Id	Name	Category	Site	Link	Author	Date	Description
13322	White Suran 2 - MD Edition	Melchior Dahrk	Fliggerty	*728	Melchior Dahrk	2012-10-20	White Suran 2 - MD Edition by Melchior Dahrk v1.3 VIDEO SHOWCASE: https://youtu.be/Jo0DWD3rxTQ
13321	Unique Eltonbrand for Fallen One's Goldbrand	Melchior Dahrk	Fliggerty	*790	Melchior Dahrk	2013-01-31	Unique Eltonbrand by Melchior Dahrk Version 2.0 This is just a simple hue-shift and material tweak of Fallen One's amazingly awesome Goldbrand replacer to become a unique replacer for the Eltonbrand/Bluebrand. The color choice is to match the lightning enchantment on Eltonbrand. To install, c...
13320	Umbra, Blademaster	Melchior Dahrk	Fliggerty	*791	Melchior Dahrk	2013-02-03	Umbra, Blademaster by Melchior Dahrk v1.11 Description Umbra's a pretty ordinary looking Orc that puts up a mediocre fight in the original game. I wanted to give everyone's favorite death-seeking orsimer an overhaul; both...
13319	Staffs of the Daedra	Melchior Dahrk	Fliggerty	*331	Melchior Dahrk	2011-08-12	The Elder Scrolls III MORROWIND: Daedralord Staffs Version 1.57 By Melchior ericthered1090@aol.com 1. Description 2. Requirements 3. Installing the plug-in 4. Playing the plug-in 5. Save games 6. Conflicts/Known Errors 7. Credits 8. Contact...
13317	New Starfields	Melchior Dahrk	Fliggerty	*783	Melchior Dahrk	2013-01-19	This is just a simple, high-definition replacer for the clear night sky texture*. There are 8 different versions included in the download. Pick the one you like best. Most are 4096x4096 textures, but one is a whopping 8192x8192. This is why the file is so dang large. Enjoy! Melchior *Note that...
13315	Melchior's Mudcrab Merchant	Melchior Dahrk	Fliggerty	*724	Melchior Dahrk	2012-10-17	Melchior's Mudcrab Merchant by Melchior Dahrk Version 1.6 This mod is a model and texture replacer for the Mudcrab Merchant, making him stand out against the other mudcrabs in a classy way. To install, copy the meshes and textures i...
13314	Mallorn Trees in Morrowind	Melchior Dahrk	Fliggerty	*695	Melchior Dahrk	2012-09-10	Tolkien's Mallorn Trees by Melchior Dahrk v1.1 Description "Its bark was silver and smooth, and its boughs somewhat upswept after the manner of the beech; but it never grew save with a single trunk. Its leaves, like those o...
13313	Lyithdonea: The Azurian Isles ALPHA	Melchior Dahrk	Fliggerty	*1136	Melchior Dahrk	2015-08-01	
13312	Lord Devil/Quatloos Memorial Mod	Melchior Dahrk	Fliggerty	*1042	Melchior Dahrk	2014-06-04	Lord Devil/Quatloos Memorial by Melchior Dahrk v1.0 Description Quatloos, also known as Lord Devil in her capacity as a moderator on Morrowind Summit and later PlanetElderScrolls, was one of the most influential i...
13311	Imperial Grates Resource	Melchior Dahrk	Fliggerty	*1050	Melchior Dahrk	2014-07-11	Imperial Grates resource by Melchior Dahrk Version 1.01 This is a resource of several grates for the Imperial fort tileset, inspired by the grates from Oblivion. I have also included a simple showcase to provide an example for how the mes...
13310	Forge of Hilbongard	Melchior Dahrk	Fliggerty	*702	Melchior Dahrk	2012-09-18	Forge of Hilbongard by Melchior Dahrk This little mod tweaks the Forge of Hilbongard slightly to make it a little more unique. The pictures show pretty much all the current changes. Please don't redistribute this mod without my permission. Thanks
13309	Dunmer Lanterns Replacer	Melchior Dahrk	Fliggerty	*690	Melchior Dahrk	2012-09-09	Dunmer Lanterns Replacer by Melchior Dahrk Version 9.0 This mod replaces all of the Dunmer lanterns (including the paper lanterns and streetlight) from the original game with smoother, more detailed versions (yet not with a ridiculous amou...
13308	Dragon Statue Replacer v1.0	Melchior Dahrk	Fliggerty	*332	Melchior Dahrk	2011-08-12	The Elder Scrolls III MORROWIND: Dragon Statue Replacer Version 1.00 By Melchior Dahrk ericthered1090@aol.com 1. Description 2. Requirements 3. Installing the plug-in 4. Playing the plug-in 5. Save games 6. Conflicts/Known Errors 7. Cre...
