

Id	Name	Category	Site	Link	Author	Date	Description
3843	Masterwind	Total Conversion	MMH	84-6725	Monydragon	2011-04-28	This is Tribunal and Bloodmoon Merged with Morrowind fixed many errors with it, you still need to have the files relating to bloodmoon and tribunal for this to work. I have 2 versions, an ESP and a ESM depending on what you want to work with, this is perfect for modders to take advantage of if yo...
3528	(Mony's) Total Conversion + Chargen +Extras (base)	Total Conversion	MMH	84-6618	Monydragon	2010-11-26	<p>The Elder Scrolls III Morrowind Blank Master File Version 2.0 By Monydragon Source; Rizzen</p> <p>*****</p> <p>Description</p> <p>*****</p> <p>This is a Blank Master file Which you may use if you are thinking about making a Total Conversion of Morrowind. You MUST have both Tribunal and Bloodmoon installed to use the ESM.</p> <p>*****</p> <p>Installing The Master File</p> <p>*****</p> <p>To install the ESM, unrar it into the Data Files directory You MUST have both Tribunal and Bloodmoon installed to use it</p> <p>*****</p> <p>Issues</p> <p>*****</p> <p>*2 Script compile errors, no interfernce with gameplay! *Greetings might be messed up, with werewolf dialogue" NO MAIN landmass other than the orignal.</p> <p>*****</p> <p>Using the Master File</p> <p>*****</p> <p>Load it up in the CS and make a plugin for it when done merge it with the esm (always make a backup)</p> <p>*****</p> <p>Mergeing To Master File</p> <p>*****</p> <p>Go here [b]Changelog:[/b]New in Version 1.0</p> <p>*****</p> <p>*New Chargen *New Interior Starting Point *Changed Sounds of the normal Chargen Script *Fixed most of the dialoge issue's *(fixed base scripts) *Added a Stat Editor *Added a Skill Editor *Added starting items Editor -This is perfect for a Total Conversion Base-</p>