

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
10976	Zyndaars Bows	Weapons	MMH	98-5342	Zyndaar, Ronin(7)	2009-05-12	This is the last shipment of zyndaar's great bows. i just made this small plugin to share these great models with you. Not placed in game. if you want the bows just type in your console: player-&__gt__;additem "bow1" 1 player-&__gt__;additem "bow2" 1 ...
10975	Zino's Daedric and Ebony Longspears Add-on	Weapons	MMH	98-6806	Zinoviev	2011-11-02	This mod adds the Daedric Longspear and the Ebony Longspear into the leveled lists. They aren't actually added to any locations but since they are in the leveled lists, you might get them randomly from fighting high-leveled enemies. You can also drop them in-game by using the console commands or ...
10974	Zar'roc	Weapons	MMH	98-10811	Redguard_Slayer	2006-09-24	This mod adds the sword Zar'roc from the Eragon book series The pair can be found in the center area of the Vivec Puzzel Canal IMPORTANT -----> please note: The coloring is different from what the book describes because it was requested that way. ...
10973	Zanbatou v1.0	Weapons	MMH	98-14993	Deathbliss	2013-09-16	This brand new custom sword model I have made is inspired by the one Sanoskai uses against Kenshin in the anime Rurouni Kenshin, and has been seen in the games Berserk - Guts Rage and Final Fantasy 7. I made it just for fun, but be forewarned it is very heavy, very slow, and you can't defend ...
10972	Ye Olde Longbow	Weapons	MMH	98-5418	tempar2000	2009-05-12	This mod adds the Ye Olde Longbow to Arrille's tradehouse. Tall as a Wood Elf, this powerful bow can pierce sand crabs at 100 paces or more!
10971	Yautja animated wrist-blade	Weapons	MMH	98-6677	r555	2011-02-10	The Elder Scrolls III MORROWIND: Retractable Yautja wrist blade - r555 ...
10970	Yautja animated wrist-blade	Weapons	MMH	98-14210	r555	2011-02-10	The Elder Scrolls III MORROWIND: Retractable Yautja wrist blade - r555 ...
10969	Yanks1343s Staff Collection v2	Weapons	MMH	98-5480	Yanks1343	2009-05-12	This mod adds 18 recolored staffs to 18 different Shrines.
10968	Y.N.A.N.A.R. Mod	Weapons	MMH	98-13147	Dragon_Lance	2009-01-07	You. Need. Another. Notoriously. Absolutely. Ridiculous. Mod. Let's put it this way. I have temporarily gone bananas. This adds "Nanar" weapons and armor to Hoddismod the armorsmith in Caldera. All you need is the coins. I personally prefer the "Nanar stars". Enjoy!
10967	Xenn's Marksman Overhaul v1.0	Weapons	MMH	98-13282	Xenn	2009-02-27	PLAYING THE PLUGIN Start Morrowind, select "Data Files" from the start screen, and select the appropriate .esp for your game and begin playing! To ...
10966	Xanathar's Saber	Weapons	MMH	98-14710	Archeopterix	2013-05-11	Retextured Saber for Xanathar, found in the Balmora Mage Guild near the beds. If you find a bug or you want to use this mesh in one of your mods, please PM Archeopterix at <a href="http://forums.bethsoft.com/forum">http://forums.bethsoft.com/forum</a> (its more for my own curiosity so I know who's using it)
10965	Wooden Longbow v2.11	Weapons	MMH	98-15075	The_Inwah, AnOldFriend	2013-12-04	This mod adds a 10 longbows to the game of Morrowind. You can get the bows by finding a high elf standing outside the Balmora entrance gates. He will sell you the bows and a 'couple' of arrows. The bows are pretty balanced and not expensive.
10964	WM Mace Flail	Weapons	MMH	98-11088	wildman	2007-02-24	Adds an animated blunt weapon both 1 and 2 handed versions. Purchase From Arille in Seyda Neen. watch a video here:
10963	WizardStaffs	Weapons	MMH	98-488	Unknown	2009-04-06	
10962	Wizard Staffs	Weapons	MMH	98-7682	Tjolbi aka pc_freak	2004-06-23	This mod adds 6 new staffs to morrowind which shoot their enchantment instead of you casting it. They are added to the "random excellent melee weapon" misc item so you'll have to search for them. This version enables the player to switch between the "normal" staffs ...
10961	WitchKingSword	Weapons	MMH	98-5334	Ent went Moot	2009-05-12	The sword is found in Arrielle's Tradehouse, in Seyna Neen, next to the door.
10960	Winters Court	Weapons	MMH	98-13856	swrdphantom	2010-02-21	This mod adds a tomb to Solsthiem which includes two new weapons, two shields, a ring, and a few miscellaneous items.
10959	Wings of the Queen of Bats	Weapons	MMH	98-6338	TheOne&Only	2009-11-25	The Wings of the Queen of Bats are a unique axe artifact that was included in the construction set but not found in the game. However there were two copies of the "unique" Ring of Surroundings that are found in the game. One is a quest reward from Larrius Varro in Fort Moonmoth and the othe...
10958	Windwalker Staff	Weapons	MMH	98-6714	Whattheth	2011-03-29	Adds an enchanted staff to the game, which gives invisibility + 1000pts levitate (constant effect). I don't like stuff that makes the game to easy, so there is a little script attached to the staff to add some little drawbacks to this otherwise very handy item. :) The staf...
10957	William Wallace Sword Mod	Weapons	MMH	98-5427	Kagz aka Kagrenac	2009-05-12	Alright this mod brings the William Wallace sword to the game. I have made two versions, a silver and a gold sword. Travel to "Kill A Rat", to find the weapons. You dont need any more clues than that, lol.
10956	Widow Maker crossbow	Weapons	MMH	98-11030	Phijama	2007-01-30	This plugin adds one new crossbow, two crossbow pistols and a new bow to the game. The crossbows have regenerating bolts added via scripted amulets in the shape of the bolts and the bow regenerates its own arrows. All items can be found in my test...
10955	WeaRepB v1.0	Weapons	MMH	98-5451	Joel Braddock (a.k.a. Mantodea)	2009-05-12	Fusion v1.0 by Joel Braddock (a.k.a. Mantodea) ===== 0. Version History 1. Installation 2. What you get with this mod 3. Files list 4. How to get the items 5. Usage in other mods 6. Known Issues...

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10954	Weapons replacer addon v1.0	Weapons	MMH	98-704	fonecokid	2009-04-06	Weapons replacer V 1.1 Addon v1.0 By fonecokid (Honestly, I didnt do anything then select and add the models to game via tes3) *****Credits ***** All models, meshes textures and icons. ****...
10953	Weapons Of Time	Weapons	MMH	98-5432	Kagz aka Kagrenac	2009-05-12	Alright this mod brings my collection of Daedric weapons. I have modified all the weapons in 3DS MAX, creating new weapons in most cases. They are all done in the Daedric style, with Daedric tex. I have tried to keep them at a similar level to the game weapons. So in most cases they ar...
10952	Weapons of the Third Era - Morrowind Edition v1.01	Weapons	MMH	98-12376	Chainy, The \$1,000,000 aka 747823	2013-03-27	Name: Weapons of the Third Era - Morrowind Edition Version: 1.01 Date: 18/02/2012 Category: Models and Textures Author(s): Chainy and 747823 Source: Link Forum: Link Description ===== This mod is a pluginless replacer for 36 gener...
10951	Weapons of Tamriel v1.2	Weapons	MMH	98-11882	Soulshade	2012-11-13	Weapons of Tamriel is a mod which contains all the weapons I made for Morrowind. They are all added to the smith in Suran. Most of these weapons are (partly) replica's of Kit Rae swords, therefore the textures aren't completely mine. No expansion set is needed for them to work. ...
10950	Weapons of Past Darkness Vol.1	Weapons	MMH	98-1608	Reaper485	2009-04-06	Weapons of Past Darkness Vol.1 How to install: Unzip to your Data Files directory in the Morrowin directory. Load the Plug-in. Have fun! If you would like to use anything from this mod, email me at kx2049@yahoo.com Look for Weapons of Past Darkness Vol.2 so...
10949	Weapons of Final Fantasy 7	Weapons	MMH	98-10685	Lord Nuke	2006-07-24	Updated: Version 3.0! Originally was a fix for another mod, but has since expanded and taken a life of it's own. Add's quite a few new weapons to a new npc in balmora, and several magic items to an npc in vivec, hlaalu. Not compatible with previous versions Not compa...
10948	Weapons no esp B2.0 Addon	Weapons	MMH	98-658	Unknown	2009-04-06	Weapon replacer No Esp Beta 1.0 Addon. Warning: Use at Your own risk. This plugin is a personnal selection. Introduction: The aim of this plugin is to replace a few (22) weapons ingame with meshes made by 3th part modders. The inclusion of an E...
10947	Weapons no esp B1.0	Weapons	MMH	98-742	Unknown	2009-04-06	Weapon replacer No Esp Beta 1.0 Warning: Use at Your own risk. This plugin is a personnal selection. Introduction: The aim of this plugin is to replace a few (45) weapons ingame with meshes made by 3th part modders. The inclusion of an Esp is j...
10946	Weapons Facelift v1.0 part 3	Weapons	MMH	98-713	fonecokid	2009-04-06	A graphic enhancer for Morrowind original weapons. Not all,Glass, bolts, almost all, arrows and Blunt objects as well as throwing weapons are not changed. Instalation: Need the 3 packs. Unzip all to a external folder outside game! Make a copy/past to game Data...
10945	Weapons Facelift v1.0 part 2	Weapons	MMH	98-677	fonecokid	2009-04-06	A graphic enhancer for Morrowind original weapons. Not all,Glass, bolts, almost all, arrows and Blunt objects as well as throwing weapons are not changed. Instalation: Need the 3 packs. Unzip all to a external folder outside game! Make a copy/past to game Data...
10944	Weapons Facelift v1.0 part 1	Weapons	MMH	98-745	fonecokid	2009-04-06	A graphic enhancer for Morrowind original weapons. Not all,Glass, bolts, almost all, arrows and Blunt objects as well as throwing weapons are not changed. Instalation: Need the 3 packs. Unzip all to a external folder outside game! Make a copy/past to game Data file...
10943	Weapons Facelift part 1 v1.1	Weapons	MMH	98-744	fonecokid	2009-04-06	A graphic enhancer for Morrowind original weapons. Not all,Glass, bolts, almost all, arrows and Blunt objects as well as throwing weapons are not changed. Instalation: Need the 3 packs. Unzip all to a external folder outside game! Make a copy/past to game Data...
10942	Weapon Sheaths Ultimate v1.2	Weapons	MMH	98-10789	PeterNL	2006-09-08	This plugin adds a sheath to every weapon in the game, u don't actually see a real sheath but only the weapon hanging on your belt or on your back (depends on the weapon type). This mod is not compatible with the following mods: - Weapon Rotate - Weapon Sheat...
10941	Weapon replacer v1.3	Weapons	MMH	98-738	fonecokid	2009-04-06	Weapons replacer V 1.3 (addon) By fonecokid@hotmail.com (Honestly, I didnt do anything then select and add the models to game via tes3) *****Credits ***** All models, meshes textures and icons. ****...
10940	Weapon replacer v1.2	Weapons	MMH	98-634	fonecokid	2009-04-06	Weapons replacer V 1.2 (weapon replacer pack 1.0 needed) By fonecokid@hotmail.com (Honestly, I didnt do anything then select and add the models to game via tes3) *****Credits ***** All models, meshes textures and icons.
10939	Weapon Realism 0.3	Weapons	MMH	98-1386	SirCumferance	2009-04-06	Weapon Realism Version 0.3 This plugin simply changes the stats of most weapons to make them more realistic. Version 0.3 only changes steel and a handful of other weapons. Enjoy! -----
10938	Weapon Range Balance (Tribunal version)	Weapons	MMH	98-444	M6n6M6 (Derek)	2009-04-06	What this mods does... - Makes all the Range for weapon in the game much more realistic and balanced. Version 1.1 -All weapons from Tribunal are now included in this mod. ~...
10937	Weapon Pack2 v1.0	Weapons	MMH	98-5304	McMornan	2009-05-12	McMornan'S Weapon Pack2 Unzip the file into your Morrowind folder. Make sure you unzip the right files to the right places ! NIF files go in the Meshes folder, TGA files go into the icons folder, DDS files into the texture folder. Well, I found the dull weapons in the g...

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10936	Weapon Pack version 2	Weapons	MMH	98-3661	IggyEGuana	2010-10-21	Adds one Falcata and one defensive Falcata (dual wield). Adds one Zweihander (not 100% accurate to the originals). Adds a 3D version of the popular Paladin weapon from Diablo II, Baranar's Star (not based on an actual weapon). Adds one shield, Escudos. Adds three war m...
10935	Weapon Compilation Mod v2.0	Weapons	MMH	98-15002	Farrp	2013-09-27	This mod adds 170+ (community made) weapon meshes into MW's leveled lists and to nearly 500 NPCs. There are 2-6 variants of each weapon mesh totaling about 550-600 new weapon IDs. These weapons are VERY balanced and add a lot of variety to MW. The weapons are non-enchanted weapons and they stick ...
10934	Weapon Compilation Mod v1.0	Weapons	MMH	98-7911	Farrp	2003-10-16	This mod adds 130+ (community made) weapon meshes into MW's leveled lists and to over 400 NPCs. There are 2-8 variants of each weapon mesh totaling about 500 new weapon IDs. These weapons are VERY balanced and add a lot of variety to MW. The weapons are non-enchanted weapons and they stick to the...
10933	Waldmann Sword (final)	Weapons	MMH	98-1908	MasterW3	2009-04-06	This adds my first sword model to the game. if you just want to go get it.. travel to Bal Ur., then try and convince the owner to give it up...his name is Waldmann
10932	Void Sickie	Weapons	MMH	98-11222	Kieve	2007-05-04	Adds the Void Sickie, an off-hand version, and the necessary components for retail in Mournhold's Great Bazaar. -The .ESP is dependant on Void Gear 2.1, however the mod itself [can] be used independantly, if the player is willing to place the items in-game elsewhere. With...
10931	Visual Effect Weapons - Fixed v1.2	Weapons	MMH	98-6281	Era Scarecrow	2009-10-04	This is an update to 'Visual Effect Weapons'. There were several issues so I rebuild it and fixed those. Several different swords with different effects are sold by an Orcish merchant in Vivec. The types of swords present are: -Dark Sword -Water Sword -Sand Sword
10930	Visual Effect Weapons	Weapons	MMH	98-12401	Chris McCoy	2007-11-27	<b>**Note:</b> rtcvb32 has a fixed version of this since I didn't feel like messing with this.** I always noticed that everyone who creates a visual effect weapon generally make either fire or ice. Well, I wanted to see something different. So, I made several of my own visual ef...
10929	Viking Sword v1.2	Weapons	MMH	98-12334	B3D00	2013-03-14	This mod adds a Viking Sword to the game, for sale at Ra'Virr's in Balmora. The sword is modeled in Blender with a "real" Viking Sword as a base. Change log V1.1 - Improved texture (brushed metal) and made lightmap V1.15 - Made lightmap bigger (more visible), looks cool...
10928	Viking Sword	Weapons	MMH	98-12828	B3D00	2008-07-23	This mod adds a Viking Sword to the game, for sale at Ra'Virr's in Balmora. The sword is modeled in Blender with a "real" Viking Sword as a base. Changelog:V1.1 - Improved texture (brushed metal) and made lightmap V1.15 - Made lightmap bigger (more visibl...
10927	Viking Axe	Weapons	MMH	98-5426	SirLuthor	2009-05-12	A simple mod. Not much to put into this space, I must admit! But something must be said, surely? Anyway, this 6 KB .esp file that you are unleashing upon your game contains one of the anomolies of nature and modern warcraft! The (wait for it!) *drumroll* BEAKED AXE! ...
10926	Victo's Arms and Shield	Weapons	MMH	98-10777	Counciler	2006-09-01	Adds a Sword, Axe, Hammer, and Shield that are LOOSLY based upon those found in the online game Guild Wars. No new models, only retextures. View readme for location... POSSIBLE SPOILERS!!!! Recommended for high level players only. Changelog:1.0 - Origin...
10925	Very Simple Auriel's Bow Replacer	Weapons	MMH	98-11780	Phijama, GuardianAngel	2012-11-06	s stated in the title, this is a VERY simple replacer for Auriel's Bow. All credit for this mod goes to Phijama, as all the textures and meshes and icons are from his Excellent PJM Themed Bowsets mod. I used the Ivory Bow in this mod, because I just think it looks better, but if you prefer the eh...
10924	Vapor Wraith 3.0	Weapons	MMH	98-10617	Redguard_Slayer	2006-06-12	This mod adds the Vapor Wraith long sword,and the Crystal Wraith shorter parrying sword with sheaths for both, Shadow & Wraith daggers that sheath on the wrists, and Storm Wraith thrown daggers with a leg sheath to Morrowind. Orionally made for my character Jasmin, but she wanted to share with ...
10923	Van Helsing Crossbow v1.0	Weapons	MMH	98-12110	Ki Shin Ju	2013-01-01	This is a modders pack (only) that allows the modder to put the Van Helsing Crossbow into their game.
10922	Van Helsing	Weapons	MMH	98-5380	Unknown	2009-05-12	Van Helsing crossbow from the movie. It is should be for sale in Suran by Garothmuk gro-Muzgub: Smith.
10921	Vampire Stuff	Weapons	MMH	98-429	Unknown	2009-04-06	Adds enchanted vampire equipment to the game, using vanilla models (no new meshes/textures): - the Vampire's Hat (using the gondolier helm's model) - the Left Glove of Vampirism (using common_glove_left_01's model) - the Vampire's Sword (using the silver dagge...
10920	Valdris resource pack	Weapons	MMH	98-12017	Phijama	2012-11-20	Some recovered resources created by the godfather of reflection maps himself, Phijama :) Package contains: Dragon Sceptre (2-Handed Staff) Draven (1-Handed Staff) Kahless (2-Handed Longsword) *Ancient Valdris (1-handed Longsword) *Valdris (1-handed Longsw...
10919	VA Hissy Katana for Companions	Weapons	MMH	98-12931	melian	2008-09-12	Adds sheathing scripts for companions to VagabondAngel's Hissy Katana. You can now give the katana to a companion without giving up the sheathing feature. Player sheathing script has also been modified, for various reasons - it's now quite different from the original but...

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10918	VA dual wield scimitars	Weapons	MMH	98-5400	VagabondAngel	2009-05-12	Ni'assa and T'ulliah - dual wield scimitars v1.1 by VagabondAngel Welcome to my first attempt to model a weapon... didn't turn out too bad all things considered so I turned it into dual wield twin blades. The swords can be found in the Verelnim Ancestral Tomb in the Az...
10917	Uruk-Hai Scimitars	Weapons	MMH	98-5449	Arnon Marcus	2009-05-12	The mod simply adds 2 Scimitars Scimitar - Short Blade, One handed Double-Sided Scimitar - Long Blade, two handed These are the wepons used in 'Lord of the Rings' movies, by the Uruk=Hai warriors. You can find them in the lower bedroom of Balmora's fighters guild. Its in a c...
10916	Unicorn Saber	Weapons	MMH	98-14708	Archeopterix	2013-05-11	The sword can be found next to Ra'viir's shop in Balmora, sort of hidden to the right of the front door. If you find a bug or you want to use this mesh in one of your mods, please PM Archeopterix at <a href="http://forums.bethsoft.com/forum">http://forums.bethsoft.com/forum</a> (its more for my own curiosity so I k...
10915	Unicorn Dagger	Weapons	MMH	98-14707	Archeopterix	2013-05-11	The DAGGER can be found by the rocks left of Meldors Armor shop in Balmora, sort of hidden in the dirt there. If you find a bug or you want to use this mesh in one of your mods, please PM Archeopterix at <a href="http://forums.bethsoft.com/forum">http://forums.bethsoft.com/forum</a> (its more for my own curiosity ...
10914	Undivided Axe	Weapons	MMH	98-792	Unknown	2009-04-06	The Elder Scrolls III MORROWIND: Undivided Axe Version 1.0 □...
10913	Twinkle & Icingdeath v2.0	Weapons	MMH	98-11419	Thann, Myrddin Emrys	2007-08-05	This plug-in adds the 2 legendary swords of Drizzt do'Urd, the Twinkle and Icingdeath to the game. You can find these two swords by traveling to NW of seyda neen, eventually you will see a cave at the left side of the path, called " Dark Cave".
10912	Twinkle & IcingDeath v1.1	Weapons	MMH	98-955	Thann	2009-04-06	Twinkle & Icingdeath v1.1 By:Thann this plug-in adds the 2 legendary swords of Drizzt do'Urd, the Twinkle and Icingdeath to the game. you can find these two swords by traveling to NW of seyda neen, eventually you will see a cave at the left side of the path, called ...
10911	Twin Blades of Azzinoth Morrowind Edition v1.1	Weapons	MMH	98-6357	Bahamut	2009-12-23	Twin Blades of Azzinoth for Morrowind v1.1 About this mod: This is a conversion of jojo's newest creation - Warglaves of Azzinoth, there are two versions, normal and fel. Note on 1.1: I am affraid that bug in 1.0 is savegame corrupting, thus 1.1 must be used...
10910	Trueflame and Hopesfire	Weapons	MMH	98-450	Elgen	2009-04-06	This mod adds Trueflame and hopesfire in 4 new colors. You can buy them at Meldor in balmora.
10909	True Trueflame	Weapons	MMH	98-14033	Plangkye	2010-07-29	Pluginless replacer for Trueflame, made because nobody else's Trueflame replacers appealed to me. Has reflection and bump mapping. Changelog:7/30/2010 - If you downloaded this yesterday, please re-download it! The bump mapping on the flaming version was broken, it has been fixed...
10908	Trident	Weapons	MMH	98-8401	Serge	2002-08-30	NOTE: no screenshot, mod, pre new screenie capability A new weapon - the trident. Elegantly crafted, fast and deadly. Specially made for all the underwater sports enthusiasts. Not cheap, but worth it. Can be obtained at Arrille's in Seyda Neen.
10907	Transparent Red Glass Weapons and Sheilds	Weapons	MMH	98-14793	Korana	2013-06-08	This plugin adds a set of transparent red glass equipment to the inventory of Uulernil, Pelagiad's Armorer. -2 Red Glass Claymores -2 Red Glass Longswords -2 Red Glass Staffs -2 Red Glass Halberds -2 Red Glass War Axes -2 Red Glass Daggers -2 Red G...
10906	Training Weapons	Weapons	MMH	98-433	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...
10905	Tools of the Art: Wands v1.1 (BSA)	Weapons	MMH	98-14915	rdjeke	2013-08-12	Adds a group of wands for sale to Galbedir of Balmora Guild of Mages. Wands as such do measly damage, have low endurance, but high enchant capacity and are scripted to shoot their enchantment when swung. I tried to keep enchantments on wands balanced - for every wand there is an unenchanted versi...
10904	Tools of the Art: Wands v1.1	Weapons	MMH	98-14931	rdjeke	2013-08-25	Adds a group of wands for sale to Galbedir of Balmora Guild of Mages. Wands as such do measly damage, have low endurance, but high enchant capacity and are scripted to shoot their enchantment when swung. I tried to keep enchantments on wands balanced - for every wand there is an unenchanted versi...
10903	Tojo's Gunblade Mod	Weapons	MMH	98-11016	Tojo	2007-01-24	The mod adds a new weapon called the Gunblade, its the Revolver Model that is Wielded by Squall from FF8, if you look close you can see a couple spots of bad texturing and just how bad i am at modeling but im just happy it works in game to be honest. This is my First Mod ...
10902	Tidus Swords from Final Fantasy X	Weapons	MMH	98-6356	DoubleBrewski	2009-12-22	This mod adds three new swords to Morrowind. They are based on weapons used by the main character Tidus in Final Fantasy X on Playstation 2. You can buy (or steal) the swords at the trader's shop in Molag Mar. By request, two-handed versions of e...
10901	Thrown hammers	Weapons	MMH	98-12584	Prowlor	2008-03-06	Adds a throwing version of all the base war hammers in the game. The higher the quality of the hammer, the more strength it takes to throw it effectively. Also adds a Clan Hammer Nord race, Clan Hammer Warrior and Clan Hammer Shaman classes, and a new birth sign "The Hammer"; All to help the play...

