

ID	Name	Category	Site	Link	Author	Date	Description
12620	Skullcrusher Skin	Resources	MMH	55-8086	Dekkon & Nomad_17	2002-06-18	
12619	Free Model Set #2	Resources	MMH	55-8340	coodiak	2002-08-13	A model of a carrying bag slung over the right shoulder. Uses up the right pauldron armor space. More for effect and NPC appearance.
12618	Missing Wall Piece	Resources	MMH	55-8527	Beardo	2002-11-15	Here is a missing static wall piece NIF(common stone theme) uses stock tex Install instructions and full credit in readme
12617	TF_7 New Tapestries	Resources	MMH	55-8542	TextureFreak	2002-11-18	This one adds 7 new textures for the common tapestries. They are more classic this time. I hope you like it.
12616	Bloodpool	Resources	MMH	55-8786	Lord Gabryael	2003-04-07	Simply retextures the muck pond into a blood pool, so that you can make ponds, pools, and even waterfalls of dark red blood. The models are NOT used in a mod, but are here to be used by others.
12615	Sylvan Houses	Resources	MMH	55-8079	Soulshade	2003-08-08	This is a set of 5 Sylvan house models, complete with interiors. The sizes range from a small hut to a large manor.
12614	TF_Fireplace Replacer	Resources	MMH	55-7797	TextureFreak	2003-09-22	This mod replaces most of the in nord fireplaces with four retextured versions. You can find these retextured version in Caldera, Dagon Fel, Pelagiad and Seyda Neen. I will update this mod in the future and fix all standard MW houses that do have chimneys but mysteriously don't have a fireplace i...
12613	Dracus' Mortar & Pestle Model	Resources	MMH	55-7833	Dracus Dragani	2003-09-29	Included here is an original mortar and pestle model for use in mods along with an icon file for use as an item. If you want to see what it looks like then go to my website: Morrowind Dimensions http://phobos.ramapo.edu/~fzazulka/misc.htm
12612	Dracus' Tree Model Pack	Resources	MMH	55-7830	Dracus Dragani	2003-09-29	Included here are 3 original tree models for use in mods - all one style of tree with 3 variations. These trees were originally made for a tree replace mod that I was working on but it never got finished, so these are the models that I have left from it. If you want to...
12611	Dracus' Umbrella Model Pack	Resources	MMH	55-7822	Dracus Dragani	2003-09-29	Included here are 4 umbrella models with 2 styles...a common style and a beach style umbrella. Each style has both an open and a folded umbrella model I originally created these models for a mod that made NPCs equip an umbrella when it rains, doing this by making the op...
12610	Retextured Halberd	Resources	MMH	55-7909	Cid88	2003-10-15	A modders resource to be used in any mod, as long as you give me credit. A nicely retextured halberd.
12609	Retextured Warhammer	Resources	MMH	55-7908	Cid88	2003-10-15	Just a retextured warhammer for a modder's use. You can use it in your mod, as long as you give me credit.
12608	Oriental Blade and Saber	Resources	MMH	55-7902	Cid88	2003-10-15	Two retextured weapons, an Oriental Blade, and a duel saber intended for modders only. You can use it in a mod and publish it, as long as you give me credit.
12607	Ceremonial Blade Texture	Resources	MMH	55-7896	Cid88	2003-10-15	Simply a retextured weapon with very nice details. Can be used as a sword or a dagger, depending on the modder's choice. Note: This is a modder's resource, not a mod. You'll have to insert it into a mod yourself. You can use it in any mod, as long as you gi...
12606	TF_Sand Land Textures	Resources	MMH	55-9341	TextureFreak	2004-03-14	I've had these 6 sand land textures sitting on my harddisk for way too long so now I finally found the time to edit them and make them ready for departure. The textures are 256 x 256 in size and I edited them a long time ago when I had a much slower system so they are somewhat l...
12605	Tolkar Dai-katana	Resources	MMH	55-9411	Tolkar	2004-03-29	New retextured Dai-katana, it's in the vicinity of Wayn at Balmora Fighters Guild. This is one of my first plugins, enjoy. This plugin can be used by any modders in their mod, just give me credit.
12604	TF_Velothi Tileset update	Resources	MMH	55-7589	TextureFreak	2004-05-30	This little update replaces the texture TF wall V01.dds from the TF velothi tileset mod (01) with a better tiling texture. Texture has been improved by Kiriell. For more info please read the readme file included with the update.
12603	The Imperial Meshes Pack	Resources	MMH	55-9599	Alcar	2004-07-07	Here are some meshes in imperial style. This pack adds 51 new meshes for imperial castles like a drawbridge(with script and lever), interior and exterior windows, interior stair, exterior illuminated windows and some other interesting meshes. There are some examples in ...
12602	Cultist Resource Pack	Resources	MMH	55-7720	Astion	2004-07-11	This is a simple package that contains my first retextures for Morrowind. 1 Retextured Morag Tong robe (Black, silver and blue jewels) 1 Retextured Daedric Crescent (Darker blade, red silhouette symbol on hilt) 1 Retextured Templar Pauldron mes...
12601	The Daedric Statue Replacer Pack	Resources	MMH	55-9642	Astion	2004-08-01	This plugin will replace the meshes and textures of all the Daedric statues in the game. In addition, the eyes of the "Talker" statues are now glowmapped with unique colours for that eerie sense of supernatural presence. There are three different styles of statue: Gold...
12600	NPC Spelling List	Resources	MMH	55-9678	Vysion	2004-08-22	This mod is my first - and it is not even a mod. Instead it is a spelling list I culled from a file sent to me by Om on the elderscrolls.com forums. Of course, the text itself is from Bethesda. All I did was take the NPC master list and shrink it down to hav...
12599	Flora additions v1.01	Resources	MMH	55-9760	Greybeard	2004-09-05	There is not enough beauty in Morrowind! At least not enough for modders, eh? Well, to help to alleviate that problem, I've added variations of a number of Bethesda's plants. Where there was one variation each of flora_plant_01 ..._04, there are now 5 or six. There are also quite a few variation...
12598	Crom's Blade	Resources	MMH	55-9833	Schwaa	2004-09-29	I made this sword for a Thief mission I made, and thought others might like it as well. Please see readme for install how-to, as it is a modder's resource, not in the game at present and needs to be added to the CS
12597	Wooden Armor Mannequins Resource	Resources	MMH	55-7907	ReflectionN	2004-12-06	Every now and then a question comes up on the Elderscrolls Forums about wooden armor mannequins and how to make them. I've created this little resource mod to enable people to make their own wooden armor mannequins. This mod is just a modder's resource. It contains no esp fi...
12596	Simple Mannequins v1.3	Resources	MMH	55-8114	Bell-chan	2005-02-01	This plugin adds placeable mannequins for use in your own mods. There are male and female mannequins for each race and a practice dummy. The mannequins can be found under the NPCs with the IDs "bc_mannequin_[race][gender]" and the inventory items are under the Misc Items with IDs...
12595	Coil of Rope	Resources	MMH	55-9562	Stabbey_the_Clown	2005-02-06	It doesn't do anything. It adds a miscellaneous item, a pickuapable coil of rope to the game. It has no purpose. It is a resource for modders only.
12594	Realistic Grass	Resources	MMH	55-9747	Geonox	2005-03-29	This is the animated and static version of the grass models. The grass will move ingame however tga/transparat textures and animated textures will slow the game down. If you have trouble viewing Balmora I suggest you use the non animated [static] version. This is a modders re...
12593	Creepy Voices	Resources	MMH	55-7591	Moosa	2005-03-29	It's just some new sounds I recorded them with my voice for modders to use to add some new sounds to creatures they create or for the others. Has 4 folders and every one has three sounds similar to each other. 1 of them looks like a skeleton or an ancestral ghost.

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12592	Transparency Test	Resources	MMH	55-9401	RX31	2005-04-21	I created this mod to demonstrate the many transparency settings which are available for the Tes Shader, Transparency Modes, Advanced in the TesExporter. I've made this pretty much for my own purpose to find just the right transparency. Morrowind is all that is required...
12591	Dwemer Vertical Shaft Meshes	Resources	MMH	55-9162	pianomanDylan	2005-05-01	Dwemer style meshes, meant for vertical movement. (hence the name vertical shaft). Very small files, Includes shaft, shaft extrude, top, endcap, platform, and every combination of exit style for the extrude (1, 2A, 2L, 3, 4). Total of 10 meshes
12590	Smighter	Resources	MMH	55-9008	Ivan Arnochik	2005-05-16	The mod contains 5 files: 4 textures "*.bmp" and one "*.nif" file called "Smighter". There is nothing special about the file, simply model and textures for a new weapon.
12589	The Arched tile set	Resources	MMH	55-8659	Oom Fooyat	2005-05-19	This is a basic indoor tile set with tiles for hallways and ?single hight? rooms. The set is based on arched ceilings and smooth walls with a border. This releas is a set of nif-files only.
12588	Dwemer Platform Pack	Resources	MMH	55-8432	pianomanDylan	2005-05-19	All dwemer textures, there are 6 meshes: 512 platform, 256 platform,beam, 512 beam, a beam clamp, and a pipe-column. They are all highly compatible with each other, and I had fun playing with them when I finished. And like the last meshes I made, the file is so small it would b...
12587	Rays of Light	Resources	MMH	55-8307	Qarl	2005-05-22	new meshes for modders. 3 styles of 5 colors of light rays. Glow-mapped. No collision. Not placed in game.
12586	Silver Katana	Resources	MMH	55-9302	VagabondAngel	2005-05-28	This is primarily intended as a resource but includes the .esp I use for my own game, which adds the new mesh (Hissoy mesh with more traditional tsuka) as a Silver Katana to levelled lists. One is also for sale at Alusaron's - one of the smith's in Vivec Foreign Quarter.
12585	Pearl Light Resource	Resources	MMH	55-9888	Redguard_Slayer	2005-06-02	This is a Modders Resource, meaning that it can be used in whatever way you wish, place it in you mod, retexture it, whatever. All I ask is that you give me credit for the mesh if you release your work. The Pearl is glowmapped, and has been positioned so that it can be ...
12584	Sword and Sheath	Resources	MMH	55-9739	E1team	2005-06-13	This is another version of the sheath and sword I meshed recently. Only now I have added a serpent blade and made some retexturing. This plugin includes meshes of a sheath and a sword. I made an esp file but it doesn't add the sheath and sword to the game it's m...
12583	Archer Tapestries	Resources	MMH	55-9979	Craigor	2005-06-27	Only textures included in this. Textures are 256x512 and should work with your standard tapestry mesh or any other vertical hanging meshes. Feel free to use these textures in any mod you wish. If you do use them in a released mod, just add me to your credits or something. Enjoy!
12582	Legato's Akaviri Resource Pack	Resources	MMH	55-9969	Legato	2005-07-01	
12581	Sword of Kahless v1.0	Resources	MMH	55-9768	Jerothac	2005-07-02	This mod adds the Sword of Kahless to the construction set. I did not make this mod, and if Katana3DG shows back up, then I will take it down. A really excellent version of the Bat'leth from 'Star Trek'
12580	All stronghold non-equipping transport ring	Resources	MMH	55-10055	Torch654	2005-07-13	After you get your stronghold started go to the shabby bedroll in the census office in Seyda Neen. The ring will be in the small chest over the bedroll. When equipped a message box asks which stronghold you want to go to, when you pick one the ring go's back in your inventory wi...
12579	Clothing Change	Resources	MMH	55-9940	Geofizz	2005-07-25	A modders resource consisting of several scripts allowing an NPCs or mannequins clothes/armor to be changed on the fly by a player in game.
12578	Katana3DG's Fang of Baelin	Resources	MMH	55-9619	Jerothac	2005-07-29	The Fang of Baelin is another creation of Master Weaponsmith Kit Rae. I have altered the design slightly to make it look more useful in the game. Note: I have not yet figured out how to link a different animation to the use of this weapon, so the standard a...
12577	Psychedelic Mushrooms v1.0	Resources	MMH	55-9640	Qarl	2005-08-09	sizes of 3 different mushroom shapes for a total of 9 meshes. They're alpha channel enable (translucent) and glow mapped (glowy).
12576	TF_Bead Curtains	Resources	MMH	55-10076	TextureFreak	2005-08-11	This small modders resource includes 3 different bead curtain styles. Each of these 3 styles have 2 different models. There is one style fit for the bigger halls, one for the common doorway and one for the common windows. The models have no collision detection meaning t...
12575	Daedric Scimitar	Resources	MMH	55-10120	JediKnight	2005-08-31	The mod adds the Daedric Scimitar to the usual Dremora Lord and Golden Saint leveled item lists. The weapon is unenchanted, but there is also an enchanted one you can find near one of Malacaths statues. This is a noncheat mod; my first fully-functional, actually. It oughtta fill your...
12574	Blank Level List	Resources	MMH	55-10133	TrevorDemented	2005-09-21	This is a set of ESPs that have blank level lists or level list that are set for creatures or NPCs to spawn at a certain level. The totally blank level list spawn at level zero and in the ESPs name you tell what level setting is for spawning enemies. This is the b...
12573	Imperial Style Museum Displays	Resources	MMH	55-10140	Heremod Production	2005-09-25	This is not a mod, only a modders resource. This adds new textures for two static objects in Tribunal add-on: Furn_museum_display_01 and - Furn_museum_display_02, located in cell Mournhold, Museum of Artifacts. Textures are designed to be used w...
12572	Clothing mesh collection for BB\, Male coat add-on	Resources	MMH	55-10153	NioLiv	2005-09-27	This is an add-on for my previously released clothing mesh collection for Better Bodies. The pack contains two variations of a plain coat and a shirt in the same style, which can be worn underneath the coats. All meshes are suited for male characters only. All models co...
12571	Stone Animal Statues	Resources	MMH	55-10158	dongle	2005-09-28	Three of the Bloodmoon animals ? Bear, Boar, and Wolf ? re-realized as stone statues. Nice decorations for any rustic home. The wolf is available in three poses. This is a pack of models only, no playable mod is included.
12570	Printing Press	Resources	MMH	55-10152	dongle	2005-09-28	An antique style letterpress. Mass-produced books are found all over Morrowind, even a newspaper publisher in Mournhold, yet you never see a printing press? No more. This is a model only, no playable mod is included
12569	Druids Staff	Resources	MMH	55-10148	dongle	2005-09-28	A mystical staff. Partly natural growth, partly formed by magics. Only the most powerful of Druids could hope to wield one. Some of the staffs have been empowered with growing leaves, some with tree-pods, look closely and one can behold the life force pulsing within...
12568	Chinese Junk	Resources	MMH	55-10104	dongle	2005-09-28	A basic model of a Chinese Junk sailing ship. One exterior, and one interior, model are included. Lower polygon count than my Galeon model, but not as detailed. This is a pack of models only, no playable mod is included.
12567	Canopy Bed	Resources	MMH	55-10097	dongle	2005-09-28	A luxurious swirlwood bed, with a fine white lace canopy. Suitable for the finest bedrooms in Vvardenfell. This is a model only, no playable mod is included.
12566	MWEdit Template Data Maker	Resources	MMH	55-10215	Malic	2005-11-07	This program was designed for one purpose: to convert the tab delimited files output by The Elder Scrolls Construction Set(TECS) into comma separated value (CSV) files that can be used by MWEdits Script Template feature. Excell or some other spreadsheet software will p...

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12565	The Skinky sharpshooters Dark elf Head	Resources	MMH	55-10260	The Skinky Sharpshooter	2005-11-14	This is a modders reasource. It has a dark elf head mesh and texture. This is just one of my experiments with NIFtexture.
12564	Beastbane v1.1 aka Narcatas' Maces	Resources	MMH	55-10164	Narcatas	2005-11-14	This mod contains two spiked clubs. The IDs in the editor are Narcatas_Mace_1 and Narcatas_Mace_2. If you want to use this mod in-game, open your console, mark your character and type: additem Narcatas_Mace_1 1 Enjoy!
12563	Clocktower v1.1	Resources	MMH	55-10241	Charon the Hand	2005-11-18	This mod contains an analog clock that tells in-game time. Set up in a new cell called clocktower for modders, or if ou want to see it in game, there is another clock on top of Vivecs Palace. 1.1 A bit better scripting, fixed a time reset bug when you sleep/rest past midnight in the cell with the...
12562	Cypherous Weapons !beta!	Resources	MMH	55-10254	Booshanto	2005-11-28	This is a mod that adds some nicely retextured weapons and a weapons mearchant in Seyda Neen, they are not really balanced well, so you will have to judge me on that one.
12561	Vixen Vega's Arched Tileset	Resources	MMH	55-10274	Vixen Vega	2005-12-13	This is a re-texture of Clavis's Arched Tileset #4 originally modeled by Oom Fooyat.
12560	Hoss' Armor Display Case	Resources	MMH	55-10297	Hoss	2005-12-18	One display case, consisting of two parts: Glass and Case. Made with swirlwood texture and my glass texture. You are free to use it in your mods. The way I used them (might be a better way, i guess...): Put both parts as static and arranged them together...
12559	MJY Robot Companions	Resources	MMH	55-10296	Mighty Joe Young	2005-12-18	This mod contains robots and some slaves of Morrowind. There is a "book" that tells the story, also how much they cost (2000 g each). The meshes: some are from my Seaquest mod, but some are modified also. New ones have been added, new textures for some. You can get...
12558	Winter Wonderland Resource Pack	Resources	MMH	55-10293	Geonox	2005-12-18	This mod only adds snow in three different areas; Ald-ruhn, Balmora, and Ebonheart This mod is basically a resource pack to add snow in Morrowind for those who don't have Bloodmoon. Merry Christmas!
12557	Vixen Vega's Plain Tileset	Resources	MMH	55-10301	Vixen Vega	2005-12-20	Two simple retextures of the common plain tileset.
12556	Exterior Hlaalu Tile Set for TES3 - Houses v1.01	Resources	MMH	55-10305	Oom Fooyat	2005-12-21	This is a modular tile set that mimics the exterior Hlaalu architecture and is primarily a modders resource. The main purpose of the set is to make it possible to recreate Hlaalu houses in TES4, but it has showed itself quite useful in TES3 too. The release contains 105 new objects i...
12555	Modder's Font Pack	Resources	MMH	55-10309	Tarnsman	2005-12-23	A collection of freeware fonts offered as modding resource, and as a way to distribute the Olde English font which is used in the Empirical Morrowind webpage [http://www.mwmythicmods.com/realism.html]. There is a total of 53 fonts in this pack including the Obilivon fonts for Mo...
12554	Glass Weapons Pack	Resources	MMH	55-10339	Sypron	2006-01-11	Three new Glass weapon meshes retextured from old ones. includes mace, longbow and wakazashi. no esp file included.
12553	Raven Scimitar	Resources	MMH	55-10344	TIMorrowind Modding Team	2006-01-12	The sword itself is not in game, but it is in esp file, meaning you will have to use the additem command to add the sword. There is also a ring that goes with the sword. Same deal with the ring, you need to add the ring and sword to your inventory through the console. He...
12552	Alpha/Glow Mapped Horses v1.2	Resources	MMH	55-10370	Psymoniser	2006-01-25	[Newly Added Nightmare] Newly Added Nightmare This contains alpha channel and glow map enabled horse meshes as a modders resource. I just used Caits horse meshes and added the alpha channel and glow map using NIBLE (NetImmersive Block Editor). They have just been sat on my Hard Drive for a month or two so I thought I'd release them as a Modde...
12551	Feeank Resource Island for Modders	Resources	MMH	55-10452	Feeank	2006-02-27	This mod adds 2 exterior cells (-18,5 and -17,5) and 3 interior cells. No transportation is provided, you'll have to use the console, swim or levitate. If you plan to get there without console go to Khartag Point and from there swim SouthWest for a few minutes, It should be a bit difficult to fin...
12550	Development Training	Resources	MMH	55-10479	Jason A. Parker	2006-03-10	Have you gotten tired of changing your character's stats to test mods? Don't like having moded stats not line up with in game leveling? This mod adds a room to the Seyda Neen Census & Excise Office that contains master trainers for all skills, a place to rest for level-up, and a gold ...
12549	Combat Detector	Resources	MMH	55-10482	Burning Thunder	2006-03-11	This mod shows modders how to detect when someone is in combat. So far there has been no known way to do this. So this may be useful for scripters who want to make things happen when someone is in combat. For extra details, see the readme.
12548	Silver Flame Armor	Resources	MMH	55-10526	Kieve	2006-04-04	Originally my answer to a [REQ] thread by Adanorcil. He was looking for a guard's cuirass, and ended up receiving a full suit of armor, plus a weapon with a sheathing script. However, the mod it was offered to has long since disappeared from the radar, to my knowledge. Or perhaps it w...
12547	Alternate Werewolf Textures v1.1	Resources	MMH	55-10541	Psymoniser	2006-04-13	[Alternate Textures] Alternate Textures This is a Resource, it contains 9 colour variations of the Bloomoon Werewolf textures. This is to allow people the choice of what they would like their Werewolves to look like. The image on this page shows 6 of the 9 colours, the others being slight variations on black, grey, and brown/red, howev...
12546	Imperial Sabers	Resources	MMH	55-10551	Southern_Convert	2006-04-19	TL_Cellar_tileset by Wildman aka Trey Leavens Update: In the coming weeks, I will be working on a continuation of this saber pack. The original Imperial Sabers will be included, along with it's own values. Others will come, and all w...
12545	Easter Eggs	Resources	MMH	55-10552	Horodnic Dragos	2006-04-20	This is a modder's resource and anyone is free to use it. For more information read the readme.txt file. I made this to add some easter athmosphere.
12544	Marble Textures	Resources	MMH	55-10561	CJW-Craigor	2006-04-24	This is a modders resource. Adds new marble textured interior cells (based on in_c_stone meshes). No .esp so you'll have to add them yourself. Full ReadMe included with download.
12543	TL_Cellar_Tileset v1.0	Resources	MMH	55-10563	Wildman	2006-04-27	TL_Cellar_tileset by Wildman aka Trey Leavens Inspired by a request from Craigor I built a cellar door entrance for the exterior of houses, which then needed an interior piece for the way back out, so came into being a si...
12542	Glowing Blade	Resources	MMH	55-10610	A.Zunder	2006-06-06	This is a Modders resource. It contains one Model of a Sword with a glowing effect. One of my first mods, so any criticism is welcome.
12541	Ashlander's Fury Sword v3.0	Resources	MMH	55-10627	WildKarrde	2006-06-15	This is a MODDERS RESOURCE, but it also has a playable esp. If you use the playable version the sword can be found in the Ashkhan's Yurt in the Erabenimsun Village. Changelog: **Update** V2.0 - Made the sword a bit larger and lengthened the blade a bit...
12540	Slartibartfast's Seamless Textures v1.0	Resources	MMH	55-10639	Slartibartfast	2006-06-24	[SBF Algae 1.dds] SBF Algae 1.dds This is a modder's resource pack containing 30 seamless textures made by me. 12 of them are from photographs I took myself, whilst the remainder were extracted from freeware photo resources, downloaded from the internet. This pack is not a texture replacer and you will need to rename the textures...
12539	Heart of the Zainab (Cutlass/Scimitar)	Resources	MMH	55-10648	WildKarrde	2006-06-28	sword mesh and textures. A test .esp is included which adds 1 copy to the Zainab Ashkhan Yurt.

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12538	Slartibartfast's Seamless Textures 2 v1.0	Resources	MMH	55-10651	Slartibartfast	2006-06-29	[SBF Rock 6.dds + SBF Stones 3.dds] SBF Rock 6.dds + SBF Stones 3.dds This is a modder's resource pack containing 30 seamless textures made by me. 2 of them are from photographs i took myself whilst the remainder were extracted from freeware photo resources, downloaded from the internet. This pack is not a texture replacer and you will need to rename the textures a...
12537	Dialogless Companion template	Resources	MMH	55-10666	Flycatcher	2006-07-09	Dialogless companion template. This is a small project I made wile working on another project and must be considered a beta [b]What is it?[/b]> Well it's a script - with it you can create your own companion in TECS b...
12536	Phijama's Bits and Bobs Resource	Resources	MMH	55-10700	Phijama	2006-08-01	This is a modder's resource by Phijama. It adds nineteen item: 5 bowls, trays, 5 plates, 3 drums and a lute. All new meshes and textures. These are for any modder to use in their projects, please consult the readme for any questions.
12535	Phijama's Bow Resource	Resources	MMH	55-10701	Phijama	2006-08-02	This resource contains nine bows. All except one are based on modern/historical bows (1 Recurve, 2 Compound, 1 Short, 1 Asymmetrical, Hunting) along with one fantasy warbow with special animations. There are also a number of new arrows designed to compliment these bows. ...
12534	PS Furniture Statics v1.0	Resources	MMH	55-10705	Kiriell	2006-08-05	This module came about while learning how to reskin and how to use PaintShop Pro. It contains official Morrowind and Tribunal items, reskinned. Most of the textures are from Morrowind or Tribunal. Some are modified from those, maybe rotated or resized. Others are created from photos of my carpet,...
12533	Sextant and Shovel	Resources	MMH	55-10710	Starcon	2006-08-06	Adds sextant and shovel models; the shovel can also be used as a weapon.
12532	Trunks and Chests	Resources	MMH	55-10709	lochnarus	2006-08-06	A new model of a trunk/chest, with 5 variations of textures and 2 sizes for each texture- a large trunk, or a smaller chest. You can retexture the model very easily with the simple template it has.
12531	Starcon's Chests	Resources	MMH	55-10729	Starcon	2006-08-08	And yet more chests. Two kinds here, one is with Qarl's Gold Texture.
12530	Starcon's Reflection Mapped Chests	Resources	MMH	55-10728	Starcon	2006-08-08	More chests.
12529	Starcon's Chests\, Glowmapped	Resources	MMH	55-10727	Starcon	2006-08-08	Starcons Glowmapped chests
12528	Starcon's Animated Chests	Resources	MMH	55-10735	Starcon	2006-08-10	DESCRIPTION Starcon5 made these beautiful chests, and Qarl made the gold retexture. I put the two together, and also used Max aka NOBODY's gold coin textures to give the stacks of coins a better gold look. Max aka NOBODY was wonderful, and made reflectiv...
12527	KEY-E01_Espace-Addon	Resources	MMH	55-10747	Clavis	2006-08-15	This pack adds doorjambs for almost all architectural types in Morrowind to the E01 Espace tileset. Also a couple of sounds for the doors. These door sounds have been added to both the door object and the (door)activator script. Doorjamb types: Common Arched &...
12526	KEY-A07_Arched	Resources	MMH	55-10746	Clavis	2006-08-15	A reskinned version of Oom Fooyat's Arched tileset (which is interiors only) using black, red, and gold marble textures. Very rich looking. Cleaned using TESTool. Pictures available HERE
12525	KEY-A06_Arched	Resources	MMH	55-10745	Clavis	2006-08-15	A reskinned version of Oom Fooyat's Arched tileset (which is interiors only) using terra cotta and blue marble with some grey elements. Cleaned using TESTool.
12524	KEY-E01_Espace	Resources	MMH	55-10744	Clavis	2006-08-15	This modders resource is a reskinning of OraNN's (www.wiwilland.com) Espace tileset. Cream marble, red sandstone, purple metal and purple mosaic tile floor. There are two doors. one is a regular door (for teleporting between cells) and a scripted activator. The activator door is pretty nifty. The ...
12523	KEY-Crystal_Eggs_01 v1.0	Resources	MMH	55-10751	Clavis	2006-08-16	This is a modders resource with a large collection of crystal eggs. The textures are based on the pictures of loose gems on Ebay's Gem section. The colors have NOT been tweaked. Pictures available HERE They are set up as Activators since I haven't made icons for them yet...
12522	KEY-A08_Arched	Resources	MMH	55-10750	Clavis	2006-08-16	A reskinned version of Oom Fooyat's Arched tileset (which is interiors only) using ornately carved tan stone textures. Cleaned using TESToo...
12521	KEY-A05_Arched	Resources	MMH	55-10749	Clavis	2006-08-16	A reskinned version of Oom Fooyat's Arched tileset (which is interiors only) using dark grey carved stone textures. Pictures available HERE Cleaned using TESTool. ESP included
12520	KEY-Medallions_04	Resources	MMH	55-10763	Clavis	2006-08-21	This is a Modder's Resource. It consists of medallions that are good for adding that extra something to floors, ceilings, walls, or gardens. There are 50 wood designs in this pack. NIFs for both large and small sizes of each are included.
12519	KEY-Medallions_03	Resources	MMH	55-10762	Clavis	2006-08-21	This is a Modder's Resource. It consists of medallions that are good for adding that extra something to floors, ceilings, walls, or gardens. There are 50 wood designs in this pack. NIFs for both large and small sizes of each are included.
12518	KEY-Medallions_02	Resources	MMH	55-10761	Clavis	2006-08-21	This is a Modder's Resource. It consists of medallions that are good for adding that extra something to floors, ceilings, walls, or gardens. There are 50 tile & stone designs in this pack. NIFs for both large and small sizes of each are included.
12517	KEY-Medallions_01	Resources	MMH	55-10760	Clavis	2006-08-21	This is a Modder's Resource. It consists of medallions that are good for adding that extra something to floors, ceilings, walls, or gardens. There are 50 stone and tile designs in this pack. NIFs for both large and small sizes of each are included.
12516	KEY-E03_Espace	Resources	MMH	55-10759	Clavis	2006-08-21	This modders resource is a reskinning of OraNN's (www.wiwilland.com) Espace tileset. It's red-brown walls, sodalite pillars, blue tile floors, and gold-leaf trim. This set was inspired by Vagashan's D'ni work. There are two doors. one is a regular...
12515	Throwing Weapons	Resources	MMH	55-10764	Wierdoom	2006-08-22	This mod adds a throwing version of every none artifact spear and war axe in the game. They have the same stats as spears and war axes and you can find them in a chest in Ra'virr's shop beside his bed.
12514	Glass resource	Resources	MMH	55-10843	Redguard_Slayer	2006-10-19	Glass Wall by: Redguard_Slayer This is simply a big pane of glass, intended as a modders resource. Feel free to use as you wish, just please give me a mention in your
12513	KEY-A04_Indoril	Resources	MMH	55-10846	Clavis	2006-10-20	A reskinned version of the Indoril/Mournhold interior models in golden wood and gold leaf. Loaded into an ESP for your convenience.
12512	KEY-C02_Arched	Resources	MMH	55-10854	Clavis	2006-10-21	This resource pack is a reskinning of Oom Fooyat's Arched tileset to match the red-gold wood, sandstone paving and bronze trim used in my C02_Common (Extended) Resource Pack.
12511	KEY-C02_Common (Extended)	Resources	MMH	55-10853	Clavis	2006-10-21	This resource pack is a combination of the regular Common interior architecture with Alcar's modular pieces, Nubux's terrace & balcony pieces, and Wildman's cellar doors. All reskinned in cream plaster, red-gold wood, and golden sandstone paving. There is a subset of tiles with ston...
12510	KEY-E03_Arched	Resources	MMH	55-10852	Clavis	2006-10-21	This modders resource is a reskinning of Oom Fooyat's Arched tileset. Red-brown walls, sodalite pillars, blue tile floors, and gold-leaf trim. Vagashan's D'ni Palais mod is the inspiration.
12509	KEY-B02_Hlaalu Exteriors	Resources	MMH	55-10851	Clavis	2006-10-21	A reskinning of the Hlaalu exteriors in grey plaster/concrete and green bronze tile with Limestone trim, tile, and flagstones. Matches the B02_Arched and B02_Brannoran tilesets.

