

ID	Name	Category	Site	Link	Author	Date	Description
12527	KEY-E01_Espace-Addon	Resources	MMH	55-10747	Clavis	2006-08-15	This pack adds doorjamb's for almost all architectural types in Morrowind to the E01_Espace tileset. Also a couple of sounds for the doors. These door sounds have been added to both the door object and the (door)activator script. Doorjamb types: Common Arched &...
12526	KEY-A07_Arched	Resources	MMH	55-10746	Clavis	2006-08-15	A reskinned version of Oom Fooyat's Arched tileset (which is interiors only) using black, red, and gold marble textures. Very rich looking. Cleaned using TESTool. Pictures available HERE
12525	KEY-A06_Arched	Resources	MMH	55-10745	Clavis	2006-08-15	A reskinned version of Oom Fooyat's Arched tileset (which is interiors only) using terra cotta and blue marble with some grey elements. Cleaned using TESTool.
12524	KEY-E01_Espace	Resources	MMH	55-10744	Clavis	2006-08-15	This modders resource is a reskinning of OraNN's (www.wiwiland.com) Espace tileset. Cream marble, red sandstone, purple metal and purple mosaic tile floor. There are two doors. one is a regular door (for teleporting between cells) and a scripted activator. The activator door is pretty nifty. The ...
12523	KEY-Crystal_Eggs_01 v1.0	Resources	MMH	55-10751	Clavis	2006-08-16	This is a modders resource with a large collection of crystal eggs. The textures are based on the pictures of loose gems on Ebay's Gem section. The colors have NOT been tweaked. Pictures available HERE They are set up as Activators since I haven't made icons for them yet...
12522	KEY-A08_Arched	Resources	MMH	55-10750	Clavis	2006-08-16	A reskinned version of Oom Fooyat's Arched tileset (which is interiors only) using ornately carved tan stone textures. Cleaned using TESTool...
12521	KEY-A05_Arched	Resources	MMH	55-10749	Clavis	2006-08-16	A reskinned version of Oom Fooyat's Arched tileset (which is interiors only) using dark grey carved stone textures. Pictures available HERE Cleaned using TESTool. ESP included
12520	KEY-Medallions_04	Resources	MMH	55-10763	Clavis	2006-08-21	This is a Modder's Resource. It consists of medallions that are good for adding that extra something to floors, ceilings, walls, or gardens. There are 50 wood designs in this pack. NIFs for both large and small sizes of each are included.
12519	KEY-Medallions_03	Resources	MMH	55-10762	Clavis	2006-08-21	This is a Modder's Resource. It consists of medallions that are good for adding that extra something to floors, ceilings, walls, or gardens. There are 50 wood designs in this pack. NIFs for both large and small sizes of each are included.
12518	KEY-Medallions_02	Resources	MMH	55-10761	Clavis	2006-08-21	This is a Modder's Resource. It consists of medallions that are good for adding that extra something to floors, ceilings, walls, or gardens. There are 50 tile & stone designs in this pack. NIFs for both large and small sizes of each are included.
12517	KEY-Medallions_01	Resources	MMH	55-10760	Clavis	2006-08-21	This is a Modder's Resource. It consists of medallions that are good for adding that extra something to floors, ceilings, walls, or gardens. There are 50 stone and tile designs in this pack. NIFs for both large and small sizes of each are included.
12516	KEY-E03_Espace	Resources	MMH	55-10759	Clavis	2006-08-21	This modders resource is a reskinning of OraNN's (www.wiwiland.com) Espace tileset. It's red-brown walls, sodalite pillars, blue tile floors, and gold-leaf trim. This set was inspired by Vagashan's D'ni work. There are two doors. one is a regular...
12513	KEY-A04_Indoril	Resources	MMH	55-10846	Clavis	2006-10-20	A reskinned version of the Indoril/Mournhold interior models in golden wood and gold leaf. Loaded into an ESP for your convenience.
