Argent   MMH   51-3919   Argent   2009-03-12   expands and improves on the alternate soil trap system created for Soil Summon1, which expanded     7475   Spells   Magic and Spells   MMH   51-3904   Unknown   2009-05-12     7474   Spell Effects Enchanced 11 Spells   Magic and Spells   MMH   51-813   Unknown   2009-04-06   Requires Morrowind, Tribunal, and Bloodmoon This is Windoftherose with version 1 of my spell effects enchanc base replace for all the spell effects yous ee when casting the Restoration spells, which means no more boring bli curren     7473   Spell Effect Reduction   Magic and Spells   MMH   51-593   Luminar   2009-04-06   *SCHOOL OF DESTRUCTION * Fire Damage - Spell Cost decreased from 5 to 2.5   Speed X decrea     7472   Spell Cast Reduction v3.0   Magic and Spells   MMH   51-428   Valtur Naa   2009-10-05   This is a combination spell addition and tweak. It began as a list of leveled spells and a way of teaching those s now expanded considerably. First and foremost, this is still a list of leveled spells. It adds and removes th now expanded considerably. First and foremost, this is still a list of leveled spells. It adds and removes th now expanded considerably. First and foremost, this is still a list of leveled spells. It adds and removes th now expanded considerably. First and foremost, this is still a list of leveled spells. It adds and removes th now expanded considerably. First and foremost, this is still a list of	
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Made using patched (1.1.0605) version of Morrowind, required, http://monegom.nlword.com/maarting/puins/ 1. Instalation 2. Cetting Started 3. Mod Spells     7477   Starstone Outpost Addon Spells   MMH   51-12782   midgetalien   2008-06-22   Disclaimer! ======== This mod is an addon for the Starstone outpost mod created by Calislah Tou m or change it in anyway. Muk Hism od dows   Them do     7477   Starstone Outpost Addon Spells   Magic and Spells   MMH   51-12782   midgetalien   2008-06-22   Disclaimer! ========= This mod is an addon for the Starstone outpost mod created by Calislah Tou m or change it in anyway. Muk Hism do dows   This mod is an addon for the Starstone outpost mod created by Calislah Tou m or change it in anyway. The Hism and Caliss The Spells     7476   Ssells   Magic and Spells   MMH   51-3919   Argent   2009-05-12   Sull Summon 2. Cetting Started Starte</td><td></td></tr><tr><td>7479   Sammon   and Spells   MMH   51-3901   Martini60   2009-05-12   Summon required https://meapsentheedic.com/maint/publics/1. Instables of publics/1. Instables of publi</td><td>ers 5 magic effects, creates 3</td></tr><tr><td>7478   Solid Studies Audounts   and Spells   MMH   51-12784   midgetailen   2008-06-22   Disclaimer   and or change it in anyway. What this mod does This mod     7477   Starstone Outpost Addon   Magic and Spells   MMH   51-12782   midgetailen   2008-06-22   Disclaimer!   =========   This mod is an addon for the Starstone outpost mod created by Ca Models/textures/meshes/cons etc are her work. You may not redistribute this mod or change it in anyway. All Models/textures/meshes/cons etc are her work. You may not redistribute this mod or change it in anyway. All Models/textures/meshes/cons etc are her work. You may not redistribute this mod or change it in anyway. All Models/textures/meshes/cons etc are her work. You may not redistribute this mod or change it in anyway. All Models/textures/meshes/cons etc are her work. You may not redistribute this mod or change it in anyway. All Models/textures/meshes/cons etc are her work. You may not redistribute this mod or change it in anyway. All Models/textures/meshes/cons etc are her work. You may not redistribute