Id	Name	Category	Site	Link	Author	Date	Description
7435	Multiple Teleport Marking Mod v2.2	Magic and Spells	MMH	51-3898	Marcel Hesselbarth	2009-05-12	Morrowind is a really great game - to great to walk! So you need some ways to travel faster between the places. Therefore there are a lot of different Travel facilities in the game. But as these cover only the civilised parts of the world a lot of people outside build different teleport plugins (...
7434	Multiple Teleport Marking Mod V1.1 (tribunal only)	Magic and Spells	MMH	51-2036	Marcel Hesselbarth	2009-04-06	This mod add the Multiple Teleport Marking ability for the areas of Bethesda's "Siege at Firemoth" mod (required). It is a example how to safely add new regions to my marking mod as a OPTIONAL feature for those who use my marking mod.
7433	Multiple Teleport Marking Mod 2.1	Magic and Spells	MMH	51-1987	Marcel Hesselbarth	2009-04-06	This mod add the multiple teleport marking ability for the areas of Bethesda Bloodmoon expansion (requires Bloodmoon)
7094	LeveledMagicka	Gameplay	MMH	37-2795	Marcel Hesselbarth	2009-04-24	This mod increases your maximum magicka at 4% per level. So at level 26 your starting magicka has been doubled. Tanks to Pookhill for assistance If you encounter any problems please report to me at hessi9@yahoo.de (requires Tribunal or Bloodmoon)