Id	Name	Category	Site	Link	Author	Date	Description
13539	Magicka Autocast	Magic and Spells	Fliggerty	*822	Ortorin	2013-04-18	Dependances: MWSE, MGE, MCP "swift casting" Welcome ladies and germs to Ortorin's first mod release. This mod has one simple function, it casts for you! For as long as you hold the "R" key down you will keep casting your spells as fast as they can be. This makes "studying" (fast leveling) your
7500	Wrath spell merchant	Magic and Spells	ММН	51-12443	Tabasco AKA SGO	2007-12-23	This mod adds a merchant to the Molag Mar Temple. For a fee he will teach you the dreaded Wrath spells of the leaders of the Sixth House! Changelog:1.0 - Initial version
7499	Wrath of Heavens	Magic and Spells	ММН	51-7577	Joe Molley	2004-05-29	Ever wanted to rain brimstone and hellfire on your foes? Would a meteor work instead? Then try out the new, amazing, wonderful, mindexpanding Wrath of the Heavens spell! All kidding aside, this new spell really calls a meteor from the heavens to smite your foes
7498	Were-better	Magic and Spells	ММН	51-7095	Sabregirl	2012-07-26	This plugin is all about Bloodmoon werewolves and makes it a bit better to be (and stay) a werewolf. It allows you to become a werewolf outside of the Bloodmoon main quest, WITHOUT breaking it. Once you beat the Bloodmoon main quest you only have to transform into a werewolf at the ful
7497	Wands! Proof of Concept	Magic and Spells	ММН	51-9657	Grundulum	2005-07-21	This mod adds magical wands to the game and 3 spells for wand users. Readers of Harry Potter will likely find the spells familiar, as they are the: Petrificus Totalis charm (which paralyzes the target). Alohomora charm (which unlocks its target), $\&\#$
7496	Wand	Magic and Spells	ММН	51-3899	Unknown	2009-05-12	This mod adds a Magic Wand to the game. thiugh iys not really magical i just made its attack really high(200,200). its weapon type is a bow so you need arrows to use it. I did not place these items anywhere, so you will need to us
7495	Vygor's Modified Vampire Upgrade	Magic and Spells	ММН	51-3883	Vygor	2009-05-12	By the original author of Vampire Upgrade! This Plugin adds spells and powers to vampires that SHOULD already be there. I used elements from Daggerfall and Morrowind to make the vampires more real and legit to the story and game. The powers I added to all vampires are; Vampir
7494	Visceral Discernment	Magic and Spells	ММН	51-10743	Fliggerty, Bryss Phoenix	2006-08-13	A seemingly crazed old man may be found wandering around outside of Tel Branora. If you pay attention to what he has to say, you may be directed to quite the artifact: the Tome of Ecastic Discernment. This tome has the capability of holding certain spells that you learn, and giving yo
7493	VampireDisguiseSpell	Magic and Spells	ММН	51-3893	Unknown	2009-05-12	Vampire Disguise Spell Version 1.0 1. What is it
7492	Vampire Rituals [BETA]	Magic and Spells	ММН	51-13064	Midgetalien	2008-12-03	This mod adds "rituals" which aid the player in battle. There is one ritual for each vampire clan. (yes you can own all three rituals) Each ritual gives diffrent bonuses to the player depending upon which ritual you cast. It gives bonuses that resemble the clan that made it. i.e berne gives you
7491	Useful Starting Spells	Magic and Spells	ММН	51-6900	Tizzo	2012-05-12	This plugin adds a total of 24 new spells that the Player Character can potentially start off with provided your magic skill in a given spell college is high enough. Depending on your level of starting skill, your character may receive between one and four of these new sp
7490	Undo Death	Magic and Spells	ММН	51-10105	Raveren	2005-08-25	This plugin adds a " Bring to Life" spell to the player's spell list. Cast it on *any* dead person/creature to resurrect it, the target will also have the very same inventory after reincarnation. The spell is added to the pc's spell list as
7489	Tyrthyllanos Magicka Regen	Magic and Spells	ММН	51-15220	Tyrthyllanos	2014-06-05	This is my personal magicka regeneration mod. It is fully featured, and as good as anything else out there (dependent on taste and playstyle of course). There are two ESPs included, a 'normal' and 'slow' version: use only 1 of these 2 ESPs! Features ====== So what makes this magic
7488	Turn Undead	Magic and Spells	ММН	51-3900	Oh-Dee	2009-05-12	TURN UNDEAD FIX - created by Oh-Dee (a.k.a Mark Hayes) Requirements
7487	Tshultze's Magical Tweaks v2	Magic and Spells	ММН	51-11909	Tshultze	2012-11-14	Filename: Tshultze's Magical Tweaks v2 Author: Tshultze/Silver_Fox_Rival Date Created/Modified: December 8th, 2008 Installation: 'Tis simple. Extract the esp into your data files folder and check the box in then menu. Description:
7486	Tome of Ancient Knowledge 1.02	Magic and Spells	ММН	51-3780	Mephisto	2009-05-12	The Elder Scrolls III MORROWIND: Tome of ancient Knowledge 1.02 Index: 1. Installation 2. Playing the Plugin
7485	Throwing spells	Magic and Spells	MMH	51-3895	Mad DJ	2009-05-12	Throwing spells plugin by Mad DJ Icons by Pyro Installation: put the esp into Data files folder in Morrowind directory and activate in the launcher. Adds an NPC who sells throwing spells to the Balmora mages guild. Spells ar mostly balanced. BUt those what ar
7484	The Summoners crossbow	Magic and Spells	ММН	51-3909	Unknown	2009-05-12	@#@#@#@#@#@#@#@#@#@#@#@#@#@#@#@#@#@#@#
7483	Teleportation Spells	Magic and Spells	ММН	51-8931	Josh	2004-11-07	Give a much-needed dose of realism to the Morrowind spell system! 22 new spells allow you to teleport to almost any town/village in all of Vvardenfell! Finally make use of that Mysticism skill, and reward your powerful mages! I got the idea from the old R
7482	Tejón's Collected Spell Effects v1.0	Magic and Spells	ММН	51-10346	Tejón	2006-01-13	This is a simple convenience mod for anyone who is tired of running all over Vvardenfell buying spells just so their effects can be used in Spellmaking or Enchantment. It adds a set of 17 spells which together contain every effect which can be purchased in the base game.
