

Id	Name	Category	Site	Link	Author	Date	Description
12976	West Gash rock retexture	Models and Textures	Fliggerty	*1151	SYMBIOTE DINOSAUR	2015-09-28	This mod will retexture the rocks in the West Gash region.
12975	Vanilla robe resource	Models and Textures	Fliggerty	*269	SpiritedTreasure	2011-08-10	These are vanilla Morrowind robes that I added boobage to, for those including myself, at this time felt the need for Vanilla robes in my game. I'm more than sure that someone could do them better than me. However no one has done the vanilla robes without changing anything but the female bum...
12974	UC: Nature	Models and Textures	Fliggerty	*568	Knots	2011-10-20	UNIFICATION COMPILATION: NATURE by AOF, Apel, Ayse, Bloodinfested, CJW-Craigor, Earth Wyrms, Evanmeisterx, Khalazza, Kieve, LestatDeLioncourt, Lord Gabryael, Nich, Papill6n, Plangkye, Qarl, Raptre, Rhymor, Slartibartfast, Taddeus, Valtiy, Vurt, Wollibeebee, & Zuldazug. Compiled by Knots. FEATURES: -Replacement high res textures for all ground textures -Replacement high-poly meshes and high-res textures for all trees and most rocks & plants -Signy Signposts, Diverse Ore Veins, Texture Fix and Bloodmoon Landscape Overhaul built in DESCRIPTION & MORE INFO: This is a compilation that includes most (if not all) of the best landscape replacers/retextures for Bethesda's the Elder Scrolls III: Morrowind. It represents nearly a decade of incredible work from the MW modding community, a group of gifted individuals I feel fortunate to have shared a corner of the internet with. With the included mods applied, every single region on Vvardenfell and Solstheim gets a facelift with high resolution textures and high poly mesh replacers for most trees, rocks, and plantlife. While most of the mods included in this pack are pluginless by definition, it is still heavily recommended that you use the included plugin file. The .ESM includes texture seam fixes for Vvardenfell and Landscaping for Solstheim by Slartibartfast and tree placement fixes for the Grazelands & Bittercoast by Vurt that should ensure that his new meshes (included in this pack) look proper. The .esm is also required for Earth Wyrms' Signposts and CJW-Craigor's Ore Veins to work properly. This is the second of several packs in a series called Unification Compilation. You can follow my progress on the various packs here, at the official thread. For a complete overhaul of the game's presentation, I recommend following my Morrowind Modding Guide, which is written with UC in mind. You can find a complete list of credits here. If you would like to read the complete Readme, it can be found here.
12973	UC: Interface	Models and Textures	Fliggerty	*614	Knots	2012-01-27	-UC Navigation: Nature   Armory   Interface UNIFICATION COMPILATION: INTERFACE by Alaisiagae, Anonymous, Hrnchamd, Knots, Marbred, Papill6n, Sir Kob, & Vurt. Compiled by Knots. FEATURES: -A dark red leather pattern for all modules, with a main menu intro to match -A high resolution replacement for the original font -A new crosshair modeled after TES4's -A smaller/cleaner player position marker for the map and minimap -High resolution replacements for the journal, books, and scrolls -Crisper textures for every icon in the game -Less busy enchantment icon indicators DESCRIPTION & INFO: This is a compilation that includes most (if not all) of the more popular interface enhancements created for Bethesda's the Elder Scrolls III: Morrowind. It represents nearly a decade of incredible work from the MW modding community, a group of gifted individuals I feel fortunate to have shared a corner of the internet with. With the included mods applied, every aspect of Morrowind's interface gets a facelift! Some of the changes made I realize are subjective. If you don't like the dark red leather background of this version, you may prefer the version of this mod with only the basic changes, called ALT This is the third of several packs in a series called Unification Compilation. You can follow my progress on the various packs here, at the official thread. For a complete overhaul of the game's presentation, I recommend following my Morrowind Modding Guide, which is written with UC in mind. You can find a complete list of credits here. If you would like to read the complete Readme, it can be found here.
12972	UC: Armory	Models and Textures	Fliggerty	*566	Knots	2011-10-14	-UC Navigation: Nature   Armory   Interface UNIFICATION COMPILATION: ARMORY by AOF, Bahamut, Baldurian, Baofu, Chaiyn, Danke, Darknut, Fallen One, Kane, Kalamestari 69, KINGPIX, Midgetalien, Oripher, Papill6n, Plangkye, Pysmoniser, Saint Jjub, StarX, & Wollibeebee. Compiled by Knots FEATURES: -Replacement, high res textures for all weapons and armor -Replacement, high poly meshes for most armor and some weapons including Wraithguard! -Many weapons and armor now have bump, environment, and glow maps where appropriate -Several weapons and pieces of armor that previously had unique names/enchantments but not unique meshes now look distinctive. -Glass shields and weapons are now transparent on the 'glass' bits DESCRIPTION & MORE INFO: This is a compilation that includes most (if not all) of the best weapon and armor replacers for Bethesda's the Elder Scrolls III: Morrowind. It represents nearly a decade of incredible work from the MW modding community, a group of gifted individuals I feel fortunate to have shared a corner of the internet with. Each modder showcased in this package shows an eye for detail and an appreciation for the game's original look and feel; each weapon and piece of armor should be familiar to a veteran player of the vanilla game, while at the same time having been lent the ability to sparkle and shine (sometimes literally!) on today's high resolution displays. Optionally, some weapons that previously had not unique meshes but were uniquely named/enchanted have become visually unique. You will need to use UCArmorUnique.esp for these changes to become apparent in your game. The items made unique by use of the .esp are the following: Banhammer, Bonebiter Bow of Sul-Senipul, Boots of Blinding Speed, Conoon Chodala's Axe, Conoon Chodala's Boots, Dagger of Symaccus, Dreugh Cuirass, Ebony Spear, Errur-Dan's Cuirass, Errur-Dan's Spear, Karpal's Friend, Light of Day, Mountain Spirit, Seasplitter, Spirit Eater, Staff of Carnal Channeling, Stormforge, Temreki, and Trebonius' Staff In addition to the above effects, this pack contains Plankye's enchantment glow remover (pluginless noglow). If you use anything that modifies the enchantment glow, you may want to take care to make sure the relevant files are not replaced. Keep in mind however that many of the rare artifacts that would generally have a glow now have bump and environment maps, and that the vanilla glow or any replacements for it besides a remover like the one included will diminish or completely override the effect of the new detail. This is the first of several packs in a series called Unification Compilation. You can follow my progress on the various packs here, at the official thread. For a complete overhaul of the game's presentation, I recommend following my Morrowind Modding Guide, which is written with UC in mind. You can find a complete list of credits here. If you would like to read the complete Readme, it can be found here.
12971	Tamriel Rebuilt Groundcover	Models and Textures	Fliggerty	*617	Vurt, Yacoby, Knots	2012-02-07	TAMRIEL REBUILT GROUNDCOVER: by Vurt, Yacoby, & Knots :
12970	Symbiote Dinosaur's Snow Retexture	Models and Textures	Fliggerty	*1119	SYMBIOTE DINOSAUR	2015-06-20	This mod is Dedicated to Wilson "Snowflake" Bentley. After a few people commenting on DarkElfGuy's showcase of my previous Snow texture saying it looked good but felt a bit overwhelming, I decided to make a version with the snowflakes being a little more translucent and a little less overwhelming...
12969	Swiveller's Soils: Bitter Coast	Models and Textures	Fliggerty	*1040	Mr. Swiveller	2014-05-18	Swiveller's Soils: Bitter Coast V 1.0 This is a high-res texture pack for Bethesda's computer game Morrowind. It replaces ground- and bark textures used in the Bitter Coast region. Note that if you have Vurt's Bitter Coast trees installed it will replace various of their textures too. Most ...
12968	Storage Jar	Models and Textures	Fliggerty	*451	Calislahn	2011-08-26	Storage Jar by Calislahn This file contains a properly uv mapped version of the jar found in my kitchen mod. This is a resource only and is free to use so long as I get credit for the mesh. In this file you will find: StorageJar.nif StorageJar_uvw.bmp StorageJarLid_uvw...
12967	Staves from Cyrodiil	Models and Textures	Fliggerty	*286	Black Hand	2011-08-10	Name: Staves from Cyrodiil Version: 1.0 Date: 3/15/2009 Category: Modders Resource Requirements: Morrowind Author(s):Black Hand, and the original creators of the mods used. Description From the west, comes a large selection of staves unlike any seen in Morrowind before. Mages will r...
12966	Ships of the Imperial Navy	Models and Textures	Fliggerty	*1167	Neoptolemus	2015-11-06	This mod places galleons crewed by Imperial sailors in various places around Morrowind. You will see galleons at Ebonheart, Wolverine Hall, Dagon Fel, Seyda Neen and Fort Frostmoth. All sailors are scripted to disappear at night. Two galleon models have been used: the Elizabethan galleon by dongl...
12965	Redoran Tiered Floors *resource*	Models and Textures	Fliggerty	*624	latendresse76	2012-03-08	The Elder Scrolls III MORROWIND: Redoran Tiered Floors *resource* v.beta By latendresse76 Featuring Floors by Kiteflyer61 1. Description 2. Requirements 3. Installing the plug-in 4. Playing the plug-in 5. Save games 6. Conflicts/Known Errors 7. Credits/Pe...
12964	Raflod's Dwemer Slot Machine	Models and Textures	Fliggerty	*247	Raflod	2011-08-09	THE ELDER SCROLLS III: MORROWIND Raflod's Dwemer Slot Machine ver. 1.0 BETA Author: Raflod Index: 1) Description 2) Requirements 3) Installation 4) Credits 1) Description This (my...
12963	Paradise Hairstyle	Models and Textures	Fliggerty	*947	Akavir	2013-12-16	Hairstyle in different colours, no ReadMe.
12962	Nicholiathan's Furniture Resource Pack	Models and Textures	Fliggerty	*259	Nicholiathan	2011-08-09	Furniture Resource by Nicholiathan *** purpose *** This is a modder's resource providing: 3 options for each of 5 desks. 2 folio sized shelf models. 1 book case frame with 4 options for openable doors. All of these models are designed with the intention that they should look as if they...
12961	New Widowmaker	Models and Textures	Fliggerty	*845	Kalamestari_69	2013-05-01	This mod replaces the Widowmaker, an artifact that is obtained as a reward from a certain "naked nord" quest, with new high quality mesh and textures with normal and reflection maps.
12960	New Veloth's Judgement	Models and Textures	Fliggerty	*844	Kalamestari_69	2013-05-01	This mod will replace Veloth's Judgement hammer with new high quality meshes and textures with environment and bump map effects.
12959	New Umbra	Models and Textures	Fliggerty	*915	Kalamestari_69	2013-10-04	This mod will replace Umbra with new high quality meshes and textures with normal and reflection maps.
12958	New Lord's Mail	Models and Textures	Fliggerty	*843	Kalamestari_69	2013-05-01	This mod will replace Lord's Mail with new high res meshes and textures with normal and reflection maps.
12957	New Fists of Randagulf	Models and Textures	Fliggerty	*842	Kalamestari_69	2013-05-01	This mod replaces a pair of gauntlets called: Fists of Randagulf with new high quality meshes and textures with normal and reflection maps.
12956	New Bow of Shadows	Models and Textures	Fliggerty	*841	Kalamestari_69	2013-05-01	This mod will replace Bow of Shadows with new high res meshes and textures with normal and reflection maps.
12955	New Boots of Blinding Speed	Models and Textures	Fliggerty	*840	Kalamestari_69	2013-05-01	This mod replaces the Boots of Blinding Speed with new high quality meshes and textures with normal and reflection maps.
12954	New Bloodworm Helm	Models and Textures	Fliggerty	*839	Kalamestari_69	2013-05-01	This mod replaces the Bloodworm Helm with new high quality meshes and textures with normal and reflection maps.
12953	New Black Hands Dagger	Models and Textures	Fliggerty	*919	Kalamestari_69	2013-10-08	This mod replaces the Black Hands Dagger, an artifact that is obtained as a reward from a certain Morag Tong quest, with new high quality mesh and textures with normal and reflection maps.
12952	Mournhold texture - Insect Style	Models and Textures	Fliggerty	*1130	Iguar	2015-07-15	Mournhold built with insect ... Mod Name: Mournhold Texture - Insect Style Version Number: 1 Category: Texture Replacer Requires: Morrowind Modder: Iguar Modder Contact: kanibalia@tlen.pl --- Index: 1. Installation 2. Conflicts 3. Credits 4. EUGA Usage --- 1. INSTALLING THE PLUGIN Thi...
12951	MORROWIND CHESTS ANIMATED	Models and Textures	Fliggerty	*680	qqqbbb	2012-09-04	This mod adds open/close animation to all chests. Chests are by Phaedrus. Bloodmoon is required. Chests that had scripts attached are left untouched. Go to Arena pit ( type in the console "coc "vivec, arena pit") to test them.

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12950	Morrowind Bethesda logo HD makeover	Models and Textures	Fliggerty	*781	Starwarsgal9875	2013-01-03	Playing Morrowind for years, I grew tired of the old, lowres Bethesda logo, it looked unprofessional and ugly compared to the logos in Oblivion, Fallout 3 and later Skyrim. However, it was very well done and I decided I wanted to fix it's lack of detail and do justice to the artists that created ...
12949	Mesh Fix 1.2	Models and Textures	Fliggerty	*654	Slartibartfast	2012-05-23	The Elder Scrolls III MORROWIND: Mesh Fix 1.2 By Slartibartfast Index: 1. Description 2. Installation 3. Known Issues 4. Version History 5. Credits 6...
12948	Less Bulky Pauldrons	Models and Textures	Fliggerty	*858	hollaajith	2013-06-18	This is a simple replacer mod which makes some of the bulky pauldrons to less bulky. This is a purely a cosmetic change.Affects pauldrons of High ordinator, Dwemer, Indoril, Iron, Chitin, Nordic Fur, Orcish, Imperial Templar. v1.1 -- Updated with the patch for Better Morrowind Armor and HiRez Ar...
12947	Lab Terminal Resource	Models and Textures	Fliggerty	*262	Luma	2011-08-10	The Elder Scrolls III MORROWIND: Lab Terminal Resource Index: 1. Summary 2. Requirements 3. Installation 4. Using the mod 5. Known Issues 6. Use in other mods 7. Version History 8. Credits 9. Legacy 10.Contact Info 11.Questio...
12946	Keening & Sunder Replacer by Star Boi and thePOSTALdude	Models and Textures	Fliggerty	*898	Starwarsgal9875	2013-09-16	This replacer is a conversion of a module from Modular Oblivion by thePOSTALdude which includes Keening and Sunder. The meshes and textures were made by Star Boi and included in thePOSTALdude's mod. Later converted as a Morrowind replacer by me. It also includes versions of the weapons for use w...
12945	Kagz Rusty Stuff	Models and Textures	Fliggerty	*647	Kagz	2012-05-15	Kagz Rusty stuff Resource This is a modders resource only, it places nothing ingame. In fact there is no ESP, you can set the objects as what you like, when you use them in your mod. This resource gives modders a ...
12944	Kagz Egg Ingredients	Models and Textures	Fliggerty	*645	Kagz	2012-05-15	KAGZ Egg Ingredients Only Morrowind is requ. for this mod. I was never happy with the Kwama Egg meshes in the game. They are angular and the wrong shape really. They are shaped like a birds egg, fatter at one end, so the egg pivots around the narr...
12943	Improved Iron Shield	Models and Textures	Fliggerty	*755	Wolvman	2012-11-21	What does this mod do? This is a simple model replacement for the iron shield that makes it more round. Installation and Playing Extract the rar archive file directly into your Morrowind/ folder. Uninstalling Delete Shield_Iron.nif from your Morrowind/Data Files/Meshes/A folder. Contact and Permission Do what you want with it, just please give credit where it's due. You can contact me through the Elderscrolls forums as 'Wolvman'.
12942	Ginger Jar	Models and Textures	Fliggerty	*450	Calislahn	2011-08-26	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 be useful and all it is c...
12941	Fur Pelt Retextures	Models and Textures	Fliggerty	*1128	SYMBIOTE DINOSAUR	2015-07-10	These are retextures of the pelt rugs in Bloodmoon, they are based off of Photos I took of fur. They should also be the same resolution as the vanilla textures so you shouldn't experience any performance loss. INSTALLATION: to install this mod just download it then extract the zip-folder to your...
12940	FIMs Better Spell Effects	Models and Textures	Fliggerty	*1005	F.I.M.	2014-01-31	Spell Texture Replacer
12939	Dryad Underwear Texture	Models and Textures	Fliggerty	*433	Calislahn	2011-08-25	Cali Dryad Underwear Texture This will replace the nude body texture with an underwear texture. Just unzip to your morrowind data files directory and overwrite the old texture. Cali.
12938	Dongle's Waterpack Bumpmapped with bonuses	Models and Textures	Fliggerty	*772	Matilija	2012-12-14	Dongle's original waterpack meshes edited with new textures, including bumpmaps. -also included is Tamriel Rebuilt's water meshes with the same bumpmap treatment as well as a few other water meshes from other popular mods such as Quarl's Underground, and Kortana's Solstheim Castle.
12937	Darknut's Morrowind Crafting 2.1 Textures	Models and Textures	Fliggerty	*1098	Darknut	2015-01-22	Darknut's Morrowind Crafting 2.1 Textures 1-22-2015 1. DESCRIPTION My version of the Morrowind Crafting 2.1 Textures That I made for myself. Tweaked a couple of the meshes as well Now you can ...
12936	Daggerfall Province Map menu retexture	Models and Textures	Fliggerty	*1156	SYMBIOTE DINOSAUR	2015-10-15	A main menu retexture made from heavily edited versions of the Daggerfall province map. I found the image that I used here <a href="http://www.uesp.net/wiki/File:DF-map-Tamriel.jpg">http://www.uesp.net/wiki/File:DF-map-Tamriel.jpg</a> thank you to UESP for providing the image. Dark molag mar, <a href="http://download.fliggerty.com/download-56-443,Rattfink333,2011-08-26%00:48:07,Morrowind,Changes%20molag%20mar%20to%20use%20a%20unique%20tileset%20using%20textures%20from%20anoldfriend">http://download.fliggerty.com/download-56-443,Rattfink333,2011-08-26%00:48:07,Morrowind,Changes%20molag%20mar%20to%20use%20a%20unique%20tileset%20using%20textures%20from%20anoldfriend</a> .
12935	Daedric Throne Modder's Resource	Models and Textures	Fliggerty	*230	Luma	2011-08-08	The Elder Scrolls III MORROWIND: Daedric Throne Modder's Resource... Index: 1. Summary 2. Requirements 3. Installation 4. Using the mod 5. Known Issues 6. Use in other mods 7. Credits 8. Contact info ======...
12934	Concept Art Ghostfence Replacer	Models and Textures	Fliggerty	*896	starwarsgal9875	2013-09-14	No longer is the Ghostfence made up of tiny pillars hardly threatening to a cliff racer. It is now made up of gigantic enchanted swords erected into the ashy soil of Red Mountain. Such a gargantuan construct is testament to the Tribunal Temple's efforts of battling Dagoth Ur and the Sixth House, ...
12933	Christmas like snowflake texture	Models and Textures	Fliggerty	*1102	SYMBIOTE DINOSAUR	2015-05-04	YES I KNOW THIS LOOKS LIKE GUAR SHIT, JUST USE MY BETTER VERSION ON THIS SITE. A christmas like snow texture I made for the solstheim/bloodmoon. To install just select the file named tx_bm_snowflakes_01 and move it to your morrowind/datafiles/textures folder and overwrite the original texture...
12932	Cavern Of The Incarnate Overhaul	Models and Textures	Fliggerty	*969	Aoimevelho	2013-12-19	I wanted to make the Cavern strange, slightly out of place in Vvardenfell. As if the Azura's Realm, Moonshadow, is so very close that it shines through. Or as if this cave itself belongs to that Realm. The Cavern of the Incarnate and the Azura statue meshes are replaced with bump-mapped ones, ...
12931	Cat Basket	Models and Textures	Fliggerty	*452	Calislahn	2011-08-26	Cat Basket by Calislahn I made this originally for a mod project I was involved in a couple of years ago, the mod never saw the light of day and this has been sitting on my hard drive ever since. One of my reasons for realising it now is the fact that thanks to Cait there...
12930	Carts and Wagons Resource	Models and Textures	Fliggerty	*1165	Neoptolemus	2015-11-02	Adds three new meshes to Morrowind: one wooden hand cart, and two variants of a larger twin-axle wagon - one with a canopy and one without. All were pieced together in NifSkoop out of existing Morrowind meshes and textures. Included is a simple demo mod adding some of the new meshes to various p...
12929	Breaking Bad Moon Sugar	Models and Textures	Fliggerty	*890	MrSmit	2013-08-27	Made this for all of my fellow Breaking Bad fans. Hope you enjoy! From the readme: "Name: Breaking Bad Moon Sugar Version: 1.0 Date: 08/26/2013 Category: Texture Requirements: Morrowind Author: MrSmit Description This mod changes the name, texture, and icon of Moon Sugar to resembl...
12928	Bookcase Door	Models and Textures	Fliggerty	*963	Grail	2013-12-16	This mod simply adds a bookcase mod by Starcon 5 (a bookshelf with books added) that I have modified the axis on. It now pivots on the corner rather than the middle so it can be used as a door to hidden passageways or objects. The esp that is included is not necessary if you know how to add a m...
12927	Book Jackets Fix	Models and Textures	Fliggerty	*677	Petethegoat	2012-08-19	This mod fixes an issue with the Book Jackets mesh for A Dance in the Fire, chapter four, which would cause a purple discolouration. Additionally, it replaces the texture and mesh for The Firmament, as I found the original looked vastly out of place. The meshes and textures are all based on...
12926	Better Bodies Mannequins	Models and Textures	Fliggerty	*446	Calislahn	2011-08-26	Cali's BB Mannequins Update 19/3/05 Hopefully this will be the last update. There was a conflict between this mod and Quarl's The Underground where he had placed a building in the exact same spot as my storeroom so I have moved it along slightly from it's orig...
12925	Autumn Textures	Models and Textures	Fliggerty	*1155	SYMBIOTE DINOSAUR	2015-10-03	This mod will retexture a few of the landscape texture in the Ascadian region, the Bitter coast region, and the West Gash region. Not all the land textures will be retextured so the regions still look unique, just with a bit of broken twigs and fallen leaves on the ground.
12924	Ash Vampires Replacer	Models and Textures	Fliggerty	*995	Aoimevelho	2014-01-04	Unique models and textures for all 7 Dagoth Ur's brothers. AshVampiresReplacer.ESP - basic version AshVampiresReplacer.GHD.ESP - if you have "Great House Dagoth" AshVampiresReplacer.TTU.ESP - if you have "The Tribe Unmourned" AshVampiresReplacer.GHD+TTU.ESP - if you have both "Great House Dagoth...
12923	Akulakhan Replacer	Models and Textures	Fliggerty	*967	Aoimevelho	2013-12-19	To me, Akulakhan has never looked impressive, like soon-to-be-a-god should. I hope that new shiny textures and normal maps give it (him?) a divine and magical aura that it was certainly lacking before. I also included the retexture of the Heart of Lorkhan which makes it more "fleshy" looking. + ...
9406	Zul's Redguards Women Faces v1.0 (7z)	Models and Textures	MMH	56-14108	Zuldazug	2010-10-16	This plugin adds 16 playable female redguard faces and hairstyles brought to you from Zuldazug.
9405	Zul's Classical Monsters Replacer	Models and Textures	MMH	56-6254	Zuldazug	2009-09-06	This plugin replace 12 creatures, (just the textures), in this version there're : the Nix hound, Kagouti, Cliff Racer, Winged Twilight, Ogrin, Daedroth, ash zombie, ash slave, ash vampire, golden saint, slaughter fish and mudcrab. I tried my best to stay close to the origi...
9404	Zul's Bretons Faces v1.0 (7z)	Models and Textures	MMH	56-12024	Zuldazug	2012-11-23	This plugin adds 18 playable bretons faces, and haircut (from rhedd & allies) there are 11 men and 7 women
9403	ZackGs Ascadian Tree Replacer	Models and Textures	MMH	56-6365	ZackG	2010-01-07	This mod replaces all the ascadian isles trees with new billboarded trees and higher res textures.
9402	ZackG's Hlaalu Retexture	Models and Textures	MMH	56-14224	ZackG	2011-02-25	This is a retexture of everything Hlaalu. Hope you enjoy =-)
9401	ZackG's Bitter Coast Retex v1.0	Models and Textures	MMH	56-12238	ZackG	2013-02-24	This is a retexture for the bitter coast region. Its aim is to keep Bethesdaes feel while giving the game the highest texture upgrade out. I hope =-).
9400	You just got Frescoed!	Models and Textures	MMH	56-13075	Aeven	2008-12-08	This will change the two frescoes used in Velothi (Vivec, temples, Vos et c.) to higher resolution ones, with the same depicted, rather than what most replacers do, which is to replace them with meaningless depictions of a Greek battle scene or a Chinese dragon, or something to that ...
9399	Yet another Black Sun	Models and Textures	MMH	56-6678	etmorrowindb	2011-02-12	Changes the sun with a weird black sun. As a texture replacer there is no .esp, you just need to backup your `data files/textures/tx_sun_05.dds` and unpack. Thanks to Mario_giesty for the inspiration. Please enjoy and comm...
9398	Yagram refined	Models and Textures	MMH	56-14440	xander2277	2012-02-25	Yagram refined v 1.2 this is a texture replacement and model replacement for the character Yagram, the only surviving dwemer in morrowind. he has a disease that has rendered him helpless without the aid of his self built spider chair, but the texturing and uv mapping left...

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9397	Woodland Furniture Pack	Models and Textures	MMH	56-5629	Qarl	2011-07-11	4 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.
9396	Woodland Dwellings - 3D Entree	Models and Textures	MMH	56-5530	Deathbliss	2009-06-07	I tree you can live in for Morrowind! This is actually more of a concept project than anything useful as it is very small, but you're more than welcome to try it and post your comments! INSTALL: Just extract to wherever you have Morrowind installed, or: .nif files...
9395	Wood furniture	Models and Textures	MMH	56-5745	Connary	2011-10-04	Wood furniture By Connary Texture replacer for the interior and exterior wood furniture. Brown wood Swirlwood Siding wood Cherry wood Oldwood Weathered wood Crates Rowboat Coat of arms Hull INSTALLATIO...
9394	Wolli's Solstheim Overhaul Textures	Models and Textures	MMH	56-7029	Wollibeebee	2012-07-25	ok. when i began working on my solstheim overhaul i was originally using a mix of both lazyghosts and Slartibartfast, though i was never really happy with the mix and i had some missing textures. Then i made my own for the hirstaang forest, with matching trees. But wh...
9393	Wolf Helmet Replacer	Models and Textures	MMH	56-6372	Alaisiagae	2010-01-11	Replaces the Wolf and Snow Wolf Helmets with a ferocious wolf head with gaping jaws. Details ===== Replaces the Wolf and Snow Wolf helmets with a fierce wolf head in the same style as the Bear and Snow Bear helmet meshes. You can now...
9392	WM Revolver	Models and Textures	MMH	56-11084	wildman	2007-02-22	A barrel is next to the basement door of Arille's trade house with the gun sitting on top of it. Equipping the gun adds 6 bullets to your inventory, equip the bullets to shoot. It is scripted so you cannot have more than 6 bullets at a time. It is technically a bow, so it ...
9391	Wizard Statue	Models and Textures	MMH	56-14709	Archeopterix	2013-05-11	The statue can be found in Balmora, and outside Moonmoth Legion Fort. If you find a bug or you want to use this mesh in one of your mods, please PM Archeopterix at http://forums.bethsoft.com/forum (its more for my own curiosity so I know who's using it)
9390	Wire Blade	Models and Textures	MMH	56-9665	Redguard_Slayer	2005-06-04	This was a request made by DagothChicken on the ES forums, adds the Wire Blade to Morrowind. I recently began reading Orson Scott Card's "Homecoming" series. In this series, the city guards carry a weapon known as a "wireblade." I would like to see this made into a w...
9389	Winter in Morrowind v1.4	Models and Textures	MMH	56-14161	omer135	2013-04-08	This plugin turns the whole Vvardenfell into a winter wonderland with snow-covered ground, winter trees, snow and blizzard storms. new version with more wintry stuff. Bloodmoon, Tribunal required. What's New in 1.4 version ? - added snow in parts of mournhold. - all sols...
9388	Winter in Morrowind	Models and Textures	MMH	56-9556	omer135	2004-04-26	This plugin turns the whole of Vvardenfell into a winter wonderland with snow-covered ground, winter trees, snow and blizzard storms.
9387	Winter in Morrowind	Models and Textures	MMH	56-4930	omer135	2009-05-12	to play, extract all the files to your morrowind/data files directory. *i took the winter trees from an old version of trees and foliage mod
9386	Winged Twilight Replacer	Models and Textures	MMH	56-5928	Neoptolemus	2011-10-10	Replaces the Winged Twilight meshes with one that has a new head and hairstyle by Rhedd. The face texture was done by myself, using a combination of the original face and a female Nord face by Rhedd. This will replace ALL winged twilights, including summoned and unique ones.<...>
9385	Windows Glow - Tribunal v1.1	Models and Textures	MMH	56-12181	Colt17	2013-02-07	This mod makes every window in Mournhold glow. Exterior ones glow at night, and interior ones glow at day.
9384	Windows Glow - Bloodmoon (now with Raven Rock)	Models and Textures	MMH	56-6231	Colt17	2009-05-24	1. Description This mod makes every window on Solstheim glow. Exterior ones glow at night, and interior ones glow at day. 2. Installation - Unpack files Windows Glow BM.bsa and Windows Glow - Bloodmoon Eng.esp into a folder Morrowind\Data Files. - D...
9383	Wildman's Skooma Texture	Models and Textures	MMH	56-12414	Wildman	2007-12-04	Hi-RES Skooma Bottle Texture.
9382	Wildman's Creature Statue Pack	Models and Textures	MMH	56-10924	Wildman	2006-12-13	Modders Resource. Not in game. Several Morrowind creature statues. Made from original morrowind creatures and converted into static meshes to be placed in the game using the Construction Set. ash ghoul, ash slave, ash zombie,
9381	White Suran 1&2 plus addons	Models and Textures	MMH	56-13149	basswalker	2009-01-08	Version 2: ----- Basically the same as version 1, just uses new better looking higher resolution textures from "Vibrant Morrowind 4.0". See related mods section for a link to that. Textures by Skydye and Headless Wonder. Thanks to Skydye for pe...
9380	White Suran 1&2 plus addons	Models and Textures	MMH	56-11886	basswalker	2012-11-13	Version 2: ----- Basically the same as version 1, just uses new better looking higher resolution textures from "Vibrant Morrowind 4.0". See related mods section for a link to that. Textures by Skydye and Headless Wonder. Thanks to Skydye for permission.
9379	White Flame Battle Axe	Models and Textures	MMH	56-9298	GUILDmaster	2004-03-01	A newly textured battle axe is available at Seyda Neen. veiw readme for more details.
9378	Where there is smoke	Models and Textures	MMH	56-6851	xander2277	2012-02-22	this is a smoke texture replacement. 4 files in all. right now they all give the same effect to four different smoke references, but they will be refined later for differentiation. will also add pictures as soon as possible. please bear with me. Changelog:[]...
9377	WG Cave Tileset	Models and Textures	MMH	56-10448	Tarnsman	2006-02-25	A simple retexturing of the cave tileset to work with the WG_rock_01 texture (tga or dds). The tileset is complete with all the cave pieces, rocks, boulders, etc. Included is the WG_rock_01.dds texture file from the Morrowind Visual Pack. The me...
9376	West Gnash billboard trees vAlpha.001	Models and Textures	MMH	56-12865	Nich	2008-08-11	I have started to replace the existing trees in the West Gash region with trees having billboarded leaves like the ones from Vality's bitter coast mod. This is just my first attempt. Currently using the same Bethesda tree trunks, bark texture and leave textures, so if yo...
9375	Werewolf Re-Textures	Models and Textures	MMH	56-10571	TheCandleThief	2006-05-02	Gives you 8 original werewolf re-textures, complete with matching first person hands. To use them, rename the texture of your choice Tx_Creature_werewolf and drop them in your textures folder.
9374	Werewolf Clans of Vvardenfell - Re-Textures	Models and Textures	MMH	56-13779	SilverWerewolf	2009-12-08	This is a simple Texture pack that replaces most of the textures in Werewolf Clans of Vvardenfell (by Sabregirl) These textures are from Alternate Werewolf Textures and Werewolf Re-Textures. Full credit goes to Psymonister and TheCandleThief by making the original textures...
9373	Weird Sword	Models and Textures	MMH	56-10501	Wildkarrde	2006-03-18	This is just a single sword. This is my first model and texture job but it seems OK. A clean test .esp has been included. Feel free to use it or change it for any of your own mods or weapon packs.
9372	Weapon collection	Models and Textures	MMH	56-10190	khan raider	2005-10-17	Ultimate collection of weapons. Now covers almost all weapons that are in game, except for daedric, unique, daggers, polearms and staffs. Added new weapons such as steel bastard sword (from Crusader's set) and Orcish Waraxe. And now glass weapons are glass indeed cause they are TRAN...
9371	WD 3DEntree r1	Models and Textures	MMH	56-10677	Deathbliss	2006-07-16	To make a long story short I discovered that people wanted me to work on Valenwood again. To that end this is the first, faltering, step to my goal, and that is homes INSIDE the trees! What I envision is to make natural trees with human added elements blended in. So with ...
9370	Water v2.1	Models and Textures	MMH	56-14903	falkinblues	2013-08-04	This mod recolours all the waterfalls in Morrowind to match the colour of my new water mod. It also recolours the Vivec Palace Water.
9369	Water mod (Realistic) v1.0	Models and Textures	MMH	56-14879	Jarrood	2013-07-23	This is a mod that makes the non-pixel shader water look realistic while still being small enough in file size to run on almost every machine.
9368	Water mod (Blue) v1.0	Models and Textures	MMH	56-14880	Jarrood	2013-07-23	This is a mod that makes the non-pixel shader water look blue while still being small enough in file size to run on almost every machine.
9367	Walther's Blood Sprite	Models and Textures	MMH	56-12403	Walther	2007-11-29	A brand spankin' new blood sprite as of November 29, 2007. I know it's been done twice before, but here's my take on it. It looks nice and liquidy in my opinion. I hope it's not too red, though. And as for the massive size of the blood splurt, it's something beyond my con...
9366	Wallpaper and Furniture	Models and Textures	MMH	56-13478	Danae	2009-06-13	This mods adds 6 retextures of the common tilset in the CS as well as uses those new tilesets for the bedrooms of the inns in Caldera, Pelagiad and Ebonheart. Each tileset has some matching furniture: single bed, double bed, chair, sofa, rug and cushion. The rooms of eac...
9365	Vvardenfell Landscapes v 1.2	Models and Textures	MMH	56-11892	Kaucukovnik VI.	2012-11-13	This mod started as a replacement of few textures from Visual Pack that really bugged me, but it gradually grew into a whole new texture pack. There are still some Visual pack textures (and a few other), but most of them are new textures made by me. Due to the used s...
9364	Vvardenfell Landscapes	Models and Textures	MMH	56-14086	Kaucukovnik VI.	2010-09-21	Vvardenfell Landscapes by Kaucukovnik VI. This mod started as a replacement of few textures from Visual Pack that really bugged me, but it gradually grew into a whole new texture pack. There are still some...
9363	Vvardenfell Birthsign Textures	Models and Textures	MMH	56-13647	Lucien Fairfax	2009-09-04	A simple mod that replaces the textures for the birthsigns in Morrowind using the textures seen in Redguard (and subsequently in Tribunal). They look a lot more unique and less like crayon drawings, and fit more with the aesthetic of the game. The birthsigns were made with stock images of parchme...
9362	Vurt's Solstheim Trees Replacer II v1.03	Models and Textures	MMH	56-13972	Vurt	2010-06-07	This mod replaces all trees and bushes (bushes are in version I only) in the Solstheim region. Version I is mixed forest, version II is only pines (and has in general better looking models). version I on youtube: Changelog:Changes in v1.03
9361	Vurt's Silt Strider Retexture	Models and Textures	MMH	56-13895	Vurt	2010-03-27	A simple brush up of the old Silt Strider textures by Bethesda.
9360	Vurt's Mournhold Trees	Models and Textures	MMH	56-14143	Vurt	2010-10-25	Features in v1.0a: * Animated Cherry Blossom Trees for Mournhold. Did you like this mod? Please vote! If you didn't, let me know, I'm open to suggestions for changes, comment below. Thanks. Y...