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10900	ThrowingSpears	Weapons	MMH	98-495	Emperor Ike, Jade Monkey	2009-04-06	This mod adds throwing spears of different strengths to Morrowind, available at fine smiths all over the island. The projectile store probability has been raised, and the weights of the spears are quite high, relatively speaking. Check those corpses!
10899	ThrowingAxes	Weapons	MMH	98-5330	Bill	2009-05-12	In the Maar Gan Outpost, Alds Baro now stocks throwing axes of all types, including; chitin, iron, steel and silver.
10898	Throwing vials	Weapons	MMH	98-10393	Khan raider	2006-02-05	Remember those throwing vials of Diablo 2 game? I was always thinking that Morrowind is lack of that stuff. If you don't posses offensive spells or you are not a marksman, than you don't have any range weapons. These vials will help to fix that. Although they are based on marksman skill, you don't...
10897	Throwing Rebalanced	Weapons	MMH	98-14347	Rattlesnake	2011-07-27	Changelog:v.9 Beta - 6/27/11 Initial release v.91 Beta - 6/30/11 Added Gold Carving Knife Added optional Faster Projectiles.esp ...
10896	throwing mudcrab mod	Weapons	MMH	98-4373	B_O_B	2009-05-12	ok, this is my first mod. It is really simple and only adds throwable mudcrabs. umm...ok, all u have to do is kill a mudcrab, and every mudcrab has one on it's body. yeah...well, thats about it...oh, there is a different mudcrab for the diseased ones. and thats it. noth...
10895	Throwing Knives	Weapons	MMH	98-1132	Daduke	2009-04-06	The Elder Scrolls III MORROWIND: Throwing Knives By Daduke (mark_mil@hotmail.com) Current Version 1.0 You can find this mod at <a href="http://olek.ilovehost.com/Daduke/">http://olek.ilovehost.com/Daduke/</a> *...
10894	Throwing axes	Weapons	MMH	98-8755	Justin Dawg	2003-09-04	Ever wondered why there are no throwing axes in morrowind? well now there are. This mod adds dwemer, chitin, iron, silver, and steel throwing axes. See readme for info.
10893	Throwable Snakes	Weapons	MMH	98-11014	Chris M.	2007-01-24	As stupid and odd as it may seem, this adds throwable snakes into the world of Morrowind. The snakes can be bought from a merchant in Seyda Neen. Also, they are as stiff as a board and are held by the neck. I don't have the means to make them be held by the tail, to there...
10892	Throwable Nord Legs	Weapons	MMH	98-7571	Necis	2005-07-17	This mod adds throwable body parts and other items to an npc named Hannibal in the Balmora fighters guild.
10891	Throw It Mod	Weapons	MMH	98-5310	Unknown	2009-05-12	No Read me. See Admin Comments.
10890	Throttlekitty's IcxthSword: Morrowind Edition! v1.2	Weapons	MMH	98-6705	Slaanesh the Corruptor	2011-03-17	===== <b>ICXYTH</b> ===== --DESCRIPTION-- This mod adds see-through sword to "Addadshashanammu, Shrine", on the alter below the statue. It is long-blade, singe handed. --CREDITS-- I didn't make this mod, it was originally made for Oblivion by Thrott...
10889	Throttlekitty's IcxthSword: Morrowind Edition!	Weapons	MMH	98-14245	Slaanesh the Corruptor	2011-03-17	===== <b>ICXYTH</b> ===== --DESCRIPTION-- This mod adds see-through sword to "Addadshashanammu, Shrine", on the alter below the statue. [...]
10888	The Weapon and Armor Shop v1.2	Weapons	MMH	98-12701	Cygnus	2008-04-30	This mod adds the Weapon Shop to the game, as well as a bunch of new weapons and shields. A rather generic name, but I couldnt think of anything else (at that moment.) To play this mod, head over to Vivec, Hlaalu Plaza on the left (or right if you come in the other set of doors) Is the door to Th...
10887	The Swords of Morrowind Restored	Weapons	MMH	98-14745	Vlix, redwoodtreesprite	2013-05-19	Classic game and other weapon models made by Max Edwin. The weapons are sold by Melder in Balmora. Many are powerful, and their cost reflects how powerful they are. I have kept the enchantments, stats and costs exactly as Max Edwin set them. Be warned that the Daywalke...
10886	The Swords of Morrowind	Weapons	MMH	98-1763	Max Edwin	2009-04-06	All the models are created from scratch by myself, only the texture that are not completely my works
10885	The Sword of the Eye - Morrowind Edition.	Weapons	MMH	98-13236	Anghardel67 (created TheVortex)	2009-02-07	Permissions by TheVortex have been given for me to downgrade and redistribute his "Sword of the Eye" mod, complete with both the 1 and 2-handed versions of the included sword. Both swords include a sheathing script and accompanying scabbard, which occupies the player's *...
10884	The Sword of Rolf the Uber	Weapons	MMH	98-6957	Astion	2012-07-14	This is a small "Easter Egg" mod for the Morrowind Summit. It adds the NPC "Rolf" to the Salvel Ancestral Tomb, and enhances the stats of Mastrius. Rolf wields a powerful sword, an immense black claymore. This mod requires a bit of explanation. The "Legacies and Rebirths" RPG on the Mo...
10883	The Suicide Dagger	Weapons	MMH	98-4987	Rodrigo Ortiz	2009-05-12	The Elder Scrolls III MORROWIND: The Suicide Dagger By: Rodrigo Ortiz Index: 1. Installation 2. Playing the ...
10882	The Stormblade	Weapons	MMH	98-14444	Brad0001	2012-03-03	A very small and simple mod, I've made a few small mods for personal use before, but this is my first submission. I've done my best to make it as clean and polished as I can. This adds a decent weapon for any magic user who likes swords, the blade shouldn't be overly powe...
10881	The Revenant Blade	Weapons	MMH	98-9848	CarbonCreations	2004-12-16	Travel to Pelagiad and listen to rumors about the Revenant Blade, an ancient blade holding the soul of the vampire Charon. Recover the blade and learn its secrets.[list] A short quest to find the sword Learn the Ritual of Awakening to increase the power of the sword Imbu...
10880	The Real Bluebrand	Weapons	MMH	98-12834	Tanvar	2008-07-27	This is a blue (Blade and hiltgem) retexure of the Goldbrand/Eltonbrand with darkened hilt textures and the golden piece lightened. Why? Because Eltonbrand's ID is katana_bluebrand_unique and the two blades look exactly the same. This mod will replace Eltonbrand's mesh an...
10879	The Piratelord	Weapons	MMH	98-6906	Anonymous	2012-05-12	Adds a dagger to various sellers.
10878	The Perfect Nightmare	Weapons	MMH	98-5351	Golgotha	2009-05-12	Simple retexure of PhoenixKnight's great sword model.



<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
10877	The One v3.0	Weapons	MMH	98-8573	IggyEGuana	2003-02-11	This plugin adds the all powerful sword "The One"and a quest to find it in the game. This is just a "nice" weapon. It all starts inside the CharGen barrel in Seyda Neen (the barrel you got Fargoth's ring out of at the beginning of the game). Thanks to everyone on the TES Forums who gave me feedba...
10876	The One v1.0	Weapons	MMH	98-5370	iggyeguana	2009-05-12	This plugin adds the all powerful sword The One and a quest to find it to the game. This is not an uber-unbalancer weapon, its just a "nice" weapon. It all starts inside the CharGen barrel in Seyda Neen. Its the barrel you got Fargoth's ring out of at the beginning of the game.
10875	The One Ring	Weapons	MMH	98-3792	Jack Devil	2009-05-12	Hi this is my first mod so don't expect nothig fabolous it is just a ring and a mace the one ring and saurons mace from lord of the rings (i know not original) I also wanted to create armour but i don't know how to recolor so if anyone wants me to create armour ask ...
10874	The Ninja Mod v1.0	Weapons	MMH	98-2289	Lucan	2009-04-24	Includes: . Secret hidden Ninja Dojo . 5 Ninja Weapons . Complete Ninja Uniform (Light armor skill) Go to the west end of the large bridge near Ft. Moonmoth, your friend Tala is waiting for you there, and there is where your quest to become a Ninja will begin.
10873	The Lost Artifacts of Morrowind	Weapons	MMH	98-12135	Rogue Shadow	2013-01-19	This mod adds around 20 new artifacts to the lands of Vvardenfell, Solstheim and Mournhold. Many are found through quests and dialogue, while the rest are hidden, for only you to know where they are! Most of the artifacts have some sort of scripted effect, and if not that, then at lea...
10872	The Lady Melineas Saga v1.0	Weapons	MMH	98-5317	Kagz Armz	2009-05-12	This mod brings a new playable wood elf face and my collection of reworked Daedric weapons. I modified several of the existing weapons, by enlarging and adding other parts to them. I also made some new weapons in 3DS MAX. On the whole they are as powerful or just below the power, o...
10871	The Hidden Pathway v2.0	Weapons	MMH	98-5589	Star Boi	2011-05-15	This is the final version released of this mod, and it encompasses all of Star Bois major releases: Magical Goods (aka The Hidden Pathway 1.0) The Epic Armory and the elfish weapon resource pack.It adds three shops to part of Sadrith Mora which hold well made weapons, shields, jewelry and artifac...
10870	The Hidden Pathway v2.0	Weapons	MMH	98-12035	Star Boi	2012-11-25	This is the final version released of this mod, and it encompasses all of Star Bois major releases: Magical Goods (aka The Hidden Pathway 1.0) The Epic Armory and the elfish weapon resource pack.It adds three shops to part of Sadrith Mora which hold well made weapons, shields, jewelry and artifac...
10869	The Green Destiny Sword	Weapons	MMH	98-13329	Black Hand	2009-03-20	"A sword by itself rules nothing. It only comes alive in skilled hands." Sir Te, 'Crouching Tiger, Hidden Dragon' (2000) From the ancient lands of the Akavir, wielded throughout the ages by skilled warriors. Passed from gene...
10868	the great house of suran v2	Weapons	MMH	98-3707	Andrew Wolf	2009-05-12	The Great House Of Suran v 2.0 By: Andrew Wolf, crimsondragon and Jin Atsuko. [Interior & Exterior- crimsondragon  Mod Design & Ideas- Andrew Wolf, Doomsayer  Weaponry Design- Ji...
10867	The Frostmourne	Weapons	MMH	98-10916	Santa Cruz, Fliggerty	2006-12-09	This is a little mod I thought up when I first saw AnOldFriend's Frostmourne sword modders resource. I wanted to make a little quest out of it, so I made a cavern, and some NPCs to make it a small quest. I then found Fliggerty and thought that he could make the sword more like the one...
10866	The Doomsblade	Weapons	MMH	98-13278	MasterX927	2009-02-26	This is my first morrowind mod :P. It adds a massive sword to the census office in seyda neen. It has various effects relating to its age and contamination. It s unfortunately very slow and will drain your fatigue. But, it will also restore your strength to what it once had been. I doubt this weap...
10865	The Dirtiest Thief	Weapons	MMH	98-10643	A.Zunder	2006-06-26	Adds a Woodelf to balmora containing 3 new weapons (and one altered version) This includes a dagger, mace and longsword. the weapons are not in any way uber as they are simply there for aesthetics. All are welcome to use the models in thier own mods, as that is what they where made for.
10864	The Devil's Gun	Weapons	MMH	98-11101	Aediin	2007-02-28	The Devil's Gun (when loaded with bullets) is a firearm, so it's more powerful than a crossbow, but a lot slower to reload. If you run out of bullets (or just unequip them) the weapon switches to a spear-type weapon using the bayonet to stab enemies. Changelog:Apparently, the fu...
10863	The Damned and the Sword of Velothai	Weapons	MMH	98-5309	Unknown	2009-05-12	No Read Me. See Admin Comments
10862	The Claws 1.1	Weapons	MMH	98-5376	Nightwing	2009-05-12	Check your local Balmora's Armorer for the Claws. Rumor has it that another more powerful Dragon Claws exist elsewhere in Vvardenfell. Changelog version 1.1 May 27,2002 Added offhand claws version 1.0 May 24,200...
10861	The Claws 1.0	Weapons	MMH	98-5333	Nightwing	2009-05-12	Check your local Balmora's Armorer for the Claws. Rumor has it that another more powerful Dragon Claws exist elsewhere in Vvardenfell.
10860	The Axes Of True Death	Weapons	MMH	98-5458	Unknown	2009-05-12	No Readme. These are enchanted Daedric Battle Axes. The Enchantments are uber.
10859	The Axe of Kull the Conqueror	Weapons	MMH	98-1564	Greevar, zJoriz	2009-04-06	To get this axe you need to find and defeat Kull the Conqueror. He's tough and can't be killed easily, so make sure you have a fairly rugged character before you go after him.

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
10858	The Assassins Weapon	Weapons	MMH	98-5439	SATAN	2009-05-12	Inside, is a new mod that gives you a new weapon. Only, you have to fight a very tough Assassin for it. Get geared up, and go to Caldera. She awaits...
10857	The Arsenal v0.91	Weapons	MMH	98-15150	Daduke	2014-01-09	Adds 29 new weapons to game... daggers, stilletos, maces, polearms, axes, katars, kukri, rapier, gorkha, navaja, tridents, kriss... Includes off-handed versions of the katars too.
10856	Templar Sword	Weapons	MMH	98-12818	Zakkbob	2008-07-17	This is my first real mod. A sword inspired by the knight's templar. It is a two handed sword, and it's not too overpowering, and it is named Chalybus Per Templum, which is latin for blade of the templar I believe.
10855	T_Arsenal v1.1	Weapons	MMH	98-521	Thann	2009-04-06	This small plug-in adds couple new weapons in game, they are mostly iron. Here is the weapon list: battle axe dagger fagar mace iron sword iron scimitar wood sword You can find/buy the weapons at Caldera, Hodlismod: Armorer To install ...
10854	T_Arsenal 3	Weapons	MMH	98-5340	Thann	2007-08-05	adds 8 new weapons ingame all of the weapons can be purchased from Tel Aruhn, Aryne Telnim: Smith.
10853	T_Arsenal 2 v1.1	Weapons	MMH	98-585	Thann	2009-04-06	This plugin adds 18 new weapons ingame with new meshes and textures. You can buy the weapons from: Dagon Fel, Heifnir: Trader. (Axes) Balmora, Ra'Virr: Trader. (Knives, Darksun) Pelagiad, Uulernil: Armorer. (Longblades) Sadriith Mora, Manicky. (Axe, Spear, longblade)<...
10852	T_Arsenal 2	Weapons	MMH	98-11421	Thann	2007-08-05	This plugin adds 18 new weapons ingame.
10851	T3helm and new artifacts	Weapons	MMH	98-1306	Unknown	2009-04-06	This mod adds a new Helm based on the Terminator movie, A new Keening Longsword, "Hero's Weapons" Notes: These Weapons are to be used with Combat enhanced, they are weak and fast so that their strength comes from preforming combos THEY SHOULD BE USED WHILE IN TRANCE OR ...
10850	SwordTest JB	Weapons	MMH	98-5455	JB	2009-05-12	No Readme included. See Admin Comments.
10849	Swords of Oblivion v1.0	Weapons	MMH	98-1502	DeLite	2009-04-06	README Swords of Oblivion v1.0 This is a mod that introduces new models and textures. Currently there are two new swords, both placed in Arille's Tradehouse in Seyda Neen. Neither are uber items. They are lying in a corner waiting to be picked up. Taking them will not be considere...
10848	Sword Of Utter Kick Ass	Weapons	MMH	98-5399	PCC aka Blockhead	2009-05-12	This is a plug-in for Morrowind that gives you a glass longsword with extra oomph and a lot of enchantments. One wack of this puppy will deal around 120 points of "regular" damage. Then there are the enchantments (all "cast on strike") ... o Dire weakness to shock, shock damage. ZAP! ...
10847	Sword of Ur	Weapons	MMH	98-8266	bukowski	2005-11-28	This is a small mod that adds another reward you can receive during the battle with Dagoth Ur, a magic longsword that has been stuck into the lever you use to open the door
10846	Sword of Samall	Weapons	MMH	98-2044	NG	2009-04-06	No read me included. Adds a small house outside of Balmora. Uses the "Ice Blade of the Monarch" model. Adds an custom enchantment to it.
10845	Sword of Hades	Weapons	MMH	98-5383	Nick_D	2009-05-12	Adds a powerful sword for a high level character to the balmora guild of fighters basement in a box
10844	Sword of Elendil	Weapons	MMH	98-455	Adf	2009-04-06	Find the Sword of Elendil In the Vulcan ! and aragons Cape - need to Install Cloak Collection 1.4v or clean the reference out. Uses the Chrysamere model. The sword is near the entrance of Dagoth Ur. On a ledge near the lava.
10843	Sword of Black Marsh	Weapons	MMH	98-14711	Archeopterix	2013-05-11	Hmmm looks like someone hid something in the Balmora Mage Guild..... can't find it? (look in the tree planter on the lower level...) This sword is great for mages, it gives you some magic points on strike. :) If you find a bug or you want to use this mesh in one of...
10842	Sword Katanado	Weapons	MMH	98-2014	Upminder	2009-04-06	No Read Me
10841	Swiss Army Knife	Weapons	MMH	98-11620	korean77777	2007-10-28	This adds a swiss army knife into the game. It can be found in the seyddaneen census and excise office. Changelog:1.1 added tools onto the knife- new knife is in caius cosades house.
10840	Summonable Ice Sword	Weapons	MMH	98-13812	Slade Hiro	2010-01-14	This mod adds a spell merchant to Balmora Guild of Mages guild. he sells ice spells including this summonable ice sword that works like a bound weapon. the spell if quite expensive an cost 75 to cast but the sword is quite strong you get 15 to you longblade a 3...
10839	Stuff-plugin	Weapons	MMH	98-5033	Unknown	2009-05-12	Adds the Soulstealer katana and a Utility belt to Seyda Neen
10838	Striking Staves	Weapons	MMH	98-12679	Danjb	2008-04-22	This mod changes a number of staves (or "staffs", if you prefer) to make them cast their enchantment on strike, at a range. In other words, you can cast a staff's enchantment by just swinging the weapon, rather than readying it in the menu and casting with your hands. The...
10837	Stormbringer	Weapons	MMH	98-10315	khan raider	2005-12-26	"Stormbringer comin', time to die!" To all fans of Michael Moorcock and his "Elric of Melnibone" saga. Hellblade Stormbringer is in Morrowind, waiting for you to bring that world to doom. Now mod has a little quest, after completing which you will acquire Stormbringer. &...
10836	Stormbringer	Weapons	MMH	98-5298	Deathbliss	2009-05-12	I'm a Michael Moorcock fan and I remember somewhat fondly the Elric series in particular. Elric carries a sword that is life and death as well as a blessing and a curse to him. That sword is Stormbringer, and I thought it'd be cool to have something similar in Morrowind.

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
10835	Storm And Deliverance	Weapons	MMH	98-5347	Kagz aka Kagrenac	2009-05-12	This mod brings two new sword models to the game. Storm and Deliverance are a couple, of pretty deadly swords. You must travel to "Ald Daedroth" and search for the swords. Its not difficult, just have a good look around and look for anything different or NEW.
10834	Steel Broadsword Fix & Resource	Weapons	MMH	98-6175	quorn	2008-01-22	Replaces the steel broadsword, which uses the imperial broadsword mesh & icon, with new, unique ones. Repositions steel broadswords in the world to prevent clipping & floating. includes mesh, icon, and .esp    unzip in your morrowind di...
10833	Star Bois Epic Armory Small Fix	Weapons	MMH	98-5424	Unknown	2009-05-12	No description.
10832	Stalhrim Stuff	Weapons	MMH	98-14928	Ghostnull	2013-08-23	There was an unused mesh for the Stalhrim spear included on the Bloodmoon CD. Unfortunately, it was unusable in its original form as the mesh was messed up: its normals were flipped i.e. inside-out. Ghostnull fixed the mesh and created a plugin which allows you to get your hands on the...
10831	Stalhrim Battleaxe V.2	Weapons	MMH	98-5419	MP*Canus	2009-05-12	This adds the Stalhrim Battleaxe, which was not added to Bloodmoon, but had been shown in some conceptual art. This isn't the *actual* axe, but a reskin of the Silver Battleaxe made to look like it. This new version add a really nice transparency effect for the stalhrim part...
10830	Staffs of the Daedra v1.57	Weapons	MMH	98-14167	Melchior Dahrk	2010-11-29	This mod adds some new staffs, one for several of the major Daedra Princes. They can be found in shrines to each of those princes. You'll have to search hard to find each of them, but should be worth the effort. They are not enchanted but have high enchant ratings and are good quality.
10829	Staff Replacement Pack	Weapons	MMH	98-883	RWH	2009-04-06	***** Staff Replacement Pack v1.0 by RWH ***** Files required: Morrowind, Tribunal, Bloodmoon Changes to Morrowind: I m...
10828	Staff of the Acolyte	Weapons	MMH	98-5405	Cheesedragon	2009-05-12	The staff is lying on the floor of the Imperial Chapel in Ebonheart, just look down when you come in the door. It ignores normal weapon resistances, is a silver weapon, and has several Constant Effect spells at magnitude 100. The bonuses will be most useful to a Healer, although any M...
10827	Staff of Freezing	Weapons	MMH	98-676	Schwaa	2009-04-06	Look for a necromancer's cave just north of the Skall village. A new staff with a new enchantment can be found within. This is a simple one, no new dialog, NPC's, landmasses or cells, just a staff.
10826	Staff of Fire	Weapons	MMH	98-5516	Elric_Melnibone	2009-06-06	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. ----- ...
10825	Staff of Carnal Channeling Replacer	Weapons	MMH	98-13186	Midgetalien	2009-01-20	This mod replaces the Staff of Carnal Channeling with a better mesh to make it suite a necromancer. The mod also changes the enchantment to:    Damage health 1-5pts 30seconds on self    Summon Greater Bonewalker 30 seconds    Summon...
10824	spouch's Exsilium Sword	Weapons	MMH	98-13065	spouch	2008-12-03	EXSILIUM SWORD v.2.1    by spouch    Details    This is the newest version of Exsilium Sword. Adds to game the sword and a scabbard inspired by Exotath - KitRae's sword. Exsilium became now an one-handed sword and it's...
10823	spouch's Blood Eye Sword	Weapons	MMH	98-13346	spouch	2009-03-29	=====Blood Eye Sword v1.0=====    =====by spouch=====    Details    =====    This is first version of Blood Eye Sword. Adds to game the sword, which was projected by
10822	spouch's Akatosh - hand and a half sword	Weapons	MMH	98-13109	spouch	2008-12-24	AKATOSH - A-HAND-AND-A-HALF SWORD v1.1    ==by spouch==    Details    This is second version of Akatosh aHaaHS. Adds to game the sword, which can be one-handed, or two-handed, as you like. Also adds to sword a scabbard.
10821	Spirit Eater Replacer	Weapons	MMH	98-10460	Oriphier	2006-03-02	This mod replace the quite anonymous Spirit Eater with a more particular Mesh.
10820	SpaceIdiot's Soul Caliber Sword: Morrowind Edition!	Weapons	MMH	98-14257	Mr. Cherrie	2011-03-21	Soul Calibur 3 Sword    By Space Idiot , CONVERTED TO MORROWIND by Mr. Cherrie    ==Description==    This mod adds the soul caliber 3 sword made by space idiot for the bethesda game oblivion, and downgrades it to morrowind along wi...
10819	Soul Stealer Blade	Weapons	MMH	98-10774	Diabolicparrot	2006-08-29	This is basically phijama's sword with a newbie enchant. Sorry for all the chaos about the theft! No more mean comments please. Download it and rate it but if you dont like it dont say anything i have feelings to.
10818	Sode no Shirayuki v1.2	Weapons	MMH	98-6187	Meusnoorn	2008-07-17	REQUIREMENTS Morrowind.esm Tribunal    This mod adds Kuchiki Rukia's zanpakuto Sode no Shirayuki from the manga/anime Bleach to the Morrowind world.    For all information on how to get the sword, what it does and how to release ...
10817	Socketed Weapons and Armor	Weapons	MMH	98-14497	pseunomix	2012-07-02	This mod adds 30 socketable weapons and armor to the game. These items can have up to 3 sockets and can be socketed with any combination of the following materials: Diamonds (Weapons: Adds 1-20 shock damage, Armor: Resist schock 25% and fortify speed 5.) Emeralds (Weapons: Poison ...
10816	Snake Ring sword	Weapons	MMH	98-752	Sisco	2009-04-06	Snake Ring You can use this in anyway you like. I would like for you to give me credit. Extract to Data Files folder. The tx_cs_Snake_Ring_glow.dds file is there for the retexturers if you don't plan to retexture it just leave it alone do not delete it becasue it'...



