Id	Name	Category	Site	Link	Author	Date	Description
13532	Owned Beds	MWE, MWSE, MGE	Fliggerty	*882	Spirithawke	2013-08-05	Changes the Bed_Standard script to give you a warning if the bed is owned by a person or a faction. You may then decide if you still want to sleep in the bed or not. In addition, if the bed is owned by a dead person, it will replace the bed with a new un-owned bed. This mod will only affect beds ...
13531	Morrowind Animated Main Menu: Towns of Vvardenfell	MWE, MWSE, MGE	Fliggerty	*660	Xar	2012-06-05	The Elder Scrolls III MORROWIND: Animated Main Menu Background Replacer - Towns of Vvardenfell...
13530	Dynamic game settings	MWE, MWSE, MGE	Fliggerty	*1076	qqqbbb	2014-09-12	Dynamic game settings v1.0 This mod dynamically changes various game settings. MGE XE is required. FEATURES: PC constantly loses stamina when in water. Argonians are not affected. When swimming PC loses stamina faster than when running. Argonians are not affected. Argonians swim 60% faster than...
13529	Auto Attack	MWE, MWSE, MGE	Fliggerty	*823	Ortorin	2013-04-18	Dependances: MWSE, MGE Guess what this mod does... for as long as you hold the left mouse button down you'll keep attacking away! (did that even need a discription?)
9529	Writing Enhanced v1.0	MWE, MWSE, MGE	MMH	63-1241	Aerelorn	2009-04-06	See Writing Enhanced.htm
9528	Useful Summoned Creatures	MWE, MWSE, MGE	MMH	63-5594	ElderScroller	2011-05-25	This mod adapts Neo-Daigo's "MWSE Companion Initiative Global" script to summoned creatures, forcing them to attack hostile npc's/creatures within 7168 game units without waiting for the player to get clobbered first (for reference, 7168 game units corresponds to the maximum view distance in va...
9527	Underwater Effects v1.3	MWE, MWSE, MGE	MMH	63-11982	Linora, Peachykeen	2012-11-16	This simply just adds a blur and a wavy aquatic effect when underwater. Due to new developments in MGE, this no longer requires any scripts. Just follow the instructions in the readme, and you'll be good to go. (I also included a brief explanation on how one can set any shader to be u...
9526	Tweaked water shader v1.0 for MGE v3.8	MWE, MWSE, MGE	MMH	63-11517	harlanrm	2007-09-13	This mod requires a video card with pixel shader 3.0 support. Morrowind Graphics Extender (MGE) 3.8 must be running with distant land and reflective water in order to use this mod. Tweaks include: * near water normal is stretched 3x in y axis * medium water n...
9525	Toggle Sneak v1.1	MWE, MWSE, MGE	MMH	63-14740	Yacoby	2013-05-18	This changes the sneak from having to hold down a key to instead being able to toggle sneak on and off Requires Morrowind Graphics Extender
9524	Time Display v0.3.2	MWE, MWSE, MGE	MMH	63-5958	Yacoby	2011-10-24	This will put the ingame time at the top right of your screen.
9523	Third Person Crosshair	MWE, MWSE, MGE	MMH	63-5903	Adam Zsoldos	2011-10-08	+ ------+ | Third Person Crosshair | | &#...
9522	Rage Indicator v0.1	MWE, MWSE, MGE	MMH	63-14743	Yacoby	2013-05-19	This Combat Enhanced Addon adds a extra bar to the HUD that displays your current rage level. When you have greater than 25 rage, your bar will turn green. Morrowind, Tribunal, Bloodmoon, MWSE, MWE v1.6, Combat Enchanced and MGE 3.0.3+ required.

Id	Name	Category	Site	Link	Author	Date	Description
9521	NPC Enhanced MWSE Patch	MWE, MWSE, MGE	MMH	63-5608	cdcooley	2011-06-16	This is a simple script replacement patch to override the MWE based scripts in Horatio's NPC Enhanced. The MWE scripts make many calls to extended functions in one frame and with MWSE loaded that causes noticable performance problems in certain cells that have many NPCs and ...