Id	Name	Category	Site	Link	Author	Date	Description
9359	Vurt's Morrowind Tree Textures Overhaul	Models and Textures	MMH	56-6354	Vurt	2009-12-15	My first texture mod. Don't expect the quality you see in my later mods! This mod is not needed for if you're using my other tree replacers, this is for the default trees in Morrowind. A replacement of 42 tree/shrooms textures in high resolution (1024x1024 and 2048x2048)....
9358	Vurt's Morrowind Grass Mod Retexture	Models and Textures	MMH	56-13750	Vurt	2009-11-24	Morrowind Grass Mod Retexture 2.2> by vurt Outdated (kind of)! I suggest that you download my Groundcover mod instead, which makes use of most of the grasses here. > Changelog:* Added textures for non-animated vers...
9357	Vurt's Mod Resources	Models and Textures	MMH	56-6303	Vurt	2009-10-26	A source of different textures and models. Feel free to use them as you like. If you make something with it please let me know, I always find it interesting and inspiring to see other people's work :)
9356	Vurt's Leafy West Gash II v2.0a	Models and Textures	MMH	56-14231	Vurt	2011-03-03	A pluginless tree replacer for the West Gash region. Installation: Choose either "Forestry West Gash" for a more dense west gash (additional fir trees and bushes) or "Sparse West Gash" for better performance and a less dense looking region. If you leave out any of these y...
9355	Vurt's Leafy West Gash	Models and Textures	MMH	56-13889	Vurt	2010-03-22	New version here: Changelog:v.0.2: * fixed one tree that was sunken too deep into the ground. * fixed directory structure (meshes are now correctly placed into "meshes/f/"). v.0.3:
9354	Vurt's Lava & Smoke Retexture	Models and Textures	MMH	56-13771	Vurt	2009-12-02	Lava retexture for morrowind. 4 different versions to choose from (see pictures). Version 4 of the lava includes a glow map (thanks Solidfire for instructions / idea). Changelog:v1.1: * Renamed mod to ...
9353	Vurt's Hi-res Skies and Weathers	Models and Textures	MMH	56-13758	Vurt	2009-12-01	This package of skies and weather settings was created because i wasn't fully satisfied with how some of SWG's skies looked together with my bloom and .ini settings. You need to have SWG skies 3 installed! + his sky fix! Link Below> This package does N...
9352	Vurt's Hi-res menubook and scroll pack v1.1	Models and Textures	MMH	56-11797	Vurt	2012-11-09	Replaces the menu book and quest scrolls with higher quality ones. 4 different scrolls to choose from. v1.1: Tiny fix to the menu book, changed directory structure for easier installing
9351	Vurt's Hi-res menubook and scroll pack	Models and Textures	MMH	56-13732	Vurt	2009-11-04	Replaces the menu book and quest scrolls with higher quality ones. 4 different scrolls to choose from. Changelog:v1.1: Tiny fix to the menu book, changed directory structure for easier installing
9350	Vurt's Groundcover v2.3a	Models and Textures	MMH	56-13914	Vurt	2010-04-10	Features: Animated grass for the following regions: * Bitter Coast * Ascadian Isles * West Gash * Grazelands * Ashlands * Solstheim If you generate grass @ 100% in MGE it's gonna be very demanding, you might want to try a lower value....
9349	Vurt's Grazelands Trees II	Models and Textures	MMH	56-14208	Vurt	2011-02-08	New trees for the Grazelands region. Mostly inspired by african trees like the Acacia, which looks somewhat similar to the default model. You'll also find larger Yucca trees, this region already have some kind of Yucca plants so i thought these fits in well with the lore of this region.
9348	Vurt's Grazelands Trees I	Models and Textures	MMH	56-14140	Vurt	2010-10-24	Replaces all Grazelands trees with japanese inspired trees. Comes with an 2 .esp's. Either just pines or a version which separates the grazelands a bit and makes one part more jungle-like with palms and some other trees. Changelog:Changes in...
9347	Vurt's Bitter Coast Trees II	Models and Textures	MMH	56-14236	Vurt	2011-03-08	New trees for the Bitter Coast region. Youtube video here: Changelog:Changes in 1.1: * removed the collision from 1 tree so that Tarhiel doesn't get stuck in the air. * Added a tree to the lighthouse are...
9346	Vurt's Bitter Coast Trees	Models and Textures	MMH	56-14103	Vurt	2010-10-08	New trees for the Bitter Coast region. The latest Morrowind Code Patch is needed for the Bump maps to work properly.
9345	Vurt's Ashlands Overhaul v1.1	Models and Textures	MMH	56-13816	Vurt	2010-01-18	This page consists of 3 different tree replacers for the Ashlands region: * An overhaul mod making all trees have an alien / mutated look. This mod requires an .esp and comes with some additional "unique" trees and assets. * A pure tree replacer that replaces all 7 trees - ...
9344	Vurt's Ascadian Isles Tree Replacer II	Models and Textures	MMH	56-14223	Vurt	2011-02-25	New trees for the Ascadian Isles region. Doesn't break the lore as much as my previous "Vurt's Ascadian Isles Mod". Unlike the older mod this mod is a pure tree replacer, it does not come with any landscape, flower or netch textures. I've left out animations as well, this to make the mod more perf...
9343	Vurt's Ascadian Isles Mods Collection	Models and Textures	MMH	56-12080	Vurt	2012-12-18	This is a collection of archives containing the following: ValityAIMod VurtTrees.7z Vurts_AI_Mod_23a_nobump.rar Vurts_AI_Trees_Replacer_1f.rar Vurts_AI_trees_Replacer_v22.rar Vurts_Ascadian_Isles_Mod_23a.rar Vurts_Ascadian_Isles_Mod_24a.rar Vurts_Ascadian_Isles_...
9342	Vurt's Ascadian Isles Mod	Models and Textures	MMH	56-13814	Vurt	2010-01-15	Features:> * Replacement models for all Ascadian Isles trees, including the Parasol Trees (the giant mushrooms) * All leaves have a simple animation (swaying in the wind). * Particle Effects (falling leaves, hoveri...
9341	Vivid Morrowind Repaint	Models and Textures	MMH	56-15092	Max a.k.a. ~NOBODY~	2013-12-05	This plugin replaces a number of landscape textures with more detailed ones of higher resolution. That's about it...
9340	Vivec%2FVelothi Texture Replacer	Models and Textures	MMH	56-903	Unknown	2009-04-06	
9339	Vivec Texture Replacer Less Red Patch	Models and Textures	MMH	56-3074	Carnajo	2009-05-12	Vivec Texture Replacer Less Red Patch by Carnajo ( aka Petro ) This mod tries to make Vivec City look a bit more interesting, without changing the feel of morrowind. INSTALLATION All you have to do is copy all the files to your morrowind\data files\textures f...
9338	Vivec Texture Replacer	Models and Textures	MMH	56-3084	Carnajo	2009-05-12	Vivec Texture Replacer by Carnajo ( aka Petro ) This mod tries to make Vivec City look a bit more interesting, without changing the feel of morrowind. INSTALLATION All you have to do is copy all the files to your morrowind\data files\textures folder. Sho...
9337	Vivec Signposts	Models and Textures	MMH	56-11945	Reznod	2012-11-15	This plug-in was designed to help navigate the almost identical cantons of Vivec. Now there are signposts to every canton at every bridge between the cantons. The signpost where placed in a way that should not interfere with other plug-ins or movement.
9336	Vivec God Replacement Creature Edition v1.2	Models and Textures	MMH	56-10946	Psymoniser	2006-12-24	This is for those who want Vivec to look like an NPC but still want him to be a Creature, who can't be persuaded and can still have his Soul Trapped. This is a Straight up Mesh and Texture replacer, no Esps involved. Now included in the Download is a folder containing opt...
9335	Vivec Canton Signs v1.1	Models and Textures	MMH	56-11946	Tarnsman	2012-11-15	A simple retexturing of the Vivec Canton signs to give each canton a distinctive color for its sign. Version 1.1 updates the textures for the Redoran, Hlaalu, and Telvanni canton signs to make them the colors of each of those factions.
9334	Vivec and Velothi texture replacer v1.2	Models and Textures	MMH	56-7047	VagabondAngel	2012-07-25	A little something I did for my own game that seemed to go down well with the modding community. Changes Vivec from a drab grey/green edifice into a marble metropolis fit for a god (IMO). Also makes all the Velothi architecture marble eg Temples, Ghostgate, Velothi towers and ancestral tombs. Unl...
9333	Visual Pack XT Expansion	Models and Textures	MMH	56-1466	Qarl	2009-04-06	Retextures the game of Morrowind. This is a package of texture files to enhance the aesthetics of Morrowind. They are high-resolution textures, exceeding that of any known visual texture pack. Older machines or machines with a slower 3D graphics card may experience difficulty with this mod. ...
9332	Visual Pack XT	Models and Textures	MMH	56-3148	Qarl	2009-05-12	Retextures the game of Morrowind. This is a package of texture files to enhance the aesthetics of Morrowind. They are high-resolution textures, exceeding that of any known visual texture pack. Older machines or machines with a slower 3D graphics card may experience difficulty with this mod. ...
9331	Vibrant Trees	Models and Textures	MMH	56-11974	wayrest	2012-11-15	Some time ago, someone at the Elder Scrolls forum posted a link to a japenese mod. This plugin was changing the foliage of certain trees during the course of seasons. Though it was nice, it added dozens and dozens of activators with scripts and so on, and for me, had 2 drawbacks : no m...
9330	Vibrant Stars	Models and Textures	MMH	56-299	Skydye	2009-04-06	Vibrant stars INSTALLATION To install unzip the file to your "MorrowindData Files" folder, remove and place the texture into the texture folder Enjoy! Skydye@devilsplayground.net
9329	Vibrant Skies v4.0	Models and Textures	MMH	56-7334	Skydye	2012-08-26	Replaces the skies with vibrant colored clouds and stars. There is no esp. Just extract into your data files folder and you're done! The textures will go into the textures folder if you've done it right. To uninstall just delete the textures
9328	Vibrant Skies 4	Models and Textures	MMH	56-13911	Skydye	2010-04-08	Vibrant Skies 4 Replaces the skies with vibrant colored clouds and stars. There is no esp. Just extract into your data files folder and you're done! The textures will go into the textures folder if you've done ...
9327	Vibrant Skies	Models and Textures	MMH	56-11972	Skydye	2012-11-15	This add 8 Large moons and 8 small moons.Colored stars,Moons and colored clouds to the game. Please understand this is an artistic way of seeing things, so it is not meant to please everyone.
9326	Vibrant Morrowind v4.0 update	Models and Textures	MMH	56-7333	Skydye, HeadlessWonder	2012-08-26	Replaces the building textures in Seyda Neen, missing artifacts, and fixed misnamed glass texture. There is no esp. Just extract into your data files folder and you're done!
9325	Vibrant Morrowind v4.0	Models and Textures	MMH	56-7332	Skydye, Headless Wonder, Earthwym	2012-08-26	Vibrant means colorful. This will replace most of your game textures. Please make a back up copy of your textures folder first, So you can return them back if you don't like these. The esp's are optional and are not need to play this.
9324	Vibrant Morrowind v3.0	Models and Textures	MMH	56-7331	Skydye, HeadlessWonder	2012-08-26	This mod is a texture replacer. PLEASE REMEMBER TO BACKUP YOUR CURRENT TEXTURES BEFORE INSTALLING THIS REPLACER!!! To install the replacer, unzip the .rar file into your Morrowind/Data Files directory. Once the textures are installed, they will automatically show up in your ...
9323	Vibrant Morrowind part 4 (B)	Models and Textures	MMH	56-1255	Skydye	2009-04-06	Part B of texture set
9322	Vibrant Morrowind 4.0 update	Models and Textures	MMH	56-13950	skydye	2010-05-13	***** The Elder Scrolls III MORROWIND: Vibrant Morrowind 4.0 update ***** Index: 1. Description

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
9321	Vibrant Morrowind 4.0	Models and Textures	MMH	56-13916	Skydye	2010-04-10	Vibrant means colorful. Please don't download if this is not your style of play. This will replace most of your game textures. Please make a back up copy of your textures folder first...
9320	Vibrant Morrowind 3.0	Models and Textures	MMH	56-11340	Skydye, Headless Wonder	2007-07-04	Vibrant means... vibrant as in colorful!!! This is a colorful texture replacement of all the game's textures, put together by Skydye and HeadlessWonder. Please make a back up copy of your texture folder first. PLEASE SEE COMMENTS SECTION FOR A COMPLETE ...
9319	Vibrant Morrowind 2.0	Models and Textures	MMH	56-3040	Skydye	2009-05-12	skydye says, "Read the credits!" ===== MOD NAME ==> Vibrant Morrowind VERSION ==> 2.0 CREATED BY ==> skydye ===== INDEX -> Requirements...
9318	Vibrant Morrowind	Models and Textures	MMH	56-11975	Skydye	2012-11-15	This is a texture replacement pack for the game's textures. The files are about the same size so you shouldn't have any slow downs playing the game with the new textures.
9317	Vibrant Moons 2.0	Models and Textures	MMH	56-736	Unknown	2009-04-06	
9316	Vibrant Lava	Models and Textures	MMH	56-1058	Skydye	2009-04-06	Replaces the lava textures. No Plug in needed
9315	Veloithian Texture Replacer	Models and Textures	MMH	56-11978	Korana	2012-11-15	This mod replaces some of the velothian textures from the original game. Some Vivec textures are replaced as well. The goal was to change exteriors as little as possible. A few are, however. The goal was to make the interiors richer and with more warmth.
9314	Veloithi Texture Replacer	Models and Textures	MMH	56-12226	Shannon	2013-02-21	Updated high-resolution textures for Veloithi architecture.
9313	Veloithi Doors texture plus Hi-res Daedric Shrine floor texture v1.1	Models and Textures	MMH	56-15126	IanB	2014-01-04	I wanted some really fine-looking doors to match the quality of AOF's Veloithi textures. The small Veloithi door in particular is everywhere: in tombs, in Veloithi domes and throughout Vivec, so it is one you tend to notice. The MW Visual Pack has some, but they are rather washed out and very oddly ...
9312	Veloithi Dome replacer by ARHIZ	Models and Textures	MMH	56-14437	ARHIZ	2012-02-22	Veloithi Dome replacer, six styles to choose from.
9311	Veldion Support Files for v2.0	Models and Textures	MMH	56-3870	FlyTSI	2009-05-12	This is the meshes, textures, and icons required by [url=download-3827]Veldion v2.0[url]
9310	Vanilla Hi-Def (VHD) flora	Models and Textures	MMH	56-14857	yarnevk	2013-07-04	VHD is a Vanilla Hi-Def flora replacer using my own super resolution method that adds high resolution detail from sample pictures that are pattern matched with the low resolution original. Mipmaps for .dds files are generated with Nvidia nvdx.exe using Mitchell decimation at the high...
9309	Vampires And Necromancers	Models and Textures	MMH	56-14109	Zuldazug	2010-10-16	This mod abs been uploaded here because it is not available anywhere else. This plugin by Zuldazug adds 18 new faces.Those faces are made specially for some evil characters or npcs, some are on vampires meshes, some others would be perfect for ancient necroman...
9308	Vampire head for Telesphorus (and the rest of you)	Models and Textures	MMH	56-639	UQForgotten	2009-04-06	UQForgotten's Uma(ish) Vampire Head v1.0 ----- ***What is this?*** A vampire adaptation of one of my heads in Face Pack #3 done especially for Telesphorus. This mod contains three different playable imperial faces for females, all for ...
9307	Vallarion's Alternate Cape Textures	Models and Textures	MMH	56-12764	Vallarion	2008-06-11	These are some alternate textures I made for Hopperfly621's wonderful Cape (Physiqued) mod. I personally just didn't like any of the textures used for all the Extravagant Capes so I decided to make new ones which are all the same but in different shades of color (except one). <...
9306	Vality7's Bitter Coast addon and Balmora addon for use with Vurt's Bitter Coast Trees	Models and Textures	MMH	56-6044	Vality7	2012-01-22	from read-me: This is an unauthorized modified version of Vality7's Bitter Coast addon and Balmora addon. Specifically, it moves the tree placement around to be more appropriate for use with Vurt's Bitter Coast Trees. Some trees were floating slightly, other trees were gro...
9305	Vality7's Ascadian Isles for use with Vurt's Ascadian Isles tree overhaul	Models and Textures	MMH	56-6043	Vality7	2012-01-22	from read-me: This is an unauthorized modified version of Vality7's Ascadian Isles .esp, specifically for use with Vurt's Ascadian Isles tree overhaul. Specifically, it attempts to move the "tall" tree varieties away from places they don't look right in; Vality made this .esp with his t...
9304	Vality's Ice Caverns Enhanced 1.0	Models and Textures	MMH	56-11986	Vality7	2012-11-16	This is an enhancement for all of Solstheim's Ice Caverns to give everything a more shiny and icy look. It is a mesh replacer, not a texture replacer, so it will not conflict with any texture mods or any other mods.
9303	Vality's Ice Caverns Enhanced	Models and Textures	MMH	56-12538	Vality7	2008-02-16	This is an enhancement for all of Solstheim's Ice Caverns to give everything a more shiny and icy look. It is a mesh replacer, not a texture replacer, so it will not conflict with any texture mods or any other mods. See the Readme for more info.
9302	Vality's Bitter Coast Mod v4.0	Models and Textures	MMH	56-11539	Vality7	2007-09-19	This mod replaces all the 'leafy' Bitter Coast trees with my own "speedtree" like trees, a similar technique to what was used in Oblivion. The plugin adds many more trees to the Bitter Coast to give the region a more dense atmosphere. *Recommended addition though not required: Connary...
9301	Vality's Balmora Mod 1.0	Models and Textures	MMH	56-11985	Vality7	2012-11-16	This is an addon to my Bitter Coast mod to make Balmora look like it's part of the Bitter Coast. I've added Bitter Coast trees, rocks and flora as well as textured the ground. Requirements ----- - Vality's Bitter Coast Mod v4.0 (This mod will o...
9300	Vality's Ascadian Isles tree replacer for land distance	Models and Textures	MMH	56-13922	Caesum	2010-04-17	This trees replacer gives possibility to enjoy lovely Vality's Ascadian Isle Mod with distance land from MGE. This is only a "trick" to make Vality's trees look better in distance land. You should check readme if you want to install it correctly.
9299	Vality's Ascadian Isles Mod v2.0	Models and Textures	MMH	56-11589	Vality	2007-10-09	This is a tree replacer and a plugin which places many new trees to make the Ascadian Isles region look much more beautiful and complete. I've developed a very similar technique to Oblivion's trees (Speedtree), which allows for many trees to be placed with minimal FPS impact. I have hand placed h...
9298	Vaanic's tapestries	Models and Textures	MMH	56-10349	Vaanic-One	2006-01-16	This mod resource contains 24 tapestries, not added in the game. They have a space/psychadelic theme. Many thanks to Kissimura, Geonox, and Megil-Tel-Zeke for their support and permission! For more info, read the readme. &...
9297	Usagi of the Moon beta	Models and Textures	MMH	56-5564	Anthroman8	2010-10-25	Usagi of the Moon beta by Anthroman8 Mod Information, courtesy of redwoodtreesprite (5 August 2006): I have the mod as well, all versions of it. It adds a playable rabbit race, and I believe that's all. It was still a bit beta, but has some fun bodyparts in it. (I have a...
9296	Urns and Lanterns v1.5	Models and Textures	MMH	56-14891	Bloodinfested	2013-07-30	All of the urns re texture and just the paper on the lanterns, there are 5 variations of the paper lantern. The urns are 3 times the res size of vanilla textures they are also both based off the Bethesda textures. 6/27/2012 update: *Found my old files for ashlanterns on a hard dr...
9295	Urns	Models and Textures	MMH	56-5744	Connary	2011-10-04	Urns By Connary Texture replacer for the Urns. Lol, no surprises. INSTALLATION Put the textures into the game directory: .....Bethesda Softworks/Data Files/Textures and click yes to replace if needed. Made a ba...
9294	Unique Vos	Models and Textures	MMH	56-6607	basswalker	2010-11-14	Gives the Town of Vos a bit more uniqueness by making all the buildings/structures unique, so textures can be attached which will show up in/on Vos ONLY. Textures by grvulture, so he deserves all the credit for those. all I did was to make them a T...
9293	Unique Tombs	Models and Textures	MMH	56-6566	tronvillain	2010-10-14	Does the fact that tombs look exactly the same as the rest of the Veloithi architecture ever get on your nerves? It does mine, so after being unable to find a mod that changed that it couldn't or shouldn't be done, I decided to give it a try myself. *chuckle* Now, a...
9292	Unique Shadow Pack	Models and Textures	MMH	56-6029	Liztail	2012-01-06	Unique Shadow Pack 2.0 - Readme Description This mod for Morrowind enables the beast races to have unique shadows. The game shipped with only one shadow that didn't particularly look like an Argonian or a Khajit that was applied to both races, but this mod changes all that. Now th...
9291	Unique Shadow	Models and Textures	MMH	56-13560	Akavir	2009-07-26	This mod for Morrowind enables the humanoid races to have unique shadows. Male and female PC now have different shadows as well.
9290	Unique Pelagiad v 1.0	Models and Textures	MMH	56-11883	SisterV, basswalker	2012-11-13	Gives the Town of Pelagiad a bit more uniqueness by making all the buildings/structures unique, so textures can be attached which will show up in/on Pelagiad ONLY. This has been done a little different than my other "unique" mods. SisterV chose every single texture by hand, ther...
9289	Unique Pelagiad	Models and Textures	MMH	56-14219	SisterV, basswalker	2011-02-20	Description: ----- Gives the Town of Pelagiad a bit more uniqueness by making all the buildings/structures unique, so textures can be attached which will show up in/on Pelagiad ONLY. This has been done a little diffe...
9288	Unique Imperial Textures Mesh Fix	Models and Textures	MMH	56-14021	Fixed DarkKeira, LightKeira. Credit to DesertRat for the	2010-07-18	For DesertRat's mod: Unique Imperial Textures This fixes the errors for people who don't have morrowind instaled to the default directory. Extract to ../morrowind/Data Files and overwrite all.
9287	Unique Imperial Textures	Models and Textures	MMH	56-10874	DesertRat	2006-11-03	This mod customizes the imperial textures for Ebonheart, Pelagiad, Wolverine Hall, Ft. Moonmoth, Ft. Buckmoth, and Tel Vos. This Mod contains sample textures from various Morrowind Modders(See Credits). I included these textures to increase awareness of the different texture packs ava...
9286	Unique Ghostgate	Models and Textures	MMH	56-11885	basswaker	2012-11-13	Gives the Ghostgate a bit more uniqueness by making the structures unique, so textures can be attached which will show up in/on the Ghostgate ONLY. Textures taken from AOF's "Vivec Veloithi retextured" (slightly altered) and "Darker Morrowind". Has only 10 Textures so...
9285	Unique Finery Replacer UFR	Models and Textures	MMH	56-6244	Alaisiagae	2009-07-11	Gives most special and unique amulets, belts, rings, robes, shoes, and amulets new, unique models. Details ===== Gives most special and unique amulets, belts, rings, robes, shoes, and amulets new, unique models. All textures are actu...
9284	Unique Dren Plantation	Models and Textures	MMH	56-6604	basswalker	2010-11-13	Gives the Dren Plantation a bit more uniqueness by making all the buildings/structures unique, so textures can be attached which will show up in/on the Dren Plantation ONLY. Textures by grvulture, so he deserves all the credit for those. Outside do...

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
9283	Unique Dagon Fel & Addons	Models and Textures	MMH	56-6610	basswalker	2010-11-17	Gives the Town of Dagon Fel a bit more uniqueness by making all the buildings/structures unique, so textures can be attached which will show up in/on Dagon Fel ONLY. Textures for the imperial/common homes by AOF. Textures for the shacks and docks b...
9282	Unique Banners and Signs	Models and Textures	MMH	56-6950	Bart Notelaers	2012-07-10	This plugin replaces the banners and signs of 21 establishments across Vvardenfell with unique, appropriate designs. Cleaned with TESAME, contains a readme file.
9281	Unique Balmora	Models and Textures	MMH	56-14381	basswalker	2011-10-23	Description: ----- Gives the Town of Balmora a bit more uniqueness by making all the buildings/structures unique, so textures can be attached which will show up in/on Balmora ONLY. Also there are now different textur...
9280	Unique Armor Replacer Ebony Helms UAR	Models and Textures	MMH	56-6212	Alaisiagae	2009-01-25	Replaces the either the Closed Ebony Helms or the Sarano Ebony Helm with Khan Raider's Corinthian open helm. Details ===== There are two .esps. One will replace all Closed Ebony Helms with Khan Raider's gorgeous open Corinthian helm,...
9279	Unique Armor Replacer Chodala Boots UAR	Models and Textures	MMH	56-6380	Alaisiagae	2010-01-19	Gives Conoon Chodala's Boots a different/new mesh, texture, and icon. Details ===== Uses Silaria's Boots Resource by Mandamus as the new meshes for Conoon Chodala's Boots. These knee-high boots use a vanilla texture, and I've given t...
9278	Unique Armor Replacer Bloodworm UAR	Models and Textures	MMH	56-6211	Alaisiagae	2009-01-23	Gives the Bloodworm helm a modified mesh with a new icon. Details ===== This mod gives the Bloodworm Helm a new mesh modified from vanilla mesh parts and using vanilla textures. In a nutshell: I added on the wicked looking ram's horn...
9277	Underwater Static Replacer v1.0	Models and Textures	MMH	56-11998	Slartibartfast	2012-11-16	This mod is a texture replacer for Morrowinds underwater static items ie, barnacles, kelp and kollops.The meshes included have had their uv maps adjusted to suit these particular textures, so may be best to remove them from your game if you decide to use different textures as some things may not ...
9276	Umbra Sword Replacement	Models and Textures	MMH	56-10422	Oriphier	2006-02-16	This Mod simply replace the existent Umbra Sword with a new model with Hi-res Textures. Changelog:Updated to V 1.5 with new part fixed texture and obviously bump mapping! updated to V 1.51 thicker handle and shorter sword ( than...
9275	Ultraviolet Arrows	Models and Textures	MMH	56-9849	HappyHannah	2005-06-03	This mod adds a number of UV arrows to merchants all over Vvardenfell. The arrows are retextured steel arrows, and they also glow in the dark. They do area effect UV damage in the presence of vampires. (Area effect is new and shiny - see screenshots!) Warning: this mod u...
9274	Ultimate Textures -Landscape Pack2 v1.0	Models and Textures	MMH	56-15023	grVulture	2013-10-09	This is a collection of textures that replace the landscape, and rocks in Morrowind in the "Dead Land" area (around and on Red Mountain). This is a combination of the fabulous work of many artists of the Morrowind community.
9273	Ultimate Textures - Wood and Metal v1.0	Models and Textures	MMH	56-15024	grVulture	2013-10-09	This particular package changes textures on wooden and metal objects.
9272	Ultimate Textures - Velothi v3.0	Models and Textures	MMH	56-11189	grvulture	2007-04-17	BE SURE TO BACKUP YOUR ORIGINAL TEXTURES, in case you decide that these textures are not for you. All Velothi textures (Vivec, etc.), Velothi statues, Vivec sewers have been replaced!
9271	Ultimate Textures - Velothi v1.0	Models and Textures	MMH	56-15030	grVulture	2013-10-09	This mod replaces 48 Velothi textures (Vivec).
9270	Ultimate Textures - Telvanni Architecture v 1.0	Models and Textures	MMH	56-12213	grVulture	2013-02-14	This is a combination of the BEST OF THE BEST textures of all the great artists of the community, combined and altered in such way to give you the absolute eye-pleasing experience ever. NOTE: While a lot of people retextured things for Morrowind, not everybody's work is ...
9269	Ultimate Textures - Taps and Rugs v3.0	Models and Textures	MMH	56-11191	grvulture	2007-04-17	BE SURE TO BACKUP YOUR ORIGINAL TEXTURES, in case you decide that these textures are not for you. This will replace all tapestries and rugs in Morrowind.
9268	Ultimate Textures - Stronghold Architecture v1.0	Models and Textures	MMH	56-15026	grVulture	2013-10-09	This package will retexture the Dunmer Strongholds (ie. Berandas)
9267	Ultimate Textures - Rugs and Tapestries v1.0	Models and Textures	MMH	56-15027	grVulture	2013-10-09	These textures replace the original textures of the in-game rugs and tapestries. I find these to match better than others to the Morrowind lore. Personal opinion... Some alternatives and some not in-game textures are included as a modder's resource.
9266	Ultimate Textures - Redoran Architecture v1.0	Models and Textures	MMH	56-15021	grVulture	2013-10-09	This mod replaces 33 Redoran textures.
9265	Ultimate Textures - Misc Objects v1.0	Models and Textures	MMH	56-15025	grVulture	2013-10-09	This particular package changes textures on various objects throughout Vvardenfell. Some alternatives and some not in-game textures are included as a modder's resource. NOTE: the pics show some objects to give you an example. 306 textures are included, in total. C...
9264	Ultimate Textures - Landscape Pack1 v1.0	Models and Textures	MMH	56-15022	grVulture	2013-10-09	This is a collection of textures that replace the landscape, and rocks in Morrowind. This is a combination of the fabulous work of many artists of the Morrowind community.
9263	Ultimate Textures - Imperial v3.0	Models and Textures	MMH	56-11190	grVulture	2007-04-17	BE SURE TO BACKUP YOUR ORIGINAL TEXTURES, in case you decide that these textures are not for you. This replaces the textures of the imperial castles.
9262	Ultimate Textures - Imperial v1.0	Models and Textures	MMH	56-15029	grVulture	2013-10-09	This replaces the textures of the imperial castles.
9261	Ultimate Textures - Hlaalu Architecture v2.0	Models and Textures	MMH	56-10337	grVulture	2006-01-10	This is v2.0 of the Hlaalu Architecture. I had some complaints about it, and, although this was other modders' work re-enhanced, nevertheless, I made my own retexture from scratch, and this is how it looks like. Please install FIRST the Ultimate Textures - Complete and t...
9260	Ultimate Textures - Hlaalu Architecture v1.0	Models and Textures	MMH	56-15028	grVulture	2013-10-09	This mod replaces 21 Hlaalu textures.
9259	Ultimate Textures - Daedric v3.0	Models and Textures	MMH	56-11195	grvulture	2007-04-17	BE SURE TO BACKUP YOUR ORIGINAL TEXTURES, in case you decide that these textures are not for you. This will replace all daedric ruin textures.
9258	Ultimate Textures - Daedric Ruins 1.0	Models and Textures	MMH	56-11983	grVulture	2012-11-16	26 replacement textures for Daedric ruins
9257	Ultimate Textures - Complete Package	Models and Textures	MMH	56-11944	grVulture	2012-11-15	*THIS IS A TOTAL RETEXTURING* except for: - Books since we now have Book Jackets by Daleth, retexturing the book covers would be pointless - Bottles same goes here. Bottle Replacer by Qarl, and K_Potion_Upgrade by Schwa do the job - Creatures - Tr...
9256	Ultimate Textures - Clothing v2.0	Models and Textures	MMH	56-10425	grVulture	2006-02-17	This is the new addition to the Ultimate Textures series. All original clothing has been sharpened. Common clothes have been filtered, to make them look more like 'fabric'.
9255	Ultimate Textures - Caves v1.0	Models and Textures	MMH	56-15020	grVulture	2013-10-09	This particular package changes the rock surfaces of all caves and dungeons in the game.
9254	Ultimate Textures - Bloodmoon v1.0	Models and Textures	MMH	56-15019	grVulture	2013-10-09	This is a collection of textures that replace the Bloodmoon landscape, trees, rocks, sky, and snow textures. This is a combination of the fabulous work of some artists of the Morrowind community. Based mostly on Jarrod's Bloodmoon Texture Pack.
9253	Ultimate Textures - Bitter Coast v3.0	Models and Textures	MMH	56-11194	grvulture	2007-04-17	BE SURE TO BACKUP YOUR ORIGINAL TEXTURES, in case you decide that these textures are not for you. This will re-texture all the Bitter Coast landscape and flora.
9252	Ultimate Textures - Beds v3.0	Models and Textures	MMH	56-11193	grvulture	2007-04-17	BE SURE TO BACKUP YOUR ORIGINAL TEXTURES, in case you decide that these textures are not for you. This will replace all bed textures with new improved textures.
9251	Ultimate Textures - Basic Architecture v1.0	Models and Textures	MMH	56-15018	grVulture	2013-10-09	BE SURE TO BACKUP YOUR ORIGINAL TEXTURES, in case you decide that these textures are not for you. This replaces the basic architecture textures.
9250	Ultimate Textures - Armor and Weapons 1.0	Models and Textures	MMH	56-12007	grVulture	2012-11-18	No-ESP texture and mesh replacer.
9249	Ultimate Galleon - Woody Recolor	Models and Textures	MMH	56-11167	Avraham	2007-04-03	This is a recolor of Madmax's original textures for the Ultimate Galleon. There is no change to the textures themselves just a recolor and sharpen. This recolor comes with updated textures for her sails as well. Please see the readme for more details. ...
9248	UI Simple Retexture v1.8	Models and Textures	MMH	56-14890	Bloodinfested	2013-07-30	Texture as menu may look ok but for me I prefer solid colors more. I cleaned up the inside borders including equip gear, divider, hud Borders, inventory hud buttons, barter and scrolling elements with a solid color. New graphic texture for the header and new inventory buttons. ve...
9247	Two Modder Khajiit heads	Models and Textures	MMH	56-5562	redwoodtreesprite	2010-10-25	Two Modder Khajiit heads - readme Repacked and uploaded by redwoodtreesprite redwoodtreesprite@yahoo.com - Modder Khajiit heads, one by SmitePlight and the other by Exhailous and Turjan. Both are fully Ok for modder use ...
9246	Trunk and Chest Collection	Models and Textures	MMH	56-247	lochnarus	2009-04-06	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. *THESE MODELS HAVE 3518 FACES (POLYGONS) EACH, SO USE THEM SPARINGLY