this mod or change it in anyway. All Models/textures/meshes/cons etc are her work. You may not redistribute this mod or change it in anyway. All Models/textures/meshes/cons etc are her work. You may not redistribute this mod or change it in anyway. All Models/textures/meshes/cons etc are her work. You may not redistribute this mod or change it in anyway. All Models/textures/meshes/cons etc are her work. You may not redistribute this mod or change it in anyway. All Models/textures/meshes/cons etc are her work. You may not redistribute this mod or change it in anyway.     7477   Spell Effects.   Magic and   MMH</td><td></td></tr><tr><td>7477   Starstone Outpost Addon   and Spells   MMH   51-12782   midgetallen   2008-06-22   Modelx/nextures/meshes/conside care her work. You may not redistribute this mod or change it in any any of all addord may of and addord may of a mark of a</td><td>may not redistribute this mod</td></tr><tr><td>7476   ss2 demo   and Spells   MHH   51-3919   Argent   2009-05-12   Solution and improves on the alternate soul rap system created for Soul Summonl, which expandes expands and improves on the alternate soul rap system created for Soul Summonl, which expandes     7475   Spells   Magic and Spells   MMH   51-390   Unknown   2009-05-12     7474   Spell Effects Enchanced v1 Spell   Magic and Spells   MMH   51-813   Unknown   2009-04-06   Requires Morrowind, Tribunal, and Bloodmoon This is Windoftherose with version 1 of my spell effects enchance base replace for all the spell effects yous ee when casting the Restoration spells, which means no more boring bli currem.     7473   Spell Effect Reduction   Magic and Spells   MMH   51-593   Luminar   2009-04-06   * SCHOOL OF DESTRUCTION * Fire Damage - Spell Cost decreased To almage - Spell Cost decreased from 5 to 2.5   Speed X decreased from 5 to 2.5     7472   Spell Book (Magic Mod 1)   Magic and Spells   MMH   51-406   Aragon   2009-04-06  </td><td>Calislahn All the All i did was take some mode</td></tr><tr><td>7475   Spells   and Spells   MMH   51-3904   Unknown   2009-05-12     7474   Spell Effects Enchanced 11   Magic and Spells   MMH   51-813   Unknown   2009-04-06   Requires Morrowind, Tribunal, and Bloodmoon This is Windotherose with version 1 of my spell effects enchance base replace for all the spell effects yous ee when casting the Restoration spells, which means no more boring bit curren     7473   Spell Effect Reduction   Magic and Spells   MMH   51-593   Luminar   2009-04-06   *SCHOOL OF DESTRUCTION * Fire Damage - Spell Cost decreased from 5 to 2.5   Speed X decreased Damage - Spell Cost decreased from 5 to 2.5   Speed X decreased     7472   Spell Cast Reduction v3.0   Magic and Spells   MMH   51-1406   Aragon   2009-04-06  </td><td>ut Soul Summon 2 This mod ded and improve</td></tr><tr><td>7474   Spell Effects Enchanced v1   and Spells   MMH   51-813   Unknown   2009-04-06   base replace for all the spell effets yous ee when casting the Restoration spells, which means no more boring bit curren     7473   Spell Effects Reduction   Magic and Spells   MMH   51-593   Luminar   2009-04-06   * SCHOOL OF DESTRUCTION * Fire Damage - Spell Cost decreased from 5 to 2.5 Damage - Spell Cost decreased from 5 to 2.6   Speel X decreased from 5 to 2.6   S</td><td></td></tr><tr><td>7473   Spell Effect Reduction   and Spells   MMH   51-593   Luminar   2009-04-06   *SCHOOL OF DESTRUCTION * Fire Damage - Spell Cost decreased from 50 2.5   Speld X decreased from 50 2.5   Spell X decreased from 50 2.5   <th</td><td></td></tr><tr><td>7472   Spell Cast Reduction v3.0   and Spells   MMH   51-1406   Aragon   2009-04-06  </td><td>creased from 1.25 to 1 Frost</td></tr><tr><td>7471 Spell Book (Magic Mod 1) and Spells MMH 51-6283 Valtur Naa 2009-10-05 This is a combination spell addition and when a rule and the velice is and a way to reveal spells and a way to reaching those s now expanded considerably. 