

Id	Name	Category	Site	Link	Author	Date	Description
12816	Vvardenfell Footpad	Fliggerty	Fliggerty	*39	Fliggerty	2011-07-25	There's no need to play the part of an honest citizen of Vvardenfell. Honest work? Freelancing? Guild missions? No longer! Make a fortune by simply helping yourself to gold earned by others. This mod gives the dialogue topic "give me your gold." Depending upon your levels, your mark's level...
12815	Vvardenfell Druglord	Fliggerty	Fliggerty	*168	Fliggerty	2011-07-29	The Elder Scrolls III MORROWIND: Vvardenfell Druglord Index: 1. Description 2. Installation 3. Playing the Plugin 4. Features 5. Version ...
12814	Visceral Discernment	Fliggerty	Fliggerty	*174	Bryss Phoenix, Fliggerty	2011-07-29	The Elder Scrolls III MORROWIND: Visceral Discernment Index: 1. Description 2. Installation 3. Playing the Plugin 4. Features 5. Version ...
12813	Universal Companion Share	Fliggerty	Fliggerty	*14	Fliggerty	2011-07-24	One of the limitations of Morrowind has always been that to give an NPC the Companion Share option, you would have to add a script to them, thus altering every NPC. I have come up with a good workaround for that. When any NPC is currently in AIFollow mode, they will have the dialogue option &qu...
12812	Ultimate Galleon Purchase Patch	Fliggerty	Fliggerty	*173	Fliggerty	2011-07-29	The Elder Scrolls III MORROWIND: Ultimate Galleon Purchase Patch Index: 1. Description 2. Installation 3. Playing the Plugin 4. Conflict...
12811	Trash Compactor	Fliggerty	Fliggerty	*172	Fliggerty	2011-07-29	The Elder Scrolls III MORROWIND: Trash Compactor Index: 1. Description 2. Installation and Requirements 3. Playing the Plugin 4. Features...
12810	To The Death	Fliggerty	Fliggerty	*171	Fliggerty	2011-07-29	The Elder Scrolls III MORROWIND: To The Death Index: 1. Description 2. Installation 3. Playing the Plugin 4. Features 5. Version 6. Co...
12809	The Transaltillus Shops: Common	Fliggerty	Fliggerty	*316	Bryss Phoenix, Fliggerty	2011-08-11	A somewhat rebel group of mages, bent on their own style of research, wanted to see if it was possible to try and combine the schools of magic. The idea stemmed from noticing how some of the more common spells didn't seem to always land squarely in one school or another. From this discussion an...
12808	The Transaltillus Shops: Beast	Fliggerty	Fliggerty	*192	Bryss Phoenix, Fliggerty	2011-07-30	THE ELDER SCROLLS III: MORROWIND THE TRANSALTILLUS SHOPS Beasts by Bryss Phoenix & Fliggerty 05 June 06 bryss.phoenix@gmail.com Cody@erekson.org Fliggerty's website can be viewed at http://cody.erekson.org =====...
12807	The Gambler	Fliggerty	Fliggerty	*2	Fliggerty	2011-07-23	There is a dice game called Che-han that is played all over Tamriel, mostly played by soldiers and in taverns. The game is simple: a small cup contains two dice.
12806	Take All Button of Pain and Happiness	Fliggerty	Fliggerty	*10	Fliggerty	2011-07-24	It has been suggested that I employ the methods I used to create my Dialogue Closer of Doom to emulate the \"Take All\" button press function on the xBox. I have done so; here it is. When a container is open, all you have to do is press the preset key (third mouse button by default) then press th...
12805	Skill Progress	Fliggerty	Fliggerty	*35	Fliggerty	2011-07-25	you last leveled up. This mod adds a scroll to your inventory called "Progress Notes." It contains a list of all skills, and how much each one has increased since you last leveled up.
12804	Real Time Updating	Fliggerty	Fliggerty	*186	Fliggerty, Yacoby	2011-07-30	The Elder Scrolls III MORROWIND: Real Time Updating Index: 1. Description 2. Installation 3. Playing the Plugin 4. Features 5. Version 6...