<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
10815	SM - Area Effect Arrows (Infinity Bow Edition)	Weapons	MMH	98-13246	Pacmanius	2009-02-10	This mod is based off Marc's Scripted Bows that was released a few years ago. I really loved his idea but thought it lacked some of what I wanted so I took the mod and made my own. I used basically only his script and made it work for my purposes. Permission was granted by him v...
10814	Slayer	Weapons	MMH	98-5389	Naldor	2009-05-12	2 handed -Broadsword- "Slayer" the blade is located in Ald-ruhn at the fighters guild, near the guild smith. The stats are slightly better as a daedric weapon.
10813	Skyrim Imperial Battle Axe	Weapons	MMH	98-6638	Yar-Yulme	2010-12-17	Skyrim Battle Axe, based on design of Imperial Dragon from the upcoming TES V: Skyrim. Available in Fort Frostmoth. Changelog:v1.01 Textures updated.
10812	SkullCrusher Replacer	Weapons	MMH	98-10430	Oriphier	2006-02-19	This mod simply replace the in-game Skull Crusher Artificer with a new one ( new model and textures ). Changelog:updated to V 1.5 completely new mesh and textures with bump mapping
10811	Skeligun's Zangetsu	Weapons	MMH	98-13157	Melancholy	2009-01-11	Read me has credits and brief information on the mod. Has been cleaned in MWEE (morrowind enchanted editor) Now requires Tribunal And Bloodmoon. For vanilla users, please refer to the file labeled "zampakto 2". Changelog:1.0 Zangetsu Model done, temp text...
10810	Simply The Best	Weapons	MMH	98-4971	Unknown	2009-05-12	Alters Balmora Lucky Lockup, alters daedric dai-katanna
10809	Silver War Scythe	Weapons	MMH	98-12186	Leia aka Martin D. Jordan aka Leiawen	2013-02-09	A few people on the Forum were asking for a Scythe weapon to play around with. I was bored with doing the Pretty Faces Project that night so I whipped one up quickly, just for fun. The texturing is slightly off in places and it's a bit basic, but hey, it only took me an hour and it looks cool whe...
10808	Silver Longswords	Weapons	MMH	98-7121	VagabondAngel	2012-07-28	Just a little something thats taken me about 4 months to finish... I've never been fast but this is my slowest ever I think. Adds two new swords to the game - Vagabond Silver Longsword and Claymore. Both can be obtained in a Daedric Shrine - Shashpilamat (Azura's Coast Region 17,-5). Beware... ;)
10807	Silver Daedric Dagger	Weapons	MMH	98-1636	Ghoul_21	2009-04-06	Adds a silver daedric dagger to Uulernil in Pelagiad
10806	Silver Daedric Claymore 1.0	Weapons	MMH	98-1549	lochnarus	2009-04-06	This plugin places a silver daedric claymore in the backroom of the Ald-Skar Inn in Ald-ruhn. The sword is not overly powerful and can easily be changed with the editor to accomodate the player's preference. It's just a simple retexture and doesn't change the shape of the sword.
10805	Sils SpiderSword v1.0	Weapons	MMH	98-5421	Silaria	2009-05-12	Just a simple new weapon mesh for your warrior or thief to use and hack people up with. There is both a long and short sword version, and their current stats are the equivalent to ebony weapons. These items also have not been placed in the world.
10804	Silas's Real star walker Weapons	Weapons	MMH	98-13495	Silasmwgamer	2009-06-20	Silas Star walker swords. By Silasmwgamer. Introduction. ok this is my second mod, it adds two new weapons a long sword and a warhammer. The weapons are in star walker style textures. bugs and GMST...
10803	shorterlongkeenings	Weapons	MMH	98-5430	SiriusSnape	2009-05-12	ShorterLongKeenings This simple plugin adds 3 versions of AcidBasik's Long Keening: one in black, one in red, and one in the original Keening color. The blades have been shortened to the length of the Stalhrim longsword. You will find these on the counter of...
10802	Shorter Long Keenings	Weapons	MMH	98-1483	SiriusSnape	2009-04-06	This simple plugin adds 3 versions of AcidBasik's Long Keening: one in black, one in red, and one in the original Keening color. The blades have been shortened to the length of the Stalhrim longsword. You will find these on the counter of Meldor the Armorer's place in Balmora.
10801	Sharpened Adamantium Weapons V2	Weapons	MMH	98-519	DasHogg	2009-04-06	The Elder Scrolls III MORROWIND: DasHogg's Sharpened Adamantium Weapon V2 ...
10800	Shardies Glaive	Weapons	MMH	98-14714	Archeopterix	2013-05-11	Totally Awesome Glaivethingy made by Archie! :* It's in Balmora, in a crate outside the mages guild, sticking out the top >:D If you find a bug or you want to use this mesh in one of your mods, please PM Archeopterix at <a href="http://forums.bethsoft.com/forum">http://forums.bethsoft.com/forum</a> (its more for...
10799	Shakuer's Copper Weapons	Weapons	MMH	98-14524	ShakurtheDeceiver	2012-07-20	These are copper weapons, but just the retextured original iron weapons. They are added to the imperial forts, including Hawkmoth and Frostmoth and to Pelagiad's fort and Caldera's Armorer. Copper weapons are 25% cost of iron and half as durable. They do the same damage though. I also re-textured...
10798	Settra's Rare Weapons	Weapons	MMH	98-9971	Lord Settra	2005-07-08	This mod adds a shop to the Mournhold, Great Bazaar with unique weapons which are throwable spears and throwing axes. Incompatible with Mournhold Battle Arena 2 because it uses the space where the arena is.
10797	Sephiroths Mighty Sword plug- in v1.0	Weapons	MMH	98-1524	Sk8er	2009-04-06	Made By Sk8er(Tony thats me) if anyone is going to use this in their mod let me know by E-Mailing me at Mjtm_Mjtj@msn.com Thanks for downloading me!You only need the normal morrowind for this baby! Simnothing gave me the Idea and helped me with it! -...
10796	SeeD MOD	Weapons	MMH	98-5401	Nastra Reven	2009-05-12	A simple mod including a SeeD class and a Gunblade using new models. (not created by me) Gunblade is found inside the Tradehouse in starting town. It is on the lower floor, look up right before the stair case.
10795	Secret Of The Ancients	Weapons	MMH	98-5425	Kagz aka Kagrenac, Nuclear Dope	2009-05-12	This brings a new weapon to the game. It also brings a new statue to the game. Travel to Nchurdamaz and go in to find the secret. BEWARE, There are some nasties in there who dont want you, to get the stuff. So be prepared.

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10794	Scratchers	Weapons	MMH	98-4363	Unknown	2009-05-12	This mod adds 3 hand-shaped weapons used to scratch one's back, hence the name scratchers. Find them in a 'Smelling Barrel' in Dren's plantation.
10793	Scimitar v1.0	Weapons	MMH	98-5324	Shady_72002	2009-05-12	Readme for "Scimitar" Description- This plugin will drop a scimitar onto the boat dock North of Vivec's Foreign Quarter (just South of the Silt Strider). You can also stick scimitars in with the construction set. Instructions- Extract the "scimitarsmall.bmp" file...
10792	Saruman Staff v1.0	Weapons	MMH	98-5295	CikMatt	2009-05-12	Ok.. first things first. Install the .zip file into your Morrowind folder, and make sure "use folder names" box is checked. Hey, if you cannot operate WinZip, seek help. If something goes awry, the .bmp files goes into the Textures folder, the .tga files into the Icons folder, an...
10791	Sapphire Weapons	Weapons	MMH	98-14182	Milky	2010-12-29	Sapphire claymores and longswords have been introduced to morrowind. these swords are based on the glass clamores and longswords. they can be bought from Meldor the armourer, in balmora. This Mod should work together with my other weapons mod ☐...
10790	Sandman101's Weapon Project	Weapons	MMH	98-11379	Sandman101, friends	2007-07-15	This mod adds 520+ weapons and 80+ Shields and defensive shields(weapons set up as shields) to Morrowind. Requires Tribunal and Bloodmoon. There is 7 choices for esp's. I did not make these models. See the enclosed Thanks sheet for the people that deserve the real credit. I have...
10789	Saalah's New Types of Arrow	Weapons	MMH	98-336	Saalah	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. ----- ...
10788	Rune Swords V.1.0	Weapons	MMH	98-5445	Unknown	2009-05-12	Three Super Strong Elemental guardians, they have th Thunder Rune Sword, The Fire Rune Sword, and The Dark Rune Sowrd. The Near invincible weathered Dremora who has the Blade Of Azura. Dirizz the evil npc who has the cleaver.
10787	Rundwulf's Weapons	Weapons	MMH	98-10888	Rundwulf Wulfsson	2006-11-14	A new trader Rundwulf Wulfsson and his wife Brunnhild Guntersdatter will be found just outside the entrance to Fort Frostmoth. Rundwulf trades in armor and weapons. Brunnhild sells clothing, alchemy instruments, ingredients and jewelry. Both...
10786	Ruby Weapons	Weapons	MMH	98-6630	Milky	2010-12-06	Ruby weapons have been introduced to morrowind. these weapons are based on the glass weapons. they can be bought from Meldor the armourer, in balmora. please rate and comment this mod! List of Weapons available-
10785	Rose Scimitar	Weapons	MMH	98-10411	Dagoth Chicken	2006-02-11	Adds a rose-themed scimitar to the game. It can be found on the person a new guard in Pelagiad named Matt, in honor of the person who inspired the mod.
10784	Roman Arms	Weapons	MMH	98-7999	RR_Raptor65	2005-10-27	I've been waiting to do this for some time now, here they are, 100% authentic Roman arms! This mod comes with:[list] 3 Gladii (Fulham, Mainz and Pompeii) 3 Spatha a Dolabra (Like a Pickaxe) Pugio (Dagger) Hasta (a long spear) ☐...
10783	Realistic Halberds	Weapons	MMH	98-9195	Edgewood Dirk	2004-02-11	This mod changes the damage ratings on all the halberds, including magical and uniques, in the original Morrowind. Previously, most damage came from thrusting with the halberds, however, a halberd is not a thrusting weapon like a spear, it is a slashing or chopping weap...
10782	Real Katanas For Sale	Weapons	MMH	98-6171	Ronin (original), iamnone (revision)	2007-10-23	--- Real Katanas For Sale v2.0 --- (mod for TESIII: Morrowind) by iamnone This mod is a revision of the Katanas for Sale plugin by Ronin. ----- Changes from the original: - Revised each Steel Katana's weight, value, and damage to match the standard ...
10781	Real Katana Lite	Weapons	MMH	98-6170	karstux	2007-10-22	--- Real Katana Lite v2.1 --- (mod for TESIII: Morrowind) by iamnone This mod is a revision of the Real Katana 1.2 plugin by karstux (which adds better models and beautiful new textures to the wakizashi, katana, and dai-katana/no-dachi). ----- ...
10780	Real Dummy for Area Effect Arrows	Weapons	MMH	98-6695	Bethesda Softworks, Acidbasick	2011-03-09	Integrates the Acidbasick's Animated Dummies with the Bethesda mod Area Effect Arrows. So you can really test your new bow! This mod is meant to replace the Bethesda mod for users that also use the dummies of Acidbasick. If you do not use both mods this is not for you. I...
10779	Razor's Aura	Weapons	MMH	98-14025	Wolfzen	2010-07-20	(Not designed as a cheat mod.) (If you want to test the weapon out for yourself, access the console via the "~" key, and click on your character in third person mode. Type additem "mehrunes'_razor_unique" 1 and hit enter. This will add the Razor to your inventory.)>
10778	Rayearth Weapons Morrowind Edition v1.0	Weapons	MMH	98-12380	Chainy, rikard	2013-03-27	Rayearth Weapons Morrowind Edition. Original mod by rikard, all credits to him. 3 fantasy swords are hidden in addamasartus. You will be cursed by them if you have a high bounty! Good luck and enjoy Contact: 'Chainy' on bethsoft forums Email in readm...
10777	Rat's Bow & Quiver v1.1	Weapons	MMH	98-12313	Misty Moon	2013-03-12	Rat's Bow is a modified steel longbow (3 - 40), that you can buy from Ra'Virr the Trader in Balmora. The bow is totally re-textured. Changes made in this version: --- Have added Rat's Quiver, buy it from the same trader that sells Rat's Bow.
10776	Rat's Bow & Quiver	Weapons	MMH	98-14122	Misty Moon	2010-10-16	Rat's Bow is a modified steel longbow, that you can buy from Ra'Virr the Trader in Balmora. The bow is totally re-textured. Changelog:Have added Rat's Quiver, buy it from the same trader that sells Rat's Bow.

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10775	Rapier PLUS	Weapons	MMH	98-6325	Kefke Wren, phoenix12321	2009-11-15	ATTENTION!!! AS OF LAST UPDATE ALL GMST ISSUES ARE RESOLVED, PLEASE DOWNLOAD CURRENT VERSION BEFORE VOTING! Offers a tweaked version of phoenix12321's rapier for sale in a few shops around Morrowind. The mesh and texture have been left alone out of respect to the original...
10774	Rapier	Weapons	MMH	98-14139	phoenix12321	2009-06-22	My first mod so please be gentle(Not my first mod that I made, just the first one that I tried to make and stick with and release. Sorry to the people who thought it was my very first mod.) This adds a rapier to Ebonheart. Exact location is in the readme. The armor in the ...
10773	Rapier	Weapons	MMH	98-341	David Petkofsky	2009-04-06	A rare shipment of Rapiers from the province of Daggerfall has recently been shipped to Verick Germain: Trader in Caldeira. See him to buy one! The weapon does 3 chop and slash damage, but a lot of thrust damage.
10772	Rapid v1.0	Weapons	MMH	98-14655	Erik van Osch	2013-04-24	It adds a weapon on the desk of Arril's Tradehouse. You can pick it up without being chought. It looks like a Bee and the ammo looks like some stings. It is a crossbow and some bolt's. To instal copy all files into ../morrowind/data files. Then check it in the morrowind launcher.
10771	Ranger Lonsword v1.2	Weapons	MMH	98-691	J.Knez aka Schwaa	2009-04-06	Ranger Longsword Originally a sword from Everquest, I worked off of pics posted at Eldersrolls.com It can be purchased in TelMora, look for a ranger on the edge of town. He'll ask if you like 1 or 2 handed swords. I left the enchantment up to you.
10770	Ranger Longsword v1.1	Weapons	MMH	98-531	J.Knez aka Schwaa	2009-04-06	Ranger Longsword Originally a sword from Everquest, I worked off of pics posted at Eldersrolls.com It can be purchased in TelMora, look for a ranger on the edge of town. He'll ask if you like 1 or 2 handed swords. I left the enchantment up to you.
10769	Ranger Longsword	Weapons	MMH	98-608	Schwaa	2009-04-06	Schwaa's Custom Objects - Installation <a href="http://schwaa.0catch.com/schwaa11@hotmail.com">http://schwaa.0catch.com/schwaa11@hotmail.com</a> --- All objects for use in Morrowind. Epic Weapons were requested at the Elderscrolls....
10768	ra-01	Weapons	MMH	98-5345	Rad Hard-Heart	2009-05-12	ra-01 - powerful sword You will find this sword in Balmora, in Clagius Clander:Outfinder office(top).
10767	Qwert's Magical Missile Ammo Mod v3.9	Weapons	MMH	98-6431	Qwert	2010-03-23	This mod allows marksmen to fletch magical ammo(arrows,bolts,darts,throwing stars,ect). It also adds new meshes for bows,crossbows,etc. Changelog:ver 3.9 *fixed some more texture problems. ver 3.8a *crazygreggy moved the fletcher's friend close tot...
10766	Quivers and Fletching Kit Mod	Weapons	MMH	98-15660	Farrp, Hazelnut,, SnakeBitten	2018-08-11	This mod adds 4 differant quivers into Morrowind: Leather, Guar skin, Dwemer, and Dragon skin. These quivers will calculate the number of arrows in your inventory and fill the quivers with arrows based on that number. These quivers will only calculate arrow IDs that are in the original game (plus...
10765	Quiver of Misty Moon v 1.2	Weapons	MMH	98-11783	Misty Moon	2012-11-06	You can buy the Quiver of Misty Moon from "Wayne" in Balmora Fighter's Guild.
10764	Quiver of Misty Moon	Weapons	MMH	98-14121	Misty Moon	2010-10-16	You can buy the Quiver of Misty Moon from "Wayne" in Balmora Fighter's Guild. Changelog:Enchant and Armor Rating lowered, it was set too high in previous version. 18th October 2010. Related mod: Bow of Misty Moon
10763	Quest for Omnibane	Weapons	MMH	98-12509	Z999z3mystorys	2008-02-05	Spend large amounts of money to acquire a powerful weapon, It's starts out weak but with more and more money it can be upgraded. If you though you had more money than you know what to do with before, you won't after installing this mod. This is my first Mod I've summited so go easy on me please.<...
10762	Quality Swords	Weapons	MMH	98-7178	Cutthroat Mods	2012-08-04	Adds quality Iron , Steel and Silver swords to Arrilles inventory in Seyda Neen .
10761	Pure Glass Weapons	Weapons	MMH	98-1257	Cid88	2009-04-06	Pure Glass Weapon set 1 Legal Junk: 1. Use of: You can use this in your mod, but if you intend to release it, please contact me at goldstar5885@yahoo.com before hand 2. This mod was created by me, Cid88 3. Uses Bethesda's models retexured NOTE:...
10760	Projectile Speed and Store Chance	Weapons	MMH	98-12838	OathsEnd	2008-07-28	I have been looking for a mod that makes arrows, thrown weapons and spells go faster, and also makes the chance of them being stored on a corpse higher. I couldnt find on mod which did both of these, so I made one of my own. This makes all projectiles (Arrows...
10759	Plunger	Weapons	MMH	98-14713	Archeopterix	2013-05-11	Plunger (weapon) can be found outside in Balmora. ;) If you find a bug or you want to use this mesh in one of your mods, please PM Archeopterix at <a href="http://forums.bethsoft.com/forum">http://forums.bethsoft.com/forum</a> (its more for my own curiosity so I know who's using it)
10758	PJM Themed Bowsets for Companions	Weapons	MMH	98-11779	melian, Phijama	2012-11-06	Adds sheathing scripts for companions to Phijama's Themed Bowsets. Now you can give the bows to companions and still enjoy the sheathing feature. Player sheathing scripts have also been modified, though most of the changes will be invisible to the player. This mod should not conflict...
10757	Pigs buster sword	Weapons	MMH	98-11114	pigtrifle	2007-03-07	Adds a buster sword to Irgolas shop in Caldera.
10756	Pig's Silly Weapons Mod	Weapons	MMH	98-10805	pigtrifle	2006-09-19	This mod adds some strange weapons to a merchant in Balmora, such weapons include: throwable pillows, throwable cliff racers (that fly like paper aeroplanes, huge throwable chunks of daedric rubble, a two handed ogrim, a slaughterfish for slapping your enemys, throwable s...

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10755	Phurba Dagger	Weapons	MMH	98-7528	Redguard_Slayer	2005-06-13	The Phurba is a ceremonial three edged dagger used for centuries by the monks of Tibet in Buddhist rituals. It is said to be embodied with the power of the great Tibetan spirits. The two faces adorning the handle represent the good and the evil that lurks in the hearts of men.
10754	Phijama's Sheathing Weapons for Companions	Weapons	MMH	98-12915	melian	2008-09-05	Adds new scripts to a number of Phijama's beautiful sheathing weapons. Player sheathing scripts are revised and companion scripts added for any companion with companion share enabled, and Vorwoda's Hippolyta and Decius and any other companion using the same script. Weapon...
10753	Phijama's Sheathing Weapons	Weapons	MMH	98-11781	melian, Phijama	2012-11-06	Adds new scripts to a number of Phijama's beautiful sheathing weapons. Player sheathing scripts are revised and companion scripts added for any companion with companion share enabled, and Vorwoda's Hippolyta and Decius and any other companion using the same script. Weapons done are: D...
10752	Phijama's Lightsabers v1.0	Weapons	MMH	98-5675	Phijama	2011-08-17	There are a plethora of excellent mods out there that add lightsabers to the game. The majority of the included models use particle effects to achieve the effect of a glowing blade. Particles can be problematic in Morrowind, often going off axis due to character scaling and 'bubbling' when frame ...
10751	Peridot Dagger	Weapons	MMH	98-10634	A.Zunder	2006-06-22	A modders resource, however does include an esp which adds a woodelf to balmora wileding the dagger and two other weapons i have made. This mod has no conflicts or dependencies
10750	Pellitine Scimitar	Weapons	MMH	98-6893	Anonymous	2012-05-10	Simple test run. A Scimitar with Dongle's model renamed to suit the southern Khajiit Warriors of Pellitine.
10749	Pegasus Set for Morrowind v2.0	Weapons	MMH	98-12366	DoubleBrewski	2013-03-23	This adds items from the Oblivion mod, "The Forgotten Signs: Pegasus" to your Morrowind game. There are two swords, a dagger, axe, staff, warhammer, helmet and shield. Just added: Off-hand shield versions for both swords, ax, and the warhammer. There's also a version of the staff that g...
10748	PCC Karl Shortsword 02 v1.0	Weapons	MMH	98-1344	PCC aka Blockhead	2009-04-06	0. What It Is ~ I like the look of the glass weapons. That bright glowing green adds needed color to Vvardenfell. It's just too bad that glass anything is too expensive for lower level characters. I also like the look of ebony short sword. Ebony is also too e...
10747	PCC Glass Iron Spear 04	Weapons	MMH	98-1315	PCC aka Blockhead	2009-04-06	0. What It Is ~ I like the look of the glass weapons. That bright glowing green adds needed color to Vvardenfell. It's just too bad that glass anything is too expensive for lower level characters. Why not a weapon that has some of the look of glass but doesn'...
10746	Pain and Suffering - LB	Weapons	MMH	98-10496	Enmesharra	2006-03-17	I have had request for a Long Blade version of Pain and Suffering. It can be used with the Short Blade version or alone. There are a few differences: The blades are stronger than the Short Blade version but the Enchantments are a bit weaker. In addition to clothing or light armor (as ...
10745	Pain and Suffering	Weapons	MMH	98-10490	Enmesharra	2006-03-15	Pain and Suffering are dual wield blades for your evil characters. You can wield either blade in the offensive position with the other automatically taking the defensive. Each blade is a little different in it's use and style. Pain is a very strong dagg...
10744	P.W.R.P	Weapons	MMH	98-6436	Fallen one	2010-03-29	Pluginless Weapon Replacer Project This is my little hobby project to make pluginless weapon replacers for morrowind. For now, I'll be releasing my models separately so you can choose wich ones to use. Hope you like them :) ...
10743	P.W.R.P	Weapons	MMH	98-13900	Fallen one	2010-03-29	Pluginless Weapon Replacer Project This is my little hobby project to make pluginless weapon replacers for morrowind. For now, I'll be releasing my models separately so you can choose wich ones to use. Hope you like them :) ...
10742	Ozzriffic's Weapons	Weapons	MMH	98-5307	Ozzriffic	2009-05-12	Story: The paladin Ozrin retired and settled down with his wife in Pelagiad. After a long argument he had to throw out all his loot he gathered during his adventuring days. So he set up a tent with all his old weapons so that adventurers that need a weapon can get one. To get the...
10741	Ozzriffic' s Weapons Fix	Weapons	MMH	98-5385	Ozzriffic	2009-05-12	This is to get rid of the better heads dependency. Just put the esp in the datafiles folder and overwrite the old one. See Admin Comments.
10740	Ozrin's Axe	Weapons	MMH	98-5373	ozzriffic	2009-05-12	Adds a two handed axe to the game that shouldn't be overpowering unless you use it at level one. You will find it in the Balmora Temple up against a wall by a little grave thing. The name is from my main characters in Everquest 1 and 2.
10739	Osmium Dagger	Weapons	MMH	98-11143	Zarrexaij	2007-03-24	Adds a new weapon, the osmium dagger. You must go through a quest to get it. Changelog:Fixed wonky dialogue Added missing textures
10738	Ornate Elvish Sabres	Weapons	MMH	98-7118	VagabondAngel	2012-07-28	Another couple of sword resource offerings, this time with a celtic/elvish slant and once again using Phijama's excellent partial reflection technique. Both swords come complete with sheaths and are scripted to allow them to be equipped on either back or belt, depending on what armour/clot...
10737	Organic weapons	Weapons	MMH	98-11495	Fishcake	2007-09-02	Adds weapons and shields to be found in trees and rocks.(mostly in bitter coast) I have converted the trees and rocks into containers called "tree" and "rock" though not all of them have been changed just have a look for them Also adds a script to bottles in the game so t...