7481	Tarhiel's Teleportation	Magic and Spells	ММН	51-13874	BosI	2010-03-04	Do you know Tarhiel, the falling guy? He dropped his research on "UltimateLeap" scroll, instead he started to work on a Self Teleportation spell which ables him to teleport everywhere he sees. Did he succeed? Check yourself ^^ It's my
7480	summon new creatures	Magic and Spells	ММН	51-4934	Unknown	2009-05-12	alters 3 cells, creates 2 pieces of clothing, creates 5 creatures, creates 2 enchantments, alters 11 GMSTs, alters 5 magic effects, creates 3 NPCs, creates 3 spells
7479	Summon	Magic and Spells	ММН	51-3901	Martini60	2009-05-12	Summon+ - README V1.0 At last, a use for Cliff Racers! Made using patched (1.1.0605) version of Morrowind. Tribunal or Bloodmoon not required. http://homepage.ntlworld.com/maartin/plugins/1. Installation 2. Getting Started 3. Modifications 4
7478	Starstone Outpost Addon - Spider Transform	Magic and Spells	MMH	51-12784	midgetalien	2008-06-22	Disclaimer ====== This mod is an addon for the Starstone outpost mod created by Calislahn You may not redistribute this mod or change it in anyway. What this mod does This mod
7477	Starstone Outpost Addon	Magic and Spells	ММН	51-12782	midgetalien	2008-06-22	Disclaimer! ======== This mod is an addon for the Starstone outpost mod created by Calislahn All the Models/textures/meshes/icons etc are her work. You may not redistribute this mod or change it in anyway. All i did was take some mode
7476	ss2 demo	Magic and Spells	ММН	51-3919	Argent	2009-05-12	Soul Summon2 Demo v1.0 by Argent About SS2 Installation Playing SS2 Credits Bugs/Suggestion About Soul Summon 2 This mod expands and improves on the alternate soul trap system created for Soul Summon1, which expanded and improve
7475	Spells	Magic and Spells	ММН	51-3904	Unknown	2009-05-12	
7474	Spell Effects Enchanced v1	Magic and Spells	ММН	51-813	Unknown	2009-04-06	Requires Morrowind, Tribunal, and Bloodmoon This is Windoftherose with version 1 of my spell effects enchanced. Essenitally this mod is a base replace for all the spell effets yous ee when casting the Restoration spells, which means no more boring blue stars for everything. As of curren
7473	Spell Effect Reduction	Magic and Spells	ММН	51-593	Luminar	2009-04-06	* SCHOOL OF DESTRUCTION * Fire Damage - Spell Cost decreased from 5 to 2.5 Speed X decreased from 1.25 to 1 Frost Damage - Spell Cost decrea
7472	Spell Cast Reduction v3.0	Magic and Spells	ММН	51-1406	Aragon	2009-04-06	Reduce spell casting costs. http://www.xs4all.nl/~dleijen/morrowind.html Author: Aragon (morrowind.aragon@xs4all.nl)
7471	Spell Book (Magic Mod 1)	Magic and Spells	ММН	51-6283	Valtur Naa	2009-10-05	This is a combination spell addition and tweak. It began as a list of leveled spells and a way of teaching those spells to companions. It has now expanded considerably. First and foremost, this is still a list of leveled spells. It adds and removes these spells based on y
7470	Spell Book (Magic Mod 1)	Magic and Spells	ММН	51-13693	Valtur Naa	2009-10-05	This is a combination spell addition and tweak. It began as a list of leveled spells and a way of teaching those spells to companions. It has now expanded considerably. First and foremost, this is still a list of leveled spells. It adds and removes these spells based on y
7469	soulhunter	Magic and Spells	ММН	51-486	Unknown	2009-04-06	
7468	Short Ranged Teleport	Magic and Spells	ММН	51-12928	Yacoby	2008-09-12	Requires MGE This plugin adds a spell that allows you to do short range teleports to a points within your sight. For example, you can fire the spell at the top of a tower, and you will appear there. The spell can be found
7467	Shiny Globes for Kai Globes 2.5	Magic and Spells	ММН	51-1155	Slategrey	2009-04-06	SHINY GLOBES FOR KAI GLOBES v2.5 1. Requirements. (a) This optional pack requires you to have downloaded and installed Kai Globes V2.5. 2. Installation. (a) Make sure you still have your copy of Kai Globes 2.5 (b) Copy the data files folder into your\Morrowind
7466	Shade's Better Spells	Magic and Spells	ММН	51-6259	Shade the Bandit	2009-09-13	Better Spells v1.0 by Shade the Bandit What it is This is a simple little (non-purist!) mod that makes Feather, Burden, Disintegrate Armor, and Disintegrate Weapon spells into actua
7465	scrolls v1.1 0201	Magic and Spells	ММН	51-3916	Erasmus	2009-05-12	"Scrolls" A simple Morrowind MOD, even simpler than "Potions" (Which you really should download! *hint hint*) ***** First of all, thank you for downloading this mod! ***** Mod Size (Plug-in and new graphics
7464	Scripted Summoning	Magic and Spells	ММН	51-12875	Midgetalien	2008-08-20	This mod adds new summon spells sold by a Midge Allen in the Vivec mages guild. It uses scripts to summon the creatures. The Creatures summoned are: wasps Scorpians Daedric Bats Spider
7463	Scripted Spells1.2	Magic and Spells	ММН	51-3917	Cortex	2009-05-12	SCRIPTED SPELLS Version 1.2 Requires Bloodmoon Author CORTEX Bat Model Lady Eternity To install the plugin, unzip the files into the Morrowind/Data Files directory. This should automatically put these files int
7462	Scripted Spells v1.5	Magic and Spells	ММН	51-3891	Cortex	2009-05-12	Transform into creatures that can be seen in 3rd person view. Steal spells from enemies minds. Add explosive damage to your attacks. Create walls of fire and animated bones. Game balanced: Great care has been taken to ensure spells cost enough magicka for their power

Id	Name	Category	Site	Link	Author	Date	Description
7461	Scripted Spells v1.4	Magic and Spells	ММН	51-3896	Cortex	2009-05-12	SCRIPTED SPELLS Version 1.4 Requires Bloodmoon Author CORTEX Bat Model Lady Eternity To install the plugin, unzip the files into the Morrowind\Data Files directory. This should automatically put these files int
