Morrowind Mega Modding Manual

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V.1.0

Introduction

Hello, and welcome to my Morrowind Guide.

This is a collection of mods I use or have used over the years that play well together for a generally fun and lore friendly experience that aims to be rich in content and detail.
This is not a graphical overhaul guide, but for your convenience I've linked to the major graphic modding guides available and currently recommended in 2016 and 2017.
I've also linked to other mod lists in the event they have something I haven't covered; the more options you have, the better you can customize and enrich your experience with the greatest vehking game of all time.

No mod list or guide is definitive, and this one doesn't aim to be as exhaustive as some out there but in terms of gameplay and content it is probably the most extensive of its kind.
This was written for a Steam installation in mind. If you're using an archaic hard copy or the GOG, simply sub the directed Steam locations for your install location.
You would ideally find some good stuff here to enrich your install. I've installed and used all these mods myself, which is why I recommend them in the first place.
This guide is not for the faint of heart or impatient; if you want a quick mod list, check out one of the guides listed below.

This guide is intended to continue to grow and expand further over time. I welcome suggestions, conflict reports, errors, - any kind of feedback (see Contact for contact details.) The version you're probably seeing is a simple compilation that is 99% guaranteed to work were you to install everything listed here (barring certain alternatives.) Further alternatives and additions will be added in time.

Modding Morrowind

Start here for the basics of modding:
(http://wiki.theassimilationlab.com/mmw/Beginners_Guide)

Creating an Organized Mod Folder

The following is my own method of organizing the mods I download and install – you can do whatever you want, throw them all on your desktop or keep in your downloads folder, stick them in a disorganized folder, whatever.

1. Create a new folder somewhere; for convenience sake, mine is located directly on my desktop. Name it whatever you want, but I suggest Morrowind Mega Mod Folder.
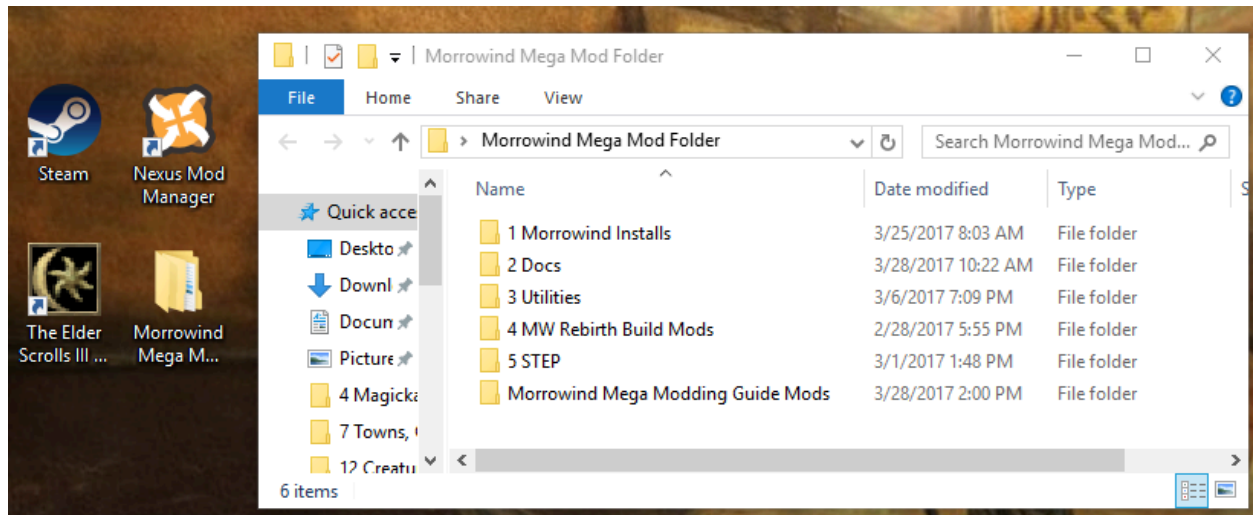
2. Now, for every guide you follow make a new sub-folder in the Morrowind Mega Mod Folder directory.

3. In your primary mod folder, make sub-folders for Quests, Landmass Changes, Player Homes, Faction Improvements, etc. etc. I numbered mine according to the order in which they are covered in this guide.

Name	Date modified	Type
1 Utilities	3/28/2017 10:04 AM	File folder
2 Patches and Improvements	3/27/2017 2:56 PM	File folder
3 Quality of Life Improvements	3/28/2017 2:33 PM	File folder
4 Magicka	3/28/2017 2:57 PM	File folder
5 Enchanting	3/28/2017 8:02 AM	File folder
6 Landmass Overhauls	3/27/2017 3:46 PM	File folder
7 Towns, Cities, and Village Expansions a...	3/28/2017 2:37 PM	File folder
8 Atmospheric Mods	3/28/2017 2:30 PM	File folder
9 Faction Tweaks and Additions	3/28/2017 2:30 PM	File folder
10 Official Add-Ons and Alternatives	3/28/2017 10:24 AM	File folder
11 Books	3/28/2017 1:14 PM	File folder
12 Creatures and NPC's	3/28/2017 2:53 PM	File folder
13 Daedra Mods	3/28/2017 1:56 PM	File folder
14 Interior Location Mods	3/28/2017 2:51 PM	File folder
15 Player Homes and Strongholds	3/27/2017 7:27 PM	File folder
16 Crime and Punishment	3/27/2017 7:29 PM	File folder
17 Economy	3/28/2017 1:57 PM	File folder

4. Finally, make an Install sub-folder. Within that folder you will make at least one sub-folder; Clean Back-Up. Copy a clean, fresh Morrowind install and place it in this folder. This is so you don't have to re-download or re-install Morrowind if you fuck up while you mod.

> Morrowind Mega Mod Folder > 1 Morrowind Installs

Name	Date m
Clean Backup	2/28/2
Main Install - RVNR	3/25/2
Morrowind Rebirth + TR + STOTSP + DV ...	3/1/20
Old Dell Build	3/2/20
Pastebin Build	3/1/20
STEP Build	3/2/20
Telvanni Build off RVNR Build	3/25/2
Ultimate Mod Install	3/8/20

Some would recommend using Wrye Mash for managing mod loads, but this is easier for me. To switch builds, simply move your current Morrowind install to its proper folder and place

whatever one you want to play next in your steam/steamapps/common directory (or wherever your install is normally located.)

You don't *need* all these installs yourself. You might be okay with a heavily modded Morrowind, or just going with Rebirth – no matter what though, you should always keep a clean install somewhere.

Acquiring and Installing Mods

Download 7zip (http://www.7-zip.org/download.html) – this is your basic compression/decompression tool. You'll need to install 7zip, and when you have a mod you'll need to right click and open with 7zip to view the contents; super simple stuff. You can use winrar or any other decompression utility, but I recommend 7zip because it's free, lightweight and does what you need.

Download mods

Nexus Mods Morrowind Page
(http://www.nexusmods.com/morrowind/mods/searchresults/?src_cat=1) – this is where most new mods end up, and usually where big mods are hosted.

Morrowind Modding History (http://mw.modhistory.com/) – a massive archive of mods from Planet Elder Scrolls; some mod authors upload both here and to the Nexus.

Great House Fliggerty (http://download.fliggerty.com/download-55) – an Elder Scrolls fan site with a ton of great mods you might not find anywhere else.

Planet Elder Scrolls – If you're an older gamer, or an older (possibly returning) Elder Scrolls fan you'll remember this as the place you went for your Morrowind mods. Unfortunately, PES was part of Gamespy, which officially closed its doors in 2013. Morrowind Modding History has taken the bulk of PES' massive archives on (with permission from original uploaders when/where possible.)

Note: not every mod will be hosted on one of the above sites; some authors prefer to keep them on their own sites, or upload them to moddb or other, less popular sites. Search engines are going to be your friend if you're looking for a mod outside of these, and unfortunately some mods may be lost forever.

