

Id	Name	Category	Site	Link	Author	Date	Description
12331	Dooby Grass V2	Resources	MMH	55-1077	jdooby	2009-04-06	DoobyGrass by jdooby 7-06-2004 Description A modder's resource. Some new grass models very suitable for rolling plains or grassy settings. There is something for everyone: short, tall, in-between, sparse, thick, wide and ...
12238	Tree Pack v0.1	Resources	MMH	55-2127	jdooby	2009-04-06	Forests are now possible! For a long time now, the Morrowind modding community has had hopes and dreams of creating forests to roam and to build new mods with. Unfortunately, this was not feasible with the original trees unless you had a super-gaming machine. FPS would take a plunge an...
12223	TreePack Texture Fix	Resources	MMH	55-2293	jdooby	2009-04-24	jd_treebark3.dds
11721	City Set	Resources	MMH	55-15392	jdooby	2015-08-05	Gives modders some new city building models to use in their own mods. Included are: Eleven types of buildings and interiors for most of them, walkways & supports, wall pieces and pillars. For the building that don't have interiors, one could use the common interiors for the interiors if they were...
11720	Dooby Cliffs	Resources	MMH	55-15393	jdooby	2015-08-05	Some cliff meshes I made. Doesn't add any to the game world, only as static pieces in the CS. Mainly for TCs or other large projects, as they are basically too damn big for Vvardenfell. If they are too big for your project, just scale them down in the CS. Thanks for reading and have fun! jw_...
11719	New Trees	Resources	MMH	55-15394	jdooby	2015-08-05	All this does is give modders some new tree models to use in their own mods. There is no .esp included, so obviously you will have to add them to the game on your own.
11718	Dooby Taverns	Resources	MMH	55-15395	jdooby	2015-08-05	Basically just the external mesh of the Bethesda common tavern imported into Max and modified. A few different models placed into the CS as statics. Nothing added to the game world.
9908	Hunting Mod	Quests	MMH	68-10720	Jdooby	2006-08-08	This mod adds a new island to the east of Sadrith Mora with a beautiful landscape and a wide variety of creatures for you to hunt. Some are docile and others aren't. Includes original creatures from Morrowind and also some of the new ones introduced in the various creature mods out there. A...
6299	Petshop	Creatures	MMH	26-8310	jdooby	2002-08-17	This mod adds quite a few traders and several types of animals you can purchase in several cities in Morrowind. and are for companionship. The petshop itself is now located in the Balmora Expansion-East which is incorporated here in this latest update. Please see the very...
5643	Jdooby's robes	Clothing	MMH	21-10721	Jdooby	2006-08-08	Adds somewhere between 25-30 retextured robes to random Morrowind clothiers. Some come in hooded and un-hooded versions. I think they are balanced pretty fairly. They don't come with enchantments, but some have enchantment values as high as the original extravagant robes. Of course they cost more ...
5630	Hooded Robe Collection FIX	Clothing	MMH	21-412	jdooby	2009-04-06	Hooded Robe Collection -- Author: jdooby -- January 5, 2003 -- Installation -- Extract all files to drive C/ with winzip ...
5629	Hooded Robe Collection	Clothing	MMH	21-368	Jdooby	2009-04-06	Hooded Robe Collection -- Author: jdooby -- January 5, 2003 -- Installation -- Extract all files to drive C/ with winzip ...
1384	HuntingMod v.1.0	Landmasses	MMH	48-276	jdooby	2009-04-06	--- Hunting Mod: A plugin for Elderscrolls III: Morrowind --- by: jdooby --- 12/14/2002 --- Description Installation