements more detailed, atmospheric and believable by filling empty areas with vegetation, clutter and container objects, adding only a small amount of new buildings and NPCs with the aim to improve the overall game experience. It also refines the ...
3875	More Detailed Places 2010	Townd and town Expansions	MMH	87-6099	Ragox, Zaldir	2012-04-12	More Detailed Places (MDP) makes Vvardenfells settlements more detailed, atmospheric and believable by filling empty areas with vegetation, clutter and container objects, adding only a small amount of new buildings and NPCs with the aim to improve the overall game experience. It also refine...
3874	More Detailed Places - Sadrith Mora	Townd and town Expansions	MMH	87-13860	Ragox	2010-02-24	More Detailed Places, short MDP aims to add more atmosphere to specific places. This is the fifth edition of it and it's all about the home of the Telvanni Council named Sadrith Mora! To make that happen it's adding more scenic objects, but in t...
3873	More Detailed Places - Maar Gan	Townd and town Expansions	MMH	87-13829	Ragox	2010-01-27	More Detailed Places, short MDP aims to add more atmosphere to specific places. This is the second edition of it and it's all about the small redoran city named Maar Gan! To make that happen it's adding more scenic objects, but in the same time ...
3872	More Detailed Places - Khuul	Townd and town Expansions	MMH	87-13843	Ragox	2010-02-14	More Detailed Places, short MDP aims to add more atmosphere to specific places. This is the third edition of it and it's all about the small, but important village named Khuul! To make that happen it's adding more scenic objects, but in the same...
3871	More Detailed Places - Ebonheart	Townd and town Expansions	MMH	87-13824	Ragox	2010-01-24	More Detailed Places, short MDP aims to add more atmosphere to specific places. This is the very first edition of it and it's all about the lovely city named Ebonheart! To make that happen it's adding more scenic objects, but in the same time al...
3870	More Detailed Places - Dagon Fel	Townd and town Expansions	MMH	87-13848	Ragox	2010-02-18	More Detailed Places, short MDP aims to add more atmosphere to specific places. This is the fourth edition of it and it's all about Vvardenfells nothernmost town named Dagon Fel! To make that happen it's adding more scenic objects, but in the sa...

Id	Name	Category	Site	Link	Author	Date	Description
3868	Moon's Dawn, City of the Nords	Townd and town Expansions	MMH	87-6681	Lord Dagobert	2011-02-14	Adds a huge city (around 85 interiors) divided in 6 interior districts. You can also buy 4 houses there. Talk to the Nord on Dagon Fel's ship and visit the great city! I might add quests in the next version 1.2: Corrected the door bug,...
3865	Molag Mar Revisited 3.0	Townd and town Expansions	MMH	87-1095	Two Moons Productions (The_Nordavarine, Kaophyre)	2009-04-06	--MOLAG MAR REVISITED-- by Two Moons Productions (The_Nordavarine and Kaophyre) - --WHAT IT DOES-- Replaces the Vivec canton-style version of Molag Mar with a more...aesthetically pleasing alternative. Makes Molag Mar a nicer place for pilgrims...
3864	Molag Mar Revisited 2.0	Townd and town Expansions	MMH	87-1488	The_Nordavarine, Kaophyre	2009-04-06	--MOLAG MAR REVISITED-- by Two Moons Productions (The_Nordavarine and Kaophyre) - --WHAT IT DOES-- Replaces the Vivec canton-style version of Molag Mar with a more...aesthetically pleasing alternative. Adds five new merchants (Outfitter, Enchan...
3863	Molag Mar Revisited 1.0	Townd and town Expansions	MMH	87-1453	Two Moons Productions (The_Nordavarine, Kaophyre)	2009-04-06	--MOLAG MAR REVISITED-- by Two Moons Productions (The_Nordavarine and Kaophyre) - --WHAT IT DOES-- Replaces the Vivec canton-style version of Molag Mar with a more...aesthetically pleasing alternative. Adds five new merchants (Outfitter, Enchan...
3862	Molag Mar Revisited - Illuminated windows	Townd and town Expansions	MMH	87-15304	Two Moons Productions (The_Nordavarine, Kaophyre)	2014-12-13	--WHAT IT DOES-- Replaces the Vivec canton-style version of Molag Mar with a more...aesthetically pleasing alternative. Adds five new merchants (Outfitter, Enchanter, Food-Seller, Apothecary, and an Alchemist), more (and more unique) NPCs, and just makes Molag Mar a nicer p...
3860	ModTown 2006	Townd and town Expansions	MMH	87-7210	Princess Stomper	2012-08-05	This town was, in common with previous ModTowns, a collective 'community effort'. Each contributor was given just 24 hours to come up with their efforts, compiled over just a few days, and released in beta form in December 2006. It was intended purely as a 'snapshot' of Morrow...
3859	Modtown 2004 v1.3 Final	Townd and town Expansions	MMH	87-12375	Morrowind Modding Community	2013-03-27	Modtown 2004 is a community project developed by members of the Morrowind Modding Community from the Elder Scrolls Mods Forum. It is an island with a town including houses and shops of participating members. It has been an opportunity for modders to have their in game avatars talk about their mod...
3857	MNC: Ebonheart	Townd and town Expansions	MMH	87-14237	Mercarryn	2011-03-13	MNC: Ebonheart extends the castle Ebonheart and its surrounding area with several buildings and NPCs with their own dialogue. This mod is the second of a little series of city expansions. I tried to be as lore-friendly as possible, i.e. the new additions have got their own littl...