1. Move mods from Download Folder to their proper sub-folder in your Morrowind Mega Mod Folder
2. Open the downloads with 7zip
3. Open and read the readme file usually included in the mod package
4. Move .esp, .esm, .bsa, meshes, textures, bookart, etc. to the Data Files folder unless instructed otherwise.
5. Check your mods in the Data Files option in the Morrowind Launcher
6. Run mlox to sort load order

Be sure to register your .bsa files!

How do I register .bsa's?

It's simple!

1. Open Morrowind.ini in your Morrowind install
2. Press ctrl+f
3. Type Archives and find next
   Say you're installing Tamriel Rebuilt v16.12; all you have to do is go to Archive 1=Bloodmoon.bsa, press the enter key and type
   Archive 2=PT_Data.bsa
   Archive 3=TR_Data.bsa
4. Then hit ctrl+s to save. Make sure the .bsa's are checked in your Data Files and you're good to go!

Some might recommend a .bsa registry tool, but that's fucking stupid when it's so easy to do it manually my ancestors are laughing at you for bothering with a tool.

What if I don't register my .bsa's?

You'll get bombarded by error messages, error.nif markers and probably CTD's. I know it sounds intimidating, but if you screw up royally you (should) have a clean back-up.

Modding Guides and References

First off I want to direct you to Darkelfguy's Morrowind Modding Showcases:
(https://www.youtube.com/channel/UCTiULQ_bcPRu_jMTZ86WO7A)

Darkelfguy is a pillar of the Morrowind modding community and we all owe him something when it comes to discovering new mods and unearthing forgotten gems. You can spend days going through the showcases, picking out good stuff and I encourage you to do so – there's a ton of stuff there that I haven't covered in this guide.

Cleaning Mods

(https://moddinginmorrowind.wordpress.com/2012/07/23/modding-tutorials-cleaning-mods/)

Explains the process much better than I can.

Graphical Improvement Guides

For those who want a fresh coat of paint.

Morrowind 2016 by Guideanon (http://pastebin.com/7gF2VLaf) – extensive, thorough, and massive. It will take you a day of dedicated downloading, installing, and troubleshooting to make this one work.

Morrowind 2016 Guide for a Guide by Hopefulhops (http://pastebin.com/5diKftC7) – notes, fixes, and troubleshooting for Morrowind 2016.

Knot's Guide (http://web.archive.org/web/20150720111621/http://www.somethingfornobody.com/blog/morrowind-modding-guide/) – I believe (and correct me if I'm wrong) that the Pastebin guide was built from this one. I've included it for the sake of being thorough.

S.T.E.P. Guide (http://wiki.step-project.com/Guide:Morrowind#Guide:_A_modern_Morrowind) – I've installed this one before and recommend it for those wanting something easier to install than Morrowind 2016 but more up-to-date than MGSO. Make sure you install in order with all necessary patches.

Morrowind Graphics and Sound Overhaul (http://www.nexusmods.com/morrowind/mods/36945/?) – an aging but popular one-stop-shop overhaul that most people seem to use.

MGSO Installation and Updating Guide (http://www.nexusmods.com/morrowind/mods/43479/?) – if you insist on going for MGSO over any other guide, you might be interested in the bugfixing and patching guide by Muriel Kai.

Morrowind Watercolored (http://www.nexusmods.com/morrowind/mods/43375/?) – a texture replacer that makes everything look, well, watercolored. It is a stylistic graphic mod, as opposed to a full on 2010+ overhaul.

Morrowind Styled (https://www.reddit.com/r/Morrowind/comments/5yzvix/morrowind_styled_rerelease/) – this is an update to Watercolored that fixes and patches some stuff.

30 Minute Modding (https://www.reddit.com/r/Morrowind/comments/5x461i/30_minute_modding_quick_guide_to_vanilla_friendly/) – a quick and easy way to change your graphics with Morrowind Watercolored, some S.T.E.P. options and MGE XE. In my opinion it looks better than MGSO.

Other Mod Lists and Guides

Trainwiz's Morrowind Guide (http://www.tesgeneral.com/trainwizmorrowindguide) – covers some ground I don't, like Hold It and Animated Morrowind.

Tommorrowind 2016 by 1080pizza (https://www.reddit.com/r/Morrowind/wiki/mods/1080pizzalist) – a solid list of general mods to get started with.

Cml33's Guide (https://www.reddit.com/r/Morrowind/comments/19ycge/morrowind_modding_guide/) – an older general list of mods, some that you might be interested in that aren't featured here.

A Casual Guide to Modding Morrowind (https://www.reddit.com/r/Morrowind/comments/4qxa2v/a_casual_guide_to_modding_morrowind/) – the predecessor to this guide that I wrote on my old reddit account; updating it was the impetus for creating this more extensive guide. Including it for a quicker, dirtier way to mod your game.

Jason's Quintessential Telvanni Mods (http://forums.bethsoft.com/topic/1490690-jasons-quintessential-telvanni-mod-list/) – you don't need to be Telvanni master race to find some of these mods interesting.

Utilities

Mlox (http://www.nexusmods.com/morrowind/mods/43001/?) – no more worrying about load order. Unzip and place the mlox folder in your Morrowind folder. However, some mods need to be lower on the load order than others (like More Barter Gold) and mlox doesn't recognize that, so you need to do it manually. You can do this with…

Wrye Mash (http://www.nexusmods.com/morrowind/mods/44386/?) – most veteran modders recommend this, but if you're a neophyte it's practically Aramaic and you're more than likely to break something with it if you don't know what you're doing. It's good to have just in case, but I myself still use the Nexus Mod Manager to move stuff around. I've linked to the standalone version, which is a simple .exe install in your Morrowind folder.

Nexus Mod Manager (http://www.nexusmods.com/skyrim/mods/modmanager/?) – the easiest way to manage your load order short of mlox; install and run, then move mods up and down. Has convenient tools like activating en masse (like if you have 255 mods installed but want to deactivate 5 of them.)

TES Plugin Conflict Detector (TESPCD) (http://mw.modhistory.com/download-95-7040)

TESTool (http://mw.modhistory.com/download-13-5234) – the easiest way to clean mods and merge leveled lists. I use this.

Level List Resequencer (http://mw.modhistory.com/download-98-9755) – recommended by mlox in case TESTool doesn't patch everything regarding leveled lists correctly.

Morrowind Script Extender (MWSE) (https://sourceforge.net/projects/mwse/) – extends the scripting functions past their vanilla parameters.

MGE XE (http://www.nexusmods.com/morrowind/mods/41102/?) – for distant land, shaders, and other graphical tweaks. The generally agreed upon distant land setting is 9, but I crank that fucker up to 20 because I like getting epic views and don't mind hitting a framerate of 13.

MGE (https://sourceforge.net/projects/morrgraphext/) – for lower end systems, such as if you're working off a 16gb pen drive on a laptop with 1.8gb of RAM.
Note: some mods here requires Morrowind Script Extender (MWSE) to function; MGE XE has MWSE built-in, so even if you're not using distant land (which you should be!) you should still use MGE XE.

Patches

Morrowind Code Patch Project (http://www.nexusmods.com/morrowind/mods/19510/?) – easily the most essential mod to have, period. From the quality of life patches to the mod-functionality patches, this could be your only mod and your experience would still be improved tenfold.
4 GB Patch (http://www.ntcore.com/4gb_patch.php) – Morrowind cannot use more than 2 gigabytes of RAM unless you apply this patch.
Timeslip's .exe Optimizer (http://timeslip.users.sourceforge.net/exeopt.html) – helps performance and stability, lowering your chances of CTD (crash to desktop) errors.
Note: you'll need to re-run the preceding two patches if you run the MCP **after** installing them.
Script Improvements (http://www.nexusmods.com/morrowind/mods/43828/?) – fixes over 365 script errors and issues in the vanilla game.
Unofficial Patch
(http://www.theassimilationlab.com/forums/files/download/1060-previous-patches-unofficial-morrowind-patch) – there is no real 'unofficial' patch that fixes everything, so you'll have to make due with this patch that fixes a lot of bugs in the game.