7460	Scripted Spells 1.3	Magic and Spells	ММН	51-1467	Cortex	2009-04-06	SCRIPTED SPELLS Version 1.3 Requires Bloodmoon Author CORTEX Bat Model Lady Eternity To install the plugin, unzip the files into the MorrowindData Files directory. This should automatically put these files into
7459	Scripted Spells 1.1	Magic and Spells	ММН	51-1914	Cortex	2009-04-06	SCRIPTED SPELLS Version 1.1 Requires Bloodmoon Author CORTEX Bat Model Lady Eternity To install the plugin, unzip the files into the MorrowindData Files directory. This should automatically put these files into
7458	Scripted Spells 1.0	Magic and Spells	ММН	51-1895	Cortex	2009-04-06	SCRIPTED SPELLS Version 1.0 Requires Bloodmoon Author CORTEX Bat Model Lady Eternity To install the plugin, unzip the files into the MorrowindData Files directory. This should automatically put these files into
7457	Scripted Spells 0.91	Magic and Spells	ММН	51-2043	Cortex	2009-04-06	SCRIPTED SPELLS Version 0.91 Requires Bloodmoon Author CORTEX Bat Model Lady Eternity To install the plugin, unzip the files into the Morrowind\Data Files directory. This should automatically put these files in
7456	Restore Magicka v.Cool	Magic and Spells	ММН	51-942	Unknown	2009-04-06	innstall: just extrakt it to the datafiles and activate the plugin credits: Andyguy for the clothes and the hair meshes. Wierd for helping me with the scripting.
7455	Restore Magicka v. Normal	Magic and Spells	ММН	51-920	Unknown	2009-04-06	
7454	Random skeleton summons	Magic and Spells	ММН	51-12507	Alphax	2008-02-03	When you (or anyone else) summons a skeleton, there is a chance (35% by default, changeable with the lfr. skelsum chance variable) that they will be an archer. Summoned skeletons have stats that are somewhere between that of a standard Skeleton and a Skeleton Archer. Summoned skeleton archers are
7453	Racial Powers	Magic and Spells	ММН	51-12696	Ringwall	2008-04-27	Gives every race in the game more racial powers. Spell Listing ====================================
7452	Power to the people	Magic and Spells	ММН	51-13053	Knef	2008-11-30	This mod allows NPCs to use their racial powers, just like the player can. You'll see Bretons casting Dragon Skin, Red Guards casting Adrenaline Rush, and so on. I did this because it always bothers me when some aspect of the game world seems to only exist for the player, and is ignored by everyo
7451	Portable Hole	Magic and Spells	ММН	51-10621	Bryss Phoenix, Fliggerty	2006-06-13	A seemingly crazed old man may be found wandering around Sadrith Mora. If you choose to talk to him, he has a story to telleventuallywe think. If you are patient and kind, you will receive a lovely rewarda hole that taunts you. If however, you choose to be impatient and
7450	Plus Travel 2	Magic and Spells	ММН	51-3884	Tobias Olausson and Olof Norman	2009-05-12	Plus Travel - Readme This mod adds a new travel betwen vivec(High Fane) and to Ghost Gate(Tempel). Made by Tobias Olausson and Olof Norman. ENJOY!!
7449	Pikazul's Smart Bounds	Magic and Spells	ММН	51-13386	Pikazul	2009-04-25	Pikazul's Smart Bounds ver 1.0 THIS MOD REQUIRES MORROWIND SCRIPT EXTENDER (MWSE) TO WORK This MOD WAS CLEANED WITH GHOSTWHEEL'S TESTOOL Introduction: This mod rewrites most of the "bound something" spel
7448	patchmagicstaffsmod	Magic and Spells	ММН	51-418	Unknown	2009-04-06	Salvaged Mods TES III - Morrowind This plugin was originally hosted at Gamers Roam and might possibly have been at Morrowinfiles. The author is not known and the mod has not been playtested before re-uploading. You may therefore wish to look at t
7447	Original Mephala's Skill	Magic and Spells	ММН	51-13456	Dormouse	2009-06-05	This is a very simple mod that makes the spell Mephala's Skill as it was originally. After version 1.2 of Morrowind, the spell was changed so that it no longer contained the Fortify Shortblade effect. Features: Adds the Fortify Shortblade effect t
7446	One Power v1.4	Magic and Spells	ММН	51-14990	Balor	2013-09-16	Very hard to describe in a few sentences, One Power mod changes Morrowind magick system into a system of channeling One Power. Use birthsign to make yourself a channeler. You have to eat (my Primary Needs mod is included), drink and rest. Mess kit is located on a well in Seyda Neen. (It's es
7445	One Power v1.3	Magic and Spells	ММН	51-595	Balor	2009-04-06	Changes Morrowind magics system into a system of channeling One Power. Use birthsign to make yourself a channeler. You have to eat (my Primary Needs mod is included), drink and rest. Mess kit is located on a well in Seyda Neen. Everything else is pretty much explained inside gam
7444	One Power v1.1	Magic and Spells	ММН	51-14991	Balor	2013-09-16	Changes Morrowind magics system into a system of channeling One Power. Use birthsign to make yourself a channeler. You have to eat (my Primary Needs mod is included), drink and rest. Mess kit is located on a well in Seyda Neen. Everything else is pretty much explained inside game i
7443	One Power	Magic and Spells	ММН	51-14992	Balor	2013-09-16	This is a beta of my Pure One Power mod. It introduce an alternative magic system to Morrowind - One Power, with it's unique properties and spell (weaves). While it's made for Wheel of Time fans, it can be played by those who didn't read it too without much difficulty (though it i
7442	Nostramus the Black- BETA	Magic and Spells	ММН	51-12852	Bishamonten	2008-08-07	This BETA mod adds a new summon spell that summons a powerful Lich called "Nostramus the black" into the game. As this is only beta, It is only available via the console by entering player-> addspell "Summon Nostramus" into the console.