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10736	Orcish Weapons V1.1	Weapons	MMH	98-5390	Asylum	2009-05-12	This plugin adds four new orcish styled weapons to the world of morrowind. There is a mace, a claymore a battle axe and a halbert. The weapons can be found at the sild strider in Balmora.
10735	One-Handed Spears	Weapons	MMH	98-11254	BlueBit	2007-05-20	This mod was inspired by the movie 300, and I'm sure once you guys saw the movie you immediately wanted to make a Spartan, but there was no way you could get a spear and a shield, well now you can! One problem: The only way I could make the spears one-handed was to make t...
10734	One Handed Spears and Halberds plus Javelins	Weapons	MMH	98-6279	jlmr	2009-10-01	This is an attempt to add a small portion of realism to Morrowind combat by allowing the characters to wield spears in one hand freeing up the other hand to hold a shield. This small mod adds one-handed spears and halberds, also adds various javelins (throwing spears). Normal spears and halberds ...
10733	One handed halberds	Weapons	MMH	98-11153	merciful_dragon	2007-03-30	This small simple mod puts a small shop in Seyda Neen which sells one handed halberds. I've simply used the existing halberd models as new one handed long blades. The halberds vary in prices and power accordingly. Enjoy... Changelog:Version 1.4 - There, after the many failed att...
10732	OLYMPUS DAEDRIC CROSSBOW	Weapons	MMH	98-673	Unknown	2009-04-06	just a small plugging added a bunch of new stuff,gold style,silver stuff,as i was experimenting with it,yes it 's a bit brith but i was looking for heaven style mod,white ,but i couldn't find the right texture ,so i made it reflective,the closess i had in my mind for what i wanted...
10731	Okinawan Weapons	Weapons	MMH	98-10500	Mustadio	2006-03-18	Just a few of the more unusual weapons I whipped up real fast. They're not exactly high poly or high res, but they're bug free as far as I've tested. Adds dual-wield TONFA, JUTTE and SAI as well as a 2-handed ECU. There's no vendor for these so you'd want to set one...
10730	Ogre Clubs v1.0	Weapons	MMH	98-5441	Darkon The Ancient	2009-05-12	Let's face it the huge Ogre, whether Orc based or Imperial based, is kind of an "Uber" dude. So I thought that as Ogres were big into bashing they should have a real bad basher. So, this adds a barrel, beside the door, where you enter the Fighter's Guild in Balmora. The Barrel contains...
10729	Ogre Clubs v.1.1	Weapons	MMH	98-5386	Darkon The Ancient	2009-05-12	Uses the Dreugh club nif, but has been substantially boosted. It bashes for 60 and has an OgreFire enchantment. Once enacted the clubs can be found in a barrle inside the door to the Fighter's Guild in Balmora
10728	Oceanic Weapons: Reawakened	Weapons	MMH	98-7102	Kissimura aka Bajamaja	2012-07-26	A new shipment of exclusive weapons has arrived to wayn in Balmoras Fighters Guild. The weapons was forged on Summerset Isle and are very powerful, but they come with a high price. This mod adds four new weapons to the game, two Axes and two Maces.
10727	Obsidian Blade	Weapons	MMH	98-649	Obsidian Blade	2009-04-06	Obsidian Blade Seyda Neen Silt Rider You can find it under the silt rider in Seyda Neen. loveheena@chol.com www.dndrealm.co.kr/morro Any comments or bug report please contact to 'loveheena@chol.com'.
10726	OB Style Quivers and Sheathing Bows for Morrowind v1.3	Weapons	MMH	98-14096	Sandman101	2010-09-28	Goal - to make the bows sheath similar to OB as much as the game mechanics and animations will allow and to add quivers for all of the armors. Three choices for styles of play. -- OB Style Quivers and Bows.esp adds a choice script to all of the Le...
10725	NW Daedric Flamesword	Weapons	MMH	98-5316	Nightwing	2009-05-12	A beginner version can be purchase at Arrille's Tradehouse in Seyna Neen. A more advance version can be purchase in Balmora.
10724	Not a Magic Slingshot	Weapons	MMH	98-14520	Wildman, Spoon Thief	2012-07-19	It's a slingshot. I wanted to be able to use Wildman's awesome slingshot with a non-magic character, so I just changed it a bit. Still available from Thongar in Khuul, but he now has restocking ammo for it and the magic shot script has been remove...
10723	Nord Leg Enchantment	Weapons	MMH	98-14073	Midgetalien	2010-09-06	Bethesda made an enchantment that was supposed to go on the nord leg - but for some reason they didn't implement this. This mod fixes that by putting the enchantment on the leg. The enchantment is: Cast when...
10722	Norcara	Weapons	MMH	98-10588	lochnarus	2006-05-13	My premature contribution to the 'Eldanorcara' mod, sort of a lite version, hence the title... This is, in essence, a demo mod of the elven sword I had put together (in the most literal sense) for that mod, sans sheath and any nifty scripting. The sword here is fully functional, uses ...
10721	Nocturne	Weapons	MMH	98-7123	Phijama	2012-07-28	The following bow meshes are intended to be used as a resource, they were initially created for my daughters personal use but she graciously gave permission for a public release. This simple plugin adds 3 bows to the game that share the same basic mesh but are textured to a theme.
10720	Ninja Weapons	Weapons	MMH	98-11343	PsyWave	2007-07-05	This mod adds some ninja weapons and tools to Morrowind. What it adds? Well, it adds a Steel Ninjato and a parry version of it (credits for the mesh goes to Kastux, and the credit for the textures and icons goes to Ronin). Not only that, it adds a kunai in four versions (credit to Bovar for...
10719	Nights Gear	Weapons	MMH	98-5312	SATAN	2009-05-12	This adds 6 ice weapons that I made in 3DS MAX,plus 1 skirt,and 3 armor pieces to a smith inside of ADAMASARTUS by seydaneeen. They are balanced and all the icons were made by me. You may however have to kill her to get the skirt...Sometimes she just won't sell it!
10718	Nightmare Sword	Weapons	MMH	98-789	Wormheart	2009-04-06	The Elder Scrolls III MORROWIND: Nightmare Sword Version 1.0 &...



<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
10717	Nico's Gift	Weapons	MMH	98-15174	Kalian, Nicoroshi	2014-01-21	This mod adds new swords, you can find them in Balmora, Ra'Virr trader.
10716	Ni'assa and T'ulliah dual wield scimitars	Weapons	MMH	98-8657	VagabondAngel	2005-02-12	Welcome to my first attempt to model a weapon... didn't turn out too bad all things considered so I turned it into dual wield twin blades. For version 1.1 I added detail to the textures and made them available instead of baking them on the mesh. The sw...
10715	New Veloth's Judgement v2.0	Weapons	MMH	98-13733	Kalamestari_69, nONatee	2009-11-06	There are two versions of this mod. There are A and B versions. The only difference between them is that the other B is held like a staff or a spear. Choose only one of them. Judgement hammer with new high quality meshes and textures with environment map effects. Stats of the hammer are not ...
10714	New Umbra v2.0	Weapons	MMH	98-13688	Kalamestari_69	2009-09-25	===== The Elder Scrolls III Morrowind Mod: New Umbra v2.0 by: Kalamestari_69 REQUIRES TRIBUNAL ===== 1. Installation 2. About this mod 3. Playing the plug-in 4. Incompatibilities 5. Other info ...
10713	New Templar Sword	Weapons	MMH	98-13108	Zakkbob	2008-12-23	This mod adds a new sword to the game, the "Chalybus Per Templum" which is latin for Blade of the Templar. I have updated this sword from my previous mod to be a more practical size and one handed. I updated the mesh and textures to look a little more sharp, but it is a m...
10712	New mesh for Dagger of Symmachus	Weapons	MMH	98-622	Unknown	2009-04-06	It always bothered me that the Dagger of Symmachus lacked a unique mesh (and looked just like a regular old glass dagger). So, since I recently obtained a copy of 3DS Max, I decided to fix that! Here's the Dagger of Symmachus forged anew, with a brand new mesh and even two new textures. It looks,...
10711	New katanas .4beta	Weapons	MMH	98-1227	Unknown	2009-04-06	Real Katana v1.1 ===== - replaces the original katanas, dai-katanas and wakizashis with aesthetically much more pleasing models. - changes katana to two-handed style (slightly improved damage), renames dai-katana to no-dachi.
10710	New Frostmourne Sword Meets Morrowind	Weapons	MMH	98-12921	Jojo	2008-09-09	Jojo's Frostmourne Meets Morrowind ----- 1. SUMMARY This mod does what its name says, brings Jojo's incredible work of a Frostmourne to Morrowind. I just basically converted it, so I hold no credit for the mod. ...
10709	New Daedric Swords	Weapons	MMH	98-5411	SATAN	2009-05-12	I slapped some daedric textures on some old meshes I had. go to melder's shop in balmora and talk to the lady there.
10708	New Bow of Shadows v1.5	Weapons	MMH	98-14064	Kalamestari_69	2010-09-04	The Elder Scrolls III Morrowind Mod: New Bow of Shadows v1.5 by: Kalamestari_69 REQUIRES TRIBUNAL * 1. Installation 2. About this mod 3. Playing the plug-in 4. Incompatibilities...
10707	Netch Adamantium Weapons	Weapons	MMH	98-12848	Midgetalien	2008-08-04	his mod adds new weapons to the game. These are sold by the dark elf who sells the Netch Adamantium armor in Pelagiad. As such this mod requires the Netch Adamantium armor It adds: - 1 shortsword - 1 longsword ...
10706	Nerevar's Blade Replacer	Weapons	MMH	98-12123	Dragon_Lance	2013-01-11	After seeing an excellent texture replacer for Trueflame, I gathered the incentive to make a whole new mesh for it. This is simply a replacer of meshes and textures. There is no plug-in needed. There are also reflections and bump-mapping involved to enhance the appearance.
10705	Nerena The Archer	Weapons	MMH	98-3037	MistyMoon	2009-05-11	This mod adds Nerena Snake-Eye in Suran. She is a Master Archer and sells Special Bows, Enchanted Arrows and Quivers. She can also repair your weapon s and armor and provides some training. Nerena Snake-Eye is highly skilled and is not to be play around with. Be her friend and treat her well...
10704	Na'vi Bow and Arrow	Weapons	MMH	98-6703	Aust Nailo	2011-03-16	Adds a re-weighted chitin bow and special posion tipped arrows to the game representative of the bow and arrows used by the Na'vi race. The they are both very powerfull and are a little off balanced, but what do you expect when the race is 9-12 feet tall. Changelog:1.0 Initi...
10703	Mundane Weapons v1.0	Weapons	MMH	98-12260	ManaUser	2013-03-03	A pack of two loosely related mods. One makes table knives usable as weapons. Silver knives are Short Blades and wood (handled) knives are throwable. The other adds a "sturdy torch" that works as a weapon. You will need one of the expansions to use torch, but the knives work without.
10702	Multiple Claws	Weapons	MMH	98-9571	astashenko	2004-05-04	The claw models were created by Frank Myer - nightwing69us@yahoo.com taken from his mod entitled "The Claws" This mod is my attempt to introduce these models as balanced weapons in morrowind.
10701	mshard	Weapons	MMH	98-5470	Kolapsys	2009-05-12	- A selection of magic wands carved from the purest mineral shards and branded with strong gold glyphs. U can buy them from Galbedir, Balmora, mages guild.(if u can afford them) - These are powerful blunt weapons, but the price should be enough to balance the game if you're roleplaying, and ...
10700	MP*Canus' Blood Mace 2.0	Weapons	MMH	98-9134	MP*Canus	2004-01-21	This plugin adds a weapon called the Blood Mace, based upon a weapon of the same name found in the Playstation game King's Field 2. In addition to placed maces, they're also added to Leveled Item lists. Rumored to have travelled somehow to Tamriel from a different dimension in the fabled lan...
10699	MP*Canus' Blood Mace 1.0	Weapons	MMH	98-5398	MP*Canus	2009-05-12	This plugin adds a weapon called the Blood Mace, based upon a weapon found in the Playstation game King's Field 2. In addition to placed maces, they're also added to Leveled Item lists. Rumored to have travelled somehow to Tamriel from a different dimension, in the fabled land of Verdi...
10698	Morrowind Superweapons	Weapons	MMH	98-5434	Unknown	2009-05-12	No read me. See Admin Comments

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
10697	Morrowind Kunai	Weapons	MMH	98-14356	Slaanesh the Corruptor	2011-08-14	Morrowind Kunai By Slaanesh the Corruptor Description: This mod add's a seller of Kunai Knives to the End of the World Tavern in Dagon Fel. He sells 500 of them before they need to respawn. Installation: <...
10696	More Breaker Swords	Weapons	MMH	98-5535	Marbred	2009-07-09	The Elder Scrolls III MORROWIND: More Breaker Swords &#...
10695	Mithril Dai-katana	Weapons	MMH	98-10620	Raven	2006-06-13	This adds a Mithril Dai-katana (one handed) to your game. It's slightly weaker and lighter than the Daedric Dai-katana. Look for it in Arkngthunch-Sturdumz.
10694	Mithril Battle Axe	Weapons	MMH	98-10615	Raven	2006-06-10	This adds a Mithril Battle Axe (one handed) to your game. It's slightly weaker and lighter than the Daedric Battle Axe. To find the axe, go to Assemanu (Bitter Coast Region. North/West of Ebonheart, South/East of Seyda Neen). The area the Battle Axe is in can be a little...
10693	Midgetaliens Weapon Pack I	Weapons	MMH	98-12574	Midgetalien	2008-03-03	From the readme: This mod adds a re-textured bow, arrows and sword to morrowind. Details: Ivory bow- MElдор in Balmora sells it. Imperial Iorn Arrows-meldor in Balmora and imperial archers have them.
10692	Meskoa Weapon Pack v1.0 EV	Weapons	MMH	98-14228	F.I.M. aka San Monku	2011-03-01	23 Weapons for sale at Balmoras guild of fighters, includes almost all models from my particle weapon pack, WITHOUT particles! and a lot more [img]var/www/ghf/phpBB3/images/smilies/icon_e_wink.gif[/img]
10691	Meskoa Particle Weapons v1.0 EV	Weapons	MMH	98-14227	F.I.M. aka San Monku	2011-03-01	At sadrith moras's mage's guild are some particle weapons to buy.
10690	Mehrunes' Razor Fatal Strike	Weapons	MMH	98-13517	Dormouse	2009-07-06	"This mythical artifact is capable of slaying any creature instantly..." Tamrielic Lore Mehrunes' Razor will now live up to its legendary status. With each strike from the dagger, there is a chance Mehrunes Dagon will deliver a fatal strike, banishing the enem...
10689	Mehrune's TRUE Razor	Weapons	MMH	98-14391	Kieranfoxy	2011-11-07	EDIT: Comments closed due to whining/trolling. If you can't be trusted to not whine about free stuff, the you won't get to comment. This mod revamps Mehrune's Razor, remodelling and retexturing it so that it appears to be a weapon fit to be fough...
10688	Megaton Hammer	Weapons	MMH	98-10367	Rob B.	2006-01-24	This plugin adds a new weapon to Morrowind called the "Megaton Hammer". As most of you probably know from "The Legend of Zelda: Ocarina of Time", the Megaton Hammer was a weapon from that game. I've attempted to recreate it by retexturing the Dwarven Warhammer. The Megato...
10687	Medieval Weapons	Weapons	MMH	98-13073	Gawain	2008-12-07	Medieval swords by Gawain ** 1. INSTALLING THE PLUGIN ** Simply unpack the Textures, Meshes and Icons folders as well as the medieval_swords.esp to the '.\Morrowind\Data Files' (click 'y...
10686	Maxs Retextured Daedric Wakazashis	Weapons	MMH	98-5297	Maximus	2009-05-12	What this mod adds -6 Re-Textured Daedric Wakazashis -3 Re-Textured Daedric Staffs -1 new shop in Aldruhn that has a dealer in Daedric,Ebony, and Glass artifacts.
10685	Master Sword	Weapons	MMH	98-10530	Jonathon Dancy	2006-04-08	Adds a replica of Links master sword to the fighters guild in balmora, not unbalancing to the game. This is my first mod so it might not be perfect ;)
10684	Martilahivan	Weapons	MMH	98-11657	Cantina Boy	2007-11-22	Some guns I made after the blunderbuss. See the screenshots. This mod adds a island and guns.There isn't any story. Sorry I wanted to put clothing, hats and pirate stuff but it was taking to long and I needed to get done, so here it is. I redid the mesh and texture as you can see from my old on...
10683	Marksman Weapons v1.0	Weapons	MMH	98-5320	Pekka Productions	2009-05-12	modi lisää peliin uusia aseita: -marksman thrown axe - marksman thrown spear -crossbowilla ammuttavia veitsiä ja muuta -rapid-fire crossbow (ei tarvitse ladata kun ampuu) - jotain muuta aseita voi ostaa balmorasta erikltä
10682	Marksman v1.46	Weapons	MMH	98-5413	Intelligentsia	2009-05-12	A huge expansion on the game for marksman players.....no longer do longblade and staff users get all the cool toys! If you find this mod imbalanced just raise the difficulty.....it was tested with a non powered character at difficulty 66. Real Marksman combat script, several new NPCs, a...
10681	ManualIntelligence's Throwing Spears	Weapons	MMH	98-12578	ManualIntelligence	2008-03-04	a Plug-in that adds throwing spears or javelins in to Morrowind. There is total 9 throwing spears; iron, chitin, steel, bonemold, silver, dwarven, glass, ebony and daedric. The spears are mostly modified spear-models but also 2 new modles are added. (Glass & bonemold.) The spears are slightly...
10680	Mantis Blades	Weapons	MMH	98-12866	Organics	2008-08-12	This weapons mod includes both the Long and Short blade mantis weapons. The long version and story are in the wise woman's yurt in the Urshilaku camp sitting on a table. The short blade version however is in the possession of a big nasty fellow whom is gu...
10679	Magick Bolt	Weapons	MMH	98-12814	thisisdustin	2008-07-10	Taken from readme: Magick Bolt v1 Eldaen, a high elf residing in Balmora's Eight Plates, has recently invented a new type of throwing weapon, Magick Bolts. Magick Bolts are powerful bolts that have high damage and a lot of enchantment points. Elda...
10678	MagicGrenades 0807	Weapons	MMH	98-5321	GlassBoy	2009-05-12	Creator: GlassBoy INSTALLATION: Unzip all files into the C:\program files\bethesda softworks\morrowind\data files folder and they should go all in the right places. ESP FILE INFORMATION: IMPORTANT These Grenades cannot be bought! so it should not unbalanc...

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
10677	Magic Staffs	Weapons	MMH	98-5446	Unknown	2009-05-12	<p>Magic Staffs: Adds a merchant NPC to the Mage's Guild in Balmora who sells a range of staffs, both enchanted and unenchanted. ===== 20090607 updated description &amp; categories same as other file minus the dialog patch --miran</p>
10676	Magic Slingshot	Weapons	MMH	98-13261	Wildman	2009-02-18	<p>Slingshot summons it's own ammo at cost of magicka to the player. Magicka cost is determined by player stats of Intelligence, Willpower, Conjuration, Destruction, and Enchant. Between 5 and 10 per shot. Slingshot is available for purch...</p>
10675	Magebane Replacer v1.10	Weapons	MMH	98-13906	Melchior Dahrk	2010-04-03	<p>This mod simply replaces the unique weapon, Magebane. Before the sword simply used the glass claymore mesh. Now it has its own unique mesh complete with particle effects on the blade. Enjoy! ===== 2. Requirements ===== Morrowind</p>
10674	Macha 1.0	Weapons	MMH	98-5338	VagabondAngel	2009-05-12	<p>Macha is an ornate katana of rare beauty and once was the pride of the sword collection in Old Mournhold. Taken by Daedra as payment for "services", Macha is now kept in the Shrine of Ramimilk and is guarded by the most powerful of daedra. The sword you find in Ramimilk is scripted to ...</p>
10673	Macha - Ornate Katana	Weapons	MMH	98-9682	VagabondAngel	2005-03-11	<p>Macha is an ornate katana of rare beauty and once was the pride of the sword collection in Old Mournhold. Taken by Daedra as payment for "services", Macha is now kept in the Shrine of Ramimilk and is guarded by the most powerful of daedra.</p>
10672	LoZ's Master Sword	Weapons	MMH	98-13089	Mikel (Morrolight)	2008-12-17	<p>Hello! This is my second mod eva' made. It puts a replica of the Master Sword into your game! I know someone had already made something like this, but I decided to take a wack at making my own! It's a nice sword and it kicks butt (as it should.) But there are some problems, like the sword looks. T...</p>
10671	Longspears(with axe stat adjustment)	Weapons	MMH	98-725	Illtempered	2009-04-06	<p>Longspears by Illtempered This is a small plugin that adds two longswords to the game. A Daedric, and a Dwemer. The meshes were created by Bethesda, but were never used in-game. This contains nothing but an esp. Only Morrowind is required. They h...</p>
10670	Longspears%28Final final%29	Weapons	MMH	98-652	Illtempered	2009-04-06	<p>Longspears by Illtempered This is a small plugin that adds two longswords to the game. A Daedric, and a Dwemer. The meshes were created by Bethesda, but were never used in-game. This contains nothing but an esp. Only Morrowind is required. They h...</p>
10669	Longspears	Weapons	MMH	98-5464	Illtempered	2009-05-12	<p>This is a small plugin that adds two longswords to the game. A Daedric, and a Dwemer. The meshes were created by Bethesda, but were never used in-game. This contains nothing but an esp. Only Morrowind is required.</p>
10668	Long Spears	Weapons	MMH	98-13213	Midgetalien	2009-01-31	<p>This Mod adds the Dwemer Long Spear and the Daedric Long Spear to the levelled lists. The weapons were included on the CS disk that came with Morrowind but were never actually used. The levelled lists that have been affected are: Daed...</p>
10667	LOCH Area Effect Arrows REDUX	Weapons	MMH	98-2149	Lochnarus	2009-04-24	<p>GOOD NEWS FOR MARKSMEN!!!! Aradraen: Fletcher in the Foreign Quarter Lower Waistworks has moved her shop near the main gates of Vivec, across from the siltstrider port. She is famous for her area effect arrows. Exclusive to her shop! The shop has been redesigned ...</p>
10666	Living Sword	Weapons	MMH	98-11142	Arcimaestro Antares	2007-03-24	<p>"Some centuries ago, a powerful Telvanni Sorcerer, trapped a Lord Flame Atronach, minion of Lord Molag Bal, into a magical sword. Unfortunately, the Lord Daedra was still able to fight, even if trapped, and the sword, flying, started fighting the sorcerer. So the Telvanni shut the sword int...</p>
10665	Lilarcor v4-1	Weapons	MMH	98-5437	Tundrowalker	2009-05-12	<p>This plug-in adds Lilarcor+3, the "intelligent", talking sword from Baldur's Gate II - Shadows of Amn. He's located in Arrille's Tradehouse in Seyda Neen, propped up against the wall near the entrance to the shop. I was pretty ticked when I found out you couldn't upgrade the only talk...</p>
10664	Lightsabers	Weapons	MMH	98-5367	freddyk	2009-05-12	<p>Contents: -9 sabrolasers normal (Obiwan Kenobi, Luke Skywalker, Darth Vader, Exar Kun, Mara Jade, Mace Windu, Yun, Dooku, sabrolaser Sith) -3 sabrolasers doubles (Darth Maul, Exar Kun, Bastila) -3 holocrons (Jedi, Sith, super - holocron)</p>
10663	LightSaber Weapon	Weapons	MMH	98-5403	Joshua Hull	2009-05-12	<p>There are 2 LightSabers placed in Morrowind 1: "Plastic LightSaber" is a very poor weapon but serves it's purpose for people who just want to see the weapon, can be found in the Room with the Rusty Dagger at the very start of the game after you have created your character. The Plastic ...</p>
10662	Lightsaber mod	Weapons	MMH	98-5346	slinky_696	2009-05-12	<p>This is just an early version it has no sound and only basic light and animation but better than the jedi mode. The lightsaber is just outside the skar (big shell) next to a fire outside the weapons smith in Ald'ruhn.</p>
10661	Lightning's Blaze Edge	Weapons	MMH	98-6478	Ashara, Kalian, Arkann	2010-05-29	<p>Adds 1 new weapon in Ald'Ruhn (see screenshot for accurate location). This is Lightning's 'Blaze Edge' from Final Fantasy XIII. It is set as a longblade, and is quite powerful; Weight: 20 Spedd: 1.10 Chop: 15 - 41 Slash: 15 - 34 Thrust: 5 - 25</p>
10660	Librarianhammer	Weapons	MMH	98-5331	Unknown	2009-05-12	<p>This mod includes No Readme. I've played it myself, and to install, you must place the "w" folder in meshes, textures in textures, and the esp the data files folder. Then, enable it as you would any other mod. The hammer can be found in the Vivec Foreign Quarter, laying across from the ...</p>

