

Id	Name	Category	Site	Link	Author	Date	Description
12969	Swiveller's Soils: Bitter Coast	Models and Textures	Fliggerty	*1040	Mr. Swiveller	2014-05-18	Swiveller's Soils: Bitter Coast V 1.0 This is a high-res texture pack for Bethesda's computer game Morrowind. It replaces ground- and bark textures used in the Bitter Coast region. Note that if you have Vurt's Bitter Coast trees installed it will replace various of their textures too. Most ...
9190	Swiveller's Sundries: Dunmer City Banners v1.0	Models and Textures	MMH	56-6938	Mr. Swiveller	2012-06-25	This is a high-res texture pack for Bethesda's computer game Morrowind. It currently replaces the Dunmer town banners, the Dunmer shop banners and the banner of House Telvanni. It does not yet replace the Vivec canton banners or the Ashlander banners. The designs are generally close to...
9189	Swiveller's Sundries: Dunmer City Banners	Models and Textures	MMH	56-14492	Mr. Swiveller	2012-06-25	This is a high-res texture pack for Bethesda's computer game Morrowind. It currently replaces the Dunmer town banners, the Dunmer shop banners and the banner of House Telvanni. It does not yet replace the Vivec canton banners or the Ashlander banners. The designs are gene...
9188	Swiveller's Structures: Imperial	Models and Textures	MMH	56-11929	Mr. Swiveller	2012-11-15	This is high-resolution texture replacer which transforms the Imperial fortresses into brickwork buildings reminiscent of fifteenth- and sixteenth-century castles. All of the textures were made by me, mostly from photographs which I took at castles and churches in the Netherlands and the UK. Note...
9187	Swiveller's Structures: Hlaalu	Models and Textures	MMH	56-11930	Mr. Swiveller	2012-11-15	This is a high-res texture pack for Bethesda's computer game Morrowind. It replaces the textures used for the Hlaalu buildings. This updated version employs the more efficient DXT1 format, reducing individual file sizes by approximately 50% while retaining image quality. No other chan...
9186	Swiveller's Structures: Dwemer	Models and Textures	MMH	56-11931	Mr. Swiveller	2012-11-15	This is a high-res texture pack for Bethesda's computer game Morrowind. It retextures the Dwemer ruins.
9185	Swiveller's Structures: Dunmer Strongholds	Models and Textures	MMH	56-11932	Mr. Swiveller	2012-11-15	This is a high-res texture pack for Bethesda's computer game Morrowind. INSTALLING Copy the *.dds files to your Morrowind\Data Files\Textures folder, and allow Windows to overwrite. I recommend backing up your textures folder first, so that you can revert...
9184	Swiveller's Structures: Daedric	Models and Textures	MMH	56-11934	Mr. Swiveller	2012-11-15	This is a high-res texture pack for Bethesda's computer game Morrowind. Most of the textures were tweaked for this new version, adding detail and, hopefully, depth. In addition, all of the files were re-encoded using the DXT1 format. This has reduced the individual file sizes by appro...
9183	Swiveller's Structures: Common Homes	Models and Textures	MMH	56-11933	Mr. Swiveller	2012-11-15	This is a high-res texture pack for use with Bethesda's computer game Morrowind. It replaces the textures, as well as a few meshes, used by the Common Homes tileset, as well as many of the wood textures that are used in and around the houses built with this tileset. Note tha...
9182	Swiveller's Structures: Cabins and Docks	Models and Textures	MMH	56-6930	Mr. Swiveller	2012-05-28	A high-res texture replacer for the cabins and wooden docks that you find on the coasts of Vvardenfell. Full credits and usage info can be found in the readme file, included with the download.
9181	Swiveller's Structures: Cabins and Docks	Models and Textures	MMH	56-6931	Mr. Swiveller	2012-05-29	A high-res texture pack for the cabins and wooden docks that you find on the coasts of Vvardenfell. Version 1.1 contains a number of minor tweaks and resolves an issue where many of the textures contained an inactive alpha layer generated by the Photoshop DDS plugin.
9180	Swiveller's Soils: West Gash	Models and Textures	MMH	56-11935	Mr. Swiveller	2012-11-15	This is a high-res texture pack for Bethesda's computer game Morrowind. This updated version employs the more efficient DXT1 format, reducing individual file sizes by approximately 50% while retaining image quality. No other changes were made. Like version 1.1 of this mod,...