Quality of Life Improvements

Talrivian's Stat Based HP (http://www.fliggerty.com/phpBB3/viewtopic.php?f=22&t=3409) – This mod calculates your HP based on your Strength and Endurance stats at any given moment; ((Strength+Endurance)/2)+(Endurance/10)xPlayer Level)=HP; in the vanilla game raising your HP is a bitch involving min-maxing and optimizing your class in the beginning to favor a high starting Endurance stat, and raising your endurance artificially (potion, spell, enchantment) has no real effect on your HP, while TSBHP will give you higher HP with strength and/or endurance boosting effects. **I strongly recommend this mod.**
Delayed Dark Brotherhood Attacks (http://www.nexusmods.com/morrowind/mods/14891/?) – in the vanilla game you'll be attacked by Dark Brotherhood assassins as soon as you level up (or is it sleep?) in order to kick off the Tribunal expansion pack plotline. This mod changes that –

now the Dark Brotherhood will only attack you when you've progressed to a certain point in the main quest.

Graphic Herbalism (http://www.nexusmods.com/morrowind/mods/43140/?) – In vanilla MW, you must open plants like containers to harvest their ingredients. This mod makes them work like later entries in the series where activating them harvests their ingredients automatically and updates the plant model to reflect that.

Graphic Herbalism Add-Ons (http://www.nexusmods.com/morrowind/mods/43829/?) – add-ons for STOTSP and TR_Data.

Ily's Solstheim Rumor Fix (http://mw.modhistory.com/download-35-13960) – Now only certain NPCs will tell you about Solstheim when you ask about the latest rumors.

Improved Followers (http://mw.modhistory.com/download-37-7625) – Followers can keep up, teleport behind you if they stray too far, have improved acrobatics, and other useful skills. Makes those escort missions much easier. I believe this only applies to the vanilla game, and will not affect NPCs added by mods.

Run Faster (http://www.nexusmods.com/morrowind/mods/42796/?) – I highly recommend this to make the player speed bearable. I use Fast.esp, but on Rebirth I use Faster.esp

Mage Friendly Daedra and Less Annoying Bonewalkers
(http://mw.modhistory.com/download-4-12622) – instead of reflect, daedra and sixth house monsters now have spell absorption; likewise, bonewalker's stat-reducing effects have been trimmed down to 5 minutes instead of indefinite until you can crawl to a shrine.

95% Marksman Recovery (http://mw.modhistory.com/download-90-12599) – gives a 95% chance to recover your arrows and other projectiles from corpses.

Arrow De-knocker (http://mw.modhistory.com/download-45-13221) – press spacebar to de-knock your arrows.

> **Note:** I've been informed that this mod causes crashes for many people.

Magicka

Mastering Magicka (http://www.nexusmods.com/morrowind/mods/42269/?) – this is a complete rebalance of the magicka system in Morrowind. In the vanilla game your maximum magicka pool is determined by Intelligence stat: at 100 INT you will have 100 magicka provided you did not choose a magickally inclined race and/or birthsign with a multiplier. With this mod your magicka pool is determined also by your skills, Intelligence and Willpower; with 100 in both attributes and some skill proficiency you will reach 3.0xINT magicka. The catch? Each time you attempt to cast a spell it will cost you some stamina points. I recommend using with Cast On Use B-Gone.

Cast on Use B-Gone (http://www.nexusmods.com/morrowind/mods/39170/?) – overhauls the cast on use enchanted items in the game; some minor items now carry constant effect enchantments, making them far more useful early game (such as the Thief, Mage, and Warrior

rings and many others); some legendary items are now CE as well, like the Spear of Bitter Mercy (30% Reflect, can't beat that!)

Races Are More Fun (RAMF) (http://www.nexusmods.com/morrowind/mods/21875/?) – a lore friendly rebalance of the game's 9 races. I consider it essential and always use it with BAMF.

Birthsigns Are More Fun (BAMF) (http://www.nexusmods.com/morrowind/mods/17888/?) – changes the birthsigns to be more powerful and interesting. Even formerly useless or irrelevant signs have good bonuses. I personally recommend the Thief sign (for boost to Luck, Agility, Speed, and the Hidden Pockets constant effect) for both Warriors and Thieves, since it'll boost your speed and chance to hit immediately, as well as Atronach (magicka multiplier and an array of resistances – not to mention spell absorption) for magickly oriented characters.

Lucky Coins (http://www.nexusmods.com/morrowind/mods/44324/?) – adds 90 coins with 45 different effects randomly to leveled loot where you'd normally find random gold. The effects are stat or skill/attribute buffs that apply as long as they're in your inventory.

Pool of Forgetfulness – Reset Your Skills Redux
(http://www.nexusmods.com/morrowind/mods/44266/?) – There's a cavern called Sharapli somewhere in the game and within is a Pool of Forgetfulness…that is so named because evidently Bethesda forgot about it. This neat mod gives it glorious purpose – it will reset a chosen skill to 15, as many times as you want, whenever you want. Of course, with the skill/attribute uncap option in the MCP you might not necessarily *need* it…but hey, roleplay requires imagination!

Enchanting

Enchantment Multiplier (http://www.nexusmods.com/morrowind/mods/8449/?) – this changes the limits of enchanting items depending on which .esp you use – in vanilla Morrowind an Exquisite Amulet has 240 points of potential, which amounts to about 12 constant effect fortify attribute points (or 1-24.) With this mod, you can make that limit 480 to 2400. I go whole hog and use the 10x .esp; if you've got the gold you should be able to make artifacts on par with legendary equipment.

Enchanting Success Redone (http://www.nexusmods.com/morrowind/mods/44420/?) – **Do not clean this of GMSTs. The GMST changes are intentional.** This edits the enchanting formulae to make enchanting possible for the player; in vanilla Morrowind you might have noticed it was incredibly difficult to enchant things yourself without increasing your enchant skill and Intelligence attribute to a stupid-high number. I chose this over Enchanting Made Possible because, once you do the math with the formulas, ESR gives you a much higher chance of success (at 30 skill/50 INT/20 enchantment points) than EMP.

Featherweight Soul Gems (http://mw.modhistory.com/download-51-11697) – changes the weight of all soul gems (except Greater, for some reason) to 0.1 carry weight for the squishy wizard who makes their living catching souls.

Soul Gems For Sale (http://www.nexusmods.com/morrowind/mods/42410/?) – this will make every enchanter service carry a stock of all soul gems (except Azura's Star, of course.) Lore-wise, Grand Soul Gems are supposed to be rare, so the author included an optional version that cuts them out of merchant stock.

Constant Enchant (http://www.nexusmods.com/morrowind/mods/21113/?) – in vanilla Morrowind you could only constant effect enchant with the souls of Ascended Sleepers and Golden Saints. This mod broadens that to include any soul with an enchant value of 300.

Enchanting Realism (http://www.nexusmods.com/morrowind/mods/39539/?) – gives a special dialogue option to enchanters that, when selected, gives the player all spells needed for most enchanting effects will be given to the player. Without this mod you will need to have a spell with the effect of whatever enchantment you want to put on an item.

More Exquisite Clothes (http://mw.modhistory.com/download-21-12404) – this gives you a larger variety of choice in regards to exquisite clothing, using more common clothing as the models. If you want a high-enchant exquisite robe but don't want the garish yellow and pink robe, look no further than right here!

Unique Finery Replace (http://www.nexusmods.com/morrowind/mods/25725/?) – this gives most unique and/or special enchanted items custom appearances – such as the Mage, Thief, and Warrior rings, Engraved Ring of Healing, Belt of Northern Knuck-Knuck, etc.