Id	Name	Category	Site	Link	Author	Date	Description
12508	KEY-B02_Brannoran	Resources	MMH	55-10850	Clavis	2006-10-21	A reskinning of MuzikMan's Brannoran tileset. Exterior tiles are in grey plaster/concrete & green bronze tiles. Interiors are in the same plaster/concrete with bleached wood and a nice bronze tile. Clean and restful looking. Pictures available...
12507	KEY-B02_Arched	Resources	MMH	55-10849	Clavis	2006-10-21	A reskinning of Oom Fooyat's Arched tileset in grey plaster/concrete and green bronze tile with Limestone trim, tile, and flagstones. Matches the B02_Hlaalu Exteriors and B02_Brannoran tilesets.
12506	KEY-B01_Brannoran	Resources	MMH	55-10848	Clavis	2006-10-21	A reskinning of MuzikMan's Brannoran tileset. Exterior tiles are in cream stucco and red-gold tile with bronze trim. Interiors are in cream marble with wood and a nice bronze floor tile. Quite nice really. Pictures available [url=http://s5.photobucket.com/albums/y196/Clavis/Morrowind...
12505	Unique Imperial Textures - Ebonheart	Resources	MMH	55-10847	Desertrat	2006-10-21	This mod allows for use of an unique imperial texture for Ebonheart. This Mod does not contain any textures, you must supply your own. I developed this mod because I got tired of all the imperial structures looking the same. Also there are so many good texture ...
12504	Vality's 3d Maps	Resources	MMH	55-10862	Vality7	2006-10-26	These are intended to be used as a modders resource. If you want to use these meshes/textures in your own Morrowind mod, then feel free, just give me credit if you do.
12503	Blank Birthsign	Resources	MMH	55-10883	4_20	2006-11-12	Just a background for modders to make birthsigns.
12502	Ra'Virr's Daedric Training Experience	Resources	MMH	55-10903	Toadigger	2006-11-29	The master of replica Daedric items, (Ra'Virr in Balmora), has recently welcomed his cousin Ra'Vist from Elseweyr. Together they have completed the DTE which includes: Daedric Training Room > Tastefully crafted from the best woods ...
12501	MoonScript	Resources	MMH	55-10919	RpgFan101	2006-12-09	This is a simple script I made to make an object vanish and reappear depending on the moon phases. The object will only appear when both moons are full (massar and secunda). The second script will, when attached to an object, tell you the state of the moons. To use t...
12500	Miscellaneous Moves And Poses For Morrowind	Resources	MMH	55-10947	RX31	2006-12-25	This is a modders resource. Sorry, I have no screenshots or esp this time, just the animations. These are made from motion capture files found at mocapdata.com. Once again I have chosen to use 7-Zip to archive these. You can download it here - http://www.7-zip.org/download.html . Please enjoy.
12499	Interior Snow Landscape	Resources	MMH	55-10964	Ginge13	2007-01-03	Contains 21 Snow retextures of Lingam's Interior Landscape. You will have to insert the meshes into your mod via the CS. No esp included
12498	Ginge13's Interior Land	Resources	MMH	55-10968	Ginge13	2007-01-05	Includes 7 new meshes, and 3 new textures. There are 8 sets in four different categories (explained in the readme). No ESP
12497	Ginge13's Interior Land Pack v2.0	Resources	MMH	55-10977	Ginge13	2007-01-08	This modders resource includes 16 new meshes, and 3 new textures. There are 12 different sets of the meshes, under 7 different categories File A - Ashland File C - Stone File D - Dirt File G - Grass File M - Mud File S - ...
12496	Canyon City(unfinished)	Resources	MMH	55-10987	flyingllama	2007-01-13	I was disappointed in Morrowind's lack of massive, sprawling cities (vivec seemed a little too "clean"), so I decided to try to make my own. The reason, I discovered, why there aren't any large cities is that they are incredibly difficult and time consuming to make. After two months of working on...
12495	Inferno Axe Redux	Resources	MMH	55-11010	CJW-Craigor	2007-01-22	This is a retexture of an axe that Wormheart made for me back in 2004. No esp, just the model, textures and icon image. Feel free to use this however you wish, no permission needed. If you do use it though, give Wormheart credit for the mesh and me for the textures.
12494	Joshua's Tapestry Resource	Resources	MMH	55-11020	Ornarilineith	2007-01-25	This is my first released mod. It's a collection of tapestries I through together. These make no attempt to follow the lore of Morrowind, and include comic book characters, drow elves, and a few little extras. They are listed as misc. items in the construction set, and are not p...
12493	Norse Tapestries	Resources	MMH	55-11046	CJW-Craigor	2007-02-07	Adds 17 tapestries based on norse mythology and artwork grabbed from the internet. All textures are 256x512, and fit the Furn_Com Tapestry meshes. An .esp is included for easy merging with your mod (all items start with Furn_Com_Tapestry_CW)...
12492	Craigor's 'Waterhouse' Tapestries	Resources	MMH	55-11049	CJW-Craigor	2007-02-09	Craigor's 'Waterhouse' Tapestries - based on the paintings of John William Waterhouse - as requested by Mikuto Merrick This is a modders res...
12491	Alchemy Desorter	Resources	MMH	55-11052	Nicholiathan	2007-02-11	An activator bottle for each potion effect to gather the ingredients to make that potion from alchemy jars. Can be modified to use any alchemy jars set but scripts refer to Despair's Ingredient Pots & Sorter. Adds nothing to the game activators all begin with OM_. Place in same room with Despairs...
12490	Another Splash Screen Background Resource	Resources	MMH	55-11054	nobody	2007-02-12	This is a screen capture of the opening screen in TGA format and the same resolution as the splash loading screens. Feel free to use as a splash screen background or anything else for morrowind.
12489	KEY_Door_Packs_01-04	Resources	MMH	55-11061	Clavis	2007-02-16	A collection of Square-Common and Arched Common doors using texturesbased on photos of real doors. Each door omes in four different styles/colors of the lock and handles. Golden/brass (very ornate), pewter/steel, copper, and verdigris bronze (also quite ornate). This is something I w...
12488	Folio Shelves	Resources	MMH	55-11067	Nicholiathan	2007-02-18	Based on the original bookshelf models these 2 shelves have 3 shelves & are sized to hold large books (the folio sized books still require a slight downscale). furn_com_bookshelf_01 ~ NI folio shelf_01 furn_com_bookshelf_02 ~ NI_folio_shelf_02 [b]Changelog:[...]
12487	The Wanderers Mod Pack 02	Resources	MMH	55-11086	The Wanderer	2007-02-23	With the release of my "Vwardenfell Library" mod hopefully not to far off now. I have decided to release a modders pack containing most of the new meshes and textures that are to be used in it. These are really only for modders to use when making mods. The esp ...
12486	Crystal Egg Icons v1.0	Resources	MMH	55-11091	Drackolus	2007-02-25	[A close-up of an egg compared to it's icon.] A close-up of an egg compared to it's icon. Unique icons for all of Clavis' beutiful crystal eggs. ONLY the icons. Unzip in the same place you unzip(ped) KEY-crystal_eggs_01. Doesn't really require it... but, what's the point if you don't have it?
12485	NPC to Skeleton Resource	Resources	MMH	55-11110	Earendil Anorien	2007-03-04	This is a modders resource. The file contains three scripts that can be used in a mod where you want the npc to turn into a skeleton when the player gets close to the that npc. There are three scripts. The first is applied to an NPC, the second to the skeleton...
12484	lowpoly skeleton bodyparts	Resources	MMH	55-11130	shannon	2007-03-18	This is a simple resource mod that includes body part meshes for a skeleton race. It was designed as a replacement for the old playable skeleton mod by "The Cheezed One" because it consists of much less polys. So it should be safer to use several of them in one cell witho...
12483	Pigs weapon resources	Resources	MMH	55-11129	Pigtrifle	2007-03-18	i started making weapons, and ive decided to release 6 of them. the weapons included are as follows: a buster sword a dragon longsword (sell 4 100k pls?) a claymore two fable-esque greatmaces an ener...
12482	Living Armors	Resources	MMH	55-11136	Arcimaestro Antares	2007-03-20	

Id	Name	Category	Site	Link	Author	Date	Description
12481	Vampire Claws	Resources	MMH	55-11158	Harborgolfer	2007-03-31	Resource pack containing (five) 3rd person and (one) 1st person nif files replacing the standard Better Body hands with various long nailed ones. Several sample textures and a PSD file with UV maps and saved textures to use or re-tint are also included.
12480	GS_Rugs	Resources	MMH	55-11187	Gianluca	2007-04-14	
12479	GS_Tapestries	Resources	MMH	55-11186	Gianluca	2007-04-14	
12478	Unfinished house and furn	Resources	MMH	55-11203	swrdphantom	2007-04-22	This is a house that I made, mainly with the idea of releasing it unfinished. Includes retextured Hlaalu exterior and interior peices as well as some retexed furniture that isn't placed in-game. [b]Changelog:[/b]Added three meshes and one texture that were accidentally left out. Also r...
12477	William Blake Tapestries	Resources	MMH	55-11233	Ironed Maidens	2007-05-12	This is a modder's resource, I suppose. Not much, really, just eight paintings by William Blake put into tapestry form. I've tried to make sure they fit in with Morrowind by being a little on the darker side. You can use how you wish, in your next greatest housing mod, or ...
12476	New Elf ears	Resources	MMH	55-11250	Gagatek	2007-05-17	I have always thought there should be another, smaller, more delicate version of the many elf ears in Morrowind. These new elf ears were a gift to me from Gagatek. Consider them a modders resource. Don't forget to play with the sizing in nifscope.. I've incl...
12475	Small Rich Stairs	Resources	MMH	55-11279	Ginge13	2007-06-01	Adds the Rich equivalent of the Small Plain stairs that are used for interior building in to the CS.
12474	KEY-Rugs_01	Resources	MMH	55-11289	Clavis	2007-06-07	This modders resource is a collection of rugs in shapes other than plain oval or rectangular (although there are a few oval designs included). There are square, round, octagonal, and odd shaped rugs as well as a few runners for hallways and such and a couple of animal skins. There is a total of 2...
12473	Decrepit Hlaalu Walls	Resources	MMH	55-6164	Forseti	2007-06-18	I figured all those modders out there who liked the Hlaalu style, but wanted to build an "abandoned house" mod for their characters might like a tile set that looked, well, more abandoned and less spiffy and new. So I created one in which the plaster seems to have started to flake and fall off th...
12472	Dwarven Spectre Additions	Resources	MMH	55-11323	Westly	2007-06-30	[Dwemer Shade] Dwemer Shade This is a resource for modders to use in their endeavours to expand the diversity of creatures in the game (specifically in the Dwemer Ruins and any forthcoming Dwemer Ruin type mods). There are five new types of Dwarven Spectres available in the Creat...
12471	ModTown07 Platform Proof of Concept	Resources	MMH	55-11386	Roug	2007-07-18	Shows a sample as a Proof of Concept for a flying platform that could be used by a modeler to do something better for ModTown's platform. This model, because of its size does not work well in the CS so needs someone with better modeling and CS skills than I to get a good CS version that cou...
12470	PF's Weapon Resource Pack	Resources	MMH	55-11392	poonfisher69	2007-07-22	These are just some weapon meshes I made, they are untextured and haven't been tested in any way. They can be used in any way you wish as they are a resource. Two of them are from anime shows, one is Zangetsu from the anime Bleach, the other is Saia's sword from Blood+. Th...
12469	Imperial Buildings	Resources	MMH	55-11418	Thann	2007-08-05	Adds 22 new imperial style building models. Does not include new interiors.
12468	Mushrooms	Resources	MMH	55-11425	Thann	2007-08-06	adds 8 new mushroom models
12467	KEY-FurnResource_01 - Paintings	Resources	MMH	55-11440	Clavis	2007-08-11	This modders resource is a collection of Paintings with frames that match the furniture packs I'm putting together. There are 20 paintings for each of the four frame styles. All are based on pictures found online at either DeviantArt or Renderosity, a list of the artists can be found in the credi...
12466	KEY-Furn_04_BarCont	Resources	MMH	55-11479	Clavis	2007-08-26	This modders resource is a collection of bar pieces in my series of furniture resource packs. There are two facine styles for each of four types of wood. Each wood/style combo comes in 5 countertops. Wood types are Swirlwood, Ash, Teak, & Birch. Countertops are: Matching wood, cream limestone...
12465	Spok Paintings Pack 1	Resources	MMH	55-11485	Srdjan Pokorni	2007-08-28	One hundred fine art paintings from the ages of renaissance, baroque, neoclassicism and romanticism. They come with an ESP that defines them as statics, activators and misc. items; misc. item versions have a positioning script attached. The following versions are availabl...
12464	Lore Friendly Libations	Resources	MMH	55-11506	Rougetet	2007-09-09	[Screenshot of the 9 Soft Drinks available in this resource.] Screenshot of the 9 Soft Drinks available in this resource. Lore Friendly Libations adds 81 new beverages to the game - 22 Beer, 9 Soft Drinks, 10 Spirits and 40 wines (includes 3 "House" wines). This modder's resource was created to assist in filling up the shelves, bars, etc. within the tavern/bar mods that have been created by other modders with some m...
12463	Morrowind Landmass Conflict Checker - aka MMGUM	Resources	MMH	55-11601	Rougetet	2007-10-15	
12462	KEY-Wizard_Crystals_Resouce	Resources	MMH	55-11619	Clavis	2007-10-27	This is a modders resource aimed at the Wizard and Telvanni types out there. It is a large collection of crystals. The textures are based on the pictures of loose gems on Ebay's Gem section. The colors have NOT been tweaked. There are six basic models used. The first two are Bethesda's, the secon...
12461	Math Mod	Resources	MMH	55-11653	Soralis	2007-11-21	This modders resource has scripts and examples of how to implement the following functions in Morrwind's language: SquareRoot, Sine, Cosine, Tangent, NaturalLog, Log, intPower, intRoot,Modulus, Antlin, Antilog, AbsoluteValue, PowerScript.
12460	PF69's Tensa Zangetsu	Resources	MMH	55-12402	poonfisher69	2007-11-29	[just thumb] just thumb This is the sword Tensa Zangetsu from the anime Bleach. It's just a mesh, texture & icon. There is no esp. as it's meant to be a modders resource, so if you want to use it you'll have to put it in the game yourself. [b]Changelog:[/b]Everything is completely new. The mesh has much l...
12459	SkyTownTemplate	Resources	MMH	55-12413	Benito Red Eye	2007-12-04	A Template for a Sky Town of some sort, has courtyard, buildings and docks set up. No CC in this Version, will be some in next, but dunno when that will be. See ReadMe for more Info
12458	Kendarus Soul Gem Crafting	Resources	MMH	55-12417	Kendarus	2007-12-05	This is a modder's resource and does not add anything in game. Instead the plug-in adds three things to the CS: Mystic Crystals that produce gem fragments - Activator - "JWH_gem_fragment_generator", Gem Fragments that are u...
12457	Portal Crossbows	Resources	MMH	55-12482	XxMayhemxX	2008-01-19	Created 2 new crossbows(need meshes/textes/icons and proly intensive scripting to get them to work) based off of the Half-Life Portal Gun. The theory is to use them ala the Portal gun. The only way to achieve this that seems feasable to me, and "Saints" original ide...
12456	Nicholiathan's Furniture v2.0	Resources	MMH	55-12497	Nicholiathan	2008-01-28	[Telvanni Wellpod] Telvanni Wellpod Provides 5 new desk based off the original Bethesda furniture models. Ever find it odd that all desks look like they belong in a shack? Ever want to have a desk that matches the dresser, table, chairs & bed you've placed? These can help. Provides 3 options for each of 5 desks: ...
12455	Miscellaneous Items to Static Items v1.0	Resources	MMH	55-12502	Denina	2008-01-30	NEWER VERSION OF THIS RESOURCE HERE: Miscellaneous Items to Static Items v2.0 This is a modder's resource. It adds nothing to the game. This. esp attempts to save time and effort while creating other mods. It takes most of the miscellaneous items and turns them into stati...

Id	Name	Category	Site	Link	Author	Date	Description
12454	Broadsword	Resources	MMH	55-12512	Ferinard	2008-02-06	Just a milkshake3d modle i was working on. I cant use it because my trial ran out. Im always here so i thought id upload it as a model. If you do use this send me a message at eff.live.co.uk. Added a screen shot. Forgot to before.
12453	Pipe Organ	Resources	MMH	55-12529	WildKarrde	2008-02-12	A pipe organ and optional extra side pipes.
12452	Potbelly Stove	Resources	MMH	55-12528	WildKarrde	2008-02-12	A Potbelly style stove.
12451	300 style longsword and parry blade	Resources	MMH	55-12527	WildKarrde	2008-02-12	Style dual wield longswords sword shield that looks like a sword
12450	Mod Testing CharGen	Resources	MMH	55-12561	Trunksbomb	2008-02-25	This mod simply alters the script during chargen. Instead of going through the usual chargen, you'll be placed in Seyda Neen, right next to your favorite character in the game. Your attributes and skills will all be set to 100, and you'll have a Daedric Longsword in your i...
12449	Exploding Bottles	Resources	MMH	55-12558	Skyfire the Bibliomancer	2008-02-25	This simple mod adds three throwing bottle weapons with area effect fire, frost and shock damage. Feel free to add the bottles to a mod or to your game with player-> additem "firebottle", "frostbottle" or "shockbottle". Bottle models are from Qarl's bottle replacer.
12448	Chitin Armor Resource/Updates v1.1	Resources	MMH	55-6177	quorn	2008-02-26	This resource has new armor pieces, updates older pieces and adds new icons to the chitin armor set. figured as chitin is one of the more common armors in vwardenfell, there should be more styles to it like the bonemold. you can use and distribute this as you wish. no pieces are adde...
12447	Pundaab Playset v1	Resources	MMH	55-12587	Blue Eagle	2008-03-08	Pundaabs are airborne mud homes built by hanging dried and hollowed out mud spheres from a ball of netting containing koda flowers, which have properties that can cause levitation. Pundaabs are said to have originated in the Bitter Coast region.
12446	Marble & Gold Statues Resource	Resources	MMH	55-12591	Aediin	2008-03-11	Marble and gold statues. No .esp, only meshes and textures for anyone to use freely as they see fit in their own mods. I am not responsible for wrongful use of these resources. Warning: The statues depict nudity. If marble or metal representations of the human body offend...
12445	V1v3c's White Bridges	Resources	MMH	55-12613	V1v3c	2008-03-24	This is a simple modder's resource by me, V1v3c, that adds white versions of the default rope bridges to the Construction Set. This is a rete! The meshes are by Bethesda! But the textures are by me!
12444	Darknut's GDR Resource	Resources	MMH	55-12752	Darknut	2008-06-04	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 consist of the bulk of the meshes I made for DNGDR & most are scratch made mo...
12443	Ren's Physiqued hairs	Resources	MMH	55-12766	Axel	2008-06-11	
12442	QF_Furniture	Resources	MMH	55-12778	bob196045	2008-06-20	A Remake of the QF furniture used in Silgrad Tower, includes 260 furniture items in 6 different wood textures
12441	Creature Additions	Resources	MMH	55-12807	Demon Xen	2008-07-07	The mod adds 5 creatures to the game: Forest Protector Ancient Guardian Mummy Croclar Moon Worshipper The creatures have been added to certain leveled lists. Some are high levels and will not spawn until you are...
12438	Saints Tapestry	Resources	MMH	55-12856	bob196045	2008-08-08	Tpaestries with depictions of the Dunmer Saints
12437	Oom's Arched Tile Set v2 BETA 04	Resources	MMH	55-12888	Oom Fooyat	2008-08-24	
12436	Razor Sword	Resources	MMH	55-12918	DoubleBrewski	2008-09-07	This mod adds a new sword to the construction set. You can use a console command to cheat it in, or place it in game where you want. The sword was made by Tri X igt 3d Studios and was found on TurboSquid.com for free.
12435	Bowls of food v1.0	Resources	MMH	55-12979	Hollow_Fang	2008-10-20	Models of bowls of food you'd find in morrowind Changelog: version 1.0 made
12434	Decorative Axe (MR)	Resources	MMH	55-12994	Bon-a-he	2008-10-29	Modders Resource Well first mod ahoy, its just an axe, the id Is decorative axe anyone can use it for anything, no copy write, its my first mod and its only are texture, enjoy.
12433	Experimental Texture Pack	Resources	MMH	55-12996	Eldarion Ciareth	2008-10-30	A set of original and reworked textures for use in texture packs and compilations- or as a standalone replacer for existant ingame art assets. Readme included in zip files. Sorry no screenshots. [b]Changelog:[/b]Please note that the required reflectmap for the firesalts is in the BC f...
12432	H.E.L.L.U.V.A. Merchant Containers	Resources	MMH	55-12999	Sandman101	2008-10-31	This is a resource. All it does is add a empty container to all of the merchants in the game. Nothing should be added to the containers themselves. There are empty leveled lists placed in the containers. Pick which list fits your needs and add your leveled list to it.
12431	Witch Hat	Resources	MMH	55-12998	swrdphantom	2008-10-31	This is a beaten looking cone-shaped hat reminiscent of what TV/Hollywood witches wear. It takes up the left clavicle body slot so that it doesn't replace hair.
12428	Elthar's Seamless Texturing Pack - Wood	Resources	MMH	55-13029	Elthar	2008-11-21	This is a texture resource that can be used in whatever mods you see fit. textures included. All textures are high quality anti-aliased 600*600 tiles seamless on all dimensions. Textures were saved in 100% quality jpg so you can alter (resize/recolor) them...
12427	Elthar's Seamless Texturing Pack: Fancy Wood	Resources	MMH	55-13032	Elthar	2008-11-22	This is a texture resource that can be used in whatever mods you see fit. textures of "fancy wood" included - they are a patterns like a wood mosaic of different colors (i tried to make them not too bright to fit everyone's tastes). I suggest using these t...
12426	Elthar's Seamless Texturing Pack: Basket Weavings	Resources	MMH	55-13031	Elthar	2008-11-22	This is a texture resource that can be used in whatever mods you see fit. textures of basket weaving included. All textures are high quality anti-aliased 600*600 tiles seamless on all dimensions. Textures were saved in 100% quality jpg so you can alter (re...
12425	Elthar's Seamless Texturing Pack: Granite & Marble	Resources	MMH	55-13034	Elthar	2008-11-23	This is a texture resource that can be used in whatever mods you see fit. stone textures - 9 of granite and 5 of marble. Good for dungeons, buildings, statues - etc., anything that is made of stone. All textures are high quality anti-aliased 6...
12424	Elthar's Seamless Texturing Pack: Batik Fabric	Resources	MMH	55-13038	Elthar	2008-11-24	batik fabric textures of different patterns and colors. Some are bright, some are not. In real world "batik" is defined as a technique to decorate cloth, to draw patterns and designs free hand with hot wax, followed by painting between the waxed sections. My textures try to imitate ...
12423	Elthar's Seamless Texturing Pack: Tapestries and Rugs	Resources	MMH	55-13037	Elthar	2008-11-24	This is a texture resource that can be used in whatever mods you see fit. "hard fabric" textures of different patterns and colors (tried to make them not too bright to fit everyone's tastes). These textures is intended for use as tapestries or rugs, but can also be us...
12422	Elthar's Seamless Texturing Pack: Metal	Resources	MMH	55-13036	Elthar	2008-11-24	This is a texture resource that can be used in whatever mods you see fit. metal non-rust textures of different colors and facture. Suggest using for armor, weapons and other metal stuff. Screenshots show only half of the textures, the other half is not a r...
12421	Elthar's Seamless Texturing Pack: Chainmail	Resources	MMH	55-13035	Elthar	2008-11-24	This is a texture resource that can be used in whatever mods you see fit. chainmal textures - 6 damaged and 6 new. Perfect for creating a new set of armor or for a reskinning of the existing ones. All textures are high quality ...

ID	Name	Category	Site	Link	Author	Date	Description
12420	Elthar's Seamless Texturing Pack: Round Shields	Resources	MMH	55-13045	Elthar	2008-11-27	textures of round wooden shields, 1 is not quite round and 1 has cuts on two sides. REMEMBER, this is only textures and no meshes included! You have to get meshes from Morrowind or other modder's resources and skin them with these textures.
12419	Elthar's Seamless Texturing Pack: Leather	Resources	MMH	55-13044	Elthar	2008-11-27	leather textures of different sizes and patterns. Intended use: leather armor, clothes, any leathery stuff - tents, quivers, beddings, furnishings, etc. Also can be used for hides if you're making a new creatures/reskinning old for your mod.
12418	SWG's Shroom resource	Resources	MMH	55-13062	starwarsguy9875	2008-12-02	Just a few retextured Bitter coast shrooms I made, and here they are. Instructions are in the readme, and PLEASE read it.
12417	Elthar's Seamless Texturing Pack: Curtains and Drapes	Resources	MMH	55-13061	Elthar	2008-12-02	textures imitating fabrics used in making of a curtains or drapes. They have "waves" of fabric seen on real curtains (they re usually not just plainly hanging down, are they?) - with parts of light and shadow. Intended using... curtains and drapes, probably? Lol :) i do know for sure that ther...
12414	Long Isle	Resources	MMH	55-13107	SuterMan	2008-12-23	This Mod adds an old rundown city in the Azura's Coast Region. The city contains a Chapel in the center and many shacks sprawled out around it. The Mod is not finished, and got no interiors, quests or NPCs. So basically, anyone who wishes can go a...
12410	Egyptian Urns	Resources	MMH	55-13195	Mystery05	2009-01-25	this is just a modders resource. no items are placed in game. the meshes are bethedas the textures are mine. the containers have their own ids so that they will not over rite anything already in game. There are 3 texture folders one labeled (with overlays) which can be used if you prefer the...
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!
12406	Veloithi Spiral Stairs	Resources	MMH	55-13298	Phaedrus	2009-03-06	A modder's resource providing spiral staircases for the Velothi tileset. Left and right staircases, each with two styles and matching railings. They work freestanding, or within a vertical shaft that also includes a special railing so it can be use without the stairs, like a ventilati...
12405	Veloithi Shafts and Pits	Resources	MMH	55-6216	Phaedrus	2009-03-06	meshes of vertical shafts and pits for the Velothi Tileset. Three styles - square, round, and square with rounded corners. Each type has a top, a middle, and a bottom mesh, and the middles stack so you can make the shaft as long as you want. Also included are "plugs", tiles o...
12404	Transitional Doorways	Resources	MMH	55-13307	Phaedrus	2009-03-10	This resource contains 46 meshes of doorways (which Bethesda called "doorjams") of different architectural styles on each side. These meshes will allow you to mix styles when building interiors. This is a modder's resource, you'll need to add these meshes yourself ...
12403	Imperial Tiles	Resources	MMH	55-13306	Phaedrus	2009-03-10	new meshes for the Imperial tile set. A ceiling-only tile. An embrasure tile (arrow-slit), with a matching sunbeam, and a view. Retexture the view with an appropriate screenshot, and place it just beyond the embrasure so the player can look outside...
12402	Natural Containers Pack 1	Resources	MMH	55-13305	Licks-His-Lips	2009-03-10	This mods some containers that un-like the name arent all completely natural. This mod adds nothing to the game, just a simple modders resource. The download includes a esp that adds them to the construction set. There is no need to give me any credit when using this mod.
12401	Staves from Cyrodiil	Resources	MMH	55-13316	Black Hand	2009-03-16	From the west, comes Staves never seen in Vvardenfell. Downgraded original Oblivion mods converted to Morrowind for your use.
12400	Imperial Castle Meshes	Resources	MMH	55-13315	ghostnull	2009-03-16	Resource adding meshes for use with Imperial castles. Various arrowslit meshes, mainly for aesthetics Big 4Way to create larger halls A simple, round platform mesh,Two brazi...
12399	Defiance of Subtlety	Resources	MMH	55-13320	Phaedrus	2009-03-17	AtrociouslyGoodWitch asked if someone could make a dagger on the Bethesda Forums. The picture provided was ... interesting, to say the least. I couldn't resist the challenge, so here it is. This resource contains three meshes, for a dagger, a longsword, and a shortsword. &...
12397	Clavis's Rug Resource Pack #2	Resources	MMH	55-13333	Clavis	2009-03-22	This modders resource is a collection of rectangular rugs. There is a total of 100 rugs in this collection. All are based on photos of real rugs available for sale online.
12396	Opening Chests	Resources	MMH	55-13348	Phaedrus	2009-04-02	Animated chests that actually open and close when activated! The required script is included. Also includes a daedric chest to be found on the Construction Set CD, but is more 6th house than daedric.
12395	Mounted Heads	Resources	MMH	55-13351	Hollow_Fang/Deamon2000	2009-04-04	inspired by Mounted Heads by Dyr Kriger for oblivion put tribunal and blood moon requirements just to be safe
12394	Crazy Shannons Furniture Emporium Vol1	Resources	MMH	55-107	Shannon	2009-04-06	***** Crazy Shannons furniture emporium Vol1 An ElderScrolls III - Morrowind Mod Resource ***** Created by: Shannon Copyright Information: All thi...
12393	Canopy Beds Retextured Modders Resource	Resources	MMH	55-91	Korana	2009-04-06	Adds 24 retextured canopy beds by Dongle...and a black pillow to match a few. Adds these beds: * Silk bed covers * "Romantic" bed covers (two floral,lace, organza) * 2 different leopard print,zebra, fur, and leave print covers. * Black beds with black canopies wit...
12392	DM Ingredient Pots and Sorter	Resources	MMH	55-68	despair	2009-04-06	It add a number of pots (95 in total) in which to keep your alchemy ingredients. Each of the pots is hand-glazed and individually painted with a representation of the ingredient it is supposed to hold. Alchemical Ingredient Pots and an Automatic Sorter ...
12391	Eccentric House and FURNITURE RESOURCE	Resources	MMH	55-41	Korana	2009-04-06	There are two mods included in this download: Furniture resource is a modders resource. The furniture is mostly retextures of some furniture that Mighty Joe Young from the elderscrolls forums found on the internet and converted for Morrowind use. Some of this furniture has been incl...
12390	Crazy Shannons Furniture Emporium Vol2	Resources	MMH	55-228	Shannon	2009-04-06	Crazy Shannons furniture emporium Vol1 An ElderScrolls III - Morrowind Mod Resource Created by: Shannon
12389	Nimrod's Tapestries 1.0	Resources	MMH	55-240	Nimrod_Flamehair	2009-04-06	Resource for Morrowind Title: Nimrod's Tapestries Version: 1.0 author: Nimrod_Flamehair
12388	EQ Epics Resource Pack 1	Resources	MMH	55-244	Starwind	2009-04-06	Modder created two animated staves to be used as a Modders Resource.
12387	Groovy Moves for Morrowind Pack Two 1.0	Resources	MMH	55-250	RX31	2009-04-06	Groovy Moves for Morrowind Pack Two V1.0 This is a modder's resource which contains fifteen more dance animations. I didn't hand make these. These are from motion capture files I downloaded from a few of sites. I attempted to make these as seamless as possible but there...

