

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
13467	Darknut's Morrowind Crafting 2.1 Textures	Darknut	Fliggerty	*1097	Darknut	2015-01-22	Darknut's Morrowind Crafting 2.1 Textures 1-22-2015 1. DESCRIPTION My version of the Morrowind Crafting 2.1 Textures That I made for myself. Tweaked a couple of the meshes as well Now you can ...
13110	Ice Blade of the Monarch	Darknut	Fliggerty	*41	Darknut	2011-07-26	Scratch made Ice blade Replacement By Darknut 9-11-08 version 1.1 Require Tribunal I originally released this model as a Umbra replacement but decided it was more suited to replace the Ice blade of the Monarch. I made it blue first of course & added a little shiny to the mesh. included ar...
13109	Darknuts's Greater Dwemer Ruins Volume 1	Darknut	Fliggerty	*62	Darknut	2011-07-27	DNGDR has apparently got the reputation over the years as being filled with nothing but "insta-death" traps. Nothing could be farther from the truth. Is DNGDR hard? yes. but I tried very hard to balance Exploring/traps/fighting. Are there unsurvivable traps? yes a couple but most are survivable ...
13108	Darknut's Umbra Sword Replacement	Darknut	Fliggerty	*57	Darknut	2011-07-27	New Scratch made Umbra Replacement By Darknut 11-22-07 After playing around awhile with my first Umbra sword replacement I came to the conclusion that it was a bit to slick looking to be an Orc sword. So here is version 2. included are: Brand New original Mesh & Textures just overwrite the ...
13107	Darknut's Little Weapons Mod Complete	Darknut	Fliggerty	*63	Darknut	2011-07-27	Darknut's Little Weapons Mod complete. A Weapons Mod By Darknut This mod replaces all the weapons Textures in Morrowind, Tribunal & Bloodmoon. I mostly didn't chance the look of the weapons I just tried to make a highres version of the textures but I did "tweak" a few here & there, mostly uniqu...
13106	Darknut's HD Start Menu Movie	Darknut	Fliggerty	*55	Darknut	2011-07-27	Darknut's HD start Menu 10-17-09 Version 1 This mod replaces the default start Menu with a Hi def custom version. I enjoy this ... maybe you will too. You will need to copy the bik video files from the MW install CD to...
13105	Darknut's HD Start Menu	Darknut	Fliggerty	*54	Darknut	2011-07-27	Darknut's HD start Menu 10-17-09 Version 1 This mod replaces the default start Menu with a Hi def custom version. I enjoy this ... maybe you will too. You will need to copy the bik video files from the MW install CD to...
13104	Darknut's HD splash Screens	Darknut	Fliggerty	*51	Darknut	2011-07-27	These are splash screens formatted for 1920 x 1080 Widescreen. They should work for lower res widescreen as well. Put them in Data Files/Splash/
13103	Darknut's Greater Dwemer Ruins Resource Pack	Darknut	Fliggerty	*50	Darknut	2011-07-26	Darknut's Greater Dwemer Ruins Resource Pack A Modding Resource By Darknut Jun 04 2008 This is a Modding resource only .... none of these objects are placed in the MW world. This resource consis...
13102	Darknut's Dwemer Ruin Textures	Darknut	Fliggerty	*47	Darknut	2011-07-26	Yet another texture replacement for Morrowind By Darknut 7-19-07 Updated 1-23-2010 ... added the tribunal Dwemer Textures This mod replaces all the default Dwemer Ruin textures in Morrowind & Tribunal There have been many good Dwemer texture replacements but I find I like the original rund...
13101	Darknut's Divine Domina Armor Textures 512	Darknut	Fliggerty	*64	Darknut	2011-07-27	Yet another texture replacement for Morrowind Darknut's Armor Textures: Divine Domina 512 version 10-13-07 I've had many many request for this & After a long time of trying to get in touch with Jeremy & having no luck I've decided to release my version of the DD textures to match my other ar...
13100	Darknut's Divine Domina Armor Textures 1024	Darknut	Fliggerty	*65	Darknut	2011-07-27	Yet another texture replacement for Morrowind Darknut's Armor Textures: Divine Domina 1024 version 10-13-07 I've had many many request for this & After a long time of trying to get in touch with Jeremy & having no luck I've decided to release my version of the DD textures to match my other a...
13099	Darknut's Creatures 9 Textures	Darknut	Fliggerty	*324	Darknut	2011-08-12	Yet another texture replacement for Morrowind By Darknut 1-08-08 This mod replaces the textures in Creatures 9 by Piratelord. All of the Baddies are replaced but most of the non lethal creatures have not. As always there is 512 & 1024 version of the textures Installation: Just copy the ...
13098	Darknut's Creature Textures: Bloodmoon 1024	Darknut	Fliggerty	*59	Darknut	2011-07-27	Yet another texture replacement for Morrowind 10-15-07 These are 1024 res replacement textures for all but a few of the creatures in Bloodmoon. I did all but 3 creatures ... the Raven, udyrfrykte & Werewolf are already hires so I didn't see the point in changing them. ...