9520	MWE_ArmorEffects	MWE, MWSE, MGE	MMH	63-9400	LDones, WDog, MWE update halo	2005-04-20	An MWE update to a classic mod, this is one of the mods that I won't play without so I took a crack at making it even faster. The mod is now MWE functional and as a result I've reduced the spell logic from over 80 spell tests & removals per run to just 4. From the original readme: For a touch of ...
9519	MWE Spell Timer Beta	MWE, MWSE, MGE	MMH	63-5964	BungaDunga	2011-10-24	At the beginning of the summer {of 2006}, Fliggerty released a small mod that let you set a time and have subsequent spell casts start messageboxes counting down to 1. I saw it, was slightly inspired and decided to make an MGE+MWSE addon for it. In the end, I used MWE as well to determine the spe...
9518	MWE Package	MWE, MWSE, MGE	MMH	63-11109	morrothain	2007-03-03	This adds the following MWE Mods: Combat ; Writing ; Blocking ; Jounral ; and crim enhanced *Includes MWE*
9517	Morrowind Script Extender Demonstration Plugin	MWE, MWSE, MGE	MMH	63-5607	cdcooley	2011-06-16	MWSEdemo Morrowind Script Extender Demonstration Plugin (2005-01-08) REQUIRES The Elder Scrolls III: Morrowind, the Tribunal and Bloodmoon Expansions, and FreshFish's M...
9516	Morrowind Script Extender (MWSE) v0.94a	MWE, MWSE, MGE	MMH	63-12394	AnthonyG, Fliggerty	2013-04-06	The Morrowind Script Extender is a program designed to increase the features available to Morrowind scripters. When run with the game, it adds extra script functions, allowing the creation of plugins that are impossible or at least very difficult while running the game alone. This vers...
9515	Morrowind Enhanced v1.21	MWE, MWSE, MGE	MMH	63-9633	Aerelorn	2004-07-16	Morrowind Enhanced (MWE) is an external utility used by a growing number of mods to do things that would normally be impossible using normal Morrowind scripting. Morrowind Enhanced itself is not a mod, but is a required component of others. Morrowind Enhanced.exe must be run concurrently with Mor...
9514	Morrowind Enhanced v1 21	MWE, MWSE, MGE	MMH	63-419	Aerelorn	2009-04-06	See Morrowind Enhanced.htm
9513	Linora's Locking Bashing Mod Beta	MWE, MWSE, MGE	MMH	63-5975	Linora	2011-12-03	I feel my Lockbashing mod is finally ready for testing. (I've played with it a bit without any issues thusfar.) The only thing I think is really subject to change at this point as far as functionality is concerned is the formula for determining the locks for which the player can bash, which will ...
9512	Journal Enhanced v1 1	MWE, MWSE, MGE	MMH	63-232	Aerelorn	2009-04-06	Journal Enhanced(JEN) v1.1 Allows the player to write custom notes into their journal from within the game. A quill and inkwell are required in order to begin writing. See Journal Enhanced.htm for more details.
9511	Journal Enhanced	MWE, MWSE, MGE	MMH	63-3011	Aerelorn	2009-04-29	Journal Enhanced(JEN) Beta 0.2 Installation: 1. Unzip into your Morrowind directory(not the Data Files directory) 2. Run Morrowind Enhanced.exe. From there you can launch the game, or you can run it manually. 3. Select MWE_Journal.esp in the Data ...
9510	Inventory Helpers	MWE, MWSE, MGE	MMH	63-5603	cdcooley	2011-06-16	** Inventory Helpers 1.0 Exchange groups of items with NPCs and containers. ...
9509	Improved Teleportation	MWE, MWSE, MGE	MMH	63-5602	cdcooley	2011-06-16	** Improved Teleportation 2.0 Companion Friendly and Multiple Location Teleport Spells &...

Id	Name	Category	Site	Link	Author	Date	Description
9508	Improved Alcohol Effects v1.1	MWE, MWSE, MGE	MMH	63-14818	Timeslip	2013-06-12	This mod adds a few scripts that cause blurred vision, staggering and blindness when drinking alcohol. The alcohol potions themselves aren't scripted, and so will stack normally. Staggering is achieved by randomizing the movement controls. One moment you might find that 'w' moves you backwards, a...
