

## Mods I Like But Don't Currently Use

by Fessic

These are the mods I'm not currently using but would probably still recommend. Most are merely on standby, others reflect a concept that I like but maybe (in this particular case, for this particular version of the mod) the execution wasn't quite what I'd hoped for. Do be aware that not all of these have been playtested, *which means that I can't vouch for stability or appropriateness of content.*

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**A Flock of Seagulls** – Easily one of my favorite 'ambiance' mods. In a way, this was incorporated into the much larger (and more comprehensive, script-based) '*Where Are All Birds Going*' by abot.

**Adamantium Armor** - Not presently using a character that wears armor.

**Adamantium Fixed** – From the Author's Description: "Fixes" Adamantium weapons to overcome the immunity to "immune to normal weapon" monsters like ghosts, liches and daedra. *That sounds right.*

**Adul's Door Smashing** - Just like it says. Oh wait. Never mind. Actually, its function is to allow *lock* smashing. *Although, door smashing certainly would be fun, especially if you could get a proper response from the guards.* Use a heavy blunt weapon to smash locks, based on your character's strength and the 'hardness' factor of the lock. *If you decide to use this please read fully through the ReadMe.*

*Note:* I Really like the concept of being able to smash locks; but this mod introduced a major performance hit (on my old computer) so it didn't become a permanent fixture. I haven't tried it again on my new computer, and probably won't do so until I'm playing a fighter character.

*Note 2:* Adul has created some truly outstanding mods, which can be found at his homepage  
[http://www.adul.net/index.php?p=dl\\_mwmods\\_index](http://www.adul.net/index.php?p=dl_mwmods_index)

**Adul's Leggings** - Standby for when I eventually play an Argonian or Khajiit.

**Alchemy Merchant** - A fine addition to Seyda Neen, that also conflicts with '*Chapels of Vvardenfell*.'

**Alchemy Storage Helper** – I don't see myself really ever playing a mage-oriented character; but anything that helps manage the character's inventory wins lots of points in my book. I can see this as being useful for any type of character.

**Ambient Town Sounds** - Great concept, even sounds good. Unfortunately this one also introduced a fairly big performance hit (on my old computer) along with random, temporary freezing. I may try it again someday with the new computer, and more fully patched up Morrowind.

**Animated Morrowind** – Well; I wouldn't have believed it if I hadn't seen it myself. Randomly placed NPCs with idle animations (and sound effects). I'll almost certainly be adding this during the next round of mod adjusting/playtesting.

**Apologies** – Lets your character recover some of an NPCs disposition following a severe case of foot-in-mouth. A great idea this mod. It seems to have been incorporated into one of the other NPC oriented mods I use; *although I have no idea which one.*

**Area Effect Arrows (Original Version)** – A Fine mod. It just so happens I'm using the '[Particle Effect Arrows](#)' mod, which includes a replacement version for *Area Effect Arrows*.

**Argonian FirstGuard Armor** – Standby for when I eventually play an Argonian.

**At Home Alchemy** – Standby for use with a character who's keen on mixing up potions.

**Better Argonian Heads** – Standby for use with an Argonian character.

**Better Solstheim Creatures** – This one seems to be aimed at making Solstheim's creature population more realistic, and ergo more challenging. I'd like to spend time engaging them in their native state before turning these enhanced versions loose on my poor low-level character.

**Blades Quest: Prophecy of the Lost Heir** – Standby for when I eventually beat the main quest. *Is this possible? Do people actually do this?*

**Cait's Birdies** – A smaller, more streamlined version of '[Where Are All Birds Going](#).'

**Clocks & Watches 1.2** – I actually prefer the original (version 1.0), which places the clock merchant in a small room above the *Shenk's Shovel* tavern in Caldera. *Another mod by Adul.*

**CM Minor Quests** – I love this concept of being able to do minor, repeatable tasks. It's just that now, finally, I'm trying to stay focused on the main quest.

**Correct UV Rocks** – Converts many of the unseemly 'sharp' rocks to more rounded, weathered looking ones. The perfect addition for those in search of the near perfect Morrowind.