12512	KEY-C02_Arched	Resources	MMH	55-10854	Clavis	2006-10-21	This resource pack is a reskinning of Oom Fooyat's Arched tileset to match the red-gold wood, sandstone paving and bronze trim used in my C02_Common (Extended) Resource Pack.
12511	KEY-C02_Common (Extended)	Resources	MMH	55-10853	Clavis	2006-10-21	This resource pack is a combination of the regular Common interior architecture with Alcar's modular pieces, Nubux's terrace & balcony pieces, and Wildman's cellar doors. All reskinned in cream plaster, red-gold wood, and golden sandstone paving. There is a subset of tiles with ston...
12510	KEY-E03_Arched	Resources	MMH	55-10852	Clavis	2006-10-21	This modders resource is a reskinning of Oom Fooyat's Arched tileset. Red-brown walls, sodalite pillars, blue tile floors, and gold-leaf trim. Vagashan's D'ni Palais mod is the inspiration.
12509	KEY-B02_Hlaalu Exteriors	Resources	MMH	55-10851	Clavis	2006-10-21	A reskinning of the Hlaalu exteriors in grey plaster/concrete and green bronze tile with Limestone trim, tile, and flagstones. Matches the B02_Arched and B02 Brannoran tilesets.
12508	KEY-B02_Brannoran	Resources	MMH	55-10850	Clavis	2006-10-21	A reskinning of MuzikMan's Brannoran tileset. Exterior tiles are in grey plaster/concrete & green bronze tiles. Interiors are in the same plaster/concrete with bleached wood and a nice bronze tile. Clean and restful looking. Pictures available...
12507	KEY-B02_Arched	Resources	MMH	55-10849	Clavis	2006-10-21	A reskinning of Oom Fooyat's Arched tileset in grey plaster/concrete and green bronze tile with Limestone trim, tile, and flagstones. Matches the B02_Hlaalu Exteriors and B02_Brannoran tilesets.
12506	KEY-B01_Brannoran	Resources	MMH	55-10848	Clavis	2006-10-21	A reskinning of MuzikMan's Brannoran tileset. Exterior tiles are in cream stucco and red-gold tile with bronze trim. Interiors are in cream marble with wood and a nice bronze floor tile. Quite nice really. Pictures available [url=http://s5.photobucket.com/albums/y196/Clavis/Morrowind...
12489	KEY_Door_Packs_01-04	Resources	MMH	55-11061	Clavis	2007-02-16	A collection of Square-Common and Arched_Common doors using textures based on photos of real doors. Each door comes in four different styles/colors of the lock and handles. Golden/brass (very ornate), pewter/steel, copper, and verdigris bronze (also quite ornate). This is something I w...
12474	KEY-Rugs_01	Resources	MMH	55-11289	Clavis	2007-06-07	This modders resource is a collection of rugs in shapes other than plain oval or rectangular (although there are a few oval designs included). There are square, round, octagonal, and odd shaped rugs as well as a few runners for hallways and such and a couple of animal skins. There is a total of 2...
12467	KEY-FurnResource_01 - Paintings	Resources	MMH	55-11440	Clavis	2007-08-11	This modders resource is a collection of Paintings with frames that match the furniture packs I'm putting together. There are 20 paintings for each of the four frame styles. All are based on pictures found online at either DeviantArt or Renderosity, a list of the artists can be found in the credi...
12466	KEY-Furn_04_BarCont	Resources	MMH	55-11479	Clavis	2007-08-26	This modders resource is a collection of bar pieces in my series of furniture resource packs. There are two facine styles for each of four types of wood. Each wood/style combo comes in 5 countertops. Wood types are Swirlwood, Ash, Teak, & Birch. Countertops are: Matching wood, cream limestone...

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12462	KEY-Wizard_Crystals_Resouce	Resources	MMH	55-11619	Clavis	2007-10-27	This is a modders resource aimed at the Wizard and Telvanni types out there. It is a large collection of crystals. The textures are based on the pictures of loose gems on Ebay's Gem section. The colors have NOT been tweaked. There are six basic models used. The first two are Bethesda's, the secon...