ID	Name	Category	Site	Link	Author	Date	Description
12386	Middle Eastern Tapestries Modder's Resource Pack	Resources	MMH	55-261	lochnarus	2009-04-06	This is a modders' resource; nothing has been added to the game. In this pack you will find 8 completely different Middle Eastern styled tapestries culled from various sources (internet mostly, but not entirely) and tweaked or altered to fit the mesh. Middle Eastern Tapestries Mo...
12385	Dark Ordinator helm	Resources	MMH	55-274	Joel Braddock aka Mantodea	2009-04-06	Spike Helm by Joel Braddock (aka Mantodea) This is intended as a modders resource, so anyone who uses this should already know about installing files and making mods. No permission is required to use this model, but proper...
12384	Fairies List Addon	Resources	MMH	55-322	redwoodtreesprite	2009-04-06	Lady E and Proudfoot Fairies List Add Version 1.0 by redwoodtreesprite Fairies by Lady E redwoodtreesprite@yahoo.com http://www.zyworld.com/redwoodtreesprite/Home.htm ...
12383	Fairies List Addon Fix	Resources	MMH	55-320	redwoodtreesprite	2009-04-06	Fairies List Add Version 1.0 by redwoodtreesprite Fairies by Lady E redwoodtreesprite@yahoo.com http://www.zyworld.com/redwoodtreesprite/Home.htm
12382	Groovy Moves for Morrowind Pack One v1.1	Resources	MMH	55-318	RX31	2009-04-06	Groovy Moves for Morrowind Pack One V1.1 This is a modder's resource which contains fifteen new dance animations. Updates include animating the shadow (how on earth could I have missed that) and giving the hands a more relaxed look (they should no longer have stiff stra...
12381	Silveri's Tapestry Pack 1	Resources	MMH	55-332	Silveri	2009-04-06	This is a modders' resource; nothing is added to the game. 60 of the ordinary tapestries, that I made for some variation in the game. There are tapestries with a kind of persian style pattern,fantasy, landscape and ordinary textile pattern. The secret tapestries is listed in the origi...
12380	Silveri's Misc. (Pack 4)	Resources	MMH	55-413	Silveri	2009-04-06	This mod contains 60 plates. I have made them, because I like Morrowind to have as much diversity as possible. This is a modders' resource, nothing is placed in game. Included: meshes icons textures
12379	Runi's Bits v 1.0	Resources	MMH	55-422	Runi	2009-04-06	This modder's resource contains new models by Runi. It is unclear whether Runi wanted them generally released or not, and he cannot be contacted at the moment. If the intent was not to release them generally, they will be taken down from public mirrors. These items w...
12378	Runi's Bits v. 2.0	Resources	MMH	55-423	Runi	2009-04-06	Runi's Bits 1.0 included several models of crystal balls, goblets, jugs, pipes, etc. However, when these were placed in-game, it was discovered that the goblets and jugs were 1/4 the size of standard MW drinking goblets. This is a re-release with the items resized. The models ha...
12377	Lingarn's Landscape Meshes	Resources	MMH	55-512	Lingarn	2009-04-06	First of all a very very big thank you to two people. Lingarn who made these fantastic meshes of exterior landscaping for use in interior cells. Bravo and thank you so very much again. Next would be GhostWheel for his amazing time saver called NIF Duplicator. It allowed me to make this entire 121...
12376	Gold Nuggets Pack V1.0	Resources	MMH	55-510	redwoodtreesprite	2009-04-06	Adds 6 retextures of Morrowind and Bloodmoon meshes, making gold nuggets. There are two color variations, one darker and one brighter. In total, there are 12 different nuggets. Icons were made for all the nuggets. They have no alpha channels. I have made modder's esp's with the nuggets, ...
12375	Male-Shirt	Resources	MMH	55-536	Durgoth	2009-04-06	Modders Resource !!! Untextured Male Meshes included are: UV-Map.bmp texture Male-shirt-LA.NIF - Left Ankle Replacer Male-shirt-chest.NIF - Chest Replacer alpha - alpha channels enabled Requires Better Bodi...
12374	Dark Silver Sword	Resources	MMH	55-534	Unknown	2009-04-06	
12373	Blood and Shadows	Resources	MMH	55-544	Qarl	2009-04-06	[Shadow on Wall, Blood and Shadows] Shadow on Wall, Blood and Shadows Blood and Shadow Modders Resource by Qarl Qarl@earthlink.net Some flat plane meshes supporting alpha channels with no collision. Some meshes have the same texture but pivot differently so you can place them on different walls. Please feel free to use these in yo...
12372	T Buildings	Resources	MMH	55-541	Thann	2009-04-06	new house models, with matching interiors, windows and a door. This is a modder's resource.
12371	Imperial Buildings	Resources	MMH	55-550	Unknown	2009-04-06	this is modders resource. theres new houses, and other new imperial stuff to play around. add meshes to morrowind/datafiles/meshes folder and textures to morrowind/datafiles/textures folder
12370	bringer	Resources	MMH	55-589	Unknown	2009-04-06	qarl@earthlink.net Just a playable head and modders resource. one of the bringers from Buffy the Vampire Slayer.
12369	Dark weapon set-alpha	Resources	MMH	55-582	Unknown	2009-04-06	***** The Elder Scrolls III Morrowind: Crimson Weapon Set v 0.34 Please email ...
12368	Jack O Lantern Resource v1.0	Resources	MMH	55-591	Korana	2009-04-06	This mod adds to the Construction Set ONLY ((THESE ARE NOT FOUND IN GAME ANYWHERE)) a Jack O' Lantern. The pumpkin is set up as both a light and a miscellaneous item. Can I make the Jack O' Lantern Carryable? No. The lantern is too large to be carryable and will c...
12367	Last one	Resources	MMH	55-651	Thann	2009-04-06	Modders Resource creator: Thann this contains 31 new models some houses, weapons, creatures. and clothes. place the meshes to morrowid/datafiles/meshes folder and the textures to morrowid/datafiles/textures folder thats all. Thanks.
12366	Dongles water meshes (clean)	Resources	MMH	55-661	dongle	2009-04-06	
12365	Shields of Crusan	Resources	MMH	55-664	AnOldFriend	2009-04-06	Shields of Crusan is a modders resource including three new shields, Green Skull Shield, Orange Skull Shield, and a Wood Shield. The shields may be used in any mod however you so wish and you may also do with the shields as wish with a small bit of credit to Lord Crusan and Myself.
12364	Keldyn's Fantasy Tapestries v1.0	Resources	MMH	55-683	Keldyn	2009-04-06	Keldyn's Fantasy Tapestries v1.0 (A Modders Resource) My homage to perhaps the greatest fantasy artist this world has ever seen! Included are 32 hi-res, custom made fantasy styled tapestries for Morrowind. At present there is no included esp so it is up to you to make best use of them....
12363	Wooden Armor Mannequins Resource V1.0	Resources	MMH	55-675	Reflection	2009-04-06	The Elder Scrolls III MORROWIND: Wooden Armor Mannequin Resource V1.0 author: Reflection (reflection_nl@yahoo.com) A. Description B. Installing the resource mod C. Credits D. Contact and info...
12362	Blank Splash Screen Pack PSP v1.0	Resources	MMH	55-685	Szazmyrr3	2009-04-06	This is the source image complete with layers. In Paint Shop Pro Image format.
12361	Southwestern Rugs Resource	Resources	MMH	55-697	lochnarus	2009-04-06	Southwestern Rugs - Resource pack author: lochnarus A resource plugin for Morrowind. contains 2 different rugs with models and textures done in a Southwestern style similar to American Indian and Mexican rugs. Textures by lochnarus models by bethesda
12360	Flame helm	Resources	MMH	55-710	Schwaa	2009-04-06	Schwaa's Custom Objects - Installation schwaa11@hotmail.com All objects for use in Morrowind. Flame Helm: Not a plugin, just a modders resource. This came from a post at elderscrolls...

Id	Name	Category	Site	Link	Author	Date	Description
12359	Keychain =MR=	Resources	MMH	55-705	TESaddict2	2009-04-06	Keychain =MR= author: TESaddict2, tesaddict@drag0nden.net This is simply a modders resource.This does not add the keyring (keychain) into the game.Included in this file is the mesh which can be found in the "Meshes" folder,the texture which is in the "Textures" folder,and th...
12358	Pentagrams (modders res)	Resources	MMH	55-712	Unknown	2009-04-06	
12357	Gimlis Axe Modders Resource	Resources	MMH	55-715	Unknown	2009-04-06	
12356	Dual Daedric Cresents	Resources	MMH	55-721	Jin Atsuko	2009-04-06	Modder's Resource By Jin Atsuko The esp adds the cresent to the editor, their are no references ingame to it. Use as you wish, i recommend changing ...
12355	BloodRayne Resource Pack	Resources	MMH	55-733	SiriusSnape	2009-04-06	BloodRayne Resource Pack for Modders and Modellers SiriusSnape This is a resource pack for modders and modellers, and includes playable files for people who want to add them in the Construction Set and play the head and hair in their current state. It is a head and hair set based ...
12354	Retextured Small Chests	Resources	MMH	55-761	Tyger_Lily	2009-04-06	Adds 52 retextured small chests/strongboxes to the CS. They are not added in-game, only as a modders' resource. No new meshes, just retext'd versions of the Bethesda ones. Screens are included in the mod.
12353	Bonsai Trees (resource)	Resources	MMH	55-760	Joel Braddock aka Mantodea	2009-04-06	Bonsai meshes and icons by Mantodea, created by request. Textures by Bethesda Softworks. Bonsai trees must be added to the game via the construction set. This is free to use without permission.[Files: Meshes->]B-> JEB_BCbonsai.nif JEB_BCbonsai2.nif Icons->...
12352	Frost Armor Modders resource	Resources	MMH	55-766	Thann	2009-04-06	Creator: Thann Frost Armor. This is modders resource pack, so you can use it how ever you want. how to use? place the icons to icons folder in you'r "c:\morrowind\datafiles" folder.(create a new folder for the icons) and the textures to you'r...
12351	faces for modders only	Resources	MMH	55-846	Unknown	2009-04-06	
12350	Inferno Axe	Resources	MMH	55-880	Wormheart	2009-04-06	***** The Elder Scrolls III MORROWIND: Inferno Axe Version 1.0 ...
12349	Fire Armor Modders Resource	Resources	MMH	55-888	Thann	2009-04-06	Creator: Thann Fire Armor. This is modders resource pack, so you can use it how ever you want. how to use? and the textures to your "c:\morrowind\datafiles\textures" folder. create a new folder in the "C:\morrowind\datafiles\meshes" folder...
12348	Fantasy Wings (Modders Resource)	Resources	MMH	55-890	AnOldFriend	2009-04-06	
12347	Wands	Resources	MMH	55-906	Thann	2009-04-06	Wands creator:Thann this is a modders resource, so you can use these in your own mods how ever you like. place the Nifs to meshes folder. textures to texture folder. icons to icons folder. enjoy. :)
12346	kwshipmans Rich Furniture Pack Complete v4.0	Resources	MMH	55-924	kwshipman	2009-04-06	This is simple modders pack so nothing is added replaced in the game. Due to feedback it now includes an esp to make it easier to place the objects, they are in a cell labled kw_furn_4. It also includes 3 new meshes edited for me by Sisco. They are a desk and two container tables that...
12345	Divine Domina - Unused Domina Texture (resource)	Resources	MMH	55-931	Unknown	2009-04-06	Contain: TX_C_Domina_skirt.dds
12344	Mushrooms	Resources	MMH	55-930	Unknown	2009-04-06	this is modders resource, so you can use these as you want in your own mods. just remember to give little credit for me. :) extract the nifs to meshes folder and the textures to the texture folder.
12343	Staffs	Resources	MMH	55-952	Thann	2009-04-06	staffs creator: Thann this is modders resource pack, so use the models as you like. but the nifs to your morrowind\datafiles\meshes folder textures to your morrowind\datafiles\textures folder icons to morrowind\datafiles\icons folder enjoy
12342	Glowmapped pearls	Resources	MMH	55-961	Stalker	2009-04-06	The Elder Scrolls III MORROWIND: Glowing pearls
12341	bows	Resources	MMH	55-980	Unknown	2009-04-06	There is no readme and only these files. Nordic War Bow...
12340	The Elder Scrolls Treasury Vol. III Edition 1	Resources	MMH	55-983	Zeph	2009-04-06	The Elder Scrolls Treasury Vol. III: TES3 Encyclopaedia. Words, Phrases, Locations and Topics from TES3: Morrowind, its official Plugins and Expansions. 1st edition. A pdf-sourcebook for modders.
12339	window meshes	Resources	MMH	55-993	Shannon	2009-04-06	Windows by shannon. A morrowind modders resource. Extract all files to their proper places, yada, yada. Texture credits: Make sure you credit DavidGurrea, and put the address of the 'Quake retexturing project' in your readme: http://www.quake.cz/wincla...
12338	Player Anim Example	Resources	MMH	55-1013	Unknown	2009-04-06	Greetings. This is just a little example I worked up to test something; it is not meant to be a full blown mod, or the most wonderful thing you download. Honestly, I wouldn't recommend using this for a long term character. That said, here is what this does: L...
12337	Nautilus\, Wraithguard	Resources	MMH	55-1018	Mighty Joe Young	2009-04-06	This is ONLY the Nautilus, Wraithguard files (1 mesh, 3 texures) from Mighty Joe Young's Modders Resources 3.
12336	Furniture Resource	Resources	MMH	55-1016	lochnarus	2009-04-06	[Table with Drawers] Table with Drawers peices of new furniture models, culled from various websites... A few tables, a cupboard, 3 shelves, dresser drawers, and a higher poly chair. Free for the use in mods, and retexturable.
12335	kws Rich Furniture Mod Pack	Resources	MMH	55-1027	Unknown	2009-04-06	***** ***** kw's Rich Furniture ***** *****
12334	Coffin Model	Resources	MMH	55-1073	lochnarus	2009-04-06	A new model of a coffin. Not much else... This model can be used as anything- a storage device, a bed, or just as decor for a dark, evil place.
12333	Sofa Resource	Resources	MMH	55-1072	lochnarus	2009-04-06	new sofa model, done in 3 different texture schemes. Easily rexturable. Poly count: 2738- USE ONLY INDOORS. Will NOT slow FPS down unless many are in one room.
12332	Fireplace Model v1.0	Resources	MMH	55-1080	lochnarus	2009-04-06	Fireplace Model For The Elderscrolls III: Morrowind lochnarus lochnarus@yahoo.com "Synopsis": A new model of a fireplace made out of brick ...
12331	Dooby Grass V2	Resources	MMH	55-1077	jdooby	2009-04-06	DoobyGrass by jdooby 7-06-2004 Description A modder's resource. Some new grass models very suitable for rolling plains or grassy settings. There is something for everyone: short, tall, in-between, sparse, thick, wide and ...
12330	Low Rez Palm Tree	Resources	MMH	55-1097	Mighty Joe Young	2009-04-06	No Readme No Textures
12329	Chaos Armor	Resources	MMH	55-1094	Tallguy	2009-04-06	No Readme. Glass Re-tex. See admin comments
12328	items emma's toys	Resources	MMH	55-1091	Mighty Joe Young	2009-04-06	No Read me
12327	kws Rich Furniture Mod Pack v.2	Resources	MMH	55-1130	kw	2009-04-06	***** ***** kw's Rich Furniture ***** ***** This is simple modde...

ID	Name	Category	Site	Link	Author	Date	Description
12326	Cakes and a Scale	Resources	MMH	55-1143	Unknown	2009-04-06	No Read Me
12325	New Bed Model	Resources	MMH	55-1136	lochnarus	2009-04-06	Changes the bed model.Still uses the original texture from Bethesda, so re-textures can work.
12324	Elven Chain Mesh	Resources	MMH	55-1156	Unknown	2009-04-06	meshes with texture maps.
12323	Funkys Sais	Resources	MMH	55-1161	thefunkyone	2009-04-06	Mod Name : Funky's Sai's Creator : TheFunkyone Date : 01/08/04
12322	Miniskirt and Leotard	Resources	MMH	55-1159	Lingarn	2009-04-06	BB Mini Skirt and Leotard v1.0 author: Lingarn Description: This is a modder's resource, to be used with the Better Bodies...
12321	Lady Eternity-Pams sitting Mesh Pack.	Resources	MMH	55-1179	Unknown	2009-04-06	No Readme
12320	Klostermesh	Resources	MMH	55-1186	Unknown	2009-04-06	kloster.max
12319	kws Furniture pack 4	Resources	MMH	55-1198	kw	2009-04-06	***** ***** kw's Rich Furniture v3 ***** ***** This is simple mod...
12318	glass hall	Resources	MMH	55-1206	Mighty Joe Young	2009-04-06	No Readme
12317	Resident Evil Viles	Resources	MMH	55-1209	Starcon5	2009-04-06	***** The Elder Scrolls III Morrowind The Resident Evil Viles ***** CREDIT *****
12316	Silveri's Misc. (Pack 2)	Resources	MMH	55-1219	Silveri	2009-04-06	napkins. of the napkins, has the texture from Silveris misc. pack 1. is new textures. set of forks, knives and spoons in the colours: Gold Green Grey Blue Red Green, grey, blue and red has a gold strip. ...
12315	Silveri's Furniture Pack 2	Resources	MMH	55-1235	Silveri	2009-04-06	Silveris Furniture Pack 2 author: Silveri This is made for modders, no expansions needed. I made this for variation in the game. Includes the 2 wallscreenes, in the same 3 woodpatterns and the 12 textiles, as in Silveris Furniture Pack 1.
12314	Silveri's Rug Pack 1	Resources	MMH	55-1239	Silveri	2009-04-06	Silveris rug Pack 1 This is for modders only. It will not place any items in the world. Included are 60 oval rugs and 180 big rugs. The oval and the first 60 big rugs share the same texture pattern, so it is possible to use both kinds with the same pattern in the same room. ...
12313	Orc Helm with Glow-Mapped Eyes	Resources	MMH	55-1247	TheSiriusSnape & Ger	2009-04-06	-----Orc Helm with Glow-Mapped Eyes: Created by TheSiriusSnape----- Only Morrowind is required. This is a modder's resource helm that TheSiriusSnape created for a large mod that will be released in the future. I coincidentally asked if anyone could make an Orcish Helm...
12312	Staves of the Undying Wind V2	Resources	MMH	55-1281	AnOldFriend	2009-04-06	This is a modders resource. There are 3 staves for you to use however you wish. The ESP file is not a mod it simply adds the staves to the editor.
12311	Asian Dragon Relief Retextures	Resources	MMH	55-1280	redwoodtreesprite	2009-04-06	retextured variations of a Dragon Sculptural Relief texture from Marlin Studios. The original texture is part of a free sample set, available at: http://www.marlinstudios.com/samples/sampst1.1.htm All textures are in dds form, and can be viewed and converted to bmps wit...
12310	18 new Tapestries (MODDERS RESOURCE)	Resources	MMH	55-1279	Unknown	2009-04-06	No Readme
12309	Saints Banners v1.0	Resources	MMH	55-1278	Stalker	2009-04-06	This mod adds banners showing all Morrowind saints + Tribunal gods. There are 4 versions of banners...
12308	colisum & amphitheatre	Resources	MMH	55-1276	Mighty Joe Young	2009-04-06	
12307	Dragon Statues - Modders Resource Pack	Resources	MMH	55-1275	Miltiades & Ki Shin_Ju & JB	2009-04-06	As seen in-game Dragon Statues Modder's Pack: A Modder's resource for The Elder Scrolls III, Morrowind Compiled by Miltiades, 30-04-2004 Table of Contents: ...
12306	Imperial Keep Retexture of Elrihn's Keep	Resources	MMH	55-1303	redwoodtreesprite	2009-04-06	[Imperial Keep Window Choices-Editor] Imperial Keep Window Choices-Editor This is an Imperial retexture of Elrihn's Keep. It includes a main keep piece, two different styles of doors, 3 side towers, a leveling platform (not likely to be needed), an animated unicorn flag, and a one-sided unicorn tapestry. (I didn't include the doorframe, as it is untexturable, and...
12305	Middle Eastern Tapestries - Modders resource Pack	Resources	MMH	55-1299	lochnarus	2009-04-06	[Middle Eastern Tapestries] Middle Eastern Tapestries I GOT TIRED OF THE RATTY, BROWN, UGLY-ASS TAPESTRIES IN MORROWIND! hehe... To allow modders the use of these items in their plugins. This originally started out as a part of my Khajiit Rebellion mod, to be used in it and add color to it...but I have decided not to let the...
12304	LadyLuck's "Buttons" v1.0	Resources	MMH	55-1316	LadyLuck	2009-04-06	This is not a playable plugin. It's meant for modders
12303	Silveri's Misc. (Pack 1)	Resources	MMH	55-1326	Silveri	2009-04-06	The set has 26 items in 39 different textures. Mich. Items: Bowls Candles Cup Flasks Glass Goblets Inkwell Jar Lidded Pot Pitchers Plate Platter Tankard Static it...
12302	Pot Retexture	Resources	MMH	55-1323	Ghoul	2009-04-06	This is a replacer, even if it's using a new mesh. Share this on your site if you wish, but with my name. Use this in your mod if you would like to, but include my credit. Because the new mesh you can easily make this a new object.
12301	roman pillars	Resources	MMH	55-1328	Mighty Joe Young	2009-04-06	
12300	colisium	Resources	MMH	55-1335	Mighty Joe Young	2009-04-06	
12299	Small Retextured Mushrooms Modder's Pack 1: Blue	Resources	MMH	55-1337	redwoodtreesprite	2009-04-06	[Coprinus Retex] Coprinus Retex Adds 12 retextures for Russula mushrooms and 11 retextures for Coprinus mushrooms, all variations of blue. In total, there are 60 retextured Russula Mushrooms and 33 retextured Coprinus. I have made a modder's esp with the mushrooms, but they are not put in game.
12298	Staves of the Undying Wind	Resources	MMH	55-1358	AnOldFriend	2009-04-06	This is a modders resource. There are 3 staves and 2 have 2 versions for you to use however you wish. I included the textures in the NIF files cause I am lazy and have lots of work to do. If you want to retexture the staves let me know and I will send you a texturable version. The ESP file only a...
12297	Maps of Tamriel v1.0	Resources	MMH	55-1376	Stalker	2009-04-06	This mod adds maps of most of Tamriel regions. Maps come in two "versions": scroll and poster. This mod won't add anything to the game. ESP's main purpose is easy merging with other mods. This mod won't modify your save games. It's compatible with all known and unknown mods.
12296	Weapons of the Undying Wind	Resources	MMH	55-1375	AnOldFriend	2009-04-06	This is a modders resource. Included are 4 brand new staves and 2 brand new swords created by me of course.
12295	Kagrenac's Spinx v1.0	Resources	MMH	55-1403	Mighty Joe Young	2009-04-06	just a spinx,14,00 poly so ,low end user ,i'm sorry,but it's only 3 npc in the same place or least if u think about it,the head is lots because of the curves on the mesh.
12294	egyptian stuff for modders	Resources	MMH	55-1413	Mighty Joe Young	2009-04-06	just a spinx,14,00 poly so ,low end user ,i'm sorry,but it's only 3 npc in the same place or least if u think about it,the head is lots because of the curves on the mesh install in mw data files,added some extra,high #is the finish,#3,other one's need retexture, there is 2 th...

ID	Name	Category	Site	Link	Author	Date	Description
12293	Fixed b_n_snow_elf_female_bod.bmp	Resources	MMH	55-1411	Unknown	2009-04-06	
12292	Basic Spear	Resources	MMH	55-1423	Unknown	2009-04-06	No Readme
12291	The Elder Scrolls Treasury Vol. I Edition 2	Resources	MMH	55-1440	Zeph	2009-04-06	The official Books, Scrolls and Notes of TES3: Morrowind, its official Plugins and Expansions.
12290	Atmospheres	Resources	MMH	55-1445	Unknown	2009-04-06	thanks to undulation for some of the textures. this adds some meshes that can be used for building a sky. The domes are see through, and whatever color fog you choose will show through. There is also a flat animated cloud mesh that goes well with them. You can use these for...
12289	Silveri's Stone walls v1.0	Resources	MMH	55-1461	Silveri	2009-04-06	This is for modders only. It's the In_c stonewalls that I have given new textures. It's in the brown colour range, so I think it blends well with the original Morrowind. I have included pictures. Or look here: www.silveri.dk
12288	Silveri's Misc (Pack 3)	Resources	MMH	55-1465	Silveri	2009-04-06	This mod includes 12 barrels, 2 types of chests 12 of each, 24 baskets and 39 Jars. The barrels and the chests have the same textures. The baskets have new textures. The jars have the same textures as the items in Silveris misc. pack 1 and some of the napkins in Silveris misc. p...
12287	Marble Book Shelves and Beds v1.0	Resources	MMH	55-1503	windomace	2009-04-06	Marble Beds Readme The modle does not belong to me it belongs to Dongle, I just retextured them. If I packaged this right just unzip into /DATA Files folder. Marble Book Shelves Original meshes from the game I just retextured.
12286	Bright Retextured Mushrooms Modder's Pack 1 v1.0	Resources	MMH	55-1510	redwoodtreesprite	2009-04-06	Bright Retextured Mushrooms Modder's Pack 1: Spotted Emperor Parasols and Muckpods Version 1.0 Adds 12 retextured mushroom meshes and 17 textures for modder use. There are 6 retextured Emperor Parasols and 6 retextured Muckpod_01s. I have made a modder's esp with the mushroom...
12285	Marble Beds v1.0	Resources	MMH	55-1512	windomace	2009-04-06	The modle does not belong to me it belongs to Dongle, I just retextured them. If I packaged this right just unzip into /DATA Files folder.
12284	Sandstone-v0.9b	Resources	MMH	55-1532	Jason Hoffoss	2009-04-06	Test cell for sandstone tile set
12283	Marble Tubs Tables and Shelves	Resources	MMH	55-1561	Windomace	2009-04-06	The tub model does not belong to me, and I can not remember who it was by, all I did was retexture it. The tables and shelves are standard Morrowind stock.
12282	Trashheap	Resources	MMH	55-1615	LadyLuck	2009-04-06	No Readme
12281	Marble Chairs	Resources	MMH	55-1614	windomace	2009-04-06	Marble Chairs are original stock, just retextured.
12280	Black Unicorn Retexture Modder Resource	Resources	MMH	55-1628	redwoodtreesprite	2009-04-06	A retexture of Lady Eternity's unicorn resource. This is a modders' resource; nothing is placed in game. All of the required files for the unicorn are included, so no other download is needed. Detailed instructions for adding the unicorn to the game are included.
12279	Flowing Lava v2 ver1.1	Resources	MMH	55-1634	Detrius2004	2009-04-06	changes from version 1: I removed the alpha channals from the textures, and tweaked them so now they are opaque and brighter. These mods are only modders' resources. I hope the modding community finds them useful. Uncompress with Winrar into the data files folder. The mod ti...
12278	Phoebes Misc Pack 2	Resources	MMH	55-1646	Phoebe	2009-04-06	PHOEBE'S MISC PACK 2 4-11-2004 *INTENDED FOR MODDERS* DESCRIPTION: This retexture set includes 92 miscellaneous items, 4 planters, 4 jewelry chests & 32 candlesticks. These are not available in-game as of now. They are for modders to use when making ...
12277	Phoebes Misc Pack 1 v.2.0	Resources	MMH	55-1642	Phoebe	2009-04-06	This adds 120 miscellaneous recolored items & 40 recolored candlesticks to the game. These are not available in-game as of now. They are for modders to use when making mods. The screenshot included with this file gives lets you see everything. There are five glass textures the colors b...
12276	Marble Desks and Wallscreens	Resources	MMH	55-1640	windomace	2009-04-06	Marble Desks and Wallscreens Original meshes from the game I just retextured.
12275	Flowing Lava v1.0	Resources	MMH	55-1652	Detrius2004	2009-04-06	These mods are only modders' resources. I hope the modding community finds them useful. Uncompress with Winrar into the data files folder. The mod titled "flowing lava" adds three objects to the construction set that look like flowing lava. Under the "Activator" tab de...
12274	Phoebes Modders Pack 3 (Paintings)	Resources	MMH	55-1663	Phoebe	2009-04-06	This retexture set includes 84 floral still life paintings. There are 20 square paintings each has 3 frames types. 2 horizontal in 3 frame types. And 3 pairs of Verticals (these are mirror images of each other in 3 frame types. These are not available in-game as of now. They are for modders to us...
12273	Shannons Retextured Closets and Cupboards	Resources	MMH	55-1656	Shannon	2009-04-06	retextures stock MW meshes with stock MW textures. No read me included
12272	Shannons Retextured Chests	Resources	MMH	55-1679	Shannon	2009-04-06	An assortment of re-textured chests for modders to use. No readme included
12271	Canopy Beds Modders Pack	Resources	MMH	55-1678	Korana	2009-04-06	Adds 24 retextured canopy beds by Dongle...and a black pillow to match a few. Adds these beds: * Silk bed covers * "Romantic" bed covers (two floral,lace, organza) * 2 different leopard print,zebra, fur, and leave print covers. * Black beds with black canopies with a leopa...
12270	Common Furniture Reskin w/ Cherry Wood Texture	Resources	MMH	55-1688	danhaab	2009-04-06	This is a modders resource. An esp file has been included for convenience. The esp has been cleaned with TESAME. This mod DOES NOT require Bloodmoon or Tribunal. No credit is necessary if you happen to use the reskinned furniture, but an email would be appreciated so I can see your work
12269	Dark Telvanni Construction Set v1.0	Resources	MMH	55-1694	Kieve	2009-04-06	Nothing was added to the game world itself. Four "Demo" cells were created for testing purposes: they show "Tel Branora" and "Tel Mora" done in DT units. The interior pieces, doors, and custom flora are laid out in two other cells. All meshes are original MW Telvanni units (barring...
12268	mjy2	Resources	MMH	55-1700	Mighty Joe Young	2009-04-06	No Readme, Here is a list of the archive contents...
12267	Tree Village Model Set 1	Resources	MMH	55-1709	AnOldFriend	2009-04-06	This is a modders resource it does NOT add anything to the game. There are 6 diferent models in this set without interiors, sorry, maybe if I feel like doing some more work on these models I will include some interiors later.
12266	Flame Armor	Resources	MMH	55-1715	GateKeeper	2009-04-06	
12265	Flowing Lava Final	Resources	MMH	55-1723	Detrius2004	2009-04-06	These mods are only modders' resources. I hope the modding community finds them useful. Uncompress with Winrar into the data files folder. The mod titled "flowing lava final" adds three objects to the construction set that look and sound like flowing lava. Under the "light"...
12264	mjy	Resources	MMH	55-1727	Mighty Joe Young	2009-04-06	No Readme, Here is a list of the contents of the archive...
12263	Daedric Tower	Resources	MMH	55-1735	AnOldFriend	2009-04-06	This is a modders resource it does NOT add anything to the game. This model is completley original work by yours truly if they resemble any work done by someone else it is purely coincidence. There is 2 texture variations packed into 2 different rar files since I dont know how to make 2 texture s...
12262	Athene Statue	Resources	MMH	55-1729	AnOldFriend	2009-04-06	This is a modders resource it does NOT add anything to the game. Simply it is a statue of the greek goddess Athene. I found this model on the web so in no way is it mine I am not good enough to do this type of modeling. I simply DL the model retextured it and nifed it for yall to use however you ...
12261	bb Cloth Armor	Resources	MMH	55-1739	Unknown	2009-04-06	No Readme See Admin Comments