7441	NewestSpellsMaster	Magic and Spells	ММН	51-5067	Unknown	2009-05-12	
7440	New Spells	Magic and Spells	ММН	51-330	Unknown	2009-04-06	Please note: This mod was transferred from Gamer's Roam after the site's closure. No information was included, so this note containing some basic information about the mod has been added as a courtesy to mod users
7439	New Icons v2.1	Magic and Spells	ММН	51-14689	ManaUser	2013-05-10	I never liked the spell icons in Morrowind. They're pretty, but most of them don't look like anything particular. I suppose I would have learned to recognize them eventually, but I but I decided to make my own instead. This may not be as pretty, but they all have at
7438	New Fire Damage Effect 1.1	Magic and Spells	ММН	51-833	Mad DJ	2009-04-06	New fire damage effect by Mad DJ. (Mesh is not by me. I took it from Lady Eternity's site. http://www.proudfootimaging.com/ladye/ I only threw this together) UPDATE in v.1.1: gilles_k fixed the blue cube problem in the mesh. Thanks to him. This mod replaces
7437	MultipleSummoningSpellsv1.1 0709	Magic and Spells	ММН	51-3914	Talonhoff	2009-05-12	Multiple Summoning Spells v1.1 by Talonhoff v1.1 This Morrowind plug-in makes new spells available to purchase that can allow you to summon multiple creatures of the same type to fight for you at the same time. I have auto calculated these new spells, so it shouldn't u
7436	Multiple Teleport Marking v2.2	Magic and Spells	ММН	51-2110	hessi9	2009-04-06	This mod replaces the build in teleport and mark spell with a version that allows setting multiple teleport marks on up to 12 different places. Every time mark or recall spell is executed a menu pops up to select one of the 12 provided slots for this action.
7435	Multiple Teleport Marking Mod v2.2	Magic and Spells	ММН	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	ММН	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	ММН	51-1987	Marcel Hesselbarth	2009-04-06	This mod add the multiple teleport marking ability for the areas of Bethesda Bloodmoon expansion (requires Bloodmoon)
7432	Multiple Summoning Spells	Magic and Spells	ММН	51-8188	Talonhoff	2002-07-09	
7431	Morrowind2	Magic and Spells	ММН	51-4948	Unknown	2009-05-12	Creates 1 enchantment (after cleaning with tes3cmd)
7430	More Summoning	Magic and Spells	ММН	51-9912	Inquisidor	2005-07-24	This mod allows you to summon a wider range of the existing Morrowind (and only Morrowind) creatures. The monsters that you can invoke are:[list] Animals (Alit, Betty Netch, Guar, Kagouti, Kwama Warrior, Nix Hound, Shalk) Artifacts (Shock Centurion, Steam Centurio
7429	Midgetalien's Ancestor Spirit	Magic and Spells	ММН	51-13057	Midgetalien	2008-12-01	This Mod adds "Ancestor Spirit" as a Power to Dunmer. It allows you to summon an ancestor ghost 1 once a day. Also NPC Dunmer in game will summon the ghost/can use the power too, if you engage them in combat. To make this possible the
7428	MG Epic Addon	Magic and Spells	ММН	51-662	Unknown	2009-04-06	The Elder Scrolls III Morrowind:
7427	Meteormancy	Magic and Spells	ММН	51-6603	Chascoda	2010-11-11	As the title above suggests, Meteormancy means "weather magic". You can control the weather using spells bought by various NPC's found in Seyda Neen, Balmora, and Caldera. Please comment when you download.
7426	Mana Recharge Enchantment	Magic and Spells	ММН	51-7471	Shalinor	2002-06-06	Drops a book onto Caius Cosade's bed that teaches you the spell "Fool's Recharge." Recharges 19 mana, costs 20 useless spell More importantly, it gives access to "restore magicka" as a possible enchantment effect. I feel this is balanced - wa
7425	Mana Cost	Magic and Spells	ММН	51-8551	Eldar	2002-11-25	This plug-in reintroduces the magic system of Daggerfall: The higher your skills the cheaper the cost of the spell This plug-in does NOT allow the player to cast a spell that costs more than current magicka. It simply gives some mana back to player So if your mana is
7424	Magicka Shrines v1.0	Magic and Spells	ММН	51-1875	MasterW3	2009-04-06	9/23/2003 9:21pm W3_magicka_Shrines.esp - Morrowind compatible, Tribunal and Bloodmoon not required, but seems to work with them just fine, Bugs: None Known Current Version; 1.0 (Future versions, if any, will be "W3_Magicka_Shrines_1
7423	Magicka Ring (of Restoration)	Magic and Spells	ММН	51-15587	Exile	2017-10-02	Read Me -ring of restoration -instillation- unzip the .zip file in to the followind directory (that is if you used the default directory) C:\Program Files\Bethesda Softworks\Morrowind\Data Files -start morrowind click data files and check th
7422	Magicka Regen Spell	Magic and Spells	ММН	51-12629	feanarosurion	2008-03-28	This spell basically allows you to regenerate magicka anywhere, but at a cost. All of your attributes (except for luck) are drained 25 points for 20 seconds. Plus, it requires at least 5 magicka, so you can't be stuck at zero and regenerate. I made this thing on a whim for my Dunmer Mage who happ

Id	Name	Category	Site	Link	Author	Date	Description
7421	Magicka Regen	Magic and Spells	ММН	51-12976	TWS00	2008-10-18	This plug-in adds an NPC to End of the World in Dagon Fel who sells a magicka restoring spell, as well as some other mixed spells. He also offers training and has 3,000 gold to barter for your potions. Some may argue that this belongs in cheats rather than spe
7420	Magicka Metamorphica	Magic and Spells	ММН	51-13525	Fliggerty	2009-07-08	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 once commonly used to create soul gems. For a small price, he w
7419	Magicka Based Spell Advancement	Magic and Spells	ММН	51-2137	Azrael the Drooling	2009-04-09	This mod attempts to change the way spell-based skill progression happens in Morrowind. When a spell is cast by the player, the mod calculates how much magicka the spell actually used. It uses a formula based on the player's skill level in the appropriate magical school to determi
7418	Magicka Based Skill Progression v2.1	Magic and Spells	ММН	51-12364	HotFusion4	2013-03-23	This mod makes magical skill progression based on the amount of magicka used, instead of number of spells cast.
