

Id	Name	Category	Site	Link	Author	Date	Description
11985	Bone Golem	Resources	MMH	55-5615	CaptainZaltan	2011-06-23	I created this guy for the lost WI expansion. Hes a composite of several pieces of the skeleton that shipped with Morrowind, worked into a new shape and with new animations added. The fact that hes made from existing MW parts just makes him look all the cooler in game...like he belongs there. I h...
11984	Ghoul	Resources	MMH	55-5616	CaptainZaltan	2011-06-23	Another undead from my lost mod. A 'paralyze on touch' spell effect would be great for this guy. Also, he has a cool Idle animation where he jumps to the ceiling, hangs out for a moment and than jumps back down. This only works in corridors of a specific height so it may take some trial and error...
11983	Lion	Resources	MMH	55-5617	CaptainZaltan	2011-06-23	This lion was going to be the loveable sidekick of one of my new companions for the lost mod. Dont ask why I picked a lion and a jungle chick to be companions in a mod based entirely on a frozen continent...I have no intelligent answer to offer . Actually, she was supposed to be a part of the seq...
11982	Obilisk The Undying	Resources	MMH	55-5618	CaptainZaltan	2011-06-23	And here is the star of the show, so to speak. Obilisk the Undying, a major villain from the main dungeon of my lost mod. This guy is massive, and pretty cool looking to boot. Hes best suited to spell casting due to his large size. He may not take too kindly to being portrayed in anything short o...
11981	Replicant Thing	Resources	MMH	55-5619	CaptainZaltan	2011-06-23	I got the idea for this creature from an enemy in Legacy of Kain: Blood Omen. What I had originally conceived for this character was to be a creature of pure magicka, draining magicka from the player and using it to duplicate itself (hence the replicant name. It doesnt really have a lot in commo...
11980	Tree Ent	Resources	MMH	55-5620	CaptainZaltan	2011-06-23	The second creature I created in 3DSMax, so once again, he has a ridiculously high polygon and texture count for his quality and his animations are a little rough. Still, ive always thought this guy looked pretty cool for a Morrowind creature.
11979	Spider Daedra Male	Resources	MMH	55-5621	CaptainZaltan	2011-06-23	And here we go, the very first creature I ever created in a 3D modelling program. The textures themselves were upgraded a few times, but the basic creature and animations have remained the same since I first animated them way back when. This guy got scrapped as soon as I joined the Wizard's Islan...
5893	CaptainZaltan's Advanced Companions Alpha	Companions	MMH	24-14612	CaptainZaltan	2013-04-11	So here is the story....originally, I conceived of this mod as a standalone. However, when Xill said that we would be making an expansion to Wizards Islands, I began to convert it to become a part of the Wizard's Islands universe. Originally the plan was that I would complete the scripting and ma...