ID	Name	Category	Site	Link	Author	Date	Description
12260	Common Window Retexture	Resources	MMH	55-1744	danhaab	2009-04-06	This is a modders resource. An esp file has been included for convenience. The esp has been cleaned with TESAME. No credit is necessary if you happen to use the reskinned windows, but an email would be appreciated so I can see your work.
12259	Varieties of jdooby's Trees with a Forest v1.0	Resources	MMH	55-1757	ayse	2009-04-06	Varieties of jdooby's Trees with a Forest 03/09/28 author: ayse ayse_morrowind@hotmail.com http://freett.com/varvarvar/
12258	Belgian Beer Bottles v1.0	Resources	MMH	55-1770	acs	2009-04-06	No readme. Beer bottles.
12257	Soap Collection v1.0	Resources	MMH	55-1780	LadyLuck	2009-04-06	This is not a playable plugin. It's meant for modders! Meshes by Bethesda, retextured by LadyLuck.
12256	Varieties of Lady E's Trees with a small Forest v1.0	Resources	MMH	55-1788	ayse	2009-04-06	Varieties of Lady E's Trees with a small Forest 03/09/19 author: ayse ayse_morrowind@hotmail.com http://freett.com/varvarvar/
12255	Varieties of N'Dib Trees with a small Forest v1.0	Resources	MMH	55-1793	ayse	2009-04-06	Retextured N'Dib Trees. There are 72 new trees. In South island of Eboheart, you can see all trees. This forest is small, heavy and realistic. Object IDs. /Static/ndib_tree_g*_*_ayse
12254	Varieties of Dracus's Trees with a small Forest v1.0	Resources	MMH	55-1802	ayse	2009-04-06	Varieties of Dracus's Trees with a small Forest 03/09/24 author: ayse ayse_morrowind@hotmail.com http://freett.com/varvarvar/
12253	New Darkelf Vampire Head	Resources	MMH	55-1801	Unknown	2009-04-06	
12252	Brown Assassins Daggers	Resources	MMH	55-1808	Unknown	2009-04-06	
12251	Open Indoril Helm	Resources	MMH	55-1829	Joel Braddock aka Mantodea	2009-04-06	No read me This is 1 mesh. Exactly what it says.
12250	Asymmetric Better Bodies Nifs	Resources	MMH	55-1832	Reavance	2009-04-06	
12249	Asymmetric Better Bodies Nifs with glowmaps	Resources	MMH	55-1841	Reavance	2009-04-06	This includes eight nifs intended for race modders, four of which are glowmapped and are named as such. They have been set to have each side of the body have a separate texture so that race modders can do asymmetric (different on each side)scars, tattoos, etc. BB=Better Bodies M=Male F=...
12248	Gold Helm of Tohan	Resources	MMH	55-1877	Unknown	2009-04-06	
12247	Black Assassins Daggers	Resources	MMH	55-1883	Unknown	2009-04-06	No read me
12246	Recolored Nordic and Imperial Test	Resources	MMH	55-1963	Szazmyrr3	2009-04-06	This mod adds recolors of all Nordic and Imperial Buildings.
12245	Armor Racks non-playable	Resources	MMH	55-1996	TheBurningLich	2009-04-06	Hi, the burning lich here, heres a little note on the armor racks,add in your mods, dont expect them to be placed in game already. they are to help you make your mods. they work a little more like armor racks than mennequins. they have 0 mercentile so you can buy things back from them ea...
12244	Blank Master File Version 2.0	Resources	MMH	55-2057	Rizzen	2009-04-06	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.
12243	Blank ESP	Resources	MMH	55-2083	Kugai aka Matthew Wilson	2009-04-06	Blank.esp Readme.date: 17/02/2003 Kugai What is it? DO NOT RUN MORROWIND WITH THIS FILE SELECTED IN YOUR DATEFILES!!!! FOR MODDERS PLANNING A TC ONLY!!!!!!! Goto the website below if you're unsure you need this...
12242	TheBurningLiches Tools for Home making.	Resources	MMH	55-2070	TheBurningLich	2009-04-06	This is NOT a playable mod- it simply is for if you are making a house and want new mannequin or practice dummy meshes. look for npc's with the ID of "A liches mannequin" or "ZZZZ_mypracticedummy" (the names will be something like those) i am fine with you using these if you put me in the credits...
12241	Chairs	Resources	MMH	55-2085	jaketesnake	2009-04-06	
12240	jjs Alchemy Jars v1.0	Resources	MMH	55-2098	Andoreth	2009-04-06	jjs Alchemy Jars author: Andoreth contact: andoreth@msn.com or andoreth at the Morrowind main site forums. What this mod adds: This is just a series of labeled alchemy jars that can be added to the game via the construction set. They are not plac...
12239	Empty ESM	Resources	MMH	55-2097	Thread_Whisperer	2009-04-06	Cleaned of land, and some dialogue, this master file is designed for those who wish to create Total Conversions based on Morrowind files, Tribunal Files, AND Bloodmoon Files.
12238	Tree Pack v0.1	Resources	MMH	55-2127	jdooby	2009-04-06	Forests are now possible! For a long time now, the Morrowind modding community has had hopes and dreams of creating forests to roam and to build new mods with. Unfortunately, this was not feasible with the original trees unless you had a super-gaming machine. FPS would take a plunge an...
12237	Imperial Staircase	Resources	MMH	55-13370	TaroustheSlayer	2009-04-11	Just a Hlaalu staircase retextured to suit your imperial needs.This is just a resource and includes only the model. P.S. It will be affected by texture replacers.
12236	More Crates	Resources	MMH	55-13369	Phaedrus	2009-04-11	A modders resource that adds 20 new crates, to increase the variety of available crates. There's only TWO in the original game, for crying out loud. Added are crates marked with symbols (originally from signs) of the Mage's Guild, the Fighter's Guild, Armorer, and A...
12235	More Lights	Resources	MMH	55-13380	Phaedrus	2009-04-15	A collection of 48 new chandeliers, sconces, and table lamps for Morrowind. This is a modder's resource; nothing new is added to the game. Many of these lights are animated with candle flames, and extinguished versions of each light are included. There is one ...
12234	NioLiv Clothing Collection Expansion I	Resources	MMH	55-13385	Plangkye	2009-04-23	Vol. I: Dresses These are several variants of NioLiv's dress models with sleeves transplanted from her various shirts and other dresses. I have tried to make as many sleeve/body permutations as I can with this. Credit goes to NioLiv for the original models. The UV textur...
12233	Wooden Armor Mannequin Resource v1.0	Resources	MMH	55-2141	Reflection	2009-04-24	Every now and then a question comes up on the Elderscrolls Forums about wooden armor mannequins and how to make them. I've created this little resource mod to enable people to make their own wooden armor mannequins. This mod is just a modder's resource. It contains no esp file and no wooden armor...
12232	Sinister Glass 1	Resources	MMH	55-2143	Mighty Joe Young	2009-04-24	mighty joe young install in morrowind folders used to your heart's content. don't need to ask,just put my name that i built the stuff have fun!!
12231	Sinister Glass 2	Resources	MMH	55-2144	Mighty Joe Young	2009-04-24	mighty joe young install in morrowind folders used to your heart's content. don't need to ask,just put my name that i built the stuff have fun!!
12230	Sinister Glass 3	Resources	MMH	55-2145	Mighty Joe Young	2009-04-24	mighty joe young install in morrowind folders used to your heart's content. don't need to ask,just put my name that i built the stuff have fun!!
12229	Thepal's Blank	Resources	MMH	55-2330	Thepal	2009-04-24	Blank.esp by Thepal What is it? My blank.esp is basically a base for TC (Total Conversions) to be made off of. The entire world has been deleted so you can create a world from scratch. The objects still all exist in the TESCS, just not in the world itself. Some scripts are s...
12228	Gold Nuggets Pack V2.0	Resources	MMH	55-2163	redwoodtreesprite	2009-04-24	Adds 6 retextures of Morrowind and Bloodmoon meshes, making gold nuggets. There are two color variations, one darker and one brighter. In total, there are 12 different nuggets. Icons were made for all the nuggets. They have no alpha channels. I have made modder's...

Id	Name	Category	Site	Link	Author	Date	Description
12227	Arena	Resources	MMH	55-2156	redwoodtreesprite	2009-04-24	[Sense Of Scale] Sense Of Scale This is the Arena model by Andrea "McFarland" Chiantore. It is a very large single mesh. It has a huge seating area, entrance tunnel, "royalty box", and a platform surrounded by pillars, all one single mesh. (The picture outside of the screenshot folder is of the arena inside of ...
12226	True Gold - Gold coin retexture	Resources	MMH	55-2181	FrostByte	2009-04-24	True Gold - Gold coin retexture[]By: FrostByte To install just drop the textures or your choice, mip mapped or non-mip mapped, into your Morrowind/Data Files/Textures folder. Feel free to use these textures in your mods as you will. Asking permission from me is not necessary. Have ...
12225	BBAsymHands	Resources	MMH	55-2215	Unknown	2009-04-24	No readme
12224	Blank ESP	Resources	MMH	55-2300	Kugai aka Matthew Wilson	2009-04-24	What is it? Blank.esp Readme.date: 17/02/2003 Kugai DO NOT RUN MORROWIND WITH THIS FILE SELECTED IN YOUR DATEFILES!!!! FOR MODDERS PLANNING A TC ONLY!!!!!!! Goto the website below if you're unsure you need this...
12223	TreePack Texture Fix	Resources	MMH	55-2293	jdooby	2009-04-24	jd_treebark3.dds
12222	Unused Statics	Resources	MMH	55-2326	Unknown	2009-04-24	Nifs for a variety of things. No new textures.
12221	Sapphire Staff	Resources	MMH	55-2328	Unknown	2009-04-24	dds & max files Thumbnail is from the dds file.
12220	Woodland Furniture Pack v1.0	Resources	MMH	55-2329	Qarl	2009-04-24	new meshes for modder's. All made out of plants. A bed, table, chair, and a blanket of leaves for the bed. Not placed in game.
12219	PJStaabs Textures v1.0	Resources	MMH	55-2306	PJStaab	2009-04-24	Description ===== Just a few modders resource textures to use in your mod.
12218	Nimrod's Shoptsigns	Resources	MMH	55-2331	Nimrod	2009-04-24	This is a modder's resource for Morrowind adding 40 shoptsigns. Only the meshes and textures are included in this pack, so you will have to add the shoptsigns yourself in the editor. Note: the RAR file unzips to a 7zip. All images are from Herosinger as uploaded to The El...
12217	NioLiv's Harem Meshes Add-On v1.0	Resources	MMH	55-2699	NioLiv	2009-04-24	This is an add-on for my previously released clothing mesh collection for Better Bodies. The pack contains a pair of baggy pants, two puff sleeved shirts with sleeve bands and flared sleeves, two veils suited for non-beast characters, and one veil that fits Khajiits. All meshes in this pack are s...
12216	mannequin	Resources	MMH	55-2779	Indigo	2009-04-24	This is not a complete plugin, but rather a base plugin that can be merged with other plugins. It adds a race (Mannequin) and creates a very useful Mannequin that can be dressed however you like.
12215	Jack O Lantern Resource v2.0	Resources	MMH	55-2946	Korana	2009-04-24	This mod adds to the Construction Set ONLY ((THESE ARE NOT FOUND IN GAME ANYWHERE)) a Jack O' Lantern. The pumpkin is set up as both a light and a miscellaneous item. Can I make the Jack O' Lantern Carryable? No. The lantern is too large to be carryable and will cut in...
12214	Picket Fence v1.0	Resources	MMH	55-2947	Greybeard	2009-04-24	This set of picket fence pieces is based on Baalthazaars' picket fence pieces, but sized and arranged so the pieces can be "snapped" together with the grid and angle settings. There are three sets of 8 fence pieces (normal, old and broken), 2 sets of the three gate pieces, as well as the post, ...
12213	Gold	Resources	MMH	55-2948	Korana	2009-04-24	Adds a gold "genie" light (retextured Redware Lamp) to the Construction Set. ***** To use- This is intended for modder's use (made by request). The lamp is currently added as a light with the item ID "KO_Gold_Lamp"...
12212	Ginger Jar	Resources	MMH	55-2949	Calislahn	2009-04-24	Ginger Jar by Calislahn ***** This was something I made a long time ago when I was messing about with max, something I didn't keep up for long as I found somebody far better than me to make things for me ;) I am releasing it now as I thought it might ...
12211	Printing Press	Resources	MMH	55-2953	dongle	2009-04-24	We see mass-produced books all over Morrowind, yet no printing presses. This mesh is intended to correct that. All original model, made by me from scratch in 3Ds Max. Textures are from the stock game. Only a .nif model is included, there is no playable mod. It is a resource ...
12210	Dwemeris Script - A Dwemer Rune Font	Resources	MMH	55-2956	dongle	2009-04-24	This is a font based on the Dwemer lettering system found in the Elder Scrolls RPG series by Bethesda Softworks.
12209	Dwemeris Book - A Dwemer Rune Font	Resources	MMH	55-2957	dongle	2009-04-24	This is a font based on the Dwemer lettering system found in the Elder Scrolls RPG series by Bethesda Softworks. The third edition, Morrowind, features two books: The Egg of Time and Divine Metaphysics. The runes in this font are based on the ones found in those books.
12208	Windmills	Resources	MMH	55-2958	dongle	2009-04-24	Some animated windmill models for Morrowind. Wind-driven sawmill and grainmill meshes. Both are fully animated, with spinning windmill blades, gear driven shafts, working saw, and grain grindstone. They include matching exteriors and interiors. Mesh...
12207	Weapons Pack	Resources	MMH	55-2959	dongle	2009-04-24	Some melee weapons for use in Morrowind mods An assorted collection of arrows, axes, spears, and swords which were made for various mod teams. The oldest and simplest, the yari spear, was made almost two years ago in May '03. The newest ...
12206	Dongle's Water Pack	Resources	MMH	55-2960	dongle	2009-04-24	A Collection of Animated Water Meshes for Morrowind This is a collection of animated water meshes for world builders to use in Morrowind. No playable mod is included in this pack, nor any new textures, just .nif files. Use 'em anyway yo...
12205	Tree House	Resources	MMH	55-2962	dongle	2009-04-24	A Tree House for use in Morrowind mods A massive three-story tree-trunk hollowed out into a home. Doorways, balconies, windows, walks, and stairways wrap all around the trunk. An interior with matching doorways and internal stairwell is ...
12204	Stone Animal Statues	Resources	MMH	55-2964	dongle	2009-04-24	Stone Animal Statues for use as decoration in Morrowind mods Three of the Bloodmoon animals - Bear, Boar, and Wolf - re-realized as stone statues. Nice decorations for any rustic home. The wolf is available in three poses.
12203	Shinto Shrine	Resources	MMH	55-2965	dongle	2009-04-24	A Shinto Shrine for use in Morrowind mods A small rustic building inspired by even smaller model of a Shinto Shrine. This was also the basis for mod for the game Rune, ages ago. One mesh of the exterior, one for the interior, one door, a...
12202	Ranger's Equipment	Resources	MMH	55-2966	dongle	2009-04-24	Some Ranger's equipment for use in Morrowind mods A collection of accessories for the outdoorsy ranger types. A Celtic style metal-bound wooden shield, a leather quiver, a horn with raven carvings, and a Viking style tent.
12201	Oblivion Fonts	Resources	MMH	55-2969	dongle	2009-04-25	Contains 2 versions Oblivion Script - A Daedric Letter Font "author": dongle VERSION 1.0 NOTES: This is a font based on the Daedric lettering system found the Elder Scrolls RPG series by Bethe...
12200	Nordic Halls	Resources	MMH	55-2970	dongle	2009-04-25	
12199	Musical Instrument Pack	Resources	MMH	55-2971	dongle	2009-04-25	Musical Instrument Pack v1.1 by dongle Some new musical instrument models for Morrowind. Adds five new models; Harpsichord, Gong, Drum, Marimba, and Celtic Harp. Additionally a wieldable percussio...
12198	Mehrune's Accessories	Resources	MMH	55-2972	dongle	2009-04-25	Mehrune's Accessories from dongle Some Daedric equipment for use in Morrowind mods A collection of miscellanies Daedric inspired models. These were originally made for

ID	Name	Category	Site	Link	Author	Date	Description
12197	Lighthouse	Resources	MMH	55-2973	dongle	2009-04-25	Lighthouse by dongle An animated lighthouse for Morrowind. A lighthouse model with a beam of "light" animated to pan around the sky. Includes two exteriors as well as upper and lower interiors. ...
12196	Chinese Junk	Resources	MMH	55-2974	dongle	2009-04-25	Chinese Junk from dongle A Chinese Junk model for use in Morrowind mods A basic model of a Chinese Junk sailing ship. One exterior, and one interior, model are inclu...
12195	Imperial Gates Pack v1.0	Resources	MMH	55-2975	Dongle	2009-04-25	A replacement for the boring, wimpy, Imperial doors. Two styles of medieval doorways -- one solid, one with gaps you can see through -- in large and small sizes. Door jambs are included that fit the standard Imperial exterior wall arches, the interior four-way, and a more substantial door frame t...
12194	Glass Window Pack	Resources	MMH	55-2976	dongle	2009-04-25	Glass Window Pack by dongle This is a package of eight translucent glass windows for use in Morrowind mods. The first style is a plain pane of glass you can tile to fill an opening. They come as f...
12193	Glass Dome	Resources	MMH	55-2977	dongle	2009-04-25	Glass Dome by dongle This is a transparent glass dome for use in Morrowind mods. A geodesic dome with a wooden frame and transparent antique glass texture. A good use would be for an ashlands gree...
12192	Glass Display Case	Resources	MMH	55-2978	dongle	2009-04-25	Glass Display Case v1.1 by dongle A glass display case to show off your loot. The display case has animated front doors. By setting it up as an activator, and attaching the included script, they w...
12191	Glass Door Pack	Resources	MMH	55-2979	dongle	2009-04-25	Glass Door Pack by dongle This is a package of translucent glass doors for use in Morrowind mods. There are two arched, and one square door. Each has a choice of plain glass, or with diamond lead...
12190	Elizabethan Galleon	Resources	MMH	55-2980	dongle	2009-04-25	Elizabethan Galleon by dongle An Elizabethan Galleon for Morrowind. A large, three-masted, four-sailed, long-distance, sailing ship model. Reminiscent of those in use around our year 1500.
12189	Druid's Staff	Resources	MMH	55-2981	dongle	2009-04-25	Druid's Staff from dongle A Druid's Staff for use in Morrowind mods A wooden staff, with optional leaves, and glowing tree-pod thingies. Modeled to have a half...
12188	Creepy Trees	Resources	MMH	55-2983	Wildman	2009-04-25	[http://treyleavens.webs.com/downloads.htm] http://treyleavens.webs.com/downloads.htm You guessed it- a resource for creepy trees released on the official forums. If anyone recognizes this let me know who created it. Modders resource only, no .esp file.
12187	Samurai Helm v1.0	Resources	MMH	55-2992	Crazyboy	2009-04-25	A samurai helm by Crazyboy. Part of Morrowind Workshop. the archive contains just the nif file unzips to an ace file thumb is from Morrowind Workshop there is no readme
12186	Re-sized Skull Crusher	Resources	MMH	55-13388	Dragon_Lance	2009-04-26	This is a simple replacer for the hammer Skull Crusher which simply downsizes it to conform to a more natural shaped hammer. All it comprises of is a mesh. "Installation": I did this as a request and I figured it would nice to share. It is just a simple mesh. Install the...
12185	Pseudo Speedtree for Morrowind	Resources	MMH	55-2995	Qarl	2009-04-26	Modder resource. No ESP. Just models and textures. Basically this is 3 models which are two dimensional planes which always face the player and are always verticle. One has a tree, one has a bush, and one has grass. The planes have alpha channels on them. So they're basically sprites. The reason ...
12184	Crystals	Resources	MMH	55-2997	Qarl	2009-04-26	Various forms and sizes of crystals for modders. Placed in the CS but not in-game. All models are translucent and reflection-mapped.
12183	Bleach Wood Bookshelf Minimod	Resources	MMH	55-2998	Wytch	2009-04-26	Bleach Wood Bookshelf Minimod by wytch Version History: 1.0 Recoloured the wood...
12182	Asymmetric Better Bodies Nifs	Resources	MMH	55-2999	Reavance	2009-04-26	***** The Elder Scrolls III MORROWIND: Asymmetric Better Bodies Nifs - Modder's resource by ...
12181	Asymmetrical Hands for Better Bodies	Resources	MMH	55-3000	MagicNakor	2009-04-26	No Readme ===== PES site: Just a resource for those modders that make custom races. These are asymmetrical texture mapped and glowmapped hands for Better Bodies 2.2.
12180	Moon Script	Resources	MMH	55-3002	RpgFan101 (prev: GreenLink101)	2009-04-26	Name MoonScript Author RpgFan101 Submitted / Updated 12-09-2006 / 12-15-2006 Category Modders Resources Requires &...
12179	Try On Clothing Demo	Resources	MMH	55-3003	Enmesharra	2009-04-26	This is a modder's resource for all you clothing creators. These scripts show you how to set up a "try before you buy" option in your shop. The player can ask to try on clothing which unlocks a chest. The player can remove the items and see how they look but cannot leave the cel...
12178	N'Dib Terrain Cliffs v1.0	Resources	MMH	55-3051	Eric Henry	2009-05-12	N'Dib Terrain - Cliffs 1.0 *-----** What is it? *-----* This is a set of snap-together cliff meshes. They're intended for modders doing new terrain or dungeons. A few ideas: Line your next mountainside with a steep cliff. Cut ...
12177	N'Dib Trees v1.5	Resources	MMH	55-3067	Eric Henry	2009-05-12	This is a set of several new trees and stumps of the same tree type intended for modders to use; it won't actually add anything to the game. A bare .esp containing just the new statics is included This version has optimized all 6 tree models. Poly counts went down approximately 50-200 faces depen...
12176	Council Books	Resources	MMH	55-3088	Stalker	2009-05-12	This is a textures for all Six Great Houses Council Books. There's no ESP so nothing was added to the game. You must do it manually.
12175	Zyndaar's Modular Castle Set v1.5	Resources	MMH	55-3099	Zyndaar	2009-05-12	[Styles] Styles The standard set can be found in the cell !!Zs_Amazing_Modular_Sets As well as one piece from each style
12174	KI Stone Tops v1 NonTribunal	Resources	MMH	55-3125	Kiriell	2009-05-12	KI Stone Tops V1 by Paschors Kiriell@worldnet.att.net DEPENDANCIES----- Morrowind. DESCRIPTION----- This set of statics is made up of the bar/counters and the two container tables. They hav...
12173	TF_fireplace_modpack_v1	Resources	MMH	55-3145	TextureFreak	2009-05-12	Description: This mod adds 20 retextured fireplaces. 10 furn_fireplace_10 versions and 10 in_nord_fireplace versions. I've included the picture fireplaces.jpg that shows all 10 different fireplaces so you won't have to dig through all 10 variations in order to find the right retex you want. So n...
12172	Recolored Nordic & Imperial Buildings v1.0	Resources	MMH	55-3173	Szazmyrr3	2009-05-12	This plugin add 20+ recolored Imperial and Nordic objects. This is intended for modders to use. All it actually adds into the game is a cell with all the new buildings in it.
12171	db_dungeon01_tileset	Resources	MMH	55-3172	Lady Eternity & Proudfoot	2009-05-12	This is the dungeon tile set used in the DB Alpha. Load most in as statics in TESC Load the doors in as doors in TESC Load chain03 and an activator (Is sways) - Note there are targeting problems because MW blows up Bounding Boxes when a mesh is physiqued and loaded as a activator
12170	Yggdrasil House	Resources	MMH	55-3418	Yggdrasil	2009-05-12	My House ^_^
12169	New World Clean v1.0	Resources	MMH	55-3837	Gibbo	2009-05-12	***** The Elder Scrolls III MORROWIND: New World v1.0 *****
12168	Torgulfs NPC Soultrapping	Resources	MMH	55-3892	Torgulf	2009-05-12	TORGULF'S NPC Soultrapping v 1.21

ID	Name	Category	Site	Link	Author	Date	Description
12167	Andrea Chiantore Mesh Pack	Resources	MMH	55-4021	Andrea ("McFarland") Chiantore & Redwoodtreesprite	2009-05-12	[Walls Stairs] Walls Stairs These models were uploaded to Morrowind Files. But as Morrowind Files is long gone, and as the full usage Ok was given, I have put them together in one pack for modder use again. I did add AnCh to the meshes and texture names, as some of the names were so simple that there was a risk ...
12166	Nomad Plants and Trees Modder's Pack	Resources	MMH	55-4019	Nomad	2009-05-12	Oak Tree These are most of the plants I've created to date. I didn't add the pine tree I've created because I think the one's that came with Bloodmoon look better than mine. I've added 2 tree's that give a little different look than the one's that came with the game. - Nomad These models have...
12165	Elvish Weaponry	Resources	MMH	55-4023	Star Boi	2009-05-12	[Elven Dagger] Elven Dagger No Read Me. See Admin Comments. Meshes, textures and icons for: Elvish Dagger Elvish Shield Elvish Arrows (2) Gandalf's StaffSpear Lorien Bow
12164	Lord Yig Fantasy Art Mod v1.1	Resources	MMH	55-4025	Lord Yig	2009-05-12	In fact, this plugin can't be played as it is, none of the objects this plugin adds have been placed anywhere in the game. This mod is designed for modders who wants to add new stuff to their plugins. Use it with The Elder Scrolls Construction Set. From the TESCS load menu, s...
12163	Nomad Female Heads and Hair Modder's Pack	Resources	MMH	55-4029	Nomad	2009-05-12	There is a serious ugly factor with the models that came with Morrowind, hopefully you will agree that mine have at least made the females a little more pleasant to look at. The hair models are part of the download, since I've adjusted them to fit specifically with my models. - Nomad
12162	Make-Your-Own-Rug-Kit	Resources	MMH	55-4041	Tommy Khajiit	2009-05-12	MAKE-YOUR-OWN-RUG KIT. STORY This plugin brings thirty rugs to Vvardenfell, ten small rectangular, ten big rectangular and ten big oval rugs. The textures used for the rugs are simple bitmaps which you can easily alter. The goal of this plugin is that you choose ...
12161	Mesh resource compilation for Better Bodies 2.x v1.0	Resources	MMH	55-4040	NioLiv	2009-05-12	This is a compilation of all clothing meshes for BB I've released to date, plus a new pair of boots in three variations. All are alpha-enabled, with both full alpha and 1-bit versions included for each mesh. Some also come in versions without alpha enabled. When the slot assignments allow it, man...
12160	g07h k1ll3rs Scrolls and Ofudas	Resources	MMH	55-4039	g07h_k1ll3r	2009-05-12	This is a modders resource and the only reason an ESP is included is so that people can check the stuff out ingame. The resource contains four different kinds of japanese-style scrolls with three different colors (Green, Red and Golden Brown) and two ofudas. The Scrolls
12159	N'Dib Pots v1.0	Resources	MMH	55-4038	Eric Henry	2009-05-12	This release contains several new ceramic pot type containers similar to the urns already included in Morrowind. Each has 3 different colored skins. *-----* * Installation *-----* Extract the zip archive to your Morrowind\Data Files direct...
12158	displaycases	Resources	MMH	55-4044	Lady Eternity	2009-05-12	Hello, In this .rar you will find display cases. Covers have been saved separately from the bases. And all textures are contained inside the .nifs. Each set is labeled numerically, with the alphabet appending each number to indicate the "glass top" part of each mesh. Also included are s...
12157	Common Rich Hallway Pack	Resources	MMH	55-4046	Baratheon79	2009-05-12	This mod (hopefully) completes the common rich interior tileset by adding in the missing hallway pieces. I created this because I needed the pieces for another project, and I figured someone else might be able to make use of it. I reskinned the existing plain common hall pieces using N...
12156	Oval Rugs 01 (Clean) v1.0	Resources	MMH	55-4048	kittybrod aka PawPrintExpress aka Catherine	2009-05-12	[90 Rugs] Rugs This is only a portion of the rugs I have recolored. I have removed the bright colored rugs from this mod. Please let me know if there are any problems with this mod. This is the first time I have had to use TESAME to remove GMSTs, so I am not sure I was successful.
12155	Robe 1	Resources	MMH	55-4063	Negrodomous	2009-05-12	[Negrodomous' Robe] Negrodomous' Robe No Read Me. See Admin Comments.
12154	Plant Furnishings	Resources	MMH	55-4062	Unknown	2009-05-12	This adds plant containers that are blue,green, pink and peach.this mod is for people who are tired of having all the plant containers that haailu lookin color. this mod is good for when people who like to make house mods and buildings and need somethin a little different.
12153	KI Basins v1 NonTribunal	Resources	MMH	55-4061	Kiriell	2009-05-12	KI Basins V1 by Paschors Kiriell@worldnet.att.net DEPENDANCIES----- Morrowind. DESCRIPTION----- This set of statics is made up of the unused mesh that is a basin. They have all been retextu...
12152	Silveri's Flora Pack 1	Resources	MMH	55-4060	Silveri	2009-05-12	Silveris Flora Pack 1 This is for modders, and adds some recoloured floraplants. I made this to give a little variation, to use in landscaping or just in planters. Some may think they are a little to bright, but sometimes I think a little colour is alright. Ferns...
12151	Daedric Teddies and Dwemer Teddy	Resources	MMH	55-4066	redwoodtreesprite	2009-05-12	[Daedric Red Teddy Bear] Daedric Red Teddy Bear texture versions each in red, blue and green of one of junkmail's Teddy Bears, in Daedric textures. There are front facing and back facing versions of each of these. In total, there are 12 Daedric Teddies. Also included is a Dwemer Teddy version of the other of junkmail's T...
12150	Blue Ebony v1.0	Resources	MMH	55-4070	Unknown	2009-05-12	This is an .esp file for modders only, it does not add anything to the game world. I retextured the ebony armor and a few weapons, replacing the gold/yellow trim with blue. The original Ebony armor is still there, so this is not a replacer. The new Blue Ebony has all the same stats as the origina...
12149	Blue Ebony v2.0	Resources	MMH	55-4078	Craigor	2009-05-12	[Craigor Blue Ebony Shield] Craigor Blue Ebony Shield This is an .esp file for modders only, it does not add anything to the game world. I retextured the ebony armor and all the weapons, replacing the gold/yellow trim with blue. The original Ebony armor is still there, so this is not a replacer. The new Blue Ebony has all the same stats as the origi...
12148	CHRON VENTRI'S DISPLAY CASES	Resources	MMH	55-4076	CHRON VENTRI	2009-05-12	Two display cases, each consists out of two parts: top and bottom. They are size 80x80 and 80x160. Made with swirlwood textures and LadyE's (see the credits) glass texture. You are free to use them in your mods. I only ask to be notified by e-mail so I could see how it works and looks in someone ...
12147	Gimli's Axe	Resources	MMH	55-4082	Unknown	2009-05-12	[Gimli's Axe, close up] Gimli's Axe, close up No Read Me. See Admin Comments.
12146	Dual Wieldable Weapons - expanded	Resources	MMH	55-4090	Jin Atsuko	2009-05-12	All defensive counter parts have "f.nif" on the end of the filename. ESP has all things set up but they are not in game. Currently usable as a Modders Resource.
12145	More Extravagant Gloves	Resources	MMH	55-4098	Negrodomous	2009-05-12	More Extravagant Gloves by Negrodomous You are Free to use these in any mod, they are Modder's Resources. All you have to do is include this read me along with your mod. You should also rename the name of the meshes in the cs, not the actual files, to prevent any complications wit...
12144	MeanTricks	Resources	MMH	55-4104	The Black Knight	2009-05-12	Not really for playing. Demonstrates more or less devious scripts. Create a charcter and leave Seyda Neen. Follow the road left to the Black Knight's camp. Feel free to use the scripts in your own plugins. But don't forget to mention that you got this him
12143	displaycase5	Resources	MMH	55-4110	Lady Eternity	2009-05-12	Hello Here is yet another display case. This one should match display case 4 pretty good. But anyhow. Textures are saved within the .nif files. 5 is the main nif