3856	MNC: Ald'ruhn	Townd and town Expansions	MMH	87-14101	Mercarryn	2010-10-07	This plug-in is the English translation of my German Mod "New Ald'ruhn". It extends the city of Ald'ruhn with several buildings and NPCs with their own dialogue. This mod is the first of an upcoming little series of city expansions called MNC (Mercarryn's New Cities). In ...
3854	MJY Roman City of Theopolis v4.0	Townd and town Expansions	MMH	87-7001	Mighty Joe Young	2012-07-23	This mod adds a Roman town. An NPC with travel services is located in Ebonheart.
3853	MJY Roman City of Theopolis v2.0	Townd and town Expansions	MMH	87-934	Mighty Joe Young	2009-04-06	a little plugin that take`s you to the Imperial city of theopolis,it`s like cyrodiil,even a evil tower,i didn`t name it cyrodiil, to make room for another cyrodiil city by other modders u have to go to ebonhart to catch the ship there leaving for the imperial city,or u can go inla...
3852	MJY City of Atlantis	Townd and town Expansions	MMH	87-7003	Mighty Joe Young	2012-07-23	City of Atlantis redone, 132 new meshes, rebuilt the full city. Version 2.0: finally got it cleaned up. Fix a few things and added a few missing textures.

Id	Name	Category	Site	Link	Author	Date	Description
3851	Mireneye's Vistas - Seyda Neen	Townd and town Expansions	MMH	87-11876	Mireneye	2012-11-12	Slight graphical update to Seyda Neen, added some things here and there which makes the place feel more "lived in" Might have some stuff that makes little sense unless you have some imagination to how they came to be. To avoid conflicts, models were only added to places no NPCs edited...
3836	Machque	Townd and town Expansions	MMH	87-5150	gus	2009-05-12	Machque by Gus 1-installation 2-background 3-Playing it 4-thanks 5-etc 1 -- this requires bloodmoon, tribunal, and the orriginal morrowind. t...
3834	Maar Gan Extended	Townd and town Expansions	MMH	87-11437	ManualIntelligence	2007-08-11	Extends Maar Gan with trader, alchemist, smith and more. Changelog: v.1.01 -Added some shades around the houses. -"Revealed" Silt striders legs.
3830	Life As A Slave	Townd and town Expansions	MMH	87-11377	mouse0270	2007-07-14	This mod will allow you to play the life of a slave. Its only a beta so dont get mad for errors. I tried to fix a lot of them but I cant get everything in one shot. This will allow you to get quest for your master. Next I will add quest from slave - then I will add...
3829	Leyawiin v1.1 - Cyrodiil, Dawn of Oblivion	Townd and town Expansions	MMH	87-7206	Princess Stomper	2012-08-05	Self-contained city for Morrowind based on Oblivion lore and concept art. Quests, houses, companions, and many kinds of adventures and activities in an all-interior tropical location. Originally developed as part of the Cyrodiil: Dawn of Oblivion package, Leyawiin has become a destinat...
3823	Krenjit Thief Town	Townd and town Expansions	MMH	87-5156	Topaz	2009-05-12	--- K' renjit The Thief Town by Mikko Auvinen a.k.a TopaZ V.1.00 BETA FIRST PUBLIC RELEASE Email: topaz_darkness@mail.com or topaz_the_killah@hotmail.com --- -----...
3822	Kogoruhn Ruins	Townd and town Expansions	MMH	87-14041	Taken Trees	2010-08-17	===== Kogoruhn ruins ===== Version 1.11 By Taken by Trees Alternate DL link: Changelog:1.11 - script added to the blightcloud, which now shows up during ashsto...
3819	Khuul Resort v1.0	Townd and town Expansions	MMH	87-12283	Clone	2013-03-07	This is just a resort for your character to get away from all the jobs and tasks you are requested for. Take a break from it all. Sit in a nice hot tub or store items in your new resort. Watch the water move back and forth, search for pearls, hunt for fish, and have a bunch of fun
3817	Khuul Expanded	Townd and town Expansions	MMH	87-6484	Casey Tucker	2010-06-12	Khuul Expanded v1.2 Created by Casey Tucker This is an expansion of the existing fishing village of Khuul. Located off the north-western Redoran coastland, the tiny settlement served little purpose but a junction between Vvardenfell and Solstheim. ...
3812	K Settlement	Townd and town Expansions	MMH	87-5077	Kevin Woodman	2009-05-12	K Settlement README The Grazeland Inn plugin. Installation: Only Requires Morrowind, works with tribunal and bloodmoon. (and all plugins i have) put the K_settlement.esp file into your DATA FILES directory and the Bag.tga file into th...
3810	JamesWs Seyda Neen Expanded, Rochndil Remix v1.1	Townd and town Expansions	MMH	87-6403	JamesW, Rochndil	2010-02-17	This is a low-impact, vanilla-friendly expansion to the port city of Seyda Neen. It adds a few buildings, merchants, sea transport, and a small dungeon. Every effort has been made to maintain compatibility with other mods. This is my first mod, so all comments are encouraged and appreciated.
3808	infested city	Townd and town Expansions	MMH	87-12611	Kaleb	2008-03-22	a simple idea of balmora being infested with zombies and a group of survivors with a chest full of weapons i tried to make a birthsign for this mod but i dont know how to add spells help anyone?i will be updating this with new city's being infested as the virus spreads suggestions are welcome.