7417	Magicka Based Skill Progression v1.1	Magic and Spells	ММН	51-14807	HotFusion4	2013-06-12	This mod makes magical skill progression based on the amount of magicka used, instead of number of spells cast.
7416	Magic Diversity	Magic and Spells	ММН	51-15319	Arkann	2015-01-22	DESCRIPTION: Magic Diversity's aim is to make your experience as a mage more interesting by giving every magic effect a new, unique HD look (this includes casting animations, magic bolts and hit/area effects). No longer will you wonder if the spell your enemy is ready
7415	KZ's Spellpack	Magic and Spells	ММН	51-13736	Kzinistzerg	2009-11-08	Adds in a set of tiered spells for fire, frost, shock, and poison damage, and as a bonus also some crippling spells. The spells are addable via console or you can purchase them from a new NPC in each Mages' Guild: Ald'Ruhn Mages Guild: Raksada, a male Khajiit, downstairs,
7414	Kai Globes v2.9	Magic and Spells	ММН	51-723	Slategrey	2009-04-06	This Mod introduces several new artifacts and locations to the wonderful world of Morrowind. Each artifact has at least one positive effect, whilst a few of the more powerful ones also have unexpected side effects. I like to refer to this as nasty magic. For those of you who like to roleplay as o
7413	Kai Globes v2.9	Magic and Spells	ММН	51-3894	Slategrey	2009-05-12	This Mod introduces several new artifacts and locations to the wonderful world of Morrowind. Each artifact has at least one positive effect, whilst a few of the more powerful ones also have unexpected side effects, like to refer to this as nasty magic. For those of you who like to roleplay as o
7412	Kai Globes V2.81	Magic and Spells	ММН	51-901	Slategrey	2009-04-06	Adds Magical devices designed for the Dresharii by the artisans of the Kai. Various magical Globes and other items, three interior cells, and a smattering of books and dialogue
7411	Kai Globes V2.8	Magic and Spells	ММН	51-889	Slategrey	2009-04-06	Adds Magical devices designed for the Dresharii by the artisans of the Kai. Various magical Globes and other items, three interior cells, and a smattering of books and dialogue
7410	Kai Globes V2.7 %28baseline%29	Magic and Spells	ММН	51-765	Slategrey	2009-04-06	Adds Magical devices designed for the Dresharii by the artisans of the Kai. Various magical Globes and other items, three interior cells, and a smattering of books and dialogue
7409	Kai Globes V2.01	Magic and Spells	ММН	51-1010	Unknown	2009-04-06	Kai Globes V 2.01 1. Description This MOD adds 12 Magical Globes to Morrowind. Each globe has a different power, but they all require soul gems to recharge. Each globe can be charged by one of four different types of soul. each soul
7408	Kai Globes 2.75	Magic and Spells	ММН	51-881	Slategrey	2009-04-06	Adds Magical devices designed for the Dresharii by the artisans of the Kai. Various magical Globes and other items, three interior cells, and a smattering of books and dialogue
7407	Kai Globes 2.6c	Magic and Spells	ММН	51-1185	Slategrey	2009-04-06	Adds Magical devices designed for the Dresharii by the artisans of the Kai. Various magical Globes and other items, three interior cells, and a smattering of books and dialogue
7406	Kai Globes 2.5	Magic and Spells	ММН	51-1170	Slategrey	2009-04-06	KAI GLOBES 2.5 1. Introduction and Installation. This Mod introduces several new artifacts and locations to the wonderful world of Morrowind. Each artifact has at least one positive effect, whilst a few of the more powerful ones also have une
7405	Inscription v1.0	Magic and Spells	ММН	51-3897	Lap aka Layne Phillips	2009-05-12	With this mod you can now create magical scrolls of many of the spell effects in the game. Great for all levels of characters since the scrolls have different degrees of power and they use no mana. This is a purist mod. Features -Over 50 new scrolls with their own unique effects.<
7404	Inscription 2.0	Magic and Spells	ММН	51-3885	Lap, The DopeHatMan	2009-05-12	Inscription v 2.0 Inscription 1.0: Lap Redesign: The DopeHatMan Email: dopehatman@yahoo.com If you want to bloat my ego by telling me how much you love this mod, or want to complain about it, feel free to shoot me an e-mail at the above addy just inclu
7403	Inscription	Magic and Spells	ММН	51-8283	Lap	2002-07-28	You can now create magical scrolls of many of the spell effects in the game. Great for all levels of characters since the scrolls have different degrees of power and they use no mana - Features: Over 50 new scrolls with their own unique effects
7402	Infernal Summoning v1.1	Magic and Spells	ММН	51-3888	Lap aka Layne Phillips	2009-05-12	The mod lets you summon creatures with no time limitation through a balanced and roleplayish way. A must for all conjurers. Features: -The ability to summon and forever bind 25 different creatures to your serviceNew creatures with new models: Dragons, liches, boneraptors,
7401	Infernal Summoning v1.0 to v1.1 Patch	Magic and Spells	ММН	51-3906	Lap aka Layne Phillips	2009-05-12	The mod lets you summon creatures with no time limitation through a balanced and roleplayish way. A must for all conjurers. PLEASE READ ISREADME.TXT FOR INFORMATION!