12803	Raven Wings	Fliggerty	Fliggerty	*187	Fliggerty, Nadaz	2011-07-30	The Elder Scrolls III MORROWIND: Raven Wings Index: 1. Description 2. Installation and Requirements 3. Playing the Plugin 4. Features ...
12802	Protective Guards	Fliggerty	Fliggerty	*20	Fliggerty	2011-07-24	How come guards will fight you if you attack someone, and yet anyone else can get away with attacking you? This mods aims to even things up a little bit. Anytime you are in combat with an NPC, and you did not initiate the fight, the guards will come to your aid...if you're not a wanted criminal. ...
12801	Portable Hole	Fliggerty	Fliggerty	*456	Bryss Phoenix, Fliggerty	2011-08-27	The Elder Scrolls III MORROWIND: Portable Hole Index: 1. Description 2. Installation 3. Playing the Plugin 4. Features 5. Version 6. Conflicts 7. Thanks 8. C...
12800	Oblivion-Style Spellcasting	Fliggerty	Fliggerty	*12	Fliggerty	2011-07-24	You are now able to cast spells while your

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12799	No Trainers	Fliggerty	Fliggerty	*24	Fliggerty	2011-07-24	This simple mod only removes the training option from all NPCs that have it, with the intention of making the game a bit more difficult. It is dynamic, so it will work will all trainers added by any mods or expansions. This mod is dependent upon Morrowind Script Extender (MWSE)
12798	No Spells For Sale	Fliggerty	Fliggerty	*8	Fliggerty	2011-07-23	This simple mod only removes the spell selling option from all NPCs that have it, with the intention of making the game a bit more difficult. It is dynamic, so it will work with all trainers added by any mods or expansions.
12797	Mostly-Mini Todd	Fliggerty	Fliggerty	*170	Fliggerty	2011-07-29	The Elder Scrolls III MORROWIND: Mostly-Mini Todd Index: 1. Description 2. Installation 3. Playing the Plugin 4. Features 5. Version 6. ...
12796	Morrowind Narcissism	Fliggerty	Fliggerty	*179	Fliggerty	2011-07-30	The Elder Scrolls III MORROWIND: Morrowind Narcissism Index: 1. Description 2. Installation and Requirements 3. Playing the Plugin 4. Fea...
12795	Morrowind Decapitated	Fliggerty	Fliggerty	*167	Fliggerty	2011-07-29	The Elder Scrolls III MORROWIND: Morrowind Decapitated Index: 1. Description 2. Installation 3. Playing the Plugin 4. Features 5. Version 6...
12794	Morrowind Battlecry	Fliggerty	Fliggerty	*4	Fliggerty	2011-07-23	Before you run into battle, pull out your
12793	More Quick-Keys	Fliggerty	Fliggerty	*178	Fliggerty	2011-07-30	The Elder Scrolls III MORROWIND: More Quick-Keys Index: 1. Description 2. Installation 3. Playing the Plugin 4. Features 5. Version 6. ...
12792	Mirkrali's Ring	Fliggerty	Fliggerty	*177	Fliggerty	2011-07-30	The Elder Scrolls III MORROWIND: Mirkrali's Ring Index: 1. Description 2. Installation 3. Playing the Plugin 4. Features 5. Version 6. ...
12791	Merchant Investments	Fliggerty	Fliggerty	*163	Fliggerty	2011-07-29	The Elder Scrolls III MORROWIND: Merchant Investments Index: 1. Description 2. Installation 3. Playing the Plugin 4. Features 5. Version ...
12790	MCA - H.E.L.L.U.V.A. Wicked Weapons Patch	Fliggerty	Fliggerty	*3	Fliggerty	2011-07-23	This gives a chance for any NPC added by Morrowind Comes Alive that has a
12789	Magicka Metamorphica	Fliggerty	Fliggerty	*27	Fliggerty	2011-07-24	It has been speculated that a soul gem is essentially just magicka-infused matter. We now know that this is indeed the truth. An Argonian enchanter, in his researches, has stumbled upon the method commonly used to create soul gems. For a small price, he will teach you a spell that can be u...