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
9245	True Gold - Gold coin retexture	Models and Textures	MMH	56-1597	FrostByte	2009-04-06	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 fun.
9244	True Gems V1.1	Models and Textures	MMH	56-5898	Astion	2011-10-08	True Gems      Gem Replacer      []...
9243	True Gems	Models and Textures	MMH	56-14794	Astion	2013-06-08	This is a relatively simple mod that will replace all the gems in the game with faceted, reflective versions. In addition, it will add two new gems - the Topaz and the Amythest - which can also be used in Alchemy, as well as replacing the model for Ebony. This mod was inspired in par...
9242	TRK- Multi-Coloured Glass	Models and Textures	MMH	56-11438	The Raven King	2007-08-11	This is my very first Morrowind mod! I found the default Morrowind Glass armour and weapons far too dull and boring to use but I loved the idea of armour made of mined glass... So I looked around the internet to find a nice glass replacer but all I found was glass simply re-colou...
9241	Tribunal Menu Replacer	Models and Textures	MMH	56-13985	skaeps	2010-06-16	This is a mod which will replace the Morrowind logo video and main menu background with a custom-made video and background modeled after the theme of the Tribunal. This mod relies on the Morrowind Code Patch created by Hrncamd. This menu background will look BAD if you d...
9240	Tribunal Crafting Additions TCA	Models and Textures	MMH	56-13216	Alaisiagae, Jac	2009-01-31	Adds shields to Bols Indalen's crafting options, including an all new Adamantium Buckler. Revises ore and gold costs to be more rational. Designed to work with the Armor Integrative Modifications mod. Details ===== This mod makes it so that Bols Indalen's craftin...
9239	Trees! Replacers - Grazelands	Models and Textures	MMH	56-13425	starwarsgal9875	2009-05-18	**NOTICE** I STRONGLY recommend using the "tx_leaves_07" texture included in the Connary's Landscapes: Grazelands retexture (
9238	Tree Replacement v1.0 Hellwolve	Models and Textures	MMH	56-2094	Hellwolve	2009-04-06	This ESP replaces all trees with JDooby's meshes. It's quick and dirty; prepare for a lot of clipping and other errors! Greetz, Hellwolve j_van_den_bos@hotmail.com
9237	Tree Bridge GTW Staff	Models and Textures	MMH	56-669	AnOldFriend	2009-04-06	This is not a mod it does not add anything to the game it is merely a resource pack in wich you are free to use as you so wish, I would like to know what you are using it for though its always fun to know. Note: the Tree Bridge model is 70,000 polygons so use with care. And incase you think its e...
9236	Trecasim's Glowing mushrooms	Models and Textures	MMH	56-14358	Trecasim	2011-08-20	-      The Elder Scrolls III: Morrowind Mod      Glowing mushrooms      - &...
9235	Treasure Chests	Models and Textures	MMH	56-1035	Starcon5	2009-04-06	*****      The Elder Scrolls III      Morrowind      Treasure Chests *****...
9234	Tophat	Models and Textures	MMH	56-11675	Smite_Pligh	2012-09-13	No readme included. Esp adds two Tophats to the Construction Set, assigned to the left pauldron slot.
9233	TKSignposts	Models and Textures	MMH	56-5772	Tommy Khajit	2011-10-04	A simple replacer for signposts of Vvardenfell. Extract all files to your data files folder preserving directory structure. Enjoy TommyKhajit
9232	Thy Spirits Thy Lords	Models and Textures	MMH	56-14300	Von Djangos	2011-05-12	This is my high res replacer for the Dunmer Saint shrine panels, using Beth's original concept art as high res source material. Unfortunately, the Tribunal and a couple of saints do not exist as available concept art. I have used Myzel's amazing Tribunal frescos as alternate source art for the Tr...
9231	TheCandleThief's Werewolf Textures II	Models and Textures	MMH	56-11607	TheCandleThief	2007-10-20	2 more werewolf textures for your use, with matching 1st person hands. Couldn't add em to the other one 'cause the file size was too big. Simply rename the ones you want to use Tx_Creature_werewolf and Tx_Creature_werewolf.1st and drop them in your texture's folder.
9230	The Wanderers Mod Pack 03	Models and Textures	MMH	56-12211	The Wanderer	2013-02-12	This pack contains three esp's and are made as a "Modders Resource Only" and add nothing to game play. The three esp's are: w_l_bottles-n-jars.esp: Contains a large selection of new bottles and jars. w_l_horror.esp: Contains four new meshes: Stocks, ...
9229	The Teddy Bear Mod v1.0	Models and Textures	MMH	56-12157	Junkmail	2013-02-02	Junkmail's Teddy Bear mod.
9228	The Shrine of Mephala	Models and Textures	MMH	56-11326	Westly	2007-06-30	Well, the motivation behind this mod started out as a simple statue resource for the Daedra Prince/ss Mephala. All of the other Daedra have a proper shrine of some sort paying homage to them, but Mephala got the proverbial shaft (no statue, no shrine, just an altar and bowl in the main Mor...
9227	The Quest for Hadhafang	Models and Textures	MMH	56-8171	Tommy Khajit	2003-04-07	I recently bought a nice looking sword at Melder's and though I liked it at first sight, it soon turned out that it wasn't an impressive weapon, having for instance,no effect on the Daedra.Later that day, my sword was recognized by a High Elf who called it Hadhafang, apparen...
9226	The Mourning of Bamz-Amschend v 1.0	Models and Textures	MMH	56-11888	Aeven	2012-11-13	This is a hi-res texture replacer for the ruins under [SPOILER]Mournhold/[SPOILER]. They are the original textures, but at a much higher resolution, and enhanced colouring.
9225	The Mourning of Bamz-Amschend	Models and Textures	MMH	56-12885	Aeven	2008-08-24	This is a hi-res texture replacer for the ruins under [SPOILER]Mournhold/[SPOILER]. They are the original textures, but at a much higher resolution, and enhanced colouring.
9224	THE Facepack Compilation	Models and Textures	MMH	56-12448	Tarnsman	2007-12-24	Over the years I have collected just about every new face and hair mod for Morrowind ever released. For my personal use I started making my own face pack compilation, mainly to reduce the number of mods loaded into my game, reduce the chaos in my mesh and texture folders, and to use as the base f...
9223	The Divines	Models and Textures	MMH	56-6801	Rattfink333	2011-10-22	Texture replacer for the tapestries of the Divines in morrowind.
9222	The Crow	Models and Textures	MMH	56-8073	PizzasRgo0D	2003-08-02	it adds Ashe's face from the movie The Crow. It's a dark elf face, instructions in the readme on how to add it for other races.
9221	The Clockwork City v 1.0	Models and Textures	MMH	56-11887	Aeven	2012-11-13	This is a high resolution texture replacer for Sotha Sil's Clockwork City. It's the original textures, but at a much higher resolution, so it looks a lot better.
9220	The Clockwork City	Models and Textures	MMH	56-12886	Aeven	2008-08-24	This is a high resolution texture replacer for Sotha Sil's Clockwork City. It's the original textures, but at a much higher resolution, so it looks a lot better.
9219	thanns house fixed	Models and Textures	MMH	56-5803	thann then edited and fixed missiri	2011-10-06	I fixed the UV Mapping and the retextured thanns house from his Old Buildings resource it's bump and detail mapped
9218	TF_Skull Landmarks v1.0	Models and Textures	MMH	56-4368	TextureFreak	2009-05-12	This mod adds a few skulls to morrowind. They are placed in the mountains, just select the plugin and I am sure you will discover one some day. The skull model is taken from a free model site and can be used for other mods as well. Textures are stock Morrowind textures. The skull model...
9217	TF_Retextured pillows	Models and Textures	MMH	56-8017	TextureFreak	2003-07-03	This mod adds 13 retextured pillows to Morrowind: 4 rich satin versions...2 dirty pillows...3 guarskin pillows...1 bearskin pillow and 3 wolfskin pillows. Also I included the file TF_pillowhouse_v1.esp for all non-modders. This adds a house to Pelagiad. Inside you'll find a few pillows on the bed...
9216	TF_fireplace_replacer_v1	Models and Textures	MMH	56-3106	TextureFreak	2009-05-12	Description: This mod adds 4 retexture versions of the in_nord_fireplace to the game. The new fireplaces can be found in the following villages; Caldera, Dagon Fel, Pelagiad and Seyda Neen. I didn't replace all fireplaces but left a few originals ingame. Installation: Just extract the ...
9215	TF Common Tileset 03	Models and Textures	MMH	56-3058	TextureFreak	2009-05-12	Readme TF_common_tileset03.zip ***** 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 ...
9214	textures for chris woods	Models and Textures	MMH	56-974	Unknown	2009-04-06	
9213	TextureFreak's Mournhold Sewers Replacer	Models and Textures	MMH	56-15416	TextureFreak	2015-08-10	This is an addon for the game Morrowind. The addon Tribunal is required in order to run this mod properly. The mod simply replaces all the sewers meshes on Mournhold with retextured models.
9212	Texture replacer for Vality's Ascadian Isles Mod	Models and Textures	MMH	56-13725	basswalker	2009-10-31	Description: ----- This replaces the textures on the leaves and barks of the trees used in "Vality's Ascadian Isles Mod". Contains 2 bark-textures and 1 leaf-texture. "Vality's Ascadian Isles ...
9211	Termina moon	Models and Textures	MMH	56-6720	Nintendo, etmorrowindb	2011-04-17	The Secunda moon of Tamriel suddenly become very similar to the Termina moon! We do not know if Link has something to do with it... The moon seems peaceful enough, but its tireless gaze will rise above you every night. As texture replacer there is no .esp, so there are n...
9210	Ten Pace Boots Mesh Replacer	Models and Textures	MMH	56-12406	Alphax	2007-11-30	If you've ever worn the Ten Pace Boots, you'll notice that you're missing something... everything below the knee. Bethesda *did* provide a mesh for the Ten Pace Boots, but there was a problem with it. This is an edited version of the mesh which fixes that problem, so now you can see the Ten Pace ...
9209	Ten Pace Boot Fix	Models and Textures	MMH	56-2291	Unknown	2009-04-24	The Elder Scrolls III MORROWIND: Ten Pace Boots Fix Plugin Index: 1. Installation 2. Playing the Plugin
9208	Temple Waterway v2.0	Models and Textures	MMH	56-15105	Matilija	2013-12-23	Purpose..... This is a very complex mod with a very simple purpose, to make the water flowing around the Vivec Temple look better when compared with MGE's phenomenal 3d water. Its a highly edited version of the stock ex_vivec_p_waterway_01 mesh, as well as a retexture of...

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
9207	Telvanni Texture Replacer-Shannon Style	Models and Textures	MMH	56-12214	Shannon	2013-02-14	This Mod replaces the old fungi looking Telvanni Textures. Now gives them a more forest feel. Adds stone and fine wood for doors.
9206	Telvanni Texture Replacer	Models and Textures	MMH	56-3098	Carnajo	2009-05-12	Telvanni Texture Replacer by Carnajo ( aka Petro ) This mod tries to makeTelvanni Cities, such as Sadrith Mora and Tel branora look a bit more interesting and detailed, with better textures, adding variety, without changing the feel of morrowind. Compatible with KP Visual Pac...
9205	Telvanni Stage	Models and Textures	MMH	56-12771	RedZombie125	2008-06-17	This is a mesh for a stage I made by combining meshes from the game and changing the scale to about 27 times it's normal size.
9204	Telvanni Shrooms	Models and Textures	MMH	56-11005	Kieve	2007-01-20	Changes the textures on the emperor parasol trees, small mushroom trees and the rooftops of the Telvanni housepods. Also changes the texture on the council hall. I attempted to match the Bethesda TX's as closely as possible while still ...
9203	Telvanni exterior redo	Models and Textures	MMH	56-6592	ddfields	2010-11-05	Telvanni exterior change by ddfields ver. 2.0 This is an esp-less mod that changes the exterior of all (I repeat all) Telvanni structures in Vvardenfel and Tamriel. I wanted to add a little color to the Telvanni structures and flora an...
9202	Telvanni Door - Without Multicolored Handle	Models and Textures	MMH	56-15035	Trancemaster_1988	2013-10-12	This is a tweak to the Telvanni Doors by Trancemaster_1988 where the modeled door handle is removed so you only see the door handle that is part of the texture.
9201	Techno Industrial Dwemer Retexture	Models and Textures	MMH	56-14095	DJGamer	2010-09-27	Tired of the old Dwemer Ruins? Want them to feel new and exciting again? Try this massive retexture pack that replaces just about everything Dwemmer in Morrowind. Weapons, armor, items, interiors, exteriors and creatures are all retextured for a brand new look and feel. This pack makes it look s ...
9200	TAP Telvannis Splash Pack	Models and Textures	MMH	56-12905	The Ash Poet	2008-08-31	Suggested by a commenter on my last splash screen pack I have made one centered on Tamriel Rebuilt's amazing Telvannis mod, 14 splash screens are included in this release.
9199	TAP Telvanni / Dwemer Splash Pack	Models and Textures	MMH	56-12901	The Ash Poet	2008-08-30	This is a pretty straightforward pack of splash screens, 7 Telvanni-related screens and 6 Dwemer. It urks me that most splash screen packs tend to be extremely...well..out of place for Morrowind's gritty style, so I decided to throw this together for myself and then decid...
9198	TAP Solstheim Splash Pack	Models and Textures	MMH	56-12906	The Ash Poet	2008-08-31	Much like my other pack, this adds 13 splash screens featuring Solstheim wilderness and settlements.
9197	Talon's Tree Retex v0.2	Models and Textures	MMH	56-6321	TaLoN.NL	2009-11-06	This retex replaces some tree textures to give Morrowind a more lively look. Which is best noticed when entering Balmora. This retex has 1024 and 512 versions, both are in the same download. Changelog:v0.2 - tx_leaves_04.dds and tx_leaves_06.dds had some...
9196	Talon Dagger	Models and Textures	MMH	56-10598	WildKarrde	2006-05-22	This is two dagger meshes and textures. The meshes are 858 polys each(WK_Talon_Dagger.NIF is reflect mapped and WK_Talon_Dagger2.NIF is not). This is a modders resource, but it also has two playable .esp's. If you use the playable versions the daggers can be found in the Lucky Lockup embedded int...
9195	Symbiote Dinosaur's Snow Retexture	Models and Textures	MMH	56-15363	SYMBIOTE DINOSAUR	2015-06-20	This mod is Dedicated to Wilson "Snowflake" Bentley. After a few people commenting on DarkElfGuy's showcase of my previous Snow texture saying it looked good but felt a bit overwhelming, I decided to make a version with the snowflakes being a little more translucent and a little ...
9194	SWVelRep	Models and Textures	MMH	56-438	Unknown	2009-04-06	
9193	Sword of Oblivion	Models and Textures	MMH	56-9373	DeLite	2004-03-17	Adds a new sword to Arille's Tradehouse in Seyda Neen. Isn't an uber item. New mesh and texture.
9192	Sword of Kings	Models and Textures	MMH	56-9931	Redguard_Slayer	2005-06-08	This was a request made on the ES forums by rojak. This mod adds the Sword of Kings to Morrowind, it can be found in Ebonheart, Grand Council Chambers.
9191	Sword and Parry v1	Models and Textures	MMH	56-11690	Elrihn	2012-09-17	Sword and Parry sword models inspired from Fak2000 ! Ace archive. includes nif files, textures and icons.
9190	Swiveller's Sundries: Dunmer City Banners v1.0	Models and Textures	MMH	56-6938	Mr. Swiveller	2012-06-25	This is a high-res texture pack for Bethesda's computer game Morrowind. It currently replaces the Dunmer town banners, the Dunmer shop banners and the banner of House Telvanni. It does not yet replace the Vivec canton banners or the Ashlander banners. The designs are generally close to...
9189	Swiveller's Sundries: Dunmer City Banners	Models and Textures	MMH	56-14492	Mr. Swiveller	2012-06-25	This is a high-res texture pack for Bethesda's computer game Morrowind. It currently replaces the Dunmer town banners, the Dunmer shop banners and the banner of House Telvanni. It does not yet replace the Vivec canton banners or the Ashlander banners. The designs are gene...
9188	Swiveller's Structures: Imperial	Models and Textures	MMH	56-11929	Mr. Swiveller	2012-11-15	This is high-resolution texture replacer which transforms the Imperial fortresses into brickwork buildings reminiscent of fifteenth- and sixteenth-century castles. All of the textures were made by me, mostly from photographs which I took at castles and churches in the Netherlands and the UK. Note...
9187	Swiveller's Structures: Hlaalu	Models and Textures	MMH	56-11930	Mr. Swiveller	2012-11-15	This is a high-res texture pack for Bethesda's computer game Morrowind. It replaces the textures used for the Hlaalu buildings. This updated version employs the more efficient DXT1 format, reducing individual file sizes by approximately 50% while retaining image quality. No other chan...
9186	Swiveller's Structures: Dwemer	Models and Textures	MMH	56-11931	Mr. Swiveller	2012-11-15	This is a high-res texture pack for Bethesda's computer game Morrowind. It retextures the Dwemer ruins.
9185	Swiveller's Structures: Dunmer Strongholds	Models and Textures	MMH	56-11932	Mr. Swiveller	2012-11-15	This is a high-res texture pack for Bethesda's computer game Morrowind. INSTALLING Copy the * .dds files to your Morrowind\Data\Files\Textures folder, and allow Windows to overwrite. I recommend backing up your textures folder first, so that you can revert...
9184	Swiveller's Structures: Daedric	Models and Textures	MMH	56-11934	Mr. Swiveller	2012-11-15	This is a high-res texture pack for Bethesda's computer game Morrowind. Most of the textures were tweaked for this new version, adding detail and, hopefully, depth. In addition, all of the files were re-encoded using the DXT1 format. This has reduced the individual file sizes by appro...
9183	Swiveller's Structures: Common Homes	Models and Textures	MMH	56-11933	Mr. Swiveller	2012-11-15	This is a high-res texture pack for use with Bethesda's computer game Morrowind. It replaces the textures, as well as a few meshes, used by the Common Homes tileset, as well as many of the wood textures that are used in and around the houses built with this tileset. Note tha...
9182	Swiveller's Structures: Cabins and Docks	Models and Textures	MMH	56-6930	Mr. Swiveller	2012-05-28	A high-res texture replacer for the cabins and wooden docks that you find on the coasts of Vvardenfell. Full credits and usage info can be found in the readme file, included with the download.
9181	Swiveller's Structures: Cabins and Docks	Models and Textures	MMH	56-6931	Mr. Swiveller	2012-05-29	A high-res texture pack for the cabins and wooden docks that you find on the coasts of Vvardenfell. Version 1.1 contains a number of minor tweaks and resolves an issue where many of the textures contained an inactive alpha layer generated by the Photoshop DDS plugin.
9180	Swiveller's Soils: West Gash	Models and Textures	MMH	56-11935	Mr. Swiveller	2012-11-15	This is a high-res texture pack for Bethesda's computer game Morrowind. This updated version employs the more efficient DXT1 format, reducing individual file sizes by approximately 50% while retaining image quality. No other changes were made. Like version 1.1 of this mod,...
9179	Swiveller's Soils: Rocks	Models and Textures	MMH	56-11936	Mr. Swiveller	2012-11-15	This is a high-res texture pack for Bethesda's computer game Morrowind. It was designed to complement the other "Swiveller's Soils" texture packs, yet as it affects many in-game locations I decided to release it independently of the other two packs.
9178	Swiveller's Soils: Molag Amur (Red Lava Version)	Models and Textures	MMH	56-11937	Mr. Swiveller	2012-11-15	This is a high-res texture pack for Bethesda's computer game Morrowind.
9177	Swiveller's Soils: Molag Amur (Desert Version)	Models and Textures	MMH	56-11938	Mr. Swiveller	2012-11-15	This is a high-res texture pack for Bethesda's computer game Morrowind. Its aim is to change Molag Amur, the Foyadas, and Red Mountain from a land of ash and brimstone into a desert-like wasteland. Red sands and rock formations now dominate these areas, finally revealing how the age-old Vol...
9176	Swiveller's Soils: Grazelands	Models and Textures	MMH	56-11943	Mr. Swiveller	2012-11-15	This is a high-res texture pack for Bethesda's computer game Morrowind. This new version contains a new, more detailed version of tx_gl_rock_02. In addition, all of the textures were re-encoded using the more efficient DXT1 format. This has reduced the individual file sizes by approxi...
9175	Swiveller's Soils: Bitter Coast	Models and Textures	MMH	56-15217	Mr. Swiveller	2014-05-18	A high-res texture pack for the Bitter Coast, designed to go with my other retextures. Most of the photographs that were used were taken by me in a real marshland area in the Orkneys, off the coast of Scotland. Note that this will also replace the bark textures of the vanil...
9174	Swiveller's Soils: Azura's Coast	Models and Textures	MMH	56-11941	Mr. Swiveller	2012-11-15	This is a high-res texture pack for Bethesda's computer game Morrowind. It is strongly recommended that you combine this texture pack with Swiveller's Soils: West Gash as the some of the textures which it replaces are also used in the Azura's Coast region.
9173	Swiveller's Soils: Ashlands (Wasteland Version)	Models and Textures	MMH	56-11940	Mr. Swiveller	2012-11-15	This is a high-res texture pack for Bethesda's computer game Morrowind. This pack aims to retain the dark, oppressive atmosphere of the Ashlands. Please take a look at my other Ashlands texture pack if you are looking for something more pleasant & green.
9172	Swiveller's Soils: Ashlands (Green Version)	Models and Textures	MMH	56-11939	Mr. Swiveller	2012-11-15	This is a high-res texture pack for Bethesda's computer game Morrowind. Its aim is to change the terrain in the Ashland region from nasty & bleak to pleasant & green. This pack was designed for use with Max's Forested Morrowind. While the textures are in no way dependent on this mod, ...
9171	Swiveller's Soils: Ascadian Isles	Models and Textures	MMH	56-11942	Mr. Swiveller	2012-11-15	This is a high-res texture pack for Bethesda's computer game Morrowind. Note that, in addition to most of the ground textures used in the Ascadian Isles region, this pack also replaces the tree leaf textures and the textures of the giant mushrooms. This new version contains new, more ...
9170	SWG's textures: The Ghostwall	Models and Textures	MMH	56-13226	starwarsgal9875	2009-02-04	Retextures the Ghostfence forcefield. *NOTE: may replace textures on other forcefields in game*

Id	Name	Category	Site	Link	Author	Date	Description
9169	SWG's Skies v3.0	Models and Textures	MMH	56-13078	starwarsgal9875	2008-12-10	The wait is over! Version 3 is done, on this update, I have changed many things, now the skies use a modified meshes, which make the textures stretch across the whole sky, allowing fully unique skies. I've also remade the night sky using this same method with a texture based on the Dwemer Orrery ...
9168	SWG's Signs	Models and Textures	MMH	56-13079	starwarsgal9875	2008-12-11	a replacer for the wooden banner signs in Morowind, it doesn't replace the fabric banners. Screenshot:
9167	SWG's Signs	Models and Textures	MMH	56-11950	starwarsgal9875	2012-11-15	A replacer for the wooden banner signs in Morowind, it doesn't replace the fabric banners.
9166	SWG's Ivy	Models and Textures	MMH	56-13023	starwarsgal9875	2008-11-18	A replacer for the ivy in the game. Go here for screenshots:
9165	SWG's Detailed Tapestries	Models and Textures	MMH	56-13269	starwarsgal9875	2009-02-22	This mod replaces the textures on all the tapestries in the game, Sixth House tapestries are not replaced by this, but are replaced by my replacer for banners. TESNexus alternate DL:
9164	SWG's Detailed Tapestries	Models and Textures	MMH	56-11966	starwarsgal9875	2012-11-15	This mod replaces the textures on all the tapestries in the game, Sixth House tapestries are not replaced by this, but are replaced by my replacer for banners.
9163	SWG's Detailed Rugs	Models and Textures	MMH	56-12948	starwarsgal9875	2008-09-21	Replaces the Ingame rug textures with detailed ones. -UPDATE- I've added screenshots and uploaded the new file, this one's been outdated for a while, hence the new one.
9162	SWG's Detailed Rugs	Models and Textures	MMH	56-11955	starwarsgal9875	2012-11-15	Replaces the Ingame rug textures with detailed ones.
9161	SWG's Birthsigns	Models and Textures	MMH	56-13154	starwarsgal9875	2009-01-09	This texture replacer makes the birthsigns look more like the ones in Oblivion as well as make them look much better. All this is is a texture replacer, it doesn't modify anything in the game other than how the birthsigns look.
9160	SWG skies tweak - glowing stars	Models and Textures	MMH	56-14796	Abot	2013-06-09	A little tweak to a couple of SWG skies 3 meshes, for a flickering stars effect. You obviously need SWG skies 3 installed, then try replacing Data Files\Meshes\sky_night_01.nif Data Files\Meshes\sky_night_02.nif
9159	SWDaeRep	Models and Textures	MMH	56-493	Unknown	2009-04-06	
9158	Swampy Swamps(!)	Models and Textures	MMH	56-10809	Earth Wyrn	2006-09-22	This is a texture replacer for the bittercoast region of Vvardenfell. Included are 40 textures. 39 of the included textures are replacers for textures that are already in the game and the other texture is an additional texture used as the glowmap for the five included meshes. <...>
9157	Swamp Rocks	Models and Textures	MMH	56-15619	CptJoker	2018-05-23	A highly-detailed rock replacement texture for the one rock used over 3000 times in the Bitter Coast region (and likely elsewhere.) Seriously, this one texture is everywhere, so might as well have a nice one! No bumpmaps or fancy schmancy stuff, should be performance-friendly at 1024x1024 or even...
9156	Superior BB.female textures(muscles)	Models and Textures	MMH	56-538	Unknown	2009-04-06	
9155	Sun Variations	Models and Textures	MMH	56-5682	Missiri	2011-09-26	The Elder Scrolls III MORROWIND: ...
9154	Subtle Magic Glow	Models and Textures	MMH	56-10601	atteSmythe	2006-05-23	Subtle Magic Glow replaces the 'plastic wrap' around in-game magic items (those equipped by characters or on the ground) with less-obtrusive versions. There are three available: A more transparent version of the Bethesda original, one that is faint, but nonmoving, and one that is nonmoving but sl...
9153	Stronghold Texture replacer	Models and Textures	MMH	56-592	Unknown	2009-04-06	Hello, heres a small texture replacer for the dunmer stronghold interiors. Enjoy. To install, simply add all of the textures in the 'ShanStronghold' folder to your Morrowind/textures directory. Thanks to Dave Gurrea for the textures.
9152	Stone type menu	Models and Textures	MMH	56-12620	Torus	2008-03-26	This mod changes games UI menus.And also changes the start menu of the game.
9151	Stone Grinding Wheel Resource	Models and Textures	MMH	56-6636	Morovir	2010-12-14	Two animated grinding stone models based on Meos' grinding stone for Oblivion. One has a simple static animation and is not scriptable. The other has a complex set of idle groups that allow it to be stopped, started, etc. This is a modders resource. There is no ESP, so it...
9150	Steel throwing knife mesh and icon change	Models and Textures	MMH	56-10103	Skyfire the Bibliomancer	2005-08-26	Replaces the mesh and icon of the steel throwing knife, which before hade the same mesh and icon as the steel dagger.
9149	Steel Broadsword Fix	Models and Textures	MMH	56-10225	Sapphron	2005-12-03	This mod was made to remedy the steel broadsword; it uses the same mesh and set of textures as an Imperial broadsword, and since I saw no fix for this, I decided to do it myself. Now, the mesh remains the same, but the textures used better match the rest of the steel weapon set.
9148	Staves from Cyrodil v1.0	Models and Textures	MMH	56-5734	Black Hand	2011-10-03	Name: Staves from Cyrodil Version: 1.0 Date: 3/15/2009 Category: Modders Resource Requirements: Morrowind Author(s):Black Hand, and the original creators of the mods used. Description ===== From the west, comes a large selection of staves...
9147	Starburst Crosshairs	Models and Textures	MMH	56-6676	Mr. Excitement!	2011-02-05	This mod adds several versions of a starburst style crosshair to your Morrowind game. The crosshair comes in the following colours/styles: Gold (Regular and Transparent) Silver (Regular and Transparent) Red (Regular and Transparent) Pur...
9146	SR Mournhold Texture Replacer	Models and Textures	MMH	56-5893	Sorcha Ravenlock	2011-10-08	*****Mournhold Texture Replacer***** by Sorcha Ravenlock 1. What is this? 2. Installation 3. Credits and Usage 4. Contact ~ 1. What is this? This is a texture replacer ...
9145	Spring: Creature Pack	Models and Textures	MMH	56-15147	Max a.k.a. ~NOBODY~	2014-01-08	This mod retextures several creatures, including: Ascended Sleeper Clannfear Ogrim Cliff Racer Nix Hound Ancestral Ghost Fire Atronach Frost Atronach
9144	Spring! v1.31	Models and Textures	MMH	56-15160	Max a.k.a. ~NOBODY~	2014-01-12	Changes sand, gold, propylons, wood, some buildings & almost all flora in the game (Trees, bushes, grass, flowers, leaves, some containers, some ingredients...) to new textures that are brighter, better(IMHO), sometimes greener(for flora), sharper, etc...
9143	Spring! (Sky Pack)	Models and Textures	MMH	56-15158	Max a.k.a. ~NOBODY~	2014-01-09	This is a miscellaneous tweak that makes MW sky even greater than before. This was to come with my Spring mod, but as it is a fair size, I decided to pack it apart.
9142	SpewBoy's Tombs	Models and Textures	MMH	56-10772	SpewBoy	2006-08-29	This mod retextures the Vivec architecture in Vvardenfell. The new textures are high in detail. The walls in all tombs now have stones instead of mud, as do the walls in Vivec, but unintentionally.
9141	SpewBoy's Sewers 1024x1024	Models and Textures	MMH	56-11919	SpewBoy	2012-11-14	This replaces most of the original sewer textures with high quality (1024x1024) Oblivion-style ones. This texture replacer will bring a new and more realistic feel to places like ther Vivec sewer. To Install, extract the files into the datafiles folder.
9140	SpewBoy's Sewers	Models and Textures	MMH	56-11480	SpewBoy	2007-08-27	This replaces most of the original sewer textures with high quality, medium resolution (512x512) Oblivion-style ones. This texture replacer will bring a new and more realistic feel to places like the Vivec sewer (underworks). These textures may not be for everyone but I prefer the Oblivion sewers...
9139	SpewBoy's Hlaalu III	Models and Textures	MMH	56-11494	SpewBoy	2007-09-02	This is my third Hlaalu texture replacer. It replaces most of the original Hlaalu textures with higher resolution ones, which means more detail. This mod is designed to give places like Balmora an Oblivion feel. To Install, extract the files into the data files folder. Th...
9138	SpewBoy's Hlaalu II	Models and Textures	MMH	56-11488	SpewBoy	2007-08-29	This is my second Hlaalu texture replacement. With this replacement comes a new style. It might be more to your liking. To install extract the contents of the archive into the data files folder. These textures will overright any textures from my o...
9137	SpewBoy's Hlaalu I	Models and Textures	MMH	56-11478	SpewBoy	2007-08-26	This replaces most of the original Hlaalu textures with larger ones. This texture replacer tries to give places like Balmora a new style, although this will not be to everyone's tastes. To Install, extract the files into the data files folder. Changelo...
9136	SpewBoy's Caves	Models and Textures	MMH	56-11473	SpewBoy	2007-08-24	This replaces the original cave textures with high quality Oblivion-style ones. This texture replacer will bring a new and more realistic feel to the Morrowind caves. To Install, extract the files into the data files folder. Changelo:Fixed the zip file,...
9135	SpewBoy's Bitter Coast v1.0	Models and Textures	MMH	56-13772	SpewBoy	2009-12-03	The goal of this texture replacement pack is to replace the vanilla Bitter Coast textures with new textures of higher detail that also retain the look and feel of the originals. Bethesda tiled the crap out of most of their textures, so it is important to use textures that tile well. ...
9134	Spectacular Sorcery Part 1	Models and Textures	MMH	56-12758	rocker	2008-06-09	This mod replaces a total of 55 magic hit effects models, namely: absorb attribute absorb fatigue absorb health absorb magicka absorb skill cure blight disease cure common disease
9133	Souly Soulgems(!)	Models and Textures	MMH	56-11059	Earth Wyrn	2007-02-14	This is a small mod to replace the meshes, textures and icons of the soulgems in 'TESIII: Morrowind'. The new meshes are all reflect-mapped and true to Bethesda's designs. They are all approximately the same size and orientation and should blend seamlessly into the world of Morrowind.
9132	Soulgem Ingredient Retexture SIR	Models and Textures	MMH	56-12180	Alaisiagae	2013-02-07	Replaces various mostly non-flora ingredients and all five soulgems with higher resolution textures that maintain the look and feel of the original textures. Details: This mod replaces the textures for various ingredients found in Morrowind, Tribunal, and Bloodmoon. It als...