13307	Dahrk's Super-Sized Storage (D'sSSS)	Melchior Dahrk	Fliggerty	*737	Melchior Dahrk	2012-11-07	Dahrk's Super-Sized Storage (D'sSSS) by Melchior Dahrk v1.0 Description Ever been annoyed that your cozy little Canal South-Two apartment in Vivec couldn't hold more than one suit of iron armor in all th...

Id	Name	Category	Site	Link	Author	Date	Description
13306	Atronach Expansion	Melchior Dahrk	Fliggerty	*693	Melchior Dahrk	2012-09-10	1. Description 2. Requirements 3. Installing the plug-in 4. Playing the plug-in 5. Save games 6. Conflicts/Known Errors 7. Credits 8. Contact and Information 9. Legal Stuff/Disclaimer 10. Changelog 1. DESCRIPTION This mod takes several community resources as well...
13302	Pearls Enhanced	Alchemical	Fliggerty	*1144	Melchior Dahrk	2015-09-01	Pearls Enhanced by Melchior Dahrk Description Makes pearl diving more exciting by adding nine new varieties of pearls to find in your submarine travels! Now when you open up various kollops you have a chance to find one of the 7 new qualities of pearls or 1 of 2 rare types. T...
12409	Overlooked Meshes Galore - OMG v2.1	Resources	MMH	55-13204	Melchior Dahrk	2009-01-29	[Ashlander Banner] Ashlander Banner Hello everyone, This is my surprise release. I have compiled a bunch of the useful unused meshes done by Bethesda. Most of these have great possible applications! I expect to be seeing these in some mods soon. No, just do whatever you like with these. We all have easy access to these...
12407	Imperial Architecture Resource	Resources	MMH	55-13250	Melchior Dahrk	2009-02-12	[Village] Village This mod adds a plethora of new meshes textured to match the vanilla Imperial Tileset. You can find everything from Forts to Fountains in this resource. All of the models were done by Mighty Joe Young, all of the textures are stock Bethesda. So they will be effected by texture replacers, yay!
12017	Mostly New Trees v1.50	Resources	MMH	55-6513	Melchior Dahrk	2010-07-25	With the advent of vurt's new trees. Some of the old yet useful resources have fallen into an older graphics bracket. Therefore I set out to make them closer to on par with the look Morrowind is sporting these days. Mainly I have aimed at making them fuller, but have also tweaked a few other thin...
10830	Staffs of the Daedra v1.57	Weapons	MMH	98-14167	Melchior Dahrk	2010-11-29	This mod adds some new staffs, one for several of the major Daedra Princes. They can be found in shrines to each of those princes. You'll have to search hard to find each of them, but should be worth the effort. They are not enchanted but have high enchant ratings and are good quality.
10675	Magebane Replacer v1.10	Weapons	MMH	98-13906	Melchior Dahrk	2010-04-03	This mod simply replaces the unique weapon, Magebane. Before the sword simply used the glass claymore mesh. Now it has its own unique mesh complete with particle effects on the blade. Enjoy! =============== 2. Requirements =============== Morrowind
9766	Thieves Guild Fences (dealers)	NPCs	MMH	64-11234	Melchior Dahrk	2007-05-13	First, let me clear something up. Fences are people who deal in stolen and illegal goods (not that thing out in your yard). A la Oblivion Fences I always thought that Morrowind needed some good Fences in the thieves guild. They had pawnbrokers before but they had almost no barter gol...
8578	Dragon Statue Replacer v1.05	Models and Textures	MMH	56-14176	Melchior Dahrk	2010-12-10	This mod replaces the dragon statue found in ebonheart with a new model and textures. There are four different texture options to choose from, refer to the screenshots to pick out the one you like best. Changelog: 1.00 Initial Release 1.05 Fixed collision on statue base
7915	Melchior's Old Mods	Miscellaneous	MMH	53-15196	Melchior Dahrk	2014-02-19	Melchior's "Old Mods" by me Description == A while back, I found a large group of old mods which I never finished. They range from a cozy room for the Temple Patriarch to a sprawling desert occupied by nomadic Khajiit. I wanted to see how they all looked in g...
7828	Heralders - The Bugle Mod v1.02	Miscellaneous	MMH	53-13255	Melchior Dahrk	2009-02-14	This mod adds 5 different types of bugles to the game of Morrowind. They are Iron, Steel, Silver, Gold and Sixth House Bugles. These musical instruments are incorporated by adding them to several new NPCs which are placed in two different types of locations. There are now Imperial He...