Landmass Overhauls

Tamriel Rebuilt
Official Website: http://tamriel-rebuilt.org/

This is the biggest mod you could install. To put it simply, it adds the Morrowind mainland to the game with a ton of extra content, creatures, NPCs, quests, items, and more. Plus with MGE XE you get incredible views of surrounding lands from the shores of Vvardenfell.
Be sure to register the .bsa files!

Morrowind Rebirth (http://www.moddb.com/mods/morrowind-rebirth) – an ever developing and extensive mod by Trancemaster, Rebirth adds a ton of additional content (weapons, armor, items, creatures, NPCs, buildings, expanding armor sets, new dungeons and locations, etc.) and detail to the vanilla Morrowind game – and changes some mechanics.
Note that it changes much of the vanilla landmass and you may run into related compatibly issues with other mods. It is compatible with Tamriel Rebuilt and STOTSP, as well as stuff like

Dramatic Vivec and Winds of Sheogorad provided load order is sorted properly (load all other mods after Rebirth.)

Morrowind Modding Showcase for 4.0: (https://www.youtube.com/watch?v=4EN-dgwqWSQ)

Gameplay Changes: Rebirth changes a lot about the economy, revaluing nearly everything in the game, making transportation, training, and services more expensive. Changes behavior of wild life; more creatures are passive or less aggressive overall and adds a ton of hostile NPCs. I'll add more detailed information on this as time goes on (and I get around to playing Rebirth again.)

Solstheim Tomb of the Snow Prince*; a.k.a. Wollibee's Solstheim Overhaul, a.k.a. STOTSP* – (http://www.nexusmods.com/morrowind/mods/42979/?) a mod that overhauls Solstheim to make it more in line with neighboring Skyrim. It's also a slight graphical overhaul of the island.

Winds of Sheogorad (http://www.nexusmods.com/morrowind/mods/44243/?) – this is a fun mod that turns Sheogorad from a boring Azura's Coast clone into a Solstheim-esque northern locale, with a few new locations to explore.

Vurt's Ashland Overhaul (http://www.nexusmods.com/morrowind/mods/29399/?) – Vurt's trees are your only real option when it comes to replacing the vanilla trees, and there are tree mods for every region but this is the only one I absolutely recommend. Why? It adds hundreds of massive, twisted trees (and some burning ones) to the Ashlands and Molag Amur regions and any Ashland-type environment. It limits visibility but also gives those regions a proper dark and twisted vibe.

Mountainous Red Mountain (http://www.nexusmods.com/morrowind/mods/42125/?) – if you've ever drawn distant land you might have noticed that Red Mountain looks less like an imposing mountain and more like a hill. MRM gives it a more dramatic look

MRM Non-Pointy (https://mega.nz/#!IsAiXDKA!WPiOk-_W0lRk2df78aOPcmNysFsTYe8P6lhko7YNYfA) – an add-on I can't find anywhere but got from a user (Zobatar) at the bethsoft forums. If the link isn't working (or you're Zobatar and want me to remove your link) please contact me. The add-on fixes problems with MRM that might arise using Tamriel Rebuilt, such as obscured cavern entrances.

MRM Puzzle Canal Fix (http://mw.modhistory.com/download--15169) – the force field used in MRM causes issues with the Puzzle Canal shrine in Vivec – download and install this to fix the issue.

Towns, Cities, and Village Expansions and Overhauls

Introduction

If you want a quick and effortless way to overhaul every town, you might be interested in Rebirth, but remember that mod does a lot more than simply add to towns and cities.
This is what Darkelfguy had to say about town and village overhauls:

"Keep in mind that for a lot of the towns and villages you're looking at, there simply are no expansion mods for them or none of particularly good quality. For example, as far as I know, no town expansions or overhauls exist for Maar Gan, it's quite possibly the most overlooked town in the modding community, though LondonRook has expressed interest in doing something for Maar Gan in the future as part of the Outlander project. Similarly, most of the Telvanni settlements have never seen any major town expansion mods, like Tel Mora and Tel Aruhn…"
"In the case of a lot of the other settlements…there are town expansions, but they're of generally poor quality. For example, Ald Velothi has only one town expansion mod, and I really wouldn't recommend it, there's a host of issues with it and it's generally speaking lore-unfriendly. Same goes for Hla Oad and Molag Mar, there's just no good expansions for them at the moment…"

The mods I'm recommending generally aren't full-on overhauls, but rather touch-ups that add clutter and atmosphere to the towns. There are a lot more options than this and you can find them online.

Striderports (http://www.nexusmods.com/morrowind/mods/44139/?) – gives the silt strider pilots awnings, benches, and clutter. They might make a special trip just for you, but they deserve a break once in a while.
All Silt Strider Ports (http://www.nexusmods.com/morrowind/mods/43796/?) – allows you to travel to any silt strider from any silt strider. Doesn't work with TR_Travels.esp in the Tamriel Rebuilt download, since that mod tends to change a lot of where Striders and Boats go.
All Boat Ports (http://www.nexusmods.com/morrowind/mods/946/?) – same as above, including the incompatibility with TR_Travels.esp.
Gondolier Destinations (http://www.nexusmods.com/morrowind/mods/42306/?) – the gondolas in Vivec can now go to all cantons.

Imperial Institutions

The Rock (http://www.nexusmods.com/morrowind/mods/44591/?) – I cannot say enough good things about this mod. It's indescribable, truly a shining jewel of the mod community. If you have no other mods installed, this mod will make your gameplay at least 48% better. As the DrunkenMudcrab says, *"Let the good times…rock."*

Immersive Seyda Neen (http://www.nexusmods.com/morrowind/mods/44441/?) – A simple town mod that adds clutter to Seyda Neen, elegantly simple without changing a whole lot. Adds a player home that can be obtained after finishing a minor quest.

> **Note:** Seyda Neen Manor House will be the given reward instead if you have that player home mod loaded after Immersive Seyda Neen. If you don't intend to live in Seyda Neen you can skip that house mod.
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> **Vodunius Nuccius' House** (http://mw.modhistory.com/download-44-8966) – gives you the key to VD's house after you complete his quest.
>
> **Note to Hrisskar** (http://mw.modhistory.com/download-53-11212) – adds a quest (apparently cut by Bethesda) to the note you find in the Census and Excise Office in Seyda Neen.
>
> **Better Seyda Neen Lighthouse** (http://mw.modhistory.com/download-4-9370) – replaces the rustic little lighthouse with a bigger, better looking one.

The Doors – Caldera (http://www.nexusmods.com/morrowind/mods/42511/?) – another simple mod that closes the walls and adds gates to everyone's favorite mining town.

Stav's Boxes – Pelagiad Keep (http://www.nexusmods.com/morrowind/mods/44075/?) – **clean this mod!** This mod makes Fort Pelagiad bigger and better looking.

MNC Ebonheart (http://mw.modhistory.com/download-53-14237) – extends the castle and area around Ebonheart.

Temple Districts

Dramatic Vivec (http://www.nexusmods.com/morrowind/mods/43385/?) – like Kilcunda's Balmora and Immersive Seyda Neen, this mod adds little touches to Vivec to fix the stark emptiness of the outer cantons. Be sure to check out the bazaars at the Arena Canton to get your hands on a stuffed guar.
And
Vivec Expansion (http://www.nexusmods.com/morrowind/mods/571/?) – adds a slum area to around Vivec; compatible with Dramatic Vivec.

Illuminated Palace of Vivec (http://www.nexusmods.com/morrowind/mods/44585/?) – a simple mod that adds candles and flowers (or candles, your choice) to the Palace Canton of Vivec. This is going to fucking *shred* your framerates if you're on a low-end machine, but if you can run S.T.E.P. or Morrowind 2016 at a decent rate then you should get this one.