9507	Hitto's ACE Addons - Subtitles V0.2	MWE, MWSE, MGE	MMH	63-15383	Hitto	2015-08-05	This must be the simplest mod in the world : it adds subtitles to each successfully performed combo. It is a small, useless addition, but some people, like me, like to have some comic-book-like descriptions as in "Savage Dragon punches his foe!" This plugin REQUIRES, and I mean it, REQUIRES...
9506	Gift Exchange	MWE, MWSE, MGE	MMH	63-5601	cdcooley	2011-06-16	** Gift Exchange 1.2 Give Gifts, Trade Items, Or Even Steal From NPCs &#...
9505	futur city stuff for modders	MWE, MWSE, MGE	MMH	63-929	Matthew13	2009-04-06	This script was made by Matthew13. It's a real nice and complex three-floor elevator script. There are three scripts, each go on a different part of the elevator. One moves the room, one controls the switch, and one controls the gate. Use the room script on any objects you w...
9504	Fatigued Bar	MWE, MWSE, MGE	MMH	63-5558	Yacoby	2010-10-24	This displays the current fatigue of your opponent above their health bar Morrowind, Bloodmoon, MWSE, and MGE 3.0.3+ required
9503	Enhanced Stealth v1.2	MWE, MWSE, MGE	MMH	63-11152	JOG	2007-03-30	This plugin adds some new features to your sneak skill: -Lighting-based sneak-skill modifier (bonus or penalty depending on time of day/lighting) -Sneak-skill penalty for wearing medium or heavy armor (optional) -Sneak Attack bonus (a fracture of your sneak skill is added as ...
9502	Encumbrance Bar v0.4	MWE, MWSE, MGE	MMH	63-14739	Yacoby	2013-05-18	This mod adds a extra bar to the HUD that displays your current encumbrance. When looking at a item that has a weight, the encumbrace bar will show the encumbrace with the weight added. The bar turns red when you will become overburdened when you have picked up the item. Requires ...
9501	EconFix	MWE, MWSE, MGE	MMH	63-5600	cdcooley	2011-06-16	** EconFix 0.8 Make the Mercantile skill worth developing. &#...
9500	Distant Lights	MWE, MWSE, MGE	MMH	63-15057	Piratelord	2013-11-08	The files in this download will cause MGE XE to render light sources in the distant land. It does not affect the lighting of the distant land, but increases immersion by showing a bright point in the distance, especially at night. Do not use if your system is struggling with distant la...
9499	Distant Land Fix v1.8 for MGE v3.5	MWE, MWSE, MGE	MMH	63-11516	harlanrm	2007-09-13	The development of MGE has progressed to the point where this fix is no longer needed. Most of the features described below have been incorporated into MGE 3.8 and later. As such this mod is no longer recommended for MGE versions 3.8 and above. Similar to Yacoby's Distant Land Interi...
9498	Decorator+	MWE, MWSE, MGE	MMH	63-5799	Raveren	2011-10-05	The Elder Scrolls III MORROWIND: Decorato...
9497	Crime Enhanced 0.2	MWE, MWSE, MGE	MMH	63-15390	Aerelorn	2015-08-05	Contains both plugins in the MWE Crime series of mods. Each mod will work independently of the other, but for the fullest experience in "deviant" roleplaying, it is suggested that you use all of the included mods: Less Annoying Guards: It can be annoying to have guards popup dialogue an...

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9496	Combat Enhanced v1 2	MWE, MWSE, MGE	MMH	63-67	Aerelorn	2009-04-06	Aerelorn's Combat Enhanced(ACE) is the first of several plugins to use the Morrowind Enhanced(MWE) utility. It provides: 30 different combat combos performed using simple combinations of the basic attacks(i.e. Slash, Slash, Thrust). There are 5 combos for each of the 6 weapon...
9495	Blocking Enhanced v1.1	MWE, MWSE, MGE	MMH	63-1243	Aerelorn	2009-04-06	See Blocking Enhanced.htm
9494	Blocking Enhanced v1 1	MWE, MWSE, MGE	MMH	63-108	Aerelorn	2009-04-06	Blocking Enhanced(BEN) v1.1 An attempt to make blocking more fun by bringing it under the player's control. See Blocking Enhanced.htm for more details.
9493	Better Portable Containers	MWE, MWSE, MGE	MMH	63-5598	cdcooley	2011-06-16	BPC_MWSE_1.2 Better Portable Containers - Morrowind Script Extender Scripts ...