Id	Name	Category	Site	Link	Author	Date	Description
12142	TF_10 New Tapestries v1.0	Resources	MMH	55-4108	TextureFreak	2009-05-12	new tapestry textures for you...6 Celtic style based tapestries and 4 "common life" tapestries. There is for example one tapestry with a nice hunting scene. These are no new meshes. I just edited the common tapestry textures. So this is for all you modmakers. Feel free to use them i...
12141	Basic female clothing mesh pack for Better Bodies 2.x v1.0	Resources	MMH	55-4113	NioLiv	2009-05-12	Requires Better Bodies 2.0 or better. This is a set of very basic clothing meshes I made for Better Bodies 2. All are alpha-enabled, with both full alpha and 1-bit versions included for each mesh. When the slot assignments allow it, most of these meshes can be worn together. This ...
12140	Orcish Battleaxe	Resources	MMH	55-4120	Negrodomous	2009-05-12	Orcish Battleaxe I take absolutely no credit for this mesh or it's textures, they are all done by bethsoft, i just aplied them to the mesh with niftexture. I only take credit for the icon. you are free to use this in any mod, just include this readme. I hope you e...
12139	Legolas' New Tapestrys	Resources	MMH	55-4117	Legolas	2009-05-12	[Legolas' New Tapestrys] Legolas' New Tapestrys This is my first released mod, so if you dont like it dont come crying to me. It adds 9 new tapestrys to the game,you have to add them through the construction set.Enjoy!
12138	my first batch	Resources	MMH	55-4130	Mighy Joe Young	2009-05-12	rar compressions: mjj 3dmax food mesh with pics.rar1 mjj all books from 99% ever made.rar mjj amphitheatre.rar mjj ant stuff.rar mjj atlantis mod.rar mjj aztec armor+temple.rar mjj aztec temple.rar mjj aztec temple.rar mjj beast armour.rar
12137	Mesh resource compilation for Better Bodies 2.x addon v1.0	Resources	MMH	55-4134	NioLiv	2009-05-12	This is a small addon to my mesh pack "Mesh resource compilation for BB", with two sleeve meshes and ground art for the boots and the bodysuit from the previously released pack. Both sleeves widen from the wrist, and the wide part covers part of the hand. On the upper arm, one sleeve i...
12136	Basic female clothing mesh pack for Better Bodies 2.x addon v1.0	Resources	MMH	55-4133	NioLiv	2009-05-12	This is a small addon to my previously released mesh pack, containing two new meshes: a long loose fitting skirt and a few variations of a full sleeved dress. I've also included new versions of some of my old work, mainly to let them use different slots than before. All meshes are alpha-enabled, ...
12135	Mog Ebony Helm Resource	Resources	MMH	55-4132	LordJB aka Jonas Backman	2009-05-12	Mog Ebony Helm Resource ===== An Ebony helm mesh for Mogs (no ESP).
12134	Nomad Wooden Fort Modder's Pack	Resources	MMH	55-4139	Nomad	2009-05-12	This is a wooden fort I created for my mod I'm working on. With the download you'll get the gate piece, wall piece, corner wall piece and wooden stairs. You can just put them together like the other Morrowind static objects to create a wooden fort. - Nomad These models have been avai...
12133	displaycase4	Resources	MMH	55-4142	Lady Eternity	2009-05-12	Hello Here is yet another display case. I'm really getting the knack down now I think for making models to scale. Hopefully furture display cases will be right on par to the scale of the character. It's very difficult to get it just right. But anyhow. Textures are saved wit...
12132	balmora market 1 zip	Resources	MMH	55-4143	Raye	2009-05-12	an indoor market added to balmora... the Empty version [what is included in this archive] has only the bare bones,whilst the Raye's market version [not included] has my own NPCs and perhaps some others that im tired of trying to find,all in one convenient place.
12131	Kagz Flowers v1.0	Resources	MMH	55-4158	Kagz aka Kagrenac aka Raven	2009-05-12	Alright, this is a modders resource only!!!! It places nothing in game. This mod gives modders 30 different flowers to use in mods. Now i realise that some of the models are quite high, in number of polys. Well its either that or no flowers at all. These flowers are so be...
12130	displaycase locked	Resources	MMH	55-4157	Lady Eternity	2009-05-12	Hello, Well, I said I'd make one, so here it is. Locked Display Case. You will note the lock on the front. The lock base is saved on the displaycase_3.nif, and the keyhole top half of the lock is saved on the displaycase_3a (the glass part). Textures are saved in the .nif files, so no ...
12129	DisplayCase plugin	Resources	MMH	55-4156	Indigo	2009-05-12	This .esp file adds the Display Case to your list of activators. This plugin is not intended as a stand-alone, but rather as an additional resource, to be merged with mods-in-progress. To add a display case, you'll need to use the Construction Set, and place the activator of the display...
12128	Shirt mesh resource for Better Bodies v1.1	Resources	MMH	55-4173	NioLiv	2009-05-12	This pack contains three shirt meshes, one plain and tight, one collared with tight sleeves and one collared with puff sleeves. All come in male and female versions, and all have versions with full alpha, 1-bit alpha and no alpha enabled. Requires Better Bodies 2.1 or better.
12127	Nomad Bathtub and Outhouse Modder's Pack	Resources	MMH	55-4189	Nomad	2009-05-12	[Outhouse] Outhouse These models have been available at Morrowind Creations for a long time. But the downloads there have disappeared, and Nomad's email address no longer works. I did some checking, and found out from Astaris that it should be Ok to make these packs. re-released by redwoodtreesprite
12126	Stargate v1.0	Resources	MMH	55-4182	SAHARDOOM aka Dalibor B.	2009-05-12	***** STARGATE ***** By SAHARDOOM (Dalibor B.) Meshes by Starcon5 Textures by Sahardoom. Original By STARCON5 "Dwemer Gate" You are freely to use these files in your own mod(s), you can release these ...
12125	Dracus Tapestry Pack 1	Resources	MMH	55-4180	Dracus Dragani	2009-05-12	***** Dracus Tapestry Pack 1 for TES3 Morrowind ***** by Frederick Nicholas Zazulka A.K.A. Dracus Dragani ***** Description *****...
12124	Geonox Grass V1.0	Resources	MMH	55-4195	Geonox	2009-05-12	***** Morrowind -> Geonox Animated Grass Pack V1.0 [contains animated grass models] Geonox Static Grass Pack V1.0 [contains static grass models] *****...
12123	displaycase6	Resources	MMH	55-4200	Lady Eternity	2009-05-12	Hello Here is yet another display case. This one should match display case 4 and 5 pretty good. But anyhow. Textures are saved within the .nif files. 6 is the main nif...
12122	Jack O' Lantern Resource v2.0	Resources	MMH	55-4199	Korana	2009-05-12	This mod adds to the Construction Set ONLY ((THESE ARE NOT FOUND IN GAME ANYWHERE)) a Jack O' Lantern. The pumpkin is set up as both a light and a miscellaneous item. Can I make the Jack O' Lantern Carryable? No. The lantern is too large to be carryable and...
12121	Silveri's Hlaalu Walls v1.0	Resources	MMH	55-4212	Silveri	2009-05-12	[Study] Study Silveri Hlaalu Walls This is for modders. It's the Hlaalu walls I have given new textures. There is 2 sets of walls. 1 Blue and the other a kind of wallpaper that is also in blue. I made this because I think that the people would have their walls in different colours....
12120	KI Brocade Chairs v1.0	Resources	MMH	55-4215	Kiriell	2009-05-12	If you are looking for a brocade chair then you have come to the right place. Three different brocades, 5 different chair styles, recolored many different ways. 115 total chairs.
12119	Small Retextured Mushrooms Modder's Pack 1: Blue	Resources	MMH	55-4217	Redwoodtreesprite	2009-05-12	Adds 12 retextures for Russula mushrooms and 11 retextures for Coprinus mushrooms, all variations of blue. In total, there are 60 retextured Russula Mushrooms and 33 retextured Coprinus. I have made a modder's esp with the mushrooms, but they are not put ingame. Cleaned with ...
12118	Nomad Male Heads and Hair Modder's Pack	Resources	MMH	55-4219	Nomad	2009-05-12	The coloration of the heads matches best with the Breton bodies, though you can use them with any race you wish. Hair models shown are included in the download. Other hair models in the game or from Rhedd's downloads might not fit my models heads very well, that's why I'm including the hair mode...

Id	Name	Category	Site	Link	Author	Date	Description
12117	Silveri's Fireplace pack 1	Resources	MMH	55-4224	Silveri	2009-05-12	Silveris Fireplace Pack 1 ***** This is for modders only. No expansion needed. For pictures look at www.silveri.dk This mod includes: Fireplaces of type fireplace 10 Imperial fireplaces Telvanni fireplacesdate...
12116	Blank	Resources	MMH	55-4226	Thepal	2009-05-12	My blank.esp is basically a base for TC (Total Conversions) to be made off of. The entire world has been deleted so you can create a world from scratch. The objects still all exist in the TESCS, just not in the world itself. Some scripts are still included, such as Float, SignRotate, OutsideBanne...
12115	Small gold and stone statues	Resources	MMH	55-4233	Semtex	2009-05-12	Moders resource. "Bootle size" statues of Almsivi, daedric gods and some other rescaled from game, in stone and in gold version. Usable as decoration, rewards, trophy, quest items... Only two dragons statue placed on the game world, in Skyrim mision in Ebonheard and East Empire Company...
12114	Dracus Tree Pack	Resources	MMH	55-4232	Dracus Dragani	2009-05-12	Included in this pack are three tree models for use in mods. It is all one style of tree with three variations. These trees were originally made for a tree replace mod that I was working on but it never got finished, so these are the models that I have left from it.
12113	Elendil Helms	Resources	MMH	55-4234	Unknown	2009-05-12	No Readme
12112	dracus tapestry pack2	Resources	MMH	55-4235	Unknown	2009-05-12	
12111	Dracus Mortar n Pestle Model	Resources	MMH	55-4237	Dracus Dragani	2009-05-12	Included in this pack is a mortar and pestle model for use in mods along with an icon file for use as an item.
12110	Firework's Modder's Resource	Resources	MMH	55-4236	Urthwhyte	2009-05-12	Firework's Modder's Resource By: Urthwhyte It's just a model of a firework if you want to use it in your mod just give me credits. No ESP or anything as I'm assuming anyone who's making a mod and adding new meshes and scripts (hopefully) knows how to put a model in the right...
12109	Phoebes Misc Pack1	Resources	MMH	55-4963	phoebe	2009-05-12	11-07-2003 PHOEBE'S MISC PACK 1 *requires only Morrowind* This adds 120 miscellaneous recolored items & 40 recolored candlesticks to the game. These are not available in-game as of now. They are for modders to use when making mods. The screenshot included ...
12108	BG SS	Resources	MMH	55-5029	Unknown	2009-05-12	README FOR BLACK GUAR AND SILVER SAINT
12107	Madmax's horse riding script resource	Resources	MMH	55-5069	MadMax	2009-05-12	Horse Riding Script By Madmax What is used in this script demonstration? Horse Script byMadmax Horse provided by... Cait Saddle provided by...Acid Basick ***** Im...
12106	Light DAE jet	Resources	MMH	55-5114	Unknown	2009-05-12	This mod simply makes the "Daedric Jet", a model that was included in the Morrowind.bsa file but never used in the game, available to use in the Construction Set.
12105	BlankESP	Resources	MMH	55-5124	Kugai aka Matthew Wilson	2009-05-12	Blank ESP ReadMe This is basically a blank .esp file that only should be used by modders planning to make a total conversion. Unlike most empty blank .esp's you can run this one via selecting it in the data files, but ...
12104	The Elder Scrolls Treasury Vol. I Edition 2	Resources	MMH	55-5200	Zeph	2009-05-12	The official Books, Scrolls and Notes of TES3: Morrowind, its official Plugins and Expansions.
12103	The Elder Scrolls Treasury Vol. II Edition 1	Resources	MMH	55-5192	Zeph	2009-05-12	The Elder Scrolls Treasury Volume II: Common Names in Morrowind. A repertory for modders, summarizing the "official" names Bethesda invented for non-personal characters (NPCs as well as some creatures).
12102	BTG's Blank ESP™	Resources	MMH	55-5229	Brian The Goldfish	2009-05-12	Essentially, BTG's Blank ESP is a version of Kugai's Blank ESP. But this has some subtle differences - namely, the addition of all (or most of) the Tribunal/Bloodmoon objects. It's also 100% dialogue-free (hence the somewhat smaller file size). Simple as that, really. I don't want to downplay the...
12101	Architect	Resources	MMH	55-5243	Argent	2009-05-12	Resource plugin for the Morrowind Immersive Architect.
12100	Clean Serpentine Staff	Resources	MMH	55-5408	Phijama	2009-05-12	My second weapon mesh for Morrowind. Adds a 'Serpentine' staff to the game. Basic mod included, staff found in Seyda Neen Lighthouse.
12099	Blademaster Resource Pack v1.0	Resources	MMH	55-5447	Fidel_	2009-05-12	This mod adds several new swords and other weapons to Morrowind. However, I provide only the models, and it is up to you to think up proper balance/storyline/quest for the items, so this is not a mod for those who search for immediate weapon add-on, and was designed for those who are making their...
12098	Dark Dragonbone Blade v1.0	Resources	MMH	55-5456	TwisTeDbOi & PheonixKnight	2009-05-12	To install this modders resource, place the mesh files into your Data Files\Meshes folder, the textures into your Data Files\Textures folder, and icons into your Data Files\Icons folder. To add this into an .esp, open up the Construction Set, load up Morrowind, go to the Weapons tab, r...
12097	Veldion Razor Tooth Sword	Resources	MMH	55-5466	FlyTSI	2009-05-12	This model is designed to be a 2 handed sword. No esp. It will have to be set up in the CS.
12096	Silaria's shoes 01 for BB v1.0	Resources	MMH	55-5491	Silaria & Mandamus	2009-05-12	This is a modder ressource package. It contains new shoes meshes for BB. Silaria, months ago, had released her unfinished meshes while retiring from morrowind modding. This shoes model, that I find lovely, was one of them. It was well modeled, but it needed some work to be used,...
12095	Silaria's boots for BB v1.0	Resources	MMH	55-5493	Silaria & Mandamus	2009-05-12	This is a modder ressource package. It contains new boots meshes for BB. Silaria, months ago, had released her unfinished meshes while retiring from morrowind modding. This boots model was one of them. It was well mapped and modeled, but the meshe wasn't "welded" and needed phys...
12094	Nioliv's BB Clothing Mesh Collection	Resources	MMH	55-5497	Nioliv	2009-05-12	Modders resource. A collection of clothing meshes by Nioliv of Better Bodies fame. Description from PES: This pack contains all clothing meshes for Better Bodies I've released to date, plus a pair of long gloves. All meshes come in 1-bit alpha enabled as well a...
12093	Pants for BB - modder package ressource	Resources	MMH	55-5504	Mandamus	2009-05-12	This is a modder ressource package. It contains new pants meshes for Better Bodies. I did them using the BB source as a template. There are four different pants in this package. Check in the CS to see their shape. All these pants are compatable with both female and male. The sam...
12092	Minamir's Iron Stove	Resources	MMH	55-13444	Minamir & Plangkye	2009-05-28	[NifSkoPe view] NifSkoPe view This is a model of an iron stove to be used in a mod. I've made the mesh, and Plangkye did UVmapping and few corrections.
12091	Animated Rowboats v1.0	Resources	MMH	55-13476	Phaedrus	2009-06-13	[Slaughterfish Hunters Bite Back!] Slaughterfish Hunters Bite Back! This is a modder's resource. Feel free to use these meshes in any way you want. THESE ARE (more or less) UNTESTED. I made them for a mod I am working on, but then changed my mind about using them, so I am releasing them as-is in the hope that someone finds the...
12090	Underwater Palace v1.0	Resources	MMH	55-13497	fidel_	2009-06-20	I didn't have time to entirely finish this model (it lacks one window and some small things), but if somebody wants to use it or finish (by importing it to 3dsmax or asking me the original models) I give full permission to do so, but please send email to me if you do. Model is in NIF format.

Id	Name	Category	Site	Link	Author	Date	Description
12089	Sotha Sil Resource	Resources	MMH	55-13504	Lucien Fairfax	2009-06-25	A simple static mesh of Sotha Sil, pre-ownage. Good for statues, and... not much else :D Uses vanilla textures, except for the mask, which is dependent on Demi-God Masks by Starcon5, Gren & Hellwolve. In other words, if you don't have that (or Godly Masks or Masks of ...
12088	Waterwheel	Resources	MMH	55-13508	Phaedrus	2009-06-27	Animated Waterwheel floating in the air above the creek in Sedya Neen. A waterwheel, complete with water and a sluice to deliver it. The water has an animated texture so it "flows" along with the wheel at just the right speed, and accelerates once it falls off the decending edge of the wheel. No building (mill) or dam or anything else ...
12087	Ingredient sorter resource	Resources	MMH	55-13527	Kiteflyer61	2009-07-09	Hello fellow modders. This script is used to make an ingredient sorter that actually works without having to activate more than one button or item. With a little editing it should be able to do an almost infinite number of ingredients. There is a limit to how long a script can be in the CS but th...
12086	Halaburge Island	Resources	MMH	55-13555	Mr snugglehead	2009-07-24	Island: Docks, an Imperial Naval Outpost, Imperial Town, Near Daedric Ruins, 1 Ashkin Tent, and 2 Cave Entrances. This island Is Purely Exterior I have added no doors, some buildings have windows, there are 5 ships 2 which can be en...
12085	Final Fantasy VII (FF7) Advent Children Tsurugi Resource	Resources	MMH	55-13558	DoubleBrewski	2009-07-25	This modders resource contains meshes, textures, and icons for Cloud Strife's First Tsurugi weapon from the animated Movie, Advent Children. This is a modified version of ImaginAlex's Tsurugi for Oblivion. There are the six main parts of the sword, an open and closed ve...
12084	Island of Barun	Resources	MMH	55-13556	Mr snugglehead	2009-07-25	This Is a new island I recently made for Modders that need PreMade Islands. Things on the island: Boats row and long on each end of the island. A keep with Guard towers, a mansion, and Balmora Designed House.
12083	Shannon's Forest Tileset v2.0 & v1.0	Resources	MMH	55-6249	Shannon	2009-08-12	[Version 1.0] Version 1.0 This is my second attempt at making a "forest tileset". It is made to be used with "act as exterior" interior cells. They parts are mostly comprised of big blocks of land with fake trees attached. Although they might not look quite as natural as true exteriors, its much easier to build, and they ...
12082	Shannon's \"ovenfresh\" castle tileset	Resources	MMH	55-6250	Shannon	2009-08-13	A new(ish) castle tileset. Many meshes are by bethesda, but theres quite a lot of new stuff there.
12079	Tribunal Royal Palace Map	Resources	MMH	55-13623	ayse	2009-08-25	This is only a resources esp. If you want too see the map in-game type the following command in the console: player->Additem bk_guide_to_RoyalPalace. Release date: 6 Mar. 2005
12078	Raven Lords Armor	Resources	MMH	55-13659	SirSkurge212	2009-09-10	Adds a set of armor with stats the same as daedric using only original meshes and textures which you can use in your own mods
12077	Ghost of the Hidden; Resource Pack 1	Resources	MMH	55-13676	Divine_crusader	2009-09-18	This is part one to a series that will expand upon the Dwemer build set. Originally this was going to be released as one mod, featuring a large main quest. I'm still planning on doing the main quest, but I've decided to release the new meshes in sets as resources.
12076	Weapon Sheath Scripts	Resources	MMH	55-6280	Assman	2009-10-04	I've recently installed a mod with weapons that display when sheathed and discovered the poor scripting that involved adding an extra item in your quick slot in order to spawn a weapon or a pauldron as a sheathed version of that weapon.(This is stupid since new instances of the item are constant...
12075	samurai's statics v1.2	Resources	MMH	55-6294	samurai	2009-10-16	This is a continuation of Denina's "Miscellaneous Items to Static Items" mod. Where-as hers mostly cover the miscellaneous items this mod adds most of the other 'pick-up-able' or 'carry-able' items in the game to statics. Covered are:...
12074	Mirrors for my Stuff	Resources	MMH	55-6297	Spirited Treasure & one for Axel	2009-10-20	Here are 3 files: Axel's Sexi walk my Dwarven Spectre Helper and our combined effort of female piercings. ===== Piercings : Here is a small mod for adding piercings to Morrowind. Simply go to Ebonheart, Six Fische...
12073	samurai's bar units as containers	Resources	MMH	55-6300	samurai	2009-10-23	This just changes the bar(counters) units into a container.Now they have some use instead of just taking up space. ***Unless you plan on leaving the units empty it would be best to make each unit placed as a unique reference by using a desc...
12072	Morrowind Name Scheme	Resources	MMH	55-6306	Huskobar	2009-10-28	This is my attempt to reconcile naming anomalies and inefficiencies on Morrowind objects. Be forewarned; it is a rather long and dry dissertation. It was compiled in advance of a very large WIP of mine that seems to benefit from its premise. Possibly projects of other modd...
12070	Dagger Collection Resource	Resources	MMH	55-6323	Alaisiagae	2009-11-12	Modder's resource only. Converted meshes from TESIV mod Coolmans Dagger Collection.
12069	Hollow Mask	Resources	MMH	55-6340	poonfisher69	2009-11-25	This is Ichigo's hollow mask from the anime Bleach.
12068	Wizard Tower Resource	Resources	MMH	55-13770	Lady Eternity	2009-12-01	Due to lady E's Site being down i have uploaded her resources here. This pack contains a wizard tower for modders to use. From the readme: Hello, This is a model that was requested by a modder. I have placed it up for download for all to use.
12067	Watermelon Resource v1.0	Resources	MMH	55-13769	Lady Eternity	2009-12-01	Due to lady E's Site being down i have uploaded her resources here. This pack contains meshes for a watermelon and watermelon slice. From the readme: Hello Welcome to yet another wonderful addition to our fruit collection. This time it's everyones fav...
12066	Tomatoe Resource v1.0	Resources	MMH	55-13768	Lady Eternity	2009-12-01	Due to lady E's Site being down i have uploaded her resources here. This pack contains the meshes for a tomatoe and a throwable tomatoe From the readme: Hello, Welp, this is by far the funniest model I have done to date. Yes folks...what we have here...
12065	Pear Resource v1.0	Resources	MMH	55-13767	Lady Eternity	2009-12-01	Due to lady E's Site being down i have uploaded her resources here. This pack contains a mesh for a pear From the readme: Hello Well here's a small addition to our fruit section. This is a pear. Inside is the pear_1.nif file, place it in Mo...
12064	Orange Resource v1.0	Resources	MMH	55-13766	Lady Eternity	2009-12-01	Due to lady E's Site being down i have uploaded her resources here. This pack contains the mesh for an orange From the readme: Hello, Fruit! Just what Morrowind needs to add that dash of pizzaz! This here is the orange, our new addition to...
12063	Coconut Resource v1.0	Resources	MMH	55-13765	Proudfoot & Lady Eternity	2009-12-01	Due to lady E's Site being down i have uploaded her resources here. This resource pack contains meshes for a coconut and half of a coconut From the readme: Hello, Here are 2 coconuts created by my husband. There is a whole one and a half one.
12062	Banana Resource v1.0	Resources	MMH	55-13764	Lady Eternity	2009-12-01	Due to lady E's Site being down i have uploaded her resources here. This resource pack contains the mesh for a banana From the readme: Hello, The banana is yet another addition to the fruit collection. I have also included an inventory icon if you wis...
12061	Apple Resource v1.0	Resources	MMH	55-13763	Lady Eternity	2009-12-01	Due to lady E's Site being down i have uploaded her resources here. This resource pack contains two meshes of apples for modders to use From the readme: Hello, Here is the first fruit in the foods series, 2 styles of apples. I'm actually very pleased ...
12060	Wizard Tower 2 Resource v1.0	Resources	MMH	55-13762	Lady Eternity	2009-12-01	Due to Lady E's Site being down i have uploaded this resource here. This resource pack contains a wizard tower and parts to make a wizard tower for modders to use. From the readme: Hello, Here is yet another model request. This one's a "open air" towe...

ID	Name	Category	Site	Link	Author	Date	Description
12059	Jeweler's Sign v1.0	Resources	MMH	55-13761	Lady Eternity	2009-12-01	Due to ladyE's site being down i have uploaded this resource here. this resource contains a jewellers sign. NOTE: the white bits in the screenshot use MW textures. I have shown the screenshot #2 to only show whats new. From the readme: Hello
12058	Reaper Bridge	Resources	MMH	55-13760	Lady Eternity	2009-12-01	This pack contains a bridge for modders to use.
12057	PfExtras v1.0	Resources	MMH	55-13759	Proudfoot & Lady Eternity	2009-12-01	Due to Lady E's website being down i have uploaded this resource here pfextras has a seclction of weapons and shields for modders to use
12056	PfWeapons v1.0	Resources	MMH	55-13757	Proudfoot & Lady Eternity	2009-12-01	Due to Lady E's site being down i have uploaded this resource here this resource contains a selection of weapons and armor for modders to use
12055	Weapon Mesh Pack Resource v1.0	Resources	MMH	55-13791	Psymoniser	2009-12-16	This is just the Meshes, Textures and Icons for 5 weapons I made for a mod that never saw light of day. Rather than delete the meshes I have decided to release them in this pack as a Resource. Being a Resource means there is no .esp so you will have to use the Constrution Set to put them into the...
12054	Daedric Portal v1.0	Resources	MMH	55-13811	Arcimaestro Antares	2010-01-14	This mod, places a Daedric Portal in the ruins of Ald Daedroth. Thorough this portal, you may reach almost any other Daedric Shrine in Vvardenfell. Companions may not travel with you though. VIDEO
12053	TaroustheSlayer's Animation Resource	Resources	MMH	55-6381	TaroustheSlayer	2010-01-20	I kinda quit modding and had this animations i made for awhile now, so i decided to finally just release what work i had sitting around. These animations include sneezing, raking, mining, praying, and armfolding. There is also a rake mesh made by me and some special glove meshes made by Arcimaest...
12052	Bizarre skyboxes	Resources	MMH	55-13822	Shannon	2010-01-23	Huge domes with skies painted on them. Use them in interior cells for an otherworldly look. You may want to edit the mesh you use by adding Nifogproperty to the main ninode with nifscofe. It helps to complete the illusion.
12051	parsimonious models by shannon	Resources	MMH	55-13826	Shannon	2010-01-25	Meshes from
12050	Tapestries And Rugs Collections v1.0	Resources	MMH	55-5537	Lord Yig	2010-02-08	This plugin can't be played as it is, none of the objects this plugin adds have been placed anywhere in the game. This mod is designed for modders who wants to add new stuff to their plugins. Use it with The Elder Scrolls Construction Set. From the TESCS load menu, selec...
12049	Gazer/Beholder	Resources	MMH	55-13839	Lady Eternity & Shannon	2010-02-10	this is a modders resource. Due to Lady E's site being down i have uploaded this mod here so that it is still available for others to use. This resource pact contains a beholder/gazer creature
12048	Containers!	Resources	MMH	55-13849	Danae	2010-02-19	UPDATED: 28/05/2011, new hanging baskets and armoury containers This mod is a resource pack for modders and adds nothing ingame. The new containers look like what they are meant to contain, for example, the container called "Shirts" is actually a pile of shirts; the one called...
12047	Terrain Catalog	Resources	MMH	55-13868	Maneki	2010-02-27	This is a catalog in pdf format which includes swatches of all the original Morrowind terrain textures (which are virtually impossible to see using the Landscape Editor's tiny thumbnails). [b]Changelog:[/b]1.1 This version adds the Bloodmoon terrain textures.
12046	ZackGs Ayleid Ruins Resource	Resources	MMH	55-13880	ZackG	2010-03-09	This is Ayleid Ruins I modeled inspired by TES4. They are very early and havent been properly uvmapped. You have to place them in game by yourself. LOOKING FOR SCREENSHOTS?? I left my morrowind disk somewhere so check out this video if you want to see how the...
12045	ZackGs Imperial City Resource	Resources	MMH	55-13883	ZackG	2010-03-13	This is a set of architectural pieces I made for my upcoming mod, TES III: Cyrodiil. This specific download includes many of the pieces found outside of the Imperial City, such as bridges, docks, and exterior walls. It does also include a few houses. Not all of the meshes have been uvmapped as th...
12044	General Purpose Shader Script	Resources	MMH	55-6419	skaeps	2010-03-13	This mod contains a script which will pass your current Health, Fatigue, and Magiccka as a percentage to any MGE shader you choose. Included is a trio of demonstration shaders which are fully usable in-game as well as fully editable with MGE's shader editor.
12043	Madmax's horse riding script resource	Resources	MMH	55-13885	Madmax	2010-03-16	This is the riding script made by Madmax. It was only updated to one place (mwmythicmods) which was very hard to find. So, I have updated it here in hopes that more people can now use it. Unlike Pegas horse Rance, this script can be used on anything without the hassle of a horse only script. Now,...
12042	Armor Penalty	Resources	MMH	55-13886	Drackolus O'Dell	2010-03-17	First things first: a HUGE thanks to LDones, who created the Unarmored Dodge Mod. This script is a ripped apart version of his. ~~~~~ This mod was made to help modders create mods that help improve the unarmored skill. This simply sets a gl...
12041	Display Case	Resources	MMH	55-6424	Indigo	2010-03-17	This .esp file adds the Display Case to your list of activators. This plugin is not intended as a stand-alone, but rather as an additional resource, to be merged with mods-in-progress. To add a display case, you'll need to use the Construction Set, and place the activator of the display case wher...
12040	Warrior Princess Armor	Resources	MMH	55-6443	Mystery05	2010-04-11	this is just a resource containing the meshes and textures needed to set it up in game. I have many outfits which I am in the process of remaking that I will add to this. perhaps in the future when im done with every outfit I will make an esp. I will stay consistant with folder and sub fol...
12039	Captain's Wooden Wallscreen Resource	Resources	MMH	55-6447	Captain Teddy	2010-04-13	This mod is very simple and small, it adds a wallscreen resource that has wooden textures (Already in Morrowind). It should probably be used for the interiors of shacks, or in ships. That's what I inteded it for, but there are some creative people out there that could find some sort of other use ...
12038	Oblivion Plants for Morrowind v1.0	Resources	MMH	55-6450	Chainy	2010-04-19	This is a modder's resource. This adds the three types of flora as well as their ingredients from the realms of oblivion to Morrowind. Blood Grass Harrada (6 varieties) Spiddal Stick The flora has already been set up in the CS with a 50% chance to spawn an ingredient, ...
12035	Alpha 3 DB City Set v1.0	Resources	MMH	55-13928	Lady Eternity	2010-04-22	This resource was uploaded here because Lady E's site is down. I take no credit for this mod, all credit goes to Lady E. ===== This resource pack contains the meshes and textures for a city tile set From the readme: Thi...
12034	Alpha 3 Crypt Set v1.0	Resources	MMH	55-13927	Lady Eternity	2010-04-22	This mod was uploaded here because Lady E's Site is down, I take no credit for the work. All credit goes to Lady E ===== this resource pack contains all the meshes and textures for a crypt tileset. From the readme: ...
12033	Tenticle plant creature	Resources	MMH	55-13926	Lady Eternity	2010-04-22	This mod was uploaded beacuse Lady E's site is down. This work is not my own and all credit goes to Lady E. ===== This resource pack contains the meshes and textures for a tenticle/plant creature. There are two versions: forest a...
12032	Alpha 1 Sewer Set v1.0	Resources	MMH	55-13931	Lady Eternity	2010-04-23	This mod was uploaded on PES due to Lady E's site being down. This mod is not my work, I take no credit for these files. All credit goes to Lady E ===== This resource contains the meshes and textures of Lady E's sewer tile set. Its a modders r...

