Id	Name	Category	Site	Link	Author	Date	Description
7344	Windows Glow Texture Tweaks	Lights	MMH	50-6299	Acrilix	2009-10-21	This is a collection of tweaked textures to enhance the realism of the Windows Glow Mod. The daytime texture has been recoloured to a more neutral colour, and individual panes of glass have been lightened and darkened to remove the 'cartoony' look of the original. I also found the can...
7343	Windows Glow expansion v1.7b	Lights	MMH	50-14155	Abot	2010-11-05	DESCRIPTION: Replaces some nord and imperial style with scripted dynamic glowing windows & lights, affecting mostly Seyda Neen, Pelagiad, Caldera, Dagon Fel. Tamriel Rebuilt version affects also Helnim, Firewatch, Bal Oyra Compatible/expansion to Windows Glow by Max a.k.a. ~N...
7342	Windows Glow Expansion v1.10	Lights	MMH	50-14989	Abot	2013-09-16	Replaces some nord and imperial style with scripted dynamic glowing windows & lights, affecting mostly Seyda Neen, Pelagiad, Caldera, Dagon Fel. Tamriel Rebuilt version affects also Helnim, Firewatch, Bal Oyra etc. Compatible/expansion to Windows Glow by Max a.k.a. ~NOBODY~ C...
7341	Windows Glow Expansion v1.08	Lights	MMH	50-14646	Abot	2013-04-21	Replaces some nord and imperial style with scripted dynamic glowing windows & lights, affecting mostly Seyda Neen, Pelagiad, Caldera, Dagon Fel. Tamriel Rebuilt version affects also Helnim, Firewatch, Bal Oyra Compatible/expansion to Windows Glow by Max a.k.a. ~NOBODY~ Compat...
7340	True Lights and Darkness	Lights	MMH	50-6771	Cool Demon, Booze	2011-07-25	This is the completion of the True Light and Darkness mod (v0.5) started by Cool Demon so many years ago. The original author describes the mod best: In the original Morrowind package, light didn't play any large role. Almost every internal location was lighted, even if ...
7339	Traveler's Lantern	Lights	MMH	50-6397	Rianoris aka James M	2010-02-14	Adds a blue Lantern, which will realistically last 4 hours instead of the regular time. Inspired by Gixg17 on YouTube.com (
7338	Sanguine Candles	Lights	MMH	50-11628	Archivist Lyrian	2007-11-06	This is a simple resource pack that adds 28 candles to the CS. They are not in the game anywhere. I was unhappy with Vanilla Morrowind's candle choices so I wanted my own. You must add them into the game yourself. To get them, use the following console commands: ...
7337	Realistic Lasting Lights	Lights	MMH	50-6399	Rianoris	2010-02-15	---Realistic Lasting Lights by Rianoris on planetelderscrolls.gamespy.com for Morrowind--- Tired of those torches, lanterns, buglamps etc running out at the most inconvenient time? Well, now every Light source which you can carry, lasts much longer like it would in real l...
7336	Mushroom Lights v1.0	Lights	MMH	50-14626	Piratelord	2013-04-16	I've removed all the lights above the mushrooms and instead gave the blue mushrooms (not mushroom trees) scripts that place a light source automatically. The colour and radius of the lightsource is different depending on the type of mushroom. Instead of a bathed area of light, you get a more subt...
7335	Morrowind Relighted v1.1	Lights	MMH	50-15056	Piratelord	2013-11-08	I decided to adjust all the lights in Morrowind, to try and make it so that interior lighting is dependant on the light sources (candles and lanterns) more then the ambient/sunlight/fog settings on interiors. This makes everywhere more atmospheric, and increases the need to carry a lantern or tor...
7334	Morrowind Nights	Lights	MMH	50-8169	Veldengoth	2005-11-24	One of the things I have always disliked about Morrowind was the fact that vision was so easy at night time. So I made this mod to make night in Vvardenfell much darker (005,005,005 Ambient) so that vision is close to impossable and candels, torches and lanterns are much neede...
7333	Moonlight	Lights	MMH	50-11019	Jeoshua	2007-01-25	Changes the ambient lighting at night. The phase of the moons now govern the ambient lighting at night. When the moons are at their fullest, so too will the brightness as night. When the new moons come, the night will be nearly pitch black and lit only by the stars....