Id	Name	Category	Site	Link	Author	Date	Description
3806	Improved Caldera	Townd and town Expansions	MMH	87-12567	Morandir Nailo	2008-02-29	This mod replaces most of the buildings in Caldera with Barabus's new imperial meshes and retextures the remaining original meshes to match. In addition the wall around the city has been completed and raised as much as possible, and portcullises have been added to the gates. Load door...
3805	Improved Balmora	Townd and town Expansions	MMH	87-5148	TBS	2009-05-12	Improved Balmora v0.20 (For Morrowind - Not Tribunal or Bloodmoon) How To Install: - Extract "Improved Balmora 0.20" file in to the Morrowind data files folder. - Load the mod - Play ;) This is the first version of this mod... enjoy ;) And if there is a ...
3800	Imperial City of Cyrodiil v1.005	Townd and town Expansions	MMH	87-6225	estoneburner	2009-04-07	This is Not the Cyrodiil from Oblivion. So if that is what you want, you will be disappointed. This is Rsawarhawks work I only updated it with some of MJY's Imperial architecture resource meshes. It is still not complete, but I encourage anyone else to try their hand at it. see the readme. ...
3798	Iliandria, an Altmer Town v1.0	Townd and town Expansions	MMH	87-12036	Piratelord	2012-11-25	I always thought that there was a lack of Altmer in Morrowind, so I've added a town where they can feel at home. It's located on the spur of land at Lake Amaya. The Buildings used were made by Lady Eternity, which I've just retextured. There mod contains: * two guard bu...
3791	Hlaalu Council Quarters	Townd and town Expansions	MMH	87-7159	Princess Stomper	2012-08-03	Adds a living area to the Hlaalu Council Headquarters in Balmora. Storage, cooking area, table/chairs and double bed. And a bucket. Don't ask about the bucket unless you also want to ask why there's no bathroom. A very quick and simple, unfussy mod.
3790	Hla Oad Expanded	Townd and town Expansions	MMH	87-13086	fashayshay	2008-12-15	This mod adds alot of new content to the town of Hla Oad. There is now: -Weapons Shop - Armor Shop -Mud Crab farm - Skooma Pub -Returant/Bar - Slave Trade Post You can see pictures here:
3788	HG Vivec Cantons v1.0	Townd and town Expansions	MMH	87-10043	Szazmyrr3, AcidBasicK, Holy_Handgrenade	2012-08-28	I have taken the mod 112 Vivec replacement and changed a few things around and made some improvements. Please see credits below for original author information. The Original file was good and made perfect sense. I changed a few things around. Banners that are inside will no longer flut...
3780	Haven	Townd and town Expansions	MMH	87-10748	Kalesky	2006-08-16	Adds a town in the game. Haven is a city in Valenwood that isn't conquered by the Imperial Legion yet. Talk to Vuron at the docks in Sadrith Mora to go there. Don't try swimming to there, you won't succeed! Changelog:begin_haven_more_npc: This file adds more npc's an...
3778	haldenshore v1.2	Townd and town Expansions	MMH	87-4403	J.O.G	2009-05-12	The Elder Scrolls III MORROWIND: Haldenshore Plugin by J.O.G ***...
3775	GS Seyda Neen Complete	Townd and town Expansions	MMH	87-10308	Gianluca	2005-12-22	This is Lonnie docks mod, Seyda Neen Village Expansion mod by Beardo, Seyda Neen Expanded ver 1.0 OFFICIAL by Mystikilla, Dogmeat's Servant Repository, Seyda Neen - Extension Mod v 1.0 by Webspinner and A Quaint Cottage in Seyda Neen" by Ravensong (by suggestion of cottinghamk). My wo...
3774	GS Seyda Neen Complete	Townd and town Expansions	MMH	87-15558	Gianluca	2017-08-19	***** GS Seyda Neen Complete Readme: ***** December 2005 By: Gianluca VERSION: 1.1 PLUGIN TYPE: Town, Quests, Guild BASE FILES: Morrowind.esm + Tribunal.esm (Version 1.6) + Bloodmoon PLAYER LEVEL: 1+
3768	Green Uvirith Expansion Gold Edition	Townd and town Expansions	MMH	87-242	Krzy5iu	2009-04-06	This mod is heavily adds to the Green Uvirith Mod, if you liked the "gloomy" feel of Tel Uvirith this mod is not for you. There is now a city surrounding Tel Uvirith. With two bars and several shops. Most NPC's on day/night schedules! City 'locks' down at nigh...

Id	Name	Category	Site	Link	Author	Date	Description
3761	Gnisis Expanded, Shack Town	Townd and town Expansions	MMH	87-14510	Kyromods	2012-07-12	Adds a total of 13 new shacks to Gnisis right across the river from the silt strider. New services include Pawn, Arms, Clothier, Alchemist, and General traders. I plan on updating it soon with more dialogue, and maybe even a quest or two.
3760	Gnisis Expanded, Shack Town	Townd and town Expansions	MMH	87-12118	Kyromods	2013-01-04	Adds a total of 14 new shacks to Gnisis right across the river from the silt strider. New services include Pawn, Arms, Clothier, Alchemist, and General traders.
3759	Gnisis Expanded (G:Ex)	Townd and town Expansions	MMH	87-12954	Craigor	2008-09-28	Gnisis: Expanded 1.0 (G:Ex 1.0) by Craigor ----- 1 Description 2 Installation 3 Playing 4 Bugs 5 Conflicts 6 Credits 7 Usage 8 Contact [...]