Redoran Outback

Former Hlaalu Outpost (http://www.nexusmods.com/morrowind/mods/44667/?) – an abandoned Hlaalu outpost deep in the Redoran outback full of loot and leveled creatures. You can clear it and make it your own or simply explore the mess left behind – either way it's a pretty nice little addition to any build.

Ald'Ruhn Temple Expansion (http://mw.modhistory.com/download-31-14377) – a neat little mod that expands the Ald'Ruhn Temple.

> **Ald'Ruhn Temple Expansion MRM Patch** (http://www.nexusmods.com/morrowind/mods/44688/?) – a patch for compatibility with Mountainous Red Mountain Non-Pointy version.

Telvanni Territory

> The Telvanni portion of Tamriel Rebuilt was the first to be completed, so right now being a Telvanni player means having a ton of options and content.

Tower of Vos (http://www.nexusmods.com/morrowind/mods/43527/?) – a simple mod that makes Tel Vos taller.

Red Vos (http://www.nexusmods.com/morrowind/mods/44729/?) – gives the otherwise unremarkable farming village of Vos a unique ruddy texture.

If you're using **Red Vos**, you will need to use the Windows Glow_Red Vos.esp instead of the Windows Glow.esp (and Red Vos.esp) – you might run into dependency errors with the expansion pack Windows Glow mods.

Old Vos Tradepost (http://www.nexusmods.com/morrowind/mods/44315/?) – a mod that adds a small, comfortable little tradepost outside of Vos; created as a love letter to the modding community.

Telvanni Lighthouse Tel Vos (http://www.nexusmods.com/morrowind/mods/42744/?) – adds a Telvanni-style lighthouse between Tel Vos and Tel Mora, complimenting the Zafirbel Bay's Telvanni dominance nicely. **Don't forget to register that .bsa!**

Sadrith Mora Expanded (http://www.nexusmods.com/morrowind/mods/44113/?) – get the patch under optional files along with the main file

And

Epic Sadrith Mora (http://www.nexusmods.com/morrowind/mods/43057/?)

SME adds an upper layer to the city (much like Port Telvannis on the mainland) as well as a few new things here and there; ESM adds a lot of interior-less static buildings to give the illusion of size to the city. Note that ESM is part of the *Epic* series of mods, and there are companions for Dagon Fel, Ald'Ruhn, and Balmora. Boths mods are encouraged to use with the Core Telvanni mods I'll be covering later.

Village of Tel Fyr (http://www.nexusmods.com/morrowind/mods/43988/?) – adds a small village to the base of Tel Fyr. Lore friendly enough, I guess.

Tel Rerandris (http://www.nexusmods.com/morrowind/mods/43957/?) – adds a Telvanni village between Vivec and Ebonheart. Skip it if you don't want a somewhat out-of-place Telvanni town in the Ascadian Isles, but definitely install it if you are an expansive Telvanni Lord.

Tel Magus (http://mw.modhistory.com/download-44-3592) – a Telvanni tower with two optional placements; Ebonheart or Grazelands. Be sure to check compatibility with the TESCDP. Another mod for a Telvanni who needs to have presence everywhere.

Falensarano – the Ruined Stronghold (http://www.nexusmods.com/morrowind/mods/44244/?) – expands the area outside of Falensarano and the dungeon within. Looks great at a distance as a ruined, ancient city.

Hlaalu Country

Kilcunda's Balmora (http://www.nexusmods.com/morrowind/mods/44149/?) – Like Immersive Seyda Neen, this mod aims to make Balmora more atmospheric with lanterns, clutter, and an expansion to the riverfront.

White Suran MD Edition (http://www.nexusmods.com/morrowind/mods/44153/?) – a recolor/retexture of Suran that gives it a white color to set it apart from the dull, dirty vanilla Hlaalu plaster. The version I've linked to is the Melchior Dahrk version, which contains various fixes, patches, and options.
And

Docks of Suran (http://www.nexusmods.com/morrowind/mods/44853/?) – another simple clutter and atmosphere mod, this time for Suran. Compatible with White Suran MD

New Gnaar Mok (http://www.nexusmods.com/morrowind/mods/22029/?) – adds a lighthouse and generally expands the shacks and wooden walkways to make Gnaar Mok come alive as a grimy little village, complete with sewers.

Balmora Council Club
(https://princessstomper.wordpress.com/2009/01/23/balmora-council-club/) – this adds a quest to take control of the Balmora Council Club after completing the Bloodbath quest.

Alternative

More Detailed Places (http://www.nexusmods.com/morrowind/mods/30186/?) – this mod adds little touches to settlements across Vvardenfell. It adds NPCs and new buildings, sometimes in beta mode but it is an active project (ongoing since 2010 if I'm correct.) I've personally used this on and off over the years, more off than on lately as I've transitioned to individual town overhaul mods, but I wanted to include it as an option – keep compatibility with town mods in mind.

Interior Location Mods

The Secret Library (http://mw.modhistory.com/download-11-6500) – you may never find it, but this expands the Secret Library in the Vivec Temple canton to hold many, many more books than the vanilla version; including rare volumes and collected works (but nothing too unique like the Dwemer texts.) If you loot the place you'll make tens of thousands of gold, if you just peruse you'll gain several levels. Great for the thief, the Apocrypha seeker, and the completionist.

Museum of Artifacts Improved and Expanded (http://mw.modhistory.com/download-90-7228) – this nifty mod revamps the Mournhold Museum to accept all artifacts listed in the in-game book "Famed Artifacts of Tamriel"; donations can be made at any time and they even accept the Ring of Hircine. Good for a cash-poor but asset-rich character.

Redoran Vault Extended (http://www.nexusmods.com/morrowind/mods/42098/?)

Hlaalu Vault Extended (http://mw.modhistory.com/download-35-11853)

Telvanni Vault Extended (http://www.nexusmods.com/morrowind/mods/42093/?)

Locked Bandit Caves and Tombs (http://mw.modhistory.com/download-49-11439) – locks and sets traps on cave doors and ancestral tombs. Why wouldn't the reverent Dunmer lock up their family crypts, why wouldn't smugglers lock the front door? I recommend using the Hidden Locks and Traps option in the MCP.

Realistic Ashpits (http://mw.modhistory.com/download-10-11071) – this nifty mod turns the ashpits in Temples and Ancestral Tombs into harvestable containers holding skulls, gravedust, and small items. Good for the sacrilegious alchemist and decorative necromancer.

Dark Brotherhood Headquarters (http://www.nexusmods.com/morrowind/mods/43022/?) – makes the Dark Brotherhood HQ in Mournhold look more like Oblivion's safe house.

Player Homes and Strongholds

Unless you join a Great House or the East Empire Company, any building you use in the vanilla game to store your pillows and endless supply of scrolls and potions amounts to squatting. There are some excellent locations to use in the game, like Hlaalo Manor, and the game sort-of encourages you to take over vacant houses like a certain shack in Seyda Neen, but why have mods if you can't add a bitchin' pad?

Basic Stuff

Mannequins for Sale (http://fuckyeahmorrowindmods.tumblr.com/post/28677247576/mannequins-for-sale-131) –

adds a small mannequin shop in Caldera. Mannequins are poseable and come in both genders, wood, and stone.

Book Rotate (http://mw.modhistory.com/download-11-6953) – this will let you stand your books up straight (finally!) for aesthetic appeal.

Weapon Rotate (http://mw.modhistory.com/download-98-7023) – adds weapon racks to merchants so you don't have to pile those unique artifacts on tables.

Regulus5's Figurine Hunt (http://www.nexusmods.com/morrowind/mods/43593/?) – adds 100 figurines to the game world in crates/barrels, smuggler loot, and merchants. They look great decorating your home, too – especially the Silt Strider figurine.