12788	Lovers	Fliggerty	Fliggerty	*31	Fliggerty	2011-07-24	This mod fully integrates Mr Cellophane's Lovers and Legends and Fandorn Delavie and the Wiwiland team's The Romance Mod. Rather than simply clicking on "Fancy a Shag?" to select your partner, you now have to wine and dine them. More specifically, what this mod does is replace the blac...
12787	Lost Artifacts of Tamriel: MWSE Add-on	Fliggerty	Fliggerty	*7	Fliggerty	2011-07-23	The Lost Artifacts of Tamriel brought us many great and powerful items that were not to be found in Vvardenfell. This add-on aims to continue that objective by introducing some items that are either impossible, or rather impractical without the use of MWSE. A search for Namira's Ring and the Sk...
12786	Loot Sack	Fliggerty	Fliggerty	*188	Fliggerty, Wildman	2011-07-30	The Elder Scrolls III MORROWIND: Loot Sack Index: 1. Description 2. Installation 3. Playing the Plugin 4. Features 5. Version 6. Confl...
12785	Keyring	Fliggerty	Fliggerty	*22	Fliggerty	2011-07-24	Do you ever get tired of your inventory being cluttered up with all of those keys, which may or may not be useful in the future? You will find in your inventory a keyring which will hold all of your keys. Even though you will not see the keys in your inventory any longer, you will still be able t...
12784	Inventory Search	Fliggerty	Fliggerty	*23	Fliggerty	2011-07-24	After playing for a while, your inventory can get incredibly bloated, full of dozens of potions, ingredients, picks, etc. It can take a while to sort through all of those looking for the right thing that you need. This mod provides a search feature for your inventory. Type a search string in th...

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12783	Improved Hand-to-Hand	Fliggerty	Fliggerty	*28	Fliggerty	2011-07-24	Hand-to-hand combat has always bothered me. It seems kind of pointless to me. Getting punched in the face doesn't make me tired, it hurts. It really hurts if the person punching me is wearing a gauntlet. This mod aims to simulate that. You now give, and recieve, health damage when engaged in hand...
12782	Improved Bartering	Fliggerty	Fliggerty	*13	Fliggerty	2011-07-24	Improved Bartering aims to make trading, buying, and selling in Morrowind a more immersive experience. First of all, merchants will no longer have a predefined, specific amount of gold to barter with each day. They will have a random amount that will be anywhere from none to a bit over double wha...
12781	Health Indicators	Fliggerty	Fliggerty	*176	Fliggerty	2011-07-30	The Elder Scrolls III MORROWIND: Health Indicators Index: 1. Description 2. Installation 3. Playing the Plugin 4. Features 5. Version 6....
12780	Handy Equipping	Fliggerty	Fliggerty	*185	Fliggerty	2011-07-30	The Elder Scrolls III MORROWIND: Handy Equipping Index: 1. Description 2. Installation 3. Playing the Plugin 4. Features 5. Version 6. ...
12779	Handy Equipping	Fliggerty	Fliggerty	*11	Fliggerty	2011-07-24	You will no longer have to pause your adventures to pick open a door, or light up a dark corridor. Handy Equipping lets you switch between your
12778	Gravedigger	Fliggerty	Fliggerty	*29	Fliggerty	2011-07-24	Now you can completely get rid of a corpse immediately - without being weighted down with whatever junk was on it! All you have to do is get close enough to a corpse that you would be able to activate it, and hold down the '-' (apostrophe) key until it starts burning, as long as you have an ignit...
12777	Full Paralysis	Fliggerty	Fliggerty	*164	Fliggerty	2011-07-29	The Elder Scrolls III MORROWIND: Full Paralysis Index: 1. Description 2. Installation 3. Playing the Plugin 4. Features 5. Version 6....
12776	Frostmourne	Fliggerty	Fliggerty	*190	Santa_Cruz , Fliggerty	2011-07-30	ThE Frostmourne Readme By Santa_Cruz 1. About 2. Playing the Plugin 3. Problems 4. Credits 5. Contact details About: This is a little mod I thought up when I first saw AnOldFriend's Frostmourne sword modders resource. I wanted t...
