Id	Name	Category	Site	Link	Author	Date	Description
12089	Sotha Sil Resource	Resources	MMH	55-13504	Lucien Fairfax	2009-06-25	A simple static mesh of Sotha Sil, pre-ownage. Good for statues, and... not much else :D Uses vanilla textures, except for the mask, which is dependent on Demi-God Masks by Starcon5, Gren & Hellwolve. In other words, if you don't have that (or Godly Masks or Masks of ...
9363	Vvardenfell Birthsign Textures	Models and Textures	MMH	56-13647	Lucien Fairfax	2009-09-04	A simple mod that replaces the textures for the birthsigns in Morrowind using the textures seen in Redguard (and subsequently in Tribunal). They look a lot more unique and less like crayon drawings, and fit more with the aesthetic of the game. The birthsigns were made with stock images of parchme...
9041	Regal Dagoth Ur (semi-spoilers inside)	Models and Textures	MMH	56-13106	Lucien Fairfax	2008-12-23	NOTE ==== This is a replacer for Dagoth Ur's body ONLY. It won't affect his mask. This is a conscious decision- I did it so you could still use whichever mask mod you thought looked the best. If there's demand though, I could probably be persuaded.
8936	New Hircine Texture	Models and Textures	MMH	56-13130	Lucien Fairfax	2008-12-31	A simple mod that replaces the texture for Hircine's Guile form at the end of Bloodmoon. This mod does not affect his spear, nor his Strength/Speed forms. I suggest Darknut's Creature Textures: Bloodmoon if you're unsatisfied with any of these. I've always been unsatisfie...
3573	Atmospheric Balmora v1.0	Townd and town Expansions	MMH	87-12129	Lucien Fairfax	2013-01-12	Description (from PES) First mod in my Atmospheric Cities project, this alters the city of Balmora, adding flora, lights, and misc. clutter and statics to enhance the player's experience walking through it. The city was more or less divided into three parts, High Town, Labor Town, and the ma...
3572	Atmospheric Balmora	Townd and town Expansions	MMH	87-13643	Lucien Fairfax	2009-09-01	First mod in my Atmospheric Cities project, this alters the city of Balmora, adding flora, lights, and misc. clutter and statics to enhance the player's experience walking through it. The city was more or less divided into three parts, High Town, Labor Town, and the market square, and I tried to ...