Easy Camping (http://www.nexusmods.com/morrowind/mods/42919/?) – adds two items to Clagius Clannler's shop in Balmora that allow you to set up a campfire and pallet wherever you go for max roleplay in the wilderness. You could also set up your campfire in the middle of the house, I guess. Not like it'll burn down or anything. (Don't do this in your house in real life.)

Player Homes

Buy A House Overhauled (http://www.nexusmods.com/morrowind/mods/44464/?) – adds the ability to buy a house in several towns; this is an overhauled version of an older mod. Look out for compatibilities with town mods.

Seyda Neen Manor House (http://www.nexusmods.com/morrowind/mods/44219/?) – adds a nice, large imperial-style cottage just outside of Seyda Neen that is completely compatible with Immersive Seyda Neen and serves as a quest reward for a minor quest. (If you have this loaded after Immersive Seyda Neen you will receive this instead of the Willow Home.)

Rain's Hand Hall (http://mw.modhistory.com/download-80-9183)
And
Restoring Rain's Hand Hall (http://www.nexusmods.com/morrowind/mods/40885/?) – a player home mod that gives you a built-up stronghold in the course of the main quest; RHH is the base mod, while Restoring RHH is another mod that progressively unlocks every area of the stronghold. Tons of storage, beautiful interiors, 10/10 would recommend for a hardcore Nerevarine player.

Shipwreck Home (http://www.nexusmods.com/morrowind/mods/42504/?) – adds a cozy little ship with two shacks (and a ton of clutter) just outside of Gnaar Mok.

Smuggler's Peak (http://www.nexusmods.com/morrowind/mods/44562/?) – an exterior player home with a good amount of storage. Located in the Zafirbel Bay, it's extremely scenic and simple. You don't even have to use it as a player home, just running across it in your travels is enough reason to have it installed.

Yet Another Portable House Mod: YAPHM – (http://www.nexusmods.com/morrowind/mods/43480/?) – this is my personal favorite house mod. It is simple, elegant, and convenient; the game adds a spell to the player automatically that will never fail and transport you to a two-room home with a ton of goodies like scroll, ingredient,

and potion sorter, a decent amount of storage and display, Necessities of Morrowind compatibility, and an introductory letter. I like to fill the shelves with figurines.

Faction Tweaks and Additions

Lazy's Guild Rewards (http://www.nexusmods.com/morrowind/mods/44270/?) – a nice little mod that might be dead, but with some good potential. It grants nice little ability boosts when you join and advance in factions. I sincerely hope the author continues work on this one.

Imperial Legion

Imperial Legion Goods (http://www.nexusmods.com/morrowind/mods/43002/?) – adds a faction supply chest to each Legion Fort and Madach Tradehouse
Talos Cult Revised (http://www.nexusmods.com/morrowind/mods/44577/?) – requires Tamriel_Data; that is, requires Tamriel Rebuilt. Improves the final quest in the Gnisis Imperial Legion questline and implicates a larger narrative to the whole faction line. Get it if you're a legionairre.
The Imperial Legion Badge (http://mw.modhistory.com/download--5113) – sick of being ordered to wear a Legion-approved cuirass to speak to anyone in the Imperial Legion faction? Ask General Darius for your official badge.

Mage's, Fighter's, Thieves Guilds

Balmora Guild Door (http://mw.modhistory.com/download-4-10531) – adds a door between the Fighter's and Mage's Guilds in Balmora
Caldera Mage's Quarters (http://www.nexusmods.com/morrowind/mods/43733/?) – adds a basement level sleeping area to the Caldera Mage's Guild.
Magical Missions (http://www.nexusmods.com/morrowind/mods/38773/?) – adds a series of quests to Folms Mirel at the Caldera Mage's Guild.
Propylons (http://www.nexusmods.com/morrowind/mods/27265/?) – a replacement mod for the Master Index Official Add-On; the location of some stones have changed, as well as the behavior of the propylons themselves.
Thieves Guild Stash (http://mw.modhistory.com/download-35-11239) – adds a faction supply chest to the Thieve's Guilds.
What Thieves Guild? (http://www.moddb.com/games/morrowind/addons/what-thieves-guild) – ever wonder why a criminal organization would let just anybody join them? You'll have to bump up chapter heads' disposition to get the option to join, and asking what members do now gets you a deflective response.

Morag Tong

Threads of the Webspinner (http://www.nexusmods.com/morrowind/mods/43893/?) -
Threads of the Webspinner Completed (http://www.nexusmods.com/morrowind/mods/43905/?) – a companion mod that is compatible and complementary with the above. These two mods together expand a little on the Morag Tong questline in a very lore-friendly way, making the targets a bit more challenging and tidying up the Threads of the Webspinner fetch quests.
Morag Tong Helm (http://www.nexusmods.com/morrowind/mods/44423/?) – in the vanilla game you cannot acquire the Morag Tong Helm without cheating or killing a single member in the Sadrith Mora guild house. This mod makes Eno Hlaalu give you a helm as soon as you join.

Tribunal Temple

Blight Bounties (http://mw.modhistory.com/download-35-5935) – adds three NPCs to the game world who will keep track of and pay you for every blighted creature you kill.
Ertur's Indoril Armor Mod (http://mw.modhistory.com/download-42-13043) – adds a quest to the Temple line that will allow you to wear Indoril Armor without being attacked on sight by Ordinators; also has a contingency where you'll be able to wear it after a certain point in the main quest.
Cleansing Ash Statues (http://www.nexusmods.com/morrowind/mods/44801/?) – a newer mod that adds an NPC to Ald'Ruhn Temple who will pay you 200 gold for each Ash Statue you turn in. Ash Statues? More like red ebony!
One True Faith - Saints and Tribunal Frescoes
(http://www.nexusmods.com/morrowind/mods/43810/?) – sharpens the textures of shrine and frescoes.
Shrines – Restore Health and Cancel Options
(http://www.nexusmods.com/morrowind/mods/43233/?) – you can cancel out of shrines without a blessing or restore your health with them.
RR Holamayan (http://www.nexusmods.com/morrowind/mods/43524/ ?) – expands Holamayan Monastery
Cavern of the Incarnate Overhaul (http://www.nexusmods.com/morrowind/mods/42860/?) – makes the Cavern appear ethereal, befitting a Daedric Prince.

Sixth House

Kogoruhn Ruins (http://www.nexusmods.com/morrowind/mods/44034/?) – adds new static ruins around the Sixth House stronghold. Pair with the following for best effect.

Kogoruhn Rebalanced (http://mw.modhistory.com/download-90-14378) – replaces the undead and daedra in Kogoruhn with Sixth House monsters, as well as moves the location of quest items to be more challenging to acquire.

Hlaalu

No content at this time. Sorry. Darkelfguy's MMS video on the Hlaalu may be of interest to you:
https://www.youtube.com/watch?v=EWmbmOSrY9I

Redoran

No content at this time. Sorry. Darkelfguy's MMS video on the Redoran may be of interest to you:
https://www.youtube.com/watch?v=nROP7G-2yjI

Telvanni

To be honest I've never stuck through a Telvanni build long enough to get there, but I'm including them anyways because it wouldn't feel right not to. There's a LOT of stuff for the Telvanni out there, which is why it has a section here while the other two are…lacking.