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
10659	Lhammonds Unique Weapons for Modders: Morrowind Edition!	Weapons	MMH	98-14260	Mr. Cherrie	2011-03-22	Lhammond's Unique Weapons By: Lhammonds Converted to Morrowind By Mr. Cherrie ==Description== This mod adds 5 weapons to a cell in the dagon fel end of the world tavern. Screenshots are included. the demon on a stick and fish
10658	Leia's Dual Wield Mod	Weapons	MMH	98-5319	Leia aka Martin D. Jordan aka Leiawen	2009-05-12	Leia's Dual Wield Mod, version 0.3. Unzip the file into your Morrowind folder. Make sure you keep the directory structure intact. NIF files go in the Meshes folder, BMP files go in the Textures folder. New weapons are appearing in Vvardenfell! Stronger than steel yet lig...
10657	Legends Belfier Leminz v2.0	Weapons	MMH	98-3810	farrp	2009-05-12	My mod adds a legendary assassin NPC that sells many new arrows, bows, cloaks, daggers, swords, a fletcher kit, and abilities that you can purchase. My mod uses the models of a few other mods and some new. Pamphlets are available to tell about the items.
10656	Legendary Weapons v1.2	Weapons	MMH	98-5467	Nightwing	2009-05-12	Legend has it that Vivec granted each Vampire lord a legendary weapon, to what purpose was this gesture may serve is only known by Vivec. version 1.2 June 6, 2002 Fix a dialog bug. Alter the flaming sword hilt yet again. Added a few powerful Creatures. Added so...
10655	LD-ThrowingAxe	Weapons	MMH	98-5366	Lord Delekhan	2009-05-12	I wanted something to throw besides darts and daggers, but honestly did not want to install a massive mod with more then I was looking for. With that in mind I made this throwing axe model. The archive simply provides the axe as an item, placing it, enchanting it, etc. I leave up to thn...
10654	LD-Kukri	Weapons	MMH	98-5339	Lord Delekhan	2009-05-12	This is your basic Kukri, the weapon of choice for the knowledgable assassin. Sweet little assassins knife, great for slitting throats and decapitations.
10653	LD-battlehammer	Weapons	MMH	98-5440	Lord Delekhan	2009-05-12	This is your basic Battle Hammer, it has always been one of my favorite weapons and I felt the lack of it so I whipped one out.
10652	LauraCroft's Moonshadow Blades: Morrowind Edition!	Weapons	MMH	98-14259	Mr. Cherrie	2011-03-21	Moonshadow Blade By: LauraCroft, Downgraded by Mr. Cherrie ==Description== This mod downgrades and add's LauraCroft's excellent Moonshadow Blades to morrowind. There are three, and the handle of each is a different color: red , white, ...
10651	Kupo Nut Bombs	Weapons	MMH	98-10823	Marbred	2006-10-03	Simply adds Kupo Nuts, which are magical explosive seeds. You can find the Nuts on Kupo Trees in the Grazelands. There are 5 types of Nuts: Normal(not enchanted), fire, frost, shock, and blinding. They're all marksman-thrown weapons, but you don't need to be high in marks...
10650	ktx Rapier	Weapons	MMH	98-2318	karstux	2009-04-24	The Rapier mod adds a new weapon, the Fine Rapier, to the game. Actually, this mod was put together specifically for Shoujo. The rapier is a model i did a couple of months ago, when i was still completely clueless in regards to low-poly modeling. Hence, the rapier has 1600 polys. The te...
10649	knux weapon pack1	Weapons	MMH	98-2221	Knux Econa	2009-04-24	* Knux' Weapon Pack 1 - By Knux Econa * 1. Installation 2. Description 3. Version history 4. Known bugs or is...
10648	Knight's Lance	Weapons	MMH	98-12476	Aediin	2008-01-16	Adds a type of weapon: lances (new meshes & textures). The lance is inspired on the historical medieval weapons. They have a small heraldic banner near the tip. The banners are "physiqued", that is, they are not completely rigid, and occasionally wave in the wind. There are nine different ban...
10647	klington russian edition	Weapons	MMH	98-15468	katana3DG	2016-05-01	this mod adds a hunt for a klington bat'leth that you can use. this is a rus mod but can be played with eng ver of morrowind. readme text is included (spoiler) weapon can be found in the strange shipwreck near sadrith mora.
10646	Kitchenware	Weapons	MMH	98-5549	psychopie	2010-10-23	This plugin adds several new weapons, an iron frying pan, a cast iron frying pan, a meat cleaver, a throwable meat cleaver and a kitchen whip. The pans are blunt weapons and can be found on the table behind the counter at the Halfway tavern in Pelagiad.
10645	Killer Of The Gods v1.0	Weapons	MMH	98-5038	Unknown	2009-05-12	ESP file only, no read me. No description other than admin comment.
10644	Killer Of The Gods	Weapons	MMH	98-5457	Unknown	2009-05-12	It's hard to defeat Dagoth Ur. Why not do it the easy way! Simply run up and give him a little smack with this beauty! He's dead! After that, everyone will love you for killing him! (in other words it has scripting that makes it so that after you kill that certian character, it will boost your pe...
10643	Keening Reforged v2.1	Weapons	MMH	98-13962	Kiteflyer61, Jac	2010-05-29	This mod gives the player an opportunity to have Keening reforged into one of six other weapon types. The player can choose between an axe, a longsword, a mace, a staff, a crossbow, and a spear. The new weapon retains the same enchantments as the original Keening, even the same name. ...
10642	Keening of Choice	Weapons	MMH	98-6619	ddfields	2010-11-27	Others have done various versions of Keening and Sunder and I present to you my version to choose if you want. Although this mod is named Keening of Choice, I reworked Sunder as well, since they go hand-in-hand for the main quest. My version of Keening gives you a choice of 4 different crystal bl...
10641	Katanas For Sale v1.0	Weapons	MMH	98-5354	Ronin	2009-05-12	Description: This mod adds 15 High Resolution Re-textures of Karstux's katanas to Meldorf in Balmora, also includes one Ninjato.
10640	Katana3DG's Morrowind Weapon Pack v1.0	Weapons	MMH	98-5471	Katana3DG, KWQ	2009-05-12	The Scimitar is a design I saw many years ago and liked quite a bit please feel free to adjust it for game balance. The Valdris is one of those wonderful creations of artist and weapon smith Kit Rae(and all design credit must go to him). The Valdris V3.0 has a script which allows the we...

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
10639	Katana3DG's Chrysamere Replacement	Weapons	MMH	98-9649	Jerothac	2005-07-21	This replaces the Chrysamere with a new, better, scimitar mesh. This is the property of Katana3DG.
10638	Katana of MistyMoon v3.0	Weapons	MMH	98-5379	Misty Moon	2009-05-12	This is my first weapon mod, you will find the "Katana of Misty Moon" in Seyda Neen lighthouse at the top floor. Katana of Misty Moon is based on the fiend katana with the gravedigger
10637	Katana of Misty Moon	Weapons	MMH	98-1457	Misty Moon	2009-04-06	This is my first weapon mod and I don't know how to place items in the world, so to get the Katana of Misty Moon you will have the ues the console.
10636	Karstux scimitars v1.0	Weapons	MMH	98-2297	karstux	2009-04-24	Scimitars 1.0 adds a new weapon, the Wolf Scimitar and an accompanying parrying weapon to several merchants in Vvardenfell.
10635	Kaos K-Dart mod v1.0	Weapons	MMH	98-5328	Strider	2009-05-12	Title: KAOS K-DART MOD v1.0 Creator: Strider Type: Weapons Description: A new shipment of rare weapons has arrived on Vvardenfell. K-Darts, rare, lethal and expensive darts are being sold by merchants in Ald'Ruhn, Caldera, Balmora, Pelagiad and Vivec. These merchants do not make ...
10634	Kagz Rapier Mod	Weapons	MMH	98-5414	Kagz aka Kagrenac	2009-05-12	Alright this mod brings a new sword model to the game. You must travel to Arvel Plantation and look for anything new or strange.
10633	Kagz Bladez v1.0	Weapons	MMH	98-5300	Kagz	2009-05-12	This mod brings my collection of weapons to the game. There are swords, a hammer and a shield. Now i realise the size of the hammer in polys,is very large. However if you use it in an indoor cell, where most enemies are, there are no probs. Its only really outside in a melee, where...
10632	K Ranger Longsword v1.3	Weapons	MMH	98-5395	J.Knez aka Schwaa	2009-05-12	Ranger Longsword Originally a sword from Everquest, I worked off of pics posted at Eldersrolls.com It can be purchased in Tel'Mora, look for a ranger on the edge of town. He'll ask if you like 1 or 2 handed swords. I left the enchantment up to you.
10631	Jin's weapon mod	Weapons	MMH	98-5410	Kelnis, aka Jin Atsuko	2009-05-12	You can find an NPC who will tell a hint at where some of the weps are, she is at Arille's Trade House in Syeda Neen, the other weapons can temporary be found in the Saren Manor. For now anyway, soon you will have to embark on a journey to find the "lost treasures" of Tamriel. Also I have added a...
10630	Jaz' Stuff	Weapons	MMH	98-311	Jaz	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. -----
10629	Javelins & Throwing Axes v1 1	Weapons	MMH	98-5341	Misty Moon	2009-05-12	This adds a Javelin's and Throwing Axe's that you can throw instead of using them as a melee weapon, it adds also a 100% chance to recover it in the dead body. You can by them from Sirollus Saccus in Ebonheart. They are not cheap (500 gold/Javelin or Axe) but Javalin's has a 50 ma...
10628	Javelins	Weapons	MMH	98-5360	Unknown	2009-05-12	No read me. See Admin Comments.
10627	Javelins	Weapons	MMH	98-14117	Misty Moon	2010-10-16	This adds a Javelin that you can throw instead of using it as a melee weapon, it has also a 100% chance to recover it in the dead body. You can by it from Sirollus Saccus in Ebonheart.
10626	Jakey Keep WeaponRacks	Weapons	MMH	98-5096	jacmoe	2009-05-12	The Elder Scrolls III MORROWIND: Jakey Keep Weapon Racks Plugin v.0.9 ...
10625	Jaffa Weaponry v2.0	Weapons	MMH	98-1189	vampyrprince	2009-04-06	brought to u by vampyrprince everything is in balmora that huge hinking tower i know bad location however not my choosing ok guys heres the update i decided to release it anyway, the staff handel has the same exact tecture as another part of the staff but hey its better than...
10624	Jaffa Weaponry V1.0	Weapons	MMH	98-1225	Vagashan	2009-04-06	begin _SG_Scr_ModArmesJaffas If ( tu es a Balmora == 1 ) set "tu trouve une tour bizzar à côté du temple" to 1 elseif ( tu es a Balmora == 0 ) set "vas-y vite fait" to 1 endif if ( Tu es dans la tour == 1 ) Set "ach...
10623	Jaffa Weaponry Final	Weapons	MMH	98-1234	vampyrprince	2009-04-06	brought to u by vampyrprince everything is in balmora that huge hinking tower i know bad location however not my choosing ok guys heres the update i decided to release it anyway, the staff handel has the same exact tecture as another part of the staff but hey its better than...
10622	Jaffa Relocated (for Milana)	Weapons	MMH	98-665	Unknown	2009-04-06	
10621	Iron Mesh Improvements: Uniques v1.0	Weapons	MMH	98-14153	Psymoniser	2010-11-01	This gives the uniquely named Iron weapons thier own unique Meshes and Icons. They still use Bethesda stock textures so they look different depending on what texture replacer you are running. This mod is meant to complement my Iron Mesh Improvements mod, which I recommended you install before this...
10620	Iron Mesh Improvements v1.0	Weapons	MMH	98-14132	Psymoniser	2010-10-18	This replaces the meshes of the Iron weapons in Morrowind with slightly higher polycount versions. They still use Bethesda stock textures so they look different depending on what texture replacer you are running. This mod is designed to be plugin-less and so, just contains meshes and Icons, there...
10619	Inwahs weapon pack	Weapons	MMH	98-15083	The Inwah	2013-12-04	An Argonian in Ebonheart will sell you a selection of weapons . Not really a mod , rather just a sampler .
10618	Infinity Bow Collection	Weapons	MMH	98-7981	Marc	2005-04-06	This mod adds 19 scripted bows using standard Morrowind and Tribunal graphics to Belinda Sharpeyes in the Seyda Neen Arrille Tradehouse. ALL THE BOWS are scripted to create and equip thier own arrows at the cost of magicka on the fly (no equiping or option selection required). Once t...



<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
10617	Imperial Weapons	Weapons	MMH	98-11371	Holey Studios	2007-07-11	This mod adds a few new weapons too the game. These weapons are given to you as you progress through the ranks of the Imperial Legion. When you attain the rank of spearman, you get an imperial spear and so on. Imperial archers also now wield imperial longbows instead of mere silver ones. None of ...
10616	Igtenio's Arrows of Hell	Weapons	MMH	98-5474	Igtenio	2009-05-12	Introduces two new types of Arrows to the game, both buyable at Ra'Virr in Balmora.
10615	IG WeaponPack v2	Weapons	MMH	98-15063	IggyEGuana	2013-12-01	Weapon Pack version 2 A plugin for Morrowind version 1.2.0722. Created by IggyEGuana. All of the weapons in this plugin are based on actual reproductions or antiques. Unless otherwise stated. Unzip to /Data Files. Use folder names. This plugin is compatible with both...
10614	Iberius Goods	Weapons	MMH	98-1791	fonecokid	2009-04-06	This is a Addon for the custom Iberius race by fonecokid. It places a crate in the courtyard of the Census & Excise Office which contains the following equipment: - 1 bow - 1 katana - 1 enchanted axe - 1 saber - 1 pair of Boots - 1 enchanted neck...
10613	Hunting Knife V1.0	Weapons	MMH	98-5362	Coolman	2009-05-12	Titanium Hunting Knife is placed in Ald-ruhn, Guild of Fighters.
10612	Hunt for the Axe	Weapons	MMH	98-11285	Ajsquared	2007-06-04	This is my first mod, so go easy on me. A mysterious person has left a trail of clues across Vvardenfell leading to a powerful axe called lakris. Follow the clues to claim the axe. See readme for more details. This is not actually a qu...
10611	House of Spears v 3.0 Moved	Weapons	MMH	98-14969	Nazz	2013-09-05	This plug-in adds several new spear related things to the game: 2 Retextured spears, glass and sapphire. 2 New Spear models done by the great Proudfoot, Gypsum and Arrowhead. 4 Throwing spears that use the marksman skill: Chitin, Iron, Arrowhead, and Glass. Several new...
10610	House of Spears	Weapons	MMH	98-15082	Nazz	2013-12-04	Version 3 of Nazz's House of Spears .
10609	Hopesfire Torch	Weapons	MMH	98-6669	Revan	2011-02-01	Adds a Trueflame-like script to Hopesfire. Now both of them act as a torch when drawn. Found out a small issue: When you get the blade from Almalexia, drop it and pick it up again. Otherwise the script won't behave correctly. Changelog:1.0 - ...
10608	HopesFire Replacer Morrowind Edition v1.0	Weapons	MMH	98-12378	Chainy	2013-03-27	This is a pluginless replacer for the vanilla Hopesfire. There are two versions of Hopesfire: -Original: Which is more or less the same as the Morrowind version. This version is used by default. -AltTextures: StarX version which has darker ornaments and deta...
10607	Honor and Discipline	Weapons	MMH	98-13797	Jac	2009-12-30	Adds a dual wielding katana (sword and shield) for sale from Sirollus Saccus, the Imperial Legion smith in Ebonheart. Changelog:1.0 Initial release.
10606	Hold your spears how you like	Weapons	MMH	98-14022	me/Dragonlance	2010-07-18	This is an old mod I made which let's you hold spears one or two handed depending on whether you have a shield equipped. Whilst in one handed mode,you continue to use, and improve, your spear skill, something only made possible thanks to a scripting idea by Dragonlance. Obviously, you...
10605	Hobbit Weapons	Weapons	MMH	98-12796	Midgetalien	2008-06-25	This adds to the game, in a barrel in seyda neen, new weapons inspired for hobbits! - Throwable rocks! - A rolling pin weapon - A frying pin weapon Screenshots can be found here:
10604	Hissyo Ornate Katana	Weapons	MMH	98-7120	VagabondAngel	2012-07-28	I think my best sword so far. A realistic katana with silver inlay on the tsuka (handle), reflective shiny tsuba (hilt guard) and blade and an ornate lacquered sheath with matching silver detail. The reflection techniques used in on these objects were kindly taught to me by Phijama (creator of th...
10603	Hide And Seek - Storm	Weapons	MMH	98-15563	Christopher Griffith (Caderyn)	2017-08-19	Hide And Seek - Storm By Christopher Griffith (Caderyn) Fr 04/02/2004 === Installation === Simply place the 'Clean hidenseek1_storm' into Morrowind/Data Files, and the rest should be common knowledge == Version History == v1 Tu 03/30/2004 - Initial Release ...
10602	Heavy Weapons	Weapons	MMH	98-6367	GomperChomper	2010-01-08	This mod adds six new weapons to the game, all just for fun. Throwing Coins - golden discs of death and taxes...literally. Throwing Claymores - It's a claymore. Why would you throw it? Go ahead. I'm not stopping you. Lucky...
10601	Heavy Ebony Crossbow	Weapons	MMH	98-11583	Gawain	2007-10-08	** The Elder Scrolls III MORROWIND: Gawain's Ebony Crossbow ** Index: 1. Installation 2. What is it? 3. Playing the Plugin 4. Save G...
10600	He-Man Sword v1.0	Weapons	MMH	98-5311	bhamnite	2009-05-12	Adds the sword of He-Man to the world of Morrowind. Right now, there's not a quest to go along with the sword so, I just placed it in the gameworld.
10599	Hawkeye Scimitar	Weapons	MMH	98-13118	Dragon_Lance	2008-12-28	This is a unique mesh based off of a picture that I found of an 'Eastern Scimitar' which was used in medieval times in the Middle East. A formidable weapon, with it's curved edge specifically designed for slicing flesh whilst promoting the illusion of a shorter weapon. The inside curve is also ra...
10598	Harlequin sword and bow resource	Weapons	MMH	98-10391	Phijama	2006-02-04	This particular resource adds 4 katanas, 2 bows and 1 two-handed sword to the game. All of the swords have scabbards and the two bows have quivers. All of these items have sheathing scripts attached in a sample plugin. As is the case with most of my releases, this is prim...
10597	Hanzo Sword	Weapons	MMH	98-10619	Dagoth Chicken	2006-06-12	This was requested long ago by a friend after watching Kill Bill. Textures scanned from the DVD booklet combined with my ineexpert modelling skills bring you this.

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
10596	Halberd Revamp (combined)	Weapons	MMH	98-9181	Edgewood Dirk	2004-02-09	For my recent character (a spear fighter) I chose a halberd as my primary weapon. I found that the damage ratings for halberds were all wrong, putting most of the damage on thrusting. Halberds are not meant to be primarily for thrusting, but rather for slashing or chopp...
10595	H.E.L.L.U.V.A. Wicked Weapons v1.0	Weapons	MMH	98-12736	Sandman101, Friends	2008-05-27	The idea behind the Helluva series of mods is to add community made content to Morrowind only through the leveled lists. This isn't just another weapon mod. It is an attempt to add over 100 modders work to the game and keep it balanced. If you use all of the modules there are 1594 we...
10594	GRENADES	Weapons	MMH	98-5438	Mourndark	2009-05-12	The grenades themselves are deadly. They are sold by an Altmer in the Foreign Quarter Upper Waist in Vivec. If your Marksman skill is high enough, you can make them go off without hitting the target even if you can't see it. They can't see you either, so won't attack you. If they go off near you ...
10593	Grenades	Weapons	MMH	98-10590	James Fraser	2006-05-15	This mod adds grenades for sale from Eydis Fire-Eye in the Balmora Fighters' Guild to high-ranking faction members only! Look for: acid grenade, fire grenade, flare grenade, flash grenade, flash-bang grenade, gravity grenade, ice grenade, lightning grenade, magicka drain grenade, poison gre...
10592	Green Stalhrim Weapons and Armor	Weapons	MMH	98-663	DasHogg	2009-04-06	The Elder Scrolls III MORROWIND: DasHogg's Green Stalhrim
10591	Green Daedric Battleaxe	Weapons	MMH	98-14366	Deathaxe92	2011-09-21	Mod Name==> Green Daedric Battleaxe Version==> 1.0 (Initial Release) Author==> Deathaxe92 Requirements == Morrowind Description ==...
10590	Golden Scimitars	Weapons	MMH	98-14521	ARHIZ	2012-07-20	This plugin adds two Golden Scimitars - one as offensive weapon, while second function as a shield. You can find them at Unmarked Wreck, south from Vivec. Prepare for fight, as they are guarded.
10589	Glass Shortswords	Weapons	MMH	98-11118	Evil Weevil	2007-03-10	This mod adds seven Glass Shortswords to the game six enchanted, and one normal all are random weapons. stats: Weight:6.67 Health:400 Enchantment:24 Value:11500 Speed:2.00 Reach:1.00 [...]
10588	Glass Shortsword	Weapons	MMH	98-257	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. -----
10587	Glass Longbow	Weapons	MMH	98-1900	Digital_Ronin	2009-04-06	Well, actually it's only a skin. I used the mesh of the daedric longbow as a skeleton, for I am terrible when it comes to mesh design. But until someone comes up with something better A Composite Glass Bow to be found in the Fighters' Guild of Balmora, its values are almost identical t...
10586	Glass long bow v1.5	Weapons	MMH	98-5305	ESWI	2009-05-12	Glass long Bow Made by : ESWI E-mail : foeburner@hotmail.com Version : V1.5 -INSTALLING THE PLUGIN: To install the plugin, unzip 'Glass long bow1.1.esp' into the Morrowind/Data Files directory. From the Morrowind Launcher, select Data Files and check th...
10585	Glass Katanas V1.2 bmp	Weapons	MMH	98-8329	GlassBoy	2003-05-26	A long blade of superior convenience: Lighter than steel, yet almost as strong as a Daedric Katana, its natural high durability counteracts the low durability of glass nicely The glass katana is a balanced weapon: its stats are appropriate as well as its placement in game. Uses 'recycled' t...
10584	Glass Katanas 1.2 dds	Weapons	MMH	98-5318	Glassboy	2009-05-12	A long blade of superior convenience: Lighter than steel, yet almost as strong as a Daedric Katana, its natural high durability counteracts the low durability of glass nicely The glass katana is a balanced weapon: its stats are appropriate as well as its placement in game. Uses 'recycled' texture...
10583	Glass Bow	Weapons	MMH	98-5448	Steve Sweitzer	2009-05-12	This plugin adds a Glass Longbow marksman weapon to the game. You'll find this bow moderately more powerful, slightly heavier, and more costly than the bonemold bow. However, the magical properties and rigidity of the Glass crystals ensure a high minimum velocity on the arrow, guaran...
10582	Glaive Pike and Cross Bow	Weapons	MMH	98-294	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. -----
10581	Gladiator Sword V2.0	Weapons	MMH	98-5374	shady_72002	2009-05-12	A gladiator style sword will appear on the ground near the silt strider in Ald Ruhn. The sword contains a new mesh and new textures.
10580	Gladiator Sword V1.0	Weapons	MMH	98-5350	shady_72002	2009-05-12	This mod drops a gladiator-style sword onto the rocks beside the Northernmost boat dock in Vivec (beside the silt strider). The sword was fully meshed and textured by me.
10579	Girly Staffs	Weapons	MMH	98-15183	Sorcha Ravenlock	2014-01-25	This file contains 7 new staffs, all using stock Bethesda Meshes that have been retextured by me. If bright and flowery is your thing, you are going to love these! I've added them to the Armorer shop in Pelegiad, where Uuleril will be only to happy to sell them to you. Stats are c...
10578	ghoul crossbow v1.0	Weapons	MMH	98-1500	Mighty Joe Young	2009-04-06	just a simple crossbow,yea,my first crossbow,more to come it's right smack in seyda neen center,u need bolts ,and it shots fast but not that powerful have fun,it was made as a request to ghouls for his books he made
10577	GEC's Reskinned Weapons V0.4b	Weapons	MMH	98-5387	GEC aka General Edor Crespin	2009-05-12	The weapons are scattered across the island of Vvardenfell. There exists two versions of most weapons: an enchanted one, in the possession of a hostile NPC whom you can kill to obtain possession of the weapon, and an unenchanted weapon, which you can buy from a merchant. Several enchanted-only or ...