7400	Illusionbolt Improved	Magic and Spells	ММН	51-10819	razorfett147	2006-09-30	This is another magic FX replacer I threw together while working on various other mods. It changes the magic projectile assignment for the Light, Blind, and Nighteye spells. It always made me cringe to see what looked like a fireball hurling at someone so I could use them for light.
7399	Icarian Flight Spells	Magic and Spells	ММН	51-801	Rodrigo Ortiz	2009-04-06	The Elder Scrolls III []
7398	GooglyBoogly Fixed Summons	Magic and Spells	ММН	51-13312	GooglyBoogly	2009-03-14	This mod removes the souls from all the summons, makes the corpses persist (until the spell expires) to prevent CTD, and removes any non- essential items from the summon. It also restores the sounds missing from the summons: the black bear, the Bone Wolf and the Grey Wolf.
7397	Globes Version 2.02	Magic and Spells	ММН	51-1015	Unknown	2009-04-06	Kai Globes V 2.02 1. Description This MOD adds 12 Magical Globes to Morrowind. Each globe has a different power, but they all require soul gems to recharge. Each globe can be charged by one of four different types of soul. each soul
7396	Frostball improved	Magic and Spells	ММН	51-10813	razorfett147	2006-09-25	This is a very simple mod that replaces the stock frost magic projectile in the game. I always despised Bethesda's idea of the frostball spell, so I decided to do something about it. I've included three different versions of the projectile for you to choose from. Enjoy.
7395	Fortify Skill	Magic and Spells	ММН	51-11608	Itachi62	2007-10-20	I always thought it was annoying that the only fortify skill spell had to be bought from the temple, and you had to be a certain rank with them. This very simple mod adds a fortify skill (acrobatics) spell to Arrille in Seyda Neen, it can be bought but there's a bug. The bug means if you've bough
7394	Flying Star	Magic and Spells	ММН	51-3905	James C	2009-05-12	Very fast flight spell, able to be purchased from Arille's tradehouse in Seyda Neen, extremely cheap and possibly not for purists, it is useful to get from place to place very quickly.
7393	FistsOFire 0.9	Magic and Spells	ММН	51-3912	Argent	2009-05-12	Fists Of Fire 0.9.4 -=Sparring=- plug-in. Load this file if you want the sparring service.
7392	Fists Of Fire v1.3.9.2	Magic and Spells	ММН	51-3886	Argent, TheLys	2009-05-12	I have always been dismayed at the many limitations placed upon the Hand-to-Hand combat skill in Morrowind. Some of the many sacrifices suffered by unarmed fighters include the inability to block attacks, inflict cast-on-strike spell effects and to deal physical damage to an opponent. This mod at
7391	Fists of Fire 2.0	Magic and Spells	ММН	51-15657	Argent	2018-08-09	This mod adds physical damage and cast-on-strike spell effects to hand-to-hand combat. It is a spell hased mod but emphasis is given to hand-to-hand fighting, not spell-casting. The spells involved do not have high magicka drains and, once learned, will always succeed when cast. You c
7390	Fists Of Fire 1.3	Magic and Spells	ММН	51-1899	Argent	2009-04-06	-=Fists Of Fire=- Morrowind only v 1.3.9.2 Adds physical damage and cast on strike spell effects to hand to hand combat .
7389	Fists Of Fire	Magic and Spells	ММН	51-8991	Argent	2003-09-16	This mod adds 'Cast-On-Strike' spell damage to Hand-To-Hand combat. It is a spell based mod but emphasis is given to hand-to-hand fighting, not spellcasting. The spells involved do not have high magicka drains and, once learned, will always succeed when c
7388	Final Fantasy Spells and Materia	Magic and Spells	ММН	51-11018	Chris M.	2007-01-25	This adds many spells in the form of either materia or spells from all of the Final Fantasy games. You can pick whichever one you want. A merchant named the "Unknown Traveler" will sell you the spells. He will also buy anything. The spells are listed below: -Fire, Fira, Firaga, Firaj
7387	Feather Rebalanced	Magic and Spells	ММН	51-11277	Jeremy Sanders	2007-05-31	After playing Oblivion, I realized how flawed the Feather effect is in Morrowind. One Never uses it, because the base spells only last 10 seconds! Where exactly, are you going to go in 10 seconds? This mod reduces the base value of the feather eff
7386	Feather Rebalance v1.1	Magic and Spells	ММН	51-2169	Jeremy Sanders	2009-04-24	After playing Oblivion, I realized how flawed the Feather effect is in Morrowind. One Never uses it, because the base spells only last 10 seconds! Where exactly, are you going to go in 10 seconds? This mod reduces the base value of the feather effect by 1/10, and increases the durati
7385	Fair Magicka Regen v2.0b	Magic and Spells	ММН	51-14900	Smoke	2013-08-03	This Mod calculates your maximum magicka to determine what 1% of your magicka is, and willpower is used as a fraction of that 1% to determine how much magicka you regenerate per second. This Version will now work with any addon race, birth sign, or mod that changes your magicka multipl
7384	ExtendedSpellEffects 0709	Magic and Spells	ММН	51-3918	Talonhoff	2009-05-12	Extended Spell Effects v1.0 This plug-in modifies most of the offensive spells to make them last longer at a reduced amount of damage. In other words, no more full spell effect in 1 second flat. I just reduced the amount of damage per second, but added seconds to the spell effect. The
7383	Enhanced Summoning	Magic and Spells	ММН	51-12674	Fliggerty	2008-04-19	There are several new forms of summoning implemented in this mod: Ranged Summons: A version of each of the standard summons that works at a distance. Cast the spell at an NPC or creature and the summoned creature will appear next to them. These spells a
7382	Enhanced Spell Effects	Magic and Spells	ММН	51-991	Unknown	2009-04-06	Requires Morrowind, Tribunal, and Bloodmoon This is Windoftherose with version 1 of my spell effects enchanced. Essenitally this mod is a base replace for all the spell effets you see when casting all spells, which means no more boring blue stars for everything. Note that some spell set

Id	Name	Category	Site	Link	Author	Date	Description
7381	Enhanced Detection	Magic and Spells	ММН	51-11131	Fliggerty	2007-03-18	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
7380	Enchanted Icon Selection 1.1	Magic and Spells	ММН	51-270	Nigedo	2009-04-06	Changes the icon of enchanted items in your inventory. There are several choices for the new icons in this mod.