Rise of House Telvanni (http://www.nexusmods.com/morrowind/mods/27545/?) – Telvanni master race apply here. This expands the Telvanni quest line past simply becoming Archmagister, allowing you to decide the future of the Great House. Be aware of compatibility issues and make sure you get required patches for UL and/or BUUL.
Uvirith's Legacy (http://stuporstar.sarahdimento.com/) – the essential stronghold mod for House Telvanni.
Building Up Uvirith's Legacy (http://mw.modhistory.com/download-47-11851) – expand Tel Uvirith into a modest town instead of being stuck in the Molag Amur like a rogue wizard.
Uvirith's Manor (http://www.nexusmods.com/morrowind/mods/44135/?)--) – adds an additional level to Tel Uvirith; works with the above listed mods.
Telvanni Conjuration Trainer (http://www.nexusmods.com/morrowind/mods/44443/?) – adds a level 71 trainer in Conjuration to Tel Vos; House Telvanni lacks a proper skilled conjuration trainer – weird, since many of them have summoned minions.
Passive Tel Vos Daedra (http://www.nexusmods.com/morrowind/mods/19638/?) – replaces the hostile daedra in Tel Vos with three named ones.
Hospitality Papers (http://mw.modhistory.com/download-53-6206) – in the lore you need to purchase papers to engage in trade and legally work in the city of Sadrith Mora, yet no option to

do so exists in the vanilla game. Oversight, or a scam by an opportunistic native? Either way, you may now purchase these at the Gateway Inn.

Telvanni Cephalopod Armor (http://www.nexusmods.com/morrowind/mods/44062/?) – adds a suit of Light or Heavy (depending on which .esp) armor to the Sadrith Mora docks, based on concept art. For full effect I suggest using the optional patches to have the Telvanni guards wear it. Does not effect Mistress Dratha's guards, as they are unique female named guards.

Atmospheric Mods

Windows Glow (http://mw.modhistory.com/download-56-442) – This makes windows glow at night with flickering candle-light.

> **Tribunal** (http://www.nexusmods.com/morrowind/mods/24561/?) - **register that .bsa!**
> **Bloodmoon** (http://mw.modhistory.com/download-65-6231).
> **Note:** If you're using STOTSP, skip Windows Glow Bloodmoon, since STOTSP has its own Windows Glow.
> If you're using **Red Vos**, you will need to use the Windows Glow_Red Vos.esp instead of the Windows Glow.esp (and Red Vos.esp) – you might run into dependency errors with the expansion pack Windows Glow mods.

Pluginless No Glow (http://www.nexusmods.com/morrowind/mods/20872/?) - takes away that obnoxious glamour from enchanted items.

Real Signposts (http://www.nexusmods.com/morrowind/mods/3879/?) – makes the signposts legibly written in English. Easier to read, not as fun as Arukinn's.

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OR

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Arukinn's Better Banner Signs and Signposts (http://www.nexusmods.com/morrowind/mods/41658/?) – this is one I use; the daedric font is immersive and lore-friendly, if hard to read for the neophyte.

Lovely Loading Screen (http://www.nexusmods.com/morrowind/mods/42313/?) – go into your splash folder and delete the ones that come with the game; replace with these excellent fan-art loading screens. I use these in the game as well as my desktop backgrounds.

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AND/OR

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HD Concept Art Splash Screen and Main Menu (http://www.nexusmods.com/morrowind/mods/43081/?) – a Russian mod with gorgeous splash screens. Again, to get the full effect you should delete the splash screens that come with the game. The Cyrillic writing does nothing to detract the look of these (just pretend it's dunmeris.)

Note: Creatures XI adds splash screens for its additions; simply move everything but the Splash folder to your Data Files to avoid having them clash with your preferred loading screen replacer.

Official Add-Ons and Alternatives

After Morrowind was released, Bethesda dropped several official mods on their website to show what the Construction Set was capable of and encourage modders to get started – really, you could argue that these were the precursor to paid DLC like Horse Armor. You can find these official plug-ins at UESP these days. I've included the generally recommended fixed and clean mega-pack from Great House Fliggerty, which has all of them. Download it and install at your discretion.

Official Add-Ons Mega-Pack (http://download.fliggerty.com/download-13-1079) – all the Official Add-Ons in one convenient package.

Master Index Journalfix (http://mw.modhistory.com/download-13-1886) – adds the Master Index quests to the open and finished quests in the journal, a feature that came to vanilla Morrowind with the Tribunal expansion pack.

Alternatives

Since their release, some of the mods have been updated by modders. These are the two mods I recommend to replace the Siege of Firemoth and Helm of Tohan mods, respectively. I recommend both in place of the official mods.

Ward of Akavir (http://mw.modhistory.com/download-44-5540) – this is an updated version of the Official Add-On that makes the quest more difficult and much, much more rewarding.

Forgotten Legend (http://www.nexusmods.com/morrowind/mods/44673/?) – another update in the vein of Ward of Akavir, this time reinvigorating the Helm of Tohan Official Add-On.

Propylons (http://www.nexusmods.com/morrowind/mods/27265/?) – an alternative to the Master Index quest that does not require you to have installed the Master Index Official Add-On. It makes the quest meatier and more expansive, changing the behavior of the propylons, the location of some keys, and rewards from Folms Mirel.

Books

Arukinn's Better Books and Scrolls (http://www.nexusmods.com/morrowind/mods/43100/?) – makes the book jackets more pleasing to look at.

Old Dwemer Books (http://www.nexusmods.com/morrowind/mods/43339/?) – adds text and graphics to the old dwemer books found in Tribunal.

Complete Book Collection (http://www.nexusmods.com/morrowind/mods/44818/?) – adds over 200 new lore friendly books to the game for your enjoyment. Unfortunately, it does not work with Book Rotate. Books include stuff by Kirkbride, Atlases of Vvardenfell, and more.

Hunter's Achievements (http://www.nexusmods.com/morrowind/mods/5847/?) – adds a book to the Balmora Mage's Guild that will keep track of the creatures you kill (this only works for vanilla creatures and will not work for creatures added by Creatures XI or Tamriel Rebuilt.)

Trainer Log (http://www.nexusmods.com/morrowind/mods/38391/?) – adds dialogue to every trainer so that you can see what skill level they can train you too. You need to speak with Soccucius Ergalla (the *Ah yes, we've been expecting you…* guy) about Morrowind or ask Caius Cosades about Blades Trainers to get this mod working.

Creatures and NPC's

 NX9's Guards Complete (http://www.nexusmods.com/morrowind/mods/27765/?) – this will make the guards a little more diverse in regards to gender, appearance, and aesthetic; for instance, you will see guards with or without helms, with quivers, male and female.

King's Oath Fix (http://www.nexusmods.com/morrowind/mods/43284/?) – lore suggests that King's Oath is given to every member of the Royal Guard, not just the King's valet. Try killing him now, s'wit.

Creatures XI (http://www.nexusmods.com/morrowind/mods/30563/?) – Comes in three varieties for the purists, the semi-purists, and those who don't care. It adds more creatures, ingredients, some flavor NPCs like Vampire Hunters, Dremora and Dreamer ranks, etc.

The Undead (http://www.nexusmods.com/morrowind/mods/43030/?) – adds 300+ new variations of undead creatures to the game and works with Creatures XI so long as you merge your leveled lists with TEStool.

Golems (http://www.nexusmods.com/morrowind/mods/43326/?) – adds ten types of Golems that fit well in the vanilla game. Works with the previous two mods provided you merge leveled lists.

Dwemer Soul Gems (http://www.nexusmods.com/morrowind/mods/42472/?) – makes Dwemer animunculi drop soul gems, like they do in Skyrim. There's a school of thought that the Morrowind Dwemer used wireless energy transmission to power their automata, and if that's more lore-friendly to you then go ahead and skip this one.

The Counting Plume (http://www.nexusmods.com/morrowind/mods/43054/?) – adds a Cliff Racer feather to the Eight Plates in Balmora that tracks your Cliff Racer kills.

Starfire's NPC Additions (http://mw.modhistory.com/download-90-13583) – adds dozens of random NPCs to towns and settlements. It can make places like Vivec feel like a bustling city, but it does tend to destroy your framerates if you're on a budget machine or using a huge draw distance on MGE XE.

Traveling Merchants
(http://fuckyeahmorrowindmods.tumblr.com/post/29753790416/travelling-merchants-v23) –

adds a few unique travelling NPCs and merchants to the game going back and forth between settlements.

