

[illegible]

Id	Name	Category	Site	Link	Author	Date	Description
7461	Scripted Spells v1.4	Magic and Spells	MMH	51-3896	Cortex	2009-05-12	SCRIPTED SPELLS Version 1.4 Requires Bloodmoon Author CORTEX Bat Model Lady Eternity To install the plugin, unzip the files into the Morrowind\Data Files directory. This should automatically put these files into...
7460	Scripted Spells 1.3	Magic and Spells	MMH	51-1467	Cortex	2009-04-06	SCRIPTED SPELLS Version 1.3 Requires Bloodmoon Author CORTEX Bat Model Lady Eternity To install the plugin, unzip the files into the Morrowind\Data Files directory. This should automatically put these files into...
7459	Scripted Spells 1.1	Magic and Spells	MMH	51-1914	Cortex	2009-04-06	SCRIPTED SPELLS Version 1.1 Requires Bloodmoon Author CORTEX Bat Model Lady Eternity To install the plugin, unzip the files into the Morrowind\Data Files directory. This should automatically put these files into...
7458	Scripted Spells 1.0	Magic and Spells	MMH	51-1895	Cortex	2009-04-06	SCRIPTED SPELLS Version 1.0 Requires Bloodmoon Author CORTEX Bat Model Lady Eternity To install the plugin, unzip the files into the Morrowind\Data Files directory. This should automatically put these files into...
7457	Scripted Spells 0.91	Magic and Spells	MMH	51-2043	Cortex	2009-04-06	SCRIPTED SPELLS Version 0.91 Requires Bloodmoon Author CORTEX Bat Model Lady Eternity To install the plugin, unzip the files into the Morrowind\Data Files directory. This should automatically put these files into...
7456	Restore Magicka v.Cool	Magic and Spells	MMH	51-942	Unknown	2009-04-06	install: just extrakt it to the datafiles and activate the plugin credits: Andyguy for the clothes and the hair meshes. Wierd for helping me with the scripting.
7455	Restore Magicka v. Normal	Magic and Spells	MMH	51-920	Unknown	2009-04-06	
7454	Random skeleton summons	Magic and Spells	MMH	51-12507	Alphax	2008-02-03	When you (or anyone else) summons a skeleton, there is a chance (35% by default, changeable with the lfx skelsum chance variable) that they will be an archer. Summoned skeletons have stats that are somewhere between that of a standard Skeleton and a Skeleton Archer. Summoned skeleton archers are ...
7453	Racial Powers	Magic and Spells	MMH	51-12696	Ringwall	2008-04-27	Gives every race in the game more racial powers. Spell Listing ===== Argonian ----- Constant Effect Water Breathing Venom Spray (projectile) Darting Scales (Swim Speed) <...
7452	Power to the people	Magic and Spells	MMH	51-13053	Knef	2008-11-30	This mod allows NPCs to use their racial powers, just like the player can. You'll see Bretons casting Dragon Skin, Red Guards casting Adrenaline Rush, and so on. I did this because it always bothers me when some aspect of the game world seems to only exist for the player, and is ignored by every...
7451	Portable Hole	Magic and Spells	MMH	51-10621	Bryss Phoenix, Fliggerty	2006-06-13	A seemingly crazed old man may be found wandering around Sadriht Mora. If you choose to talk to him, he has a story to tell...eventually...we think. If you are patient and kind, you will receive a lovely reward...a hole that taunts you. If however, you choose to be impatient and...
7450	Plus Travel 2	Magic and Spells	MMH	51-3884	Tobias Olausson and Olof Norman	2009-05-12	Plus Travel - Readme This mod adds a new travel between vivec(High Fane) and to Ghost Gate(Tempel). Made by Tobias Olausson and Olof Norman. ENJOY!!
7449	Pikazul's Smart Bounds	Magic and Spells	MMH	51-13386	Pikazul	2009-04-25	Pikazul's Smart Bounds ver 1.0 THIS MOD REQUIRES MORROWIND SCRIPT EXTENDER ( MWSE ) TO WORK This MOD WAS CLEANED WITH GHOSTWHEEL'S TESTOOL ----- Introduction: This mod rewrites most of the "bound something" spel...