7332	Lights300 v4.2 w Icons	Lights	MMH	50-1509	Byblos	2009-04-06	New additions, Little changes and added now, Bloodmoon and Tribunal Lights!!! To install just install like any other Mod, deselect the old one and select ONLY the new one What It does: Reworks all lights in the game to be more, colorfull, dynamic, magical and reali...

Id	Name	Category	Site	Link	Author	Date	Description
7331	Lights 300 Neverhalls addon	Lights	MMH	50-13001	starwarsgal9875	2008-11-02	Now all the lights and braziers in Neslia (The Neverhalls)are pickupable items, I also modified the braziers so instead of using that noisy "forcefield" sound they would use the singing crystal sound. This is just a tweak for the Neverhalls by Valty7 and Midgetalien, that mod ...
7330	Light Based Sneaking Add on	Lights	MMH	50-15401	Vanhikes	2015-08-06	Lowers the ambient light of all non-city interior cells by 50-60%, and Lowers the ambient light of all city interiors by 30-40%. Increases the radius off all lights by 50-60%. Has the effect of making the world much darker and makes lights actually look like they a...
7329	Illuminated Windows v1.2	Lights	MMH	50-15155	Dark Angel	2014-01-09	The goal of the mod is to create a more realistic atmospheric experience throughout Morrowind/Mournhold. All windows, shack doors, mushroom doors are now illuminated during the night with improved scripting to turn them off during the day. Interior windows, blocked windows and shack doors are als...
7328	Guiding Beacons v3.0	Lights	MMH	50-3763	Glassboy, Dongle	2009-05-12	Glassboy --&___gt___; Dialogue, Concept, Scripting Dongle --&___gt___; Model, Texture, and particle effects What this mod does: This Mod adds a box somewhere on the ground in Foreign Quarter Plaza, That spawns useful "Flares" for backtracking your steps to frequently vi...
7327	Floating Lanterns	Lights	MMH	50-10900	Ginge13	2006-11-28	This Plugin will add 28 floating lanterns to the Construction Set, allowing you to use them within your own mods.
7326	Eternal Flame 1.0	Lights	MMH	50-12161	vlad_tepes	2013-02-02	this mod allows you to place an open flame anyplace you choose , fireplaces , along your most favorite road , on corpses, anywhere. the entrance to the cave to accuire the EternalFlame is located along the east road of balmora.
7325	Dungeoneer Jewelry	Lights	MMH	50-12656	thereallerp	2008-04-08	NOTE: I do not care if others have done something similar to this. I didn't find anything the last time I looked and I do not plan to look again. Dungeoneer Jewelry Picture this: you're in a deep, dark dungeon, so you naturally light a torch...
7324	Draggle-Tail Torches	Lights	MMH	50-14297	Danjb	2011-05-10	I've always thought that Draggle-Tail plants would make nice torches, as they're the right sort of shape and they glow in the dark. If you find yourself without a light and you're about to explore a cave, why not just grab the nearest Draggle-Tail? This mod makes that pos...
7323	Creature Lights v1.0	Lights	MMH	50-1733	Kagz aka Kagrenac	2009-04-06	This small mod gives you the choice of 7 creatures to use, instead of a regular torch.You just equip the creature as you do a torch. I have set the lifetime to 999999999 so they shouldnt burn out in a hurry. I have also given them the light radius of a standard lantern.I didnt w...
7322	Bukowski's Torch Collection	Lights	MMH	50-10195	bukowski	2005-10-19	Adds a torch seller to Gnisis and some really awesome torches, some really cool ones, and some kinda funny ones.
7321	Blinking lights	Lights	MMH	50-6790	qqqbbb	2011-09-19	Lights in Clockwork City constantly blink at random rate. Dwemer lights dont pulse but blink from time to time. Quadratic lighting has to be enabled in morrowind.ini.
7320	Ald'ruhn Illuminated	Lights	MMH	50-6420	Fork	2010-03-14	Ald'ruhn Illuminated 1.2 This is my first, tiny mod, which adds only a few small objects to the city of Ald'ruhn. I made it for people who use some mods making nights much darker than in vanilla, and want cities at night to look like cities. This plug-in alters Ald'ruhn w...