Id	Name	Category	Site	Link	Author	Date	Description
12030	Battling Bard Red Velvet	Resources	MMH	55-6454	Mystery05	2010-04-25	this is the second outfit to my clothing and armor line. This is still a resource so no esp is provided. however this time I have provided more information in the read me as to how to use the CS to set up the clothing or armor. as well as including which body parts the m...
12029	Battling Bard 5th season	Resources	MMH	55-6463	Mystery05	2010-05-07	This is the 3rd outfit for my clothing and armor line.It's from the 5th season. no new foot wear this time as I use the boots from the battling bard red velvet outfit. (which also contains instructions on how to set up armor and clothing in the CS) The body suit (her top and shorts...
12028	Profane Tools Varieties Resource v2.0	Resources	MMH	55-6472	Alaisiagae	2010-05-22	[Keening Axe, Keening Longsword, Keening Spear, Keening Mace, Keening Claymore, Keening Bolt, Keening Staff, Sunder Warhammer, Wraithguard Amulet] Keening Axe, Keening Longsword, Keening Spear, Keening Mace, Keening Claymore, Keening Bolt, Keening Staff, Sunder Warhammer, Wraithguard Amulet Modder's resource only. Includes meshes and icons for Keening as a dwemer axe, spear, staff, claymore, longsword, mace, and bolt; Sunder as a warhammer; wraithguard as an amulet. Details ===== MODDER'S RESOURCE ONLY. Included are the meshes and icons for retextured/tweak...
12027	Blank Land - Morrowind/Tribunal/Bloodmoon ESP	Resources	MMH	55-6475	redwoodtreesprite	2010-05-24	The landscape of Morrowind, Tribunal and Bloodmoon, with everything deleted including all the travel and door markers. Nothing else has been changed, everything including scripts, summoned creature settings, all interior cells, all entries, they are still in the esp.
12026	Amazon Princess Attire v2.0	Resources	MMH	55-6481	Mystery05	2010-06-07	This is a modders resource. At this time I do not have an esp. This is just a continuation of my warrior princess and battling bard attire. All credits for meshes are in readme. I have also stated in the readme which body parts the meshes need to be set up as so that you do not need ...
12025	RR's Inn	Resources	MMH	55-6485	Samurai1	2010-06-15	So far, all this is, is a 3-floor inn with 2 floors of rooms and 1 floor for the bar area. There is also going to be a basement level so really it is a 4-floor building.It is a Modders Resource at the moment as it is only the raw interior, there are some lights, rugs, and the first floor has one ...
12024	KEY-Plant Pack #1	Resources	MMH	55-6488	Clavis	2010-06-18	This is a collection of plants based on both Bethesda's meshes and community made meshes. Textures are based on photos of real plants, leaves, and flowers. It covers flowers, bushes, grasses, water plants, vines, cacti, and a few mushrooms. Pictures at
12023	wolli's white bridge	Resources	MMH	55-13990	Wollibeebee	2010-06-21	this is just a simple retex of the dwemer bridges. do what you want with them, they're a resource. wollibeebee
12022	wolli's mushrooms	Resources	MMH	55-13989	Wollibeebee	2010-06-21	toad stool mushroom wollibeebee The mushrooms are a resource, do whatever you want with them. i've included a few extra textures, just for fun.
12021	Imperial Bridge	Resources	MMH	55-6489	Kyromods	2010-06-22	Two Dwemmer bridge pieces, retextured to fit the Imperial tile set. Contains two meshes and four textures. This is a Modders resource, feel free to use this in any Morrowind Mod. No credit needed. All stock Bethesda meshes and textures...
12020	KEY-A11_ArchedVer2	Resources	MMH	55-6491	Clavis	2010-06-24	This is a skinning of Oom Fooyat's Arched tileset VERSION 2 using tan stucco, tan granite, dark wood parquet, and green & gold stained glass with bits of stone mosaic here and there. Special thanks to Dark Diva for getting me off my butt so I get this released!
12019	Telvanni meshes	Resources	MMH	55-14027	Karpik777 & Jon Satriani & TR Team	2010-07-22	A set of fan-made Telvanni meshes.
12018	Telvanni Meshes v1.1	Resources	MMH	55-6510	Karpik777 & Jon Satriani	2010-07-22	A set of fan-made Telvanni meshes originally for Oblivion, downgraded to work in Morrowind.
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...
12016	Durzog retexture	Resources	MMH	55-6532	moritius	2010-08-25	Models + textures (no esp file)
12015	xeno bod	Resources	MMH	55-14053	glogorion	2010-08-27	the glogorion presents h.r/giger's xenomorph one download is a model that needs someone to fix it the other is the mod were you play as a genitically enhanced xeno you are the last in your series you have a higher iq then other xenos there for you considered an enemy to a hives you were caught stee...
12014	xeno bod	Resources	MMH	55-6537	glogorion	2010-08-27	the glogorion presents h.r/giger's xenomorph one download is a model that needs someone to fix it the other is the mod were you play as a genitically enhanced xeno you are the last in your series you have a higher iq then other xenos there for you considered an enemy to a hives you were caught stee...
12013	Jessica Alba for Morrowind	Resources	MMH	55-6535	Spirited Treasure	2010-08-27	My version of Jessica Alba's head for Morrowind. 3 versions along with all the textures I made. These are very high res textures 1024x1024 Do with these as you wish. Remember the credits! Credits: Rhedd Spirited Treasure &...
12012	Grinding Wheel Resource	Resources	MMH	55-6559	A_Sapp	2010-10-10	This is just a simple little grinding wheel i threw together for tes96 and decided to release it as a resource. It's only the .nif file and textures. You'll probably want to scale it to the size you want, as i haven't even put it in game yet and dont know how big it will be in game. ...
12011	ospever	Resources	MMH	55-6561	Rattfink333	2010-10-11	A new fish made by retexing the slaughterfish, it's part of a large mod i am making. but i am releasing this right now for use. it puts the fish in the cs. and two ingame off the docks of tel branora for demo purposes. they are slightly stronger than the slughterfish, but not insanely so.
12010	Statue Resource	Resources	MMH	55-6577	A_Sapp, Chainy	2010-10-23	This is a statue resource. It contains 2 different models, one with a sword and one with a halberd and shield. There are 5 textures included, four stone textures and a white marble texture. Two of the stone textures are 1024x1024 and two are 512x512, the marble texture isdate: 512x512. So you can choo...
12009	Transparent Container Cylinders	Resources	MMH	55-5550	Oriphier	2010-10-23	This resource pack includes 9 new meshes for two kinds of container "cylinder": closed cylinder A (you can use as static the door in this mesh won't move...
12008	Mage's Guild Portal Platform	Resources	MMH	55-5551	Tommy Khajit	2010-10-23	Model of a platform suitable for mages to teleport to. No readme.
12007	Morag Tong Armor Resource	Resources	MMH	55-6599	Alaisiagae	2010-11-07	Modder's resource only. Includes meshes and icons for Morag Tong cuirass, greaves, boots, bracers, pauldrons, and shield.
12006	Imperial Silver Armor Resource	Resources	MMH	55-6598	Alaisiagae	2010-11-07	Modder's resource only. Includes meshes and icons for Imperial Silver pauldrons, bracers, greaves, and boots.
12005	Duke Silver Armor Resource	Resources	MMH	55-6597	Alaisiagae	2010-11-07	Modder's resource only. Includes meshes and icons for Duke Silver helm, pauldrons, bracers, greaves, and boots.
12004	Dragonscale Armor Resource	Resources	MMH	55-6596	Alaisiagae	2010-11-07	Modder's resource only. Includes meshes and icons for Dragonscale greaves, boots, bracers, and pauldrons.
12003	Blind Elf Textures	Resources	MMH	55-6602	Chascoda	2010-11-09	NOTE: This is a re-texture of Lady Rae's Arimer. A few of the face meshes are not included, because alot of these textures were just copied from each other and changed. Also... Remember to comment when you download. Every nice comment saves a dolphin. Every comment n...

ID	Name	Category	Site	Link	Author	Date	Description
12002	Junk Yard	Resources	MMH	55-14165	Neildarkstar	2010-11-27	Junk Yard is a collection of used, broken, aged, or tattered items to add that long abandoned feel to a dungeon, or perhaps just the feeling that the owner is very poor.
12001	Kiteflyer61's Picture Resource	Resources	MMH	55-6620	Kiteflyer61	2010-11-27	The Elder Scrolls III MORROWIND: Kiteflyer61's Picture resource v2.0 By Kiteflyer61 (kiteflyer61@yahoo.com) Date 12/05/2010
12000	Morrowind Decorative Stuff	Resources	MMH	55-14169	Runspect	2010-11-30	A set of resources for modding. Enjoy them!
11999	Morrowind Decorative Stuff	Resources	MMH	55-6625	Runspect	2010-11-30	A set of resources for modding. Enjoy them!
11998	Carriage v1.0	Resources	MMH	55-6624	Runspect	2010-11-30	A coach for easy transport. This is just a resource, not an object on the world.
11997	Chascoda's Varied Creatures	Resources	MMH	55-6631	Chascoda	2010-12-07	Each of these Modder's Resources adds differently colored types of creatures. It includes no .ESP, but has at least two new colored/patterned creatures. There are only a few as of now, but soon I'll get around to making Kagouti, Guar
11996	Chascoda's Traps	Resources	MMH	55-14177	Chascoda	2010-12-20	This mod adds various traps for objects. Nothing is placed in-game, but this includes an ESP file which has all the scripts in it.
11995	Extra Ingredients Resource	Resources	MMH	55-6650	Alaisiagae	2011-01-08	Modder's resource only. Includes meshes and icons for extra ingredients. MODDER'S RESOURCE ONLY. Included are the meshes and icons for various new ingredients. Also included are meshes for species-specific wolf and bear
11994	Wolli's daedric tid-bits	Resources	MMH	55-6671	Wollibeebee	2011-02-01	This is just a small resource i made awhile back, mostly retextured items. You may use them however you want, but remember, there's no icons included
11993	Drum Resource	Resources	MMH	55-6700	Alaisiagae	2011-03-15	Modder's resource only. Includes meshes and icons for retextured drums.
11992	Soul Gem Resource	Resources	MMH	55-6702	Alaisiagae	2011-03-16	Modder's resource only. Contains meshes and icons for retextured soul gems. 15 new gems in total. Uses Bethesda meshes and textures.
11991	Document Items Resource	Resources	MMH	55-6708	Alaisiagae	2011-03-19	Modder's resource only. Includes meshes and icons for 61 new scroll, parchment, and note items. MODDER'S RESOURCE ONLY. Includes meshes and icons for new scroll, parchment, and note items. 61 new meshes in total, all us...
11989	Bathhouse	Resources	MMH	55-6716	Keedo420	2011-04-05	So what is this bathhouse? Just what it sounds like... Like the ancient Roman bathhouses, this is a public building with a large pool of water for bathing and socializing. Mine also features two public showers. The showers are something I am quite proud of, though they have little effect on the g...
11988	Gothic Architecture	Resources	MMH	55-5588	Vagashan	2011-05-13	a Resource with a Gothic themed tileset. comes with 2 esp's: minas tirth and chateauth. 1st esp adds a cell with a Minas Tirith (from LOTR) style city. the second adds a Cheateau to the ascadian isles complete with an interior.
11987	Easy World Building - armor, clothing and weapons	Resources	MMH	55-14315	Ijffdrie	2011-06-07	
11986	Entei	Resources	MMH	55-6748	Pokegami	2011-06-15	This MOD adds a few meshes of Entei (from Pokemon). I found the original mesh and texture on a Warcraft 3 board and thought I might port it over to Morrowind... so here it is. Expect a full MOD featuring Entei soon, I have one in development.
11985	Bone Golem	Resources	MMH	55-5615	CaptainZaltan	2011-06-23	I created this guy for the lost WI expansion. Hes a composite of several pieces of the skeleton that shipped with Morrowind, worked into a new shape and with new animations added. The fact that hes made from existing MW parts just makes him look all the cooler in game...like he belongs there. I h...
11984	Ghoul	Resources	MMH	55-5616	CaptainZaltan	2011-06-23	Another undead from my lost mod. A 'paralyze on touch' spell effect would be great for this guy. Also, he has a cool Idle animation where he jumps to the ceiling, hangs out for a moment and than jumps back down. This only works in corridors of a specific height so it may take some trial and error...
11983	Lion	Resources	MMH	55-5617	CaptainZaltan	2011-06-23	This lion was going to be the loveable sidekick of one of my new companions for the lost mod. Dont ask why I picked a lion and a jungle chick to be companions in a mod based entirely on a frozen continent...I have no intelligent answer to offer . Actually, she was supposed to be a part of the seq...
11982	Obilisk The Undying	Resources	MMH	55-5618	CaptainZaltan	2011-06-23	And here is the star of the show, so to speak. Obilisk the Undying, a major villain from the main dungeon of my lost mod. This guy is massive, and pretty cool looking to boot. Hes best suited to spell casting due to his large size. He may not take too kindly to being portrayed in anything short o...
11981	Replicant Thing	Resources	MMH	55-5619	CaptainZaltan	2011-06-23	I got the idea for this creature from an enemy in Legacy of Kain: Blood Omen. What I had originally conceived for this character was to be a creature of pure magicka, draining magicka from the player and using it to duplicate itself (hence the replicant name. It doesnt really have a lot in commo...
11980	Tree Ent	Resources	MMH	55-5620	CaptainZaltan	2011-06-23	The second creature I created in 3DSMax, so once again, he has a ridiculously high polygon and texture count for his quality and his animations are a little rough. Still, ive always thought this guy looked pretty cool for a Morrowind creature.
11979	Spider Daedra Male	Resources	MMH	55-5621	CaptainZaltan	2011-06-23	And here we go, the very first creature I ever created in a 3D modelling program. The textures themselves were upgraded a few times, but the basic creature and animations have remained the same since I first animated them way back when. This guy got scrapped as soon as I joined the Wizard's Islan...
11978	Left-handed in Morrowind	Resources	MMH	55-14331	RX31	2011-07-03	Left-handed in Morrowind includes a pluggin Left-Hand_Guards.esp, which adds a left-handed guard in a few of the cities around Morrowind. This is intended as a modding resource, please feel free to use as you wish.
11977	Rustic Set	Resources	MMH	55-6789	RubberMan	2011-09-18	Adds new meshes with a rustic feel. Ideal for Bloodmoon households/ Imperial/ Breton.
11976	AOF Face Meshes	Resources	MMH	55-5697	AnOldFriend	2011-10-02	If you wish to add these to the game you will have to set the texture paths and do the setup in the CS. Using Nifscope to setup... First, place the texture(s) into Morrowind- Data files- Textures folder Second, place head mesh into Morrowind- Data files- Meshes folder Third, O...
11975	MJY's Resources	Resources	MMH	55-5807	Mighty Joe Young	2011-10-06	This is a compilation of all of mighty joe young's resources from ElicM.com consisting of 109 sub archives in the compilation archive: mjoy buildings pack #1.rar, mjoy buildings pack #2.rar, mjoy buildings pack #3.rar, mjoy buildings pack #4.rar, mjoy buildings pack #5.rar, mjoy buildings p...
11974	correct UV trees	Resources	MMH	55-5808	Nich	2011-10-06	Corrects the texture orientation of all exterior Trees and logs in Vvanderfell (nearly 40 meshes), such that texture seams (which are considerably more apparent when using any of the myriad high-quality texture upgrades out there) are virtually eliminated
11973	Barabus Imperial Housing Resource 1	Resources	MMH	55-5809	Barabus	2011-10-06	(IMPORTANT NOTES by redwoodtreesprite: Please keep the esp IDs, mesh and texture names as they are with the BTA or Beta at the end. This is important so there will be no conflicts with the meshes that Barabus has made since this beta pack of meshes. I have added screenshots...
11972	Faylynn's Fireplace Screens v1.0	Resources	MMH	55-5822	Faylynn	2011-10-07	This is just as it says, Fire Place Screens for decorating your abode. There are 7 designs and each comes in large & small for a total of 14 screens. Thanks to Phijama for beautifying these screens for me.

Id	Name	Category	Site	Link	Author	Date	Description
11971	Fletcher's Items v1.0	Resources	MMH	55-5825	Lady Eternity	2011-10-07	Hello, This is a pack of items that was specially requested by a modder. All may use them however. Inside you will find: normal small bag small bag with a stone arrowhead icon small bag with a metal arrowhead icon fletchers kit box of feathers
11970	food meshes	Resources	MMH	55-5826	MagicNakor	2011-10-07	breadloaf1, breadslice, butter, cheese, hotdogs, avocado, cherry, corn, lemon, lime, onion, peach, pear, peas, pineapple, squash, strawberry, turnip meshes all from rocky3d (www.rocky3d.com/free3d.htm) wing by Chris Cvetkovich from 3dcafe (www.3dcafe.com) chicken2, cake1/cak...
11969	Clothing Resource	Resources	MMH	55-5855	kalikut	2011-10-07	Clothing Resource readme.txt by kalikut What it is . How to install. Mod uses & releasing
11968	Asian Resource Pack - Sakura	Resources	MMH	55-5922	Redwoodtreesprite	2011-10-10	[b]A variety of Sakura / Cherry Blossom tree meshes and retextures by legato, Brillo, Sniper Daria, and my Sakura retextures[/b] [b]of LadyE's huge trees with falling leaves. Now her two trees have Sakura blossoms and falling Sakura petals. Extra special thanks to[/b] [b]Cen...
11967	Asian Pack - Furniture 1	Resources	MMH	55-5923	Redwoodtreesprite & legato & ra5946 & Sniper Daria	2011-10-10	This is a modder resource. There is no esp. Furniture and container models by legato and ra5946, including a stove, bath, closets, cabinets, wardrobes, shelves, and tables. Also laquer chest and crate retextures of Morrowind meshes by Sniper Daria. [b]...
11966	Asian Pack - Lanterns 1	Resources	MMH	55-5924	Redwoodtreesprite & legato & ra5946	2011-10-10	This is a modder resource. There is no esp. Asian lantern models by legato and ra5946.
11965	Asian Resource Pack - Bamboo	Resources	MMH	55-5925	Redwoodtreesprite	2011-10-10	[b]A variety of bamboo trees, plants and shoots for your mods. There are new models by Legato and 3 new models by ra5946.[/b] [b]Also there are modified meshes of the marshmarrow nifs done by Regan. I have retextured the leafless marshmarrow niff[/b] [b]using Ayse's bamboo ...
11964	Asian Resource Pack - Sushi	Resources	MMH	55-5926	Redwoodtreesprite	2011-10-10	[b]ra5946's sushi model and my retextures of it. There are 10 different Sushi Centers wrapped with 5 different Sushi wraps.[/b] [b]In total, there are 42 different Sushi pieces. They are not entered in a modder's esp.[/b] [b]I have also made alpha-channeled icons for the sus...
11963	Japanese Prints Resource Pack 1	Resources	MMH	55-5927	Redwoodtreesprite	2011-10-10	[b]49 framed Japanese prints, mostly Ukiyo-E. All the textures are of a clear resolution, and in BMP format to keep the print[/b] [b]quality as high as possible. They are entered in a modder's esp, but not placed in the game.[/b] [b]Screenshots are included of all of the pri...
11962	RTS_FloatingIslands-AcidBasik	Resources	MMH	55-5941	Acid Basik aka Ty (Acid Basik4) & Redwoodtreesprite	2011-10-11	Five floating island meshes by AcidBasik, each in two sizes. The meshes are entered in a modder esp. The esp was cleaned with TESTool and checked with TESAME. Meshes and Textures Created By: Ty (Acid_Basik4) esp work and readme: redwoodtreesprite
11961	N'Dib's Twilight Resources v0.5	Resources	MMH	55-5942	Eric Henry	2011-10-11	This contains all the resources (Models, items, textures, and icons) used in an unreleased and unfinished mod called N'Dib's Twilight. The mod will most likely not be finished, at least not by me, and so I've decided to release all these resources rather than let them go to waste. Use them how yo...
11960	Mineral Containers	Resources	MMH	55-5945	kittybrod aka PawPrintExpress aka Catherine	2011-10-16	Kittybrod's Mineral Containers This is Kittybrod's various Mineral Container Packs merged into one 7z file. They are still separate, you'll have to unzip each, but this way you'll only have one download.
11959	Dark Telvanni Tileset	Resources	MMH	55-14380	Kieve	2011-10-20	[Glowmapping Example] Glowmapping Example The Dark Telvanni Tileset is a comprehensive retexturing of all Telvanni elements (and then some!) for a more ominous and imposing look. Originally created for a revised version of Thorn's Lament, the project has since been abandoned - I decided to finish up the missing e...
11958	Craigor's Ghosts	Resources	MMH	55-5949	Craigor	2011-10-20	Ghosts! by Craigor This is a resource pack that adds 5 retextured ancestor ghost meshes under new names
11957	Ingots	Resources	MMH	55-5956	McMornan	2011-10-23	***** The Elder Scrolls III Morrowind Ingots 1.0 by McMornan (Created for Indestructible's Armorer Mod) ***** BACKGROUND
11956	Amael's DIY Particle FX	Resources	MMH	55-5959	Amael	2011-10-24	This is a resource pack for modders containing six "Do It Yourself" particle effect meshes that can be customised by graphically editing their textures. The meshes have multiple uses from static effects to character equipable items.
11955	Amael's DIY Particle FX Previewer	Resources	MMH	55-5960	Amael	2011-10-24	This is a utility mod that will allow you to quickly preview changes made to Amael's DIY Particle FX in TESCS- it is only intended to be a tool and has no playable elements.
11954	Amael's Experimental Particle FX	Resources	MMH	55-5961	Amael	2011-10-24	This is a showcase mod that demonstrates some old and new particle effects- it is only intended to be a reference tool for modders and has no playable elements other than a showcase style room.
11953	Amael's DIY Particle FX Usage Demo	Resources	MMH	55-5962	Amael	2011-10-24	This is a demonstration mod containing example Morrowind items that use Amael's DIY Particle FX- it is only intended to be a reference tool for modders and has no playable elements other than a modified demonstration version of Seyda Neen.
11952	Amael's Particle FX V2	Resources	MMH	55-5963	Amael	2011-10-24	This is an updated version of Amael's Particle FX and will add elemental particle effects (fire, ice, earth, water, light, dark) to your Morrowind character. The effects are purely visual and have no affect on gameplay what so ever. Improvements in V2 are minor and include: ,Use of th...
11951	Foliage Resource Pack 1: Ferns and Bushes	Resources	MMH	55-5966	Korana	2011-10-24	Included are: bushes, mostly of the tropical nature ferns with new textures small fern variants. fern variants that use the existing bitter coast fern textures ,fern varaint that mimicks the slough fern
11950	Beast Head Mesh Pack v1.2	Resources	MMH	55-14387	Ashiraniir	2011-10-27	[v1.2] This is a playable beast head pack; it's also a modders resource. Basically, meshes were re-shaped to compliment the textures rather than the other way around, so maybe it's hard to retexture some of them. Each head has its own mesh, although some changes are very subtle. The khajiit meshe...
11949	Smith Shed Resource v1.0	Resources	MMH	55-5967	Slartibartfast	2011-10-31	[The 3 meshes with original for comparison] The 3 meshes with original for comparison This is a collection of 3 variations of a Smith Shed mesh found in the Bloodmoon expansion, these are: Ex S Smith Shed This is a low polygon version of the original with 334 polygons fewer and with no loss in detail which should free up system resources for more meaningful ta...
11948	Imperial Plaza Resource v1.0	Resources	MMH	55-5968	Slartibartfast	2011-11-03	This is a collection of 3 variations of the Imperial Plaza mesh found in the original Morrowind, these are: Ex_imp_plaza a On each side of both staircases on the original model have no faces to the walls or ends to the coping stones on top leaving gaps in the mesh that otherwis...
11947	Thunder Child - Dwemer Submarine v0.9	Resources	MMH	55-6809	hentuspants	2011-11-05	[S Main Deck] S Main Deck This plugin adds Thunder Child, a large Dwemer submarine made of stock Dwemer doodads to Ald Velothi complete with a detailed interior and a couple of books I was working on. Though it is a fully functional plugin and has been cleaned with TESAME (well, I think this version has anyway... :S) it i...
11946	Kieran's Kreations	Resources	MMH	55-14397	Kieranfoy	2011-11-18	Many, many modders resources created or 'kreated' by me. Includes: Retextured Redoran tomb tileset. Many weapons. New Dwemer skyship. Dagoth themed furniture/ tents

ID	Name	Category	Site	Link	Author	Date	Description
11945	Unused Container Resource	Resources	MMH	55-6815	The Iron Chicken	2011-11-24	This is a modders resource of the 3 drawer front containers, 2 half barrel containers, 2 open crates and the open chest that are in the CS but Bethesda didn't put into the game. There are new high resolution textures for the container drawers and also high resoluti...
11944	Fancy Water Pack	Resources	MMH	55-6816	Chaka ZG	2011-11-28	This is a small combination pack of AnOldFriend's waterfall textures and Dongle's water meshes which I enchanted to support reflection bump maps. If you use this in a mod make sure to credit AoF and Dongle.
11943	Viking Ship	Resources	MMH	55-5978	crazyboy	2011-12-23	Viking longboat model; modder's resource. From Morrowind Workshop.
11942	Elite Brotherhood Armour	Resources	MMH	55-5980	Hellwolve	2011-12-23	elite brotherhood armour, part of Morrowind Workshop
11941	Adamantium Shields	Resources	MMH	55-5981	dongle	2011-12-23	Any modders are free to use these in any projects they want, all I ask is that they drop me a note when the mod is released so I can see how things get used. Round and towershield meshes done with an Adamantium texture. Carefully balanced stats, but modders are free to do whatever they like with ...
11940	Glass Dome	Resources	MMH	55-5982	dongle	2011-12-23	Any modders are free to use these in any projects they want, all I ask is that they drop me a note when the mod is released so I can see how things get used. A geodesic dome with a wooden frame and translucent antique glass texture. A good use would be for an ashlands greenhouse, or an underwater...
11939	Sky City	Resources	MMH	55-5983	fidel_	2011-12-24	This my version of the original 3D work Sky City.
11938	Sky City (rwdit)	Resources	MMH	55-5984	Razorwing	2011-12-24	fidel's Sky City, edited by Razorwing I was asked by kalikut to take a look at fidel's Sky City mesh to sort out some of the problems with it, mainly removing untextured meshes and attempting to get the poly count down to a more reasonable level. It was done with fidel's general...
11937	Sky City (rwdit)	Resources	MMH	55-5985	Razorwing	2011-12-24	fidel's Sky City, edited by Razorwing I was asked by kalikut to take a look at fidel's Sky City mesh to sort out some of the problems with it, mainly removing untextured meshes and attempting to get the poly count down to a more reasonable level. It was done with fidel's general p...
11936	Temple	Resources	MMH	55-5986	fidel_	2011-12-24	This is a sort of temple like building. NIF format
11935	Stable	Resources	MMH	55-5987	crazyboy	2011-12-24	Part of Morrowind Workshop
11934	Lighthouse	Resources	MMH	55-5988	crazyboy	2011-12-24	For interior use uncommon tower thatch. I know it's not the best but it would take too long to do an interior (sorry but I have too many other things I'm making). The model credit 3d cafe; textures and alterations: crazyboy
11933	Apple Tree	Resources	MMH	55-5989	crazyboy	2011-12-24	Part of Morrowind Workshop
11932	Banana Tree	Resources	MMH	55-5990	crazyboy	2011-12-24	Part of Morrowind Workshop
11931	Coconut Tree	Resources	MMH	55-5991	crazyboy	2011-12-24	Part of Morrowind Workshop
11930	Celtic Cross 1	Resources	MMH	55-5993	crazyboy	2011-12-24	Part of Morrowind Workshop
11929	Celtic Cross 2	Resources	MMH	55-5994	crazyboy	2011-12-24	Part of Morrowind Workshop
11928	Dragon Statue	Resources	MMH	55-5995	crazyboy	2011-12-24	This model came from the 3d cafe site. There was no author listed for this. I used the dragon and dragon 3 files to create this. then textured it. So to the author (unknown) thank you for making this freeware.
11927	Dwarven Ship	Resources	MMH	55-5996	dongle	2011-12-24	Any modders are free to use these in any projects they want, all I ask is that they drop me a note when the mod is released so I can see how things get used. This is the standard Vvardenfell sailing ship re-textured in Dwemer metal. Intended to be used for creating Dwemer Air Ships. Version 1.1 n...
11926	Easter Island Statue	Resources	MMH	55-5997	crazyboy	2011-12-24	Mesh from 3d cafe. no author. I retextured, sized and added in.
11925	Evil Dead	Resources	MMH	55-5998	fidel_ & Hellwolve	2011-12-24	New undead face retextures + few ear recolors. Original faces and textures which these models are based upon are made by Rhedd and Allie.
11924	Evil Body Parts	Resources	MMH	55-5999	Hellwolve	2011-12-24	This is an Add-On to the EvilDead faces: bodyparts. They are textured to fit with the two pale faces. The same rules from the faces apply on these bodyparts.
11923	Gallows	Resources	MMH	55-6000	crazyboy	2011-12-24	Thanx to moose studios for the model. Just give credit to wiremonger for the model and some textures and me for placing and texturing!
11922	Gargoyle Statue	Resources	MMH	55-6001	crazyboy	2011-12-24	Thanks to Cyril Moreul for this great model available at 3dcafe. I textured and fixed model to be used in game. Please if you use this give credit to Cyril for the model and me for the textures and alterations. crazyboy
11921	Hanging Man Cage	Resources	MMH	55-6002	crazyboy	2011-12-24	This was gotten from 3ds.com. All I did was insert and texture.
11920	Orange Tree	Resources	MMH	55-6004	crazyboy	2011-12-24	Part of Morrowind Workshop
11919	Pear Tree	Resources	MMH	55-6005	crazyboy	2011-12-24	Part of Morrowind Workshop
11918	Pegasus Statue	Resources	MMH	55-6006	crazyboy	2011-12-24	Part of MORrowind Workshop
11917	Rugs and Tapestries	Resources	MMH	55-6007	TextureFreak aka Texture Freak	2011-12-24	I made this mod to create more diversity. These are no new meshes. I just retextured existing textures.
11916	Greek Ship	Resources	MMH	55-6008	crazyboy	2011-12-24	This model was created by Greg Crowfoot. I fixed it up a bit and textured it. The model credit goes to the name above! Thanx for making this freeware!
11915	Vampire Skull	Resources	MMH	55-6009	crazyboy	2011-12-24	Part of Morrowind Workshop
11914	10 Common Tapestries	Resources	MMH	55-6010	TextureFreak aka Texture Freak	2011-12-24	Textures for you this time.
11913	Medieval Well	Resources	MMH	55-6012	crazyboy	2011-12-24	Part of Morrowind Workshop
11912	Roast Bird	Resources	MMH	55-6013	LordOverkill	2011-12-24	.3ds format
11911	Bonemold Club	Resources	MMH	55-6014	crazyboy	2011-12-24	Retextured and put into game if you use for mod just give 3dmodels credit for the mesh and me credit for textures and modelz.com free model. This model has been downloaded from the modelz free section, for more information, as well as hundreds of free models, visit...
11910	Dualblade	Resources	MMH	55-6015	crazyboy	2011-12-24	Part of MORrowind Workshop
11909	Bonemold Mace	Resources	MMH	55-6016	crazyboy	2011-12-24	Part of Morrowind workshop
11908	Iceblade	Resources	MMH	55-6017	Keagan	2011-12-24	This weapon was made by Thomas Beswick aka Keagan Feel free to use these files in any mod, all I ask is to credit me for my work. Also, if you modify any of the included files mention it in your mod. And it would be nice if you drop me a note to [url=mailto:masterbezz@hotmail.com]masterbezz@hotmail...
11907	Thanos' Resource Pack	Resources	MMH	55-6019	Thanos	2011-12-24	Feel free to use these files in any mod, all I ask is to credit me for my work. Also, if you modify any of the included meshes mention it in your mod. And it would be nice if you drop me a note to [url=mailto:thanostower@hotmail.com]thanostower@hotmail.com/[url] to let me know where it's being u...
11906	Particle-Effect Hammer	Resources	MMH	55-6020	fidel_	2011-12-24	Contains one weapon model, a two-handed hammer with particle FX.
11905	Soul Reaver	Resources	MMH	55-6021	fidel_	2011-12-24	Contains one two-handed sword, 'nuff said.

