Id	Name	Category	Site	Link	Author	Date	Description
13162	Uvirith's Legacy 3.5	Stuporstar	Fliggerty	*884	Stuporstar	2013-08-11	This mod turns Tel Uvirith into a fitting home for a mage lord and a stunning symbol of the Archmagister's power. This third generation Tel Uvirith mod, based on :
13161	Uvirith's Legacy 3.0 and 3.1 - BAIN	Stuporstar	Fliggerty	*895	Stuporstar	2013-09-11	I have repackaged Uvirith's Legacy 3.0 and Uvirith's Legacy 3.1 into one BAIN archive for easier upgrading by permission from Stuporstar. From the readme about upgrading UL 3.0 to UL 3.1 :
13160	Uvirith's Legacy 2.0	Stuporstar	Fliggerty	*653	Stuporstar	2012-05-22	This is the old version of Uvirith's Legacy. For the new version, click on the mirror link below.
13159	Uvirith (Telvanni) Modder's Resource	Stuporstar	Fliggerty	https://drive.google.com/file/d/1JGDvLZbMeuaAbQa21LvY3ZbzXLwPHVPx/view?usp=sharing	Stuporstar	2016-12-24	A huge modder's resource including all the Telvanni meshes I made or altered for use in Uvirith's Legacy and related mods. Many of these were cobbled together from original meshes and resources other people made. Includes inverted meshes based on Donner Gott's resource, using Champion of Hircine...
13158	Twisted Forks	Stuporstar	Fliggerty	*1053	Stuporstar	2014-07-18	Are you sick of not being able to place cutlery down like a normal person because the mesh is awkwardly turned sideways? Then this mod is for you! This mod fixes the meshes so you can put them down with ease. It does however require an ESP, because now all the silverware in the game is turned sid...
13157	The Tea Mod	Stuporstar	Fliggerty	*816	Stuporstar	2013-03-26	This mod adds 30 teas (including blacks, greens, and herbals) and 6 different coffees to the game, as well as a few tasty treats. Each is an ingredient with unique alchemical properties, and can be brewed into potions with similar alchemical effects. 20 different tea sets are for sale, as well as...
13156	Stuporstar's Functional Dice	Stuporstar	Fliggerty	*1047	Stuporstar	2014-06-30	This modder's resource has six varieties of Paedrus' dice, UV mapped and textured by me. The esp has a script that allows you to "roll" the dice every time you drop them in menu mode. It orients the die so all numbers have a random chance to face up. It also randomly skews its position so it look...
13155	Stinkers 2.0 to 3.0 Upgrader	Stuporstar	Fliggerty	*894	Stuporstar	2013-09-10	This is an upgrade patch for any mod with built-in Stinkers 2.0 compatibility. It will replace all Stinkers 2.0 resources with Stinkers 3.0 resources. Run this mod continuously alongside Stinkers 3.0 to ensure all 2.0 resources are automatically replaced as you play the game. Though this mod upd...
13154	Statics to Activators	Stuporstar	Fliggerty	*1190	Stuporstar	2016-12-23	Converts most of MW statics objects to activators for use in town building mods, scripted furniture, or whatever.
13153	ST Wearable Towels	Stuporstar	Fliggerty	*888	Stuporstar	2013-08-25	This is a modder's resource for Morrowind. There are none placed in the game world in the esp. It adds six wearable towels, each with a male and female version. The towels are slotted as a shirt rather than a skirt so the upper legs wouldn't disappear. It uses the groin bodypart, which will disap...

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13152	ST Smith & Crafting Resource	Stuporstar	Fliggerty	*1052	Stuporstar	2014-07-18	This mod originally started as a lavaforge resource, but I've since expanded it to include many of my new blacksmithing-related meshes and fireplaces. This mod is a resource only, though you can find all the stuff in a cell called ST_Smith_Testcell for easy copy/pasting. This resource will event...
13151	ST Alchemy	Stuporstar	Fliggerty	*1093	Stuporstar	2014-11-28	This mod upgrades the assets of Sri's Alchemy and also provides a lite version of Sri's Alchemy that DOES NOT include changes to Morrowind's original ingredients. Much like Sri's Alchemy, the base mod also adds Sri's ingredients to leveled lists and makes them available for sale, as well as doing...
13150	Rincewind's Luggage	Stuporstar	Fliggerty	*1086	Stuporstar, Arcimaestro Antares	2014-10-22	This too-faithful companion from Discworld has arrived in Morrowind and is waiting for a new master. Find it in the Balmora Mages Guild. If you can convince it to follow you, it will follow you anywhere (with the optional MWSE add-on). It's also protective of its master and will bite anything tha...