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
9131	sotha sill As armor Race	Models and Textures	MMH	56-11712	Oriphier	2012-09-21	This is the last mod of the three tribunal ispiried mods but unlike the others this is not a race mod but more simple an armor mod.
9130	Sotha Sil Architecture Retexture	Models and Textures	MMH	56-11097	Sandman101	2007-02-27	This is a tweak of the textures for the Sotha Sil statics and activators. This will not change the way Sotha Sil looks! I started this for some interiors I was making for a project. The textures are not drastically different. Hope you like them. The lighter/brighter textures are...
9129	Sotha Dicer - Static	Models and Textures	MMH	56-11684	Wildman	2012-09-16	single nif-no readme
9128	Snowflakes!	Models and Textures	MMH	56-12884	Pjstaab	2008-08-23	Replaces the standard Bloodmoon snowflakes texture with one that actually looks like snowflakes. Changelog:1.0 - Initial Release
9127	Snakebite	Models and Textures	MMH	56-8355	GBT3E	2002-08-17	** see readme for info. note to modders** as this mod is very small add on ... feel free to use the model 1_serpentine_sword.nif for any of your modding needs!
9126	Smoother/Rounder Potion Meshes	Models and Textures	MMH	56-6302	Illiotibial	2009-10-25	Replaces the stock potion meshes with new, smoother ones. Alternate file reduces potion sizes by 50%.
9125	Smoother Glassweapons	Models and Textures	MMH	56-11592	ManualIntelligence	2007-10-11	Retexes and makes glass weapons a bit transparent. Mostly effects just the "crystal" part that has cracks and isn't transparent at all. V1.0 Changes: Glass Claymore Megabane Glass Dagger Glass Dagger (Cursed) &...
9124	Smoothened Mesh Req's	Models and Textures	MMH	56-6808	Ashiraniir	2011-11-05	[v1.2]Removed problematic rugs. Should be the last version. These are my meshes that were made for requests. If you use MGSE you don't to download these. As with all of the meshes I release, feel free to use them, modify them, distrib...
9123	Smoothened Mesh Req's	Models and Textures	MMH	56-14390	Ashiraniir	2011-11-05	[v1.2]Removed problematic rugs. Should be the last version. These are my meshes that were made for requests. If you use MGSE you don't to download these. As with all of the meshes I release, feel free to use them, modify them, distrib...
9122	Smaller Potions	Models and Textures	MMH	56-13308	Phaedrus	2009-03-10	I've always thought of potions as small, just a mouthful. The potions in Morrowind are HUGE - several liters in size - bigger than your head! Excuse me, Mr. Dagoth Ur, do you mind if we stop fighting and take a short break? You see, I've got to drink this three-lit...
9121	Skydyes Brashland Molag mar	Models and Textures	MMH	56-3165	Skydye	2009-05-12	Brashland ashlands,red moutain,molag mar textures. No plug in needed This will replace the ground and rock textures in the above region of the game. This is another part of Skydye's Brashland Series Please make a back up copy of your texture folder befo...
9120	Skydyes Brashland Ash Textures	Models and Textures	MMH	56-3156	Skydye	2009-05-12	No plug in needed This will replace the ground and rock textures in the above region of the game. This is another part of Skydye's Brashland Series Please make a back up copy of your texture folder before you install.
9119	Sky city Textures	Models and Textures	MMH	56-910	Unknown	2009-04-06	
9118	Skulls Improved	Models and Textures	MMH	56-6065	razorfett147	2012-02-03	The Elder Scrolls III Morrowind: Skulls Improved 1.0 by razorfett147
9117	SkinPack v1.0	Models and Textures	MMH	56-2120	Ayse	2009-04-06	Reskins the main menu, menu windows, buttons, cursors. Two styles are available, blue or wood. Some buttons are in Japanese however.
9116	SirLuthor's Tools	Models and Textures	MMH	56-5937	SirLuthor	2011-10-11	This mod is a fairly simple mod... What it does is the following, no more, no less. It replaces the textures of the objects listed below, and changes the "art file" reference of those objects to point to the .nif files with my textures. The following objects were changed: Apprentice's ...
9115	SirLuthor's Probes	Models and Textures	MMH	56-3811	SirLuthor	2009-05-12	This is a fairly simple mod that replaces the textures of five existing Probes (Bent Probe, Apprentice's Probe, Journeyman's Probe, Master's Probe and Grandmaster's Probe) with new, improved textures. The textures are sharper then the originals, and the color is deeper.
9114	SirLuthor's Lockpicks v1.0	Models and Textures	MMH	56-3741	SirLuthor	2009-05-12	This is a fairly simple mod that replaces the textures of four existing lockpicks (Apprentice's Lockpick, Journeyman's Lockpic, Master's Lockpick and Grandmaster's Lockpick) with new, improved textures. The textures are sharper then the originals, and the color is deeper.
9113	Simple Werewolf Skin & Eye Pack	Models and Textures	MMH	56-6534	Ashiraniir	2010-08-26	Download is up now. Hope it works. Simple Werewolf Skin & Eye Pack ----- Description: This is a simple pack of werewolf skins and eye color choices for your werewolves. It will affect your character...
9112	Silverware Enhancer	Models and Textures	MMH	56-10088	GhostNull	2005-08-21	This plugin replaces the standard in-game silverware items with reflective and higher-poly versions. Changelog:Update: I realized I left out the new knife as this download still had the old one. Fixed that now. 2.0 Update: Improved textures and overall qualit...
9111	Silt Strider Retextured v1.0	Models and Textures	MMH	56-3077	Misty Moon	2009-05-12	This texture pack will replace the original siltstrider textures with sharper and better retextured ones.
9110	Silt strider retex	Models and Textures	MMH	56-6868	Masoxx	2012-05-07	Morretex, part 2 - Silstrider **** Author: Masoxx Version: 1.0 Requirements: Morrowind Description: Plug-in a series of Morretex. Silt-Striders retekstura. ***** *****...
9109	Silt Strider Armor Retexture	Models and Textures	MMH	56-14050	Kaucukovnik	2010-08-23	This is a hires retexture for Melchior's Silt Strider Armor. As everything went hi-res, I wanted this armor to keep up with the current graphics level of Morrowind. I have used Darknut's textures of Silt Strider to recreate melchior's textures. I also took the...
9108	Sils Better Body Textures for Better Heads - Argonians v1.0	Models and Textures	MMH	56-4688	Silaria	2009-05-12	Since the Better Heads version came out, some people have expressed that the original Argonian body textures didn't work well with the new scale designs. So I whipped up this mod for both genders so that the body textures match the Better Heads... well... better. Please note:...
9107	Signy Signposts(!): Vvardenfell	Models and Textures	MMH	56-11952	Earth Wyrn	2012-11-15	This mod provides new meshes and high-resolution textures for the signposts all across the Vvardenfell region of Morrowind (That's the landmass of the entire vanilla game), making them easily readable from a distance. It also features three regional variants for every texture and mesh, resulting ...
9106	Signy Signposts(!): Tamriel Rebuilt v1.1	Models and Textures	MMH	56-11953	Earth Wyrn	2012-11-15	This mod provides new meshes and high-resolution textures for the signposts all across Tamriel Rebuilt Maps 1 and 2, making them easily readable from a distance.
9105	Signs	Models and Textures	MMH	56-7037	Cutthroat Mods	2012-07-25	Replaces the signs at the Fighters Guild and the Mages Guild.
9104	Shops and Great Houses Banner Re-Textures	Models and Textures	MMH	56-11962	Korana	2012-11-15	This set replaces the shop banners and House Banners with custom painted banners. I have not re-done warning, welcome, temple, or city banners.
9103	shogun house 2	Models and Textures	MMH	56-3555	Unknown	2009-05-12	This adds an Asian building to the game world near Pelagiad.
9102	shogun house	Models and Textures	MMH	56-3676	mjy	2009-05-12	Places exterior of an Asian style house in Ascadian Isles region near Pelagiad. There are no interior cells. Seems to be meant as a resource.
9101	Shivering Night Sky	Models and Textures	MMH	56-6811	Chibimyutsu	2011-11-05	This is my very first (working) retexture. A night sky retexture inspired by the Shivering Isles. Simply drop the sky_night_02.nif into the meshes folder, and the tx_stars.dds into your textures folder. This is a colorful...
9100	Shiny Septims - Morrowind v1.2	Models and Textures	MMH	56-6185	Painkiller_Rider, VagabondAngel	2008-06-22	Shiny Septims - Morrowind - By: Painkiller_Rider & VagabondAngel Credits: ----- VagabondAngel - original mesh and texture (Oblivion Septims) Painkiller_Rider - reflect&bump effects, gold piles meshes, new textures, r...
9099	Shiny Kingmaker Sword	Models and Textures	MMH	56-10587	WildKarrde	2006-05-11	This is a shiny version (reflect map) of my kingmaker sword.
9098	Shimmer Reduction	Models and Textures	MMH	56-2116	MagicNakor	2009-04-06	This mod changes the enchantment effect from a plastic-wrap look to a more subtle shimmer.
9097	Sheikizza's Female Templar Cuirass	Models and Textures	MMH	56-5821	Sheikizza Icemane	2011-10-07	SHEIKIZZA'S FEMALE TEMPLAR CUIRASS Version0.1NT An ElderScrolls III: Morrowind Plugin Created by: Sheikizza Icemane Created For: The Morrowi...
9096	Sharper Khajiit Faces	Models and Textures	MMH	56-3068	Carnajo	2009-05-12	Sharper Khajiit Faces By Carnajo Just copy all the files to your Morrowind\Data Files\Textures folder to install. To uninstall just delete them This just makes the Khajiit Faces a bit sharper and better looking.
9095	Sharpened Models: Weapon Replacer (Pluginless)	Models and Textures	MMH	56-14958	Jakethesnake	2013-09-02	This mod replaces all the weapons in the game and uses a much nicer looking version of the weapon.
9094	Sharpened Models: Weapon Replacer (DDS Pluginless) v1.0	Models and Textures	MMH	56-9133	Jakethesnake	2005-04-28	This mod replaces all the weapons in the game and uses a much nicer looking version of the weapon.

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
9093	Sharpened Models: Weapon Replacer (DDS Pluginless)	Models and Textures	MMH	56-245	jakethesnake	2009-04-06	This mod replaces all the weapons in the game and uses a much nicer looking version of the weapon. There is no esp for this plugin. But it still changes the weapons. 1. INSTALLING THE PLUGIN ...
9092	Sharpened Models: Weapon Replacer	Models and Textures	MMH	56-14959	Jakethesnake	2013-09-02	This mod replaces all the weapons in the game and uses a much nicer looking version of the weapon.
9091	Sharpened Models - Weapon Replacer Patch	Models and Textures	MMH	56-1956	jakethesnake	2009-04-06	Hey, sorry i forgot to remove evil GMST entries. just replaces your current esp with this one. sorry!
9090	Sharpened Clothes v1.0	Models and Textures	MMH	56-286	NelothsMouth	2009-04-06	This package contains over 600 sharpened, and slightly modified textures of all clothes, in Morrowind, which will make them look sharper and better. They will look especially good alongside the "visual packs" by Khazalla and Qarl. Please note that this is for Morrowind only, no clothes...
9089	Sharp Banner Textures	Models and Textures	MMH	56-13501	Bob Smolders	2009-06-23	This is a very simple but very good mod, I think. You see, I've tried alot of bannermods but they all change it to something not-Morrowind-like, happy colors and completely different while I prefer the normal textures. Well, this will keep the exact same banners Vanilla MW has, but makes them sha...
9088	Shard Lamps and Rocks	Models and Textures	MMH	56-12112	GhostNull	2013-01-02	There's several different rocks of varying sizes complete with a different range of colors. Icons included for the lamps, floor lamps and rocks as well. Everything can be made "Light" objects in the CS.
9087	Shannons Sewers Retexture	Models and Textures	MMH	56-10173	Shannon	2005-10-10	This is a small mod, replaces the sewers in Morrowind.
9086	Shannons Imperial Model Replacer	Models and Textures	MMH	56-15626	Shannon	2018-06-20	This mod is much like a texture replacer, but instead it replaces the actual Imperial architectural models in the game with new retextured versions. An esp is included to activate it, making it easier to uninstall than a simple texture replacer. The textures are very large & detail...
9085	Shadows and Light V	Models and Textures	MMH	56-10717	HeadlessWonder	2006-08-07	This mod is a texture replacer. It includes all Vivec/Velothi building interiors and exteriors, banners and signs. Screenshots: <a href="http://www.tes.perfectimperfection.com/downloads.php">http://www.tes.perfectimperfection.com/downloads.php</a> <a href="http://smg.photobucket.com/albums/v470/skydye/Shadows%20and%20Light/">http://smg.photobucket.com/albums/v470/skydye/Shadows%20and%20Light/</a>
9084	Shadows and Light Pack 1 Add-on	Models and Textures	MMH	56-10876	Headless Wonder	2006-11-07	This is and add-on designed for use with my Shadows and Light Pack 1 and/or Vibrant Morrowind 3.0. It replaces the gold stones on common buildings and surrounding walls with gray stones. Changelog:Recolorered stonework to a warm gray and faded wood siding to a more wo...
9083	Shadows and Light IV	Models and Textures	MMH	56-10716	HeadlessWonder	2006-08-07	This mod is a texture replacer. It includes all Imperial castle interiors and exteriors. Screenshots: <a href="http://www.tes.perfectimperfection.com/downloads.php">http://www.tes.perfectimperfection.com/downloads.php</a> <a href="http://smg.photobucket.com/albums/v470/skydye/Shadows%20and%20Light/">http://smg.photobucket.com/albums/v470/skydye/Shadows%20and%20Light/</a>
9082	Shadows and Light III	Models and Textures	MMH	56-10715	HeadlessWonder	2006-08-07	This mod is a texture replacer. It includesall Redoran building interiors and exteriors, doors and windows and landscapes in Redoran style towns. It also includes ground and rock textures for the Ashlands. Screenshots: <a href="http://www.tes.perfectimperfection.com/downloads.php">http://www.tes.perfectimperfection.com/downloads.php</a> <...
9081	Shadows and Light II	Models and Textures	MMH	56-10714	HeadlessWonder	2006-08-07	This mod is a texture replacer. It includes all Hlaalu building interiors and exteriors, doors and windows and landscapes in Hlaalu style towns. Screenshots: <a href="http://www.tes.perfectimperfection.com/downloads.php">http://www.tes.perfectimperfection.com/downloads.php</a> <a href="http://smg.photobucket.com/albu...">http://smg.photobucket.com/albu...</a>
9080	Shadows and Light I	Models and Textures	MMH	56-10713	HeadlessWonder	2006-08-07	This mod is a texture replacer. It includes all common and nord building interiors and exteriors, shacks, docks and other wood items, common and rich furniture, tapestries and rugs. It also replaces the cobblestone landscapes in towns such as Caldera. ...
9079	Shacky Shacks(!)	Models and Textures	MMH	56-10578	Earth Wyrn	2006-05-06	This mod is a simple texture replacer to change the look of the peasantry shacks that are found in poor, coastal towns in Morrowind - like Seyda Neen. This will replace the textures on the walls, doors and ceiling of common shacks. It also replaces the heavy ro...
9078	Sexy Almalexy v1.0	Models and Textures	MMH	56-3139	Qarl	2009-05-12	The Elder Scrolls III MORROWIND: Sexy Almalexy by Qarl, qarl@earthlink.net Screenshot at: <a href="http://img156.exs.cx/img156/3258/almalexy2oe.jpg">http://img156.exs.cx/img156/3258/almalexy2oe.jpg</a> *...
9077	Sexy Almalexy	Models and Textures	MMH	56-625	Qarl	2009-04-06	A simple retexture of Almalexia. Just put the DDS file in you morrowindData FilesTextures directory.
9076	Sextant and Shovel	Models and Textures	MMH	56-849	Starcon5	2009-04-06	Here are the models of a Sextant and a Shovel.. The Shovel can also be used as a weapon.. Enjoy :) ~ Starcon5
9075	Set in Stone	Models and Textures	MMH	56-13081	Aeven	2008-12-12	This mod replaces the vanilla statue textures with hi-res replacers, which have been enhanced. Statues covered include the Dwemer statue, Vivec statues, and the saint statues. -- Installation -- Extract into you Data Files...
9074	Sesshomaru Face	Models and Textures	MMH	56-9356	Adamelo	2005-05-29	Adds Sesshomaru (from the anime show Inuyasha) as a WoodElf. Sesshomaru is a playable head (no hair). I recommend using [url=mod.asp?modid=4556/img]Andy! Elf Hair Styles[url] by Andy!, for hair.
9073	Seamless Morrowind 1.0.14.1	Models and Textures	MMH	56-12013	Kung Fu Hung-Su	2012-11-18	This mod removes some of those annoying landscape seams from Morrowind. Currently cleans up areas to an extent around and including Aldruhn, Aid Velothi, Balmora, Caldera, Ebonheart, Fort Moonmoth, Gnisis, Khuul, Maar Gan, Nchuleft Ruin, Sadrith Mora, Seyda Neen, Tel Aruhn, Tel Vos and Vivec.
9072	SEAMLESS bb.male female meshes	Models and Textures	MMH	56-628	Unknown	2009-04-06	
9071	Seamless bb meshes volume 2	Models and Textures	MMH	56-509	Unknown	2009-04-06	
9070	Scroll Upgrade v1.1	Models and Textures	MMH	56-5850	J.Knez aka Schwa	2011-10-07	I was working on the Potion Upgrade and new scrolls were hinted at, you wanted 'em, you got 'em. Basically this mod increases scroll polys so they look smoother, adds more detailed textures, and a secret message on the open scroll. While I was at it I replaced two rare in game books with a model ...
9069	Scroll Icons (Tribunal)	Models and Textures	MMH	56-8490	Erasmus	2003-02-14	There is only one scroll icon in the game for one-use magical scrolls which is senseless, as there are about 100 or so different scrolls in the game. Thus, I have made many new icons, like the ones I made in "Potions" using 3DstudioMax and Paint Shop Pro to let you know ...
9068	SAWood - Female head	Models and Textures	MMH	56-8339	Sandersson376	2002-08-13	
9067	Sand Textures	Models and Textures	MMH	56-7258	TextureFreak aka Texture Freak	2012-08-16	This mod adds 17 land textures which you can use on any of your projects. The textures are best used on desert like environments. I've found these texture on the internet and edited them to my liking. So some of these textures actually consist of 3 or more other textures. Inside you'...
9066	Saint Jiub's Dagoth Ur v1.0	Models and Textures	MMH	56-14542	Saint Jiub (Uploaded Camlis)	2012-08-05	Note: I did not make this mod. This mod was made by a guy in the Bethesda forum, who gave away a download to his mod. Sadly he did not upload it on this site, so I am instead. He did say no permissions required however. Sa...
9065	Sail for true sailors	Models and Textures	MMH	56-13559	Nangsid	2009-07-26	Just a little aesthetic mod. New nice hi-res (1024x1024) texture for sails on all ships in Morrowind. No more dirty, sloppy rags on masts! No more ragged edges! Especially on YOUR mast, if you use such mods as Fishing Academy or Stormrider. This is texture of a real sail ...
9064	Sail Cloth Retexture SCR	Models and Textures	MMH	56-6193	Alaisiagae	2008-09-22	Replaces the four sail cloth textures with higher resolution textures that maintain the look and feel of the originals. Includes an alternative set as well. Details ===== I haven't seen too many sail cloth replacers, so I decided to ...
9063	SABlue - Female Head	Models and Textures	MMH	56-8336	Sandersson376	2002-08-12	
9062	Rugs and Tapestries	Models and Textures	MMH	56-7259	TextureFreak aka Texture Freak	2012-08-16	I made this mod to create more diversity. These are no new meshes. I just retextured existing textures. There are 2 .esp files included. 1)TF_rug_v1.esp 2)TF_tapestry_v1.esp TF_rug_v1.esp includes 20 retextured "big_rugs" both round and square ones and 6 "small rugs". I dedicat...
9061	RTS_FloatingIslands - DB and mjoy	Models and Textures	MMH	56-12261	redwoodtreesprite, Mighty Joe Young, Lady Eternity, Proudfoot	2013-03-03	Two Floating island meshes, one by mightyjoeyoung and the other by LadyE and Proudfoot. mightyjoeyoung's mesh is unique in that it has a reflection-mapped top. And LadyE and Proudfoot's mesh is more stylized in design. As there were only two meshes, I did not enter them in an...
9060	RTR Porsche Alternate Models Packs	Models and Textures	MMH	56-12040	JamesW	2012-11-25	Simply replace the model from the mod with one of these sets. They go in the BD folder. ONLY USE ONE. To go back to the yellow model, just re-replace these with the set that came with the mod. ~JamesW
9059	Rotated Spear of Hircine	Models and Textures	MMH	56-10959	Magelord648	2006-12-31	Introducing the amazing rotated spear of Hircine. All that I've done is turned the spear around so that when you use a slash attack you will hit the enemy with the crescent on the side of the spear instead of the blunt shaft. I thought it made more sense. Changelog:1.0
9058	Roads to Heaven v1.0	Models and Textures	MMH	56-11863	Max a.k.a. ~NOBODY~	2012-11-12	This mods replaces original road textures with very detailed ones ranging in resolution from 1024x1024 to 2048x2048, many generated from photos. As it's a texture replacer, better see the screenshots for yourself. Note: The mod is a teaser for my upcoming "Vivid Morrowind Repaint", however it's f...
9057	Roads to Heaven	Models and Textures	MMH	56-3174	Max a.k.a. ~NOBODY~	2009-05-12	This mods replaces original road textures with very detailed ones ranging in resolution from 1024x1024 to 2048x2048, many generated from photos. As it's a texture replacer, better see the screenshots for yourself. Note: The mod is a teaser for my upcoming "Vivid Morrowind Repain...
9056	Roadmarkers	Models and Textures	MMH	56-6608	ddfields	2010-11-15	These are the stone markers that most everyone just passes by and pays little to no attention to. I got curious about the markers and found that each marker is exactly the same. When you go up to a maker, as shown in the one screenshot, you will see the name of the city where it resides, but what...

Id	Name	Category	Site	Link	Author	Date	Description
9055	Riptides Face, Armor & Clothing Replace	Models and Textures	MMH	56-8844	Riptide	2005-05-08	This mod is a very large face replacer that works with the Better Heads mod. Nearly 1,000 heads are unique with very few duplicate heads. The head placements are not just slapped on randomly, but carefully selected to reflect roleplay and the indented personality of the NPCs. There are, old,young, ...
9054	Riptides Face & Clothing Replace Patch	Models and Textures	MMH	56-10389	Riptide	2006-02-03	This is just a small patch. Two head are present that should not have been included in the mod and 1 texture & mesh that was missing. While the patch is not necessary for the mod to operate properly this will fix any inconveniences that might occur when selecting a face during character creation. &...
9053	Rins BeautyShop - Unofficial Expansion	Models and Textures	MMH	56-10218	Kateri	2005-11-04	This is an unofficial expansion/add-on for Rins BeautyShop (also called Louis BeautyShop) hair pack. This pack makes the hair available to Wood and High Elves, Redguards, Imperials and Nords, and adds several new colour variants.
9052	Ring Texture Fix	Models and Textures	MMH	56-8518	random name	2002-11-18	This mod fixes the ugly black ring textures to the colorful textures that Bethesda intended you to see All rings will have textures now, including enchanted ones. The "glow effect" that enchanted rings HAS, has NOT been altered or changed A plug...
9051	Rin's Beauty Shop	Models and Textures	MMH	56-10540	Ren	2006-04-13	- This mod adds 17 playable female heads, 2 Dark Elf male heads and 10 kinds of hairstyles. This does not replace any of the games heads. - Visit Rin's shop at "Outfitter" in Balmora and enjoy shopping. Credits; Thanks to Rhedd and Ale...
9050	Richer Textures	Models and Textures	MMH	56-5595	Lattice	2011-05-28	Richer Textures by Lattice Richer Textures is a complete texture replacement for everything in Morrowind. It adds color and sharpness to a world that was a bit washed out and dull without venturing too far from the original look of the game.Do note that this is -NOT- a high resolution replac...
9049	Rhedd Female Dunmer Red Hair 2	Models and Textures	MMH	56-9841	Adamant_2001	2005-06-28	This plug-in adds a new red hair style for Dunmer females. Original mesh and textures by G.E. "Rhedd" Griffith.
9048	Rhedd Female Dunmer Red Hair	Models and Textures	MMH	56-9953	Adamant_2001	2005-06-28	This plug-in adds a new red hair style for Dunmer females with a black anther within the hair. Original mesh and textures by G.E. "Rhedd" Griffith.
9047	Retextured Pillows v1.0	Models and Textures	MMH	56-2074	TextureFreak aka Texture Freak	2009-04-06	Perhaps you also notice that there is only 1 different common pillow in MW? Last night I was out hiking the lands of Vvardenfell when it hit me. So I retextured the pillow model from Morrowind and now there are 13 pillows. I made 4 rich satin versions, 2 dirty pillows, 3 guarski...
9046	Retextured glass	Models and Textures	MMH	56-13507	A-pac	2009-06-26	A lot of Retextured glass and a cool shord sword and no there is no guy or quest to get is but if you want to do that and upload it on planetelderscrolls contact me at [url=mailto:Masterkight@gmail.com/[img]Masterkight@gmail.com/[url]
9045	Repair Tools	Models and Textures	MMH	56-6826	The Iron Chicken	2011-12-27	This is a high resolution texture replacer for all the armorer's hammers and repair prongs in Morrowind. I have also included an optioanal .esp file that places two new armorer's hammers into the game; the Dwemer Armorer's Hammer and the Daedric Armorer's Hammer. The optional esp als...
9044	Ren's Oblivion Hair for Morrowind	Models and Textures	MMH	56-11185	Kateri	2007-04-14	Lots of new hair for all human and elf races. Meshes and base textures by iRenI, aka Rin, Ren, Louis. See Readme for more details.
9043	Reign of Fire dragon texture replacer v1.0	Models and Textures	MMH	56-12284	Bahamut	2013-03-07	This mod replaces textures of dragons in Reign of Fire mod by Razhkul (textures are based on old ones)
9042	Reign of Fire dragon texture replacer	Models and Textures	MMH	56-12489	Bahamut	2008-01-22	This mod replaces textures of dragons in Reign of Fire mod by Razhkul (textures are based on old ones)
9041	Regal Dagoth Ur (semi-spoilers inside)	Models and Textures	MMH	56-13106	Lucien Fairfax	2008-12-23	NOTE ==== This is a replacer for Dagoth Ur's body ONLY. It won't affect his mask. This is a conscious decision- I did it so you could still use whichever mask mod you thought looked the best. If there's demand though, I could probably be persuaded.
9040	Reflective Gold v.1.0	Models and Textures	MMH	56-362	Max a.k.a. ~NOBODY~	2009-04-06	The Elder Scrolls III Morrowind: Reflective Gold v. 1.0 I-INSTALLING THE PLUGIN *****...
9039	Refined/Darkened "Faylynn's Signs and Banners" v2.0	Models and Textures	MMH	56-6582	basswalker	2010-10-27	- Reworked versions of Faylynn's Signs and Banners. - Slightly darker, to make them fit better into a not overly vibrant Morrowind. Faylynn's original versions are pretty bright, so they "stick out" way too much if you use them in a darker/grittier Morrowind. Hopefully I ...
9038	Refined/Darkened "Faylynn's Signs and Banners" v1.0	Models and Textures	MMH	56-12258	basswalker	2013-03-02	- Reworked versions of Faylynn's Signs and Banners. - Slightly darker, to make them fit better into an "unvibrant" Morrowind. Faylynn's original versions are pretty bright, so they "stick out" way too much if you use them in a darker/grittier Morrowind. Hopefully I achieved t...
9037	Refined/Darkened "Faylynn's Signs and Banners"	Models and Textures	MMH	56-14145	basswalker	2010-10-27	Refined/Darkened "Faylynn's Signs and Banners" ----- Description: ----- - Reworked versions of Faylynn's Signs and Banners. - Sligh...
9036	Refined Vivec Canton Signs v1.1	Models and Textures	MMH	56-11947	Linora	2012-11-15	Refines Tarnsmen's original colored canton signs to make them not look out of place when using a high-resolution texture replacer. They now use 512x512 resolution and include new detailing. I also toned down the Hlaalu Canton Sign coloring a bit.
9035	Refined Vivec Canton Signs	Models and Textures	MMH	56-13279	Linora	2009-02-26	Refines Tarnsmen's original colored canton signs to make them not look out of place when using a high-resolution texture replacer. They now use 512x512 resolution and include new detailing. I also toned down the Hlaalu Canton Sign coloring a bit. ...
9034	Refined Signs v1.0	Models and Textures	MMH	56-11951	Linora	2012-11-15	Refines Morrowind's Original signs with new details and a higher resolution, making them fit in better with other high-res textures. I also included refined wooden signs from Bart Notelar's "Unique Banners and Signs", using the same method I used on the originals.This will require his...
9033	Refined Signs	Models and Textures	MMH	56-13286	Linora	2009-02-28	Refines Morrowind's Original signs with new details and a higher resolution, making them fit in better with other high-res textures. I also included refined wooden signs from Bart Notelar's "Unique Banners and Signs", using the same method I used on the originals.This wil...
9032	Refined Banners v2.0	Models and Textures	MMH	56-11957	Linora	2012-11-15	Refines Morrowind's original banners with new details and a higher resolution, making them fit in much better with other high-res texture replacers. Doesn't include Imperial, 6th house, or other such banners, only the type seen in Balmora, Gnisis, Sadrith Mora, etc. Also includes the ...
9031	Refined Banners	Models and Textures	MMH	56-13303	Linora	2009-03-07	Refines Morrowind's original banners with new details and a higher resolution, making them fit in much better with other high-res texture replacers. Doesn't include Imperial, 6th house, or other such banners, only the type seen in Balmora, Gnisis, Sadrith Mora, etc. Also ...
9030	Redoran: Ivory Clay	Models and Textures	MMH	56-11997	Arkeyla	2012-11-16	Texture replacer for Redoran architecture, giving a sun-bleached feel to the exteriors and a calming, understated luxury mood to the interiors. Just copy the textures to yout Morrowind/Data Files/Textures folder. Will overwrite any previous files there with the same name, eg any other...
9029	Redoran TX replacer	Models and Textures	MMH	56-656	Unknown	2009-04-06	
9028	Redoran Texture Replacer	Models and Textures	MMH	56-3057	Carnajo	2009-05-12	Redoran Texture Replacer by Carnajo ( aka Petro ) This mod tries to make Redoran Cities, especially Ald Ruhn look a bit more interesting and detailed, without changing the feel of morrowind. INSTALLATION All you have to do is copy all the files to your morrow...
9027	Redoran Retexture	Models and Textures	MMH	56-7098	Lady Rae	2012-07-26	A blue/grey redoing of Ald'Ruhn and associated textures. There is no esp - it is a texture replacer only.
9026	Redoran Re-Placment v1.0	Models and Textures	MMH	56-4982	Thann	2009-05-12	Hi y'all its been a while i have been releasing anything. so here cose. Redoran Re-Placment. this mod re-replaces all the redoran buildings in game, only the exteriors. i will do the interiors for the second release if theres going to be sescond release.
9025	Redoran hut and door	Models and Textures	MMH	56-5548	Wizthis	2010-10-23	A larger Redoran Hut and matching door with temp textures. I did not spend a lot of time texturing them. The 2024x2024 UVMaps are included for easier re-texturing. I included the .3DS files for those that wish to modify these models.
9024	Redoran Church	Models and Textures	MMH	56-5546	Wizthis	2010-10-23	A new building model in the Redoran style, designed as a church. Exterior only.
9023	Redone female imperial muscles-even better than even better 20040902	Models and Textures	MMH	56-821	Unknown	2009-04-06	
9022	Redecorated Redoran v1.1	Models and Textures	MMH	56-15127	IanB	2014-01-04	I started looking at the Redoran door... and got discouraged by the low quality of the uninspiring existing texture and the problematic shape. But then I noticed other bits of Redoran architecture added by the Morrowind Visual Pack. It was a very strange mixture of colours and styles, based aroun...
9021	RealSignposts	Models and Textures	MMH	56-11948	Matthias [ElBundee] Kath	2012-11-15	The RealSignposts Plugin replaces the signposts in Morrowind by signposts showing the real names of the locations.
9020	Realistic Pelts v1.1	Models and Textures	MMH	56-7328	Heremod production	2012-08-25	Makes bear and wolf pelts more realistic. Now all pelts (from any bear or any wolf) looks like a pelt is supposed to look, instead of those splitted heads. They use same meshes and textures as static fur rugs. Now you can decorate your own home with real pelts! Ever wanted to place a bear pelt by...
9019	Realistic Blood v1.0	Models and Textures	MMH	56-10419	Leatherpoker	2006-02-13	This is a simple texture replacement for the horrible blood "pufl" in Morrowind. This new texture displays a more liquid looking blood, with droplets and splatters. It is more realistic and less overdone than the "Better Blood" retexture. Also, it is ideal for those who do not want the complexity...
9018	Real Stars v1.1	Models and Textures	MMH	56-10320	grVulture	2005-12-31	This plugin uses real astronomical photos combined in such way to fill the Morrowind night sky with Real Stars - and other nightsky cutties. Its purpose is to add to the night atmosphere and to your overall night outdoors experience. v1.1 Fixes a minor - not even noticeable really- gl...