13097	Darknut's Creature Textures Tribunal 512	Darknut	Fliggerty	*48	Darknut	2011-07-26	Yet another texture replacement for Morrowind By Darknut 10-10-07 These are 512 res replacement textures for all but a few of the creatures in Tribunal. Installation: Caution!! ...

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13096	Darknut's Creature Textures Tribunal 1024	Darknut	Fliggerty	*49	Darknut	2011-07-26	Yet another texture replacement for Morrowind By Darknut 10-10-07 These are 1024 res replacement textures for all but a few of the creatures in Tribunal. Installation: Caution!!...
13095	Darknut's Creature Textures Morrowind 512	Darknut	Fliggerty	*52	Darknut	2011-07-27	Yet another texture replacement for Morrowind 10-9-07 These are replacement textures for all but a few of the creatures in Morrowind. (not Tribunal or Bloodmoon) The few that I didn't do were either because I didn't like what I came up with or in a couple of cases the were Mods available th...
13094	Darknut's Creature Textures Morrowind (1024)	Darknut	Fliggerty	*323	Darknut	2011-08-11	Yet another texture replacement for Morrowind 10-9-07 These are 1024 res replacement textures for all but a few of the creatures in Morrowind. (not Tribunal or Bloodmoon) The few that I didn't do were either because I didn't like what I came up with or in a couple of cases the were Mods ava...
13093	Darknut's Creature Textures Bloodmoon 512	Darknut	Fliggerty	*58	Darknut	2011-07-27	Yet another texture replacement for Morrowind 10-15-07 These are 512 res replacement textures for all but a few of the creatures in Bloodmoon. I did all but 3 creatures ... the Raven, udyrfrykte & Werewolf are already hires so I didn't see the point in changing them. ...
13092	Darknut's Creature Textures addendum 512	Darknut	Fliggerty	*45	Darknut	2011-07-26	Yet another texture replacement for Morrowind 10-19-07 This is an addendum to the creature textures I recently released. It includes a few I missed the first time around & a couple redo's 1024 & 512 res versions ...
13091	Darknut's Creature Textures addendum 1024	Darknut	Fliggerty	*46	Darknut	2011-07-26	Yet another texture replacement for Morrowind 10-19-07 This is an addendum to the creature textures I recently released. It includes a few I missed the first time around & a couple redo's 1024 & 512 res versions ...
13090	Darknut's Companion Mod	Darknut	Fliggerty	*44	Darknut	2011-07-26	Darknut's Companion Mod Version 1 9-3-09 This is a companion I used to test "companion" compatibility of DNGDR. Selene is a level 15 Breton Battlemage that is a Blades Operative. She can be found in the Balm...
13089	Darknut's Better Clothes Textures	Darknut	Fliggerty	*66	Darknut	2011-07-27	Darknut's Better Clothes Textures Version 1 By Darknut 4-1-09 Calislahn gave me permission to edit the Better Clothes textures.... So here they are Tweaked to My liking ... use them if you want ...
13088	Darknut's Armor textures: 512 Version	Darknut	Fliggerty	*61	Darknut	2011-07-27	Yet another texture replacement for Morrowind By Darknut 6-23-07 This mod replaces all the default armor textures in Morrowind, Tribunal & Bloodmoon. Though these textures are much higher detailed than the originals none are larger than 512 x 512. I did much more than just "sharpen" these t...
13087	Darknut's Armor Textures (1024)	Darknut	Fliggerty	*325	Darknut	2011-08-12	Darknut's Armor textures: 1024 Version 1.1 By Darknut Updated 9-29-07 I tweaked the DDS compression so now the file size is smaller by 1/2 .... Quality should be the same. Also I added the Fist of Randagulf ... I missed them somehow in the first release.
13086	Darknut's Adamantium Claymore	Darknut	Fliggerty	*43	Darknut	2011-07-26	ADamantium Claymore Replacement By Darknut 9-14-08 I Never liked the Vanilla adamantium weapons in MW so here is My version. vERSION 1.1 removed the Env Map ... decided I didn't like it. Made the skull a mesh Tweaked the textures a bit included are: Brand New Mesh & Textures
13085	Darknut's 1st Person Helms	Darknut	Fliggerty	*56	Darknut	2011-07-27	1st Person Helm View version 1.1a a MGE mod by Darknut, with alot of help from Timeslip. This patch that replaces the shader Textures only. just Overwrite the current textures with these. I've modified the view area of most of the helm based on feedback I have gotten from users. Most shou...
13084	Darknut's 1st Person Enhanced	Darknut	Fliggerty	*60	Darknut	2011-07-27	Darknut's 1st Person Enhanced By Darknut 2-14-16 Version 2.1 This mod replaces the 1st person animations with the 3rd Person animations. The affect is more realistic 1st person. Clothes & Armors now show in 1st person view. ( no legs or feet ... yet ) If you like more realistic game pla...
13083	Carrot Weapon Mod	Darknut	Fliggerty	*42	Darknut	2011-07-26	Darknut's Carrot Weapon Mod Thats right I said Carrot 8-03-08 Its a little known fact that wild Ash Carrots can be used as a