7379	Elemental Magicka v1.0a	Magic and Spells	ММН	51-6586	NMZmaster	2010-10-31	Elemental Magicka is my first real modding project, and is an attempt to give medium/high level spellcasting in Morrowind a more "flashy" feel; there are already plenty of ways to be a powerful Mage, but now, you can look better doing it! Rain fire from the heavens upon your opponent, freeze them
7378	Elemental Magicka v1.0	Magic and Spells	ММН	51-12016	NMZmaster	2012-11-19	Elemental Magicka is my first real modding project, and is an attempt to give medium/high level spellcasting in Morrowind a more "flashy" feel; there are already plenty of ways to be a powerful Mage, but now, you can look better doing it! Rain fire from the heavens upon your opponent, freeze them
7377	Elemental Magicka II v1.1	Magic and Spells	ММН	51-14417	NMZmaster	2012-01-08	Some of you may recall the mod I worked on, "Elemental Magicka." It was a good learning experience, and allowed me to familiarize myself with basic Morrowind scripting techniques. It certainly had its flaws, some worse than others, and I found by the end of it that I'd created something I wouldn'
7376	Elemental Magicka II - Of Fire and Frost	Magic and Spells	ММН	51-6830	NMZmaster	2012-01-08	Some of you may recall the mod I worked on, "Elemental Magicka." It was a good learning experience, and allowed me to familiarize myself with basic Morrowind scripting techniques. It certainly had its flaws, some worse than others, and I found by the end of it that I'd created something I wouldn'
7375	Dynamic Magicka Regen 2.1	Magic and Spells	ММН	51-505	Duncan	2009-04-06	Dynamic Magicka Regeneration 2.1 Created by Duncan and Greevar Contents Description Installation and use Changes since 2.0 Compatibility Thanks Description This plugin adds a global script to the game which dy
7374	Dwemer aidbot	Magic and Spells	ММН	51-12616	Magius	2008-03-25	This adds new spell that summons dwemer aidbot. Bot heals you when you are wounded (health 20 or lower). I tried to make it balanced so every time you summons one 500 drakes will be removed and you cannot summon new before the last one has died
7373	DMR21	Magic and Spells	ММН	51-3902	Duncan	2009-05-12	Created by Duncan duncann@beethoven.com and Greevar greevar@yahoo.com Contents
7372	DMR20	Magic and Spells	ММН	51-3910	Duncan	2009-05-12	Dynamic Magicka Regeneration 2.0 Created by Duncan Contents Description Installation and use Changes since 1.0 Compatibility Description This plugin adds a global script to the game which dynamically regenerates the
7371	Devion's Spell (FIX)	Magic and Spells	ММН	51-3907	Devion	2009-05-12	Hi Installation: Extract all files to your Morrowind data files folder. Be sure to click on the mod in the data files menu before you load the game. To get the spells: player->AddSpell "summon_devion_1" player->AddSPell "summon_devion_2" player->Add
7370	Detect Owner	Magic and Spells	ММН	51-10527	Fliggerty	2006-04-06	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 al
7369	Convert	Magic and Spells	ММН	51-12680	Donselaar	2008-04-23	sick of carrying lots of mana pots? no place to rest? then this spell is the way to recover ur mana (at the cost of life) Changelog:1.1 reduced the cost for recalling to 8 mana instead of 18 1.0 tweaked convert to chop of 50 life and restore 25 mana 0.89
7368	Caldera Teleportation Spell	Magic and Spells	ММН	51-8388	K. Loerke	2002-08-28	Adds a spell to the game that allows the player to teleport to the Caldera Mages Guild. This spell can be found on a scroll in the Caldera Mages Guild tower. Read the scroll and the "Teleport to Caldera" spell is automatically added to the player's spell
7367	Bound Throwing Dagger	Magic and Spells	ММН	51-8892	RedSand	2003-07-03	This plugin adds the spell, Bound Throwing Degger. It runs off a global script that starts in the Main script when the game is loaded (be careful of running too many globals at one time). The script within uses a few commands that were reported broken in the orig
7366	bound hammer	Magic and Spells	ММН	51-5105	Unknown	2009-05-12	The spell is in the balmora mage's guild, the high elf.
7365	Bound Armorer's Hammers	Magic and Spells	ММН	51-8067	millinghordesman	2003-08-02	Creates several new "Bound Armorer's Hammer" spells, sold by an new NPC downstairs in the Ald-Ruhn Guild of Mages, situated between the stairwells.