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
9017	Real Moons	Models and Textures	MMH	56-10383	grVulture	2006-02-01	Well, not exactly real, but after Real Stars, I guess the name stick... While messing around with the moon textures, I made a collection of various moon textures, and I decided to release some of them. Now, the moons change every moon-phase. ...
9016	Re-textured Dragon Claw Warhammer	Models and Textures	MMH	56-10508	WildKarrde	2006-03-20	I was't 100% happy with the texture I did on the first version so I made a new one. Changelog:**UPDATE** Version2 Fixed the weight and condition stats.
9015	Raw Adamantium Mesh and Icon Replacer	Models and Textures	MMH	56-13390	Alphax	2009-04-27	A new mesh for the Raw Adamantium ingredient, and matching icon. The old mesh was HUGE; this mesh has a size similar to other ingredients. More ramblings in the readme. ----- For those won...
9014	Random Mesh Set	Models and Textures	MMH	56-6792	RubberMan	2011-09-21	*** Random Mesh Set for Morrowind V1.00 *** By RubberMan - 21st September 2011 This is a modders resource only, no esp is supplied. ----- 10 meshes are included in...
9013	RAMW - Imperial	Models and Textures	MMH	56-10995	X-Calibar	2007-01-16	RAMW - Imperial Retextured Architecture of Morrowind Imperial Textures! This is a drag and drop texture replacer for castle imperial textures! No scripts; just remember to back up your textures beforehand if you don't like these .P &#...
9012	Radnurag WE Tatoo's	Models and Textures	MMH	56-10641	Radnurag	2006-06-25	This mod is a retexture of the BB male and female Woodelf. It adds a tatoo on the chest of the male, and a tatoo near the female's bellybutton, this mod contains full male and female nudity, it was easier to work with... WARNING: A retexture replaces/deletes the old ones, so bac...
9011	Rad's Woodelf Female BlueEyedHead	Models and Textures	MMH	56-11358	Radnurag	2007-07-09	The mod adds the following: 1 Head: A fairly simple retexture from one of the famous "Rhedd" heads... With blue, made by request of a friend of mine You can look at the screenshot for the look of the face [...]
9010	Rad's WE Head + Hair	Models and Textures	MMH	56-11093	Radnurag	2007-02-26	The mod adds the following: 1 Head: A fairly simple retexture from one of the famous "Rhedd" heads...With a tatoo... 1 Hairstyle: A "new" ponytail mesh which I have customized from a mesh I found somewhere rotting away on my HD...It comes in two c...
9009	Qarl's Statue Replacer	Models and Textures	MMH	56-7014	Qarl	2012-07-24	Replaces the nine statues in Morrowind with meshes that are exactly the same. only reflection mapped (shiny.) The models are the same size, shape and position so they seamlessly replace the old ones. HOWEVER, since they look so shiny and new, they really stand out when used as a replac...
9008	Qarl's Growsome Faces	Models and Textures	MMH	56-8066	Qarl	2005-04-16	A collection of 3 playable heads. 1 Breton Male, 1 Wood Elf female, and 1 imperial male. All rather unsavory characters.
9007	Pyro's Morrowind Black II	Models and Textures	MMH	56-9258	Pyro ft. Dak-Hamee	2004-02-23	Changes menucolor + fontcolor (cursor fix on prev. version)
9006	Pure Glass Weapons Set 1	Models and Textures	MMH	56-9372	Cid88	2004-03-17	Glass weapons are ok, but what about pure glass weapons? Well, they are now making a comeback in MW., actually, to say becoming more popular in smuggling. Now some places where you can find smuggled goods may carry these nice looking weapons, when you reach level...
9005	Psymon's Creature Texture Replacement v1.5	Models and Textures	MMH	56-11074	Psymoniser	2007-02-19	Re-colours of 15 Stock Creatures from Morrowind and 4 from Tribunal. This Mod Resizes, recolours and adds some filters to the textures of the following creatures: From Morrowind: Alit, Clifftracer, Guar(Two types), Kagouti, Lame Corpus, Mudcrab, Nix Hound, Shalk, Silt Strider and Slaug...
9004	Psy's Unique Dremora v1.0	Models and Textures	MMH	56-11850	Psymoniser	2012-11-11	Using Reavances Better Daedric Armour and the Playable Dremora's head and hair meshes. I have given each type of Dremora encountered in Morrowind its own unique appearance. You will encounter Dremora wearing both glow-mapped and non-glow-mapped armor. There are two .esp's include...
9003	Psy's Dremora Replacer v2.0	Models and Textures	MMH	56-13367	Psymoniser	2009-04-11	This mod replace's the standard creature version of the Dremora with an updated model using Reavance's Better Daedric Armour and the Playable Dremora. It retains the reduction-to-dust animation upon death, of the original creature. I have also altered the scale of the Dremora so he l...
9002	Propylon Pillar Retexture PPR	Models and Textures	MMH	56-12908	Alaisiagae	2008-09-03	Replaces Propylon Pillars textures with crisp, hi-res textures. Optional download contains glowmapped textures. Replaces the textures for the propylon indexes and the Master Index (from the Bethesda Master Index plugin). Details ...
9001	Propylon Lighting	Models and Textures	MMH	56-5596	cdcooley	2011-06-15	On low-end machines, the particle effects in the Propylon Chamberscan reduce FPS levels to below those seen even in Balmora. This plugin uses a mesh by Starcon5 and some new (ordinary) lighting to make the PropylonChambers less FPS intensive and still not too plain. This changes the ...
9000	Prometheus Water Meshes	Models and Textures	MMH	56-2194	Unknown	2009-04-24	
8999	Portal Chamber/Bookshelf Models	Models and Textures	MMH	56-1031	Starcon5	2009-04-06	***** The Elder Scrolls III Morrowind Portal Chamber / Bookshelf **...
8998	Portal Chamber and Bookshelf	Models and Textures	MMH	56-2260	Starcon5	2009-04-24	***** The Elder Scrolls III Morrowind Portal Chamber / Bookshelf ***** CREDIT ***** ...
8997	Portable Coffin Missing Textures	Models and Textures	MMH	56-10283	Opus Nocturne	2005-12-16	I wanted to use the portable coffin mod and when I did I found there were textures missing. Well here they are.
8996	PokesMultiRelease0.1	Models and Textures	MMH	56-696	Unknown	2009-04-06	
8995	Pluginless NoGlow v1.0	Models and Textures	MMH	56-11984	Plangkyle	2008-11-12	Removes magic "plastic wrap" effect without breaking bumpmapping or Detect spells. No ESP required.
8994	PLCR Spider v1.0	Models and Textures	MMH	56-7269	Connary	2012-08-21	Alternative Textures for the spider found in Piratelords Creatures mod
8993	PLCR Hellhound	Models and Textures	MMH	56-7267	Connary	2012-08-21	Alternative textures for the Hellhound found in Piratelord's Creatures mod.
8992	PLCR Mummy	Models and Textures	MMH	56-7268	Connary	2012-08-21	Alternative Texturesfor the Mummy found in piratelord's Creatures mod.
8991	PLCR Bloodwing	Models and Textures	MMH	56-7266	Connary	2012-08-21	Alternative textures for the Bloodwing creature found in Piratelords creatures mod.
8990	Playable Azura TEXTURE FIX	Models and Textures	MMH	56-577	Unknown	2009-04-06	PUT THIS TEXTURE FILE INTO YOUR: Textures/LOCH folder and click yes to overwrite the old one.
8989	Plasma Sword	Models and Textures	MMH	56-4176	Unknown	2009-05-12	No Read Me. See Admin Comments.
8988	Plant Life Rextexture v2.1	Models and Textures	MMH	56-14889	Bloodinfested	2013-07-30	This is a alternative retexture replacement of the plants in Morrowind. What plants do this mod effect? Ferns/Slough Fern, lily pads, BC grassblade, Violet Coprinus, Luminous Russuia, Bungler's Bane, Hypha Facia, Draggie Tail, Trama root, Fire fern, kreshweed, Marshmer...
8987	Pikachuno's Mesh Improvements	Models and Textures	MMH	56-15548	PikachunoTM	2017-08-03	Fairly large collection of unique item mesh improvements. Should be about 40 unique items from Morrowind, Tribunal, and Bloodmoon. All meshes are made from scratch and use vanilla textures (aka, they have better UVs, are better detailed without overloading the poly-count, and are affected by text...
8986	pigs Hlaalu texture replacer	Models and Textures	MMH	56-11078	Pigtrifle	2007-02-21	brighten up balmora! shine up suran! with this texture replacer, all hlaalu textures are brought to a whiter sheen.
8985	Phoebe's Modders Pack 3	Models and Textures	MMH	56-3086	Phoebe	2009-05-12	4-26-2004 PHOEBE'S MODDERS PACK 3 *INTENDED FOR MODDERS* DESCRIPTION: 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 Vertica...
8984	Pharlan Replacement wings	Models and Textures	MMH	56-7078	Sabregirl	2012-07-26	This mod simply replaces Phyntoswasp's animated wing meshes with larger but non-animated ones. These non-animated wings are more accurate in size an positioning for pharlans than phyntoswasps. However due to their size and other factors they will clip a lot more than phyntoswasp's. If you decide ...
8983	Pete's Menubook & Scroll	Models and Textures	MMH	56-6672	Petethegoat	2011-02-02	This replaces the default menubook and scroll textures with higher quality ones. Also included is an optional crosshair replacer. It is designed for people who play with the crosshair disabled, but would like to be able to pick up small...
8982	Pekkas Redoran Walnut Wood Texture Replacer	Models and Textures	MMH	56-10499	Pekka	2006-03-18	Are you a bit tired of all cold stone buildings at the Redoran cities like I am? Well then you should try this Redoran Walnut Wood replacer which gives the Redorn Cities a bit warmer atmoshere.
8981	Pekka's Vivec Wooden Texture replacer	Models and Textures	MMH	56-10517	Pekka	2006-03-25	I am a bit tired of all stone textures everywhere so I made this whirewood Vivec texture replacer. Info about how to backup old files are included at the readme. I also use some old Nordic runes at the textures and I include my Runic font and a link to a page that explains the runes as well.
8980	Particle Arrow Replacer	Models and Textures	MMH	56-10923	GhostNull	2006-12-13	Replaces all the original enchanted arrows and bolts from the game with particle effect versions. Can not and will not ever affect self-enchanted arrows or bolts. It's a limitation of the engine. Changelog:*4.0 Update Changed al...

Id	Name	Category	Site	Link	Author	Date	Description
8979	Particle Arrow Replacer	Models and Textures	MMH	56-12124	Ghostnull	2013-01-11	The .esp replaces every original enchanted arrow in the game, including ones from the expansions. This package also includes arrows and bolts for the updated "Area Affect Arrows" plugin by Bethesda. Use this .esp instead of that one.
8978	Papill6n various graphics things v 1.1	Models and Textures	MMH	56-11893	Papill6n	2012-11-13	This page contains all my creations/modifications of textures/meshes for the play Morrowind. I love Morrowind, his atmosphere, the origin graphics of the game. But the game has ages and its textures appear from now on in a coarse way on our screens 24 inches :D But esp...
8977	Papill6n various graphics things	Models and Textures	MMH	56-6750	Papill6n	2011-06-17	This page contains all my creations/modifications of textures/meshes for the play Morrowind. I love Morrowind, his atmosphere, the origin graphics of the game. But the game has ages and its textures appear from now on in a coarse way on our screens 24 inches :D But...
8976	Paper Retexture	Models and Textures	MMH	56-7032	Blake	2012-07-25	Replaces Parchment1, Parchment2, Note1, Note2, and Plain Paper textures with higher resolution ones. texture replacer; BACKUP your textures folder BEFORE installing; see readme
8975	Painkiller's Tapestries v1.0	Models and Textures	MMH	56-12328	Painkiller_Rider	2013-03-14	Painkiller's Tapestries ----- By: Painkiller_Rider What it does? ----- - Replaces the texture for all the 41 tapestries in the game (including Bloodmoon), with textures based on art from Frank Frazetta [url=http://www.fran...
8974	Painkiller's Tapestries	Models and Textures	MMH	56-11967	Painkiller's Tapestries	2012-11-15	- Provides replacement for all the tapestries in the game (including Bloodmoon), with art from Frank Frazetta, Gerald Brom, Clyde Caldwell and Brian Froud, along with a number of re-edited original textures (for the 9 Divines). - All textures are Hi-Res (512x1024) - Only texture repla...
8973	Ownership Indicator Custom Crosshair Fix v1.0	Models and Textures	MMH	56-6741	MrSmit	2011-06-09	From the readme: This mod makes Yacoby's Ownership indicator compatible with two custom crosshairs. You must have Yacoby's Ownership indicator installed (requires MGE)- Link MGE XE Version - Link (file named "MGE XE Compatible HUD Mods") You must have one of the fo...
8972	Oval Rugs 01 plugin	Models and Textures	MMH	56-14732	kittybrod aka PawPrintExpress aka Catherine	2013-05-16	This plugin is a modder's plugin, i.e. it doesn't actually add anything to the game. There are two ways to use this plugin: 1. Launch TES Construction set and use the rugs where you want to and then save. Next from the morrowind launcher, select data files and check the box next to Clean Ov...
8971	OSBL (Oblivion style Bethesda logos)	Models and Textures	MMH	56-13111	starwarsgal9875	2008-12-24	Seeing as I couldn't stand the Bethesda logo in Morrowind and there was only one replacer for the Bethesda logo in Morrowind, I decided to make my own; based on the Oblivion logos!
8970	Ornate Hlaalu Texture Replacer	Models and Textures	MMH	56-11857	Korana	2012-11-11	This texture pack replaces the Hlaalu architecture textures with new ones. The goal was for the city to be a bit more ornate, while still sticking with the style of the architecture. The new textures have a slight influence from architecture styles from the mediterranean. Ext...
8969	Oriental Weapons Pack v1.0	Models and Textures	MMH	56-14830	Khan raider	2013-06-19	Collection of oriental weapons (dai-katanas, katanas & wakashis) Includes steel, silver, ebony and daedric variations. + Famous brand katanas - Goldbrand & Eltonbrand. All models have a polycount no more than ~750.
8968	Oriental Mesh Improvements v1.0	Models and Textures	MMH	56-13844	Psymoniser	2010-02-16	This replaces the meshes of the oriental styled weapons in Morrowind with slightly higher polycount versions. They still use Bethesda stock textures so they look different depending on what texture replacer you are running. This mod is designed to be plugin-less and so, just contains meshes, ther...
8967	Ore Rock Retexture ORR	Models and Textures	MMH	56-12942	Alaisiagae	2008-09-18	Replaces the three ore veins and the raw ingredients (which protrude from the veins) with high resolution textures. Details ===== This mod replaces the textures for the Diamond, Ebony, and Glass ore vein rock textures. It also replac...
8966	On The Rocks!	Models and Textures	MMH	56-14107	Taddeus	2010-10-15	This is a pluginless rock replacer. All the rocks have: - A refined model (each rock is between 500 and 2000 polys) - Ambient occlusion baked in Blender and applied as a detail map - Bump map The modules below will replace the exterior rocks for all regions of...
8965	Old Mournhold	Models and Textures	MMH	56-5743	Connary	2011-10-04	Old Mournhold By Connary Texture replacer for the Old Mournhold city and mournhold sewers. INSTALLATION Put the textures into the game directory: .....Bethesda Softworks/Data/Files/Textures and click yes to replace if needed.
8964	Ogrim Retex	Models and Textures	MMH	56-11435	3vill33t	2007-08-10	this is retexture of the ogrim texture i did for my personal use as i felt the stock texture was a bit dungeon keeper style, a bit too cartoonish for morrowind, and this one goes much better with all my other retextured creatures.
8963	OC's Imperial Male Headpack	Models and Textures	MMH	56-10756	OldeCow69	2006-08-17	This plugin adds 16 playable Imperial Male heads.
8962	Oblivion Tapestries	Models and Textures	MMH	56-14119	Misty Moon	2010-10-16	This mod replaces all the old tapestries with new ones made by me, the motives is from TES Oblivion.
8961	Oblivion Tapestries	Models and Textures	MMH	56-11959	Misty Moon	2012-11-15	This mod replaces all the old tapestries with new ones made by me, the motives is from TES Oblivion.
8960	Oblivion Style Interface	Models and Textures	MMH	56-12437	Sir Bob	2007-12-20	This is a complete remodel of the game's UI. Inventory menus, options menus, loading menus (not splash screens) etc. It was influenced by Oblivion, but has additions the people thought was better. See pictures. Read the readme to see how to switch...
8959	Oblivion Skies	Models and Textures	MMH	56-11973	Yacoby, doccolinni	2012-11-15	This mod REQUIRES Morrowind and OBLIVION. It also requires Windows. It was tested on XP Pro, but should work on at least 98 or better. As this mod requires both games, and it doesn't contain any assets from either, it is totally legal. This mod replaces some o...
8958	Oblivion Septims esp	Models and Textures	MMH	56-10719	Psykkohunter	2006-08-07	This will be my first mod for public release. Once you install this small mod, all the Morrowind septims in the game will turn into Oblivion septims. Made this mod so i would not have constantly replace the textures manually....
8957	Oblivion Septims	Models and Textures	MMH	56-10512	Astion	2006-03-22	Once you install this small mod, all the Morrowind septims in the game will turn into Oblivion septims. As the name suggests, the coins' textures are based on images of the Oblivion Collectors Edition collectable coin. They are low-poly, highly detailed and are mapped to appear to r...
8956	Nude Breton Females	Models and Textures	MMH	56-8324	RavenFan	2002-08-10	This is a re-creation of Raven's "no panties" mod, with an alternate texture.
8955	Nordic Trees	Models and Textures	MMH	56-6011	TextureFreak aka Texture Freak	2011-12-24	I edited the Ascadian Island trees and placed some snow on the leaves. So now you have 9 trees you can use with my snow landtex. I didn't put any of these trees into the world of Morrowind. This is meant for you, so that you can create your own freezing cold mod. If you decide to upload them to a...
8954	No More Dodgy Paintings!	Models and Textures	MMH	56-13087	Mr. Versipellis	2008-12-17	No More Dodgy Paintings! By Mr. Versipellis 17/12/2008 What does this mod do? Texture Pack XT is great. But two of the paintings(The Lover and the Lady) were pornographic. This mod replaces them with somewhat ...
8953	No Actor Animation fix	Models and Textures	MMH	56-5977	IDZeroNo	2011-12-21	Fixes actor animation fix! I don't know if it works on mods...
8952	NioLiv's Male Coat Add-On	Models and Textures	MMH	56-2305	NioLiv	2009-04-24	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 models come in both full alpha enabled and 1-bit alpha enables versions...
8951	Night Sky 1.1	Models and Textures	MMH	56-875	Thann	2009-04-06	this is short and simple. just place the texture files in the .morrowind/datafiles/textures. folder. i hope you enjoy this. by:Thann
8950	Night Sky	Models and Textures	MMH	56-805	Thann	2009-04-06	this is short and simple. just place the texture files in the .morrowind/datafiles/textures. folder. i hope you enjoy this. by:Thann
8949	NF Signs Replacer v1.1	Models and Textures	MMH	56-12176	Skyfire76	2013-02-06	Nimrod recently released some nice new signs, which could be used to replace standard Morrowind signs. Well, that's what I did. So, I replaced all the signs I could find, as well as banners (meaning I deleted the original banners and replaced them with the square wood signs), as long a...
8948	New Werewolf Textures	Models and Textures	MMH	56-5543	Brett "Cryonaut" Saltzer	2010-10-23	This is just a simple texture replacer for the Bloodmoon werewolf skins. I had a dream one night about werewolves and I wanted to make the werewolves in Bloodmoon match the color of the werewolves in my dream, so here we go. It replaces them with a higher-resolution, sharper texture, and also cha...
8947	New Trees Replacer 0.21 beta	Models and Textures	MMH	56-11980	ZeroTheHero	2012-11-16	This plugin REPLACE most of existing trees of Ascadian Region with those made by Lady Eternity-Ayse and Drakus. Now you can see great trees and animating leaves!! Original trees model by Lady Eternity, Ayse, Drakus.
8946	New tileset for dungeons	Models and Textures	MMH	56-11224	dividebyzero	2007-05-04	EDIT: As Enmesharra mentioned, one of the tile pieces is with missing textures. I'll fix this soon. A new tileset made by me for dungeon creators. I didn't include an .esp for a reason that my CS is halfly broken. Hopefully the next version will h...
8945	New Solstheim Trees	Models and Textures	MMH	56-12826	theDRUNK_nord	2008-07-22	This is a mod I made for my latest project that is still in progress. We aim on making a large continent using the Bloodmoon textures. It's kinda like skyrim, but it's not. It is in fact Altmora. Well anyway, we are in process of making the region called, The Breach. ...
8944	New Signs and Banners	Models and Textures	MMH	56-14370	ddfields	2011-09-30	New signs and banners This is a project I've been working on for awhile and completed and tested just recently. Part of that project was the Signs-Banners tweak mod that can be found here. Chan...
8943	New Shield VFX	Models and Textures	MMH	56-9517	Vilkacis	2005-04-28	Adds a new shield effect.
8942	New Ring Textures	Models and Textures	MMH	56-10368	Rob B.	2006-01-24	This mod adds new textures to the rings you find in Morrowind. All Common, Expensive, Extravagant, and Exquisite rings are now FULLY textured. If any of you hadn't noticed, practically all these had black textures. I decided to retexture and add textures based upon their icons. ...

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8941	New Pegas Horse Ranch Textures	Models and Textures	MMH	56-6773	Luna_s20	2011-07-27	Azuralia now looks like dappled, he no longer looks like a statue bathed in paint. Skyrim and Melathian don't look wrinkled, but they are buckskin. Cerali and Brancho are beautiful dun, and they are not very orange. Say!di not look like a tangerine. Ryn'di is natural now. Chamordan ...
8940	New Nord Head	Models and Textures	MMH	56-10614	AJB	2006-06-10	Adds a playable new female Nord face based on the face of actress Naomi Watts. This is my first real mod that I have created myself. I hope you like it.
8939	New Moons	Models and Textures	MMH	56-11426	doccolinni	2007-08-07	This mod changes textures for both moons, Masser and Secunda. All textures in the mod are of high resolution (1024x1024). I suggest (at least) doubling the sizes of both moons for better visual experience. This can be done by opening Morrowind.ini file (located in your Morrowind folder, wherever ...
8938	New Lord's Mail v1.1	Models and Textures	MMH	56-14501	Kalamestari_69	2012-07-04	The Elder Scrolls III Morrowind Mod: New Lord's Mail v1.1 by: Kalamestari_69 REQUIRES TRIBUNAL * 1. Installation 2. About this mod 3. Playing the plug-in 4. Incompatibilities 5. Other info =====
8937	New Khajit Architecture	Models and Textures	MMH	56-5541	Veet	2010-10-23	This mod was designed for the use of the greater modding community. This adds a couple of new models as a concept of what Badland Khajit architecture may look like as well as a few terrain statics.
8936	New Hircine Texture	Models and Textures	MMH	56-13130	Lucien Fairfax	2008-12-31	A simple mod that replaces the texture for Hircine's Guile form at the end of Bloodmoon. This mod does not affect his spear, nor his Strength/Speed forms. I suggest Darknut's Creature Textures: Bloodmoon if you're unsatisfied with any of these. I've always been unsatisfie...
8935	New flame	Models and Textures	MMH	56-6850	xander2277	2012-02-21	This is a texture replacement for the one file i was really dissatisfied with in morrowind, fire...from torches to fireplaces, to the fire in the lighthouse, it is my feeble attempt to make fire look less like a particle effect and more like flames. I simply took a group of shapes and loops and r...
8934	New Fists of Randagulf v1.0	Models and Textures	MMH	56-14412	Kalamestari_69	2011-12-23	The Elder Scrolls III Morrowind Mod: New Randagulf's Fists v1.0 by: Kalamestari_69 REQUIRES N/A ===== 1. Installation 2. About this mod 3. Playing the plug-in 4. Incompatibilities 5. Other info =====
8933	New Elemental Damage Effect v1.2	Models and Textures	MMH	56-12466	rocker	2008-01-08	This mod replaces fire, lightning, frost and poison hit effect with particle effect models by Lady E. It doesn't only serve as visual enhancement, but also for gameplay improvement for all classes. (Main download is the original mod, for which a patch is available in Additional Files,...
8932	New Dwemer Coin	Models and Textures	MMH	56-7722	Mrmistophelees	2004-07-12	I changed the original Dwemer Coin. I deformed it just a little bit to make it look more worn and weathered, and changed the texture to something more interesting than the old grey.
8931	New Crossbows	Models and Textures	MMH	56-9045	Steven Moors	2003-12-24	This mod adds 3 new crossbows to the game. Wooden, bonemold and daedric. All these are reskinned except the wooden one. The wooden crossbows mesh and texture was created by bethesda, I stumbled accross it whilst browsing through the meshes. More info in readme.
8930	New colored scamp	Models and Textures	MMH	56-6580	ddfields	2010-10-25	Did Hellboy visit Vvardenfel and leave behind his legacy? If so, who is the mother? Golden Saint? Winged Twilight? Hard to say but this mischievous little scamp is definitely red. As with my other works, I used the original Bethesda textures and just reworked them. I fou...
8929	New Boots of Blinding Speed v1.1	Models and Textures	MMH	56-14462	Kalamestari_69	2012-04-20	The Elder Scrolls III Morrowind Mod: New Boots of Blinding Speed v1.1 by: Kalamestari_69 REQUIRES Tribunal * 1. Installation 2. About this mod 3. Playing the plug-in 4. Inco...
8928	New Bloodworm Helm v4.1	Models and Textures	MMH	56-13177	Kalamestari_69	2009-01-18	* The Elder Scrolls III Morrowind Mod: New Bloodworm helm v4.1 by: Kalamestari_69 REQUIRES Tribunal * 1. Installation 2. About this m...
8927	New Beast Bodies - optional patches	Models and Textures	MMH	56-14669	Liztail	2013-04-28	These optional patches let you use Slof's and/or Silaria's textures on Liztail's body meshes (either the clean or mature versions). They allow you to pick and choose which texture to use for each race. They don't contain any of the files from the original mods, so you'll still need to ...
8926	New Beast Bodies - Mature Version	Models and Textures	MMH	56-11364	LizTail	2007-07-10	Similar to what Changelog:Changes in version 3.3: * Fixed a bug where parts of the Khajit's body would disappear under water. Changes in version 3.2: * Fixed a bug where the female Khajit's left arm wa...
8925	New Beast Bodies - Clean Version	Models and Textures	MMH	56-10928	LizTail	2006-12-17	Similar to what Changelog:Changes in version 3.3: * Fixed a bug where parts of the Khajit's body would disappear under water. Changes in version 3.2: * Fixed a bug where the female Khajit's left arm wa...
8924	New (Improved) Magic Shimmer Effect Redux	Models and Textures	MMH	56-265	Tclord	2009-04-06	***** ** New (Improved) Magic Shimmer Effect ** Reduced Intensity Version &#...
8923	Neonwind v1.0	Models and Textures	MMH	56-7092	Lady Rae	2012-07-26	I've taken some of the textures from Lady Raes Morrowind and Neonized them. Each type of building structure has a separate zip file. You can extract only the ones you want or all of them. (I strongly recommend against putting them all into Morrowind. Even I found that a bit too glaring. ^_~^)
8922	Neo's Unique Creatures	Models and Textures	MMH	56-11625	Neoptolemus	2007-11-03	This mod adds new meshes for a number of creatures in Morrowind - namely those which use the same mesh as an existing creature. Now Advanced Steam Centurions look different to ordinary Steam Centurions, the various skeleton classes all have their own meshes (Skeleton Archers now wear...
8921	Natural Night Sky	Models and Textures	MMH	56-13164	Asirion	2009-01-12	Retexturing of the Morrowind's night sky. Now, during your night walk, myriads of noctilucent stars will sparkle above your head like scatted diamonds, casting it's mysteriously beautiful shine on the black velvet of heavens. Blinking brightest stars will draw figures of ...
8920	Narsil	Models and Textures	MMH	56-4188	Ainur	2009-05-12	No Read Me. See Admin Comments.
8919	Nangsid's Taps and rugs	Models and Textures	MMH	56-11509	Nangsid	2007-09-10	Forgive me for my English. :) This is my first replacer, the new pack of hi-res textures which makes Morrowind so beggary place. I think that in this ancient land with great history and good economic taps and rUgs must look not as rAgs. :) And I don't like all variants of it in ot...
8918	Nangsid's Natural Stars and Moons	Models and Textures	MMH	56-12887	Nangsid	2008-08-24	This is textures for Morrowind based upon real photos of star-studded sky and worked in graphic editor. It looks very nice and naturally. Now I can not withdraw my eyes from night sky - I always walk with head erect. :) The main variant of replace is seriously rebuilt tex...
8917	Namira Statue	Models and Textures	MMH	56-11683	Wildman	2012-09-16	single nif-no readme
8916	Mystic Crystal Skulls v1.0	Models and Textures	MMH	56-12074	Drakkmoré	2012-12-12	I have made 13 crystal skulls using the vanilla meshes, and textures as a guide, and placed them through out the island of Vvardenfell. All Skulls are located in Ancestral Tombs chosen at random. There are no quests, and no scripts. The only reason for you to find the
8915	Mushrooms mod 2 v1.0	Models and Textures	MMH	56-14878	Jarrod	2013-07-23	This mod will make the mushrooms and mushroom houses (like in Sadrith Mora) look a whole lot better than that old crappy poke-a-doted mushrooms. To try to make everyone happy I have included this package with 3 color versions. Also check out my other version, version 1 of this mod that makes the ...
8914	Muffin re-Fix	Models and Textures	MMH	56-13499	samurai	2009-06-21	This mod would not work for me with Tribunal or Bloodmoon running although It did run under vanilla Morrowind so I made a few changes to make it run.Now although it does work it sometimes gets a little wonky in that the rendering(model) disappears when you click on it(or double click) to a...
8913	Muffin Fix fix	Models and Textures	MMH	56-716	Joel Braddock aka Mantodea	2009-04-06	By Braddock aka Mantodea (suggested on the official ES forums) -- This changes the original muffin model and icon (both just regular bread) to a actual muffins. Any questions? This mod comes with no support.
8912	MQB Andromache	Models and Textures	MMH	56-15072	CanadianIce, Howndog	2013-12-04	!!!THIS PLUGGIN REQUIRES THE LATEST VERSION OF METAL QUEEN BOUTIQUE!!! Adds a quest to the boutique where the player is to help Andromache avenge her mother's death. The tale of Andromache can be read at canadianice.ufrealms.net. The homepage is down right now, though.
8911	Mournhold: Charcoal and Emerald	Models and Textures	MMH	56-11858	Arkeyla	2012-11-11	Pluginless texture replacer for Mournhold (not temple building exterior or sewers/old mournhold), giving a luxurious yet oppressive feel to the city. Just copy the files to your Morrowind/Data Files/Textures folder. This will overwrite any other texture files with the same name (eg an...
8910	Mournhold Texture Replacer v1.0	Models and Textures	MMH	56-7243	GMatthews	2012-08-14	This is a texture replacer that makes Mournhold a significantly brighter place. I was inspired by NielV's brand new Mournhold textures. All I did was take the existing Mournhold textures and recolor with white/blue/gold colors. I also slightly altered Helseth's unique robe, changing th...
8909	Mournhold texture - Insect Style	Models and Textures	MMH	56-15372	Iguar	2015-07-15	Mournhold built with insect ... The Elder Scrolls III MORROWIND: Mod Name: Mournhold Texture - Insect Style Version Number: 1 Category: Texture Replacer Requires: Morrowind Modder: Iguar Modder Contact: kanibal...a...
8908	Mournhold City of Lights City of Magic Texture Replacer	Models and Textures	MMH	56-14778	NeilV	2013-06-07	This is a retexture of the Mournhold houses and accessories and walls. All house textures have been replaced with a blue marble effect in one of three shades of blue marble used All metal and trim now have a gold and or silver finish I have tried to match all t...
8907	Morrowind's Epic Ladies Add-on: Wood Elves	Models and Textures	MMH	56-6847	Mel	2012-02-12	Nimble and clever, the inhabitants of Valenwood have sunkissed skin, large expressive eyes, and facial tattoos ranging from pretty to pretty scary. If ever a Tamrielic race had a wild side, it's the Bosmer. This is my re-imagining of Wood Elves. This pack comes with 10 d...
8906	Morrowind's Epic Ladies Add-on: Redguards	Models and Textures	MMH	56-6849	Mel	2012-02-16	The noble warrior race of Hammerfell, with skin tones ranging from light beige to nearly black, with sleek, toned physiques and striking eyes. This is my version of Redguards, the fourth installment of the Epic Ladies series. All faces are brand new, high-res and very de...
8905	Morrowind's Epic Ladies Add-on: Imperials	Models and Textures	MMH	56-6843	Mel	2012-02-05	Rich copper skin, captivating eyes, and lush dark hair give them a place among the most beautiful and exotic women in the empire. Though proud and aloof at first glance, the ladies of Cyrodiil are proof that a haughty demeanor can hide a noble heart. This is my re-imagin...
8904	Morrowind's Epic Ladies (M.E.L.)	Models and Textures	MMH	56-6839	Mel	2012-02-01	This is a collection of all-new Dunmer, Breton, Nord, and Altmer faces. They are high-res and extremely detailed, with an emphasis on natural beauty, variety, and staying true to the classic style of the original head replacers. The faces are lore-friendly with the exception of some Dunmer eye co...