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9179	Swiveller's Soils: Rocks	Models and Textures	MMH	56-11936	Mr. Swiveller	2012-11-15	This is a high-res texture pack for Bethesda's computer game Morrowind. It was designed to complement the other "Swiveller's Soils" texture packs, yet as it affects many in-game locations I decided to release it independently of the other two packs.
9178	Swiveller's Soils: Molag Amur (Red Lava Version)	Models and Textures	MMH	56-11937	Mr. Swiveller	2012-11-15	This is a high-res texture pack for Bethesda's computer game Morrowind.
9177	Swiveller's Soils: Molag Amur (Desert Version)	Models and Textures	MMH	56-11938	Mr. Swiveller	2012-11-15	This is a high-res texture pack for Bethesda's computer game Morrowind. Its aim is to change Molag Amur, the Foyadas, and Red Mountain from a land of ash and brimstone into a desert-like wasteland. Red sands and rock formations now dominate these areas, finally revealing how the age-old Vol...
9176	Swiveller's Soils: Grazelands	Models and Textures	MMH	56-11943	Mr. Swiveller	2012-11-15	This is a high-res texture pack for Bethesda's computer game Morrowind. This new version contains a new, more detailed version of tx_gl_rock_02. In addition, all of the textures were re-encoded using the more efficient DXT1 format. This has reduced the individual file sizes by approxi...
9175	Swiveller's Soils: Bitter Coast	Models and Textures	MMH	56-15217	Mr. Swiveller	2014-05-18	A high-res texture pack for the Bitter Coast, designed to go with my other retextures. Most of the photographs that were used were taken by me in a real marshland area in the Orkneys, off the coast of Scotland. Note that this will also replace the bark textures of the vanil...
9174	Swiveller's Soils: Azura's Coast	Models and Textures	MMH	56-11941	Mr. Swiveller	2012-11-15	This is a high-res texture pack for Bethesda's computer game Morrowind. It is strongly recommended that you combine this texture pack with Swiveller's Soils: West Gash as the some of the textures which it replaces are also used in the Azura's Coast region.
9173	Swiveller's Soils: Ashlands (Wasteland Version)	Models and Textures	MMH	56-11940	Mr. Swiveller	2012-11-15	This is a high-res texture pack for Bethesda's computer game Morrowind. This pack aims to retain the dark, oppressive atmosphere of the Ashlands. Please take a look at my other Ashlands texture pack if you are looking for something more pleasant & green.
9172	Swiveller's Soils: Ashlands (Green Version)	Models and Textures	MMH	56-11939	Mr. Swiveller	2012-11-15	This is a high-res texture pack for Bethesda's computer game Morrowind. Its aim is to change the terrain in the Ashland region from nasty & bleak to pleasant & green. This pack was designed for use with Max's Forested Morrowind. While the textures are in no way dependent on this mod, ...
9171	Swiveller's Soils: Ascadian Isles	Models and Textures	MMH	56-11942	Mr. Swiveller	2012-11-15	This is a high-res texture pack for Bethesda's computer game Morrowind. Note that, in addition to most of the ground textures used in the Ascadian Isles region, this pack also replaces the tree leaf textures and the textures of the giant mushrooms. This new version contains new, more ...
3409	Swiveller's Sounds	Sounds	MMH	76-5685	Mr. Swiveller	2011-09-29	This mod aims to provide a rich and engaging sound experience which has little, if any, impact on game performance, even on lower-end machines. It does this by using the 'ambient sound function' built into Morrowind to play rich, high-quality audio files which were recorded in outdoor environment...
3408	Swiveller's Immersive Sounds: MP3 Expansion Pack	Sounds	MMH	76-11928	Mr. Swiveller	2012-11-15	This mod adds the sounds of fifteen animals to Morrowind. While this is intended as an expansion pack for version 1.1 of the Swiveller's Immersive Sounds Morrowind mod, it can also be used as a standalone music replacer or add-on. Eleven of the recordings were made in Europe and Asia ...
3407	Swiveller's Immersive Sounds for Morrowind	Sounds	MMH	76-11148	Mr. Swiveller	2007-03-26	SWIVELLER'S IMMERSIVE SOUNDS FOR MORROWIND V. 1.1 Index: 1. Descr...