

Id	Name	Category	Site	Link	Author	Date	Description
9381	White Suran 1&2 plus addons	Models and Textures	MMH	56-13149	basswalker	2009-01-08	Version 2: ----- Basically the same as version 1, just uses new better looking higher resolution textures from "Vibrant Morrowind 4.0". See related mods section for a link to that. Textures by Skydye and Headless Wonder. Thanks to Skydye for pe...
9380	White Suran 1&2 plus addons	Models and Textures	MMH	56-11886	basswalker	2012-11-13	Version 2: ----- Basically the same as version 1, just uses new better looking higher resolution textures from "Vibrant Morrowind 4.0". See related mods section for a link to that. Textures by Skydye and Headless Wonder. Thanks to Skydye for permission.
9294	Unique Vos	Models and Textures	MMH	56-6607	basswalker	2010-11-14	Gives the Town of Vos a bit more uniqueness by making all the buildings/structures unique, so textures can be attached which will show up in/on Vos ONLY. Textures by grvulture, so he deserves all the credit for those. all I did was to make them a T...
9284	Unique Dren Plantation	Models and Textures	MMH	56-6604	basswalker	2010-11-13	Gives the Dren Plantation a bit more uniqueness by making all the buildings/structures unique, so textures can be attached which will show up in/on the Dren Plantation ONLY. Textures by grvulture, so he deserves all the credit for those. Outside do...
9283	Unique Dagon Fel & Addons	Models and Textures	MMH	56-6610	basswalker	2010-11-17	Gives the Town of Dagon Fel a bit more uniqueness by making all the buildings/structures unique, so textures can be attached which will show up in/on Dagon Fel ONLY. Textures for the imperial/common homes by AOF. Textures for the shacks and docks b...
9281	Unique Balmora	Models and Textures	MMH	56-14381	basswalker	2011-10-23	Description: ----- Gives the Town of Balmora a bit more uniqueness by making all the buildings/structures unique, so textures can be attached which will show up in/on Balmora ONLY. Also there are now different textur...
9212	Texture replacer for Vality's Ascadian Isles Mod	Models and Textures	MMH	56-13725	basswalker	2009-10-31	Description: ----- This replaces the textures on the leaves and barks of the trees used in "Vality's Ascadian Isles Mod". Contains 2 bark-textures and 1 leaf-texture. "Vality's Ascadian Isles ...
9039	Refined/Darkened "Faylynn's Signs and Banners" v2.0	Models and Textures	MMH	56-6582	basswalker	2010-10-27	- Reworked versions of Faylynn's Signs and Banners. - Slightly darker, to make them fit better into a not overly vibrant Morrowind. Faylynn's original versions are pretty bright, so they "stick out" way too much if you use them in a darker/grittier Morrowind. Hopefully I ...
9038	Refined/Darkened "Faylynn's Signs and Banners" v1.0	Models and Textures	MMH	56-12258	basswalker	2013-03-02	- Reworked versions of Faylynn's Signs and Banners. - Slightly darker, to make them fit better into an "unvibrant" Morrowind. Faylynn's original versions are pretty bright, so they "stick out" way too much if you use them in a darker/grittier Morrowind. Hopefully I achieved t...
9037	Refined/Darkened "Faylynn's Signs and Banners"	Models and Textures	MMH	56-14145	basswalker	2010-10-27	Refined/Darkened "Faylynn's Signs and Banners" ----- Description: ----- - Reworked versions of Faylynn's Signs and Banners. - Sligh...
8851	Mixed Mushrooms	Models and Textures	MMH	56-6611	basswalker	2010-11-20	Mixed Mushrooms ---- -- Description: (excerpt from the readme) Affects the big mushroom-trees you get to see mostly in the ascadian isles region, but also in other areas like Azura's Coast.
8533	Darker Variation of Mr. Swiveller's "Red Lava" Molag Amur	Models and Textures	MMH	56-14146	basswalker	2010-10-28	Darker Variation of Mr. Swiveller's Red Lava Molag Amur - Description: ----- Texture replacer for the Molag Amur region.
8532	Darker Variation of Mr. Swiveller's 1.0	Models and Textures	MMH	56-12011	basswalker	2012-11-18	Texture replacer for the Molag Amur region. Heavily based on Mr. Swiveller's texture pack for Molag Amur. I like his textures, but I wanted them to be darker and more saturated. So I worked on his textures to make 'em look more like what I had in mind. Wo...

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8304	Another Texture Pack - West Gash	Models and Textures	MMH	56-6576	basswalker	2010-10-23	My very first texture pack. Hooray! ^.^ ----- Another Texture Pack - West Gash ----- Description: ----- Texture replacer for...
8136	Striderports	Miscellaneous	MMH	53-15222	basswalker	2014-06-15	This mod adds shelter from the rain, benches, tables and some other clutter and misc items to ALL the strider ports in the game. Just to make them look less boring and barren. It should not interfere with ANY other mod. I have never seen another mod that altered the strider ports, which is w...
6730	Unique Maar Gan	Enchantments	MMH	33-11884	basswalker	2012-11-13	Gives the little town of Maar Gan a bit more uniqueness by making all the buildings/structures unique, so textures can be attached which will show up in/on Maar Gan ONLY. Pretty much the same as my "White Suran", in case you know that. Textures by Detritus, so he deserves ...
3556	Another Balmora	Townd and town Expansions	MMH	87-13719	basswalker	2009-10-29	"Another Balmora" Version 1.1 A modification for "The Elder Scrolls III: Morrowind" by basswalker ----- &...
2084	Roadside cabin	Houses	MMH	44-15214	basswalker	2014-05-01	Adds a little cabin for the player, along the road between Caldera and Fort Moonmoth. I built this mainly for myself and my next character, and I've never been a fan of excessive housing mods. All I want is a nice place to stay in a convenient location where I can take a break and...