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8903	Morrowind Yellow v1.0	Models and Textures	MMH	56-1943	Pyro	2009-04-06	What does it do: just launch Morrowind an you will see
8902	Morrowind White v1.0	Models and Textures	MMH	56-1933	Pyro	2009-04-06	What does it do: just launch Morrowind an you will see
8901	Morrowind Visual Pack	Models and Textures	MMH	56-6990	Ayse, Lord Gabryael, Qarl, Raptre,, Zuldazug	2012-07-23	This visual pack retextures the game of Morrowind. This is a package of texture files to enhance the aesthetics of Morrowind. They are high-resolution textures, exceeding that of any known visual texture pack. Older machines or machines with a slower 3D graphics card may experience difficulty wit...
8900	Morrowind Rupees	Models and Textures	MMH	56-10352	Pjstaab	2006-01-18	This replaces all Morrowind gold with rupees that look like the ones from The Legend of Zelda: Ocarina of Time. Changelog:V 1.1: Now has genuine rupee sound Courtesy of Nintendo for letting the sound be used for non-profit use. V 1: Initial R...
8899	Morrowind Red v1.0	Models and Textures	MMH	56-1971	Pyro	2009-04-06	What does it do: just launch Morrowind an you will see
8898	Morrowind Purple v1.0	Models and Textures	MMH	56-1890	Pyro	2009-04-06	What does it do: just launch Morrowind an you will see
8897	Morrowind Pillow Replacer MPR	Models and Textures	MMH	56-13152	Alaisiagae	2009-01-09	Replaces the pillow texture with a new, high-resolution, detailed texture. Details ===== This mod replaces the texture for the pillows found throughout the game with a new, hi-res texture. Texture is 1024x512 in .dds format. Thanks t...
8896	Morrowind Overhaul v1.0	Models and Textures	MMH	56-12230	KINGPIX	2013-02-22	Placeholder
8895	Morrowind Overhaul - Sounds & Graphics (MGSO) v3.0	Models and Textures	MMH	56-12231	KINGPIX	2013-02-22	"Morrowind Sounds and Graphics Overhaul" contains mods that will alter and enhance the visual graphics and the sounds of the game. The aim of this project is to make more people around the world appreciate this huge game by giving them a simple installation file which includes everything they wil...
8894	Morrowind Overhaul - Sounds & Graphics	Models and Textures	MMH	56-14206	KINGPIX	2011-02-03	As for the first release, the mods included in this package were NOT created by KingPix, and the creators of every single mod are credited in the credit list, included within this package. The biggest thanks go to whole Morrowind modding community for the amazing mods the've created ...
8893	Morrowind Orange v1.0	Models and Textures	MMH	56-14831	Pyro	2013-06-19	What does it do? Just launch Morrowind an you will see.
8892	Morrowind Main Menu GOTY HD	Models and Textures	MMH	56-6540	papill6n	2010-09-01	
8891	Morrowind Main Menu GOTY HD	Models and Textures	MMH	56-15427	papill6n	2015-09-19	Description: ----- I have recreate the texture of the main menu by helping me of the idea of Nzdawghaus with his mod "Widescreen Menu and Logo Replacer". Texture is adapted for the game's resolution of 1920x1200. But you can test it on other resolution...
8890	Morrowind Light Red v1.0	Models and Textures	MMH	56-1924	Pyro	2009-04-06	What does it do: just launch Morrowind an you will see
8889	Morrowind Light Blue v1.0	Models and Textures	MMH	56-1919	Pyro	2009-04-06	What does it do: just launch Morrowind an you will see
8888	Morrowind Green v1.0	Models and Textures	MMH	56-1938	Pyro	2009-04-06	What does it do: just launch Morrowind an you will see
8887	Morrowind Grass Texture Tweaks	Models and Textures	MMH	56-6333	Acrilix	2009-11-20	These are re-coloured, and re-sized versions of the original grass textures found in the Morrowind Grass Mod. I have tweaked the colour to blend in more naturally with the Morrowind Visual Pack. The grass has also been shortened to just over half of its original height. This should m...
8886	Morrowind grass mod for Bitter Coast	Models and Textures	MMH	56-12006	Ozzy	2012-11-18	This mod adds animated grass on Bitter Coast region. The meshes and textures were converted from Oblivion. The mod requires Morrowind Graphics Extender (MGE) v3.6 or higher. For better look I highly recommend using it with "Connary's Landscapes - Bitter Coast" texture replace...
8885	Morrowind grass mod for Ascadian Isles	Models and Textures	MMH	56-12005	Ozzy	2012-11-18	This mod adds animated grass on Ascadian Isles region. The meshes and textures were converted from Oblivion. The mod requires Morrowind Graphics Extender (MGE) v3.6 or higher.
8884	Morrowind grass mod combined v1.0	Models and Textures	MMH	56-14671	Ozzy	2013-04-29	This is all of Ozzy's grass mods combined into one archive consisting of his Ascadian Isles, Bitter Coast, Bloodmoon, Grazelands, and West Gnash grass plugins. As with all Grass mods, do not tick the esp's in the morrowind launcher, only in distant land creation with MGE or MGE XE.
8883	Morrowind Grass Mod	Models and Textures	MMH	56-12004	Vality, Yaco& Liztail	2012-11-18	This mod covers various regions of Morrowind with grass. The grass was placed using a utility made by Yacoby, which can place meshes automatically across the landscape based on various settings. This release includes the regions of the Bitter Coast, Ascadian Isles, West Gash, Grazelan...
8882	Morrowind Gold v1.0	Models and Textures	MMH	56-1897	Pyro	2009-04-06	What does it do: just launch Morrowind an you will see
8881	Morrowind Dwarven Machines Texture Project	Models and Textures	MMH	56-14448	xander2277	2012-03-08	Morrowind Dwarven Machines Textures Project v 1.1 This is a compilation of the various texture replacement mods i have already uploaded on the net This release includes the previous releases for the Steam centurion, the centurion spider, the Spher...
8880	Morrowind Blue v1.0	Models and Textures	MMH	56-1955	Pyro	2009-04-06	What does it do: just launch Morrowind an you will see
8879	Morrowind Black v1.0	Models and Textures	MMH	56-1934	Pyro	2009-04-06	Note: this is only the Beta version, the cursors don't work properly.
8878	Morrowind Black II	Models and Textures	MMH	56-1901	Pyro	2009-04-06	Note: this is the blacker version of Morrowind Black the Fontcoror and the cursors are the same.
8877	Morrowind 2006	Models and Textures	MMH	56-15623	Nelothsmouth	2018-06-13	This project aims to replace most of the misc models, containers, and ingredient models in Morrowind. Since I have abandoned this project, I have decided to release what I have done so far. If someone else wish to take over and finish it, be my guest, you dont need any permission. Infa...
8876	More Trees and Foliage - New Foliage Textures	Models and Textures	MMH	56-409	Rahuu	2009-04-06	The Elder Scrolls III MORROWIND ...
8875	More Realistic Dwemer Armor	Models and Textures	MMH	56-14450	xander2277	2012-03-09	More Realistic Dwemer Armor v 1.0 Adding to the already long laundry list of dwemer textures is this new addition. It matches all the rest of the Dwemer armor textures to the steam centurion. so now more than the boots are changed. &#x2013;
8874	More Daedric Longbow	Models and Textures	MMH	56-11147	Greg Schick	2007-03-26	A simple retexture of the Daedric Longbow. It just never really looked Daedric to me.
8873	MoonStar Crosshair v1.0	Models and Textures	MMH	56-10418	Leatherpoker	2006-02-13	This is a simple replacement for the boring default crosshair in Morrowind. This new crosshair is the golden "Moon and Star" symbol of the Nerevarine, which blends in well with the game's graphic and subject content. The crosshair comes in two sizes (large and small...
8872	Moons of Tamriel	Models and Textures	MMH	56-7196	Lochnarus	2012-08-04	This is a 3-in-1 pack of my moon texture replacers. Each folder contains two separate moons, you can pick and choose which two you like out of all six sets. Contains: Earth Luna (Earth's moon) Callisto Europa Firon (made up moon) Thule (made up moon)
8871	Moon's Soul Gem Replacer Retex	Models and Textures	MMH	56-7139	Infectious Moon	2012-07-30	This plugin is a retextured version of NelothsMouth's Soulgem replacer to make them closer to Bethesda's colors, the plugin is packaged as an esp so that NelothsMouth's mod isn't needed. Please note: NelothsMouth's Soulgem Replacer, mustn't be active in co...
8870	Moon Sugar Replacer	Models and Textures	MMH	56-6641	Petethegoat	2010-12-22	This mod replaces the default Moon Sugar mesh and texture with higher quality ones. It should seamlessly replacer existing meshes without any issues. This is the latest in what will likely be a long line of tiny tweaks I'm making to mak...
8869	Moogles Supplies v2.0	Models and Textures	MMH	56-11674	Smite_PlighT	2012-09-13	Features: Adds several hairs for mogs along with some headgear, Lots of gloves and Gauntlets, two ninja type outfits, a giant wrench and club that probably shouldn't even be there and other random mog things. Everything in the mod can be bought from Korv. Korv has set up shop by the silt str...
8868	Modernwind: Hlaalu Texture Pack	Models and Textures	MMH	56-11360	Deejay Gamer	2007-07-09	Modernwind is a large project whose goal is to transform Morrowind into a more modern setting while keeping the base lore and fantastic setting intact. It will be released in various installments, each of which will do something to make Morrowind appear more modern. This ...
8867	MJY Weapon Replacement	Models and Textures	MMH	56-10364	Mighty Joe Young	2006-01-23	Here is a weapon replacement, from all modders around. I made a few that were missing, as not a lot of hammers or 2-handed axes were made. I had to do a few (freeware), you're free to change what you like and do an expansion, etc, but you need to give credit where it is d...
8866	MJY Mod Resources 9	Models and Textures	MMH	56-7011	Mighty Joe Young	2012-07-23	Adds 2 races, bender and alien, and a meshes pack.

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8865	MJY Mod Resources 8	Models and Textures	MMH	56-7010	Mighty Joe Young	2012-07-23	This is a modder's resource only, not a plugin. Contains C3PO modder's resource files (NOT playable), centaur modder's resource files (NOT playable either), and more.
8864	MJY Mod Resources 7: Treasure Cave	Models and Textures	MMH	56-7009	Mighty Joe Young	2012-07-23	A package of modder's resources, of assorted statuary and items - mostly gold. A number of NPCs are included which could be made playable if wanted. A test esp (in Seyda Neen) is provided for you to see. The file has been updated by Quatloos.
8863	MJY Mod Resources 5	Models and Textures	MMH	56-7008	Mighty Joe Young	2012-07-23	This pack contains modder's resources for: Animal statues Centaur Egyptian stuff Furniture Zeus' lightning bolt Wooden dummy Wizard's stuff Water house Van Helsing crossbow Planet T3 Heads Swan bed St...
8862	MJY Mod Resources 3	Models and Textures	MMH	56-7007	Mighty Joe Young	2012-07-23	Includes the following models/textures (seperately compressed): Ark Batwing Crossbow Female hair/wizard hat Fort Fountains Frog statue Fruit crates Furniture Futuristic city thingsies Ghoul crossbow Glass hal...
8861	MJY Mod Resources 2	Models and Textures	MMH	56-7006	Mighty Joe Young	2012-07-23	This mod contains meshes and textures for: Buildings (most Roman) Cakes Chandelieres Cheetah statue Chipmunk Colosseum (old Roman) Cubiculum (old Roman) Cyborgs Cyrodill Tower Diablo horns and face (includes ESP) Dragon staff
8860	MJY Mod Resources 11	Models and Textures	MMH	56-7013	Mighty Joe Young	2012-07-23	Meshes, chapel, statues, Cleopatra's and Nefertiti's head piece, etc. About 22 meshes. ESP file is included to see the stuff easier.
8859	MJY Mod Resources 10	Models and Textures	MMH	56-7012	Mighty Joe Young	2012-07-23	90 new meshes, was cleaned up as there is a plugin to go see the stuff. Mostly food, a manor, demon helm.
8858	MJY Mesh Pack 14	Models and Textures	MMH	56-10474	Mighty Joe Young	2006-03-07	So what happened to 13? Well I don't want to finish on 13, so 14 is good. Freeware meshes and scratchbuilt, do what you like with them. Some are mine and freeware meshes, can't be sold, only for mw game. You need to add them in your mod, but I added a plugin for most. Sta...
8857	MJY Junk and Sanjuan	Models and Textures	MMH	56-7005	Mighty Joe Young	2012-07-23	Two ships, new meshes. Use them as resources: a chinese junk and a schooner type one.
8856	MJY Dwarves	Models and Textures	MMH	56-7002	Mighty Joe Young	2012-07-23	Three hair meshes for the dwarves, including 1 hair, beard and 2 with helm on (viking style). Plugin included, though not playable, just for modders.
8855	MJY Aztec City	Models and Textures	MMH	56-6995	Mighty Joe Young	2012-07-23	Aztec city. Changed entrance to sub transportation, just outside Seyda Neen village, around the mountain. Version 4 adds some missing textures.
8854	MJY Asian Buildings	Models and Textures	MMH	56-7004	Mighty Joe Young	2012-07-23	Asian buildings, added a few plugins. This is a resources pack with a few Asian buildings. Some are in-game, some aren't.
8853	Mixed Textures	Models and Textures	MMH	56-13407	Duncan Imrryan	2009-05-12	This texture pack has been produced from the work of the community of Morrowind. This compilation was done in order to offer a coherent picture of the visual (note from the fineness of the sentence with the word optics). Then it is clear that the ...
8852	Mixed Signposts v1.0	Models and Textures	MMH	56-1576	Drako Thuban	2009-04-06	This plug-in replaces the unreadable default roadsigns with ones you can read in both English and Daedric.
8851	Mixed Mushrooms	Models and Textures	MMH	56-6611	basswalker	2010-11-20	Mixed Mushrooms ----- Description: (excerpt from the readme) Affects the big mushroom-trees you get to see mostly in the ascanian isles region, but also in other areas like Azura's Coast.
8850	Mistress Miaura's Black Domina texture replacer	Models and Textures	MMH	56-13794	Mistress Miaura	2009-12-21	Turns the Bethesda Domina armor to a shiny black leather suit worthy of it's name. Requires the Bethesda LeFemm armor official plugin! I wanted to keep it pretty loyal to the original style. The cuirass buttons I replaced with straps, and shaped a better/more sexy bum. T...
8849	Missing Absu meshes and textures	Models and Textures	MMH	56-689	Unknown	2009-04-06	
8848	Misc Items Replacer	Models and Textures	MMH	56-6967	Qarl	2012-07-18	Replaces a lot of the misc item meshes in Morrowind with better meshes and textures. The models are the same size, shape and position so they seamlessly replace the old ones. Many objects are reflection-mapped and translucent with animated textures and particle effects. Note: Most it...
8847	MGSO v2.0	Models and Textures	MMH	56-12229	KINGPIX	2013-02-22	Placeholder
8846	Metallic Signs v1.0	Models and Textures	MMH	56-5795	DeusXMachina	2011-10-05	This mod makes the roadsigns all over Vvardenfell readable and gives them a metallic, but also weathered and rusty look.
8845	Mesh Improvements v1.7.1	Models and Textures	MMH	56-13384	Armed_Defender	2009-04-19	Mesh Improvements: By Armed_Defender. Version 1.7.1 Mirror: Changelog: ===== ...
8844	Mesh Improvements 1.7.1	Models and Textures	MMH	56-12012	Armed_Defender	2012-11-18	A simple mesh replacer that replaces some of the older meshes is Morrowind. The new meshes fit seamlessly with the originals so no editing is needed. I've put all the Dwemer meshes into the optional folder as some people didn't like the new meshes.
8843	Mesh Fix v1.2	Models and Textures	MMH	56-6088	Slartibartfast	2012-03-13	This mod is pluginless mesh replacer containing a collection of 121 of Morrowinds original meshes that have had various issues corrected or improved on. The type of things addressed are typically adjustments to UV maps, repositioning of poorly aligned model parts, adding missing pieces, deleting/...
8842	Merchant's Cart	Models and Textures	MMH	56-12062	Redguard_Slayer	2012-11-25	Merchant's Cart by: Redguard_Slayer This is intended as a modders resource, there is a sample plug-in that adds the cart with a few Morrowind Alchemy ingredients on display in Seyda Neen. New mesh and textures. Please feel free to retexture the cart, as my texturing ski...
8841	MEL Hair Pack	Models and Textures	MMH	56-6844	Mel	2012-02-06	This is a conversion of some of the gorgeous hair used in the Apachii Wigs mod for Oblivion. All hairs are converted with permission and available for Nord, Breton, High Elf, Dark Elf, and Imperial, in many lovely and lustrous colors. *Some hairs may look odd in shadows ...
8840	Max's Glow	Models and Textures	MMH	56-3171	Max a.k.a. ~NOBODY~	2009-05-12	The Elder Scrolls III Morrowind: ...
8839	Max's Glow	Models and Textures	MMH	56-7710	Max a.k.a. ~NOBODY~	2005-04-16	This is a variant of the popular no-glow concept. Makes the glow of the enchanted items look like small flashes of... well, the only thing that came to my mind was electricity, so that's it I guess.
8838	Mask for Antares Golden Saint Armour	Models and Textures	MMH	56-14055	Fangobra	2010-08-29	***** The Elder Scrolls III MORROWIND: Antares' GS Hel...
8837	Markers v 1.0	Models and Textures	MMH	56-5864	Stanislas Bachman	2011-10-07	Markers v 1.0 - By Stanislas Bachman (Stanislas at wiwiland.com for the email) Installation: Decompress the file into your Morrowind folder and all the textures will automatically be put where they should be. If one you get a window with an "Attention! You will overwrite a file", answe...
8836	Marble Furniture 01	Models and Textures	MMH	56-4197	kittybrod aka PawPrintExpress aka Catherine	2009-05-12	This mod adds marble textures to original Morrowind meshes. This plugin is a modder's plugin, i.e. it doesn't actually add anything to the game. There are two ways to use this plugin: 1. Launch TES Construction set and use the Furniture where you want to and then save. Next from the m...
8835	Map Texture v1	Models and Textures	MMH	56-11692	Catylyrn Zilmar	2012-09-17	Includes only the map texture - not the tapestry. It is for those wishing to make their own maps.
8834	Magically Vibrant Mournhold the Emerald City Q3 Remix	Models and Textures	MMH	56-15625	Telesphoros	2018-06-18	This is a texture replacer for the Tribunal expansion using textures from Korana's Magical Mournhold, Skydye and Headless Wonder's Vibrant Morrowind, Faylynn's Mournhold the Emerald City, Albedo's Tribunal Landscape Remix, & a cobblestone texture from Qarl's Oblivion Texture Pack 3. Ve...
8833	Magical Mournhold Texture Replacer	Models and Textures	MMH	56-11860	Korana	2012-11-11	There have been quite a few changes. The most drastic being the city itself. Other areas (all but Sotha Sil's tile set because I felt Bethesda did just fine on that one) have also been modified in some way. The city of Mournhold has the following touches: -Gives the trim of ...
8832	Magic Glow Remover	Models and Textures	MMH	56-15006	Sandman101	2013-09-30	This is a texture replacement pack for the the magicitem glow effect. Bahamut at the Bethesda forums was wanting something that would remove the effect completely. So after messing around with the Gimp for about an hour I came up with this. Some people will not want to use this as it w...
8831	Magic Glow as Reflect Maps v1.0	Models and Textures	MMH	56-12306	Dzel aka J	2013-03-11	NO MORE STRONG 'N' UGLY PLASTIC WRAPS OR NO-GLOWS!! This mod make your magic items have reflect maps (Well, they dont reflect the world really but i dont find a better word for it :P)-Looks much better than before ( - *in my opinion) -Makes those gloves of yours in 1st pers...
8830	Magic Gates Vfx Resource Pack-Add on	Models and Textures	MMH	56-7171	Oriphier	2012-08-03	This mod is an addition for the previous magic gate resource pack, but it could work as standalone too, it includes: a stargate like portal and "worm effect" an organic blade an organic shield a new head for the living horror race
8829	Magic Gates Vfx Resource Pack	Models and Textures	MMH	56-7167	Oriphier	2012-08-03	This mod is a resource pack containing new meshes and texture for 4 magic gates: Fire gates: obviously inspired by an "oblivion gate" there are 5 version of this gate (look in the readme for more info) and a fire portal ( a whirlpool made of fire). Water gate: this one is ...
8828	Maboroshi Daikon Natural Skins Female	Models and Textures	MMH	56-9450	Maboroshi Daikon	2004-04-04	NOTE !!! ** This plugin was NOT created by me, but Maboroshi Daikon (and it was improved for realism by the staff of Endhome.com, that no longer has the file available). I uploaded it here because I noticed that it was really difficult to find. The plugin replaces chest...

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
8827	M4-M203 Recolor	Models and Textures	MMH	56-6378	HollowHeart	2010-01-18	Just a basic re-coloring of PizzasRgood's "Colt M4-M203" mod. Comes in black, blue, red, pink, yellow, white, and green, and also includes a sharper version of the original. Just to be safe, I threw in the original texture in case you change your mind. Installation: just drop the texture of your ...
8826	Louis or Rin beautyshop 1.5full	Models and Textures	MMH	56-13939	Ren	2010-04-30	This mod adds 17 playable female heads, 2 Dark Elf male heads and 10 kinds of hairstyles. This does not replace any of the games heads. All of the textures and hair meshes(except earrings) are original and the head meshes are remodeling of Rhedd's one. ...
8825	Lore-Friendly Ghostfence Texture v1.1	Models and Textures	MMH	56-11890	Saint_Jiub	2012-11-13	Replaces the texture for the Ghostfence around Red Mountain with one that looks fairly similar to the original texture, but more detailed.
8824	Lore-Friendly Ghostfence Texture	Models and Textures	MMH	56-13808	Saint_Jiub	2010-01-07	Replaces the texture for the Ghostfence around Red Mountain with one that looks fairly similar to the original texture, but more detailed.
8823	longboat fix	Models and Textures	MMH	56-6508	Rattfink333	2010-07-21	a fix for the longboat mesh to correct clipping of the sail with the mast.
8822	LoFi Dark UI	Models and Textures	MMH	56-3018	Sir Bob	2009-04-29	This is the Lo-Fi version of Dark UI for Morrowind. The full version is required for this to work. To install it, simply unzip to your Data Files directory. The following is optional: If you would like a burgundy background like Dark UI's without the texture/fps drop, fin...
8821	Liztail's Grass Meshes	Models and Textures	MMH	56-6030	Liztail	2012-01-06	This is Liztail's Grass Meshes as there were downloadable on his site until he took it down.
8820	Linora's Thatch Roof v2.0	Models and Textures	MMH	56-12300	Linora	2013-03-09	Hello everyone! This is my first mod release ever.(Yay!) Basically, all I did was a simple re-texture of the thatch roof texture. (tx_thatch_01.dds) ===== Now look even better, see the screenshots for a comparison. New vers...
8819	Lightsaber Pack	Models and Textures	MMH	56-9670	Lord Settra	2005-06-02	This mod adds 9 lightsabers to Morrowind. They can be found in the Balmora Fighters Guild. These sabers are from the Seaquest resource pack. Version 1.1 now includes the mesh file for Vader's Lightsaber.
8818	Less-striped Textures for Opulent Hlaalu v1.0	Models and Textures	MMH	56-10172	Faylynn	2005-10-04	This is just an update/alternate textures for those who would like less inlay striping on the Opulent Hlaalu Retexture.
8817	Leaves of Lorien Cuirass Texture Replacer	Models and Textures	MMH	56-10510	Westly	2006-03-22	As per a few requests, this texture replacer fixes the floating lines that appear around the transparent part of the Cuirasses from the mod "Leaves of Lorien". Installation: Drag and drop the "Textures" folder into your Morrowind/Data files folder. [...]
8816	Leafy Trees	Models and Textures	MMH	56-12535	Irmekroache	2008-02-15	This mods add leaves to the bare trees of the original game. Hopefully this will help to place to feel more atmospheric. Grazeland, Bitter Coast and Ascadian Isle trees have being replaced. I left the rest of Morrowind alone. The leaves added are sl...
8815	Leadgolem Signs	Models and Textures	MMH	56-11949	Leadgolem	2012-11-15	Provides new textures for the mages guild sign and the Alchemist's shops. No esp, texture replacer. This download also contains resource files needed to make your own versions of these textures. I would recommend this mod be used with portions of Faylynn's Signs & Banners
8814	Lazy's Skaal Retex	Models and Textures	MMH	56-13532	LazyGhost	2009-07-10	Retextures all of the buildings used for Skaal Village with high-res (2048x2048) textures. Consult the readme for more information. Changelog:No planned changes
8813	Lazy's Raven Rock Retex	Models and Textures	MMH	56-13534	LazyGhost	2009-07-10	Retextures Raven Rock with high-res (2048x2048) textures. Consult readme for more information. Changelog:To Come: Add roof textures and misc. textures missed in initial release
8812	Landscape Remix v2.0	Models and Textures	MMH	56-11994	Albedo	2012-11-16	This mod basically upgrades the morrowind landscapes with new and rescaled textures for a better visual quality overall. I only take credit for a few of the textures. Other textures were from anonymous sites on the internet that were free and i reshaped them in photoshop to be fit for tiling.
8811	Landscape Remix (Tribunal) vBETA	Models and Textures	MMH	56-11993	Albedo	2012-11-16	You don't need to use my previous plugins to use this mod. This can be used as a stand alone only. This only replaces landscape textures in Mournhold.
8810	Landscape Paintings 02	Models and Textures	MMH	56-7052	Princess Stomper	2012-07-25	This plugin adds 15 paintings to the Construction Set, based on in-game screenshots, plus one test cell. None of the paintings will appear in-game, they are for you to add.
8809	Landscape Paintings 01	Models and Textures	MMH	56-7051	Princess Stomper	2012-07-25	This plugin adds 30 paintings to the Construction Set, based on images of famous paintings, plus one test cell. None of the paintings will appear in-game, they are for you to add.
8808	Lady Rae's Morrowind v2.0	Models and Textures	MMH	56-10220	Lady Rae	2005-11-08	I spilled my box of crayons on Morrowind and this is the result. This work is based upon the work of the fine artists listed below. All I've done is to change a little color here and there. But the majority of the work was done by these most wonderful modders. The base of this retexture is skydye...
8807	Lady pirate hairstyles	Models and Textures	MMH	56-10680	Mandamus	2006-07-19	Pirates are now in Vvardenfell, and they brought a new hairstyle with them for the Ladies ! This mod adds a new hairstyle for all the races from Vanilla Morrowind, except Khajiits and Argonians, available in eight different colours. This hair mesh is physiqued, so this means that the ...
8806	Korana's Rug Re-Textures	Models and Textures	MMH	56-11954	Korana	2012-11-15	This replaces the rug textures with more colorful and realistic rug textures. These are mostly very bright, and may not be to everyone's tastes.
8805	Korana's Redoran Textures	Models and Textures	MMH	56-11894	Korana	2012-11-13	This mod replaces the existing Redoran architecture textures with new ones. There is also 2 novelty sets included. There is a pink set and a red set in a crab texture. I was bored one day and amused myself. You can thank Bethesda for this: "Ald'ruhn is the district seat of H...
8804	Knight saddle -templar- Pegas Horse Ranch	Models and Textures	MMH	56-10235	Gawain	2005-11-02	I was always bothered by the fact that even if I wear heavy armor I look half-naked when I ride a horse. It's because the saddle removes your shoes in inventory and covers everything from the groin down. This is a version with templar armor. What does it?
8803	Knight Saddle -imperial steel- Pegas Horse Ranch	Models and Textures	MMH	56-10208	Gawain	2005-11-02	I was always bothered by the fact that even if I wear heavy armor I look half-naked when I ride a horse. It's because the saddle removes your shoes in inventory and covers everything from the groin down. This is a version with imperial steel armor. What does i...
8802	Knight Saddle -Ebony- for Pegas Horse Ranch	Models and Textures	MMH	56-10250	Gawain	2005-11-08	Description: Knight saddle (ebony version) for Pegas Horse Ranch 2.4 I was always bothered by the fact that even if I wear heavy armor I look half-naked when I ride a horse. It's because the saddle removes your shoes in inventory and covers everything from the groin...
8801	Knef's Explosions	Models and Textures	MMH	56-14898	Knef	2013-08-02	Greetings, forumites. I was wandering by the forums today and thought that I could release this little mod, as it has been sitting on my HD for a while now, and I don't think I will work on it further, at least not in the foreseeable future. This is a pluginless replacer for F...
8800	Kingmaker sword	Models and Textures	MMH	56-10579	WildKarrde	2006-05-06	This is one sword mesh and texture. The mesh is 1492 polys. 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 Lucky Lockup leaning against the wall.
8799	Khajiit Head	Models and Textures	MMH	56-11645	korean77777	2007-11-15	This adds one Khajiit head to the game.
8798	Khajiit Faces 2	Models and Textures	MMH	56-13276	Licks-His-Lips	2009-02-25	CF_02 is one of my many khajiit face mods. This mod should have no conflicts, crashes, bugs or otherwise. This mod adds two playable khajiit faces that are not added to the NPCs. All are male. The meshes arent made by me. These were made with a picture of a tiger, so they look Khajiit-like. ...
8797	Khajiit Faces 1	Models and Textures	MMH	56-13274	Licks-His-Lips	2009-02-24	CF_01 is the first of my many to come khajiit face mods. This mod should have no conflicts, crashes, bugs or otherwise. This mod adds three playable khajiit faces that are not added to the NPCs. One female, two male. The meshes arent made by me.
8796	KEY_Stronghold_Texture_Replacer_01	Models and Textures	MMH	56-11126	Clavis	2007-03-16	This pack replaces the Stronghold textures with browner ones that fit with the terrain a bit better. They look a bit weathered and dirty; but not too much. Something old but kept in repair. The ruins though, are rather beat up and crumbling. Pictures: <a href="http://s5.photobucket.com/albums...">http://s5.photobucket.com/albums...</a>
8795	KEY-G01_Velothi Retex	Models and Textures	MMH	56-10844	Clavis	2006-10-19	This texture replacer was done in a project with Gren using re-colored textures from Mournhold and my A01 architecture pack as well as a few new ones that fit in. A couple of textures in the sewers were replaced to make them look a bit more beat up. They just looked too clean before to be sewers...
8794	KEY-G01_Velothi Retex	Models and Textures	MMH	56-11976	Clavis	2012-11-15	textures in the sewers were replaced to make them look a bit more beat up. They just looked too clean before to be sewers. Also, the textures for the frescos, shrines, and Velothi town markers have been tweaked to fit. Pictures available <a href="http://s5.photobucket.com/albums/y196/Clavis/Morrowin...">http://s5.photobucket.com/albums/y196/Clavis/Morrowin...</a>
8793	Key Replacer v1.4	Models and Textures	MMH	56-272	Daduke	2009-04-06	Ever noticed that there are only 2 key designs in the entire game? Want to experience a bit of change? The amazing key replacing mod introduces 50 new key designs and replaces almost every key mesh and icon in the game.
8792	Key Replacer v1.4	Models and Textures	MMH	56-13428	Daduke	2009-05-19	Replaces the generic looking keys with 50 newly designed key textures. Ever noticed that there are only 2 key designs in the entire game? Want to experience a bit of change? The amazing key replacing mod introduces 50 new key designs and replaces almost every key mesh and icon ...
8791	Key Replacer v1.3	Models and Textures	MMH	56-1088	Daduke	2009-04-06	Ever noticed that there are only 2 key designs in the entire game? Want to experience a bit of change? The amazing key replacing mod introduces 31 new key designs and replaces over 200+ key meshes and icons changelog: v1.3 - Add 10 new keys (31 total) ...
8790	Key Replacer v1.1	Models and Textures	MMH	56-3133	Daduke	2009-05-12	Ever noticed that there are only 2 key designs in the entire game? Want to experience a bit of change? The amazing key replacing mod introduces 21 new key designs and replaces over 200 key meshes and icons If popular, more designs maybe added! Changelog: v1.1 - Add...