3758	Gnaar Mok Expanded	Townd and town Expansions	MMH	87-6320	Hobbit#3	2009-11-05	Gnaar Mok Expanded recreates the original village and expands it onto a small island adjacent too the main Gnaar Mok island. My main goal in creating Gnaar Mok Expanded is too expand it seamlessly; I didn't want it too feel like just another cheap city expansion mod that completely ignores the El...
3757	glenfinnan	Townd and town Expansions	MMH	87-5157	Cuchulainn	2009-05-12	A Celtic inspired town with a school for warriors, the main character is treated as the embodiment of a legend. There is also a keep for the character to call his own as well as teleportation thanks to the Druids. Glenfinnan requires Tribunal. Glenfinnan also requires the followin...
3756	Ghostgate v1.3	Townd and town Expansions	MMH	87-7230	Princess Stomper	2012-08-06	One year after the Nerevarine's defeat of Dagoth Ur, Vvardenfell's champion called a meeting between Duke Vedam Dren and the executive leaders of the Great Houses and native tribes. At this meeting, the Horator-Nerevarine enshrined the concept of a new coalition between the island's great powers ...
3755	Ghostgate redux v1.1	Townd and town Expansions	MMH	87-11849	Rattfink33	2012-11-11	This a complete retexture of the ghostgate and fence to make it unique from other places. the textures are all done by me using free resource pics on the web to get the stone coloring i wanted. and a couple of ingame textures got parts used from as well. this was inspired by the works of vagabond...
3754	ghostgate redux	Townd and town Expansions	MMH	87-14052	Rattfink333	2010-08-24	This a complete retexture of the ghostgate and fence to make it unique from other places. the textures are all done by me using free resource pics on the web to get the stone coloring i wanted. and a couple of ingame textures got parts used from as well. this was inspired by the works of vagabond...
3753	Ghostgate ExpansionV1.0	Townd and town Expansions	MMH	87-5158	Unknown	2009-05-12	Adds a number of buildings in front of Ghostgate including two guard towers, barracks, a bar, an armoury and a mine.
3752	Ghostgate	Townd and town Expansions	MMH	87-10832	Princess Stomper	2006-10-09	One year after the Nerevarine's defeat of Dagoth Ur, Vvardenfell's champion called a meeting between Duke Vedam Dren and the executive leaders of the Great Houses and native tribes. At this meeting, the Horator-Nerevarine enshrined the concept of a new coalition between the island's great powers ...
3744	Floating City v1.6	Townd and town Expansions	MMH	87-5005	Thann	2009-05-12	Theres 8 new NPC's, unfortunaly theres no quests. You can get to the city by balmora mages guild theres npc called Rhiittling. keep your eays open when you run a round the city theres suprise for you, and its veary hard to find. Updates: -Repaired one of the dialog...
3743	Floating City v1.4	Townd and town Expansions	MMH	87-5130	Thann	2009-05-12	hi. ok so i put dialoges to the NPC's and put some new things to interiors. if u look gearfully u will find something useful in the exteriors. so i thing the mods ready. at least im not doing anything to it enymore. theres no quests sorry about that. put...

ID	Name	Category	Site	Link	Author	Date	Description
3742	Floating City Beta	Townd and town Expansions	MMH	87-579	Thann	2009-04-06	Floating City. Author: Thann. ----- Floating City 1.How to install. 2.Whats new. 3.Playing the mod. ----- 1. HOW TO INSTALL?? -just ext...
3741	Floating City (with quests) v1.5	Townd and town Expansions	MMH	87-3613	Thann	2009-05-12	Floating City. Author: Thann. [color=#ff0000]REQUIRES TRIBUNAL & BLOODMOON[/color] ----- - Floating City 1.How to install. 2.Whats new. 3.Playing the mod. -----...
3740	fix for roman city,ebonhard fix	Townd and town Expansions	MMH	87-921	Unknown	2009-04-06	
3739	Fields of Kumm Expanded	Townd and town Expansions	MMH	87-6589	Moonmover	2010-11-04	The book "The Pilgrim's Path" describes the story of a muckfarmer whos guar died. Without his guar, he was unable to harvest his muck and support his village. The problem here is that at the supposed spot where this happened, there is no sign that a village or farm ever existed. I realise that th...
3738	Fields of Kumm Expanded	Townd and town Expansions	MMH	87-11434	Moon Mover	2007-08-09	The book "The Pilgrim's Path" describes the story of a muckfarmer whos guar died. Without his guar, he was unable to harvest his muck and support his village. The problem here is that at the supposed spot where this happened, there is no sign that a village or farm ever existed. ...
3737	Felsaad Revamped	Townd and town Expansions	MMH	87-6989	lochnarus	2012-07-23	Synopsis: Cliffs of Fjalding This makes the land directly to the northwest of Lake Fjalding much higher in elevation, and adds new static meshes to creat cliffs along the lakeside. Also adds an icy stream leading into a waterfall over the cliffs. Forti...
3736	Fargoth's Basement	Townd and town Expansions	MMH	87-7158	Princess Stomper	2012-08-03	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 Dwemeri device with some VERY familiar puzzles. Cimgoth has some dialogue, and the keyboard is intera...