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The coel can be found to be spell at the two of a tower and wu will appear there.</td><td></td></tr><tr><td>7469 soulhunter and Spells MMH 51-486 Unknown 2009-04-06   7468 Short Ranged Teleport Magic and and MMH 51-12928 Yacoby 2008-09-12 Requires MGE This plugin adds a spell that allows you to do short range teleports to a points within your sig first the snell at the top of a towar and you will appear there. The snell at the top of a towar and you will appear there.</td><td></td></tr><tr><td>7468 Short Ranged Teleport and MMH 51-12928 Yacoby 2008-09-12 Requires MOL 1 inspiring adds a spiring add as spiring add as you to us and when the spiring adds a spiring add as you to us and when the spiring adds as the spiring add as the spiring add as the spiring adds as the spiring add as the s</td><td></td></tr><tr><td>Spells The the spen at the top of a tower, and you will appear there. The spen can be found</td><td>ight. For example, you can nd</td></tr><tr><td>7467 Shiny Globes for Kai Globes Magic and Spells MMH 51-1155 Slategrey 2009-04-06 SHINY GLOBES FOR KAI GLOBES v2.5 1. Requirements. (a) This optional pack requires you to have download V2.5. 2. Installation. (a) Make sure you still have your copy of Kai Globes 2.5 (b) Copy the data files folder in</td><td>aded and installed Kai Globes r into your\Morrowind</td></tr><tr><td>7466 Shade's Better Spells Magic and Spells MMH 51-6259 Shade the Bandit 2009-09-13 Better Spells v1.0 by Shade the Bandit What it is This is a simple little (non-puristly Burden, Disintegrate Armor, and Disintegrate Weapon spells into actua</td><td>st!) mod that makes Feather,</td></tr><tr><td>7465     scrolls v1.1 0201     Magic and Spells     MMH     51.3916     Erasmus     2009-05-12     "Scrolls" A simple Morrowind MOD, even simpler than "Potions" (Which you really should download! *hint hint* for downloading this mod! ***** Mod Size (Plug-in and new graphics</td><td>t*) ***** First of all, thank you</td></tr><tr><td>7464 Scripted Summoning Magic and Spells MMH 51-12875 Midgetalien 2008-08-20 This mod adds new summon spells sold by a Midge Allen in the Vivec mages guild. It uses scripts to summ Creatures summoned are: wasps Scorpians Daedric Bats Spider</td><td>imon the creatures. The</td></tr><tr><td>7463 Scripted Spells1.2 Magic and Spells MMH 51-3917 Cortex 2009-05-12 SCRIPTED SPELLS Version 1.2 Requires Bloodmoon Author CORTEX Bat Model Lady Eternity To install into the Morrowind/Data Files directory. This should automatically put these files int.</td><td></td></tr><tr><td>7462 Scripted Spells v1.5 <math>Magic and Spells</math> MMH 51-3891 Cortex 2009-05-12 Transform into creatures that can be seen in 3rd person view. Steal spells from enemies minds. Add explosive Create walls of fire and animated bones. Game balanced: Great care has been taken to ensure spells cost enough</td><td></td></tr></tbody></table>

		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 int
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 MorrowindData 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 MorrowindData 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 MorrowindData 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 in
7456	Restore Magicka v.Cool	Magic and Spells	MMH	51-942	Unknown	2009-04-06	innstall: just extrakt it to the datafiles and activate the plugin credits: Andyguy for the clothes and the hair meshes. Wierd for helping me with the scripting.