Django's Dialogue (http://www.nexusmods.com/morrowind/mods/37328/?) – adds some unique dialogue and over 100 little secrets to the little secret topic varying on race, class, and faction.

Lore Fix (http://mw.modhistory.com/download-90-6319) – adds some cut dialogue back to the game for background, little secret, my trade, and other topics.

Umbra Upgrade (http://www.nexusmods.com/morrowind/mods/44353/?) – Umbra, the famous Orc with a cool sword is finally more than just a unique Orc with a cool sword. You will have to be prepared and powerful to face this new version of Umbra with radical enchantments and abilities worthy of such a warrior. Comes in three versions.

Live Free (http://www.nexusmods.com/morrowind/mods/43999/?) – in the vanilla game you can only free slaves, escort them to safety via the Argonian Mission in Ebonheart, and buy a handful from the markets. Well with this you can take slaves for yourself, outfit them and modify their attributes a bit, or sell them for 500 gold each.

Nastier Cammona Tong (http://www.nexusmods.com/morrowind/mods/22601/?) – this will make the CT much more verbally hostile and aggressive towards the player.

New Dwemer Armor Mod (http://www.nexusmods.com/morrowind/mods/44225/?) – I'm probably in the minority here, but vanilla dwemer armor looks like junk garbage. Yeah, yeah, lore and shit, whatever – I like the way it looks in Skyrim (because holy shit Oblivion fucked that up.) Install this retexture if you want Skyrim-ized looking armor. Note that it will effect everything that uses the dwemer armor, including the centurions added by Creatures XI.

New Dwemer Armor Brighter Textures (http://www.nexusmods.com/morrowind/mods/44357/?) – makes the above mod textures brighter and includes low-res options. I use this one too, since I find the first version (still required) to be a bit dark and grimy looking.

Daedric Mods

Better Cursed Items (http://www.nexusmods.com/morrowind/mods/25351/?) – in the vanilla game, cursed items would not stack with normal items of the same in containers; now they will, and they will also summon a greater variety of daedra instead of just dremora and dremora lords.

Dremora Loot (http://mw.modhistory.com/download-53-2195) – gives Dremora a shot at dropping daedric armor, depending on the .esp you use; note that with the Dremora ranks added by Creatures XI, you may have a lower chance at running into Dremora and Dremora Lords. If you're running vanilla, it'll make collecting that full suit a hair easier.

Staffs of the Daedra (http://www.nexusmods.com/morrowind/mods/43189/?) – yet another mod by Melchior Dahrk that adds semi-hidden shrines to Daedra both featured and not featured in the

vanilla game; each shrine holds unique minions to the associated prince and a staff with good barter value and good enchant value.

The Doors of Oblivion (http://www.nexusmods.com/morrowind/mods/44398/?) – this is a huge mod that allows you to traverse the realms of Oblivion and hang out with the Daedra. Make sure you read through the options and patches.

Crime and Punishment

Clear Your Name (http://www.nexusmods.com/morrowind/mods/43786/?) - adds a character in the Moonmoth fort that serves the same function as Thieves Guild name-clearers; a good mod for role-players.

Shade's Disguise Mod (http://mw.modhistory.com/download-63-11466) – Close-faced helms now function much like the Cowl of Nocturnal in Oblivion, which is to say a crime committed in a chitin helm will stay with you only as long as you wear chitin helms. Take it off and…have you seen a man in a chitin helm?

No Death Warrant (http://mw.modhistory.com/download-56-7788) – in the vanilla game, once your bounty hits 5000 gold you will be marked for death on sight by the guards; this mod removes that so that you aren't marked for stealing a pair of glass greaves.

Economy

In vanilla Morrowind you will find merchants have very little gold, some items have incredibly high values, mercantile is a difficult skill to raise and with limited barter gold almost pointless; yet despite all these problems you'll become obscenely rich in no time. The following is my simple fix for the economy of Morrowind.

Morrowind Septim Coin Replacer (http://www.nexusmods.com/morrowind/mods/1634/?) – a simple retexture that makes the Septims have a more appealing gold look with detailed face and tail. Does not conflict with Lucky Coins, since those have their own texture.

MCP: Soul Gem Revalue - check this option in the MCP. In vanilla Morrowind rudimentary souls such as Netch will be valued at 4000 gold and rarer souls such as Winged Twilights will be worth 60,000 gold (the value varies on creature); with this patch option applied souls will be worth less overall, but also easier to sell; an Ascended Sleeper goes from 80,000 gold to about 7,200 gold.

Speechcraft Rebalance (http://www.nexusmods.com/morrowind/mods/43113/?) – this will make it easier for even low-speechcraft skill characters to raise disposition and level their speechcraft skill. Bribes raise disposition less, but admire/intimidate/taunt have much higher

chances to succeed – in fact, taunt is so successful you'll never have to outright murder anyone again!

More Barter Gold (http://www.nexusmods.com/morrowind/mods/40053/?) – multiplies merchant golds by 10, allowing you to feasibly offload loot while also not having to rely on the Creeper and Mudcrab merchant to maximize your cash. It does not affect Creeper or the Mudcrab Merchant but will effect the merchants in Raven Rock and Mournhold. The Tamriel_Data patch is outdated and you'll run into problems if you try to use it.

Glass Daedric and Ebony Appraisal (http://download.fliggerty.com/download-90-727) – cuts a 0 off at the end of the values of all glass, daedric, and ebony equipment, making it easier to sell them.

Questions and Answers

Why didn't you include [big, popular mod]?

I've tried **Greater Dwemer Ruins** and to be honest with you it's not for everyone; there are next to no guides for it and it requires more patience, perseverance and critical thinking than you might want to put into a game.

However, my failures shouldn't turn you off it – you'll need compatibility patches for Mountainous Red Mountain and other mods. Make sure you make a back-up save and install before you add it though, in case you need to give up and roll back.

LGNPC is huge, it's still somewhat active and generally recommended by other guides but I don't particularly care for it.
I do intend to add a dedicated section for it in the next update at the suggestion of u/jmelesky.

I'm intimidated by **Sotha Sil Expanded** because I struggled with Greater Dwemer Ruins and have never tried it, therefore I cannot personally recommend it; that's not to say you shouldn't try it yourself. Again, back-up your saves and install before adding it so you can roll back if you give up.

I've never played either Sixth House faction mod, but if you have, and are aware of potential conflicts and compatibility issues including solutions please contact me and we can work on integrating them into the guide.

What about Vampires/Necromancers?

Future versions of this guide may include a section on vampires – preferably from someone with firsthand experience in regard to the major vampire mods.

The same goes for necromancy. However, you'd be well-advised that the Temple frowns upon profane practices and you may be apprehended for questioning in the Ministry of Truth if suspected of sacrilege.

Why didn't you include [house mod]?
I only included a few that I've tried myself - there are so many out there that one could write an entire manual on them alone. If you can't find what you're looking for here, try searching modhistory or the nexus for something to your liking.

Why didn't you include alternatives to STOTSP?

Because I use STOTSP and find it sufficient. However, I will be adding alternatives in the future.

I know of a terrific addition to this guide! Would you be willing to update [the guide] and include it?

Absolutely! If you have a suggestion, write up a description with link in the style of the guide and send it to me, along with a preferred name to credit. Alternatively, direct me to it (still get some credit for referral.)

Contact Information

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Version History

v.1.0
Initial Release

v.1.1

Fixed hyperlinks
Added RR Telvanni Lighthouse to Telvanni Territory section
Added link the MMS Morrowind Rebirth 4.0 and some text to the Morrowind Rebirth description.
Moved guide to google docs for accessibility and format advantages.
Minor edits.

Credits

All authors whose mods are featured here
Darkelfguy
Flareprime - Arrow De-knocker crash warning