3734	Fallador, City in Rock	Townd and town Expansions	MMH	87-11531	Siekam	2007-09-16	Fallador is the City of living Rock. If you travel from Balmora to GhostGate (or ViceVersa) you'll see a signpost (can't miss if for its burning) if you take the direction Fallador you'll get there. The defenses are heavy because the city if heavily attacked by blighted monsters. But ...
3721	Elderwood v1.1	Townd and town Expansions	MMH	87-15177	Zege	2014-01-24	Elderwood is a small walled-in village located in Isinfer Plains across the river from Uncle Sweetshare's house. There is a "Quest" for a sword, but it doesn't show in the journal. there are several merchants, and a vacant home to set yourself up in, with a nice multi-level basement to customize ...
3719	Ebonheart Interior Expansion	Townd and town Expansions	MMH	87-7146	Princess Stomper	2012-08-02	This mod was designed to be incorporated into Ebonheart Expansion by TheGeneral, but may be used independently as a small, interior-only mod. It has NOT been extensively tested, but has been available in beta form for a long time with no issues reported. - The mod consists of living ...
3718	Ebonheart Expanded: Shady district	Townd and town Expansions	MMH	87-6271	Kyromods	2009-09-19	It's adds a Shady distric to Ebonheart. adds one Silver shop, a few Drug dealers, a bunch of Trainers, and a couple of houses. This was my first mod, I think I've gotten alot better. Only one quest for now, it's pretty easy, I'll try to add more. Cleaned with ...
3717	Ebonheart Expanded	Townd and town Expansions	MMH	87-13619	cdethier	2009-08-23	This mod expands Ebonheart, as stated in the title. It adds a large section of docks, more guards, a new inn, a couple new items and a quest that is short but difficult. This mod has been cleaned. Unfortunately, it will conflict with any other mo...
3716	Ebonheart Dock	Townd and town Expansions	MMH	87-15547	Unknown	2017-07-30	No readme. Site mod is called Ebonheart Docks.

ID	Name	Category	Site	Link	Author	Date	Description
3714	Dulsya Isle	Townd and town Expansions	MMH	87-14302	Iridox	2011-05-16	This mod is not created by me. I get from other websites. Maybe you know this Mod. --)(((-- Dulsya Isle 1.0 ...
3697	Domehome ImpBalmora Fixed	Townd and town Expansions	MMH	87-5625	Kiteflyer61	2011-07-04	Patch for the Domehome and the Improved Balmora mod.
3694	Denduron - test release v2.1	Townd and town Expansions	MMH	87-13314	FlyTSI, Mireneye	2009-03-15	Releasing this so it will not get lost on my ole hard-drive. Hope to finish this project up soon. Changelog: *Graphical update to Denduron
3688	Death of Balmora v1.0	Townd and town Expansions	MMH	87-5073	Jules Baker	2009-05-12	Travel to the now desolate Balmora and see the horrors of Dagoth Ur's riegn. Also adds wicked armour at seyda neen in the cellar of the trade house if you can't be stuffed leveling up the conventional way...it looks pretty cool. -I made this mod because I was getting tired of the peace...
3684	Dark Molag Mar	Townd and town Expansions	MMH	87-6480	Rattfink333	2010-06-04	Completely redone all of molag mar using anoldfriends textures. so molag mar is now unique from other places.
3679	Daggerfall City v1.0	Townd and town Expansions	MMH	87-14654	Alphasim aka Rick Heil	2013-04-24	Just an ugly little mod. I made this is my spare time working on my Modern Morrowind Mega-mod, so it looks pretty cheap. I added a rough little walled-in town and called it Daggerfall. There are zero interiors, and no doors. It's just for people to imagine that they are in Daggerfall. ...
3670	Clean Seyda Neen, Village Expansion Trib v1.3	Townd and town Expansions	MMH	87-5143	Beardo	2009-05-12	**** Seyda Neen, Village Expansion **** December 2004 By: Beardo - beardo@home.se **** Installation **** Unzip the Seyda Neen, Village Expansion.esp to the morrowind/d...
3669	Clean green uvirith expansion fixed	Townd and town Expansions	MMH	87-10770	Neroli	2006-08-28	This plugin/mod turns the area around your telvanni stronghold at Uvirith's grave into a lush oasis surrounded by high hills and deep waters. The ash on the ground has been traded for grass - the ash-trees for real trees and the stones for flowers. □...
3667	Chronicles of Seyda Neen v3.33A	Townd and town Expansions	MMH	87-15463	EricBoyce1	2016-03-04	(File Updated) Now the village of Seyda Neen can be seen in it's true civilized glory! 3 New Galleon Ships in Dock! 4 New Inns with interiors! New shacks with fully furnished interiors. Ra'Baram Tower with Sex Slave Interior! New Voice Acting Dialog for Characters and Guards. New Inte...
3666	Chronicles of Seyda Neen v3.33	Townd and town Expansions	MMH	87-15459	EricBoyce1	2016-03-02	Now the swampy atmosphere in Seyda Neen can be seen in it's true glory! 3 New Galleon Ships in Dock! 4 New Inns with interiors! New shacks with fully furnished interiors. Ra'Baram Tower with Sex Slave Interior! New Voice Acting Dialog for Characters and Guards. New Interior & Exterior Cells with...
3665	Chronicles Immersive Chargen v2.24	Townd and town Expansions	MMH	87-15454	EricBoyce1	2016-02-08	Extensively modifies the default Immersive Chargen: The arrival by prison ship to Seyda Neen. In this release, Chronicles Immersive Chargen v2.4 of this expanding city mod that seeks to give the player a new experience. It expands the town of Seyda Neen along the roadside. The city its...