ID	Name	Category	Site	Link	Author	Date	Description
11904	Tek Swords	Resources	MMH	55-6022	fidel_	2011-12-24	One handed sword, not really Morrowind style but swords none the less. Contains three alternate textures.
11903	Daedric Floor Tiles	Resources	MMH	55-6023	MagicNakor	2011-12-24	This is a set of floor tiles that I created for the now-defunct Playable Dremora Quest Addon. The entire alphabet (A-Z) is available, and as you can see, are glowmapped. The one tile that is not says labyrinth.
11902	Unicorn Tapestries	Resources	MMH	55-6024	MagicNakor	2011-12-24	This is more of a modder's resource than a mod proper. It adds two series of tapestries to the CS- [i]The Hunt of the Unicorn[/i] and [i]The Lady and the Unicorn.[/i] They are very large, and if set to 50% their original size are roughly around the same size as an original-sized ...
11901	Bone Shields	Resources	MMH	55-6064	Daduke	2012-02-03	[b]*****[/b] [b] The Elder Scrolls III[/b] [b] MORROWIND: [/b] [b] Boneshields[/b] [b] By Daduke (ma...
11900	Ancient Headdress	Resources	MMH	55-6068	Phijama	2012-02-03	This initially started life as a simple request from my daughter, to make a feathered headdress that looked 'vaguely' Egyptian/ Mayan. It somehow snowballed and now includes pauldrons, bracers, several simple necklaces (one with animated textures) and some Chakra (offensive and defensive war ring...
11899	Dark Brotherhood tapestry resource	Resources	MMH	55-14429	Rattfink333	2012-02-04	A resource for a dark brotherhood tapestry. No esp. You'll have to work it into your mod. free to use.
11898	Dark Brotherhood tapestry resource v1.0	Resources	MMH	55-6841	Rattfink333	2012-02-04	A resource for a dark brotherhood tapestry. No esp. You'll have to work it into your mod. free to use.
11897	MWanimation_blankfiles	Resources	MMH	55-6101	Bethesda Softworks	2012-04-17	This files was mentioned in an archived thread at ES Forum Archive. http://www.yacoby.net/es/forum/12/8830421222620840.html
11896	Modders Resources 4	Resources	MMH	55-6867	Mighty Joe Young	2012-04-30	Models including the following: Nautilus, Wraithguard New Droid New Halloween New Horizon Boat New Spawn Boots NPC Stuff Nude Statue Olympus Ostrich Palm Tree Pantheon Pillars, Full Planets Playable Cyborgs...
11895	Midgetalien's Creature Pack III	Resources	MMH	55-14475	Mi	2012-05-20	Midgetalien's creatures III This resource contains the meshes and textures for four new creatures. There is NO ESP and as such the creatures must first be set up in the CS before use.
11892	Clavis's Arched Tileset #2	Resources	MMH	55-6941	Clavis	2012-07-09	This is a reskin of Oom Fooyat's Arched tileset using textures based on limestone mosaics. Very mediterranean looking. Pictures available [url=http://s5.photobucket.com/albums/y196/Clavis/Morrowind/A02/HERE [/url]. ESP cleaned using GMST Cleaner (updated version) Please note...
11891	Clavis's Hlaalu Tileset #2	Resources	MMH	55-6942	Clavis	2012-07-09	This is a reskin of the Hlaalu tileset (both interior & exterior) to match my Arched Set #2. Pictures at http://photobucket.com/albums/y196/Clavis/Morrowind/A02-04_Arched/ ESP cleaned using TES Tool
11890	Swords and Staves 1	Resources	MMH	55-6965	Elderhoss	2012-07-15	These are just some sword and stave models that I made as a resource. Includes SilCel (pronounced "Sil-Kel") (two handed Broadsword), MoorGold (longsword), Pyromet (Wizards staff), and Twist of Fate (Wizards Staff). You are free to use them in your mods. Just make sure I get cred...
11889	Garden decoration pack	Resources	MMH	55-6966	The_Inwah	2012-07-15	This mod doesn't add anything to the game! You will have to do that yourself ;) The mod adds the following: birdbaths (black, green and marble) one wooden bench (_ti_benchwood) one sundial (_ti_sundial) one wooden chair (_ti_gchair) one ga...
11888	Shakuer's Bunker Pillbox	Resources	MMH	55-14518	ShakurtheDeceiver	2012-07-18	This is the first mod I'm submitting. I made it a while ago, and haven't used it. So instead of deleting it later (a choice I usually end up regretting) I'll just submit it for someone else. It isn't a glorious pillbox bunker, but a little work could change that. I won't be doing such work, I h...
11887	Glass Jars & Lamps Pack #1	Resources	MMH	55-6969	Clavis	2012-07-18	This is a Resource Pack of re-skinned Jars and Ashlander Lamps using stained glass textures. The jars use a mesh tweaked by Brash to be semi-transparent. Just what you want in a glass Jar. The lamps come with three types of wood ribbing and have customized light to match t...
11886	Yar-Yulme's Nif Resources	Resources	MMH	55-14526	Yar-Yulme	2012-07-20	This is a collection of meshes, created entirely in NifScope, using only default MTB textures and meshes as base. After I tried to do something this way, it emerged that this is a very fun, although somewhat limited, method of creating meshes. Some of these models may be considered as concept for...
11885	Vivec and Velothi Retexture v2.2	Resources	MMH	55-6983	Vagabondangel	2012-07-22	Completely different from my first VV texture replacer, this one at least attempts to stay more in keeping with the game's ambience. I tried to make it look like the city fit for a god I wished Vivec was but isn't quite so in your face as the marble one I did. In v2.1 I have redone...
11884	Ordinator Armor Replacer / Tribunal Armor	Resources	MMH	55-6984	Vagabondangel	2012-07-22	This will replace all the Ordinator armour in Morrowind with a new black and gold version. To keep aesthetic consistency, it also replaces the blue expensive pants and skirt worn by Ordinators with black and gold versions. There is a female version of the cuirass and the new open faced helmet fro...
11883	Window Jambs	Resources	MMH	55-6988	Dongle	2012-07-23	A new interior tile piece, the Window Jamb. These are some modified Bethesda tile sets. The take the common and rich interior windows and reduce the tile to just a single wall. They are sized and positioned to fit an interior entrance...
11882	MJY Castle	Resources	MMH	55-6994	Mighty JoeYoung	2012-07-23	mjy castle meshes. no name for it made as a resource pack,plugging added, some meshes are not ingame, as u need to add it in castle is made up, as i needed to test the meshes, entrance to go visit it is in seyda need on the building close to the small bridge[door]
11881	MJY Dragons Race	Resources	MMH	55-7000	Mighty Joe Young	2012-07-23	Dragon race, playable. Both male and female, new meshes from Better Bodies meshes.
11880	Silveri's Furniture (Pack 1)	Resources	MMH	55-7024	Silveri	2012-07-24	This is for modders only - all new retextured meshes, of nearly all the furniture, some of the chests, crates, beds, imperial fire pit, imperial alter, a hook, trays, and display cases. I made them in a 2 light-coloured wood, and 1 in a kind of red wood tiles. Again as for m...
11879	Silveri's Hlaalu Walls v1.1	Resources	MMH	55-7025	Silveri	2012-07-24	This is for modders. It's the Hlaalu walls I have given new textures. There are 2 sets of walls. 1 Blue and the other a kind of wallpaper that is also in blue. Included: grasspits (ashpits recoloured to use for plants) waterpits (the same as above for water) ...
11878	Psymon's Dwemer statue pack v1.0	Resources	MMH	55-7028	Psymoniser	2012-07-25	Adds five dwemer statue models to the construction set, holding different dwemer weapons. The statue holding the dwemer halberd replaces the Bethesda stock statue. The original 10 statues placed throughout morrowind have been replaced by the ones I made. Screen shots are included in the zip and t...
11877	Shields for Aleannes Clothes 1 and 2	Resources	MMH	55-7054	Pekka	2012-07-25	Shields is something that has been neglected for Morrowind a long time. Bethesda didnt ship many good looking shields to us either and I have had a really hard time finding shields that I like, wich fits either the armor I use or the weapon that Im using but a shield should fit the armor first...
11876	Crystals of Darkness and Light	Resources	MMH	55-7056	Pekka	2012-07-26	Go to Ebonheart Imperial Chapel if you want to meet the Mistress of light Go to Ranimik Shrine if you want to meet the Lord of Darkness. They will provide you with 2 different rings. These rings are light objects, the same as a lantern or a torch so they will show up next to yo...

Id	Name	Category	Site	Link	Author	Date	Description
11875	Champions of Tamriel	Resources	MMH	55-7083	Lady Rae	2012-07-26	A set of not Power Ranger Outfits. The change to this mod is that the Champion of Love has gathered a collection of these outfits and sells them from a barrel in Caldera.
11874	Requiem - Sword Resource: Part 1	Resources	MMH	55-7101	Phijama	2012-07-26	This is the first sword in my 'Requiem' sword resource. The opening sword is 'Requiem' itself, a two handed longsword with dragon detail and partial reflect maps. Unenchanted, but quite unique. Included are all stages of scabbard, full, drawn, ground full, ground empty. A scabbard is...
11873	Sexy Female Hairstyle v1.0	Resources	MMH	55-7113	Lochnarus & Silaria	2012-07-27	Adds a new hair model for females of all the humanoid races, in 5 different colors for each race (Brown, Black, Red, White, and Blonde). Included is a polygonal texture map so you can make your own textures if you like.
11872	Peace and Tranquility	Resources	MMH	55-7116	phijama	2012-07-28	Two of these blades started life at the same time as I produced 'Na'Eelrin', but for one reason or another I gave up after 2 hours work. Vagabond Angel inspired me to finish these blades after the release of his very accomplished sword, 'Hissyo'. This plugin is essentially released as ...
11871	PARTIAL archive of LadyE's resources	Resources	MMH	55-7141	Lady Eternity & Proudfoot	2012-07-31	These are from http://www.proudfootimaging.com/ladye_mw/ .
11870	Lurlock's Billiards Table v1.0	Resources	MMH	55-7173	Lurlock	2012-08-04	Adds a working Billiards table to the game. To visit it, go to Shenks Shovel in Caldera, or just open the console and type: coc Billiards Room Note that this is a modders resource, not an actual mod, per se. The table functions, but theres nothing else in the room.
11869	Nethellus' Dwemer Resources	Resources	MMH	55-14547	Nethellus	2012-08-11	I've been modding the dwarven ruins and adding more powerful enemies among other things, and here are some of the new models I've come up with. Nothing is original, it is all put together from Bethesda's meshes and textures. You may use these however and for whatever you ...
11868	Qarl's Hair Pack I	Resources	MMH	55-7245	Qarl	2012-08-14	new hair meshes. Many different colors. For Breton, Imperial, and Nord females. For a total of 112 different hair selections.
11867	Villa Fortuna	Resources	MMH	55-7255	TextureFreak aka Texture Freak	2012-08-16	the banks of lake Masobi stands a villa. Carefully located on the opposite side of Suran and directly connected to the docks of Ules Manor this villa guarantees a great view at the surroundings. I'll sum up a few of its features for you. Spacey entrance with neatly designed flo...
11866	Books	Resources	MMH	55-7256	TextureFreak aka Texture Freak	2012-08-16	This is a modders resource. This mod includes 8 retextured bookmodels that can be freely used by anyone who mods for the game Morrowind. Just make sure I get the proper credits for it. Most of the new textures are based on photographs taken from books at my home. I edited them and changed them and...
11865	banzai trees	Resources	MMH	55-7278	Redwoodtreesprite	2012-08-22	Several Banzai models are presented here that would fit comfortably into an Asian themed mod.
11864	Inverted Velothi Interiors	Resources	MMH	55-10047	DonnerGott	2012-09-03	Inverted meshes for 6 Velothi small interior rooms. Doors that entered on the left, are now on the right for 4 rooms. Two have multiple exits. Demo ESP included, see Readme for directions. Everything is vanilla, just inverted.
11863	Haunted Manor Tileset 1.0	Resources	MMH	55-11642	ravege	2012-09-06	This is a haunted house looking exterior tileset. Included is a retextured common interior set. It does NOT snap to grid, there may be issues with some bits.
11862	Shield Effect v1.0	Resources	MMH	55-11668	latendresse76	2012-09-11	so yea got bored a while back and made this for a large possible wip that most likely won't happen. Saw a post that someone showed interest so here it is.... it might need some tweaking and such, i think it has some custom textures i haven't looked at it in months...
11861	Dunmeri Translator v1.0	Resources	MMH	55-11678	Majra	2012-09-16	A guide to Dunmeri grammar and lexicon in Word format for download; 23 pages.
11860	Complete Guide to Tamriel Lore	Resources	MMH	55-11679	Mortis	2012-09-16	The Complete Guide to Tamriel Lore is a resource that I hope everyone will find useful, be they an old Scholar, an overworked Modder or someone experiencing the World of The Elder Scrolls for the first time. Almost all of the information in this document has been collected from the various lore ...
11859	lfx_edwinna_book_10.7z	Resources	MMH	55-11739	not sure	2012-10-13	apparently this gets Edwinna Elbert to read secrets of Dwemer animulus
11858	Elendil's Helm	Resources	MMH	55-11741	LordJBeckman	2012-10-15	Adds Elendil Helm mesh and textures. No esp file.
11857	Smoother Adamantium Shields v1.0	Resources	MMH	55-11746	Slartibartfast	2012-10-22	This mod is a minor variation of Dingles Adamantium Shields mod whereby I have replaced the original meshes with smoother versions.
11856	Alchemy Boxes Morrowind Only Edition v1.0	Resources	MMH	55-11760	kittybrod aka PawPrintExpress aka Catherine	2012-11-03	This file includes only those boxes for ingredients found in Morrowind ONLY. It does not include boxes for Tribunal or Bloodmoon ingredients. There are two other packs available that include those. This is a modder's resource. It doesn't add anything to the game. There are three ways t...
11855	Alchemy Boxes Tribunal Edition v1.0	Resources	MMH	55-11761	kittybrod aka PawPrintExpress aka Catherine	2012-11-03	This file includes only those boxes for ingredients found in Tribunal ONLY. It does not include boxes for Bloodmoon or Morrowind ingredients. There are two other packs available that include those. This is a modder's resource. It doesn't add anything to the game. There are three ways t...
11854	Alchemy Boxes Bloodmoon Edition v1.0	Resources	MMH	55-11762	kittybrod aka PawPrintExpress aka Catherine	2012-11-03	This file includes only those boxes for ingredients found in Bloodmoon ONLY. It does not include boxes for Tribunal or Morrowind ingredients. There are two other packs available that include those. This is a modder's resource. It doesn't add anything to the game. There are three ways t...
11853	Alchemy Boxes Sri's Alchemy Edition v1.0	Resources	MMH	55-11763	kittybrod aka PawPrintExpress aka Catherine	2012-11-03	This file includes only those boxes for ingredients found in Sri's Alchemy ONLY. It does not include boxes for Tribunal, Bloodmoon or Morrowind ingredients. This is a modder's resource. It doesn't add anything to the game. There are three ways to use it. Load both this plugin a...
11852	Henna Tattoos Resource	Resources	MMH	55-11814	kalikut	2012-11-10	This is a resource of layered Photoshop files for placing tattoos on your preferred skin. The layer settings of the tattoos are designed for human skin tones. Using a Dark Elf skin tone will reap different color results and may require your own color editing. Files included: better...
11851	Darker Textures for Underwater Palace	Resources	MMH	55-11815	kalikut	2012-11-10	New, darker textures for the Underwater Palace Tileset, by fidel and modified by Erstam. It also contains the meshes, renamed and mapped to the new textures for added convenience. There is no esp file included. There are a set of blue textures in the ALT textures folder and will overwrite...
11850	TF_Velothi Tileset v 1.0	Resources	MMH	55-11877	TextureFreak	2012-11-12	This mod adds a complete new Velothi tileset. The .esp file adds only the models to the editor. You can find the models under Static with the prefix 'In_Vt'. To install simply extract this package into the Data Files folder and load the plugin in the editor and merge it with your working mod for ...
11849	TF_Snow Land Textures v2.0	Resources	MMH	55-11878	TextureFreak	2012-11-12	This mod includes a few snow textures, basically my old snow textures but updated to a higher quality. They look more like real snow now in my opinion. Read the readme file for more information. From the PES description: This mod contains 4 new snow land textures, I think some of them...
11848	TF_Imperial Interior Tileset v 1.0	Resources	MMH	55-11879	TextureFreak	2012-11-12	New Imperial interior tileset modpack for... [i]modder's use only[/i]..., complete re-text, esp included for ease. See readme for info.

Id	Name	Category	Site	Link	Author	Date	Description
11847	TF_Arctic Yurts	Resources	MMH	55-11880	TextureFreak	2012-11-12	This mod contains Arctic interior and exterior retextures of the Ashlander yurts. From the PES description: This is a modpack only that adds 3 retextured Ashlander yurts to the editor but doesn't place any of them ingame. You'll have to do that yourself. Feel f...
11846	TF_4 New Tapestries	Resources	MMH	55-11881	TextureFreak	2012-11-12	This mod adds 4 fantasy themed retextured tapestries.
11845	Monk Beads	Resources	MMH	55-11891	Daduke	2012-11-13	Amulet modder's resource (no ESP)
11844	Ratpack	Resources	MMH	55-11917	Telemachus	2012-11-14	Modder's resource containing NIFs and textures for six varieties of white rats: White Rat 1 - Black Snout, pink ears White Rat 2 - Black Snout and ears White Rat 3 - Black Snout, white ears White Rat 4 - White Snout, black ears White Rat 5 - White Snout, Pink ears
11843	Saint's banners	Resources	MMH	55-11961	Stalker	2012-11-15	This mod adds banners showing all Morrowind saints + Tribunal gods. There are 4 versions of banners: animated torn and normal, non-animated torn and normal
11842	Tapestries	Resources	MMH	55-11964	Stalker	2012-11-15	This plugin adds new tapestries to the editor.
11841	Taxicab	Resources	MMH	55-12046	TheSiriusSnape	2012-11-25	Snape's Purist Nightmare: Wildly Anacronistic Models for MW TheSiriusSnape Source of Original Meshes: Amazing 3D Graphics http://www.amazing3d.com/free/free.html These are not models that I made. They are free 3D clip art that I messed with some in Max and us...
11840	Sleigh	Resources	MMH	55-12048	TK	2012-11-25	Sleigh
11839	Schiff	Resources	MMH	55-12050	Cyborg	2012-11-25	Ship
11838	Inwah's Home Van v1.0	Resources	MMH	55-12054	The_inwah	2012-11-25	This mod does NOT add anything to the game. It merely adds a new mesh, and a couple of textures for it. The mesh itself is a home van wich is based on a van I saw on a freeware site. It might not be as good, but it looks pretty much like it. Feel free to retexture the wagon so it fits better into...
11837	Erz Lore	Resources	MMH	55-12056	Cyborg	2012-11-25	Minecart
11836	Barter of Furniture v1.1	Resources	MMH	55-12059	ayse	2012-11-25	Furniture
11835	Mir_res_Carriage	Resources	MMH	55-12061	Unknown	2012-11-25	Carriage
11834	Flatboat	Resources	MMH	55-12063	Greybeard	2012-11-25	A raft
11833	Authentic Documents v1.0	Resources	MMH	55-12092	Korana	2012-12-20	Contains, in individual folders for installation "cleanliness" the "following": books children's books (not child material per say, mostly it's the size as I found the size of original books too large) letters scrolls of eastern variety
11832	Instruments v1.0	Resources	MMH	55-12093	Korana	2012-12-20	The following instruments have been created by me either through usage of free-for-use freeware, or by hand...or by a mixture of both hand and resources. The instruments include: Bagpipes (a gift for someone...) Clarinet Fiddle (with separate bow) Transverse...
11831	Miscellaneous Tapestries and Paintings Pack v1.0	Resources	MMH	55-12095	Korana	2012-12-20	These paintings and tapestries where made for random projects and where never used, or I have had requests to release them sepatatley. Feel free to use these in whatever way you see fit, for whatever reason. There is an esp file included that has the tapestries and paintings...
11830	Sanitary Conditions for Morrowind	Resources	MMH	55-12096	Korana	2012-12-20	Due to Princess Stompers' constant comments about toilets...I have no made a set of historical toilets for Morrowind- ranging from ye ol' hole in a box medieval latrines to the water closet of the early 19th century. AND YES. I made USED versions. There's two ver...
11829	Celtic Cross 2 Redux v1.0	Resources	MMH	55-12109	Slartibartfast	2013-01-01	[Better UV] Better UV This is a reworking of Crazyboy's Celtic Cross 2 resource, i have improved the UV mapping so that the surface should now resemble the texture used.I closed a gap between the cross and the base and added a bevelled edge to improve the symmetry at the top of the cross. I extended the depth of the b...
11828	Zelda Items Modders Pack v1	Resources	MMH	55-12116	Ki Shin Ju	2013-01-04	[Spiritual Stones and Bombs] Spiritual Stones and Bombs This Modders Pack will give you most of the items from the Oracle of Time zelda game. Without the bow as I am still trying to get the animations on it to work correctly.
11827	Hlaalu city resource	Resources	MMH	55-12117	Kyromods	2013-01-04	[Poor Town 3] Poor Town 3 *copied From Readme* So what I have added is as follows: *40+ unused interior cells The names are "WK_M_0" - "WK_M_41" *Massive hlaalu city Named "WKHHTest" *One NPC named "WKTestHlaalu" I think you need tribunal, in or...
11826	Resource Pack for Better Body Textures for Better Heads - Argonians	Resources	MMH	55-12219	Silaria	2013-02-20	Description: These four Rar files contain all the Photoshop files for the female bodies for the BB Textures for BH Argos. I had to break this out into four files because my dang connection would drop if I tried to upload the whole 50meg file. o.O This is not, I repeat NOT, the actual Body retextu...
11825	Victorian Furniture Resource	Resources	MMH	55-12227	lochnarus\, VagabondAngel\, & Dongle	2013-02-21	Contains 6 new furniture meshes to be used in any mod for Morrowind only. All meshes are freeware, and are available in their original forms at www.all-in-3d.com You must give credit to dongle for converting and remapping the bed, dresser, table and rocking chair models.
11824	Silveri's Misc. (Pack 3)	Resources	MMH	55-12243	Silveri	2013-02-26	Items for modders, requires no expansions; doesn't place any items anywhere in the world. Mod includes 12 barrels, 2 types of chests (12 of each) , 24 baskets and 39 Jars. The barrels and the chests have the same textures. The baskets have new textures. The jars have the same textures...
11823	Silveri's Misc. (Pack 2)	Resources	MMH	55-12244	Silveri	2013-02-26	For modders only, no expansion pack needed. I made this on a request for some new napkins, and threw in a little extra. Included: napkins...(39 of the napkins, have the texture from Silveris misc. pack 1....36 have new textures. 5 set of forks, knives and spoons in the "colours": Gol...
11822	Silveri's Misc. (Pack 1)	Resources	MMH	55-12245	Silveri	2013-02-26	This modpack is intended for modders to put new misc. items in their mods, for a little variation. I have tried to make something for everones taste. Both in colour and in light and dark ones as well. Some even look a little weird. If you have questions you can contact me at [url=mailto:bente@si...
11821	Silveri's Stone Walls v1.0	Resources	MMH	55-12246	Silveri	2013-02-26	This is for modders only. It's the In_c stonewalls that I have given new textures. It's in the brown colour range, so I think it blends well with the original Morrowind. I have included pictures. Or look here: www.silveri.dk
11820	Craigor's Velothi Pack 1.0	Resources	MMH	55-12256	Craigor	2013-03-01	Original Meshes by Veet (Aaron French) ,This mod is intended solely as a modder's resource. It retextures and slightly edits some of Veet's velothi style architecture. The models are now set to use standard velothi textures (if you have a replacer package, it'll use whatever texture...
11819	Dynamic Pool v0.2	Resources	MMH	55-12276	Galsiah & Lurlock & Blake	2013-03-05	This is a resource for use in Morrowind mods, created by Galsiah, Lurlock and Blake. It's a pool table that works. It requires Tribunal. (See below for usage info and credits) It's been tested a fair bit now. There shouldn't be any big problems. I don't have an inv...
11818	Black Guar and Silver Saint	Resources	MMH	55-12290	Sir Bob	2013-03-07	This is pretty much just a modders resource, just make sure that the golden saint is "Biped" and a Daedra, the guar is just a creature, just open it by NIF and it will be animated and such.
11817	Alpha 3 Desert City Set v1.0	Resources	MMH	55-12314	Lady Eternity	2013-03-12	A desert tileset (meshes/textures only, no ESP).

Id	Name	Category	Site	Link	Author	Date	Description
11816	Un-Blocked Werewolf v1.0	Resources	MMH	55-12315	Detrius2004	2013-03-12	This is a modder's resource, not a playable mod. It is the Bloodmoon werewolf meshes with the box in the head shrunk down so that it isn't visible. Requires the Bloodmoon expansion for the textures. They need to be in the same directory as the *.kf files for werewolves for the animations to work....
11815	Flowing Lava Falls	Resources	MMH	55-12316	Detrius2004	2013-03-12	These mods are only modders' resources. I hope the modding community finds them useful. Uncompress with Winrar into the data files folder. The mod titled 'flowing lava final' adds three objects to the construction set that look and sound like flowing lava. Under the "light"...
11814	Map Boards	Resources	MMH	55-12388	ayse	2013-04-02	Map Boards by Ayse (09/12/2004) File is just meshes and textures, no esp no readme. - Spirithawke
11813	Piratelord's Daedric Realms Resource v1.0	Resources	MMH	55-12392	Piratelord	2013-04-04	Since I'm not working on this mod no more, I thought I'd make these resources available to anyone interested in them. It's been so long, that I've forgotten who I should be crediting - Sorry! Adds 5 new "interior" cells for Coldharbour, Deadlands and Shivering Isles. Many new (aka rete...
11812	Loch's Deck of Cards v1.0	Resources	MMH	55-14610	Lochnarus	2013-04-11	This is a deck of playing cards set up as a misc item in the CS to be used as a resource for Morrowind mods. Done at the request of swrdphantom, a member of the official ES forums. Screenshot included with file...if used, put credit for the model and textures in your readme file.
11811	Daggerfall inspired meshes - modders resources v1.0	Resources	MMH	55-14617	Lord Berandas	2013-04-15	Contains two bucket models, three carts, three lamp meshes, one animated pump and a well. Feel free to use it in your mods if you like it. It uses Morrowind/Tribunal/Bloodmoon textures, except the signs, which uses textures from SHotN archives. Also you're permitted to modif...
11810	Malachite Weapons Set - modders resources v1.0	Resources	MMH	55-14618	Lord Berandas	2013-04-15	Set of Malachite weapons - inspired by Skyrim Glass weapons. It contains a Dagger, Longsword, Claymore, War Axe, Battleaxe, Warhammer and a Mace. Package also contains .esp with all the weapons in Seyda Neen, so you can examine them and compare with others. Their parameters are similar to the Gla...
11809	Tents - modders resources v1.0	Resources	MMH	55-14619	Lord Berandas	2013-04-15	Set of nordic tent meshes originally created for the SHotN project, so it uses some textures from it's archive, but my own textures are included. Feel free to use them in your mods.
11808	Sleds meshes - modders resources v1.0	Resources	MMH	55-14620	Lord Berandas	2013-04-15	Set of various sleds originally created for SHotN project. Feel free to use them in your mods.
11807	Velothi Frescoes - modders resources v1.0	Resources	MMH	55-14621	Lord Berandas	2013-04-15	Just a retexture of some velothi frescoes to add more variety, this is a modders resource, it doesn't alter the original ones. Meshes have just modified UV maps to fit textures. Textures are based on vanilla ones. Feel free to add some variety to your ancestral tombs!
11806	KRS_WSen 1.3 Resource	Resources	MMH	55-14665	Kieve	2013-04-25	This is a Resource-Only mod. The files necessary for testing and retexturing are provided, but are not set up for extraction. For those unlearned in the ways of TESCS: .NIF - these files go in your meshes directory .DDS - these go in the textures directory .BMP - th...
11805	Clean Peace and Tranquility	Resources	MMH	55-14670	Phijama	2013-04-28	Two of these blades started life at the same time as I produced 'Na'Eelrin', but for one reason or another I gave up after 2 hours work. Vagabond Angel inspired me to finish these blades after the release of his very accomplished sword, 'Hisshyo'. This plugin is essentially released as ...
11804	Freedom Keep	Resources	MMH	55-14696	ThreadWhisperer & Zyndaar	2013-05-11	Zyndaar's Modular Castle Set - READ ME ***** *INTRO* ***** Back in February of 2003 a vision took it's first true form and shape in the world of 3ds Max. Under the patient hands of a master it became the foundation of what would become the most comprehensive castle m...
11803	Palmtree Type 1	Resources	MMH	55-14697	Archeopterix	2013-05-11	Modders Resource: Palmtree Type 1 (2 trees, 2 NIFs) Warning: these models are intended for people who already have some experience using the Elderscrolls Construction Set packed with the PC version of Morrowind. These are NIFs ONLY, they do not have any associated Constructi...
11802	Palmtree Type 2	Resources	MMH	55-14698	Archeopterix	2013-05-11	Modders Resource: Palmtree Type 2 (3 trees in one NIF) Warning: these models are intended for people who already have some experience using the Elderscrolls Construction Set packed with the PC version of Morrowind. These are NIFs ONLY, they do not have any associated Constru...
11801	Weeping Willow	Resources	MMH	55-14699	Archeopterix	2013-05-11	Modders Resource: Weeping Willow (single NIF) Warning: these models are intended for people who already have some experience using the Elderscrolls Construction Set packed with the PC version of Morrowind. These are NIFs ONLY, they do not have any associated Construction Set...
11800	Cypress	Resources	MMH	55-14700	Archeopterix	2013-05-11	Modders Resource: Cypress (3 trees, 3 NIFs) Warning: these models are intended for people who already have some experience using the Elderscrolls Construction Set packed with the PC version of Morrowind. These are NIFs ONLY, they do not have any associated Construction Set p...
11799	Yellow Flower Bush	Resources	MMH	55-14701	Archeopterix	2013-05-11	Modders Resource: Yellow Flower Bush (single NIF) Warning: these models are intended for people who already have some experience using the Elderscrolls Construction Set packed with the PC version of Morrowind. These are NIFs ONLY, they do not have any associated Construction...
11798	Lily	Resources	MMH	55-14702	Archeopterix	2013-05-11	Modders Resource: Lily (2 flowers, 2 NIFs) Warning: these models are intended for people who already have some experience using the Elderscrolls Construction Set packed with the PC version of Morrowind. These are NIFs ONLY, they do not have any associated Construction Set pl...
11797	Fern	Resources	MMH	55-14703	Archeopterix	2013-05-11	Modders Resource: Fern (one NIF) Warning: these models are intended for people who already have some experience using the Elderscrolls Construction Set packed with the PC version of Morrowind. These are NIFs ONLY, they do not have any associated Construction Set plugin (.esp...
11796	Philodendron	Resources	MMH	55-14704	Archeopterix	2013-05-11	Modders Resource: Philodendron (4 NIFs) Textures, and a big plant and a smaller plant, make jungles fast with these. ;) Warning: these models are intended for people who already have some experience using the Elderscrolls Construction Set packed with the PC version of Morrowind....
11795	Griffon Statue	Resources	MMH	55-14705	Archeopterix	2013-05-11	Modders Resource: Griffon Statue (single NIF) Warning: these models are intended for people who already have some experience using the Elderscrolls Construction Set packed with the PC version of Morrowind. These are NIFs ONLY, they do not have any associated Construction Set...
11794	Bridge	Resources	MMH	55-14706	Archeopterix	2013-05-11	Modders Resource: Bridge (single NIF) Warning: these models are intended for people who already have some experience using the Elderscrolls Construction Set packed with the PC version of Morrowind. These are NIFs ONLY, they do not have any associated Construction Set plugin ...
11793	Random Wilderness Generator	Resources	MMH	55-14722	ItBurn	2013-05-11	***** IMPORTANT ***** This is a TEST plugin, this is NOT the final plugin. The plugin will NOT work well if the view distance is below 3/4 of the bar. The plugin might not work well on slower computers. *****