7455	Restore Magicka v. Normal	Magic and Spells	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 Ifx_skelsum_chance variable) that they will be an archer. Summoned skeleton shave 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 ====================================
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 everyo
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 Sadrith Mora. If you choose to talk to him, he has a story to telleventuallywe think. If you are patient and kind, you will receive a lovely rewarda hole that taunts you. If however, you choose to be impatient and
7450	Plus Travel 2	Magic and Spells	MMH	51-3884	Tobias Olausson and Olof Norman	2009-05-12	Plus Travel - Readme This mod adds a new travel betwen vivec(High Fane) and to Ghost Gate(Tempel). Made by Tobias Olausson and Olof Norman. ENJOY!!
7449	Pikazul's Smart Bounds	Magic and Spells	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
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. (If vs e
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 qam
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 i
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 i
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/ladys/ I only threw this together) UPDATE in v.1.1: gilles k fixed the blue cube problem in the mesh. Thanks to him. This mod replaces
7437	MultipleSummoningSpellsv1.1 0709	Magic and Spells	MMH	51-3914	Talonhoff	2009-05-12	Multiple Summoning Spells v1.1 by Talonhoff v1.1 This Morrowind plug-in makes new spells available to purchase that can allow you to summon multiple creatures of the same type to fight for you at the same time. I have auto calculated these new spells, so it shouldn't u
7436	Multiple Teleport Marking v2.2	Magic and Spells	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	Talonhoff	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 -instillation- unzip the .zip file in to the followind directory ( that is if you used the default directory) C:\Program Files\Bethesda Softworks\Morrowind\Data Files -start morrowind click data files and check th
7422	Magicka Regen Spell	Magic and Spells	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 Dummer Mage who happ

Id	Name	Category	Site	Link	Author	Date	Description
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 determin.
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 Khajiit, 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 0
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 0
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	ММН	51-889	Slategrey	2009-04-06	Adds Magical devices designed for the Dresharii by the artisans of the Kai. Various magical Globes and other items, three interior cells, and a smattering of books and dialogue
7410	Kai Globes V2.7 %28baseline%29	Magic and Spells	ММН	51-765	Slategrey	2009-04-06	Adds Magical devices designed for the Dresharii by the artisans of the Kai. Various magical Globes and other items, three interior cells, and a smattering of books and dialogue
7409	Kai Globes V2.01	Magic and Spells	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	ММН	51-881	Slategrey	2009-04-06	Adds Magical devices designed for the Dresharii by the artisans of the Kai. Various magical Globes and other items, three interior cells, and a smattering of books and dialogue
7407	Kai Globes 2.6c	Magic and Spells	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	ММН	51-1170	Slategrey	2009-04-06	KAI GLOBES 2.5.1. Introduction and Installation. This Mod introduces several new artifacts and locations to the wonderful world of Morrowind. Each artifact has at least one positive effect, whilst a few of the more powerful ones also have une
7405	Inscription v1.0	Magic and Spells	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 inclu
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 serviceNew 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 hurling 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	ММН	51-13312	GooglyBoogly	2009-03-14	This mod removes the souls from all the summons, makes the corpses persist (until the spell expires) to prevent CTD, and removes any non- essential items from the summon. It also restores the sounds missing from the summons: the black bear, the Bone Wolf and the Grey Wolf.
7397	Globes Version 2.02	Magic and Spells	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	ММН	51-10813	razorfett147	2006-09-25	This is a very simple mod that replaces the stock frost magic projectile in the game. I always despised Bethesda's idea of the frostball spell, so I decided to do something about it. I've included three different versions of the projectile for you to choose from. Enjoy.
7395	Fortify Skill	Magic and Spells	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	FistsOFire 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, 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	ММН	51-2169	Jeremy Sanders	2009-04-24	After playing Oblivion, I realized how flawed the Feather effect is in Morrowind. One Never uses it, because the base spells only last 10 seconds! Where exactly, are you going to go in 10 seconds? This mod reduces the base value of the feather effect by 1/10, and increases the durati.
7385	Fair Magicka Regen v2.0b	Magic and Spells	ММН	51-14900	Smoke	2013-08-03	This Mod calculates your maximum magicka to determine what 1% of your magicka is, and willpower is used as a fraction of that 1% to determine how much magicka you regenerate per second. This Version will now work with any addon race, birth sign, or mod that changes your magicka multipl
7384	ExtendedSpellEffects 0709	Magic and Spells	ММН	51-3918	Talonhoff	2009-05-12	Extended Spell Effects v1.0 This plug-in modifies most of the offensive spells: other words, no more full spell effect in 1 second flat. I just reduced the amount of damage per second, but added seconds to the spell effect. The
7383	Enhanced Summoning	Magic and Spells	ММН	51-12674	Fliggerty	2008-04-19	There are several new forms of summoning implemented in this mod: Ranged Summons: A version of each of the standard summons that works at a distance. Cast the spell at an NPC or creature and the summoned creature will appear next to them. These spells a
7382	Enhanced Spell Effects	Magic and	ММН	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 shell set.
		Spells				I	spell set

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7364 Bound Armor and Spells MH 51-1947 Tommy Kajit 2009-04-06 greaves and pauldrons, for 60 seconds. You Will receive this ring whenevery you were bloud Cuirass. Bound Book, Bou Hierand Bound Stells   7363 Book Casting Magic and Spells MMH 51-1947 Midgetalien 2009-07.31 Another one of my early mods that have been waiting to be uplaaded to PES since my website cloued. ====================================	situated between
7363   Book Casting   and Spells   MMH   51-13566   Midgetalien   2009-07.31   Addoter one of my earry mosts that have need witing to be upocaded to PES since my weistale codes.     7362   Bloodmoon Werewolf Realism   Magic and Spells   MMH   51-7096   Sabregirl   2012-07.26   The Bloodmoon Werewolf Realism Jupin does a number of bing SModifies bloodhust to be based on your PC's will transforming. (The higher your willpower the less you need to kill READ the readem Limbs forced werewolf transform moon nights. Plu     7360   Bater 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 spel Diablo II game and its expansion Lord Destruction to Morrowind.   Attention: Diablo II and its expansion are RE Diablo II game and its expansion Lord Destruction to Morrowind.   Attention: Diablo II and its expansion are RE Diablo II game and its expansion Lord Destruction to Morrowind.   Attention: Diablo II and its expansion are RE Diablo II game and its expansion Lord Destruction to Morrowind.   Attention: Diablo II and its expansion are RE Diablo II game and its expansion Lord Destruction to Morrowind.   Attention: Diablo II and its expansion are RE Diablo II game and its expansion Lord Ores for Argonian breaching toggle di ont work without some fiddling in the CS. So I made one myself And Spells     7355   Autonomous Spellmaking   Magic and Spells   MMH   51-6471   Nethel	
7362   Bloodmoon Werewolf Realism   and Spells   MMH   51-7096   Sabregirl   2012-07-26   transforming. (The higher your willpower he less you need to kill-READ the readme) limits forced werewolf transform     7361   Blank Enchantable Scrolls   Magic And Spells   MMH   51-300   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 vendors and loot tables that made sense to me. I look forward to criticism, deas and of course, praise J     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 spel made a Khajiti one as well.   Included are two Esps. One for Argonian Water Breathing toggle, and another for the Khaj     7378   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 trists especially useful for vampires and any character sufficiently antisocial, mean or murderous. Spells   MMH   51-6471   Zesvotzshne, Mana User   2010-05:0   An inimod pack filled with stuff. Includes: Codored versions of Maau User's icons - Prety much thatNO. ESP required . Total replacement of all spells on eventually get access to all spell effects without ever having to allot to no Prety useful f	=== WHAT THIS
7361Blank Enchantable Scrollsand SpellsMMH51-3801JMS2009-05-12The beginder solute has have and the function. The probability of tables that mades solute functions, presses to me. 1 look forward to critication, ideas and or course, presses. J7360Better Spells CompilationMagic and SpellsMMH51-6747Revan2011-06-15This mod combines a series of visual improvement mods for the spell effects, along with a plugin which introduces spel Diablo II and its expansion Lord of Destruction to Morrowind. Attention: Diablo II and its expansion are RE7359Beast Spells ToggleMagic and andMMH51-6747Revan2009-05-19The only available Argonian breathing toggle did not work without some fiddling in the CS. So I made one myself And made a Khajiti one as well. Included are two Esps. One for Argonian Water Breathing toggle, and another for the Khaj7358Autonomous Spellmaking and SpellsMMH51-6817Nethellus2011-12-01DESCRIPTION: This mod allows you to create spells and eventually get access to all spell effects without ever having This is specially useful for vampires and any character sufficiently antisocial, mean or murderous. Spells7356Autonomous Spellmaking and SpellsMMH51-6471Zesvotzashne, Mana User2010-05-20Aminimod pack filled with stuff. Includes: Colored versions of Mana User's icons - Pretty much thatNO- ESP required - Total replacement of all spell sounds except Poison, "sound" spells and whorsh's Net they a mod adds the ability to become an Arcane Archer - you can get as of spells which create enchanted arrows. How mod adds the ability to become an Arcane Archer - you can get as of spells	oower before ations to only full
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7358   Autonomous Spellmaking   and Spells   MMH   51-6817   Nethellus   2011-12-01   DESCRFFION:   This indegree/out and additionation of the expelse and and eventuality get access to all spell effects without ever having to talk to an NPC.     7357   Autonomous Spellmaking   Magic and and and spells   MMH   51-6817   Nethellus   2011-12-01   This is expectable useful for vampires and any character sufficiently antisocial, mean or murderous.   Spella flexible without ever having to talk to an NPC.     7356   Assorted Minimods v1.0   Magic and 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 thatNO. ESP required . Total replacement of all spell sounds except Poison, "sound" spell and the Mage's Guild "whoosh". Note they and distribution of addition of the ability to become an Arcane Archer - you can get a set of spells which create enchanted arrows. How mod adds the ability to become an Arcane Archer - you can get a set of spells which create enchanted arrows. How mod adds the ability to become an Arcane Archer - you can get a set of spells which create enchanted arrows. How mod adds the ability to become an Arcane Archer - you can get a set of spells which create enchanted arrows. How mod adds the ability to become an Arcane Archer - you can get a set of spells which create enchanted arrows. How mod adds the ability to become an Arcane Archer - you can get a set of spells which create enchanted arrows. How mod adds the ability to become an Arcane Archer - you can get a set of spells which create enchanted arrows	while I was at it I its Eye of Night t
7357   Autonomous Spellmaking   and Spells   MMH   51-14405   Nethellus   2011-12-01   Instruction and addws you to theader splica and eventually get access to an spell entexts windout even thaving you to theader splica and eventually get access to an spell entexts windout even thaving you to theader splica and eventually get access to an spell entexts windout even thaving you to theader splica and eventually get access to an spell entexts windout even thaving you to theader splica and eventually get access to an spell entexts windout even thaving you to theader splica and eventually get access to an spell entexts windout even thaving you to theader splica and eventually get access to an spell entexts windout even thaving you to theader splica and eventually get access to an spell entexts windout even thaving you to the access to an spell entexts windout even thaving you to the access to an spell entexts windout even thaving you to the access to an spell entext windout even thaving you to the access to an spell entext windout even thaving you to the access to an spell entext windout even thaving you to prefix and or spell entext windout even thaving you to prefix and or spell entext windout even thaving you to prefix and or spell entext windout even thaving you to prefix and or spells window thaving you to prefix and or spella access to an spella entext window and you to prefix and or spella window spella access to an spella entext window and you to prefix and you to access the spella spella access to an spella entext window and you to prefix and and window spella entext window and you to prefix and you thaving the access to an spella entext window and you to prefix and you thaving the access to an explication. Apprentice scoals the spella access that where the access to an explication entext window and you to access the acces window and window and you to access the access to an spella entet	to talk to an NPC.
7356   Assorted Minimods v1.0   and Spells   MMH   51-6471   Zesvotzashne, Mana User   2010-05-20   A minimulature score and register of all spells sound's sected and the Mage's Score and spells and the Mage's Score and spells     7355   Arcane Archery   Mgic and and and spells   MMH   51-6471   Zesvotzashne, Mana User   2010-05-20   A minimulature score and register of all spells sound's sected and the Mage's Score and spells and the Mage's Score and spells     7355   Arcane Archery   Mgic and and and and and gells   MMH   51-6214   Karpik777   2009-02-15   An Arcane Archer from Summerset Isles came to Vvardenfell and opened a school near Sadrith Mora to share his craft w mod adds the ability to become an Arcane Archer - you can get a set of spells which create enchanted arrows. How mod adds the ability to become an Arcane Archer - you can get a set of spells which create enchanted arrows. How mod adds the ability to become an Arcane Archer - you can get a set of spells which create enchanted arrows. How mod adds the ability to become an Arcane Archer - you can get a set of spells which create enchanted arrows. How mod adds the ability to become an Arcane Archer - you can get a set of spells which create enchanted arrows. How to random lists (For a total of 100). The scrole scroles 1.3 introduces another is random lists (For a total of 100). The scrole scrol	
7355   Arcane Archery   and Spells   MMH   51-6214   Karpik777   2009-02-15   An Arcane Archery   And Hold from Summer Series Carlos Over and the State Series Over Archery     7354   Apprentice Scrolls 1.3   Magic and Spells   MMH   51-6214   Karpik777   2009-02-15   An Archer Hold from Summer Series Carlos Carlos Over and the State Series Carlos Over and the State Series Over and th	New Spell Sounds re VERY
7354   Apprentice Scrolls 1.3   and Spells   MMH   51-900   Slategrey   2009-04-06   Apprentice Scrolls 1.5 by slategrey 1.   Individual statutority of the scrolls of the scroll of the scrolls of the scrole scrolls of the scrolls of the scrolls of the scrolls o	
7353 Apprentice Scrolls Value And Spells MMH 51-99 Slategrey 2009-04-06 Apprentice Scrolls Simple reary Restoration, D Let new scion con miss a rev reture for it enountly which scroll on your protrait. If you aready kn   7352 Apprentice Scrolls %28beta and and Apprentice Scrolls %28beta Magic and MMH 51-75 Slategrey 2009-04-06 Apprentice Scrolls (Beta) by Slategrey 1. Introduction and Installation. Apprentice Scrolls (Beta) introduces 19	4 learnable scrolls
7352 Apprentice scions weaper and MMH 51-759 Slategrey 2009-04-06 Apprentice scions (beca) by stategrey 1. Initiation and instantation. Apprentice scions (beca) by stategrey 1.	elongs to (R for
	learnable scrolls to
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 enchr fight of their own accord, serving whomever or whatever may call them from the abyss. For millenia, these spells have b	nted weapons that een 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 en- that fight of their own accord, serving whomever or whatever may call them from the abyss. For millenia, t	
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, s you can't cast the ultimate summon yet!	o don't complain if
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 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 i calculates your maximum magicka to determine what 1% of your magicka is, and willpower is used as a fraction of that 1	
7346 Absorb Magicka spell 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. Sin be altered to keep you at full mp. TIP: enchant a weapon with this spell and steal your enemies mp as your	
7345 A Forgotten Heresy v2 Spells MMH 51-6314 Gaius Atrius 2009-11-01 This mod will allow you to control the weather on Vvardenfell and Solsthiem. It will also allow you to control the weather on Vvardenfell and Solsthiem. It will also allow you to control the weather on the second but only after you've completed the Tribunal main quest. This plugin adds a new book t	her in Mournhold,