3658	Chain Letter Mod	Townd and town Expansions	MMH	87-7223	Princess Stomper	2012-08-06	It was Wildman's idea, back in June 2006: if you received the mod, you had to add something - anything - and then pass it on. It ended up with a tavern full of Lady Rae's fire-coloured Elves, Wildman's sword and Gayla's painting. Next door sprang up a shop containi...
3654	Captain's Seyda Neen	Townd and town Expansions	MMH	87-6414	Captain Teddy	2010-03-04	Welcome one and all, to my second mod ever! This mod changes up Seyda Neen a little bit, just to they way I wanted it. It does not add any crazy huge buildings to Seyda Neen, or even as a matter of fact, make it a bigger town at all. To be exact, it adds: (Note: this is s...

Id	Name	Category	Site	Link	Author	Date	Description
3653	Captain's Seyda Neen	Townd and town Expansions	MMH	87-13875	Captain Teddy	2010-03-04	Welcome one and all, to my second mod ever! This mod changes up Seyda Neen a little bit, just to they way I wanted it. It does not add any crazy huge buildings to Seyda Neen, or even as a matter of fact, make it a bigger town at all. To be exact, it adds: (Note: this is s...
3645	Building Up Uvirith's Grave 1.0	Townd and town Expansions	MMH	Z2ZigRKA#JFPfvdUJG9J_iT_GMQ228qe9ksJmZgD_k0l3pAHu_Ec	Acheron	2007-08-05	Building Up Uvirith's Grave A mod for Morrowind, by Mike "Acheron" Introduction This mod allows Telvanni players to expand Tel Uvirith into a town which reflects the player's tastes and faction affiliations. A couple months ago, I decided to replay Morrowind as a Telvan...
3639	BloodRuin Project	Townd and town Expansions	MMH	87-13893	Denthroe	2010-03-24	First off, this has nothing to do with BloodMoon, at all! BloodRuin is a town in the grazelands region. This is an Impirical town, sprouting glorious walls that surround the city and all it's inhabitants. Inside these walls is a busy town, run by people of all races and ethnicities. Beautiful sta...
3633	BlackLight	Townd and town Expansions	MMH	87-5147	Rodan	2009-05-12	Black Light readme To unzip, place it into the Data Files directory. The meshes & textures should go to the proper files. The city is still in the alpha stage so I please ask that you do not save after visiting. The cityscape changes with each version as it develops. If ther...
3632	Blacklight	Townd and town Expansions	MMH	87-5725	Rodan	2011-10-03	Black Light readme To unzip, place it into the Data Files directory. The meshes & textures should go to the proper files. This is The City of Black Light, version 1-34 Remember, you need to download the most recent version of Silgrad Tower since Blacklight has man...
3630	Bitter Coast Compilation	Townd and town Expansions	MMH	87-13810	samurai	2010-01-11	Requires: Morrowind , Tribunal , Bloodmoon, Better Bodies, a leveled list merger!! Prologue: This mod was started in 2008 with the idea to combine interesting and usefull mods in and around Seyda Neen into one neat package so as not to have to use []...
3620	BetterBalmora	Townd and town Expansions	MMH	87-14343	Leemerful	2011-07-18	This mod changes the appearance of the town of Balmora by putting some cool trees and ferns everywhere. It also places lilypads in the river. In my opinion it makes Balmora look a little nicer
3619	Better Vivec II	Townd and town Expansions	MMH	87-12956	Wisva	2008-09-29	Better Vivec II, is better version Better Vivec -modpack. Pack now contains three mods: 1 People to Streets of Vivec 0.6 A simple mod, that makes over hundred unique NPCs to Vivec. Merchants, mages, trainers, simple civilians and even one quest giver. Mod als...
3618	Better Vivec	Townd and town Expansions	MMH	87-12703	Wisva	2008-05-02	This is authors first mod so please be gentle. Like name tells this mod adds something new to Vivec. There is actually two mods: People to the streats of Vivec and We sell houses. We sell houses: Like the name tells, you c...
3617	Better Raven Rock v2.0	Townd and town Expansions	MMH	87-5129	Bulldog51488	2009-05-12	This mod adds more comfort to Raven Rock.It puts in some friendly tame wolfs. It compleats the wall around the town. And it alows you to have both a trader and a smith. One of my other mods Better Factor's Estate has also been combined with this mod. I have also added by request to add a small st...
3616	Better Caldera Children Compatible	Townd and town Expansions	MMH	87-11028	Sandman101	2007-01-29	I really enjoyed the atmosphere from Better Caldera. The only problem was that it conflicted with Children of Morrowind. So I created a playground behind Holismod's armory, complete with sandbox, and a teeter-totter and moved the children. I also cleaned up the fr...

Id	Name	Category	Site	Link	Author	Date	Description
3615	Better Caldera	Townd and town Expansions	MMH	87-5162	Loki the Grouch	2004-12-16	This plugin drastically changes Caldera, making it far more "real", in the author's opinion. There are simply too many changes to list each one individually, but a summary of the changes include: a home for the player in the center of Caldera; a barracks for the local Imperial Legion; a dramatica...
3612	BE Windows Glow2 Addon	Townd and town Expansions	MMH	87-5138	Gorg	2009-05-12	The Elder Scrolls III MORROWIND: BALMORA EXPANSION: Windows Glow 2 Addon version 1.0 Special...