**Fireflies Invade Morrowind** – It appears this was assimilated by '[Where Are All Birds Going](#).' Another nice ambient addition to the game. *And it's these little touches that make all the difference.*

**Gladiator** – Standby for when I play a more Fighter oriented character.

**Gnaar Mok Houseboat** – I can't say for sure, but *Gnaar Mok Houseboat* seems to conflict either with '[Boatmaster](#)' or '[Bitter Coast Tree Replacer](#)', both of which I'm currently running.

**Homes to Let** – Having playtested this mod (for a brief time) I can say that it should be considered one of the *definitive* house mods. Standby for when I'm much less focused on the main quest.

**House of Spears** – Standby for when I eventually play an Argonian. Also, this is incompatible with '[Suran Archery Tradehouse](#)', which I'm now running.

**Ice Caverns Enhanced** – The screenshots look good, but I'd like to see more of what they look like in the original texture before making the switch...*and my characters have only glimpsed Solstheim.*

**Imperial Legion Badge** – Compels NPCs to acknowledge your standing in the Imperial Legion, without having to be wearing official Imperial Legion armor. Brilliant in its simplicity. Standby for use with a more Fighter oriented character.

**Improved Followers** – Through clever use of scripting this mod attempts to improve the AI pathfinding ability for all would-be companions in the game. So far, I haven't found them annoying enough to employ this, but could see a point where I would.

**Infinity Bow Collection** - I really like the idea for this mod, unlimited magical arrows, but unfortunately the vendor in Seyda Neen isn't compatible with '*Barabus' Fireplaces*.'

**Julan Ashlander Companion** - Standby for use with future characters.

**Khajiit Eye of Night Toggle** - Standby for use with a Khajiit character.

**Kirel's How Are You** - Enables a simple way for your character to gain a small disposition boost with NPCs, by offering a simple greeting. It seems to have been incorporated into one of the other NPC oriented mods I use; *although I have no idea which one*.

**Kirel's Interior Weather** - A marvelous idea that's already been incorporated into another atmospheric sound mod I use called '*Expanded Sounds*.'

**Laura Craft Romance** - Standby for use with future characters.

**LeFemm Armor** - Standby for the unlikely event that I'll ever play a female character.

**Living Cities of Vvardenfell** – Considered one of the original mod “classics” by many long-time players, this mod (by Wrye) puts NPCs on schedules, causing them to appear in different locations based on the time of day, *and their personal interests*. As a bonus, it also includes a feature that causes lights to be turned off at night (as characters retire) and doors to be locked. Really a brilliant concept. Probably the only reason I'm not using it now is I'm trying to stay focused on the main quest and prefer to know where to find people – *so as to help keep things moving along*.

**Mage Companion Kendra** - Standby for use with future characters.

**Master Index** – This was one of the official Bethesda mods. It adds a minor side quest involving the Propylon chambers scattered throughout the island, and an eventual means for Fast Travel.

**Moon's Spawn** - A large quest mod having to do with an abandoned floating Dwemer fortress. No large quest mods for me until I've completed the main storyline, *which should occur around 2023*.

**Morrowind Crafting** – A stupendously cool...no *Radical* idea that further brings Morrowind into parity with '*The Sims*' and...Another reason to suspect that Morrowind may have a substantial female user base. See also '*Real Furniture*' below. Standby for when I'm much less focused on the main quest.

**Mournhold Teleportation Fix** - So your companions can go with you. By my reckoning we are nowhere near ready to visit Mournhold, unless for a sightseeing visit, which must be avoided.

**Muck Shovel of Vivec** - A small quest mod with positive reviews. *Someday.*

**The Neverhalls** - A standalone dungeon expansion on Solstheim. *Maybe for a fighter character.*

**Object Permanence** – This mod attempts to do fancy and technical things so as to prevent important quest related items from disappearing or being duplicated. At this point I'm not sure if I'll need this, but it sure seems a good idea. Standby.