7448	patchmagicstaffsmod	Magic and Spells	MMH	51-418	Unknown	2009-04-06	Salvaged Mods TES III - Morrowind This plugin was originally hosted at Gamers Roam and might possibly have been at Morrowinfiles. The author is not known and the mod has not been playtested before re-uploading. You may therefore wish to look at t...
7447	Original Mephala's Skill	Magic and Spells	MMH	51-13456	Dormouse	2009-06-05	This is a very simple mod that makes the spell Mephala's Skill as it was originally. After version 1.2 of Morrowind, the spell was changed so that it no longer contained the Fortify Shortblade effect. Features: Adds the Fortify Shortblade effect t...
7446	One Power v1.4	Magic and Spells	MMH	51-14990	Balor	2013-09-16	Very hard to describe in a few sentences, One Power mod changes Morrowind magick system into a system of channeling One Power. Use birthsign to make yourself a channeler. You have to eat (my Primary Needs mod is included), drink and rest. Mess kit is located on a well in Seyda Neen. (It's es...
7445	One Power v1.3	Magic and Spells	MMH	51-595	Balor	2009-04-06	Changes Morrowind magics system into a system of channeling One Power. Use birthsign to make yourself a channeler. You have to eat (my Primary Needs mod is included), drink and rest. Mess kit is located on a well in Seyda Neen. Everything else is pretty much explained inside gam...
7444	One Power v1.1	Magic and Spells	MMH	51-14991	Balor	2013-09-16	Changes Morrowind magics system into a system of channeling One Power. Use birthsign to make yourself a channeler. You have to eat (my Primary Needs mod is included), drink and rest. Mess kit is located on a well in Seyda Neen. Everything else is pretty much explained inside game l...
7443	One Power	Magic and Spells	MMH	51-14992	Balor	2013-09-16	This is a beta of my Pure One Power mod. It introduce an alternative magic system to Morrowind - One Power, with it's unique properties and spell (weaves). While it's made for Wheel of Time fans, it can be played by those who didn't read it too without much difficulty (though it l...
7442	Nostramus the Black- BETA	Magic and Spells	MMH	51-12852	Bishamonten	2008-08-07	This BETA mod adds a new summon spell that summons a powerful Lich called "Nostramus the black" into the game. As this is only beta, It is only available via the console by entering player-> addspell "Summon Nostramus" into the console.
7441	NewestSpellsMaster	Magic and Spells	MMH	51-5067	Unknown	2009-05-12	
7440	New Spells	Magic and Spells	MMH	51-330	Unknown	2009-04-06	Please note: This mod was transferred from Gamer's Roam after the site's closure. No information was included, so this note containing some basic information about the mod has been added as a courtesy to mod users. ----- ...
7439	New Icons v2.1	Magic and Spells	MMH	51-14689	ManaUser	2013-05-10	I never liked the spell icons in Morrowind. They're pretty, but most of them don't look like anything particular. I suppose I would have learned to recognize them eventually, but I but I decided to make my own instead. This may not be as pretty, but they all have at ...
7438	New Fire Damage Effect 1.1	Magic and Spells	MMH	51-833	Mad DJ	2009-04-06	New fire damage effect by Mad DJ. (Mesh is not by me. I took it from Lady Eternity's site. http://www.proudfootimaging.com/ladye/ I only threw this together) UPDATE in v.1.1: gilles k fixed the blue cube problem in the mesh. Thanks to him. This mod replaces...
7437	MultipleSummoningSpellsv1.10709	Magic and Spells	MMH	51-3914	Talonthoff	2009-05-12	Multiple Summoning Spells v1.1 by Talonthoff v1.1 This Morrowind plug-in makes new spells available to purchase that can allow you to summon multiple creatures of the same type to fight for you at the same time. I have auto calculated these new spells, so it shouldn't u...