13149	Quest Tweaks and Alternatives	Stuporstar	Fliggerty	*1090	Stuporstar	2014-11-22	This mod adds more options to Morrowind's original quests, fleshes out some quest related dialogue, and makes minor tweaks to a few quest rewards. This mod does not add whole new quests, and does not remove original content. Version 1 is primarily mage focused, because those quests are the ones...
13148	Propylons (Master Index Mod)	Stuporstar	Fliggerty	*973	CDCooley, Stuporstar	2013-12-22	This is a small update on CDCooley's Propylons 1.1 Version 1.2 fixes an error in the "little secret" topic that could make your game CTD. While I was at it, I cleaned up all the typos and punctuation errors. I merged this mod more fully with the Master Index Plugin to include the travel options ...
13147	Myron Reducto's Shrinkwand	Stuporstar	Fliggerty	*1197	Stuporstar	2017-05-01	A wand that can shrink creatures and npcs. It comes with several settings: - Small - Smaller - Smallest - Teensy - Wee - Titlin' - Kleiner - Frappe The wand can be found lying around the Balmora Mage's Guild, on the desk near the travel npc. To use the wand, equip it and exit inventory. After y...
13146	Mesh Improvements Optimized	Stuporstar	Fliggerty	*1088	Stuporstar	2014-11-14	I made this mesh replacer because many objects in MGSO 3.0 were improperly smoothed, massively bloating their poly-counts, and they often had broken or stretched UV maps. I significantly reduced the poly-counts compared to MGSO 3.0 while retaining the same quality or better. All meshes are desig...
13145	Kwama Eggs Enhanced	Stuporstar	Fliggerty	*1202	Stuporstar & Greatness7	2017-06-18	This simple mod randomizes kwama egg sacks so you have a chance to get small or large eggs. It also adds a random chance to spawn a scrib or kwama forager instead. KwamaEggs_Enhanced.esp is the basic version. Modifies kwama egg containers, if that's a compatibility issue with anything. KwamaEggs...

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13144	Get Fezzed!	Stuporstar	Fliggerty	*806	Stuporstar	2013-02-28	In the Mournhold Great Bazaar sits an accursed fez. Donning the accursed fez will grant you the spell "Get Fezzed!" which will stick a humiliating dinky fez on any npc. You must wear the fez to cast the spell, and the fez will make you bald -- because it's funnier that way, that's why. Also incl...
13143	FreshStart: Blank Chargen	Stuporstar	Fliggerty	*1129	Stuporstar	2015-07-13	This mod wipes out Morrowind's original chargen sequence in the cleanest way possible. Nothing's deleted, just disengaged. It's designed as a blank slate for you to mod your character's backstory however you like. With a little CS knowhow, you can treat it like a D&D character sheet. The main qu...
13142	Crate Texture Resource	Stuporstar	Fliggerty	*802	Stuporstar	2013-02-24	Just a simple photoshop resource for making new crates, because I wanted something a little nicer for tea crates. It's only 256x256, because I found I didn't need anything bigger, even after putting logos on the sides (you'll have to supply your own for those.) It has several layers you can toggl...
13141	Books of Vvardenfell	Stuporstar	Fliggerty	*880	Stuporstar	2013-08-03	This simple mod adds over 50 new lore-friendly books to Morrowind. However, these are not just guide books designed to make stuff easier to look up while you play the game (though they serve that purpose well). Each book has its own author, a person who exists somewhere in Nirn (not necessarily ...
13140	Beautiful Books Volume I: Grimoires	Stuporstar	Fliggerty	*1198	Stuporstar	2017-05-01	This mod adds eight unique grimoires, one for each school of magic: alteration, conjuration, destruction, illusion, mysticism, and restoration, as well as two special ones. The Dwemer grimoire is related to enchanting, and the necromancer's grimoire has a special effect. Each one is colored rela...
13139	Animated Targets and Practice Dummies	Stuporstar	Fliggerty	*893	Stuporstar	2013-09-08	This is an update on both Acidbasick's animated practice dummy and Bud_Lyte_kNight's scripting. The practice dummies gain health as the player levels up, in increments of 100. If you destroy your dummy and clear it away, it will be replaced in three days. Version 3.0: Adds animations to the arc...
13138	Animated Containers Optimized	Stuporstar	Fliggerty	*1199	qqqbbb, Greatness7, Stuporstar	2017-05-26	This patch optimizes Animated Containers scripts to reduce CPU load. It's meant to replace the original esp, but not the whole mod (you still need to download the original for its meshes). Adds sound effects as feedback instead of messageboxes when containers can't be opened. Includes optimized ...