12775	Fliggerty's Fleeing Fetchers	Fliggerty	Fliggerty	*33	Fliggerty	2011-07-24	It is not reasonable for an innocent bystander to walk in the middle of a battle that is raging in the streets. Nor does it seem feasible for a simple commoner to stand and watch a murderous rampage without running for safety. When you are in the midst of a battle, any non-combatants around you...
12774	Fliggerty's Armor Project	Fliggerty	Fliggerty	*34	Fliggerty	2011-07-25	This mod combines 90 armor mods into one. But rather than keeping the original quests or shops, I have put them all into new and existing levelled lists. You will find these armors in various smuggler, bandit, and other loot lists. They have also been added to every merchant in the game. All smi...
12773	Fliggerty's Almanac	Fliggerty	Fliggerty	*457	Fliggerty	2011-08-27	The sun has always risen at precisely 6:00 AM, and set at 8:00 PM. That is so boring! The time for sunrise and sunset have now been set to follow realistic time patters; effectively lengthening the days in the summer months and shortening them in the winter. These times are based upon those of la...
12772	Fliggerty's Artifacts	Fliggerty	Fliggerty	*197	Fliggerty	2011-08-01	These are various scripted artifacts that I have been working on creating and collecting for the past several years. These are the artifacts: * Wand of Wonders: Every time you swing it a spell is cast at your opponent. One of 20 random effects will then happen; these may affect your opponent, you...
12771	Fligg's Slave Mod	Fliggerty	Fliggerty	*6	Fliggerty	2011-07-23	The Elder Scrolls III MORROWIND: Fligg's Slave Mod Index: 1. Description 2. Installation 3. Playing the Plugin 4. Features 5. Version 6. C...
12770	Farmer Mod 4.0 Special Slave Companions 2.0 Compatibility Patch	Fliggerty	Fliggerty	*175	Fliggerty	2011-07-29	The Elder Scrolls III MORROWIND: Farmer Mod 4.0 Special Slave Companions 2.0 Compatibility Patch Index: 1. Description 2. Installation ...
12769	Fade to Black	Fliggerty	Fliggerty	*191	Peachykeen , Fliggerty	2011-07-30	The Elder Scrolls III MORROWIND: Fade to Black Index: 1. Description 2. Installation 3. Playing the Plugin 4. Features 5. Version 6. C...

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12768	Error Markers	Fliggerty	Fliggerty	*166	Fliggerty	2011-07-29	The Elder Scrolls III MORROWIND: Error Markers Index: 1. Description 2. Installation 3. Playing the Plugin 4. Features 5. Version 6. Co...
12767	Enhanced Summoning	Fliggerty	Fliggerty	*184	Fliggerty	2011-07-30	The Elder Scrolls III MORROWIND: Enhanced Summoning Index: 1. Description 2. Installation 3. Playing the Plugin 4. Features 5. Version 6...
12766	Enhanced Detection	Fliggerty	Fliggerty	*26	Fliggerty	2011-07-24	This will emulate Oblivion's Detect Life spell to an extent; and then some. Rather than placing a circle on your map, a particle effect will be placed at the exact location of the detected object. These FX can be seen through any 3d mesh, including walls and terrain. There are several new forms...
12765	Encumbrance Enhanced	Fliggerty	Fliggerty	*9	Fliggerty	2011-07-23	It was suggested that a mod be made that will increase the athletics skill faster when the player is carrying more. This mod does that. It also increases acrobatics and sneak. When the player has less than 25% encumbrance, there are no changes. Between 25% and 50% it increases a bit faster, mor...
12764	Disarming Zero	Fliggerty	Fliggerty	*183	Fliggerty	2011-07-30	The Elder Scrolls III MORROWIND: Disarming Zero Index: 1. Description 2. Installation 3. Playing the Plugin 4. Features 5. Version 6....
12763	Dirty Deeds	Fliggerty	Fliggerty	*182	Fliggerty	2011-07-30	The Elder Scrolls III MORROWIND: Dirty Deeds Index: 1. Description 2. Installation and Requirements 3. Playing the Plugin 4. Features 5....