7436	Multiple Teleport Marking v2.2	Magic and Spells	MMH	51-2110	hessi9	2009-04-06	This mod replaces the build in teleport and mark spell with a version that allows setting multiple teleport marks on up to 12 different places. Every time mark or recall spell is executed a menu pops up to select one of the 12 provided slots for this action.
7435	Multiple Teleport Marking Mod v2.2	Magic and Spells	MMH	51-3898	Marcel Hesselbarth	2009-05-12	Morrowind is a really great game - to great to walk! So you need some ways to travel faster between the places. Therefore there are a lot of different Travel facilities in the game. But as these cover only the civilised parts of the world a lot of people outside build different teleport plugins (...
7434	Multiple Teleport Marking Mod V1.1 (tribunal only)	Magic and Spells	MMH	51-2036	Marcel Hesselbarth	2009-04-06	This mod add the Multiple Teleport Marking ability for the areas of Bethesda's "Siege at Firemoth" mod (required). It is a example how to safely add new regions to my marking mod as a OPTIONAL feature for those who use my marking mod.
7433	Multiple Teleport Marking Mod 2.1	Magic and Spells	MMH	51-1987	Marcel Hesselbarth	2009-04-06	This mod add the multiple teleport marking ability for the areas of Bethesda Bloodmoon expansion ( requires Bloodmoon )
7432	Multiple Summoning Spells	Magic and Spells	MMH	51-8188	Talonthoff	2002-07-09	
7431	Morrowind2	Magic and Spells	MMH	51-4948	Unknown	2009-05-12	Creates 1 enchantment (after cleaning with tes3cmd)
7430	More Summoning	Magic and Spells	MMH	51-9912	Inquisidor	2005-07-24	This mod allows you to summon a wider range of the existing Morrowind (and only Morrowind) creatures. The monsters that you can invoke are:[list] Animals (Alit, Betty Netch, Guar, Kagouti, Kwama Warrior, Nix Hound, Shalk) Artifacts (Shock Centurion, Steam Centurio...
7429	Midgetalien's Ancestor Spirit	Magic and Spells	MMH	51-13057	Midgetalien	2008-12-01	This Mod adds "Ancestor Spirit" as a Power to Dunmer. It allows you to summon an ancestor ghost 1 once a day. Also NPC Dunmer in game will summon the ghost/can use the power too, if you engage them in combat. To make this possible the ...
7428	MG Epic Addon	Magic and Spells	MMH	51-662	Unknown	2009-04-06	The Elder Scrolls III Morrowind: ...
7427	Meteormancy	Magic and Spells	MMH	51-6603	Chascoda	2010-11-11	As the title above suggests, Meteormancy means "weather magic". You can control the weather using spells bought by various NPC's found in Seyda Neen, Balmora, and Caldera. Please comment when you download.
7426	Mana Recharge Enchantment	Magic and Spells	MMH	51-7471	Shalinor	2002-06-06	Drops a book onto Caius Cosade's bed that teaches you the spell "Fool's Recharge." Recharges 19 mana, costs 20... useless spell More importantly, it gives access to "restore magicka" as a possible enchantment effect. I feel this is balanced - wa...
7425	Mana Cost	Magic and Spells	MMH	51-8551	Eldar	2002-11-25	This plug-in reintroduces the magic system of Daggerfall: The higher your skills the cheaper the cost of the spell This plug-in does NOT allow the player to cast a spell that costs more than current magicka. It simply gives some mana back to player.. So if your mana is ...
7424	Magicka Shrines v1.0	Magic and Spells	MMH	51-1875	MasterW3	2009-04-06	9/23/2003 9:21pm W3_magicka_Shrines.esp - Morrowind compatible, Tribunal and Bloodmoon not required, but seems to work with them just fine. Bugs: None Known Current Version; 1.0 (Future versions, if any, will be "W3_Magicka_Shrines_1...
7423	Magicka Ring (of Restoration)	Magic and Spells	MMH	51-15587	Exile	2017-10-02	Read Me -ring of restoration -installation- unzip the .zip file in to the followind directory ( that is if you used the default directory) C:\Program Files\Bethesda Softworks\Morrowind\Data Files -start morrowind click data files and check th...