3611	BE Necklace Pack Addon	Townd and town Expansions	MMH	87-5140	Gorg	2009-05-12	The Elder Scrolls III MORROWIND: BALMORA EXPANSION: Necklace Pack Addon version 1.0 A very v...
3609	Bang Goes Balmora II	Townd and town Expansions	MMH	87-6760	Pokegami	2011-06-27	Remember "Bang Goes Balmora" a few months back, when Balmora was swamped by a tsunami causing the entire city to be found underwater? Knew you wouldn't. Anyway, this is the sequel to BGB, and this time the disaster of the day is a volcanic eruption. Yes, Mount Hlaalu, overlooking Balmora, has eru...
3608	Bang Goes Balmora	Townd and town Expansions	MMH	87-6686	Pokegami	2011-02-20	This is not a Balmora mod - it is quite the opposite, actually! If you are tired of going back to Balmora all the time, and you think Vvardenfell needs a lake, this is the solution. House Telvanni has caused a tsunami to rip into Balmora, burying the whole city except for High Town at the bottom ...
3606	Balmora's Underworld	Townd and town Expansions	MMH	87-15512	Fulgore	2017-07-23	Balmora's underworld V1.1 by Fulgore Additional quests and dialogue by Envy123 Description ===== Get lost within the depths of Balmora's Underworld. Walk through the sewers: let the Thousand Lanterns Market take your breath away and explore the abandoned canals. Wi...
3604	Balmora Undercity	Townd and town Expansions	MMH	87-14274	Gamerteen	2011-04-06	Balmora UnderCity Gamerteen ----- 1.Description ...
3601	Balmora Re-done v1.0	Townd and town Expansions	MMH	87-11640	RedBaran	2007-11-13	This is just a simple esp. It slightly rearranges the city of Balmora to give it a more dense feel to it. There a few new buildings, though as of yet, they have no interior. This is my first mod and if liked, I will probably improve it more. Hope you enjoy.
3600	Balmora Ragoxified	Townd and town Expansions	MMH	87-6726	Ragox	2011-04-28	I've always wanted to make my own attempt at improving Balmora, since I was very unhappy with all the mods being out there having the same goal. Most of them make very drastic changes or simply don't have a very professional approach in my opinion. So here is my personal envisioning o...
3592	Balmora Ghetto	Townd and town Expansions	MMH	87-5163	Princess Stomper	2009-05-12	The Elder Scrolls III MORROWIND: BE Ghetto_BE.ESP BE Ghetto No BE.ESP (Morrowind, Tribunal, Required) []...
3591	Balmora Expansion v1.4b Update	Townd and town Expansions	MMH	87-14044	Gorg, Zobator	2010-08-18	This is an updated version of Balmora Expansion by Gorg. Carnithus' Armamentarium is updated with the second add-on and some minor fixes have been made. The resource files from both [url=download--5155]Balmora Expansion v1.4[/url] and the complete [url=download--12153]Carnithus' Arma...
3590	Balmora Expansion v1.4 (full)	Townd and town Expansions	MMH	87-5155	Gorg, CanadianIce, Jeremy	2009-05-12	The Elder Scrolls III MORROWIND: BALMORA EXPANSION: Featuring The Briton Knight by Jeremy And Vonhelira's Metal Queen Boutique by CanadianIce version 1.4 by Gorg, CanadianIce and Jeremy 60 screenshots available a...
3589	Balmora expansion collection v1.4.1	Townd and town Expansions	MMH	87-12603	DragonLord2073	2008-03-19	I Added Rope Rails & Lights To Walkway But Mod Done To Balmora is Done By Gorg, Jeremy and CanadianIce Mod doubles the size of Balmora by combining the work of over 40 mods effecting Balmora into a single cohesive mod.

ID	Name	Category	Site	Link	Author	Date	Description
3588	Balmora Expansion 1.3 esp only	Townd and town Expansions	MMH	87-992	Gorg, CanadianIce, Jeremy	2009-04-06	This is the esp only for Balmora Expansion by Gorg, Canadian Ice and Jeremy version 1.3
3587	Balmora Expansion - No Ambient and Corpus Spells Addon	Townd and town Expansions	MMH	87-898	Unknown	2009-04-06	This is simply an addon for Balmora Expansion. It requires the illustrious mod to have any effect. It reduces the ambient, sun and fog light of all indoor areas in balmora to 0. It changes the names(not the id's) and effects of the cure corpus and cure corpus spells so that they...
3586	Balmora Expansion - LITE	Townd and town Expansions	MMH	87-10632	Slartibartfast	2006-06-21	This mod is my attempt to bring the Balmora Expansion mod to a much wider audience by removing many non-essential items from the exterior cells of Balmora to reduce the drain on PC system resources thus bringing the requirements of the expansion to within the capabilities of many older PC's.
3585	Balmora Clutter Compilation	Townd and town Expansions	MMH	87-14244	Keksman aka Kurzschlusskuh	2011-03-15	About this mod: This is my personal Compilation of: Atmospheric Balmora by LucienFairfax. Permission Granted. Another Balmora by Basswalker. Better Balmora River by Fishcake. Vitiated B...
3581	BalBaradus	Townd and town Expansions	MMH	87-5092	Unknown	2009-05-12	BAL BARADUS This mod adds a balmora-style city to Morrowind. You can travel by boat to it from Vivec. The Mod Roads To HEaven is required to play the mod. NO quets yet, just an ordinary village like anyone else! Enjoy!