7364	Bound Armor	Magic and Spells	ММН	51-1947	Tommy Khajiit	2009-04-06	STORY This plugin brings a Ring of Bound Armor to Morrowind. Casting this ring will give the player a full set of bound armor, including greaves and pauldrons, for 60 seconds. You will receive this ring whenever you we
7363	Book Casting	Magic and Spells	ММН	51-13566	Midgetalien	2009-07-31	Another one of my early mods that have been waiting to be uploaded to PES since my website closed. ======== WHAT THIS MOD DOES: ========= Adds a book to the CS
7362	Bloodmoon Werewolf Realism	Magic and Spells	ММН	51-7096	Sabregirl	2012-07-26	The Bloodmoon Werewolf Realism plugin does a number of things Modifies bloodlust to be based on your PC's willpower before transforming. (The higher your willpower the less you need to kill-READ the readme) Limits forced werewolf transformations to only full moon nights. Plu
7361	Blank Enchantable Scrolls	Magic and Spells	ММН	51-3801	JMS	2009-05-12	I've designed some new scrolls for enchanting. They're based on the various soul gem qualities and values. I've tried to add them to the vendors and loot tables that made sense to me. I look forward to criticism, ideas and of course, praise John
7360	Better Spells Compilation	Magic and Spells	ММН	51-6747	Revan	2011-06-15	This mod combines a series of visual improvement mods for the spell effects, along with a plugin which introduces spell sounds from the Diablo II game and its expansion Lord of Destruction to Morrowind. Attention: Diablo II and its expansion are REQUIRED for t
7359	Beast Spells Toggle	Magic and Spells	ММН	51-13426	Pwin	2009-05-19	The only available Argonian breathing toggle did not work without some fiddling in the CS. So I made one myself! And while I was at it I made a Khajiit one as well. Included are two Esps. One for Argonian Water Breathing toggle, and another for the Khajiits Eye of Night t
7358	Autonomous Spellmaking	Magic and Spells	ММН	51-6817	Nethellus	2011-12-01	DESCRIPTION: This mod allows you to create spells and eventually get access to all spell effects without ever having to talk to an NPC. This is especially useful for vampires and any character sufficiently antisocial, mean or murderous.
7357	Autonomous Spellmaking	Magic and Spells	ММН	51-14405	Nethellus	2011-12-01	This mod allows you to create spells and eventually get access to all spell effects without ever having to talk to an NPC. This is especially useful for vampires and any character sufficiently antisocial, mean or murderous. Spellmaking costs no gold to preform but the pow
7356	Assorted Minimods v1.0	Magic and Spells	ММН	51-6471	Zesvotzashne, Mana User	2010-05-20	A minimod pack filled with stuff. Includes: Colored versions of Mana User's icons - Pretty much thatNO .ESP required. New Spell Sounds - Total replacement of all spell sounds except Poison, "sound" spell and the Mages's Guild "whoosh". Note they are VERY
7355	Arcane Archery	Magic and Spells	ММН	51-6214	Karpik777	2009-02-15	An Arcane Archer from Summerset Isles came to Vvardenfell and opened a school near Sadrith Mora to share his craft with others. This mod adds the ability to become an Arcane Archer - you can get a set of spells which create enchanted arrows. However, I didn't
7354	Apprentice Scrolls 1.3	Magic and Spells	ММН	51-900	Slategrey	2009-04-06	Apprentice Scrolls 1.3 by Slategrey 1. Introduction and Installation. Apprentice Scrolls 1.3 introduces another 14 learnable scrolls to random lists (For a total of 100). The scrolls can eith
7353	Apprentice Scrolls & Mystic Quills v1.4	Magic and Spells	ММН	51-99	Slategrey	2009-04-06	Apprentice Scrolls Simple really. Each new scroll icon has a red letter on it denoting which school of magica it belongs to (R for Restoration, D for Destruction etc). Drop the scroll on your portrait. If you already kn
7352	Apprentice Scrolls %28beta 1.01%29	Magic and Spells	ММН	51-759	Slategrey	2009-04-06	Apprentice Scrolls (Beta) by Slategrey 1. Introduction and Installation. Apprentice Scrolls (Beta) introduces 19 learnable scrolls to random lists. The scrolls can either be used to learn the
7351	Animation Summoning v1.0	Magic and Spells	ММН	51-10403	Azathoth	2006-02-09	This mod adds 11 new creatures for the player to summon, henceforth referred to as "Animations." Animations are enchanted weapons that fight of their own accord, serving whomever or whatever may call them from the abyss. For millenia, these spells have been a jealously-g
7350	Animation Summoning	Magic and Spells	ММН	51-10402	Azathoth	2006-02-09	This mod adds 11 new creatures for the player to summon, henceforth referred to as "Animations." Animations are enchanted weapons that fight of their own accord, serving whomever or whatever may call them from the abyss. For millenia, these
7349	Animal Summoning	Magic and Spells	ММН	51-9722	HonorableKoala/GangstaVampire	2004-08-26	This mod allows you to summon close to 16 new creatures, all animals. I tried to make this mod as balanced as possible, so don't complain if you can't cast the ultimate summon yet!
7348	amulettest	Magic and Spells	ММН	51-5081	unknown	2009-05-12	Gives an amulet with 20 seconds magicka regeneration at 1 pts,cast when used. Morrowind only.
7347	Adj Magicka Regen	Magic and Spells	ММН	51-3887	Glassboy	2009-05-12	Creator: GlassBoy This is a restructure of Fair Magicka Regen, this one eats less cpu time than the original. This Mod is different as is it calculates your maximum magicka to determine what 1% of your magicka is, and willpower is used as a fraction of that 1% to determine h
7346	Absorb Magicka spell	Magic and Spells	ММН	51-9607	Dan Burridge	2005-08-10	Adds a spell to Balmora Mages Guild called Ether Feast. Absorb magicka 5-20pts. in 1ft on touch. cast cost 5pts. Simple spell that can be altered to keep you at full mp. TIP: enchant a weapon with this spell and steal your enemies mp as your own
7345	A Forgotten Heresy v2	Magic and Spells	ММН	51-6314	Gaius Atrius	2009-11-01	This mod will allow you to control the weather on Vvardenfell and Solsthiem. It will also allow you to control the weather in Mournhold, but only after you've completed the Tribunal main quest. This plugin adds a new book t