Id	Name	Category	Site	Link	Author	Date	Description
7818	Happy Halloween 2013	Miscellaneous	MMH	53-15047	Melchior Dahrk	2013-11-01	Happy Halloween 2013! Here's a (hopefully) fun little mod for you to enjoy at the end (I had to hand out candy to cute little kids and costume-less teenagers before starting this) of this year's Halloween celebration! Head over to Ebonheart; preferably by boat or land - to e...
6168	Dire Flame Atronachs	Creatures	MMH	26-13145	Melchior Dahrk	2009-01-07	Dire Flame Atronachs does just what you would expect. I have made a new creature based off of the Flame Atronach mesh and textures and added it to leveled lists for you to battle and conquer. This started with my first tinkerings in NifSkope and I worked on it over a period of time as my skills i...
6161	Dahrk Creatures I v1.20	Creatures	MMH	26-6219	Melchior Dahrk	2009-03-22	This resource adds several new types of creatures for modders to use. -Narwhal or Sea Unicorn - Owlbear -Pack Boar -Seacat -Waverunner -Worg =============== 2. Requirements =============== Morrowind, Bloodmoon, Tribunal
6093	Atronach Expansion v2.11	Creatures	MMH	26-6213	Melchior Dahrk	2009-01-26	This mod takes several community resources as well as my own work and adds eight new types of monsters as summonable creatures. Air Atronach: Mentioned in lore but not included in Morrowind. Watch out for their burden spell! Bone Golem: This fleshless undead golem will directly...
5538	Bonelord Robe	Clothing	MMH	21-13131	Melchior Dahrk	2008-12-31	This mod makes the robes you see the bonelords wearing lootable and then equippable by the player. This is one of my early retexes and I did this for my own enjoyment because I always wanted those robes. If others do not like this due to the poor quality of the textures. I just used standard text...
3915	New Gnaar Mok v1.10	Townd and town Expansions	MMH	87-13180	Melchior Dahrk	2009-01-18	New Gnaar Mok expands the city of Gnaar Mok by adding in clutter, more NPCs, more buildings and among other things a new miscellaneous quest. This mod has been cleaned with tesame and Enchanted Editor. =============== 2. Requirements =============== Mor...
2893	Alswyth Plantation beta v0.5.5b	Beta	MMH	7-12920	Melchior Dahrk	2008-09-09	This mod adds an interior (modded to appear as an exterior) called Alswyth Plantation. There are very few new meshes or textures added here, I know, I Know. New stuff is kewl but it is still amazing what you can do with vanilla Morrowind components. Just look at the screenies. The pl...
2461	The Island: Aln'Baldrahn v1.10	Landmasses	MMH	48-13113	Melchior Dahrk	2008-12-24	This mod adds a beautiful (in my opinion) new island to the West Gash Region near Khuul. I actually made this mod as my interior/exterior showcase for the Tamriel Rebuilt project but I spent so much time on it and I liked it so much that I thought I would release it here for others to enjoy.
2240	Silt Strider Armor v1.75	Armor	MMH	4-13138	Melchior Dahrk	2009-01-04	This mod adds a new set of lore-friendly armor to the game of Morrowind. The armor is based off of the silt strider husks you see laying around the Ashlands, therefore the name Silt Strider Armor This is not just a simple retexture either. I have combined meshes together to make a se...
1561	Leijing Hill v1.5	Houses	MMH	44-11166	Melchior Dahrk	2007-04-03	This mod has been cleaned with enchanted editor. This mod adds an Asian/Akaviri style home to the grazelands. To get to the house go to Vos and talk to the guy that is wandering around outside of the Varo Tradehouse. This mod is all vanilla morrowind except for Dongle's animate...
1013	Dura gra-Bol's House Extended v1.02	Houses	MMH	44-13015	Melchior Dahrk	2008-11-14	This mod expands the interior and exterior of Dura gra-Bol's house in Balmora making it a more liveable abode. It also adds a small storyline to her as well, to explain some things and tie her in better with Balmora as well. This is not a big house mod but it is intended to be used as such after ...
485	Ashlandic Marauder Armor	Armor	MMH	4-13127	Melchior Dahrk	2008-12-30	Here is Abishpulu Addarnat's description of the armor: "Duru-Balsan is bonemold armor which is used primarily by ashlanders back on the mainland in raiding parties; It literally means "Bone Darkness" and refers to the bone and ebony used in it's making. Ebony is less common in the few Ashlands wh...

Id	Name	Category	Site	Link	Author	Date	Description
163	Pearls Enhanced v2.80	Alchemical	MMH	1-13019	Melchior Dahrk	2008-11-18	Makes pearl diving more exciting! By adding nine new varieties of pearls to find in your submarine travels! Now when you open up various Kollops you will find one of nine of these varieties or none at all. The varieties added are: Grand, Flawless, Bright, Common, Dull, Flawed, and Defective Pearl...