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
8789	Kel's Hi-Res Hlaalu Retex Pack v3.0	Models and Textures	MMH	56-12126	Keldyn	2013-01-11	- Textures completely redesigned. The result is a sharper, more detailed appearance. - Colors and contrast have been tweaked. - Weathering effects added to simulate age, grime, etc. - New interior floor tiles. - Resolution increased on a few minor textures. - Optimis...
8788	Kefke's Hlaalu	Models and Textures	MMH	56-6329	Kefke_Wren	2009-11-18	Nothing too special. This is a pluginless replacer that changes the stock Hlaalu architecture to a marble-like stone. May seem a bit crude, but the effect is fairly nice. May be a good alternative for people who want to make Hlaalu look more prosperous, while still keeping a more subdued feel. I ...
8787	Keening Replacer v1.0	Models and Textures	MMH	56-3063	Lochnarus	2009-05-12	Replaces the standard Keening short blade with a new model, turning the sword into a long blade, yet remaining one-handed. The model is exactly the same as the old one, but the blade is longer. The sword is ONLY replaced, there are no other instances where this will be found (i....
8786	Kayla's Knick-Knacks	Models and Textures	MMH	56-7109	Qarl	2012-07-26	*** This download includes the .esp for the Russian version of Morrowind *** This is a large collection of new meshes and textures I created. Many are reflection mapped (shiny), some have animated particle effects like candles with flame, and magical orbs with sparklies inside.
8785	Katana3DG's Chrysamere Replacement V1.0	Models and Textures	MMH	56-6067	Katana3DG	2012-02-03	*** Katana3DG's Chrysamere Replacement V1.0 *** Installation *** Unzip this file to the "Data Files" directory in your morrowind folder. All subdirectories are included in the . zip Plugin: Chrysamere Replacement.esp ...
8784	Kat's Xmas Clothes	Models and Textures	MMH	56-5765	Kathryn	2011-10-04	*KB.nif Knee boots are set up as clothing. bodypart: foot clothing: shoes assign body part to female right foot biped object *BS.nif Body stockings are set up as clothing. bodypart: ankle clothing: shirt assign body part to female left ankle biped...
8783	Kat's Transparent Capes	Models and Textures	MMH	56-5766	Kathryn	2011-10-04	*KB.nif Knee boots are set up as clothing. bodypart: foot clothing: shoes assign body part to female right foot biped object *BS.nif Body stockings are set up as clothing. bodypart: ankle clothing: shirt assign body part to female left ankle biped...
8782	Kat's Love Collection	Models and Textures	MMH	56-5767	Kathryn	2011-10-04	*KB.nif Knee boots are set up as clothing. bodypart: foot clothing: shoes assign body part to female right foot biped object *BS.nif Body stockings are set up as clothing. bodypart: ankle clothing: shirt assign body part to female left ankle biped...
8781	Kat's Lingerie	Models and Textures	MMH	56-5770	Kathryn	2011-10-04	*KB.nif Knee boots are set up as clothing. bodypart: foot clothing: shoes assign body part to female right foot biped object *BS.nif Body stockings are set up as clothing. bodypart: ankle clothing: shirt assign body part to female left ankle biped...
8780	Kat's Jewel Collection	Models and Textures	MMH	56-5771	Kathryn	2011-10-04	*KB.nif Knee boots are set up as clothing. bodypart: foot clothing: shoes assign body part to female right foot biped object *BS.nif Body stockings are set up as clothing. bodypart: ankle clothing: shirt assign body part to female left ankle biped...
8779	Kat's Gold Lingerie	Models and Textures	MMH	56-5768	Kathryn	2011-10-04	*KB.nif Knee boots are set up as clothing. bodypart: foot clothing: shoes assign body part to female right foot biped object *BS.nif Body stockings are set up as clothing. bodypart: ankle clothing: shirt assign body part to female left ankle biped...
8778	Kat's Glastonbury Collection	Models and Textures	MMH	56-5769	Kathryn	2011-10-04	*KB.nif Knee boots are set up as clothing. bodypart: foot clothing: shoes assign body part to female right foot biped object *BS.nif Body stockings are set up as clothing. bodypart: ankle clothing: shirt assign body part to female left ankle biped...
8777	Kartikeyas Wolves and Foxes v1.1	Models and Textures	MMH	56-1127	Kartikeya	2009-04-06	All this mod does is provide seven retextures of the original husky model created by Cait. I take no credit for the model used or the original texture that I used as a launching point for mine - Cait deserves all the credit for those. The creatures added are as follows: Black Wolf, G...
8776	Kalikut's bracelets for Morrowind	Models and Textures	MMH	56-5755	Spirited Treasure	2011-10-04	Kalikut's bracelets for Morrowind! At last we have bracelets for Morrowind. Thanks to the kindness and generosity of Kalikut for permitting the useage of her beautiful Oblivion bracelets and their stunning textures. These bracelets use the neck slot, so be aware t...
8775	Kagz Treez Replacer	Models and Textures	MMH	56-3090	Kagz aka Kagrenac	2009-05-12	This mod gives you four of my retextured trees, in place of the following, flora_tree_ac_01 flora_tree_ac_02 flora_tree_ac_03 flora_tree_AC_04 I think my trees bring more colour and look more alive. You will have to be the judge of that.
8774	Kagz Treez	Models and Textures	MMH	56-853	Kagz aka Kagrenac	2009-04-06	This mod brings my retextures to these trees flora_tree_ac_01 flora_tree_ac_02 flora_tree_ac_03 flora_tree_AC_04 Only Morrowind is Requ. This Mod cleaned with TESAME.
8773	KAGZ GRASS REPLACER V3.0	Models and Textures	MMH	56-3071	Kagz aka Kagrenac	2009-05-12	This is an update of the original mod, which now includes a choice of three colours. Alright this is my little grass replacer mod. I say little because it consists of only two textures,nothing else. No ESP or anything. Its really soft looking and gives a very magical atmosphere to the...
8772	KAGZ Grass Replacer 1.0	Models and Textures	MMH	56-3163	Kagz aka Kagrenac	2009-05-12	Alright this is my little grass replacer mod. I say little because it consists of only two textures,nothing else. I have always wanted grass in my game, so much so that i got models and made a mod. Only to find out later on, the poly number would kill most folks machines. So i have been expe...
8771	Kagz Eggz	Models and Textures	MMH	56-793	Kagz aka Kagrenac	2009-04-06	This is a modders resource, that gives you 24 different colour Eggs to use.I have retex.CAITS chicken eggs as well as the Kagouti eggs. You can find the eggs under the ingredients tab. Only Morrowind is requ.
8770	K Potion Upgrade v1.3	Models and Textures	MMH	56-2752	Schwa	2009-04-24	New potion bottles for all potions in game. Some are glass/metal (with bubbles), some are ceramic and clay. Each value of potion has 6 colors of liquid based on the school of magic it belongs too. Potions have been renamed to sort in inventory by type. Bargain potion of Healing would ...
8769	Jury-rig Wraithguard Replacer JWR	Models and Textures	MMH	56-13179	Alaisiagae	2009-01-18	Offers a variety of replacers for the Jury-rig Wraithguard. Details ===== While working on an upgrade to my AIM mod, the issue regarding the jury-rig Wraithguard came up. Some people wanted it to be left-handed and look like Wraithg...
8768	Junkmail's Pants BB 2.0	Models and Textures	MMH	56-7059	Junkmail	2012-07-26	Adds 2 pairs of Better Bodies pants to the Census & Excise Office.
8767	Junk	Models and Textures	MMH	56-11710	Asylum, Teli	2012-09-20	This plugin adds various junk to the editor like the broken bottles, barrels, ladders etc. Models and textures are completely made by Asylum and Teli.
8766	Js Iron swords Reskin v1.0	Models and Textures	MMH	56-10176	DzeI aka J	2005-11-14	This mod replaces the old iron sword textures with brand new ones. -Includes new icons for the Longsword,shortsword and claymore.
8765	Joyful Morrowind World v1.51	Models and Textures	MMH	56-12151	Max a.k.a. ~Nobody~	2013-02-01	Replaces the normal world textures with more saturated & clear ones. Generally, like "Spring" Plugin.
8764	Joyful Morrowind World Skypack v1.09	Models and Textures	MMH	56-12149	Max a.k.a. ~Nobody~	2013-02-01	This plugin improves some of the skies in Morrowind by improving the colors and the contrast.
8763	Joyful Morrowind Creature Pack v0.9	Models and Textures	MMH	56-12150	Max a.k.a. ~Nobody~	2013-02-01	Replaces the normal creature textures with more saturated, clear and sharp ones.
8762	Journal, Books & Scrolls	Models and Textures	MMH	56-12824	Keazen	2008-07-21	This mod replace the paper texture for the journal, books & scrolls.
8761	Journal, Books & Scrolls	Models and Textures	MMH	56-11796	Keazen	2012-11-09	This mod replace the paper texture for the journal, books & scrolls.
8760	Jjiinx's New Loading Screens 2	Models and Textures	MMH	56-11263	Jjiinx	2007-05-25	I was very tired of the default loading screens since my computer is slow as dirt and the Xbox version has uber slow loading times, so I decided to make a pack of loading screens to replace all the original ones with prettier ones. This way the load...
8759	Jjiinx - Alternate Loading Screens	Models and Textures	MMH	56-11231	Jjiinx	2007-05-10	This mod replaces the boring loading screens on the Xbox/PC versions of Morrowind with new and exiting ones!
8758	Jericho's Better Soul Gems v2.0	Models and Textures	MMH	56-14319	Jericho, Lokichan	2011-06-14	Hello again Modding Cats! I bring to you the alternate version of Jericho's Better Soul Gems 2.0! This highly detailed and beautifully crafted set of soul gems have reflective properties, and are so exquisite they keep their depth at max zoom in TCS. You can find the orig...
8757	Jericho's Better Soul Gems v1.0	Models and Textures	MMH	56-14318	Jericho, Lokichan	2011-06-14	Hello mod cats Today I am happy to present to you a beautiful mod from the Russian modding community known as Better Soul Gems. Jericho created these meshes and textures to replace the vanilla soul gems of Morrowind. It is a simple but beautiful bug free soul gem re-placer, and we bo...
8756	Jarrodd's New Texture Mod v1.0	Models and Textures	MMH	56-14876	Jarrodd	2013-07-23	This mod is a retexture mod that replaces almost all of the ground textures and some wall, floor, wood, and item textures.
8755	Jarrodd's New Texture Mod Update	Models and Textures	MMH	56-3052	Jarrodd	2009-05-12	This is an update to my mod "Jarrod's New Texture Mod v1.0" you need that for this update, it is available here. this mod update fixes a few problems in my original mod such as, got a texture mixup in diagon fel (the dirt texture). made the ashlands ground texture darker to fit into the...
8754	Jarrodd's new texture mod	Models and Textures	MMH	56-15089	Jarrodd	2013-12-05	This mod is a retexture mod that replaces almost all of the ground textures and some wall, floor, wood, and item textures.
8753	Jarrodd's Imperial Texture Pack v1.0	Models and Textures	MMH	56-7027	Jarrodd	2012-07-25	This mod replaces the textures for almost all imperial castle buildings in Morrowind with extremely better looking textures than the originals. Each texture is made with an extremely large amount of detail in them so that they make the castles look real. Have fun, hope you enjoy this pack!!
8752	Jarrodd's Bloodmoon texture pack v1.0	Models and Textures	MMH	56-7026	Jarrodd	2012-07-25	This mod retextures all of the land in the Morrowind expansion Bloodmoon. The textures included here are very realistic and will be sure to enhance your time at Solstheim. The pics explain the rest. As with my Morrowind texture replacer mod I recommended atleast a 64mb graphics card for this...

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
8751	Jade Plant	Models and Textures	MMH	56-14721	Archeopterix	2013-05-11	Archive includes: 1 obj file 1 3ds file 4 Textures will need some work before its usable in-game.
8750	Jade Daedric interior/exterior recolor	Models and Textures	MMH	56-10046	DonnerGott	2012-09-03	A modder's resource recolor of the Daedric interiors, exteriors, lights and doors to a dark green. This is not a texture replacer. It does not include recolored Daedric statues. There is an ESP with everything loaded, as well as a small sample interior just southwest of Bal Isra.
8749	Jack Sparrow and Britney Spears	Models and Textures	MMH	56-13009	Arkann	2008-11-10	OK, there is no link at all between Britney Spears and Jack Sparrow, but I found two Hi-Res images of them, so I used them to make face textures... :-> THIS IS ONLY A MODDER RESOURCE, NOT A MOD!
8748	Ivy and Stone Cottage Texture Replacer	Models and Textures	MMH	56-12088	Korana	2012-12-19	This is a texture replacer that replaces the cottage/common house textures.
8747	Iron Ladle Replacer	Models and Textures	MMH	56-12914	melian	2008-09-05	This is a simple replacer for the iron ladle mesh and texture: no esp needed and no requirements other than Morrowind. It's admittedly a bit on the high-poly side for a random piece of junk (3524 tris), but it doesn't give any problems on my (relatively low-end) system so...
8746	Irmekroache's Retexture for Vality's Ascanian Isles Speedtree	Models and Textures	MMH	56-12541	Irmekroache	2008-02-17	Replaces the original textures of Speedtree mod that Vality releases. I was unhappy with the way every leaf had the same lighting in a tree. So I made the texture to fool you thinking there is (good) shading in the leaves. I am very proud of this mod, it makes the game look somewhat l...
8745	Irashi-ru Elves Race	Models and Textures	MMH	56-7714	Geonox	2005-04-27	A new race for Morrowind, the brown skinned Irashi-ru Elves. This mod only adds one male face and hair piece to the game. It comes with a better body, body mesh by [url=http://www.psychodogstudios.net" target="_blank[/img]Psycho Dog Studios/[url].
8744	Incense	Models and Textures	MMH	56-14719	Archeopterix	2013-05-11	Modders Resource: Incense (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 (...)
8743	Improvified Morrowind Main Menu	Models and Textures	MMH	56-12663	Wobbu	2008-04-12	All this is is a simple texture replacement for the main menu of Morrowind. The blurriness of the original bothered me, and though there's another texture that does the same, it didn't fit in that well with the rest of the game, or the little menu movie. So, I took the texture, fixed ...
8742	improved_mesh_improved_table	Models and Textures	MMH	56-15109	Wollibeebee	2013-12-24	Improved Mesh Improved Table woll! The Dunmer 03 Table mesh replaced by Mesh Improvements17 was sort of broken; the top floated in mid-air due to (I believe) it being smoothened to much (It's in MSGO 2.0 if you want to check for yourself) I just widened it out a wee-bl...
8741	Improved Riding Horse Fullrest Edition	Models and Textures	MMH	56-15061	Akavir	2013-11-15	These are new realistic models for the horses of Pegas Horse Ranch by the Russian artist Akavir.
8740	Imperial Wayshrine	Models and Textures	MMH	56-6667	Tarius	2011-01-29	This is basically a resource of an Imperial Wayshrine. There are 2 peices, the wayshrine platform, and the wayshrine altar. In the showcase file, I made the platform a static and the altar an activator, although no script has been added to it(I can almost guarantee a script will be written later on...
8739	Imperial Texture Replacer (Wood)	Models and Textures	MMH	56-11492	Galuf	2007-08-31	This mod replaces the Imperial Textures with High Res wooden ones so the forts now look like 1800's circa style and add more comfort to the interiors. Makes it more homey. :)
8738	Imperial Fort Gray Retexture	Models and Textures	MMH	56-12640	pc_gamer	2008-04-01	This simple retexture changes Connary's textures from the more brownish look to a more grayish look from the original game. This retexture keeps the default resolutions of the textures. Connary's textures are not needed as the textures will still be there, but is highly recommended fo...
8737	Imperial City Texture Replacer	Models and Textures	MMH	56-2323	Carnajo	2009-04-24	ImperialTexture Replacer by Carnajo ( aka Petro ) This mod tries to make Imperial Cities, for example Seyda Neen, Caldera and Ebonheart look a bit more interesting and detailed, adding variety, without changing the feel of morrowind. INSTALLATION All you have...
8736	Imperial City Texture Replacer	Models and Textures	MMH	56-3176	Carnajo	2009-05-12	ImperialTexture Replacer by Carnajo ( aka Petro ) This mod tries to make Imperial Cities, for example Seyda Neen, Caldera and Ebonheart look a bit more interesting and detailed, adding variety, without changing the feel of morrowind. INSTALLATION All you have...
8735	Illy's Redguards	Models and Textures	MMH	56-13408	Illuminiel	2009-05-12	This is a head and hair mod for playable Redguards. There are 6 males and 6 females with some new hairstyles. I hope you enjoy playing with them as much as I did making them. Meshes by Rhedd, Robert, Ren, Mylochka, Gorg. Textures by Illuminiel, Ren, Mylochka
8734	Illy's Bretons	Models and Textures	MMH	56-14184	Illuminiel	2010-12-30	Playable Breton faces with correctly sized hairs Heads by Rhedd - refined by Robert, textured by Illuminiel Hairs by Ren - resized/recoloured by Illuminiel Changelog:Due to an incorrect texture path for the female # 2 head I have added a sing...
8733	Illy's Asian Bosmer	Models and Textures	MMH	56-13412	Illuminiel	2009-05-14	This is an Asian theme mod which provides playable male and female faces and hairs for the Bosmer race based on Asian Celebrities. There are 6 males with 6 hairs and 6 females with 6 hairs. Meshes are by Rhedd, Robert, Mylochka and Ren. Textures are by Ren, My...
8732	Illy's Altmer	Models and Textures	MMH	56-14183	Illuminiel	2010-12-30	Six male and six female playable High Elf faces along with a few correctly sized hairs. Heads by Rhedd - refined by Robert, textured by Illuminiel Hairs by Ren - resized by Illuminiel some recolours by Illuminiel
8731	Illy's Akatosh	Models and Textures	MMH	56-14279	Illuminiel	2011-04-14	A simple texture makeover of Akatosh to make him look - well more like a Dragon actually. This mod replaces the dragon statue textures and the original dark purple texture for the obelix which he is entwined around.
8730	Illuminated Books v1.0	Models and Textures	MMH	56-6038	Connary	2012-01-20	ILLUMINATED BOOKS By Connary This mod changes the textures for all the books in Morrowind to look a more hand made medieval codex. This mod put the textures in the same order(disorder) original Bethesda's textures do. This dont change every texture cust...
8729	Illuminated Books LGNPC v1.0	Models and Textures	MMH	56-6040	Connary	2012-01-20	by Connary This is a texture replacer for the book bindings covering all the book references appeared in the Ignpc mods. Vivec redoran --GOS book 3 Secret Masters--GOS book 1,2,3,4,7,8 Pax Redoran-- GOS book 3,4,5,6,7,8, Red book and Red book V2, PA book referen...
8728	Iccave Tilesset v1.0	Models and Textures	MMH	56-3175	TextureFreak aka Texture Freak	2009-05-12	This mod is for modders only. I retextured an entire cave tilesset with a new ice 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. The .esp file only...
8727	Ice Blade of the Monarch - Replacer	Models and Textures	MMH	56-11673	Oriphier	2012-09-13	This mod replace the old Lo-res "Ice blade of the monarch" with a brand new one ( new model, new hi-res texture, reflection and bump map ). PS.Many thanks to AnOldFriend and Pain Killer rider for their technical help with bump and stuff!
8726	Human Hair Styles	Models and Textures	MMH	56-9913	Andy!	2005-07-29	This Mod contains all the hairs used in my dark elf hair pack, with human ear meshes. I have included in the extras folder a redguard texture, for those who wish to use a different race. The hair meshes are meant to fit Rhedd's nord male mesh and those with similar s...
8725	Hlaalu Texture Replacer Yellow Marble	Models and Textures	MMH	56-3136	Carnajo	2009-05-12	HlaaluTexture Replacer by Carnajo ( aka Petro ) This mod tries to make Hlaalu Cities, like Balmora and Suran look a bit more interesting and detailed, without changing the feel of morrowind. INSTALLATION All you have to do is copy all the files to your morrow...
8724	Hlaalu Texture Replacer Low Resolution Version 1.0	Models and Textures	MMH	56-3159	Szazmyrr3	2009-05-12	This mod will replace all the Hlaalu textures with high-resolution ones. The goal of this mod is to make all the Hlaalu textures high-resolution while sticking to the same look that was in the original game. Note: This is the LowRes version, so even though the textures are still twice as large as...
8723	Hlaalu Texture Replacer High Resolution Version 1.0	Models and Textures	MMH	56-3092	Szazmyrr3	2009-05-12	This mod will replace all the Hlaalu textures with high-resolution ones. The goal of this mod is to make all the Hlaalu textures high-resolution while sticking to the same look that was in the original game.
8722	Hlaalu Texture Replacer Green Marble	Models and Textures	MMH	56-3119	Carnajo	2009-05-12	HlaaluTexture Replacer by Carnajo ( aka Petro ) This mod tries to make Hlaalu Cities, like Balmora and Suran look a bit more interesting and detailed, without changing the feel of morrowind. INSTALLATION All you have to do is copy all the files to your morrow...
8721	Hlaalu Texture Replace Red Marble	Models and Textures	MMH	56-3089	Carnajo	2009-05-12	HlaaluTexture Replacer by Carnajo ( aka Petro ) This mod tries to make Hlaalu Cities, like Balmora and Suran look a bit more interesting and detailed, without changing the feel of morrowind. INSTALLATION All you have to do is copy all the files to your morrow...
8720	Hlaalu Retextures	Models and Textures	MMH	56-10629	TYS	2006-06-18	TYS Hlaalu Retextures by TYS (The Younger Scroll) --- This pack contains 3 separate Hlaalu retextures, 2 purple-ish and one red. To install them, simply choose your pack and copy the files into your Data Files\Textures folde...
8719	His Hands	Models and Textures	MMH	56-10128	Aragorthen Gonderi	2005-09-07	It always bothered me that Vivec had no guards. Almalexia had Her Hands and Sotha Sil had his Imperfect but what did Vivec have? Nothing. This adds 5 guards to the Palace Of Vivec, they all have powerful Armor and a Retextured Daedric LongSword with a powerful en...
8718	HiRez Heraldry	Models and Textures	MMH	56-15375	Saint Jjub	2015-07-19	Hi resolution texture replacers for 3 heraldry related textures.
8717	High Poly Candles v0.1	Models and Textures	MMH	56-14828	AnOldFriend	2013-06-19	A pluginless replacer for Morrowind's candles.
8716	High Poly Artifact Mesh Replacer	Models and Textures	MMH	56-10654	blake.	2006-07-01	This replaces the models of: Helm of Oreyen Bearclaw Iceblade of the Monarch Crosier of St Lloth Staff of Hasedoki Cleaver of St Felms Mehrunes Razo...
8715	High Elves Replacer	Models and Textures	MMH	56-13267	bissqit	2009-02-21	In my first mod, I've replaced Altmer bodies and heads and hair. It also changes texture of hands in 1st person view. However, it works only with better bodies peanut gallery version. In the future i will make for another versions. Big thank for Motoki, Kateri, Rhedd, Silaria, U...
8714	Hi-Res Telvanni Textures v2.0	Models and Textures	MMH	56-10572	Plangkye	2006-05-02	I'd always wanted a good Telvanni texture replacer, but all the ones I could find changed the appearance far too drastically for my tastes. And thus, I made my own, which stays truer to the original Bethesda textures, with a little bit of interpretation on the pod walls and tower exteriors. ...

Id	Name	Category	Site	Link	Author	Date	Description
8713	Hi-Res Tattoos for Vanilla Races (Nord) v1.2	Models and Textures	MMH	56-6833	Mel	2012-01-15	This is a collection of simple upper and lower back high-res tattoo sets for Vanilla races, currently only Nord is available. I will add more races, styles, UV mapping and asymmetry later if there is a positive response. This is my first attempt at modding so please don't hesitate to r...
8712	Hi-res Recolored Armor and Weapons	Models and Textures	MMH	56-13228	Tealpanda	2009-02-04	This is a set of new textures for Curry Monkey's recolored weapon and armor mod (Daedric/Glass). This won't do anything without his plugin (see required mods below). This mod currently contains a new set of textures for the purple daedric armor and weapons contained in C...
8711	HendalfGold	Models and Textures	MMH	56-9535	Hendalf	2004-05-03	This plug-in will replace the original models and textures of imperial coins with the better ones, looking like a real gold. The dragon appears at the heads of coins. The dragon is said to be the symbol of Tyber Septim, who's face is on the reverse of coin. The gold...
8710	Hendalf Gold v1.3	Models and Textures	MMH	56-13375	Hendalf	2009-04-13	Replaces the original models and textures of Imperial coins with the better ones. One side has a dragon while the other has the face of Tiber Septim. If you like "shiny" gold, this is the mod for you. Changelog:Changes from version 1.2: new textures, re...
8709	Hendalf Gold	Models and Textures	MMH	56-11971	Hendalf	2012-11-15	This plug-in will replace the original models and textures of imperial coins with the better ones, looking like a real gold. The dragon appears at the heads of coins. The dragon is said to be the symbol of Tyber Septim, who's face is on the tails of coin. The golden coins of the Empire are called...
8708	Helms OF Sight v2.0	Models and Textures	MMH	56-12344	Deamon2000, Hollow_Fang	2013-03-18	Helms OF Sight 2.0 FINAL VERSION (unless errors occur):P no longer need both esp's fixes the iron helm bug (hopfully) second try works tested on only 1 pcs now requires Tribunal by request the Morhnhold royal guard helm Change Log: iron he...
8707	HELMS OF SIGHT v1.0 & v1.5 patch	Models and Textures	MMH	56-10673	Deamon2000	2006-07-13	Changes the stock full helm meshes that had only black spaces were as you should see the wearers eye. Now you can. Patch adds 3 new helms and Fixes missing meshes Changelog:fixes enchanted helms i missed to assign proper mesh to. adds 3 more helms a ste...
8706	Helm of Tohan - Replacer	Models and Textures	MMH	56-13422	Misty Moon	2009-05-18	Changes the look of the Helm of Tohan.
8705	Heads by swrdphantom	Models and Textures	MMH	56-11051	swrdphantom	2007-02-10	These are several heads that I've made over time (one male, twelve female). No plug-in is included, just the meshes and textures.
8704	HD Architecture Meshes	Models and Textures	MMH	56-6854	Colt17	2012-03-03	HD Architecture Meshes (HAM) by Colt17: HAM 1 - Redoran (Exteriors only) HAM 1/2 (Optional) - Windows Glow Redoran (HD meshes for Windows Glow by Max a.k.a. ~NOBODY~) HAM Skar (Classic) - new model and HD textures for Emperor land-crab. Original textures by Connary (Connary'...
8703	Guns in the World	Models and Textures	MMH	56-12649	rik1626	2008-04-05	Adds guns into the world and other stuff a new race and armor+weapons youll find Riki(me)in balmora and gun seller too there read the read me for info how to kill me.If you found some errors contact me my email is Rikkikas62@hotmail.com
8702	Guide Maps	Models and Textures	MMH	56-6041	Connary	2012-01-20	Texture replacer for the guide maps added for the STA guides_to_replacer mod Autor: Stalker STA guides_to_replacer needed
8701	Guarskin Drum Replacer	Models and Textures	MMH	56-6699	Alaisiagae	2011-03-12	Gives the guarskin drum a unique model. Details ===== This mod gives the guarskin drum a new model that uses a - surprise! - guarskin texture. Same mesh as misc_de_drum_02.nif, so there should be no oddities in the game world (i.e. f...
8700	Green Marble Mournhold	Models and Textures	MMH	56-11859	Plangkye	2012-11-11	A simple texture replacer for Mournhold. The textures are mostly similar to the original ones, but they are much higher res. No .esp needed.
8699	Grass Replacer for Morrowind Grass Mod	Models and Textures	MMH	56-6274	Shade the Bandit	2009-09-21	Grass Replacer for Vality's Grass Mod -- assembled by Shade the Bandit What it does ----- This mod is a simple replacer for the grass meshes in Vality's grass mod. ...
8698	Golgotha's Faces	Models and Textures	MMH	56-8655	Golgotha	2005-02-11	Adds 9 new female faces, 4 Breton and 5 Nord.
8697	Golden Saint Replacer v1.0	Models and Textures	MMH	56-10986	Psymoniser	2007-01-13	With the release of Westly's Better Bodies Golden Saint Race, he kindly gave me permission to make a replacement for the stock creature. Just like with my Creature edition of the Vivec God Replacer, this combines the BB files for the Golden Saint Race in to one file to replace the stock creature ...
8696	Golden Gold & Shining Gold	Models and Textures	MMH	56-12548	Arcimaestro Antares	2008-02-21	2 mods are included in this download. In Morrowind, the gold coins look too green. These mods (Golden Gold & Shining Gold) change the textures and icon of the gold coins with more golden ones.(meshes, textures and icon are provided. You...
8695	Goldbrand/Eltonbrand replacement	Models and Textures	MMH	56-9347	Unknown	2005-04-18	Replaces goldbrand & eltonbrand with a new mesh, textures are contained within the .nif.
8694	Gold Statue Replacer	Models and Textures	MMH	56-258	Astion	2009-04-06	The Gold Statue Replacer is a texture replacer. It replaces the textures of all Daedric statues in the game with gold leaf textures. In addition, it glowmaps the eyes of the "Talker" statues (The ones that give you quests), making them burn in different colours.
8693	Gold Statue Replacer	Models and Textures	MMH	56-1246	Astion	2009-04-06	Gold Statue Replacer     V1.0   _____   By Astion &#...
8692	Glowmapped Staff of Magnus and Daedric Crescent Blade	Models and Textures	MMH	56-5752	Spirited Treasure	2011-10-04	I discovered the Staff of Magnus and the Daedric Crescent blade.. Beautiful weapons. I decided they needed to be glowmapped, so I did. This is very simply a mesh and texture replacer. No esp is needed. I thought this came out very well. =====...
8691	Glowmapped Head NIFs v1	Models and Textures	MMH	56-11713	Regan	2012-09-22	24 NIFs, some with fangs, some with animated glowmaps, for your modding pleasure. I'll be adding additional heads as separate downloads when they're available. Please note: Both the SceneImmerse viewer and NIFTtexture will refuse to open the animated glowmap models, you'll need a hex editor to do ...
8690	Glass Weapon Enhancer	Models and Textures	MMH	56-11725	Ghostnull	2012-09-30	Since these weapons are now reflective, enchanted weapons will overwrite the reflection-mapping and return to the plastic-look. Using a No-Glow mod will not fix this either. Simply delete the new meshes if this bothers you.
8689	Glass Claymore Replacer	Models and Textures	MMH	56-7686	Kelnis, aka JinAtsuko	2004-06-20	This mod replaces the rather bland, chystaline version of the glass claymore, with a more smooth, adequete texture. i will only release a second version(with all the retexed glass weapons), if i get some positive feedback. More info in the readme.
8688	Geonox's Imperial Building Pack	Models and Textures	MMH	56-6981	Geonox	2012-07-22	A resource pack which adds four new imperial buildings in the editor. This is a resource pack so you have to place the buildings ingame yourself. The screenshots are taken in the editor on a test island which is not included in the plugin.
8687	Gemini's Realistic Windows Glow Re-texture	Models and Textures	MMH	56-14402	Daddy_Gemini	2011-11-28	Replaces the window textures for use with the Windows Glow mod for Morrowind, which you'll need to have installed for this mod to work correctly. I've always found Windows Glow and the re-textures that I've seen of it could be more realistic, so I decided to make my own windows which are toned do...
8686	Gemini's Realistic Snowflakes	Models and Textures	MMH	56-6813	Daddy_Gemini	2011-11-11	Replaces the snowflakes for Morrowind, which lacked detail and all looked the same. The new snowflakes are made from scratch to have a more organic texture which allows you to see many individual flakes and to also have more depth, which makes traveling in Solstheim much more inviting and realist...
8685	Gemini's Better Crosshair - Golden Cross v1.3	Models and Textures	MMH	56-6807	Daddy_Gemini	2011-11-04	Replaces the crosshair for Morrowind, which I found distracting and out of place. The new crosshair is in the same style, but made from scratch to be smaller with a smooth golden texture, which compliments the look of the game's menus and mouse pointer much more. I then applied a little transpare...
8684	Gem Replacer	Models and Textures	MMH	56-13636	VagabondAngel	2009-08-29	Just a little mesh replacer for Soulgems and Ingredient gems (diamond, emerald, and ruby). All the new meshes are 20% transparent and have coloured reflection maps to simulate sparkling gem facets. There is no .esp (Plugin) file with this mod - it is just a mesh replacer...
8683	Gem Replacer	Models and Textures	MMH	56-11979	VagabondAngel	2012-11-15	Just a little mesh replacer for Soulgems and Ingredient gems (diamond, emerald, and ruby). All the new meshes are 20% transparent and have coloured reflection maps to simulate sparkling gem facets.
8682	Gardeners of Morrowind	Models and Textures	MMH	56-12148	ZerotheHero, Slowride, Black	2013-02-01	This Mod was started by ZeroThe Hero and then he handed the mod to the Gardener's of Morrowind. This plugin replaces the standard Morrowind tree meshes with trees meshes the community has created. This Plugin replaces the default tree meshes in the Grazeland...
8681	Galleon Sail's	Models and Textures	MMH	56-14956	Mercury	2013-08-30	These are Mercury's sail retextures for Dongle's Galleon that is used in the Sell n Sail Galleon mod
8680	Fusion Weapons	Models and Textures	MMH	56-9166	Joel Braddock aka Mantodea	2005-05-04	Fusion weapons: A claymore, spear, and shortsword with stats comparable to Dwemer weapons, but with 100 points of enchantment each. Fusion off-hand: An off-hand version of the Fusion Shortsword, also with 100 points of enchantment.
8679	Furniture Resource v1.0	Models and Textures	MMH	56-12255	Nicholiathan	2013-03-01	This is a modder's resource providing: 3 options for each of 5 desks. 2 folio sized shelf models. 1 book case frame with 4 options for openable doors. All of these models are designed with the intention that they should look as if...
8678	Fur Pelt Retexture	Models and Textures	MMH	56-15370	SYMBIOTE DINOSAUR	2015-07-10	These are retextures of the pelt rugs in Bloodmoon, they are based off of Photos I took of fur. They should also be the same resolution as the vanilla textures so you shouldn't experience any performance loss. INSTALLATION: to install this mod just download it then extract the zip...
8677	Funkys Crosshairs	Models and Textures	MMH	56-3073	Richard Beveridge (thefunky1/thefunkylene)	2009-05-12	--- Funkys Crosshairs For Morrowind Created by Richard Beveridge (thefunky1/thefunkylene) --- Index: 1)...
8676	Full Glass Armor Retexture	Models and Textures	MMH	56-14054	Kaucukovnik	2010-08-28	This is a higher resolution retexture of Hellwolve's full glass armor I've made at request. You still need the original mod, because this package contains only the textures. I have used Darknut's armor textures to recreate the original ones. ...