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
10576	GBCrossbows	Weapons	MMH	98-5325	Glassboy	2009-05-12	Creator: GlassBoy WHERE TO FIND THE CROSSBOWS: You can buy them from Alusaron the Smith in Vivec, Foreign Quarter Plaza. Icons Made by raptre. thanks! Email comments to MeteoricDragon@hotmail.com
10575	Fyr Axe	Weapons	MMH	98-13299	Dragon_Lance	2009-03-07	Description ===== This weapon is forged upon request. A battleaxe designed for inducing heavy damage upon a foe when used properly. This is a sheathable weapon, and uses the right pauldron slot which takes up the visual neck slot neck to promote visual stability. Thi...
10574	Fusion Weapons v1.0	Weapons	MMH	98-5355	Mantodea	2009-05-12	What you get with this mod: 2) What you get with this mod --- A claymore, spear, and shortsword with stats comparable to Dwemer weapons, but with 100 points of enchantment each. Fusion off-hand: An off-hand...
10573	Fusion v1.0	Weapons	MMH	98-297	Joel Braddock aka Mantodea	2009-04-06	Fusion v1.0 by Joel Braddock (a.k.a. Mantodea) ===== 0. Version History 1. Installation 2. What you get with this mod 3. Files list 4. How to get the items 5. Usage in other mods 6. Known Issues...
10572	Fusion v1.0	Weapons	MMH	98-1714	Joel Braddock aka Mantodea	2009-04-06	A claymore, spear, and shortsword with stats comparable to Dwemer weapons, but with 100 points of enchantment each. An off-hand version of the Fusion Shortsword, also with 100 points of enchantment.
10571	Fury's Wrath	Weapons	MMH	98-13690	bbslayer_07	2009-09-30	This mod enhances and remakes the vanilla fury sword. The original sword was a silver claymore with a unique enchantment, the new fury has been retextured and its enchantment has been changed (look below to see the new enchantments). However the biggest change is the scri...
10570	Funky's Sais v1.0	Weapons	MMH	98-5329	TheFunkyOne	2009-05-12	Mod Name : Funky's Sai's Creator : TheFunkyone Date : 01/08/04 Readme Contents 1: Installing the Mod 2: About the mod 3: Mod features 4: Comments / Bug Reporting 5: Credits 1: Installing the Mod -...
10569	Funky's Crossbow Mod	Weapons	MMH	98-5431	thefunkyone	2009-05-12	Mod name : crossbow01.esp Author of MOD : Richard Beveridge How to install : Just copy the crossbow01.esp file into the Data Files folder of the morrowind folder. MOD Summary : This MOD adds 1 enchanted crossbow and 2 sets of crossbow bolts. The crossbo...
10568	Funky's Bitter Spear Plugin v1.0	Weapons	MMH	98-5381	thefunkyone	2009-05-12	Funkys Bitter Spear Readme - Creator : Richard Beveridge (A.K.A - Thefunky1) Date Created : 16/08/03 ===== GENERAL INFO : ----- This zip contains the files for my Reski...
10567	Fun Broom Weapon	Weapons	MMH	98-7816	Archeopterix	2003-10-01	A broom that can be used like a blunt weapon, hehehe. Can be found under the steps to Arielle's Tradehouse in Seyda Neen, is not "owned" by anyone. Works with plain Morrowind, and either or both expansions. No known problems - used standard game textures
10566	Full Azriel the Merchant	Weapons	MMH	98-5429	Andy! aka Andyguy	2009-05-12	Azriel the Merchant This is my first mod for Morrowind. This represents my first attempts at incorporating some of my favorite influences into Morrowind. Much of this mod is anime influenced. A screen is included which shows all that this mod adds to Morrowind. ...
10565	Frostmourne [Added Quest]	Weapons	MMH	98-13500	Jesmord	2009-06-22	Adds a quest to go with Joijo's mod Frostmourne. Frostmourne meshes and Texture credit goes to Joijo. To start the quest you have to find a character names Medivh (From the hit warcraft series). His quarters are on the bottom floor of the mages guild. He will send you to ...
10564	Frost_Axe_1.1	Weapons	MMH	98-10890	RundwulfWulfsson	2006-11-15	This mod adds an axe to the game at Fort Frostmoth. Bloodmoon and Tribunal are required for this mod to work. Location You can find the axe stuck in a tree just outside the northwest tower of Fort Frostmoth. Updated This version adds the missing...
10563	Fork of Horripilation Replacer	Weapons	MMH	98-10459	Oriphier	2006-03-02	This mod simply replace the in-game Fork Of Horripilation with a new one (new model and textures).
10562	Forgottens Longbows	Weapons	MMH	98-5423	UQForgotten	2009-05-12	This pack contains three new, retextured longbows with meshes from Zyndaar. They are the composite longbow, nordic recurve bow and an adamantium longbow. They are all personal retextures I've made for this game that I decided to release to the public when some people asked me.
10561	Forever (NWN inspired bow) v1	Weapons	MMH	98-12106	Lego	2012-12-28	Adds two longbows to the game, there's no quest for getting the bows as it was intended for personal use. So I placed them at different locations. The "ice themed" Forever can be found in Solstheim, on top of Castle Karstaag and the "fire themed" can be found in Bal Ur, on a rock near ...
10560	For Scholars and Brawlers	Weapons	MMH	98-6538	DRK BR0TH3RH0OD	2010-09-01	Replaces most of the miscellaneous objects with weapons, allowing the player to have a bar fight with bottles of be an assassin wielding a knife. Also, adds a very small library to Vivvic.
10559	Foeburner Fix	Weapons	MMH	98-14375	Xeth-Ban	2011-10-07	Among the bugs/oversights not fixed by the Unofficial Morrowind Patch or similar major mods was the Foeburner enchantment, or more precisely the lack thereof. For those of you who never noticed, Foeburner is a uniquely named Dwemer Claymore often stocked by enchanter throughout Vvardenfell. Judg...
10558	fnk Ebony TwinBlade	Weapons	MMH	98-5416	thefunkyone	2009-05-12	The Plugin adds Ebony Twinblades to morrowind. The twinblades can be bought from a sales girl in Ebonhearts docks just look for a girl standing next to a crate (the NPC's name is Synnia Gabiolia) The Ebony TwinBlade isnt really a ubber weapon its stats are the following... - All t...

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
10557	flower power	Weapons	MMH	98-5344	Gizmo Designs	2009-05-12	Strange flowers have begun to sprout on the grassy areas in Balmora. Pick them and see what they can do! (Ps. if by some chance you cant find the flowers, check around the silt strider!)
10556	Fliggerty's Artifacts	Weapons	MMH	98-14046	Fliggerty	2010-08-19	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 rand...
10555	Fletcher Mod v2.0	Weapons	MMH	98-5560	Locklear93 aka Aaron Mitschelen	2010-10-25	The original Marksmanship improvement mod, and in my opinion, still the best, FletcherMod allows a player to create arrows on the run, using only alchemical ingredients and racer plumes (to feather the arrows). The Fletcher Mod allows the player to use a kit to make both mundane and ma...
10554	Fletcher Mod v1.4	Weapons	MMH	98-8270	Locklear93	2002-07-26	The Fletcher Mod allows the player to use a kit to make both mundane and magic arrows out of alchemical ingredients. There is also a book on the topic of fletching in Tamriel. This mod makes playing a marksman heavy character a LOT more enjoyable, as you don't have to make endless tri...
10553	Flame-Ice-Swords v1.0	Weapons	MMH	98-1827	Nightwing	2009-04-06	This is created after the official patch. extract to root c:\ since the path are included and they should extract to correct directories. A generic plugin is included. weapons are sold at the armourer in Balmora.
10552	Flamberge v1.0	Weapons	MMH	98-12332	B3D00	2013-03-14	This adds a bump and reflection mapped Flamberge to Balmora, it's hidden under a lock level 90 door and someone is selling it. It's very expensive, but if you're a good thief you can steal it. It's lighter, faster, and less powerful than a daedric claymore, except for impailment. It's a...
10551	Flamberge	Weapons	MMH	98-12841	B3D00	2008-07-29	This adds a bump and reflection mapped Flamberge to Balmora, it's hidden under a lock level 90 door and someone is selling it. It's very expensive, but if you're a good thief you can steal it. It's lighter, faster, and less powerful than a daedric claymore, except for impa...
10550	Finesteel Sword Mod	Weapons	MMH	98-13602	Sarul	2009-08-18	you can find the sword and 2 other objects:on every Impierial guard and in a barrel in the main house where you get your class and so on.... look right... Arriels house :D 100% by me Have fun with it pls make credits if yo...
10549	Final Fantasy Spells and Weapons MOD	Weapons	MMH	98-5377	Zell/Nastra_Reven	2009-05-12	Many Famous Final Fantasy spells added including Fire, Fira, Firaga, Demi, Ultima and much more. All avalilable at Artilles Tradehouse. 5 new weapons, The Buster Sword (Cloud's Sword FFVII), Gaurd Stick (Aeirs's Staff FFVII), Slash Lance (Cid's Lance FFVII), 4 Point Shurikun (Yuffie's W...
10548	FF7 Zack's (Angeal's) Buster	Weapons	MMH	98-13123	DoubleBrewski	2008-12-29	This mod adds DemonZariche's beautiful version of Zack's Buster sword from Final Fantasy VII: Crisis Core to Morrowind. Fans of the Final Fantasy series will surely recognize this sword from the games, and the computer-animated feature film, Advent Children.
10547	Feyblade V1.02	Weapons	MMH	98-5372	Slayer	2009-05-12	This Plug-in takes the beautiful Faehblade that was created by RobearBerbil, and adds it to the game. INFO * I gave it stats similar to the Saints Black Sword, and included RobearBerbil's icon hat he created afterwards. Everything has been pa...
10546	Fang of Haynekhtnamet Replacer	Weapons	MMH	98-10457	Oriphier	2006-02-28	This mod simply replace the in-game Fang of Haynekhtnamet with a new one (new model and textures).
10545	Fallen weapon pack 1.5	Weapons	MMH	98-13607	Fallen one	2009-08-20	This plugin adds some new weapons to a creature named Fallen one, who can be found from a camp near Seyda Neen. The weapons are dropped randomly, so you won't be getting all of them instantly. One of the weapons is unique, so added a spoiler in the readme. But beware, Fallen one is a tough fight,...
10544	Fable Swords Morrowind Edition v1.0	Weapons	MMH	98-12377	Chainy, InsanitySorrow, StarX	2013-03-27	DescriptionName: Sword of Aeons & Avo's Tear Morrowind Edition Version: 1.0 Date: 23/10/10 Category: Weapons Original Authors: InsanitySorrow, StarX Converted for Morrowind by Chainy. ===== Requirements: ===== M...
10543	Extra Artifacts v1.1	Weapons	MMH	98-3753	Chris	2009-05-12	The Elder Scrolls III MORROWIND: Extra Artifacts Plugin Index: 1. Installation 2. Playing the Plugin 3...
10542	excotic weaponry	Weapons	MMH	98-10650	Bateman	2006-06-28	Basicly a weapon mod wich adds the following items to the inventory of a floating skull in the alley behind the guild halls in balmora. Iron, silver, glass and daedric kukris and katars glass and daedric onehanded hammers.
10541	Excalibur v1.3	Weapons	MMH	98-12331	B3D00	2013-03-14	Requires Tribunal or Bloodmoon due to scripting functions. Close to Dagon Fel, near the shore, lies Excalibur. Are you worthy enough to take it? Comes with a demo version if you just want to take a look at the model. Requires around 80 strength, level 20, 6 rep...
10540	Excalibur	Weapons	MMH	98-12846	B3D00	2008-08-02	Close to Dagon Fel, near the shore, lies Excalibur. Are you worthy enough to take it? Comes with a demo version if you just want to take a look at the model. Requieres Tribunal or Bloodmoon due to scripting functions. Vote.
10539	Examinis' Spoon	Weapons	MMH	98-13631	TedMani	2009-08-28	The original mod from Oblivion, made by Examinis. I asked for premission. If you want to re-upload this on an other site, go ahead. I'll also maybe upload his plate shield.
10538	Evil Talking Sword Frostmorne v2.0	Weapons	MMH	98-5417	Ral-Jiktat aka Marc-Etienne Desjardins	2009-05-12	Frostmorn many warcraft 3 player will know this sword, and know you can use it in morrowind. Ever wanted to have a talking sword, or maybe a Evil talking sword, A Sinister looking cave has risen close to Suran, legions of Undead are seen every day, can you stop them, or beco...

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10537	Everything is a Weapon	Weapons	MMH	98-13198	TaroustheSlayer	2009-01-25	This is a teaser so not all items are weapons yet.It doesn't replace the items either. Changelog:Teaser
10536	Eragon Mod	Weapons	MMH	98-11204	OathsEnd	2007-04-23	In this it includes a few spells from the inherance world (a series from Christopher Paolini) and the Zar'roc mod from Redguard_slayer, includes readme, one esp, and a few textures, meshes and icons the id's for the spells are: []...
10535	Epic Weapons v1.1	Weapons	MMH	98-5361	Thann	2009-05-12	This plug-in adds 3 new weapons ingame, Warrior Blade, Redemption and Raging Taelosian Alloy Axe. The Warrior Blade and Raging Taelosian Alloy Axe are in Ald-ruhn, you can buy them from Dandera Selaro. The Redemption is in Buckmoth Legion Fort, you can buy the weapon from Yambagorn gor-...
10534	Epic Weapons	Weapons	MMH	98-542	Thann	2009-04-06	Epic Weapons created: Thann This plug-in adds 3 new weapons ingame, Warrior Blade, Redemption and Raging Taelosian Alloy Axe. The Warrior Blade and Raging Taelosian Alloy Axe are in Ald-ruhn, you can buy them from Dandera Selaro. The Redemp...
10533	EnnJs Ebony Claymore v1.2	Weapons	MMH	98-5299	EnnJ	2009-05-12	Well you have to find the claymores if you want one. They are not easy to find and not to powerful, so I can say this plugin is quite "balanced". Version History: 1.0 Starting to make the plugin. Adding the blade to three locations. 1.1 Changed some ...
10532	Energy Sword	Weapons	MMH	98-6152	Tehr4p3	2006-07-12	The Halo Energy Sword. I deeply regret to inform all of the people who have downloaded and enjoyed this or one of my other two mods, that I no longer will be updating this or my other mods. I will however help with any technical issues stil...
10531	Enchanted Weapon Variety v1.11	Weapons	MMH	98-14293	michael163377	2011-05-03	Adds over 130 new enchanted weapons to leveled lists. Currently Iron, Steel, Silver, Imperial and Orcish weapon sets have been done. You can now find more enchanted versions of less common weapons like broadswords, sabers, clubs, tantos, wakizashis, etc. It also fixes some odd weapon stats.
10530	Enchanted Dwarven Darts v1.02	Weapons	MMH	98-5468	shiva7663	2009-05-12	After a certain logical point in the Tribunal Main Quest, the Enchanter Elbert Nermarc in Mournhold's Craftsmen's Hall starts selling both enchanted and unenchanted Dwarven Darts.
10529	Enchantable Weapons and Armor	Weapons	MMH	98-3908	Ghost	2009-05-12	This is a mod that makes weapons and armor more enchantable. also added 3 items. sword, shield and axe. that was version 0.1 this is version 1 and my first submited mod so please give me feedback Needed Morrowind.esm contact firestorm11111@hotmail.com cr...
10528	Elvish Weapons 1.0	Weapons	MMH	98-5343	Asylum	2009-05-12	This plugin adds 4 new weapons to the game, made from Elvish Steel. These elegant weapons are crafted by the best Altmer smiths, and decorated with gold and ivory. The by magic enhanced steel is called high elf steel or Altmer steel by the Altmers, but troughout the empire it is just called ...
10527	Elvish Katana	Weapons	MMH	98-7122	VagabondAngel	2012-07-28	Another new sword mesh I whipped up while supposedly working on something else... I thought it was quite nice; simple but effective. So I christened it an Elvish Katana, made a longer two handed version (Nodachi) and the intention is to release it as a resource. I have included a simpl...
10526	Elven Weapons	Weapons	MMH	98-5443	I.M. Bord	2009-05-12	I was toying around with the editor when I remembered that there are no longer any elven weapons like those in Daggerfall... so I made them. Look just like silver, but work better (just like Daggerfall!) Look for them in Fighters' Guilds and some shops.
10525	Elven Longbow	Weapons	MMH	98-10625	Raven	2006-06-14	This adds a Elven Longbow to your game. It's slightly stronger and lighter than the Daedric Longbow. Look for it in the Dralas Ancestral Tomb (South/West of the Mzuleft Ruins and North/West of Rotheran).
10524	Elemental (and some not)Grenades	Weapons	MMH	98-12532	vanir90210	2008-02-13	Adds Grenades to the game. If your a purist, read the readme. Actually, read the readme anyway.
10523	ELECTROCUTIONER, the way loud katana.	Weapons	MMH	98-1898	Unknown	2009-04-06	This is a katana I re- textured. I used KTX's katana model and made some cheap textures. I copied a script from some farting sword. Changed a couple of names. And presto! A very noisy Katana. P.S.you have to look around Seydaneen for the sword.
10522	Eirias the Crystal Sword v1.5	Weapons	MMH	98-7199	StarWalker	2012-08-04	Eirias the Crystal Sword was an idea I had gotten from a series of books I read as a kid in highschool; is a Crystal Longsword with a golden hilt. It has a golden stream of golden blood in the center of the blade. Eirias protects is wielder from magicka attacks as well as absorbing tho...
10521	Ebony TwinBlade	Weapons	MMH	98-1075	thefunkyone	2009-04-06	The Plugin adds Ebony Twinblades to morrowind. The twinblades can be bought from a sales girl in Ebonhearts docks just look for a girl standing next to a crate (the NPC's name is Synnia Gabiolia) The Ebony TwinBlade isnt really a uber weapon its stats are the following:
10520	Ebony Trident	Weapons	MMH	98-13133	Dragon_Lance	2009-01-01	This is a custom trident mesh designed to fit in with ebony armor in the game (More specifically with Hedgehog12's Ebony armor replacer). This is a sheathable weapon, but unlike my other weapons that take up the left pauldron and neck slots, this appears in the form of a...
10519	Ebony Claymores	Weapons	MMH	98-11196	Evil Weevil	2007-04-18	Ebony Claymores, adds none enchanted Ebony Claymores to the game. There are two zips to chose from. The first adds Ebony Claymores to random weapons lists. (Like my Glass Shortswords mod.) The second zip dose the same as the first except it changes the Silver Claymores on the High Fane Ordinators...



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10518	Ebony claymore	Weapons	MMH	98-10976	pigtrifle	2007-01-08	adds an ebony claymore to the game (umbra sword mesh) using the actual ebony textures, not the umbra ones. see the readme for more details.
10517	Ebony and Ivory	Weapons	MMH	98-1379	The Karma Monster	2009-04-06	This plugin adds Ebony and Ivory, Dante's two handguns from the game Devil May Cry, to Morrowind. To claim these guns as your own, head to Ghostgate's Tower of Dusk and enjoy a cheesy 5 minute quest I did in an hour. 90% of the "plot" is optional, and only serves to attempt to reduce t...
10516	Earl's Stomach Sword	Weapons	MMH	98-5335	Bloodfang No-Foes	2009-05-12	It adds a sword to Divayth's Chest of Drawers in Tel Fyr. Open it for a sword that adds burden 5 points on strike, but wait til you see what it does.
10515	Dwemer Staves	Weapons	MMH	98-13317	Midgetalien	2009-03-16	I saw some concept art of a dwemer Scarb staff and realised that the dwemer didnt have any type of staff weapon in morrowind. So i set about correcting that with this mod :) This Mod Adds 4 New DWEMER staves ( Staff Weapons) to the game via DWEMER leveled list...
10514	Dwemer Spore Gun Patch v0.3	Weapons	MMH	98-11121	DoubleBrewski	2007-03-11	This is a patch for Tempered's Original Spore Pod Launcher Mod. This will enable swapping between a one-handed combat axe, to a crossbow-type gun. Like my other tribute mods (based on this gun), simply run out of or unequip ammo to change to axe, and re-equip more spores to change ba...
10513	Dwemer Shock Gun Tribute	Weapons	MMH	98-10973	DoubleBrewski	2007-01-07	The second in my tribute mods to Tempered's awesome Dwemer Spore Pod Launcher. This one uses Fragments From Storm Atronachs' hearts to fire medium powered shock blasts. Location is in the Readme. But if that wasn't enough there are a couple of broken guns that can be thrown at enemies, or used to...
10512	Dwemer RPG v1.1	Weapons	MMH	98-5301	Gary Noonan aka WormGod Elite	2009-05-12	The Elder Scrolls III MORROWIND: Dwemer RPG Ver. 1.1 (5/15/03) Gary Noonan/WormGod Elite - The WormHole <a href="http://wormgod.8m.com/downloads.html">http://wormgod.8m.com/downloads.html</a> ...
10511	Dwemer Pod Launcher v1.0	Weapons	MMH	98-5396	Tempered	2009-05-12	This mod adds a Dweomer Pod Launcher and Forge Bane Fungus to Morrowind. Thirteen Pod Launchers have been inserted into the game. They can be found where most Dwemer artifacts are found (hint, hint). Over one thousand Forge Bane Fungus have been added to appropriate interior cells t...
10510	Dwemer Pod Gun	Weapons	MMH	98-7201	Tempered	2012-08-04	Adds 13 Dwemer pod launchers and necessary ammo . The precursor of a series of Dwemer gun mods .
10509	Dwemer Longsword V 1.0	Weapons	MMH	98-2093	T-Bone	2009-04-06	Dwemer Longsword V 1.0 by T-Bone This Mod adds a Dwemer Longsword to some of the leveled item lists so that it can be found randomly all over vvardeenfell. -- How to instal...
10508	Dwemer Light Ballista	Weapons	MMH	98-11159	Lord Gildor	2007-03-31	Adds a Dwemer Light Ballista and ballista bolts for sale at Fara's Hole in the Wall, in Sadrith Mora. Deren Heleth has this weapon available, as well as some other dwemer items (he restocks after a while). The ballista is a deadly weapon, but expensive, heavy, slow and no...
10507	Dwemer Frost Gun Tribute	Weapons	MMH	98-10988	DoubleBrewski	2007-01-13	The 3rd Gun in my tribute series to Tempered's original Dwemer Spore Pod Launcher mod. This gun is frost damage with Frost Heart Fragments (ammo) added to every Frost Atronach in the game. I left the gun in Castle Karstaag banquet hall, but because you only get in there once I placed another gun ...
10506	Dwemer Fire Gun Tribute	Weapons	MMH	98-10969	DoubleBrewski	2007-01-05	This mod is a tribute to Tempered's Dwemer Gun Mod. It adds a Dwemer Fire Launcher that shoots Flame Atronach heart fragments. The ammunition is placed in all Flame Atronachs, as well as some near the gun. More details in README. Author's Note...
10505	Dwemer Bow And Helmet	Weapons	MMH	98-1795	Cethegus	2009-04-06	This plugin adds two Dwemer items to the game: An open Helmet and a longbow. I got the idea for the helmet after playing Jeremy's Divine Domina plugin, which included a very nice variation of the Dwemer Armor. But unfortunately the original helmet doesn't fit that good to the new design. Thus I q...
10504	Dual Scimitars mod Version 0.8	Weapons	MMH	98-5348	Aridale Noblebrook Belmont	2009-05-12	The Items are two different scimitars one for each hand. They're both called Scimitar but ones a shield and the other is a short blade weapon. Just equip em thats all there is too it. The weapon scimitar is pretty good its got a slash dmg of 30+ so at newbie lvls its awesome.
10503	Druid Staves	Weapons	MMH	98-10706	solnovi	2006-08-05	I believe there may be other mods like this one, but here is my version. A playable collection of "Dongle's" druid staves. There are four of these staves that I have placed "Druid-friendly" enchantments on. They are located on a table inside the Vacant ...
10502	Drow Bow Special	Weapons	MMH	98-928	Pwnz0r	2009-04-06	September 19, 2004 --- Pwnz0r's The DrowBowSpecial --- Thanks to: Dragonsong, for the EXCELLENT tutorials. Whoever uses the folder Peter's Lab, for the quiver. I can't remember for the life of me which mod I got that from. Everyone on the forums who has posted, ...
10501	Drizzt Scimitars	Weapons	MMH	98-6860	Redxile	2012-03-16	Adds two purple scimitars, like the ones used in R.A. Salvatore's famous books Legends of Drizzt. Unlike in Salvatore's books, this Drizzt is a simple bandit, and he is very weak. Walk out of seyda neen, find a large cavern called Kibraltir, and take the scimitars. One is for attacki...
10500	DragonTest	Weapons	MMH	98-5433	Unknown	2009-05-12	German: ----- Installation: Kopiere alle Dateien und Ordner in dein Morrowind "Data Files" Verzeichnis. Die Dragon Lance findest du hinter dem Shop "Arilles TradeHouse" in Seyda Neen. English: ----- Installation: Put all the files and folders int...

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10499	DragonSlayer v1.1	Weapons	MMH	98-5472	ikariGendo	2009-05-12	This plugin adds the DragonSlayer sword as used by guts in the anime series, Berserk. It can be purchased from Sirollus Saccus in Ebonheart.
10498	Dragon Uchigatana Set	Weapons	MMH	98-13197	Dragon_Lance	2009-01-25	There are seven different versions of this unique weapon. Each with a script attached for different sheathing styles identified by it's own color. The Blue Dragon Uchigatana which is the flagship of the seven has a script attached that places the scabbard on the shield hand. Red Dragon (onehanded...
10497	Dragon Sabre v.1.0	Weapons	MMH	98-1761	Mantodea aka Joel Braddock	2009-04-06	Dragon Sabre v.1.0 by Joel Braddock (a.k.a. Mantodea) ===== 0. Version History 1. Installation 2. What you get with this mod 3. Files list 4. How to get the armor 5. Usage in other mods 6. Credi...
10496	Dragon Fist	Weapons	MMH	98-13159	Dragon_Lance	2009-01-11	This is a custom hammer mesh. This is a sheathable weapon, but unlike my other weapons that take up the left pauldron and neck slots, this appears in the form of a shield. That's right, a shield. The only problem with this is that since it is a two handed weapon, the icon...
10495	Dragon Claw	Weapons	MMH	98-12900	Dragon_Lance	2008-08-29	Dragon Claw is my own personal taste and actually my first weapon mesh. Included is the ability to wield in one hand and gain the proper attributes of the spear as though it were vanilla. It also comes with a 'sheath' or a sort of scabbard. Info is included in the Readme.
10494	Double Skull sword	Weapons	MMH	98-879	Sisco	2009-04-06	Double Skull sword->idea from www.budkww.com item #YD5 I used the Bethesda skulls for the skulls. You can use this anyway you like. I would like for you to give me credit if you do. Extract to Data Files folder You can buy it from Hodlismod in Caldera. Or steal it...
10493	DL_Spear_Mod	Weapons	MMH	98-12644	Dragon_Lance	2008-04-02	A script designed to gain actual spear skill and endurance when equipping a 1-handed spear which is wielded as a longblade upon level-up. In order to understand this application thoroughly, you MUST read the readme. Those who like this mod and have any questions or ideas please submit them here. ...
10492	DL_Ancient_Consecrated_Sword	Weapons	MMH	98-12804	Dragon_Lance	2008-07-03	This is, what I call, an Ancient Consecrated Sword which is something that I have worked on for some time now and am satisfied (for the most part). I wanted to bring an artifact into Morrowind that included a custom mesh, unique textures, and script implementations to make this 'cool'. True, I kn...
10491	DiamondThrowingStars	Weapons	MMH	98-5349	GBT3E	2009-05-12	Dullan Makkar has returned to Vvardenfell after many years abroad. He has studied the crafting of diamonds and enchanting with the finest craftsmen in the empire, and has brought back with him several new and powerful types of area effect throwing stars. Meet him at Ebonheart and make sure to br...
10490	Diablo Identify System	Weapons	MMH	98-13275	Midgetalien	2009-02-25	This mod aims to bring identity to Morrowind This Mod adds the ability to identify items like you could in Diablo. The Mod adds Unidentified equipment to the game world - so far shortwords, Shields, Wands and rings are available. Usin...
10489	Diablo 2 Based Magic and Unique Items	Weapons	MMH	98-14491	Pseunomix	2012-06-21	This mod contains over 300 new weapons and armor based off the prefix/suffix itemlists of Diablo 2 LOD and an additional 73 Unique Items from D2LOD as well. Installation: Just place the D2items.Esp into you Morrowind data files folder.
10488	DGL weapon pack v1.0	Weapons	MMH	98-5461	Devon8999	2009-05-12	All Meshes And Textures in this Mod have been made by dogle... All Weapon effects strengths, Weaknesses etc. have been created by me These weapons will be found in the pawnbroker in balmora...
10487	Detritus' Weapons 3 v1.0	Weapons	MMH	98-12293	Detritus2004	2013-03-08	Another set of weapons I modeled and textured. These are based on some Chinese and Japanese martial arts weapons. Perhaps in Elder Scrolls lore they can be considered Akavari. The pудо and naginata are pretty much the same, a combination polearm and sword. I think they're also called ...
10486	Detritus' Weapons 2 v1.0	Weapons	MMH	98-12292	Detritus2004	2013-03-08	These are four weapons I modeled and textured: a spear, two daggers and a sword. I haven't placed them in the world because that didn't seem to work out in my other weapons pack. You can place them in inventory with the console: player->additem"det_flamberge",1 player->...
10485	Detritus' Weapons 1 v2.0	Weapons	MMH	98-12291	Detritus2004	2013-03-08	These are four weapons I modeled and textured: two axes and two spears. In an earlier version of this mod I tried to place them in the gameworld in the possession of special daedra creatures, but I was told they weren't showing up. So I took them out in this version. You can...
10484	det weapons3 1.0	Weapons	MMH	98-5322	detritus	2009-05-12	Another set of weapons I modeled and textured. These are based on some Chinese and Japanese martial arts weapons. Perhaps in Elder Scrolls lore they can be considered Akavari. The pудо and naginata are pretty much the same, a combination polearm and sword. I think they're also called ...
10483	det weapons2 1.0	Weapons	MMH	98-5302	detritus	2009-05-12	These are four weapons I modeled and textured: a spear, two daggers and a sword. I haven't placed them in the world because that didn't seem to work out in my other weapons pack. You can place them in inventory with the console: player-&__gt___.additem"det_flamberge",1 play...
10482	det weapons1	Weapons	MMH	98-620	Detritus2004	2009-04-06	These are four weapons I modeled and textured: two axes and two spears. Since I prefer to find weapons for myself instead of buying them or using the console, I've put one of each in different places in the game, and you'll have to look--and fight--for them. If you want a hint on wh...