12397	Clavis's Rug Resource Pack #2	Resources	MMH	55-13333	Clavis	2009-03-22	This modders resource is a collection of rectangular rugs. There is a total of 100 rugs in this collection. All are based on photos of real rugs available for sale online.
12024	KEY-Plant Pack #1	Resources	MMH	55-6488	Clavis	2010-06-18	This is a collection of plants based on both Bethesda's meshes and community made meshes. Textures are based on photos of real plants, leaves, and flowers. It covers flowers, bushes, grasses, water plants, vines, cacti, and a few mushrooms. Pictures at
12020	KEY-A11_ArchedVer2	Resources	MMH	55-6491	Clavis	2010-06-24	This is a skinning of Oom Fooyat's Arched tileset VERSION 2 using tan stucco, tan granite, dark wood parquet, and green & gold stained glass with bits of stone mosaic here and there. Special thanks to Dark Diva for getting me off my butt so I get this released!
11892	Clavis's Arched Tileset #2	Resources	MMH	55-6941	Clavis	2012-07-09	This is a reskin of Oom Fooyat's Arched tileset using textures based on limestone mosaics. Very mediterranean looking. Pictures available [url=http://s5.photobucket.com/albums/y196/Clavis/Morrowind/A02/HERE[url]. ESP cleaned using GMST Cleaner (updated version) Please note...
11891	Clavis's Hlaalu Tileset #2	Resources	MMH	55-6942	Clavis	2012-07-09	This is a reskin of the Hlaalu tileset (both interior & exterior) to match my Arched Set #2. Pictures at http://photobucket.com/albums/y196/Clavis/Morrowind/A02-04_Arched/ ESP cleaned using TES Tool
11887	Glass Jars & Lamps Pack #1	Resources	MMH	55-6969	Clavis	2012-07-18	This is a Resource Pack of re-skinned Jars and Ashlander Lamps using stained glass textures. The jars use a mesh tweaked by Brash to be semi-transparent. Just what you want in a glass Jar. The lamps come with three types of wood ribbing and have customized light to match t...
8796	KEY_Stronghold_Texture_Replacer_01	Models and Textures	MMH	56-11126	Clavis	2007-03-16	This pack replaces the Stronghold textures with browner ones that fit with the terrain a bit better. They look a bit weathered and dirty, but not too much. Something old but kept in repair. The ruins though, are rather beat up and crumbling. Pictures: http://s5.photobucket.com/albums...
8795	KEY-G01_Velothi Retex	Models and Textures	MMH	56-10844	Clavis	2006-10-19	This texture replacer was done in a project with Gren using re-colored textures from Mournhold and my A01 architecture pack as well as a few new ones that fit in. A couple of textures in the sewers were replaced to make them look a bit more beat up. They just looked too clean before to be sewers....
8794	KEY-G01_Velothi Retex	Models and Textures	MMH	56-11976	Clavis	2012-11-15	textures in the sewers were replaced to make them look a bit more beat up. They just looked too clean before to be sewers. Also, the textures for the frescos, shrines, and Velothi town markers have been tweaked to fit. Pictures available http://s5.photobucket.com/albums/y196/Clavis/Morrowin...
8471	Clavis's Indoril Texture Replacer #1	Models and Textures	MMH	56-15624	Clavis	2018-06-16	This is a TEXTURE REPLACER for the Indoril/Mournhold buildings and interiors based on my Architecture Resource Pack #1. Pictures available HERE
8470	Clavis's Dunmer Stronghold Texture Replacer	Models and Textures	MMH	56-6980	Clavis	2012-07-21	From the Readme: "I put this together when Gren posted on the Elderscrolls forums that he was looking for better Stronghold textures. Didn't like the default ones (who does?). Anyway, I'd had this floating around in the back of my head for some time and managed to put it to...