

ID	Name	Category	Site	Link	Author	Date	Description
8251	Werewolf Evolution	Miscellaneous	MMH	53-9709	Cortex	2004-08-22	A balanced mod for werewolves. Makes werewolf attributes and skills depend on their value in human form plus a bonus, instead of them having fixed values that don't change irrespective of how strong or weak you are in human form. The bonuses are calcula...
7463	Scripted Spells1.2	Magic and Spells	MMH	51-3917	Cortex	2009-05-12	SCRIPTED SPELLS Version 1.2 Requires Bloodmoon Author CORTEX Bat Model Lady Eternity To install the plugin, unzip the files into the Morrowind\Data Files directory. This should automatically put these files int...
7462	Scripted Spells v1.5	Magic and Spells	MMH	51-3891	Cortex	2009-05-12	Transform into creatures that can be seen in 3rd person view. Steal spells from enemies minds. Add explosive damage to your attacks. Create walls of fire and animated bones. Game balanced: Great care has been taken to ensure spells cost enough magicka for their power....
7461	Scripted Spells v1.4	Magic and Spells	MMH	51-3896	Cortex	2009-05-12	SCRIPTED SPELLS Version 1.4 Requires Bloodmoon Author CORTEX Bat Model Lady Eternity To install the plugin, unzip the files into the Morrowind\Data Files directory. This should automatically put these files int...
7460	Scripted Spells 1.3	Magic and Spells	MMH	51-1467	Cortex	2009-04-06	SCRIPTED SPELLS Version 1.3 Requires Bloodmoon Author CORTEX Bat Model Lady Eternity To install the plugin, unzip the files into the MorrowindData Files directory. This should automatically put these files into...
7459	Scripted Spells 1.1	Magic and Spells	MMH	51-1914	Cortex	2009-04-06	SCRIPTED SPELLS Version 1.1 Requires Bloodmoon Author CORTEX Bat Model Lady Eternity To install the plugin, unzip the files into the MorrowindData Files directory. This should automatically put these files into...
7458	Scripted Spells 1.0	Magic and Spells	MMH	51-1895	Cortex	2009-04-06	SCRIPTED SPELLS Version 1.0 Requires Bloodmoon Author CORTEX Bat Model Lady Eternity To install the plugin, unzip the files into the MorrowindData Files directory. This should automatically put these files into...
7457	Scripted Spells 0.91	Magic and Spells	MMH	51-2043	Cortex	2009-04-06	SCRIPTED SPELLS Version 0.91 Requires Bloodmoon Author CORTEX Bat Model Lady Eternity To install the plugin, unzip the files into the Morrowind\Data Files directory. This should automatically put these files in...
7307	Werewolf Evolution10	Gameplay	MMH	37-2889	Cortex	2009-04-24	Version 1.0 Makes werewolf attributes and skills depend on their value in human form plus a bonus. The bonuses are calculated so that a person with 50 in each of his human stats will become a standard werewolf.
7306	Werewolf Evolution 1.0	Gameplay	MMH	37-861	Cortex	2009-04-06	WEREWOLF EVOLUTION Version 1.0 Requires Bloodmoon Author: CORTEX To install the plugin, unzip the files into the Morrowind/Data Files directory. From the Morrowind Launcher, select Data Files and check the box next to the Werewolf_Evolution.esp...
7291	Vampire Werewolf12	Gameplay	MMH	37-2863	Cortex	2009-04-24	Version 1.2 Allows vampires to become werewolves. Allows werewolves to become vampires. Fixes the vamp werewolf head bug. 4 different heads chosen by typeing set vampw_option_head to number
7290	Vampire Werewolf 1.1	Gameplay	MMH	37-2835	Cortex	2009-04-24	Version 1.1 Allows vampires to become werewolves. Allows werewolves to become vampires. Fixes the vampire werewolf head bug. Does nothing else.
7287	Vampire Embrace22	Gameplay	MMH	37-2857	Cortex	2009-04-24	Vampire Embrace 2.2 A balanced roleplaying mod for vampires. NPC's talk and serve you at very high dispositions. Convince NPC's to accept the embrace or become blood donors. Embrace NPC's converting them into vampires who will follow and fight for you
7286	Vampire Embrace v2.4	Gameplay	MMH	37-11714	CORTEX	2012-09-24	Embrace NPC's converting them into vampires who can follow and fight for you. Three different ways you can embrace people: 1. Convince NPC's to accept the embrace through dialog, and getting them addicted to giving you blood. 2. Take them by force through combat using the vampire bite c...
7285	Vampire Embrace 2.1	Gameplay	MMH	37-2923	Cortex	2009-04-24	Vampire Embrace 2.1 A balanced roleplaying mod for vampires. NPC's talk and serve you at very high dispositions. Convince NPC's to accept the embrace or become blood donors. Embrace NPC's converting them into vampires who will follow and fight for you
6885	vampire embrace23 new	Factions	MMH	35-475	Cortex	2009-04-06	VAMPIRE EMBRACE Version 2.3 Requires Morrowind, Tribunal and Bloodmoon Author: CORTEX A balanced roleplaying mod for vampires. To install the plugin, unzip the files into the Morrowind\Data Files directory. This should automatically put these ...

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6884	Vampire Embrace 2.1	Factions	MMH	35-1217	Cortex	2009-04-06	VAMPIRE EMBRACE Version 2.1 Requires Bloodmoon and Tribunal Author: CORTEX A balanced roleplaying mod for vampires. To install the plugin, unzip the files into the Morrowind/Data Files directory. From the Morrowind Launcher, select Data F...
6883	Vampire Embrace 1.9 [BETA]	Factions	MMH	35-1711	Cortex	2009-04-06	VAMPIRE EMBRACE Version 1.9 [BETA for the soon to be released 2.0] Requires Bloodmoon and Tribunal Author: CORTEX A balanced roleplaying mod for vampires. To install the plugin, unzip the files into the Morrowind/Data Files directory. Fro...
6391	Vampire Werewolf 1.1	Creatures	MMH	26-800	Cortex	2009-04-06	VAMPIRE WEREWOLF Version 1.1 Requires Bloodmoon Author: CORTEX To install the plugin, unzip the files into the Morrowind/Data Files directory. From the Morrowind Launcher, select Data Files and check the box next to the Vampire_Werewolf.esp fil...
4613	Vampire Werewolf	Bugfixes	MMH	13-9731	Cortex	2004-08-22	Allows vampires to become werewolves. Allows werewolves to become vampires. Fixes the vampire werewolf head bug. A choice of 4 different heads for your vampire werewolf. RECOMMENDED MOD: [url=http://www.rpgplanet.com/morrowind/modcont...