Id	Name	Category	Site	Link	Author	Date	Description
10481	det weapons1	Weapons	MMH	98-5313	detritus	2009-05-12	These are four weapons I modeled and textured: two axes and two spears. You can place the weapons in inventory with the console: player-&_gt_ ;additem"det_albionaxe",1 player-&_gt_ ;additem"det_celticspear",1 player-&_gt_ ;additem"det_dragonaxe",1 player-&_gt_ ;
10480	Destiny	Weapons	MMH	98-10516	Mustadio	2006-03-24	hiya~ another little mod from me readme extract: [ Destiny ] by Mustadio Adds the one-handed spear Destiny and the shield Ancient Titulus, as well as the variants. You'll have to add these to a vendor or such, but otherwis...
10479	Defensive Staffs	Weapons	MMH	98-788	SoNico717, Pest1lence()	2009-04-06	v1.0 of this mod, by SoNico717, added 5 defensive staffs to the game: Defensive Wooden Staff. Defensive Daedric Staff. Defensive Ebony Staff. Defensive Magnus Staff. Defensive Hasedoki Staff. All the staffs have similar stats... they will not protect you ...
10478	Death Razor	Weapons	MMH	98-5402	shady_72002	2009-05-12	This plugin will drop a wicked-looking blade on the floor in the temple in Balmora.
10477	Deadly Mehrunes' Razor	Weapons	MMH	98-11184	DIE CLIFFRACER DIE DIE	2007-04-13	First of all, to the (many?) skeptics out there, this is not meant to be an unbalanced mod. 'My Razor, slayer of man and mer, scourge of all who stand before it.' -Dagon himself 'This mythical artifact [the razor] is capable of slayin...
10476	Dead Elric v2.0	Weapons	MMH	98-15079	Elric_Melnibone	2013-12-04	This file contains the Stormbringer sword, Elric's Clothes of Strength and Elric's Ring of Levitate. 'Stormbringer' was made by using a Daedric Claymore that has been lightened to 50 lbs and given the speed of a Daedric Dai-Katana (1.35). I also made the stats better than Chrysamere mostly on pur...
10475	Dead Elric v1.0	Weapons	MMH	98-15078	Elric_Melnibone	2013-12-04	This file contains the Stormbringer sword, Elric's Clothes of Strength and Elric's Ring of Levitate. 'Stormbringer' was made by using a Daedric Claymore that has been lightened to 50 lbs and given the speed of a Daedric Dai-Katana (1.35). I also made the stats better than Chrysamere mostly on pur...
10474	Dawnbreaker	Weapons	MMH	98-15421	Bachflip	2015-08-12	This is Dawnbreaker, my first Morrowind mod. To Install, simply drag the .esp file into your data files folder. This mod adds a new artifact, Dawnbreaker, the artifact of Daedric Prince Meridia, into the game. The Item uses the meshes and art of an ebony longsword, because that's w...
10473	Dawn/Dusk Blade	Weapons	MMH	98-14185	Deridor	2011-01-02	Final version uploaded. This mod adds a new npc to the eight plates in balmora. He has an interesting riddle... first mod, so dont expect the best
10472	Dart Collection 1.02	Weapons	MMH	98-8758	Mephisto	2003-04-28	A new NPC has been added to the Morag Tong hideout in the Vivec Arena. Selling handcrafted darts this NPC has become the favorite merchant of every self-respecting assassin. Of course, premium quality warrants a premium price, so only the wealthiest of all can consider themself a cus...
10471	Darknut's Umbra Sword Replacement	Weapons	MMH	98-11507	Darknut	2007-09-09	New Scratch made Umbra Replacement By Darknut 11-22-07 After playing around awhile with my first Umbra sword replacement I came to the conclusion that it was a bit to slick looking to be an used by an Orc. So here is vers...
10470	Darknut's Little Weapons Mod III	Weapons	MMH	98-11333	Darknut	2007-07-01	I made these weapons for myself and now I've desided to release them to anybody that wants them. This includes new textures as well as some mesh modification. Included are:> "Chrysamere" New textures and I modded the mesh...
10469	Darknut's Little Weapons Mod II	Weapons	MMH	98-11311	Darknut	2007-06-25	A small weapons Mod02 By Darknut Again I made these for myself & now I've desided to release them to anybody that wants them. the modding includes new textures as well as some meshe modification. included ...
10468	Darknut's Little Weapons Mod	Weapons	MMH	98-11303	Darknut	2007-06-20	A small weapons Mod By Darknut I made these for myself & now I've desided to release them to anybody that wants them. the modding includes new textures as well as some meshe modification. included are: []...
10467	Darknut's Carrot Weapon Mod	Weapons	MMH	98-12847	Darknut	2008-08-03	Darknut's Carrot Weapon Mod Thats right I said Carrot 8-03-08 Its a little known fact that wild Ash Carrots can be used as a weapon :-> Tho...
10466	DarkAdditions	Weapons	MMH	98-5478	SiriusSnape	2009-05-12	This mod adds five items: three of Acid Basik's "Long Keening" blades (one in black, one in red, and one with a crystal texture), a shiny black towershield, and a black helm. All items have been glowmapped in 3D Studio Max. The blades glow, the helm eyes glow, and Sheogorath's face on the towersh...
10465	Dark Chitin Weaponry	Weapons	MMH	98-10775	Zirgs	2006-08-31	This Mod adds five new Chitin weapons. They are just recolored versions of the original Chitin weapons with a little bit better stats. You can find these weapons in a locked chest in one of the houses of Seyda Neen (I won't tell you which :P). NOT...
10464	Dark Additions	Weapons	MMH	98-1341	SiriusSnape	2009-04-06	This mod adds five items 3 of AcidBasik's "Long Keening" blades (one in black, one in red, and one with a crystal texture) a shiny black towershield, and a black helm. All items have been glowmapped in 3D Studio Max. The blades glow, the helm eyes glow, and Sheogorath's face on the...
10463	Daggerfall Dagger	Weapons	MMH	98-5476	Joel Braddock aka Mantodea	2009-05-12	This is a Daggerfall style ebony dagger. You'll find it in the head of one of the practice dummies in Vivec Arena, Fighters Training. It doesn't belong to anyone, so you should be able to just take it.
10462	Daedric Throwing Stars	Weapons	MMH	98-10910	Korbac	2006-12-05	This mod is very similar to my crossbow mod. It adds: - Daedric Throwing Stars (Ebony retexture) -Daedric Throwing Knives (Tantos) -Daedric Throwing Axes (War Axes) Location> All this is found in a ruin in the Grazelan...

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
10461	Daedric Short Bow	Weapons	MMH	98-11178	Korbac	2007-04-09	This is my next Daedric retexture. It's pretty simple, but I thought it should be done. To get the bow, you make a deal with a dremora on a Daedric watch tower near Balmora. Right now the deal is harmless, but in a future mod, it will start everything...
10460	Daedric Longbow revamped (more endurance)	Weapons	MMH	98-9727	David Mayeux	2004-08-27	All this does is increase the endurance of the Daedric Longbow. I did this because while I was killing some animals I noticed that I was needing to repair every 10 min. or so. Therefore I increased the durability.
10459	Daedric Javelins	Weapons	MMH	98-9667	Michael Peerboom	2004-08-22	Adds Daedric Javelines to Morrowind. A NPC named Javeline Man in Balmora will have them, if you want them kill him (he is very easy to kill). If I get positive feedback I will add other kinds of Javelines Update: Daedric javelins added to more leveled lists and to great h...
10458	Daedric Dai-Katana TwinBlade	Weapons	MMH	98-5358	thefunkyone	2009-05-12	The Plugin adds Daedric Dai-Katana Twinblades to Morrowind. The twinblades can be bought from a sales scamp (called "Scampy of Doom") in the Ald Sotha Daedric ruins near Vivec
10457	Daedric Crossbow	Weapons	MMH	98-10842	Korbac	2006-10-16	This mod adds the Daedric Crossbow and Daedric Bolts to Morrowind. They are both retextures of their steel counterparts. You may find them both in the Daedric ruin Acheron, just South of Caldera. I don't suggest low level characters going there, along with Dremora lords, you must defeat the Daedr...
10456	Daedric Crescent Sword	Weapons	MMH	98-5378	ZAGZ	2009-05-12	Tales are told of this ancient and wondrous weapon. Now it can be yours!!!!!! Lord Dregas Volgar, current holder of the blade, has been seen. going into RHAAVIRS shop in Balmora. He has the blade with him, but he also has a healthy bodyguard. Dare you attempt...
10455	Daedric Chainsaw - Morrowind Version	Weapons	MMH	98-13570	DoubleBrewski	2009-08-05	I was inspired by the Oblivion Daedric Chainsaw by J3X. So, I made this. It's not as good as the Oblivion version, but it is the same basic design. A Dremora Lord in Yasammidan, Shrine has it. Liberate it from him. Thanks ...
10454	Daedric Broadsword	Weapons	MMH	98-5306	DasHogg	2009-05-12	Ever noticed that there is every daedric weapon except the crossbow and the broadsword? I filled the gap of the broadsword with a simple retexture of the Ebony broadsword. You can find the sword in the water under Hurg's hut in Dagon Fel. Created with 1.6 Bloodmoon patch, doesn't...
10453	Daedra's Weapon Shop	Weapons	MMH	98-2166	Daedra Lord	2009-04-24	Adds a shop which can be accessed through a trapdoor located in Azura's shrine (just to the left of Azura's statue). There, a NPC by the name of Daedra Lord sells custom weapons: swords, spears, axes and one offhand saber.
10452	D_W_R Complete	Weapons	MMH	98-11606	Zobator	2007-10-20	This is just a little mod to complete Daedric Warhammer Replacement of my own. It just gives Veloth's Judgement the meshes and textures of the Replacer. All the honor go's to android b'cause i didn't make something new but i just changed something...
10451	Custom Ebony Arrows v1.0	Weapons	MMH	98-5453	Alek	2009-05-12	This plugin adds ten new enchanted arrows to the world of Morrowind. Arrows are crafted by well known imperial smith Sirollus Saccus in Ebonheart and are made of pure ebony.
10450	Cursed sword of oblivion	Weapons	MMH	98-12588	Magius	2008-03-09	When you step out of Balmora you will find sword sticking up from ground and when you pick it up you will be teleported to Oblivion and you must get yourself to top level. Sword will grant you with eternal life, but every time you die you must go through Oblivion.
10449	Crystal Longsword	Weapons	MMH	98-5428	Ghendalf	2009-05-12	Creates absolutely new weapon : Crystal Longsword. You can find it in Sadrith Mora : Fighter's guild, Caldera, Suran, Seyda Neen's Crystal goods shop. Weapon model and textures are new : model was created with 3dmax and textures were taken from it's maps and from internet texture archives. This we...
10448	Crossbow of Misty Moon v1.0	Weapons	MMH	98-5371	Misty Moon	2009-05-12	The Elder Scrolls III - MORROWIND ----- Mod Name: Crossbow of Misty Moon Version Number: 1.0 Category: Weapon Requires: Morrowind Modder...
10447	Cosmic Sword and Shield	Weapons	MMH	98-5368	cosmicdebris	2009-05-12	Here are a couple of swords and a shield I made I hope you enjoy them. They can be found hiding in an outside container somewhere in Balmora.
10446	Complete Daedric Claymore	Weapons	MMH	98-737	Illtempered	2009-04-06	First off, let me say I hardly deserve credit for this. I just round up the different pieces. PhoenixKnight started it by modeling the Daedric Claymore to dual wield. Instead of dual wield, I wanted to script the claymore to be multipurpose. Without Enmesharra's help...
10445	Combat Knife	Weapons	MMH	98-11037	Cadre	2007-02-03	A simple mod that just adds a Military combat knife to Morrowind. Basically for those who would like a little modern weaponry in their game like I do.
10444	Colt M4-M203	Weapons	MMH	98-9171	PizzasRgoon	2004-02-05	This mod adds a Colt M4 with M203 grenade launcher. The launcher doesn't work though, and the M4 is just a very fast crossbow. Read the readme to get started.
10443	Color Flame Blades v1.0	Weapons	MMH	98-13957	MrNicNac	2010-05-18	Well, I made these for fun and probably wasn't going to release them. Although they are not put into the game, they are set up with enchantments in the CS already.
10442	Clear Ice Equipment v1.1	Weapons	MMH	98-15037	Milling_hordesmen	2013-10-17	This Plugin Adds: Ice weapon meshes now contain translucent ice components The Raw Stalhrim ingredient also has some translucency Ice shield now added Version History: v1.1 Ice shield added Using texture transparency instead of material transparency v...

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
10441	Clear Ice Equipment v1.0	Weapons	MMH	98-2298	Milling_hordesmen	2009-04-24	This Plugins Adds: Ice weapon meshes now contain translucent ice components The Raw Stalhrim ingredient also has some translucency Version History v1.0 Initial Rev
10440	Clean Twinblades	Weapons	MMH	98-5422	Phijama	2009-05-12	Basic mod, more of a resource. Adds two new blade meshes to the game, offensive and defensive 'twins' - both found in Census office Seyda Neen. Feel free to use in your own mods, just give me a mention in the credits.
10439	Clean PJM Themed Bowsets	Weapons	MMH	98-11256	Phijama	2007-05-22	This plugin adds four themed bowsets to the game. Amber, Green Amber, Ebony and Ivory. Each of the bows in these themes self sheathe with an accompanying quiver. The themed quivers generate and equip arrows for the bow, though stock arrows can also be used - these do not...
10438	Clean Hunters rifle	Weapons	MMH	98-10875	Phijama	2006-11-05	This weapon 'resource' adds two hunting rifles and one revolver to the game. All weapons are set up as crossbows and include animated display cases. Unique sound effects are added via script and each weapon can be made to self sheathe by equipping a strap or in the case of the revolver, a holster...
10437	Clean Dragon Blade	Weapons	MMH	98-10605	Phijama	2006-05-30	This plugin introduces the 'Dragon Blade' to the game, my own personal version of the 'Requiem' sword, much higher poly and incorporating more detail and a distinctly different feel to Requiem. Since this is a personal mesh, it is designed to run with my PC which is not particularly powerfu...
10436	Cid88 Weapon Pack 3	Weapons	MMH	98-5473	Cid88	2009-05-12	Cid88 Weapon Pack Readme Unzip all files to datafiles. Put all .nif files in meshes and all .bmps in textures. Check the mod box under data files when in start up to activate. These textures can be used by any modders in thier mod, just give me credit.
10435	Chu-Brans Treasure v1.0	Weapons	MMH	98-5294	Below	2009-05-12	Core Design + Scripting by GlassBoy Special thanks to Archie, for the model of the quiver Noggin, for the dialog and fixing of the script Mattesnille, for pointing out errors To start: Look For a slave, nam...
10434	Chu' Arrow Speed	Weapons	MMH	98-10520	Chu	2006-03-30	This Mod speeds arrows up. It makes combat feel more . . . dangerous. All inquiries may be directed to ch85us2001@yahoo.com. Includes Readme.
10433	Chrysamere Replacer	Weapons	MMH	98-10992	Jayson	2007-01-15	This plugin replaces the stock Chrysamere model, textures, and icon with all new ones. Installation> Read the readme Known Issues> None Contact> My email is (hard.ro...
10432	Choose Your Keening v1.0	Weapons	MMH	98-13963	Andtheherois	2010-05-29	This mod lets you switch between Keening in the form of a short sword, long sword, axe, and spear. The short sword version of keening remains unchanged. The other version of keening have stats between their ebony and daedric counterparts. To switch between each version of the weapon, wield it the...
10431	CharGen Bow v2	Weapons	MMH	98-13582	Tanvar	2009-08-11	This mod adds a new bow to the Census and Excise Office at the start of the game. t is more poerful but ess enchntable than the regular Longbow. This is a re-release of one of my previous mods, except this time it has a much nicer texture.
10430	CharGen Bow	Weapons	MMH	98-12661	Tanvar	2008-04-11	This mod simply adds my new "Redwood Bow" to the First building of the Seyda Neen Census and Excise building. The part where you can find the dagger and the lockpick and such things. The bow does a little less damage than that of the "Long Bow", it also has a lower condition rating. But it's ligh...
10429	Chaos Weapons v1.0	Weapons	MMH	98-1192	Tallguy	2009-04-06	Chaos Weapons Auther: Tallguy ----- To instal this morrowind mod you need to copy the esp. file to your data files. Then copy the textures to the texture folder in the data files.Then copy the meshes to the mesh folder in...
10428	Change Your Stance!	Weapons	MMH	98-13953	Andtheherois	2010-05-15	This mod will allow you to toggle a one hand/two hand version of any weapon in morrowind/tribunal/bloodmoon. This mod shouldn't conflict with any weapon mod that modifies vanilla weapons, however it will not affect weapons added by mods. If you have mods that replace weapon meshes/tex...
10427	Chamber of the Sword	Weapons	MMH	98-8754	Morrowindfreak	2003-03-24	This mod adds Arwen's Sword Hadhafang (LOTR) to the world of Morrowind Found in a shrine on road from Balmora to Moonmoth Fort. See readme for info
10426	Chakra_1_0214	Weapons	MMH	98-6066	Dale Stocker	2012-02-03	Xena's Chakra By: DaleStocker@hotmail.com What it has: 1. New weapon. Yes, Xena's Chakra, the round disk she throughs and it comes back. There is a scrip to add the item to your inventory after you though it. I put the Chakra in a hot key and press it after...
10425	Ceremony v1.0	Weapons	MMH	98-5420	Joel Braddock aka Mantodea	2009-05-12	A very large decorative sword. The sword is on the top of the statue in Ebonheart. Good luck hauling it around.
10424	Celtic set	Weapons	MMH	98-10212	khan raider	2005-12-06	A simple mod, replaces original nordic claymore and broadsword with celtic variation.
10423	CB's Boomstick Demo	Weapons	MMH	98-11192	Cantina Boy	2007-04-17	This is just a demo. You get one of the four guns I've made. You get the downgraded version of the blunderbuss I made. You just get a dumb little gun. The full version will have a quest to get them. You will also be able to upgrade the guns in the full version (I Hope). Hope you like the gu...
10422	CB Wolverine's Claw	Weapons	MMH	98-13502	phoenix12321	2009-06-23	Wolverine's Claw from the comic books.
10421	Caster Longbow V1. 1	Weapons	MMH	98-5357	Unknown	2009-05-12	How to get the bow: The bow can be found in Seyda Neen by doing the who killed the tax collector quest. How to use the bow: Once you have the bow, either equip the bow directly, or equip the shell selector, and the bow will ask you what type of shell you want to use. &#...



<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
10420	Card Mod BETA	Weapons	MMH	98-1223	EternalNeo	2009-04-06	This mod adds cards as an in-game weapon. Since I'm entirely too lazy to make a shop or anything to place these in (I don't even know how) you'll just have to add the cards to yourself via this console command: player->additem card x where x is the amount of c...
10419	Buster_Sword2.1	Weapons	MMH	98-6062	Hammerspace Industries	2012-02-03	Buster Sword Mod 2.1 Final release Readme ---- Well.. For my first ever Morrowind mod, and pretty much my first ever mod I've released to the public, I've basically gone "To HELL with Waiting for Ian McConville's (www.machall.com) Mog*Mod And ...
10418	Buster Sword	Weapons	MMH	98-9465	Hammerspace Industries	2004-04-08	Well.. For my first ever Morrowind mod, and pretty much my first ever mod I've released to the public, I've basically gone "To HELL with Waiting for Ian McConville's (www.machall.com) Mog*Mod And the Buster Swords therein, I want my Big-Ass-Sword(tm) RIGHT NOW!" So here it is. ...
10417	Broom Upgrade	Weapons	MMH	98-3131	Schwaa	2009-05-12	Broom Upgrade: *New broom model for morrowind, replaces all brooms in game. *Fighting Brooms, can be found in various Guild of Fighters. *One Enchanter in Vivec has enchanted broom. The 'Demoralizing Broom' has a demoralize humanoid enchantment along with slightly hig...
10416	Brom v1.0	Weapons	MMH	98-1567	Mantodea aka Joel Braddock	2009-04-06	Brom: It's a longsword that is used like a spear, though it can also be used as a longsword. Silver Brom: Same thing, but not as good.
10415	Brom v.1.0	Weapons	MMH	98-8978	Joel Braddock aka Mantodea	2005-05-04	Brom: It's a longsword that is used like a spear, though it can also be used as a longsword. Silver Brom: Same thing, but not as good. You can buy the silver Brooms from Hodlismod's shop in Caldera. In order to find out where the normal Brom is, you need to buy a ...
10414	Brom 1.0	Weapons	MMH	98-5356	Joel Braddock a.k.a. Mantodea	2009-05-12	From the read me: 2) What you get with this mod --- Brom: It's a longsword that is used like a spear, though it can also be used as a longsword. Silver Brom: Same thing, but not as good. 4...
10413	Brict Lorg	Weapons	MMH	98-5303	Greevar	2009-05-12	The staff can be found in a cave near the Urshilaku camp.The staff grants great magic absorption powers, but on the other side of the coin it makes you weak against magic if it fails to absorb the spell.
10412	Bow Pack	Weapons	MMH	98-887	RWH	2009-04-06	***** Bow Pack v1.0 by RWH ***** Files required: Morrowind, Tribunal, Bloodmoon Changes to Morrowind: I added one NPC t...
10411	Bow of Misty Moon v 1.0	Weapons	MMH	98-11782	Misty Moon	2012-11-06	Bow of Misty Moon is a re-textured bonemold longbow,black and gray. (Min 15 - Max 60) You can find the bow somewhere in Balmora.
10410	Bow of Misty Moon	Weapons	MMH	98-14115	Misty Moon	2010-10-16	Bow of Misty Moon is a re-textured bonemold longbow,black and gray. (Min 15 - Max 60) You can find the bow somewhere in Balmora. Changelog:18th October 2010. Related mod: Quiver of Misty Moon
10409	Bow of Eternity	Weapons	MMH	98-9658	Lennart Schulz	2004-07-22	A powerful and evil Bow was lost on the grounds of Nimawia Grotto. There were many heroes owning that artifact but all died under mysterious circumstances, now the Bow is looking for you !!! Note: Nimawia Grotto is NW of Seyda neen..
10408	Bound Longbow Arrow Replenisher	Weapons	MMH	98-13270	Dragon_Lance	2009-02-22	Description ===== I took on this challenge because of my interest in weapons and also enjoying forging new ideas for the weapons that I mesh for this game. Considering the bane that the MW script engine is with it's considerably limited functions, I've had this plan ...
10407	Bottomless Quiver	Weapons	MMH	98-5332	GlassBoy, Archiopterix, Raptre	2009-05-12	Co-Creators: Archiopterix -&_gt_; Quiver Mesh & Texture Raptre: Icons &_gt_;The quiver now uses a dialog tree to draw arrows/bolts! &_gt_;Now it is more convenient to draw arrows and there are more arrow/bolt types &_gt;...
10406	Booby Traps	Weapons	MMH	98-11504	Fliggerty	2007-09-08	Set the ring down, activate the trap, then get out of there! This mod puts several types of rings into levelled lists. Each ring can be used to place a booby trap that will cast a spell on any poor sap who is too close when it goes off...including you. Effects used include...
10405	Bobs Blades	Weapons	MMH	98-854	Bob Robert	2009-04-06	here is the sword info scythe: this is a sword i just made up, call it what you want :) Bowie: this is self explanatory Rapier: this is a beutiful steel french-basket rapier of my own design :D Dragonsword: This is my signature sword, it has glowing flames on the s...
10404	Blueglass Dagger	Weapons	MMH	98-5459	darkcloud/jedimastercloud	2009-05-12	This adds a very powerfull dagger, it is just a recolour of the normal green glass dagger, but i think it looks very nice. You will have to find it yourself though.
10403	BlueflameSword	Weapons	MMH	98-5463	Nightwing69	2009-05-12	A blue flame sword spawned inside the barrel with the starting ring at first town. You'll have to start a new game to get it.
10402	Blue Wakizashi	Weapons	MMH	98-1334	Unknown	2009-04-06	Doesn't know which one's right... Try them both in TESCS. Use this as you want, no credit for this little work needed.
10401	Blue Eagles Viper Knife 1	Weapons	MMH	98-5382	Blue Eagle	2009-05-12	A mysterious knife made from highest quality brushed ebony, with a rayskin grip, a blade made for both penetrating weak places in armor and cutting throats, and possessing the interesting feature of a thumb rest built into the hilt. These amazingly well-crafted knives have been showing...
10400	Bloodmoon Extras plugin v0.2	Weapons	MMH	98-5460	felix	2009-05-12	This plugin adds two new weapons, one shield, and one creature to the game using meshes included with Bloodmoon. The Nordic Silver Spear, additional Riekling and Riekling shield are added to existing levelled lists, and the Stalhrim Shortsword is available from the same sources ...