**Oluhan** - Standby for when I'm much less focused on the main quest.

**Passive Healthy Wildlife** - Same effect is included with '*Ecology of Morrowind*' (already in use). If you're looking for the same general effect, without the heavier footprint of *Ecology of Morrowind*, this is an excellent mod. Basically, it instills many a creature with a greater sense of self-preservation.

**Quick Char** - Skip the tutorial and quickly get a new character into the game. Intended for players who either do a lot of playtesting, or create a lot of new characters (and don't enjoy repeating the built-in character creation/game introduction process). This isn't me just now.

**Qwert's Airship** - Standby for when I'm much less focused on the main quest. I don't mind admitting I am *very* curious to see this elusive airship in action. *Has no one completed it yet?*

**Rainforest of the Bitter Coast** - I'd probably be using this if I weren't experimenting with a similar mod called '*Bitter Coast Tree Replacer*.'

**Real Furniture** - Standby for when I'm much less focused on the main quest...or possibly for when I've finally exhausted any inclination for questing and exploration and just feel like seeing what kind of excellent home I can build and decorate for my character.

**Sell n Sail Galleon** - Backup in case '*Stormrider*' doesn't work out.

**Service Requirements** – Now, your rank and membership affects which services you can use. I'm not certain, but fairly sure that this feature is already implemented in '*Wakim's Game Improvements, Faction Tweaks*,' already in use. *WGI* is modular, offering a multitude of other tweaks as well.

**Shock Centurion Companion** - Standby for use with future characters.

**Siege at Firemoth** - Standby for use with a more Fighter oriented character.

**Snow Wolf Amulet** - An alternative to one of my favorite mods of all time called '*Wolf Companion*.'

**Stanegau Island** – Landmass addition, side quest adventure. During initial playtesting this very promising mod gave the appearance of being broken, possibly by either one of the '*LGNPC*' plugins or '*NPC Functionality*' mod. As those are considered essential (while I remain focused on the main quest), and since TESPCD couldn't locate any technical conflicts, I've decided to just uninstall it altogether. Furthermore, this mod had the annoying habit of affecting dialog with non *Stanegau Island* NPCs. Too much trouble for a quest addon, even if a quality one...at least for the time being.

**SWG's Skies** – This impressive texture pack could one day replace three separate packs already in use: '*Real Stars*', '*Real Moons*', and '*Enhanced Sky*'. As with many other mods on this list I'm trying not to get distracted with mod adjustments as I play through the main storyline.

**Swimming Realism** - From a realism standpoint I thoroughly admire the spirit of this mod, and did use it for a while. But it turns out in practice, from a gameplay standpoint, that jumping right into the water and taking off is a freedom I'm not ready to give up.

**Tamriel Rebuilt** – This project aims to do something incredible...build (from scratch, and in great detail) the mainland of the province of Morrowind, across The Inner Sea. The team may even create all of Tamriel, province by province. *Something I shall look into should I ever actually complete the game.*

**Telos Rin Graveyard** - A quest mod/dungeon crawl that takes place on Solstheim. Standby.

**Thirsk Expanded** – Perhaps when I'm ready to start exploring Solstheim.

**Vality's Ascadian Isles Mod** – Adds more trees and fauna to the Ascadian Isles region of Vvardenfell.

**Vivec Expansion** - Standby for when I have a 5+ GHz computer or someone figures out a way to coax the Morrowind game engine into utilizing multi-core processors. *I liked what I saw though.*

**Vurt's Grazelands Trees** – Replaces the existing trees in this region with Japanese style trees.

**White Wolf of Lokken Mountain** – One of those practically legendary mods by Emma that has been well spoken of by many. Standby for when I'm much less focused on the main quest.

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*Lastly, a personal note on the state of user-created content. It is disappointing, though sadly not surprising, that unhealthy and unnecessary content has emerged from within the Morrowind modding community...for a game that never needed it. You could probably say it was inevitable that some users would take things in this direction. Whatever your feelings about it, I hope you will find it worthwhile to screen out mods that drastically alter the spirit and intent of Morrowind's original game world, and ESRB rating. I believe that in the long run, if you really enjoy playing this game, you'll find it a much more rewarding experience without prurient and immature content.*

- Fessic