ID	Name	Category	Site	Link	Author	Date	Description
11792	RTS Land Mesh Pack 1 Roads v1.0	Resources	MMH	55-14725	Redwoodtreesprite	2013-05-12	Modder pack of Road Meshes from Dragon's Breech and mightyjoeyoung's Theopolis Roman City mod. Also a retexure set of one of the road mesh sets from Dragon's Breech, meant to match closer the four road meshes by mightyjoeyoung. See readme for more details. All of the meshes are entere...
11791	RTS Land Mesh Pack 2 Caves and Mountains v1.0	Resources	MMH	55-14726	Redwoodtreesprite	2013-05-12	Modder pack of Cave, Mountain and Terrace Meshes from a variety of modders. Organized screenshots of every mesh are included, as well as perspective and size comparison shots. All of the meshes are entered as statics in a modder esp. Nothing is placed ingame. The esp was cleaned with T...
11790	TES III Unchaleft Modders Resource v0.7.5	Resources	MMH	55-14728	Kodman91 & Dagga & Fringeerman & The_avenger & Morph	2013-05-12	Some time ago we at Fantasy Battle Studios decided to make a mod/expansion to Morrowind. So we started up the work. We got pretty far but the mod went to a halt some time ago. Now we are giving other modders the opportunity to finish the mod. But we want you to give the credits ...
11789	Dwemer Tools	Resources	MMH	55-14747	Regan	2013-05-20	A pitiful collection of early Milkshape models, might be of use to someone somewhere *shrug*. Please note that these are in .MS3D format, so you'll need Milkshape to convert them to NIF.
11788	Celestial Lily	Resources	MMH	55-14748	Regan	2013-05-20	Modelled on a day lily from my garden, this low poly NIF features particle effect pollen (Oooh, how useful!) The particle effect only works if this model is an activator or a container, as a static it doesn't function. As an added problem, if you place multiple copies of this model in the same ce...
11787	Klinn's Morrowind Clothing Catalog	Resources	MMH	55-14750	Klinn	2013-05-20	While working on my Morrowind mod in the Construction Set, I found it difficult to remember what the clothing items looked like. Dressing a new NPC was just guesswork. You can't even use the Editor's Preview window since it shows the garments folded up. So I created a reference guide, Klinn...
11786	Klinn's Morrowind Heads Catalog	Resources	MMH	55-14751	Klinn	2013-05-20	Although my Clothing Catalog will help you dress NPCs more quickly, what about their choosing their faces? This handy 'Heads Catalog' may save some time by letting you see what all the faces and hair styles look like before selecting the appropriate one for your NPC. RedwoodTreeSprite was go...
11785	Klinn's Bloodmoon Terrain Catalog	Resources	MMH	55-14752	Klinn	2013-05-20	Lately I've been landscaping areas of my mod in the style of Morrowind's snowy Solstheim Region as it appears in the Bloodmoon expansion. This is taking longer than it should because I'm always forgetting what each of the rocks or trees look like. I grab the wrong one, then have to erase it and t...
11784	Klinn's West Gnash Terrain Catalog	Resources	MMH	55-14753	Klinn	2013-05-20	Catalog pages for Morrowind's West Gash Region. These two pages show the rocks and trees used in that region along with each item's ID code.
11783	CfC - Curtains for Cottage	Resources	MMH	55-14768	Dragan	2013-06-02	This mod adds a set of fabrics and lace-curtains.
11782	TK_Benches	Resources	MMH	55-14770	Tommy Khajit	2013-06-02	This modders resource contains two benches to add to your plugins. ,TK_Ironbench.nif is a wrought iron and wooden bench ,TK_SwingStand.nif and TK_SwingBench.nif together form a matching porch swing bench. The meshes as set up to take the same X,Y and Z coordinates, mak...
11781	The Elder Scrolls Treasury Vol. I Edition 3	Resources	MMH	55-14776	Zeph	2013-06-04	The official Books, Scrolls and Notes of TES3: Morrowind, its official Plugins and Expansions. The new edition considers Ted Peterson's corrected data of Pelagius' IV reign and gives each text its own reference number.
11780	RheddHeads Imperial Female	Resources	MMH	55-14782	Rhedd	2013-06-08	This plugin adds one playable Imperial female head and hairstyle (in three colors).
11779	Labelled Bottle Resource (Absinthe)	Resources	MMH	55-14792	Korana	2013-06-08	This is just one of Qarl's lovely bottles, with an alpha enabled label on it. I made Absinthe for someone who wanted it at the ES Forums. Feel free to change the label and/or glass color and use in your own mod.
11778	Alchemy Lab v0.03a	Resources	MMH	55-14829	Dogfish	2013-06-19	Adds alchemy ingredient jars for ingredients from Morrowind, Tribunal & Bloodmoon. Also adds jars for ingredients added by mods. A universal sort script that works with any number of mods installed allows placement and retrieval of ingredient. The sort script requires Morrowind Script Exten...
11777	Common and Nordic House replacer v1.0	Resources	MMH	55-14840	NeilV	2013-06-29	[Close to a window] Close to a window This is a retexure of the external houses and accessories of the common and Nordic (not the Bloodmoon ones only Morrowind ones) housing sets. All house textures have been replaced with a grey/black stone effect. All wood textures have been blackened up to look like Tudor blacke...
11776	N1 Common and Nordic House replacer v1.0	Resources	MMH	55-14841	NeilV	2013-06-29	[Common Door] Common Door This is a retexure of the external houses and accessories of the common and Nordic (not the Bloodmoon ones only Morrowind ones) housing sets. All house textures have been replaced with a light brown stone and or brightly coloured plaster. All wood textures have been are a nice r...
11775	N2 Common and Nordic House Replacer v1.0	Resources	MMH	55-14842	NeilV	2013-06-29	[House in Pelagiad] House in Pelagiad This is a retexure of the external houses and accessories of the common and Nordic (not the Bloodmoon ones only Morrowind ones) housing sets. All house textures have been replaced with a grey/black stone and or whitish/grey plaster. All wood textures have been blackened u...
11774	N3 Common and Nordic House Replacer v1.0	Resources	MMH	55-14843	NeilV	2013-06-29	[Pelagiad Tavern] Pelagiad Tavern This is a retexure of the external houses and accessories of the common and Nordic (not the Bloodmoon ones only Morrowind ones) housing sets. All house textures have been replaced with a light brown stone and or creamey coloured plaster. All wood textures have been are a...
11773	N4 Common and Nordic House Replacer v1.0	Resources	MMH	55-14844	NeilV	2013-06-29	[Seyda Neen] Seyda Neen This is a retexure of the external houses and accessories of the common and Nordic (not the Bloodmoon ones only Morrowind ones) housing sets. All house textures have been replaced with a light brown stone. All wood textures have been are a nice rich brown colour.
11772	NV Imperial Texture Replacer v1.0	Resources	MMH	55-14845	NeilV	2013-06-29	[Roof Tile Sample] Roof Tile Sample This is a retexure of the Imperial castle buildings and accessories. All castle textures have been replaced with a light brown stone. All trim now have a brown/stone finish. I have tried to match all the colours and textures together to create a consistent effect...
11771	MZ Male Shirt Resource	Resources	MMH	55-14861	Truthsnark	2013-07-13	This resource adds five relatively fancy male shirts to the Construction Set. Four of them are original textures by me, one of them is a leather armor from the Guild Wars game, by request. All textures were done by hand, and they use NioLivs Better Bodies shirt mesh, so it is recommended that the...
11770	Greybeard's Authentic Clothing - modders resource	Resources	MMH	55-14866	Greybeard	2013-07-14	Guar and Kwama clothing
11769	Shed v1	Resources	MMH	55-14868	Greybeard	2013-07-14	A Shed
11768	Better Bodies v2.1 3ds Max4 Source Files	Resources	MMH	55-14897	Psychodog Studios	2013-08-01	These are the Better Bodies 2.1 3ds Max 4 source files. I am also going to include all the other files that were on that page as additional files, mostly Photoshop PSD files and 2 tutorials. -Spirithawke
11767	Telvanni Meshes v1.2	Resources	MMH	55-14913	Karpik777 & Jon Satriani & TR Team	2013-08-11	[New Emperor's Parasols] New Emperor's Parasols A set of fan-made Telvanni meshes.
11766	Blood Waterfall	Resources	MMH	55-14939	Hjalmar Mill & Kissimurra aka Bajamaja	2013-08-27	[Blood waterfall] Blood waterfall This mod contains 3 different blood waterfalls and a blood mist. Feel free to use them in any of your own mods. The waterfalls looks best during darkness and are intended to be used in interiors. I have included an esp adding a waterfall in Balmora, go there and check it out so that you...

ID	Name	Category	Site	Link	Author	Date	Description
11765	Djangos Rugs and Tapestries v1.3	Resources	MMH	55-14962	Von Djangos	2013-09-03	There are a few rug and tapestry mods out there, but most are either the authors favourite artist, or the old persian rugs for Dunmer and william morris tapestries for the Imperials. Nothing wrong with either of those - but in my mind the Dunmer are more Native American weave, and the...
11764	Pool v1.0	Resources	MMH	55-14971	Mighty Joe Young	2013-09-05	[NIFScope render] NIFScope render A modder's resource of a marble pool No readme
11763	PillowsPlus v1.0	Resources	MMH	55-14974	Truthsnark	2013-09-05	this mod adds 40 retextured pillows to the Construction Set: regular bed pillows rounded bolster pillows this mod does not place the pillows into the world for you. You will have to do this yourself with the Construction Set or opening the console and adding them in-game.
11762	RTS Land Mesh Pack 3 - Land Meshes and Islands	Resources	MMH	55-14975	Redwoodtreesprite	2013-09-05	Modder pack of flat, somewhat flat and island meshes from a variety of modders. Organized screenshots of every mesh are included, as well as perspective and size comparison shots. All of the meshes are entered as statics in a modder esp. Nothing is placed ingame....
11761	T_Landpiece Mesh	Resources	MMH	55-14977	Thann	2013-09-05	[T_Landpiece mesh] T_Landpiece mesh Modders resource land mesh by Thann. It is OK to retexure, and to convert for use in Oblivion.
11760	BB2 Bracers	Resources	MMH	55-14985	Daduke	2013-09-11	different Better Bodies 2 bracer models sets by Daduke Untextured bracer models. The texture maps are included, so you can make your own custom bracers. The bracers use the wrist slots.
11759	The Art of Morrowind	Resources	MMH	55-14996	Heirononymous & The Morrowind Art Team	2013-09-18	In January of 1997, four artists locked themselves in a room to lay the foundation for the third chapter in the Elder Scrolls Series. Knowing that the game would be set in the dark and exotic land of Morrowind, they set out to discover what a Dark Elf would Look like. The initial Dark...
11758	Resources that need to become mods	Resources	MMH	55-15049	Alaisiagae	2013-11-05	I had a lot of ideas but I'm getting nowhere with actually implementing them. I just don't have the inspiration and enthusiasm I once had. Anyway, I don't want this stuff to go to waste, I want the community to be able to use this stuff if they find it useful. So, this is just a shout-...
11757	Weather Helper	Resources	MMH	55-15062	ashiraniir	2013-11-29	[Weather, Clear] Weather, Clear Helper to tweak the Morrowind.ini [weather] section. These images contain the default (+darker nights) colors of the various Morrowind weathers. You can replace squares with your new colors, save as a new file, then grab the RGB values at your leisure to plug into Morrowind....
11756	Animated Sarcophagus & Catacomb Set	Resources	MMH	55-15074	FlyTSI	2013-12-04	The Catacomb pack contains two Animated Sarcophagus's , Dungeon pieces and door .
11755	Flaming Floor	Resources	MMH	55-15076	Lady Eternity	2013-12-04	Contains a .nif file for Lady E's Flaming Floor , part of her Particle Mod's set .
11754	Poisonous Gas Cloud	Resources	MMH	55-15077	Lady Eternity	2013-12-04	Contains a .nif file of Poison Gas cloud from Lady E's Particle mod resource set .
11753	Pirate Compilation	Resources	MMH	55-15097	Korana	2013-12-19	Enclosed is a small treasure trove of random things I had made many years ago for a pirate mod. While working on it, I quit modding. There are various clothes, weapons, and items. Feel free to use them at your own discretion. Many are in an unfinished state. There are no icons, GNDS, et...
11752	Pirate Galleons	Resources	MMH	55-15098	Korana	2013-12-19	This is a modders resource, it places no ships in game. There are: galleon (all white sails) galleon, sails furled (all white) galleon, damaged (torn white sails) pirate galleon (white sails and 1 skull sail) pirate galleon, furled (white sails and 1 skull ...
11751	Santa Claus Clothes	Resources	MMH	55-15099	swrdphantom	2013-12-21	This mod adds several new clothes based on the popular red and white fur Santa Claus outfit, included are: a Santa Claus coat, a pair of red pants, a pair of red pants that reach only slightly below the knees, a pair of black fur trimmed boots, and a female red and fur trimmed dress. The clothes ...
11750	Creature Resources (With Krin Meshes Now) v2.0	Resources	MMH	55-15112	AcidBasik, Redwoodtreesprite	2013-12-30	[Particle Swords] Particle Swords A selection of animated creatures by AcidBasik. Some are more beta, and others move very smoothly. The Krin has been reported to have animation problems, I believe when attacking, so please playtest that mesh well before releasing in a mod. V2.0 Update: AcidBasik's original upload...
11749	Elderly NPC Heads Resource Pack	Resources	MMH	55-15113	SiriusSnape	2013-12-30	This modder's resource pack including the meshes, textures and Photoshop files for elderly versions of every race. The Photoshop files are left in layers, so that facemakers can use the drag-and-drop effects to age progress their own faces. Credits for if you want to add them to plugins:
11748	Lellie Collection	Resources	MMH	55-15114	Kathryn	2013-12-30	Lellie the Robot personally approved of this vast collection of female attire. Meshes and Textures for various clothes.
11747	Flaming Floor	Resources	MMH	55-15115	Lady Eternity	2013-12-30	[Flaming Floor] Flaming Floor Mesh for a flaming floor.
11746	Poison Gas Cloud	Resources	MMH	55-15116	Lady Eternity	2013-12-30	Mesh for a poison gas cloud.
11745	Minotaur	Resources	MMH	55-15118	Lady Eternity	2013-12-31	[Minotaur resource] Minotaur resource Minotaur. Created for Misty Mountains, Frozen Maze to guard the entry to the Ice Queen's Lands. Created by Proudfoot and Lady Eternity
11744	Fabric Wall Screens v1.0	Resources	MMH	55-15148	Craig Whibley (aka Craigor)	2014-01-09	This is a mod that adds a bit of colour to the world of wall screens. I used the Guard Screen mesh and added some new fabric patterns with multiple colours. This should liven things up a bit. There are 49 wall screens in all, with different shades and colours, comprised of the following...
11743	Fereleth's Common Tilesets #1 and #2	Resources	MMH	55-15152	Fereleth	2014-01-09	[Fereleth's Common Tilesets #2] Fereleth's Common Tilesets #2 These mods are pretty self-explanatory. They are simply a modder's resource that includes three (3) complete and retextured common tilesets in each set, which I created while working on a personal housing mod. This mod is NOT a texture replacer. Main download is Fereleth's Common Tilesets #1...
11742	Lurlock's Missing Cave Pieces	Resources	MMH	55-15153	Lurlock	2014-01-09	Strictly a modder's resource. Fills in the gaps for cave pieces in the Bloodmoon cave set. (And one missing piece in the Bonecave set.) Should fit in seamlessly with the existing in_BM_cave and in_bonecave sets. (I also noticed that the in_bonecave_stalXX pieces are missing from the CS, but the m...
11741	Dwemer Imperial Style Tileset	Resources	MMH	55-15156	Scimuse	2014-01-09	[Dwemer Imperial Tileset] Dwemer Imperial Tileset A reskin of the Dwemer/dwarven tileset in an imperial flavor
11740	Savior Female Cuirass	Resources	MMH	55-15162	Ashiraniir	2014-01-12	[In Game] In Game Some female cuirasses I made a long time ago. May still be a little clipping, depending on what you wear. Can be found ingame very close to the original Savior's Hide. If you want to modify it or whatever, have fun. Modder's resource.
11739	Groovy Moves for Morrowind Pack Three v1.0	Resources	MMH	55-15172	RX31	2014-01-21	This is a modder's resource and Demo which contains twenty three sets of dance animations and two sets for beasts. The Demo has a Dance Hall or Ball Room to display the animations. Most of the dances you may have already seen or are using from the previous animation packs I've made. I...
11738	Nameless Hairs I and II	Resources	MMH	55-15175	Kalian	2014-01-23	[Nameless Hairs II Model 12] Nameless Hairs II Model 12 Adds a lot of female hairstyles. Over 15 types of hairs, you can see some screens in the archive. Due to lots of files, there is no esp, so you must add the hairs yourself. See Readme for 'How To' description.
11737	TR Splash Screens	Resources	MMH	55-15189	Tamriel Rebuilt Team	2014-02-04	[Port Telvannis] Port Telvannis Collection of splash screens using Tamriel Rebuilt locales .

Id	Name	Category	Site	Link	Author	Date	Description
11736	Birdies	Resources	MMH	55-15203	Cait Sith	2014-03-28	[chickadee] chickadee This plugin adds 6 birdies: 2 goldfinches, 2 sparrows, a robin and a chickadee. The plugin merely adds the creatures in the object window with default stats, so you won't find anything in game: in fact this is NOT a mod, just a modder's resource!!! If you don't like an i...
11735	Water Drops	Resources	MMH	55-15218	Lady Eternity	2014-05-22	[Water Drops] Water Drops One of LadyE's particle and special effects. Three NIF files and textures, no plugin or readme.
11734	Dark Telvanni Tileset - enhanced by Biont	Resources	MMH	55-15229	Biont\, Kivan & possibly others	2014-07-20	Better textures for Dark Telvanni Tileset by Kivan (http://mw.modhistory.com/download-70-14380)
11733	Demi-Gods Masks	Resources	MMH	55-15239	Hellwolve	2014-08-30	This is an oldie, a treasure saved from the Old Forums. The package contains the following four masks, each a modder's resource: Almalexia's Mask Sotha Sil's Mask Dagoth Ur's Mask Hircine's Mask Check the readme for more details on how to set them up. Al...
11732	Crystal Egg Icons v1.0	Resources	MMH	55-15290	Drackolus	2014-11-15	Unique icons for all of Clavis' beautiful crystal eggs. ONLY the icons. Unzip in the same place you unzip(ped) KEY-crystal eggs 01. Doesn't really require it... but, what's the point if you don't have it?
11731	Legion Badge	Resources	MMH	55-15315	Adul	2014-12-29	[Legion Badge] Legion Badge This mod adds a new item to Morrowind called the Legion Officer Badge. The badge has its own unique model and it can be equipped as an amulet. Wearing it counts as having legion uniform on, so as long as you wear your legion badge you may freely choose your character's outfit witho...
11730	Btb's Better Music System Soundtrack	Resources	MMH	55-15318	BtB	2015-01-20	There are three main differences between the original Better Music System mod and my edited version of it. The first is that, once the game loads, nothing is customizable (and if you don't know how to read and write code, nothing is), and the mod itself has been stripped down to it...
11729	Smoother Bodies Max 4.2 Source Files	Resources	MMH	55-15332	CDR/Niero	2015-03-23	The original 3D Studio Max source files for Smoother Bodies. Includes all texture maps. No README included in the archive. Made with 3D Studio Max 4.2
11728	Animating Morrowind with Blender	Resources	MMH	55-15333	Arcimaestro Antares	2015-03-24	From the introduction of Antares': After countless hours trying to learn how to create new animations for Morrowind, I decided to make a tutorial. Thanks to Amorilia and the other developers of NifSkoep and the Blender Nif Script, that export files from Blender to Morrowind.
11727	Flying Book	Resources	MMH	55-15343	dongle	2015-05-11	This is a book that flaps it's pages to fly, for use in Morrowind mods. Three versions that either flap in place, or fly in a spiral. Be sure that the animation files (starting with X) are kept with the main files, otherwise they will not fl...
11726	Alchemy Sorter Modder's Resource	Resources	MMH	55-15384	kwshipman	2015-08-05	Modder's resource for an alchemy sorter. I included two esp files, one for plain Morrowind (sorter_mw.esp), and one for Morrowind and the expansions (sorter_exp.esp) and two Word files containing the scripts for either. Please change the names of ALL of the scripts and...
11725	Animal Sounds 1.2.1	Resources	MMH	55-15385	Zaldir	2015-08-05	Some animal sounds for use in mods. In total 53 sounds. As of now, it includes: Bear (2) Bee (1) Cat (2) Chicken (1) Cougar (5) Cow (3) Dog (2) Donkey (2) Elephant (3) Frog (1) Goat (2) Horse (2) Jaguar (1) Lamb (1) L...
11724	Brannoran Architecture Resource Pack 1.2.1	Resources	MMH	55-15388	MuzikMan	2015-08-05	A new tile set for modders The various meshes in this package are: br_door1 A somewhat cheesy door. _co_br_dsk A small basic desk. _ex_br_bri_1 A bridge end section. _ex_br_bri_2 A bridge...
11723	Corpse Death-Pose Sets	Resources	MMH	55-15389	unknown	2015-08-05	Modder's resource, contains some NIFs which can be used for corpses or injured NPCs.
11722	Devil Mermaids	Resources	MMH	55-15391	Mr. Cherrie	2015-08-05	This adds 2 statues of mermaids. But with demon horns...
11721	City Set	Resources	MMH	55-15392	jdooby	2015-08-05	Gives modders some new city building models to use in their own mods. Included are: Eleven types of buildings and interiors for most of them, walkways & supports, wall pieces and pillars. For the building that don't have interiors, one could use the common interiors for the interiors if they were...
11720	Dooby Cliffs	Resources	MMH	55-15393	jdooby	2015-08-05	Some cliff meshes I made. Doesn't add any to the game world, only as static pieces in the CS. Mainly for TCs or other large projects, as they are basically too damn big for Vvardenfell. If they are too big for your project, just scale them down in the CS. Thanks for reading and have fun! jw_...
11719	New Trees	Resources	MMH	55-15394	jdooby	2015-08-05	All this does is give modders some new tree models to use in their own mods. There is no .esp included, so obviously you will have to add them to the game on your own.
11718	Dooby Taverns	Resources	MMH	55-15395	jdooby	2015-08-05	Basically just the external mesh of the Bethesda common tavern imported into Max and modified. A few different models placed into the CS as statics. Nothing added to the game world.
11717	Dracus Tapestry Pack 2	Resources	MMH	55-15396	Frederick Nicholas Zazulka A.K.A. Dracus Dragani	2015-08-06	Included in this pack are 24 new tapestries for use in mods. This one is pretty mixed so there's something here for everyone. They range from horror to nature to artistic and more.
11716	Bookcase Door	Resources	MMH	55-15399	Grail	2015-08-06	[Opened bookcase door] Opened bookcase door Adds a model created by Starcon 5 (i believe) which is a bookcase with the books already added. my changes were to simply move the axis of the model so that it rotates at the corner rather than the middle. this makes it a swinging door.
11715	TextureFreak's Land Textures	Resources	MMH	55-15400	TextureFreak	2015-08-06	This time I added a few land textures. Wich are, road texts stone mosaic cracked stone sand stone dirt grass gravel forrest floor
11714	Leeloo's Modder's Resource Tapestries	Resources	MMH	55-15402	Leeloo	2015-08-06	I noticed that there were a few topics springing up on lack of tapestries since the sad fall of euro and TES many great tapestries were lost so I decided to create my own for the sole usage of modders and myself. Ok I went a little with the amount I added lets just say I just couldn't stop once I...
11713	Nomad's Resource Pack	Resources	MMH	55-15408	Nomad	2015-08-10	Meshes include: Bushes, grasses and ferns Male and female heads and hairs Trees Wooden keep walls, gates etc.
11712	TextureFreak's Common Tile Set 01	Resources	MMH	55-15412	TextureFreak	2015-08-10	This mod adds a complete new common tileset. The .esp file adds only the models to the editor. You can find the models under Static with the prefix 'In TF'. To install simply extract this package into the Data Files folder and load the plugin in the editor and merge it with your working mod for ex...
11711	TextureFreak's Common Tile Set 02	Resources	MMH	55-15413	TextureFreak	2015-08-10	This mod adds a complete new common tileset. The .esp file adds only the models to the editor. You can find the models under Static with the prefix 'In TF2'. To install simply extract this package into the Data Files folder and load the plugin in the editor and merge it with your working mod for e...
11710	TextureFreak's Common Tile Set 03	Resources	MMH	55-15414	TextureFreak	2015-08-10	This mod adds a complete new common tileset. The .esp file adds only the models to the editor. You can find the models under Static with the prefix 'In TF3'. To install simply extract this package into the Data Files folder and load the plugin in the editor and merge it with your working mod for e...
11709	TextureFreak's Dirt Cave Tile Set	Resources	MMH	55-15415	TextureFreak	2015-08-10	This mod is for modders only. I retextured an entire cave tileset with a new dirt texture. Feel free to use it in any of your own Morrowind mods as long as you credit me for editing the textures and releasing this mod and David Gurrea for providing the base texture.

ID	Name	Category	Site	Link	Author	Date	Description
11708	TextureFreak's Hlaalu Exterior Desertpack	Resources	MMH	55-15417	TextureFreak	2015-08-10	This mod includes retextured versions of all the Hlaalu exterior models. They are made to go with my sand textures so the modder will have some desert buildings to work with and create some nice desert landscapes.
11707	TextureFreak's Ore Cave Tile Set	Resources	MMH	55-15418	TextureFreak	2015-08-10	This mod adds a complete retextured cave tileset. I tried to make the cave walls look more detailed with nice ore like veins and a more typical rock structure. Who knows, maybe in such a mine one could find a rich supply of gold?
11706	Zyndaar's Modular Common Set	Resources	MMH	55-15420	Zyndaar	2015-08-10	This plugin is made as a modders Resource and adds nothing to game play. What it does is add 5 sets of meshes designed to allow free form construction of exterior buildings using the common style mesh design. The original texture scheme was kept for one set and four other textures...
11705	Morrowind Interactive Map	Resources	MMH	55-15436	Unknown	2015-11-15	The Morrowind Interactive Map is a great application, aimed for guiding and advising you in the development of Scrolls III game: Morrowind, since it will help you to keep a registry of the trips and paths your character has taken in the game. This tool significantly increases the game play a...
11704	Morrowind Interactive Map	Resources	MMH	55-15437	Unknown	2015-11-15	The Morrowind Interactive Map is a great application, aimed for guiding and advising you in the development of Scrolls III game: Morrowind, since it will help you to keep a registry of the trips and paths your character has taken in the game. This tool significantly increases the game play ...
11703	Wrye Mash Icons	Resources	MMH	55-15458	Bruno13069	2016-02-22	Original Icons Being partially colorblind, I had a LOT of troubles trying to interpret the icons of the Wrye Mash utility. As Abot, the creator of Wrye Mash, has granted permission to alter them, I have. Brighter, bolder, and easier to understand with letters to help identify each color. To use, just ...
11702	Mireille Hair	Resources	MMH	55-15481	Mandamus	2016-07-30	called like that because the look reminds me of French actress Mireille d'Arc Textures and meshes by myself except for the ears by Rhedd and Gorg
11701	Mandamus Pixie Hair	Resources	MMH	55-15482	Mandamus	2016-07-30	Meshes + textures for a wood elf female haircut Could be easily assigned to other races by replacing the ears with other ones. No esp. Textures still in tga 2048*2048, not in a releasable state meshes and tex for the hair made from scratch by Ma...
11700	Ship to Skaal Village	Resources	MMH	55-15520	Unknown	2017-07-30	DESCRIPTION: Bloodmoon mod - Adds a ship to the northern shore of the village of Skaal that can take you to Fort Frostmoth + the same in reverse. Expand the .ZIP (if you're reading this, chances are you already have done that), Copy files to the Data Files...
11699	Boatmaster	Resources	MMH	55-15521	fleck1974	2017-07-30	The Elder Scrolls III MORROWIND: The Boatmaster By fleck1974
11698	Cobwebs	Resources	MMH	55-15535	James Frase	2017-07-30	Cobwebs By James Fraser Requires Morrowind.esm only Description: This mod changes all the cobwebs in Morrowind into usable ingredients. Now you can collect the webs and spiders and keep them for use in alchemy. This mod assumes your character has the experience and common sense...
11697	Deus Ex Machina Patch 1.2	Resources	MMH	55-15540	Trainwiz	2017-07-30	No readme. Just the title to go by.
11696	Deus Ex Machina Walkthrough	Resources	MMH	55-15541	Trainwiz	2017-07-30	Text file for DEM walkthrough.
11695	GSP	Resources	MMH	55-15559	Unknown	2017-08-19	splash screens.
11694	Dunmer Saint's Tapestries	Resources	MMH	55-15610	dietbob196045	2018-04-19	Tapestry set depicting the Dunmer Saint's Modders resource includes an ESP showing the tapestries in a cell. which of course will also add them to your static items, just delete the cell when you want Enjoy Dietbob196045
11693	Tamriel Rebuilt Splashpack (Summer 2012)	Resources	MMH	55-15615	Tamriel Rebuilt	2018-04-27	Features updated images and some new locations not featured in the other download. Also has the Tamriel Rebuilt logo in the bottom corner.
11692	Bob's Bones	Resources	MMH	55-15621	dietbob196045	2018-06-12	Damn it Jim I'm a doctor not a necromancer I got tired of looking around for skeleton parts, so I dissected the Vanilla Skeleton This is a resource that adds the pieces of the skeleton Misc Items of the skeleton parts with Inventory Icons (If you don't like the boxes around...
11691	Kothringi	Resources	MMH	55-15639	dietbob196045	2018-07-20	[Mr and Mrs Kothringi] Mr and Mrs Kothringi Modders resource REQUIRES Better Bodies 2.0 or newer It was not intended as a race mod I needed a member of each race past and present for a larger quest mod I am working on. I am still playing around with some different heads and bodies and intend on updating this in the near future...
11690	Unique Robe Collection	Resources	MMH	55-15648	dietbob196045	2018-08-03	A collection of 8 re-textured robes nothing special, just something I did to pass the time Read the READ IT file no objects added to game, ESP adds body parts and clothing cleaned and packaged if you have any questions or concerns, suggestions or requests lo...
11689	Beds R Us Bed Linens	Resources	MMH	55-15652	Dietbob196045	2018-08-06	V2.0 Adds 21 more bed linen varieties and 22 pillow's (11 small square and large) Replaces V1.0 please read the read it file for more information Hope you all like it Enjoy Dietbob
11688	Barrels V1.0	Resources	MMH	55-15656	Dietbob196045	2018-08-07	Modders resource Read the READ ME PLEASE file provided A re-texture of the Common Barrels (ID contain_barrel_01 and contain_barre10) Nothing added to game, the ESP only adds the items to the container menu, listed as (dietbob_XXXXXX) barrels of different color all work...
11687	Morrowind Dialog Explorer	Resources	MMH	55-15662	Sophie Kirschner	2018-08-19	Morrowind Dialog Explorer Morrowind Dialog Explorer is a mod tool which allows you to search and explore Morrowind's dialog topics and responses. You can learn more about MWDE at https://pineapplemachine.com/files/mwde MWDE is open source on GitHub...
11686	Morrowind Dialog Explorer	Resources	MMH	55-15663	Sophie Kirschner	2018-08-21	Morrowind Dialog Explorer Morrowind Dialog Explorer is a mod tool which allows you to search and explore Morrowind's dialog topics and responses. You can learn more about MWDE at https://pineapplemachine.com/files/mwde MWDE is open source...
11685	Beds_R_US Bed Linens Imperial Legion	Resources	MMH	55-15665	dietbob196045	2018-08-29	This is an independent addition to the Beds_R_US bed Linens Only Morrowind Required It adds 8 Legion bunks to the Construction Set Fort Darius, Hawkmoth, Moonmoth, Frostmoth, Buckmoth, Firemoth, Pelagiad and Wolverine Hall nothing added in game, CS only for ease...