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10399	Bloodletter	Weapons	MMH	98-12877	Dragon_Lance	2008-08-21	A longblade with matching scabbard. It has the damage of an adamantium claymore but is lighter and quicker. Enjoy! This mod has been cleaned with TESAME. Changelog:1.1: Updated and removed a bug in the scabbard script. I didn't realize until now that the scabbard was...
10398	Blood Thief Weapons v1.2	Weapons	MMH	98-623	Slayer	2009-04-06	This is my first mod, I slightly retextured some of the existing weapons in the game, and added a new enchantment for them. There are 6 items in all. These items are pretty good for vampire characters, so to get them, you need to get them from the Vampire leaders. I gave e...
10397	Blood Thief Weapons v1.0	Weapons	MMH	98-503	Slayer	2009-04-06	This is my first mod, I slightly retextured some of the existing weapons in the game, and added a new enchantment for them. There are 6 items in all. These items are pretty good for vampire characters, so to get them, you need to get them from the Vampire leaders. I gave ea...
10396	Blood Tanto	Weapons	MMH	98-13289	Fischer500	2009-02-28	This mod adds a red tanto to a doorframe in seyda neen. have a look around, you WILL find it. eventually. this is my first mod that involved something other than "drag and drop". I thought it came out OK. ENJOY. Changelog:1212AM Sunday March 1st initial ...
10395	Blood Seeker	Weapons	MMH	98-12943	Dragon_Lance	2008-09-19	Much like Bloodletter, though with an updated appearance. Comes with scabbard which is used as the 'right pauldron' and accompanies the neck slot. Located in Balmora Fighter's Guild. As my knowledge grows in this art, the quality of the product increases.
10394	Blood Fang Weapons	Weapons	MMH	98-5369	Unknown	2009-05-12	It's a pack of weapons: A crescent-shaped blade, a gavel, and... a fork?
10393	Blood Cutlass v1.0	Weapons	MMH	98-6060	DaGR	2012-02-03	The Elder Scrolls III MORROWIND: Blood Cutlass v1.0 By DaGR (dave@xx9x.net) 7/18/07 1. Description 2. Requirements 3. Installing the plug-in 4. Playing the plug-in 5. Save games 6. Confl...
10392	Blood Cutlass	Weapons	MMH	98-11457	DaGR	2007-08-18	This plugin adds a new weapon and skill book to the game. A strange sword has been seen somewhere outside of Ebonheart. Changelog:1.0 Original release 1.1 Fixed the essential character problem and a small change to the book
10391	Blade's Katana	Weapons	MMH	98-92	nublet	2009-04-06	This tiny plug-in allows you to use Blade's katana from the Blade movies. Featuring brand new models created by Max Edwin. The sword is located in Druscashti, Lower Level. ===== Please note: This mod was transferred from Gamer's Roam after the site's closure.
10390	Blade Vol. II	Weapons	MMH	98-5475	Stargate525	2009-05-12	This adds a growing staff that you need to do a short quest to obtain. Difficult only if you cannot control your greed.
10389	Blade v1.2a	Weapons	MMH	98-5388	Stargate525	2009-05-12	This mod adds a sword to Seyda Neen. big deal, right? it IS a big deal since: (longer description) This mod adds a sword to Seyda Neen that will grow along with your level. there are 25 levels to it, and the final version has the highest chop damage in ...
10388	Blade v.1.2b	Weapons	MMH	98-5363	Stargate525	2009-05-12	In a nutshell; This mod adds a sword to Seyda Neen. Called Caernor-Ra. big deal, right? it IS a big deal since: (longer description) This mod adds a sword to Seyda Neen that will grow along with your level. there are 25 levels to it, and thefinal version has the highest ...
10387	Blade v 1.2c	Weapons	MMH	98-9630	stargate525	2005-03-12	Adds a sword to an NPC in seyda neen. Big deal? Of course it is. This one GROWS.. adds a string of 25 swords to Seyda Neen. To find out what they do, train up!
10386	Blade of the Frozen North	Weapons	MMH	98-790	Greevar	2009-04-06	The blade of the frozen north is an enchanted blade that has been lost for many years somewhere in the forests of Solthseim just waiting for its new owner to claim it.You can find it in the forests just west of the raven rock settlement. I can't tell you exactly where the sword is because I place...
10385	Blade of Fetid Effluvium	Weapons	MMH	98-10882	James Fraser	2006-11-10	Recently, there was a certain wizard (preferring to remain nameless out of utter humiliation) became tired of being bullied and created the Sword of Fetid Effluvium in the hopes of repulsing his ever-vigilant tormentors. Unfortunately, the enchantment he placed on ...
10384	blade of darkfang	Weapons	MMH	98-5365	Unknown	2009-05-12	Blade Of Darkfang. To get sword use console.
10383	Blade Items	Weapons	MMH	98-1117	Starcon5	2009-04-06	***** The Elder Scrolls III Morrowind Blade Items ***** CREDIT *****
10382	Blackjack Mod v1.00	Weapons	MMH	98-1825	9of9	2009-04-06	The Blackjack mod adds a blackjack a la Thief to Morrowind. You can find it in most Thieves' Guilds, plus there are several enchanted blackjacks that you can find in other locations. By itself it does little damage, however if you use it while sneaking up behind a person it will knock them ...
10381	Blackjack Mod	Weapons	MMH	98-9001	9of9	2003-12-15	The Blackjack mod adds a blackjack (a la Thief) to Morrowind. You can find it in most Thieves' Guilds, plus there are several enchanted blackjacks you can find in other locations. By itself it does little damage, however if you use it while sneaking up behind a pers...
10380	Black Longsword	Weapons	MMH	98-9842	Nelis	2004-09-15	My first serious mod, it contains a simple black longsword. Updated in this version: The sword fits better into the hands of the character (but not yet perfect, I'm learning though) - Weapon health increased - Now the weapon is sold, instead of laying around in balm...

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10379	Bingu's Item Pack v1.1	Weapons	MMH	98-5450	Bingu	2009-05-12	Items (Mostly weapons, 2 bracers and 1 'skirt') Description : My first submitted mod, full of all new content max in 3dmax, skinned in Corel Photopaint and given to Thorek in Balmora's Razor Hole by yours truly. There are a few new weapons (20-something), a couple of katars for the han...
10378	Better Weapons Pack 2! Bows!	Weapons	MMH	98-10845	Kagemaru	2006-10-20	This is pack 2! It replaces all the bows with cooler texts
10377	Better Sword of White Woe v1.2	Weapons	MMH	98-11346	Ghost_-_Ruler	2007-07-06	Well when I got the Sword of White Woe it wasn't white, and it used a very ugly mesh, so I opened up nifscope and found the Daedric katana, and retextured it white and gold, as I think a blade of that caliber should be. Then I thought it was to ez to get, so I pulled it off of that cabinet and p...
10376	Better Staves	Weapons	MMH	98-15605	obiwanbenlarrykenobi	2018-03-27	Makes staves a little better, but not by so much that they do more damage than warhammers, which would be very unrealistic (because a staff being stronger than a warhammer is too unrealistic in a world with magic and giant mushroom houses that are inhabited by wizards). The mod also adds th...
10375	Better Staffs	Weapons	MMH	98-13443	Devon1441	2009-05-27	This is my first mod This mod changes the Staff enchantment values, making a mage char class alot more fun to play. New Staff Values: Wooden Staff: 7 (Still the same) Steel Staff: 9 Silver Staff: 12 Dreugh Staff...
10374	Better Lutes: Songs of Choice	Weapons	MMH	98-14038	Xargoth	2010-08-14	This is a different version of Better Lutes, as it adds lutes that you can play for gold and not Magic, and it adds a lute that lets you choose you songs now. Both lutes are in Pelagiad's Halfway Tavern. Please Comment, rate, and add in suggestions. Most of the credit goes to Jac, at Great House ...
10373	Better Looking Weapons ~Pack 1~ Katanas, Wakizashis, tantos	Weapons	MMH	98-12855	Kagemaru	2008-08-08	This is a simple texture replacer for all Katanas wakizashis and tantos. They look much much better now. Enjoy! Sorry it took so long to put this one up. I have taken a long break from modding
10372	BastardSwordAlastor	Weapons	MMH	98-5452	Tommy Khajiit	2009-05-12	This mod adds Alastor to Morrowind. Alastor, a bastard sword, can be wielded both one- and twohanded. Recent discovered papers reveal the existence of a mystical bastard sword called Alastor. One of the reasons that Alastor is special, is the material it is made off. Indestructable the...
10371	Barrakas Sword	Weapons	MMH	98-15317	Patricio	2015-01-04	A simple sword I made for my own use, it casts freeze when used. Created using smithy.
10370	Baldurians Transparent Glassweapons	Weapons	MMH	98-14272	Baldurian	2011-04-06	Baldurians Transparent Glassweapons: Now the glassparts of the glassweapons are transparently. This mod replaces meshes and textures. It's esp less. Special Thanks to Darknuts textures. <...
10369	Ayied Weapons 1	Weapons	MMH	98-13565	Midgetalien	2009-07-31	One of the first mods i created, this mod has been sitting around waiting to be uploaded to PES since i closed my website, I finally got around to doing it lol. Enjoy :) ----- This mod adds three new weapons to the Constructi...
10368	Axe Queen of Bats Quest	Weapons	MMH	98-12521	Sabian	2008-02-09	This mod adds the unused Axe Queen of Bats to the game as part of a Telvanni House quest. You do not need to be a member of House Telvanni to do this quest however. Just look around Galom Daeus. :) Changelog:1.0 -- Initial Release
10367	Auron v1.0	Weapons	MMH	98-731	Joel Braddock aka Mantodea	2009-04-06	Auron's ultimate sword, Masamune (from Final Fantasy x)
10366	Auriel's Ivory Bow	Weapons	MMH	98-12670	Tanvar	2008-04-15	From the Readme: WHAT DOES THIS MOD DO? This mod adds a new mesh and texture and Icon that are used in a replacer for Auriel's Bow (Though they don't replace the original files.) The bow now looks like an Ivory bow, the dark blue parts have been colored a cream...
10365	Auriel's Bow Replacer	Weapons	MMH	98-11778	Karpik777	2012-11-06	This mod changes the vanilla Auriel's Bow to use the ebony bow meshes made by Phijama - as I didn't like the stock one. Also the bow now autosheats and creates it's own arrows, which are enchanted with: Damage Fatigue 5-25 Shock Damage 1-15 Absorb Magicka 1-5 The Tr...
10364	Atronach Store Add-on	Weapons	MMH	98-12503	Denegoth	2008-02-01	THIS REQUIRES ATRONACH STORE. This adds several new items such as: Storm atronach hammer Frost atronach claymore Flame atronach axe
10363	Atronach Store - All in One	Weapons	MMH	98-12504	Denegoth	2008-02-03	Contains: Atronach Store Atronach Store Addon Atronach Store Robe Fix This is to save people the trouble of downloading all of them seperately.
10362	Atronach Store	Weapons	MMH	98-12500	Denegoth	2008-01-29	From a far away land, came a breton merchant. He set up store in the Gnisis market and is now selling strange items he claims to be forged from atronach souls. Changelog:Screenshots added
10361	Assassins' Creed Weapons	Weapons	MMH	98-13438	Black Hand	2009-05-25	Adds a set of Weapons and some ornamental armor to the World of Morrowind, included is a scripted sheathe Sword, a shortsword, a switchblade, a throwing knife, and an Ornamental Pauldron that is a shortsword sheathe, all Altair-style. Changelog:Version ...
10360	Assassins Armoury v7.6	Weapons	MMH	98-6135	HelioS aka Michael Bennett	2003-04-28	Adds a large number of meticulously constructed high quality weapons to the game, including the only fully functional guns ever constructed for Morrowind. This mod also includes defensive counterparts for both the existing and new weapons. What differentiates these defensive weapons from shields ...
10359	Assassins Armory V7.6	Weapons	MMH	98-5469	HelioS aka Michael Bennett	2009-05-12	More than two years in the making, I believe this to be a masterpiece; and a clean one at that. Assassins Armory, contrary to the name, is suitable for all types of characters. A large number of meticulously constructed high quality (Bethesda standard or better) weapons have been added...

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10358	Assassins Armory v6.0	Weapons	MMH	98-1765	HelioS aka Michael Bennett	2009-04-06	The Elder Scrolls III MORROWIND: Assassins Armory V6.0 www.rpgplanet.com/morrowind/talon Index: 1. Installation
10357	Ashlander's Pride Sword	Weapons	MMH	98-10612	WildKarrde	2006-06-06	The sword can be found in the Ashkhan's Yurt in the Urshilaku Village.
10356	Ashitaka's Sword from Princess Mononoke	Weapons	MMH	98-6290	DoubleBrewski	2009-10-09	This is a simple mod which adds a new weapon to Morrowind. It is Prince Ashitaka's short sword from the animated feature film "Princess Mononoke." The sword is a basic, one-handed weapon. It includes a scripted sheath that uses the Shirt inventory slot. Therefore, using t...
10355	Arrowage	Weapons	MMH	98-5462	Matthew Semarge	2009-05-12	This plug-in adds two new arrows behind Rithleens' house in Balmora. They are floating in east Balmora, near Caius Cosades' house.
10354	Arrow Diversity 1.0	Weapons	MMH	98-15590	Turelek	2017-10-08	Arrow Diversity Turelek Morrowind Plugin ***** 1. Installation 2. About the mod 3. Concerning Legal 4. Location(s) 5. Credits 6. Version 7. Contact ***** 1. Installation
10353	Arrow Belts	Weapons	MMH	98-10365	Dyn_Sol	2006-01-23	This mod adds four belts to the enchanter in Ald-ruhn, Manor district. When you equip the belts they summon arrows and equip them whenever you run out. There are three types of belts; Belt of Arrows (normal arrows), Belt of Burning Arrows (fire damage and weakness to fire), Belt of Stunning Arrow...
10352	Arms Upgrade	Weapons	MMH	98-11581	Azzemmell	2007-10-06	This mod increases the AR and damage on chitin (AR 30, dam X2). It also changes damage on staves, clubs, spears, halberds, and several other weapons and armor. The intent was to make these arms more attractive throughout the entire game. Though the increases ...
10351	Area Effect Projectiles	Weapons	MMH	98-14181	BTB	2010-12-25	This is an edited version of Bethesda's official "AreaEffectArrows" plugin that gives the same treatment to it that my "BTB's Game Improvements" mod gave to the rest of the game. I've also renamed my version to "Area Effect Projectiles" both to avoid confusion and to make fun of Bethesda for thin...
10350	Archie's Sabres	Weapons	MMH	98-14712	Archeopterix	2013-05-11	Daedric, Glass and Silver Sabers retextured meshes by Archie. They are in Ald-Ruhn, go on the roof of Skar and there they are. ;) If you find a bug or you want to use this mesh in one of your mods, please PM Archeopterix at <a href="http://forums.bethsoft.com/forum">http://forums.bethsoft.com/forum</a> (its more for my ow...
10349	Aragorn's Bastard Sword v1.0	Weapons	MMH	98-5703	Tommy Khajiit	2011-10-02	This plugin gives you the opportunity to use Aragorn's as a bastard sword. That type of sword, also known as hand-and-a-half, were so named because, although their blades were of a similar length to a longsword the hilt was significantly longer enabling you to wield it with both hands if so desir...
10348	AragonsBow 0701	Weapons	MMH	98-5465	Ilium	2009-05-12	Endure the trials of Aragon the Battlemage and win his longbow. This bow, the "Aragorn's Long Bow" is a Daedric long bow with the capability to conjure it's own arrows. Ask around in Molag Mar to find the stronghold of Aragon. Intended for higher level players.
10347	Another Generic Marksman Mod v1.0	Weapons	MMH	98-5435	Robert "Gundato" Pavel	2009-05-12	An Orsimer named Durmog Gro-Magrak has arrived in Caldera. Ask around to find out what happened to him. This mod is basically another type of "Get the magical ammunition" mod, but instead of purchasing said arrows and bolts, the PC trades various items to Durmog Gro-Magrak to have them conve...
10346	Ancient Dwemer Shortsword	Weapons	MMH	98-3647	Unknown	2010-10-20	Adds a new weapon, the Ancient Dwemer Shortsword, to Seyda Neen. No readme.
10345	Alternative Melee Missiles	Weapons	MMH	98-5597	cdcooley	2011-06-16	** Alternative Melee Missiles (2005-03-17 CDC) ...
10344	Alternate Weapons	Weapons	MMH	98-5442	Snakejawz	2009-05-12	Go visit the very strange merchant in the square in suran. You can now use some of the miscellaneous items as weapons. A vender in Suran sells them.
10343	All my stuff 3	Weapons	MMH	98-45	Adam	2009-04-06	Needs to be further play tested. No Readme, Needs cleaning. Modifies some stock items and NPCs. Adds a variety of items, a few characters, a new Argonian head, enchantments, etc.
10342	Aldur, the Crescent blade	Weapons	MMH	98-13122	Zhaffy	2008-12-29	A simple mod. MY first one. Just adds a weapon in the middle of Balmora. in the water. I know, the mod sucks bad, but I'm only 13 :(
10341	AK-47	Weapons	MMH	98-12564	Justin	2008-02-28	This mod adds what everybody has been asking for....an AK-47. It also puts some of a smuggler boss' Henchmen in random places. The smuggler Boss can be found in seyda neen with some ammo you can buy and AK-47. you need Aduls Arsenal mod(I used the Shattered helm). Im thinking of adding a Grenade ...
10340	AJkiller23's Sword and Spear V .01	Weapons	MMH	98-5415	AJkiller23	2009-05-12	What is contained in this mod is a plugin for my first two weapons and the files to go along with them. The two weapons are a sword and a spear, with the sword being a slightly modified version of the stock broadsword mesh. I believe the textures are stock; I may have colorized one for...
10339	Aftershock's Flintlock Beta	Weapons	MMH	98-12643	Aftershock_81	2008-04-02	This mod adds a flintlock pistol, with a mold to create ammo from scrap metal or raw ebony. This is a beta to test the weapon and it is not placed in the game. Changelog: 0.9 First Beta
10338	Aegis Fang	Weapons	MMH	98-938	Thann	2009-04-06	Aegis Fang by:Thann this plug-in adds the Aegis Fang to the game, you might know the weapon from R.A.Salvatores books, its the weapon what the great barbarian Wulfgar uses. you can find the weapon at Dagon Fel, Heifnir: Traders, its in the basement. just...

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10337	Aegirs Armory	Weapons	MMH	98-9052	Aegir	2003-12-30	This mod adds Glass and silver tantos, wakizashis, katanas and Dai-Katanas. There are 3 versions of the glass weapons, Green (Normal) Blue and Clear. All glass swords feature 75% transparency on the blades. You can find the swords at all good smiths in Vivec...
10336	Aedric and Daedric Skullblades	Weapons	MMH	98-5337	SATAN	2009-05-12	Continuing my skullblade stuff, there are two very nice ones in balmora temple, and in suran temple...but beware, they are guarded!
10335	Advent Children Clouds Sword v1.8	Weapons	MMH	98-10467	Ansatsu Ra'Karth	2006-03-05	This mod adds Clouds Sword from Advent Children outside of the north side of Suran on the path before the bridge. The sword adds 3 one handed long swords, 1 short sword, 3 shield swords, and 3 two handed long swords. Changelog: Version 1.8 Changed the sword names again...
10334	Advent Children Clouds Sword v1.7	Weapons	MMH	98-6069	Ansatsu Ra'Karth, Psymoniser	2012-02-03	This adds multiple swords to the game from the new Final Fantasy 7 movie Advent Children. You can only find these swords at Suran, in view of the silt strider sitting with blade into the ground. The swords come in One Handed Longblade, Short Blade, Shield, and Two Handed Longblade. I did...
10333	Adul's Arsenal	Weapons	MMH	98-15647	Adul	2018-08-03	Adds a shop offering close to a hundred new weapons, making your choice much more difficult when it comes to choosing the right tool to massacre critters with. These weapons use new meshes and mostly existing textures, therefore they will be affected by whatever texture packs you have ...
10332	Adamantium Weapons	Weapons	MMH	98-11451	aged hippy	2007-08-15	This plugin makes the Adamantium Shortsword, Claymore, Axe, Mace, and Spear available to the player. Hodlismod in Caldera sells them.
10331	Adam Melo's Daikatanas	Weapons	MMH	98-9681	Adam Melo	2004-09-20	Those Of You Who Loved My Ancient Story Sword You Will Love This One. It's A newly Made Glass Daikatana Located At The Eastern Guard Tower In Balmora, On The Bookshelf. Have Fun. Comment In Feedback please.
10330	Abhorsen Modders' Resource	Weapons	MMH	98-6645	BungaDunga	2010-12-30	Abhorsen of Garth Nix's trilogy is an anti-necromancer, who wields a set of magical bells, an ancestral sword, and arcane knowledge to defeat necromancers and the Dead. This is a modders' resource, containing a set of Abhorsen armor as well as a physiqued bell bandolier. I have sat on this a long...
10329	A TRIBUTE Version 2	Weapons	MMH	98-55	Kagz aka Kagrenac	2009-04-06	(Corrects issues with textures in Version 1.) This mod brings 24 new weapons to the game, along with other new meshes I have made. It also brings two new playable Nord heads, a male and a female. The majority of the weapons are stock weapons, that I have modified in 3 DS MAX. []...
10328	A Tribute v2.0	Weapons	MMH	98-5406	Kagz	2009-05-12	From the Read me: This mod brings 24 new weapons to the game, along with other new meshes I have made. It also brings two new playable Nord heads, a male and a female. The majority of the weapons are stock weapons, that I have modified in 3 DS MAX. I have tried to keep ...
10327	A Tribute	Weapons	MMH	98-54	Kagz aka Kagrenac	2009-04-06	(Do not download. Issues with textures that are corrected in Version 2.) This mod brings 24 new weapons to the game, along with other new meshes I have made. It also brings two new playable Nord heads, a male and a female. The majority of the weapons are stock weapons, that ...
10326	4Th Dwemer Gun Tribute	Weapons	MMH	98-11150	DoubleBrewski	2007-03-29	This is the Fourth in my Tribute series to Tempered's Spore Pod Launcher mod. 1st was Fire, 2nd-Shock, 3rd-Ice and this is the Dwemer Coin Gun. This mod adds the Dwemer Coin Launcher in a unique location for an enterprising adventurer to find. It also replaces every regu...
10325	4 Glass Weapons	Weapons	MMH	98-22	Unknown	2011-03-02	4 new glass weapons can be found in Seydaneen..on a naked high elf women... Check around in the houses! You can't miss her!
10324	4 glass weapons	Weapons	MMH	98-5364	SATAN	2009-05-12	In Seyda Neen, Terurise Girvayne's House. See Lerynea.
10323	300 Weapons	Weapons	MMH	98-11616	Lord Southern	2007-10-24	Just a little mod I made in my spare time. It's not a masterpiece, but I like it. This mod comes from my love for epic sword-age movies, such as Troy, 300, and LOTR (woot!). I couldn't STAND how the spears could not be used with a shield, so I changed it. Then while I was at it, I added a ...