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8675	Fresh Faces II	Models and Textures	MMH	56-14365	Illuminiei	2011-09-17	A photo-realistic plugin-less replacer for the faces and hairs of Morrowind. No esp required. Introducing some previously unreleased hair meshes and textures created especially for this mod by Mandamus Head meshes by Robe...
8674	Fresh Faces	Models and Textures	MMH	56-13181	Illuminiei	2009-01-18	This is a very simple mod that adds some playable faces and hairs. There are some female Bretons and Woodelves and 2 male Bretons. I've always enjoyed playing as Bretons and Woodelves as they require a more careful and thoughtful approach to starting the game than charging out as a Redguard tanke...
8673	Frankenfell Cathedral Benches texture patch	Models and Textures	MMH	56-4962	Nick, Bob Smolders	2009-05-12	Installation: Extract the file to your Morrowind/Data Files/Textures directory and overwrite. Enjoy the mod! Nick and Bob Smolders For more information about the Frankenfell mod, visit our site: www.frankenfell.tk
8672	Fractal Cloth Part 1	Models and Textures	MMH	56-12800	Kzinistzerg	2008-06-29	Fractal Cloth aims to retexure most of the non-clothing cloth in Morrowind. Part 1 covers the bedcovers and the pillow. Changelog:Version 1.0: Created Textures
8671	FOR SPANNER ONLY	Models and Textures	MMH	56-899	Unknown	2009-04-06	
8670	Foliage Season v1.2	Models and Textures	MMH	56-11914	ayse	2012-11-14	This mod changes the colors of leaves based on the season in Ascadian Isles, Bitter Coast and Grazelands. Sakura in springtime (only in Ascadian Isles), red/yellow leaves in autumn, leafless trees in winter.
8669	Flora Glow 1.0	Models and Textures	MMH	56-5015	Nigedo, Max_aka_NOBODY	2009-05-12	===== Flora Glow ===== By Nigedo & Max aka NOBODY Version 1.0 / 21 July 2004 Requires Morrowind only, but was constructed using TESCS 1.3 (associated with Morrowind patched to version 1.6.1820). De...
8668	Flora Glow	Models and Textures	MMH	56-8264	Nigedo, Max a.k.a. ~NOBODY~	2005-04-16	This mod replaces the original Bethesda models for Morrowind's luminous flora with versions of the same models that have been glowmapped, giving each individual plant its own true luminosity. The plants replaced are: Luminous Russula, Draggie Tail and Violet Coprinus.
8667	Flask Replacer	Models and Textures	MMH	56-5824	Qarl	2011-10-07	Replaces the four flasks in Morrowind with better meshes and textures. The models are the same size, shape and position so they seamlessly replace the old ones.
8666	Flame Atronach Texture Replacer	Models and Textures	MMH	56-10835	swrdphantom	2006-10-12	Adds modified textures to flame atronachs giving them a more chiseled look.
8665	Fixed BB Meshes	Models and Textures	MMH	56-6028	Liztail	2012-01-06	This is Liztails Fixed BB Meshes. It contains... bb_fixed_skel ude\bb_skinf.br.nif bb_fixed_skel ude\bb_skinf.de.nif bb_fixed_skel ude\bb_skinf.he.nif bb_fixed_skel ude\bb_skinf.im.nif bb_fixed_skel ude\bb_skinf.no.nif bb_fixed_skel ude\bb_s...
8664	Fit Body Textures for Better Bodies	Models and Textures	MMH	56-11353	Westly	2007-07-08	This mod is a texture replacer for the mod Better Bodies which developed from a desire to make body textures that correspond with the artistic direction my head packs while being compatible with other head packs as well. The textures are high resolution &...
8663	Fishcakes Bike	Models and Textures	MMH	56-12037	Fishcake-ME	2012-11-25	===== Installation just unzip all the files in their correct place eg *place the icons pictures into your /data files/icons directory *place the mesh from inside the meshes folder into /data files/meshes *place bike esp straight into /data files =====
8662	Finishing Touch Textures	Models and Textures	MMH	56-10653	T_TFinalFantasy	2006-06-30	A bunch of little things to add to textures like gold pinstripe (don't laugh, it looks cool) the files are much bigger than they need to be so you can resize as you need. Also included are camo background textures; you'll have to crop them (see read me) Changelog:1.0 i...
8661	Finger rings for Morrowind!	Models and Textures	MMH	56-5664	Spirited Treasure and Axel	2011-08-04	Finger rings for Morrowind! This is a modders resource. Have fun! Use as gloves or hand replacers. They work fine either way.. ****You will need to assign your race's texture in Nifscope.*** Meshes: Axel Textures: Spirited Treasure Credits: Rachel at Ambiance for al...
8660	FIMs Better Spell Effects v1.0	Models and Textures	MMH	56-14229	F.I.M.	2011-03-01	this replaces almost all spell effect textures i dont want call it a final release yet, the fire textures are gonna be updated for sure, some day.. SCREENSHOT INFO: on the left side is the replacement on the right the original !
8659	FIDEL'S UNDERWATER PALACE TILESET	Models and Textures	MMH	56-5823	Erstam	2011-10-07	----- FIDEL'S UNDERWATER PALACE TILESET (spli...
8658	Fenrya13's Daedric Revamp	Models and Textures	MMH	56-10808	Fenrya13	2006-09-21	This is a total Daedric Architecture replacer. It replaces all stock Daedric meshes and textures except statues when active. With all the replacers out there; I decided it was time to show the Daedra some love too.
8657	Female Wood Elf Head	Models and Textures	MMH	56-8681	Sandra Andersson	2003-02-24	This MOD provides one playable female Wood Elf (head and hair). Original Textures and Meshes by Rhedd and Allerleirauh modified by myself. See readme for info
8656	Female wood elf asian head	Models and Textures	MMH	56-7748	Drakron	2004-07-04	This mod adds a new female wood elf head. The texture was done by Pantherx some months ago before he vanished from the community.
8655	Female Nord Head	Models and Textures	MMH	56-8843	Sandra Andersson	2003-05-15	This MOD/Plugin installs one playable female Nord (head and hair).Original Textures and Meshes by Rhedd and Allerleirauh. See readme for info
8654	Female Imperial Head	Models and Textures	MMH	56-8691	Sandra Andersson	2003-03-03	This MOD installs one playable female Imperial (head and hair).Original Textures and Meshes by Rhedd and Allerleirauh. See readme for info.
8653	Female Hair Pack: Old Lady	Models and Textures	MMH	56-9586	Gorg	2005-04-17	This plugin provides a new hairstyle for older female Bretons, DE, HE, Imperial, Nord, Redguard, and WE's.
8652	Faylynns Imperial Fireplace Replacer v1.0	Models and Textures	MMH	56-7244	Faylynn	2012-08-14	This needs no esp as it is only a texture replacer. After downloading, extract this mod in your Morrowind Data Files Directory. This mod contains only textures, copy these textures and place them loose in your Morrowind Data Files/Textures directory. To remove...simply reins...
8651	Faylynn's Signs v1.0	Models and Textures	MMH	56-7165	Faylynn	2012-08-03	This mod replaces the textures of the exterior signs for traders, inn , mage and fighters guilds. This is a retexure of the signs (not banners) for the following: Alchemy Armorer Clothier Fighters Guild Mages Guild Pawn Shop Tavern...
8650	Faylynn's Signs & Banners v1	Models and Textures	MMH	56-10270	Faylynn	2005-12-13	This replaces the vendor signs & banners in the game. Most of the signs are the same as my "Faylynn's Signs" replacer however I did change a couple so I have included all my signs with the banners as well as a couple of alternates. 1. Two Alternate Alchemist Banners 2. The original Sign for the T...
8649	Faylynn's Regal Mournhold v1	Models and Textures	MMH	56-10594	Faylynn	2006-05-19	This is a retexure of Mournhold. It was my intention to give it a more regal appearance while also using less bright and warmer colors.
8648	Faylynn's Redware & Misc. Retexture	Models and Textures	MMH	56-11274	Faylynn	2007-05-30	This mod retextures the redware, the peachware, the green pot, kwama eggs, drums and the rolling pin. As this mod originally started out to be only for myself and I decided to release it.
8647	Faylynn's Redoran Retexture v1.0	Models and Textures	MMH	56-14645	Faylynn	2013-04-21	The Elder Scrolls III MORROWIND: Mod Name: Faylynns Redoran Texture Replacer Version Number: 1 Category: Texture Replacer Requires: Morrowind Modder: Faylynn Modder Contact: Faylynn46@aol.com ****...
8646	Faylynn's Quilts (Bedcover Retexture) v1	Models and Textures	MMH	56-11332	Faylynn	2007-07-01	This mod retextures the bedcovers in the game making them patchwork quilts. Just a retexure no esp needed.
8645	Faylynn's Psychadelic Hlaalu v1.0	Models and Textures	MMH	56-14643	Faylynn	2013-04-21	The Elder Scrolls III MORROWIND: Mod Name: Faylynns Psychadelic Hlaalu Version Number: 1 Category: Texture Replacer Requires: Morrowind Modder: Faylynn Modder Contact: Faylynn46@aol.com ...
8644	Faylynn's Peachware Retexture v1	Models and Textures	MMH	56-10838	Faylynn	2006-10-14	Just a small simple retexure of the Peachware bowl, Pot (tall), & pot (small). Includes meshes & textures, it does not need an esp. I did not make new icons for these.
8643	Faylynn's Opulent Mournhold Texture Replacer v1.0	Models and Textures	MMH	56-10280	Faylynn	2005-12-14	This is my version of Mournhold "City of Light" "City of Magic" very opulent as I think Almalexia would have it.
8642	Faylynn's Opulent Hlaalu Retexture v1.0	Models and Textures	MMH	56-11856	Faylynn	2012-11-11	This is a retexure of all Hlaalu buldings. An optional tapestry replacer by Leeloo is recommended and included. Only Morrowind is required.
8641	Faylynn's Natural Stone Hlaalu Retexture v1	Models and Textures	MMH	56-10586	Faylynn	2006-05-11	This is a retexure of all Hlaalu buildings in a natural stone texture.
8640	Faylynn's Mournhold The Emerald City v1.0b	Models and Textures	MMH	56-10837	Faylynn	2006-10-14	This is a retexure of Mournhold for those who felt that it should be green. Changelog:Just an update to the readme to include additional credits.
8639	Faylynn's Hlaalu Stone Re-texture v1.0	Models and Textures	MMH	56-14644	Faylynn	2013-04-21	The Elder Scrolls III MORROWIND: Mod Name: Faylynns Hlaalu Stone Retexture Version Number: 1 Category: Texture Replacer Requires: Morrowind Modder: Faylynn Modder Contact: Faylynn46@aol.com ****...

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8638	Faylynn's Hlaalu Brick Retexture v1.0	Models and Textures	MMH	56-12262	Faylynn	2013-03-03	I did this one and a couple others for practice & fun I decided to release it for those who would like to use it in their game. I have included (in a separate folder) Leelo's tapestry retextures as I use them and they go well with my retexture.
8637	Faylynn's Fireplaces Set II v1	Models and Textures	MMH	56-10271	Faylynn	2005-12-13	This gives you 10 different options for how you would like your imperial fireplaces to look. Which ever one you choose will cause all the Grand (Imperial) Fireplaces to take on the chosen appearance throughout the game. Choose wisely grasshopper.
8636	Faylynn's Egyptian Hlaalu Retexture v1.0	Models and Textures	MMH	56-11855	Faylynn	2012-11-11	Another Hlaalu retexture with an Egyptian touch. I have included (in a separate folder) Leelo's tapestry retextures as I use them and they go well with my retexture.
8635	Faylynn's Daedric Texture Replacer 2 v2	Models and Textures	MMH	56-11402	Faylynn	2007-07-26	I downloaded some textures by dividebyzero and instantly thought Daedric so I set about using some of them in this Daedric texture replacer. I started tinkering with changes to the texture colors to get a bit darker look that I envisioned for this. It went perfectly with Qarl's Daedric road textu...
8634	Faylynn's Ancient Velothi Texture Replacer v1.0	Models and Textures	MMH	56-11977	Faylynn	2012-11-15	This is my vision for an ancient city, the home of the living diety known as Vivec.
8633	Fate's Curse	Models and Textures	MMH	56-9005	HappyHannah	2005-05-05	This mod adds a new sword, the legendary Fate's Curse, and a short quest to get it. The sword has good stats but I have tried to balance it. This is my first mod, so I'd like feedback (both good and bad!). The quest begins in the Caldera Mages' Guild.
8632	EYES for MCA	Models and Textures	MMH	56-13569	Phaedrus	2009-08-03	This is a MESH REPLACER for 232 of the head meshes found in Morrowind Comes Alive. It replaces the heads with new head meshes that have EYES that move. The Dremora heads were not done for permission reasons. To install, unzip and place the meshes in your Meshes/ folder, a...
8631	Eyes for Better Heads - Red Dunmer Eyes	Models and Textures	MMH	56-6759	evercharmer	2011-06-27	This is a simple modification of the textures (and a few meshes) that come with EYES for Better Heads. In the original textures, there are two used on Dunmer, one of which is red, and one of which is yellow. While they look good, I like the idea of Dunmer eyes just being red. Knots made a small m...
8630	EYES for Better Heads	Models and Textures	MMH	56-13557	Phaedrus	2009-07-25	This is a MESH REPLACER for 171 of the head meshes found in Better Heads. It replaces all the heads with new head meshes that have EYES that move. One female Bosmer and the Argonians were not done for technical reasons. To install, unzip and place the meshes in your Meshes/BH folder,...
8629	Extreme Textures: Spelleffects	Models and Textures	MMH	56-6131	Masox	2012-04-29	EXTREME TEXTURES (by Masox) Extreme textures save original morrowind atmosphere and make it better This Mod using textures about max size 1024x1024 Spelleffects - Retex...
8628	Extreme Textures: Skies	Models and Textures	MMH	56-6130	Masox	2012-04-29	EXTREME TEXTURES (by Masox) Extreme textures save original morrowind atmosphere and make it better This Mod using textures about max size 1024x1024 Skies - Retex for all skies...
8627	Extreme Textures: Sewers	Models and Textures	MMH	56-6129	Masox	2012-04-29	EXTREME TEXTURES (by Masox) Extreme textures save original morrowind atmosphere and make it better This Mod using textures about max size 1024x1024 or 2048x2048 Sewers - ...
8626	Extreme Textures: Parasols	Models and Textures	MMH	56-6128	Masox	2012-04-29	EXTREME TEXTURES (by Masox) Extreme textures save original morrowind atmosphere and make it better This Mod using textures about max size 1024x1024 or 2048x2048 Parasols...
8625	EXTREME TEXTURES: NewGrassmod - Retex for Grassmod (Standard version)	Models and Textures	MMH	56-11924	Masox	2012-11-14	Extreme textures save original morrowind atmosphere and make it better This Mod using textures about max size 1024x1024
8624	EXTREME TEXTURES: NewGrassmod - Retex for Grassmod (Animated version)	Models and Textures	MMH	56-11925	Masox	2012-11-14	Extreme textures save original morrowind atmosphere and make it better This Mod using textures about max size 1024x1024
8623	Extreme Textures: Menu	Models and Textures	MMH	56-6127	Masox	2012-04-29	EXTREME TEXTURES (by Masox) Extreme textures save original morrowind atmosphere and make it better This Mod using textures about max size 1024x1024 Menu - Retex...
8622	EXTREME TEXTURES: Journal Fix	Models and Textures	MMH	56-11926	Masox	2012-11-14	Extreme textures save original morrowind atmosphere and make it better This Mods using textures about max size 1024x1024 or 2048x2048
8621	Extreme Textures: Imperial	Models and Textures	MMH	56-6126	Masox	2012-04-28	EXTREME TEXTURES (by Masox) Extreme textures save original morrowind atmosphere and make it better This Mod using textures about max size 1024x1024 or 2048x2048 Imperial...
8620	Extreme Textures: Hlaalu v1.0	Models and Textures	MMH	56-6125	Masox	2012-04-28	EXTREME TEXTURES (by Masox) Extreme textures save original morrowind atmosphere and make it better This Mod using textures about max size 1024x1024 or 2048x2048 Hlaalu - ...
8619	Extreme Textures: Dark Caves	Models and Textures	MMH	56-6124	Masox	2012-04-28	EXTREME TEXTURES (by Masox) Extreme textures save original morrowind atmosphere and make it better This Mod using textures about max size 1024x1024 or 2048x2048 Dark cav...
8618	Extreme Textures: Ascadian Isles	Models and Textures	MMH	56-6122	Masox	2012-04-28	EXTREME TEXTURES (by Masox) Extreme textures save original morrowind atmosphere and make it better This Mod using textures about max size 1024x1024 Ascadian Isles - Rete...
8617	EXTREME TEXTURES: Ascadian Isles	Models and Textures	MMH	56-11927	Masox	2012-11-14	Extreme textures save original morrowind atmosphere and make it better This Mod using textures about max size 1024x1024
8616	Extra High Resolution Female Textures for Better Bodies v1.0	Models and Textures	MMH	56-14637	Cappucine, Westly	2013-04-18	This mod is a texture replacer for the mod Better Bodies which developed from a desire by Cappucine to make body textures for the females from high resolution photographs for a more photorealistic aesthetic. Due to some other obligations, Cappucine was not able to finish the textures for a r...
8615	Exquisite Robe Retexture	Models and Textures	MMH	56-12949	Jester_ Flailsworth	2008-09-22	Exquisite Robe Retexture by:Jester_ Flailsworth About: As I played through morrowind I found the vanilla Exquisite Robes to be far to garish and ugly. I could never bring my self to use them even though they were the best ...
8614	Even better female muscles.	Models and Textures	MMH	56-818	Unknown	2009-04-06	
8613	Even better female muscles volume 2	Models and Textures	MMH	56-810	Unknown	2009-04-06	
8612	Esoteric Vfx Resource Pack 2 and Atronach Race	Models and Textures	MMH	56-7169	Oriphier	2012-08-03	This mod allows you to play as a Fire Atronach (Male Only). You can play one as either a race or use it as a set of armor. This mod also works as a resource pack, including brand new meshes such as: Glowing Summoning circle Animated energy columns animated fire col...
8611	Esoteric VFX Pack 1 and Daemon Race	Models and Textures	MMH	56-7170	Oriphier	2012-08-03	This is a resource pack for modders not a real mod, it contains: a new winged Daemon Race only male ( sorry ) a glowing planar summon circle three floating glowing Word circle a glowing animated water ( you have to play the "idle" group )
8610	Esoteric Resource Pack 3 and Two Horror Race	Models and Textures	MMH	56-7168	Oriphier	2012-08-03	This is the third of The Esoteric Resource Pack Series ( the previous were Daemon Race and Atronach Race ); This mod contains: Two horror races ( horrors are masked Daemon with bladed hands and legs) The vfx included are: a column of sparks 4 ne...
8609	Enhanced Sky	Models and Textures	MMH	56-11429	3vil 133t	2007-08-07	this is a retexture of Morrowind's daytime sky with higher resolution textures. it includes: clear sky cloudy sky foggy sky overcast sky rainy sky stormy sky thunderstorm blight storm
8608	Enhanced Signs - Banners & Tapestries 1.2	Models and Textures	MMH	56-11963	Misty Moon	2012-11-15	This texture pack will replace the original signs, banners and tapestries with enhanced and some retextured ones (all still with original motifs). In this version I have added a few tapestries that I overlooked in the previous version, and improved the colors.
8607	Emberwolf's Werewolf Retexture	Models and Textures	MMH	56-13617	Emberwolf	2009-08-22	Note: I (Wolvman) am not the creator of this mod. All credit goes to Emberwolf. I am only uploading this to PES because all of the old links to the mod are now dead. This mod is simply a retexture of the original BM werewolf. It contains both a white and black texture. Ch...
8606	Elrihn's Keep v1.0	Models and Textures	MMH	56-11689	Elrihn	2012-09-17	Hi ! This is my second model for morrowind ! It is a castle ! As you noticed , the file doesn't contain any .esp file ! This is wanted ! In fact you've got meshes to build your castle : so you've got : -the main big mesh called "elrihn/skeep.nif" -3 side towers files calle...
8605	Eleidon's Ward Retex	Models and Textures	MMH	56-10432	Stm13	2006-02-20	A retex of Eleidon's Ward, it has been done in three colors Blue for the heart like things, Gold for the trim, and Grey for the rest. No esp because its just textures.
8604	Elder scrolls	Models and Textures	MMH	56-5742	Connary	2011-10-04	Elder scrolls By Connary Texture replacer for the paper objects like plain paper, notes, parchments and scrolls. INSTALLATION Put the textures into the game directory: .....Bethesda Softworks/Data Files/Textures and click yes to repl...
8603	Elaninde - high elf	Models and Textures	MMH	56-12407	Miss Onatopp	2007-12-01	This mod adds the head of a classic young high elf woman to the game. To play, extract the files into your "Morrowind" folder and enable the esp. Credits: Westly, Robert & Rhedd
8602	Egyptian Velothi Textures	Models and Textures	MMH	56-11996	tygirwulf	2012-11-16	Egyptian-inspired Vivec/Velothi texture replacer. Replaces architecture, one door and one glass texture. Does not replace signs, banners or statues. My thanks to the Morrowind development team for making a game that I am still in love with, and to all modders, who inspire ...
8601	Egyptian Velothi	Models and Textures	MMH	56-12501	tygirwulf	2008-01-30	Egyptian-inspired Vivec/Velothi texture replacer. Replaces architecture, one door and one glass texture. Does not replace signs, banners or statues. I've uploaded both .7z and .zip archives. The same content is in each, just download t...

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
8600	Eccentric House and Furniture Resource	Models and Textures	MMH	56-3581	Korana	2009-05-12	Mainly a furniture resource but includes an .esp of a house in Caldera with most of the furniture on display.
8599	Ebony Weapons Enhancer	Models and Textures	MMH	56-3659	Ghostnull	2010-10-21	New meshes for the ebony weapons. Since these weapons are now reflective, enchanted weapons will overwrite the reflection-mapping and return to the plastic-look. Using a No-Glow mod will not fix this either. Simply delete the new meshes if this bothers you.
8598	Ebony Firesword	Models and Textures	MMH	56-10815	Wildman	2006-09-26	An ebony longsword recolored red with Ameals's particle effects added to it. Included with this resource is a simple ESP plugin that puts it in a Daedric Shrine, I won't say which one, you'll just have to find it. GMST's removed.
8597	Ebony Claymore	Models and Textures	MMH	56-9243	Jack Ether	2004-02-23	A simple mod I made because I decided the game was sorely missing an ebony version of everyone's favorite long blade, the claymore. This is just a reskinned claymore. You can find it everywhere where you can find an ebony longsword...and a few places you...
8596	Ebonheart Dragon Statue Retexture	Models and Textures	MMH	56-13799	StoneFrog	2009-12-30	This is a high-resolution texture replacer for the statue of a dragon located in Ebonheart. The textures are in .DDS format and are 4x the size of the originals. You'll notice that the colors are a bit more subdued and faded, which was, again, personal taste (hey hey hey, artistic licensing!) as ...
8595	Earth and Luna v1.0	Models and Textures	MMH	56-3164	Lochnarus	2009-05-12	This "mod" is basically just a replacer for Masser and Secunda, replaces Masser with Earth and Secunda with Our moon, Luna. I was trying to find a way to add MORE moons instead of replacing them, but I cannot figure out how MW sees the moon meshes without using the Construction Set.
8594	Dwemer gifts	Models and Textures	MMH	56-6228	Yar-Yulme	2009-04-18	Trueflame and Hopesfire replacer. This mod replace Nerevar's Blade and Sword of Almalexia. Now they got more "technological" and detailed, dwemer-stylish appearance. Some new effects added, textures improved. More information on the screens. Cha...
8593	Dwemer Dominion	Models and Textures	MMH	56-6215	Aeven	2009-02-15	This mod alters the Dwemer meshes introduced by the Tribunal expansion pack to use the same textures as Morrowind base game. This is recommended if you use a texture replacer, and dislike the inconsistent visuals you receive as a result. In the great ruins of Kemeel...
8592	Dwemer Texture Replacer by Westly	Models and Textures	MMH	56-11322	Westly	2007-06-30	Here is one of my pet projects that I have used in my own game for quite a while. I thought that I would share it with the community (if I enjoy it, then certainly someone else will). This is a retexture of the Dwemer architecture (mostly), but I have also included an enhanced...
8591	Dwemer Texture Replacer	Models and Textures	MMH	56-12225	Shannon	2013-02-21	'Dwemer' Texture Replacer For Morrowind by Shannon Workman (rhongirg@adelphia.net) Thanks to Kevin 'Rorshach' Johnstone for use of the textures (K.johnstone@discreetmonsters.com) To install, simply extract all of the files in the 'dwr' folder to your Morrowind/Da...
8590	Dwemer Style Toilet	Models and Textures	MMH	56-5796	Craigor	2011-10-05	Dwemer Style Toilet by Craigor Adds a toilet with a sorta dwemer look to it. It's metal and has a pipe and all that. All I did was mash 3 or 4 different existing meshes together. All original meshes and textures are BethSoft. The new mesh is by me. Woot. Use ...
8589	Dwemer StarGate	Models and Textures	MMH	56-885	Starcon5	2009-04-06	The Elder Scrolls III MORROWIND: Dwemer StarGate - Models By: Starcon5 ...
8588	Dwemer Plans & Schematics Replacer	Models and Textures	MMH	56-6810	The Iron Chicken	2011-11-05	This is a pluginless replacer for the six dwemer plans and schematics found in Vardenfell. There is a choice of two file sizes: 512 for high resolution and 1024 for very high resolution. You only need to use one set of textures with your game. Here is a list...
8587	Dwemer Crossbow Replacer v1.0	Models and Textures	MMH	56-6273	Alaisiagae	2009-09-20	Replaces the Dwemer crossbow mesh with a new, better-looking mesh. Details ===== Replaces the (ugly) vanilla Dwemer crossbow with a modified and re-textured version of Mighty Joe Young's Van Helsing Crossbow. The mesh uses vanilla textures so it will be compatible with oth...
8586	Dwemer Chainsaw	Models and Textures	MMH	56-11685	Wildman	2012-09-16	Resource files for 1 Dwemer Chainsaw (Mesh, Textures, & Icon). No readme or esp included.
8585	Dwemer Books	Models and Textures	MMH	56-13421	Misty Moon	2009-05-18	This mod adds the missing mesh and texture (included on the Construction Set CD but not used in game) to the Dwemer books. It comes with two ESPs one for just Morrowind and one for Morrowind & Tribunal. Changelog: 1.1: Added some books missed in the fi...
8584	Dunmer Banners	Models and Textures	MMH	56-11958	Aeven	2012-11-15	A higher resolution on all of the Dunmer banners. This includes shops and settlements. They depict the exact same thing as what they replace, but just at a higher resolution and with added detail.
8583	Dual Scimitars	Models and Textures	MMH	56-7373	Aridale Noblebrook Belmont	2002-05-28	This mod adds 2 new items to Morrowind - 2 different scimitars one for each hand. They're both called Scimitar but one is a shield and the other is a short blade weapon. Just equip em thats all there is too it. The weapon scimitar is pretty damn g...
8582	Dryad Hair for MW Races	Models and Textures	MMH	56-12763	Calislahn	2008-06-10	All the hairstyles from my Dryad race made playable for the non beast Morrowind races.
8581	Druid Staffs	Models and Textures	MMH	56-8098	Craigewan	2005-05-03	This mod adds an Argonian druid to the caves of Addamasartus (the cave outside Seyda Neen) who will fight you. He is quite powerful, level 20 or so. On him are some Druid Staffs. All credits go to Dongle for meshes and textures and icons.
8580	Dreugh in crab colors	Models and Textures	MMH	56-14082	ddfields	2010-09-11	Dreugh in crab colors by ddfields I noticed that no one has ever done anything for the lowly denisons of the deep that guard sunken ships-the dreugh. So I decided to see what I could do and came up with the crab colors you see here. T...
8579	Drakkmores Cloudcleaver Replacer v1.0	Models and Textures	MMH	56-15040	Drakkmores	2013-10-18	I always thought that Cloudcleaver ought to have a unique mesh, and I have never been able to find one that I liked, so I made this one. I may make alterations to this mesh in the future, but for now I am calling this complete.
8578	Dragon Statue Replacer v1.05	Models and Textures	MMH	56-14176	Melchior Dahrk	2010-12-10	This mod replaces the dragon statue found in ebonheart with a new model and textures. There are four different texture options to choose from, refer to the screenshots to pick out the one you like best. Changelog: 1.00 Initial Release 1.05 Fixed collision on statue base
8577	Dragon Sabre v1.0	Models and Textures	MMH	56-9023	Joel Braddock aka Mantodea	2005-05-04	Dragon Sabre: Daedric Strength with steel weight and ebony enchantment. Comes in one, two, and off-handed variants. Known issues: Many people can't seem to find it. I know what the problem is: I put it in the wrong leveled list. You only get one chance to aquire it... oopsie.
8576	Dragon Claw Warhammer	Models and Textures	MMH	56-10507	WildKarrde	2006-03-19	A two-handed whammer. Mesh and textures. This was my attempt at a texture with a reflection map. It sure didn't turn out like I was hoping. As it is now I think the claw and gold trim parts turned out pretty good, but the handle and the steel head really were a bummer. I migh...
8575	Dragans Hairpack I	Models and Textures	MMH	56-10390	Dragan	2006-02-04	This mod includes 5 new Hairmodels for Breton, Imperial and Nord. Two of them also work for male Char's. Any questions can be sent to amalaswyntha@angyans.de, or to Dragan on the official Elderscrolls forums.
8574	Dracus' Organ Pack 1	Models and Textures	MMH	56-2332	Dracus Dragani	2009-04-24	Included in this pack are 4 new human organ models for use in mods. The pack includes a brain, kidney, entrails and an eyeball. Included are icon files in case you wanna use them as items.
8573	Double Skull Retexturers Version	Models and Textures	MMH	56-834	Unknown	2009-04-06	Double Skull Retexturer's Version You need the newest Double Skull version found here - <a href="http://www.freewebs.com/chrisisco/dl/DoubleSkull2.rar">http://www.freewebs.com/chrisisco/dl/DoubleSkull2.rar</a> Includes a Glow map on everpart so you retexturer's will have more options. I will start doing this for all my models from now on.<...
8572	Dongle's Waterpack Bumpmapped v7.0	Models and Textures	MMH	56-14761	Dongle, Matilija	2013-05-26	My attempt at bringing Dongles Waterpack up to date with Bumpmapped animations. NOTE: -this requires the MCP. -I have included all of Dongles water meshes retextured and edited to include reflect/bump maps. -All water meshes from Tamriel Rebuilt with the same edits, inc...
8571	Don Salus Faces Pack 3	Models and Textures	MMH	56-14112	Don Salus	2010-10-16	This mod has been uploaded here because its avilable no where else. This plugin adds -28 Dark Elves Male -20 Redguards Male -9 ...
8570	Don Salus Faces Pack 2	Models and Textures	MMH	56-14111	Don Salus	2010-10-16	This mod has been uploaded here because it isn't avilable anywhere else. This plugin adds -16 High Elves and 3 Dark Elves faces
8569	Don Salus Faces Pack 1	Models and Textures	MMH	56-14110	Don Salus	2010-10-16	This mod has been uploaded here because it is not avilable anywhere else. This plugin adds -6 Dark Elves Male -3 Breton Male -4 Breton...
8568	Domina Armor Texture Change	Models and Textures	MMH	56-8643	RavenFeather	2003-02-05	This mod only changes the .dds files from Domina Armor Set; Feminine Armor 1.1 Plugin < from Bethesda This changes set from the default Blue-ish tint to a more realistic black coloration. No changes were made to the AC or the Inventory ic...
8567	DOE'S CAR	Models and Textures	MMH	56-12038	DOE	2012-11-25	doe's race car
8566	Djangos Rugs and Tapestries v1.6	Models and Textures	MMH	56-14967	Von Djangos	2013-09-04	This is an extensive rug and tapestry replacer. As of 1.6, I have retexured all Dunmer, Imperial and Ashlander tapestries in the game. I have also replaced the main birthsign tapestries and all hide hangings except shops. All rugs in the game have had their meshes upgraded to seamless, non tiling...
8565	Djangos Rugs and Tapestries v1.4	Models and Textures	MMH	56-6668	Von Djangos	2011-01-29	This is an extensive rug and tapestry replacer. As of 1.4, I have retexured all Dunmer, Imperial and Ashlander tapestries in the game. I have also replaced the main birthsign tapestries and the Dunmer Temple hide hangings. All rugs in the game have had their meshes upgraded to seamless, non tilin...
8564	Djangos Rugs and Tapestries v1.2	Models and Textures	MMH	56-15015	Von Djangos	2013-10-02	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 Imperials s...
8563	Djangos Rugs and Tapestries v1.1	Models and Textures	MMH	56-14963	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 Imperials s...

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8562	Diverse Ore Veins	Models and Textures	MMH	56-12938	CJW-Craigor	2008-09-14	Diverse Ore Veins 1.0 by Craigor WHAT IT DOES: - This mod/resource adds 105 meshes to the CS (these are not NEW models, just retextured meshes). There are 7 container meshes for Diamond, Ebony and Glass, for eac...
8561	Distinct Bound Stuff v1.0	Models and Textures	MMH	56-14905	PeterBitt	2013-08-05	This mod gives all bound items and creatures a unique, spectral and magic look. All the bound stuff now is transparent and glowing, giving the impression that this are actually spectral incantations, not the real creature/armor/weapon. All base textures are reduced to greysc...
8560	Different colored morrowind menu	Models and Textures	MMH	56-14013	Celifrog	2010-07-11	Makes the Morrowind menu look like a different color... Will probably release lots of diffrent colors
8559	DH Fem NB Skin	Models and Textures	MMH	56-7573	DirtyHairy	2004-05-26	These are modified textures for Better Bodies 2.0 female Breton and Nord. It adds abdominal muscles, trimmed hair, and a little anatomical correctness. First back up the files bb_skin_br.dds and bb_skin_no.dds in your Morrowind data files/textures/bb folder. unRAR these...
8558	Detailed Rugs	Models and Textures	MMH	56-11956	starwarsgal9875	2012-11-15	Place the textures into your \data files\textures\ folder
8557	Detailed Armor v1.0	Models and Textures	MMH	56-6548	Baofu92	2010-09-12	-This mod replace Morrowind armors (only meshes) whit new detailed version. -I recomment to use Darknut's Armor Textures with my mod for a better result.
8556	Detailed and Reflecting Armor v1.0	Models and Textures	MMH	56-14289	KINGPIX, Baofu92, AnOldFriend, Bahamut, Darknut	2011-04-26	Description ===== This simple mod is a compilation of 3 different community-made add-ons: - Baofu92's Detailed Armor - AnOldFriend's Illuminated Armor - Bahamut's Steel Armor Reflections - Darknut's Armor Textures ...
8555	Det Retex Redoran v1.0	Models and Textures	MMH	56-3107	Detrius2004	2009-05-12	These are texture files to replace the original textures of the Redoran buildings in Ald'Ruhn, Maar Gan, ect. Doesn't affect the giant crab shell in Ald'Ruhn. To install, double-click the self-extracting archive, and pick out your Morrowind\Data Files\Textures directory.
8554	Det Retex Hlaalu v1.0	Models and Textures	MMH	56-3061	Detrius2004	2009-05-12	These are texture files to replace the original textures of the Hlaalu buildings in Balmore and Suran. Just put them into the data files\textures directory and they'll show up in game. The textures are originally made by David Gurrea http://www.davegh.com/1 scaled them and made ...
8553	Desk set	Models and Textures	MMH	56-5547	Wizthis	2010-10-23	Desk and stool models. As well as NIFs includes 3DSMax models and UV map.
8552	Desert Land Textures	Models and Textures	MMH	56-1037	Unknown	2009-04-06	
8551	Desert Architectural Resource v1.0	Models and Textures	MMH	56-13411	Divine_Crusader	2009-05-13	This is the conversion of the official DUNE part III resource module to be used in Morrowind. It contains models and textures used in the Oblivion "Dune" project and is a resource pack. Included is a ESP which has a mock city to show off the new tileset. The city can be entered thro...
8550	Demon Slayer Sword	Models and Textures	MMH	56-8712	Redguard_Slayer	2005-05-18	This mod adds the Demon Slayer sword to Morrowind, it can be found in Ald Sotha.
8549	DeFemme Armor Replacer	Models and Textures	MMH	56-6382	Alaisiagae	2010-01-22	Replaces all female-specific armor meshes and icons with the regular "male" meshes and icons. Requirements: Tribunal &/or Bloodmoon &/or LeFemme.esp Details ===== After seeing the impressive armor on those Skaal h...
8548	Darknut's Unique Ash Vampires v1.0	Models and Textures	MMH	56-14808	Darknut	2013-06-12	This mod makes all the Ash Vampire have a unique look. There is no change to stats or scripts
8547	Darknut's MW Armor Texures 1024 version	Models and Textures	MMH	56-11529	Darknut	2007-09-15	Darknut's Armor textures: 1024 Version 1.1 By Darknut Updated 9-29-07 I tweaked the DDS compression so now the file size is smaller by 1/2 .... Quality should be the same. &#...
8546	Darknut's MW Armor Textures	Models and Textures	MMH	56-11307	Darknut	2007-06-23	Yet another texture replacement for Morrowind By Darknut 6-23-07 This mod replaces all the default armor textures in Morrowind, Tribunal & