Id	Name	Category	Site	Link	Author	Date	Description
12602	Cultist Resource Pack	Resources	MMH	55-7720	Astion	2004-07-11	This is a simple package that contains my first retextures for Morrowind. 1 Retextured Morag Tong robe (Black, silver and blue jewels) 1 Retextured Daedric Crescent (Darker blade, red silhouette symbol on hilt 1 Retextured Templar Pauldron mes
12601	The Daedric Statue Replacer Pack	Resources	MMH	55-9642	Astion	2004-08-01	This plugin will replace the meshes and textures of all the Daedric statues in the game. In addition, the eyes of the "Talker" statues are now glowmapped with unique colours for that eerie sense of supernatural presence. There are three different styles of statue: Gold
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
10049	The Ebony Blade	Quests	MMH	68-6958	Astion	2012-07-14	For a while, I'd been wanting to do a good mod of this nature. I've made several mods before, but never one with an engaging, interactive quest. They were mostly retextures and, more recently, models that I'd done for myself and decided to release. The idea has been floating around in
9244	True Gems V1.1	Models and Textures	MMH	56-5898	Astion	2011-10-08	True Gems Gem Replacer
9243	True Gems	Models and Textures	MMH	56-14794	Astion	2013-06-08	This is a relatively simple mod that will replace all the gems in the game with faceted, reflective versions. In addition, it will add two new gems - the Topaz and the Amythest - which can also be used in Alchemy, as well as replacing the model for Ebony. This mod was inspired in par
8957	Oblivion Septims	Models and Textures	ММН	56-10512	Astion	2006-03-22	Once you install this small mod, all the Morrowind septims in the game will turn into Oblivion septims. As the name suggests, the coins' textures are based on images of the Oblivion Collectors Edition collectable coin. They are low-poly, highly detailed and are mapped to appear to r
8694	Gold Statue Replacer	Models and Textures	MMH	56-258	Astion	2009-04-06	The Gold Statue Replacer is a texture replacer. It replaces the textures of all Daedric statues in the game with gold leaf textures. In addition, it glowmaps the eyes of the "Talker" statues (The ones that give you quests), making them burn in different colours.
8693	Gold Statue Replacer	Models and Textures	MMH	56-1246	Astion	2009-04-06	Gold Statue Replacer V1.0 By Astion &#</td></tr><tr><td>8506</td><td>Daedric Statue Replacer Pack</td><td>Models and Textures</td><td>MMH</td><td>56-944</td><td>Astion</td><td>2009-04-06</td><td>~Daedric Statue Replacer Pack~ ~V1.0~ []</td></tr><tr><td>8321</td><td>Astion's Chrysamere Replacer</td><td>Models and Textures</td><td>ММН</td><td>56-10078</td><td>Astion</td><td>2005-08-15</td><td>I never liked Bethesda's original Chrysamere model, nor do I think has anyone who has played Morrowind and has any kind of eye for detail. The Chrysamere is supposed to be the blade of a paladin, a holy weapon, but the impression it gives is, to put it kindly, lacklu</td></tr><tr><td>5633</td><td>House Raiments</td><td>Clothing</td><td>ММН</td><td>21-6959</td><td>Astion</td><td>2012-07-14</td><td>This mod contains two ESP files. The first (House Raiments - Addition.esp) is the "Main" mod file. This adds new clothing items to be purchased around Vvardenfell: Telvanni Court Robe Telvanni Left Glove Telvanni Right Glove Redoran Shirt Redoran Pa</td></tr><tr><td>4914</td><td>The Towers of Uvirith</td><td>Buildings</td><td>MMH</td><td>15-6960</td><td>Astion</td><td>2012-07-14</td><td>This version of The Towers of Uvirith will add a large tower next to Tel Uvirith. It is a building purely constructed for storage, and will feature many different rooms: An Armoury, a Library, an Artifact Storage vault complete with animated display cases, an extensive cellar complex, and much mo</td></tr><tr><td>4822</td><td>Morrowind Crafting Abodes</td><td>Buildings</td><td>MMH</td><td>15-9992</td><td>Astion</td><td>2005-07-07</td><td>Morrowind Crafting Abodes is a house mod based around Toccatta and Drac's "Morrowind Crafting" mod, through which the PC can create several types of furniture and decorations to furnish their houses with. Morrowind Crafting Abodes adds 4 houses in different parts o</td></tr></tbody></table>