

| Id | Name | Category | Site | Link | Author | Date | Description |
|-----------|---------------------------|-----------------|-------------|-------------|---------------|-------------|--|
| 11025 | Artifacts v0.9 | Tweaks | MMH | 90-5296 | Lord Xeen | 2009-05-12 | This mod adds several new artifacts that were in Daggerfall, but are missing from Morrowind. They include... -Wabbajack: A magic staff that transform a monster into a random other type of monster. -Sanguine Rose: Pedals from this rose can be used to sum... |
| 9823 | Artifacts | Quests | MMH | 68-14805 | Lord Xeen | 2013-06-12 | This mod adds several new artifacts that were in Daggerfall, but are missing from Morrowind. They include... -Wabbajack: A magic staff that transform a monster into a random other type of monster. -Sanguine Rose: Pedals from this rose can be used to summon Daedr... |
| 881 | Daggerfall Artifacts v1.0 | Armor | MMH | 4-7989 | Lord Xeen | 2005-04-05 | This mod adds several new artifacts that were in Daggerfall, but are missing from Morrowind. They include... -Wabbajack: A magic staff that transform a monster into a random other type of monster. -Sanguine Rose: Pedals from this rose can be used to summon Daedroth to the user's a... |