7422	Magicka Regen Spell	Magic and Spells	MMH	51-12629	feanarosurion	2008-03-28	This spell basically allows you to regenerate magicka anywhere, but at a cost. All of your attributes (except for luck) are drained 25 points for 20 seconds. Plus, it requires at least 5 magicka, so you can't be stuck at zero and regenerate. I made this thing on a whim for my Dunmer Mage who happ...

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

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7381	Enhanced Detection	Magic and Spells	MMH	51-11131	Fliggerty	2007-03-18	This will emulate Oblivion's Detect Life spell to an extent; and then some. Rather than placing a circle on your map a particle effect will be placed at the exact location of the detected object. These FX can be seen through any 3d mesh, including walls and terrain. ...
7380	Enchanted Icon Selection 1.1	Magic and Spells	MMH	51-270	Nigedo	2009-04-06	Changes the icon of enchanted items in your inventory. There are several choices for the new icons in this mod.
7379	Elemental Magicka v1.0a	Magic and Spells	MMH	51-6586	NMZmaster	2010-10-31	Elemental Magicka is my first real modding project, and is an attempt to give medium/high level spellcasting in Morrowind a more "flashy" feel; there are already plenty of ways to be a powerful Mage, but now, you can look better doing it! Rain fire from the heavens upon your opponent, freeze them...
7378	Elemental Magicka v1.0	Magic and Spells	MMH	51-12016	NMZmaster	2012-11-19	Elemental Magicka is my first real modding project, and is an attempt to give medium/high level spellcasting in Morrowind a more "flashy" feel; there are already plenty of ways to be a powerful Mage, but now, you can look better doing it! Rain fire from the heavens upon your opponent, freeze them...
7377	Elemental Magicka II v1.1	Magic and Spells	MMH	51-14417	NMZmaster	2012-01-08	Some of you may recall the mod I worked on, "Elemental Magicka." It was a good learning experience, and allowed me to familiarize myself with basic Morrowind scripting techniques. It certainly had its flaws, some worse than others, and I found by the end of it that I'd created something I wouldn't...
7376	Elemental Magicka II - Of Fire and Frost	Magic and Spells	MMH	51-6830	NMZmaster	2012-01-08	Some of you may recall the mod I worked on, "Elemental Magicka." It was a good learning experience, and allowed me to familiarize myself with basic Morrowind scripting techniques. It certainly had its flaws, some worse than others, and I found by the end of it that I'd created something I wouldn't...
7375	Dynamic Magicka Regen 2.1	Magic and Spells	MMH	51-505	Duncan	2009-04-06	Dynamic Magicka Regeneration 2.1 Created by Duncan and Greevar Contents Description Installation and use Changes since 1.0 Changes since 2.0 Compatibility Thanks Description This plugin adds a global script to the game which dy...
7374	Dwemer aidbot	Magic and Spells	MMH	51-12616	Magius	2008-03-25	This adds new spell that summons dwemer aidbot. Bot heals you when you are wounded ( health 20 or lower ). I tried to make it balanced so every time you summons one 500 drakes will be removed and you cannot summon new before the last one has died. ...
7373	DMR21	Magic and Spells	MMH	51-3902	Duncan	2009-05-12	Created by Duncan duncann@beethoven.com and Greevar greevar@yahoo.com Contents ...
7372	DMR20	Magic and Spells	MMH	51-3910	Duncan	2009-05-12	Dynamic Magicka Regeneration 2.0 Created by Duncan Contents Description Installation and use Changes since 1.0 Compatibility Description This plugin adds a global script to the game which dynamically regenerates the...
7371	Devion's Spell (FIX)	Magic and Spells	MMH	51-3907	Devion	2009-05-12	Hi Installation: Extract all files to your Morrowind data files folder. Be sure to click on the mod in the data files menu before you load the game. To get the spells: player->AddSpell "summon_devion_1" player->AddSpell "summon_devion_2" player->Add...
7370	Detect Owner	Magic and Spells	MMH	51-10527	Fliggerty	2006-04-06	It has been suggested that someone try to imitate the "red cursor" system implemented in Oblivion. When the spell "Detect Owner" is active, the owner of any item you have targeted will be displayed in a message box. If there is no owner, that will be displayed. You will al...
7369	Convert	Magic and Spells	MMH	51-12680	Donselaar	2008-04-23	sick of carrying lots of mana pots? no place to rest? then this spell is the way to recover ur mana (at the cost of life) Changelog:1.1 reduced the cost for recalling to 8 mana instead of 18 1.0 tweaked convert to chop of 50 life and restore 25 mana 0.89 ...
7368	Caldera Teleportation Spell	Magic and Spells	MMH	51-8388	K. Loerke	2002-08-28	Adds a spell to the game that allows the player to teleport to the Caldera Mages Guild. This spell can be found on a scroll in the Caldera Mages Guild tower. Read the scroll and the "Teleport to Caldera" spell is automatically added to the player's spell ...
7367	Bound Throwing Dagger	Magic and Spells	MMH	51-8892	RedSand	2003-07-03	This plugin adds the spell, Bound Throwing Dagger. It runs off a global script that starts in the Main script when the game is loaded (be careful of running too many globals at one time). The script within uses a few commands that were reported broken in the orig...
7366	bound hammer	Magic and Spells	MMH	51-5105	Unknown	2009-05-12	The spell is in the balmora mage's guild, the high elf.
7365	Bound Armorer's Hammers	Magic and Spells	MMH	51-8067	millinghordesman	2003-08-02	Creates several new "Bound Armorer's Hammer" spells, sold by an new NPC downstairs in the Ald-Ruhn Guild of Mages, situated between the stairwells.
7364	Bound Armor	Magic and Spells	MMH	51-1947	Tommy Khajit	2009-04-06	STORY This plugin brings a Ring of Bound Armor to Morrowind. Casting this ring will give the player a full set of bound armor, including greaves and pauldrons, for 60 seconds. You will receive this ring whenever you wear Bound Cuirass, Bound Boots, Bound Gloves, Bound Helm and Bound Shield a...
7363	Book Casting	Magic and Spells	MMH	51-13566	Midgetalien	2009-07-31	Another one of my early mods that have been waiting to be uploaded to PES since my website closed. ===== WHAT THIS MOD DOES: ===== Adds a book to the CS...
7362	Bloodmoon Werewolf Realism	Magic and Spells	MMH	51-7096	Sabregirl	2012-07-26	The Bloodmoon Werewolf Realism plugin does a number of things Modifies bloodlust to be based on your PC's willpower before transforming. (The higher your willpower the less you need to kill-READ the readme) Limits forced werewolf transformations to only full moon nights. Plu...
7361	Blank Enchantable Scrolls	Magic and Spells	MMH	51-3801	JMS	2009-05-12	I've designed some new scrolls for enchanting. They're based on the various soul gem qualities and values. I've tried to add them to the vendors and loot tables that made sense to me. I look forward to criticism, ideas and of course, praise. - John
7360	Better Spells Compilation	Magic and Spells	MMH	51-6747	Revan	2011-06-15	This mod combines a series of visual improvement mods for the spell effects, along with a plugin which introduces spell sounds from the Diablo II game and its expansion Lord of Destruction to Morrowind. Attention: Diablo II and its expansion are REQUIRED for t...
7359	Beast Spells Toggle	Magic and Spells	MMH	51-13426	Pwin	2009-05-19	The only available Argonian breathing toggle did not work without some fiddling in the CS. So I made one myself! And while I was at it I made a Khajit one as well. Included are two Esps. One for Argonian Water Breathing toggle, and another for the Khajits Eye of Night t...
7358	Autonomous Spellmaking	Magic and Spells	MMH	51-6817	Nethellus	2011-12-01	DESCRIPTION: This mod allows you to create spells and eventually get access to all spell effects without ever having to talk to an NPC. This is especially useful for vampires and any character sufficiently antisocial, mean or murderous.
7357	Autonomous Spellmaking	Magic and Spells	MMH	51-14405	Nethellus	2011-12-01	This mod allows you to create spells and eventually get access to all spell effects without ever having to talk to an NPC. This is especially useful for vampires and any character sufficiently antisocial, mean or murderous. Spellmaking costs no gold to preform but the pow...
7356	Assorted Minimods v1.0	Magic and Spells	MMH	51-6471	Zesvotzashne, Mana User	2010-05-20	A minimod pack filled with stuff. Includes: Colored versions of Mana User's icons - Pretty much that. -NO- .ESP required. New Spell Sounds - Total replacement of all spell sounds except Poison, "sound" spell and the Mages's Guild "whoosh". Note they are VERY...
7355	Arcane Archery	Magic and Spells	MMH	51-6214	Karpik777	2009-02-15	An Arcane Archer from Summerset Isles came to Vvardenfell and opened a school near Sadriith Mora to share his craft with others. This mod adds the ability to become an Arcane Archer - you can get a set of spells which create enchanted arrows. However, I didn't...
7354	Apprentice Scrolls 1.3	Magic and Spells	MMH	51-900	Slategrey	2009-04-06	Apprentice Scrolls 1.3 by Slategrey 1. Introduction and Installation. Apprentice Scrolls 1.3 introduces another 14 learnable scrolls to random lists (For a total of 100). The scrolls can eith...
7353	Apprentice Scrolls & Mystic Quills v1.4	Magic and Spells	MMH	51-99	Slategrey	2009-04-06	Apprentice Scrolls Simple really. Each new scroll icon has a red letter on it denoting which school of magica it belongs to (R for Restoration, D for Destruction etc). Drop the scroll on your portrait. If you already kn...
7352	Apprentice Scrolls %28beta 1.01%29	Magic and Spells	MMH	51-759	Slategrey	2009-04-06	Apprentice Scrolls (Beta) by Slategrey 1. Introduction and Installation. Apprentice Scrolls (Beta) introduces 19 learnable scrolls to random lists. The scrolls can either be used to learn the...
7351	Animation Summoning v1.0	Magic and Spells	MMH	51-10403	Azathoth	2006-02-09	This mod adds 11 new creatures for the player to summon, henceforth referred to as "Animations." Animations are enchanted weapons that fight of their own accord, serving whomever or whatever may call them from the abyss. For millenia, these spells have been a jealously-g...
7350	Animation Summoning	Magic and Spells	MMH	51-10402	Azathoth	2006-02-09	This mod adds 11 new creatures for the player to summon, henceforth referred to as "Animations." Animations are enchanted weapons that fight of their own accord, serving whomever or whatever may call them from the abyss. For millenia, these ...
7349	Animal Summoning	Magic and Spells	MMH	51-9722	HonorableKoala/GangstaVampire	2004-08-26	This mod allows you to summon close to 16 new creatures, all animals. I tried to make this mod as balanced as possible, so don't complain if you can't cast the ultimate summon yet!
7348	amulettest	Magic and Spells	MMH	51-5081	unknown	2009-05-12	Gives an amulet with 20 seconds magicka regeneration at 1 pts,cast when used. Morrowind only.
7347	Adj Magicka Regen	Magic and Spells	MMH	51-3887	Glassboy	2009-05-12	Creator: GlassBoy This is a restructure of Fair Magicka Regen, this one eats less cpu time than the original. This Mod is different as is it calculates your maximum magicka to determine what 1% of your magicka is, and willpower is used as a fraction of that 1% to determine h...
7346	Absorb Magicka spell	Magic and Spells	MMH	51-9607	Dan Burridge	2005-08-10	Adds a spell to Balmora Mages Guild called Ether Feast. Absorb magicka 5-20pts. in 1ft on touch. cast cost 5pts. Simple spell that can be altered to keep you at full mp. TIP: enchant a weapon with this spell and steal your enemies mp as your own...
7345	A Forgotten Heresy v2	Magic and Spells	MMH	51-6314	Gaius Atrius	2009-11-01	This mod will allow you to control the weather on Vvardenfell and Solstheim. It will also allow you to control the weather in Mournhold, but only after you've completed the Tribunal main quest. This plugin adds a new book t...