3580	Bal Isra Annex	Townd and town Expansions	MMH	87-15429	Bruno13069	2015-09-23	The Tribunal Temple saw the site of Indarys Manor as an opportunity to assist those making the pilgrimage to Maar Gan and other places to the North. With the close relationship between the Tribunal Temple and House Redoran, the Bal Isra Annex was designed and constructed into the hill behind...
3576	Azura's Castle	Townd and town Expansions	MMH	87-15493	Shaggy	2017-07-22	Azura's Castle v0.7 Alpha Author: Shaggy Co-Author: TantorRC Email: Shaggy2286@hotmail.com Date: August 2, 2005 Future update planed: Yes Version number: 0.70 Mod cleaned of GMSTs using TESTool by ghostwheel Credits: Ravensong - Created serenetow...
3573	Atmospheric Balmora v1.0	Townd and town Expansions	MMH	87-12129	Lucien Fairfax	2013-01-12	Description (from PES) First mod in my Atmospheric Cities project, this alters the city of Balmora, adding flora, lights, and misc. clutter and statics to enhance the player's experience walking through it. The city was more or less divided into three parts, High Town, Labor Town, and the ma...
3572	Atmospheric Balmora	Townd and town Expansions	MMH	87-13643	Lucien Fairfax	2009-09-01	First mod in my Atmospheric Cities project, this alters the city of Balmora, adding flora, lights, and misc. clutter and statics to enhance the player's experience walking through it. The city was more or less divided into three parts, High Town, Labor Town, and the market square, and I tried to ...
3570	Assulkri	Townd and town Expansions	MMH	87-13262	saltmummy626	2009-02-19	THIS MOD REQUIRES TRIBUNAL AND BLOODMOON!!! this mod adds a smallish town to a valley south and west of the ghost gate called Assulkri. to get there just travel south from the ghostgate until you see a small sign on the left side of the road. you wont have to go too far. all the info ...
3566	Arundunia 0.91	Townd and town Expansions	MMH	87-5144	Arundor	2009-05-12	The Elder Scrolls III MORROWIND: Arundunia v 0.91 ...
3563	Argonian Village	Townd and town Expansions	MMH	87-9526	Adanorcil	2004-04-19	Talk to the Argonian at the docks in Tel Branora. He will take you to his treetop village in the mangrove forest to the far east of Tel Branora. No quests, just a nice little village with some bonuses here and there. This is my first mod (that I have uploaded). I know it's far from perfect, but i...
3556	Another Balmora	Townd and town Expansions	MMH	87-13719	basswalker	2009-10-29	"Another Balmora" Version 1.1 A modification for "The Elder Scrolls III: Morrowind" by basswalker ----- &...

Id	Name	Category	Site	Link	Author	Date	Description
3550	Aldbarrow	Townd and town Expansions	MMH	87-6200	Princess Stomper	2008-11-18	Requires Children of Morrowind: Changelog:07Feb10 Permissions
3549	Ald-Ruhn Temple Expansion v1.2	Townd and town Expansions	MMH	87-14377	Xeth-Ban	2011-10-09	After spending a ridiculous amount of time (3 odd years?) working on this - on and off mind you - I am finally done with the Ald-Ruhn Temple Expansion. I have abandoned all plans for dialogue and quests for the main release, but I may release a patch or something sometime in the future. (Don't wa...
3548	Ald-Ruhn Overhaul	Townd and town Expansions	MMH	87-15382	SYMBIOTE DINOSAUR	2015-08-03	This mod is a little overhaul I created to make Ald-Ruhn look more prosperous, it also adds some unique Daggerfall style StreetLamps so the town isn't so dark at night time. This is the first version though so if there are any bugs, please let me know. As of now I don't know if this is...
3547	Ald-ruhn Expansion v1.62 & v1.76	Townd and town Expansions	MMH	87-12991	Crankgorilla	2008-10-26	With the passing of years Ald-ruhn is striving to be the hub of commerce in Vvardenfell. With the help of the Imperial Legion at Buckmoth, the citizens of Ald-ruhn have achieved a boost in commerce and prosperity. New features celebrate the taming of the once inhospitable wilds and all but ...
3542	Ald Velothi Complete	Townd and town Expansions	MMH	87-13245	saltmummy626	2009-02-09	
3540	Ald Redaynia Extended	Townd and town Expansions	MMH	87-6143	Princess Stomper	2005-10-10	Disappointed after hearing Ald Redaynia described as a small village to find nothing but a tower? This mod corrects that issue, by adding docks, houses, a tavern, chapel and tradehouse. There are a couple of minor quests, plus a player home for sale. <...
3537	Aila's Seyda Neen	Townd and town Expansions	MMH	87-13944	Aila	2010-05-06	This mod expands Seyda Neen, giving it a new look and features such as: - Docks with travel options to (and back from!) Hla Oad and Ebonheart and a fishing dock - Marketplace selling a variety of items, e.g. clothing, food, crockery, jewellery; and a marketers' quarters for...
3536	Agram	Townd and town Expansions	MMH	87-11220	Agram	2007-05-03	This is a imp. town with a smith, mages guild, few shops, houses, and a manor with basement for storing all that junk that all of us want to store. Have fun playing , and comment this so i can fix if there is something wrong. No quests, no cheats, this is balanced mod. The...