12762	Dialogue Closer of Doom	Fliggerty	Fliggerty	*181	Fliggerty	2011-07-30	The Elder Scrolls III MORROWIND: Dialogue Closer of Doom Index: 1. Description 2. Installation 3. Playing the Plugin 4. Features 5. Versio...
12761	Detect Owner	Fliggerty	Fliggerty	*32	Fliggerty	2011-07-24	It has been suggested that someone try to imitate the "red cursor" system implemented in Oblivion. When the spell "Detect Owner" is active, the owner of any item you have targeted will be displayed in a message box. If there is no owner, that will be displayed. You will also h...
12760	Curse of 1000 Fargoths	Fliggerty	Fliggerty	*30	Fliggerty	2011-07-24	Have you ever felt bad for all that Fargoth has to put up with? Have you ever wanted to see him get his revenge? Fargoth has just become a very powerful individual...there's strength in numbers! Killing Fargoth is now a very bad idea.
12759	Controlled Jumps	Fliggerty	Fliggerty	*165	Fliggerty	2011-07-29	The Elder Scrolls III MORROWIND: Controlled Jumps Index: 1. Description 2. Installation 3. Playing the Plugin 4. Features 5. Version 6....
12758	Booby Traps	Fliggerty	Fliggerty	*180	Fliggerty	2011-07-30	The Elder Scrolls III MORROWIND: Booby Traps Index: 1. Description 2. Installation 3. Playing the Plugin 4. Features 5. Version 6. Co...
12757	Bob's Armory Wardrobe	Fliggerty	Fliggerty	*189	Bryss Phoenix, Fliggerty	2011-07-30	The Elder Scrolls III MORROWIND: Bob's Armory Wardrobe By Bryss Phoenix & Fliggerty 23 April 06 1. Description 2. Requirements 3. Installing the plug-in 4. Playing the plug-in 5. Save games 6. Conflicts/Known Errors 7. Credits/Permissions received 8. Conta...
12756	Blasphemous Revenants	Fliggerty	Fliggerty	*1	Fliggerty, Friends	2011-07-23	An aging necromancer wishes you to enter his tutelage. You will learn the art of gathering corpses, preparing them for arcane rituals, and summoning and commanding vast armies of the dead. The process involved in this mod closely follows the processes described in the in-game book Corpse Prep...
12755	BFG 9000 and Plasma Rifle	Fliggerty	Fliggerty	*169	Fliggerty	2011-07-29	The Elder Scrolls III MORROWIND: BFG 9000 and Plasma Rifle Index: 1. Description 2. Installation 3. Playing the Plugin 4. Features 5. Vers...
12754	Better Telekinesis v1.1	Fliggerty	Fliggerty	*5	Fliggerty	2011-07-23	The first time I used telekinesis I was excited to see things move through the air on the wings of magicka. Obviously I was sorely disappointed. Better Telekinesis makes the telekinesis spell effect...well...better. Now when you activate an object across the room, it will be magically propelled...
12753	Avenge Your Death!	Fliggerty	Fliggerty	*21	Fliggerty	2011-07-24	Avenge Your Death! changes the way you die in Morrowind. Rather than simply loading a save game, you can now become a ghost and try to regain your body. When you are killed, your corpse and all of your belongings will fall to the ground where you died. Then after a brief time in the afterlife, ...

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12752	Arrow De-nocker	Fliggerty	Fliggerty	*36	Fliggerty	2011-07-25	you have nocked an arrow and drawn in back it has always been impossible to put the arrow away without shooting it (without going into the inventory.) This mod will de-nock your equipped arrow when you press "spacebar." This works with both arrows and bolts. This mod is dependent upon Morro...
3363	Scripted Jewelry Collection	Fliggerty	MMH	7-10066	Fliggerty	2005-07-29	Just a taster of my wip. Putting this out there as a call for help. This mod will add a lot of rings, amulets, and other jewelry that are never mundane. The most common will be teleportation rings. Some will be useful, some not so useful, and some will be dow...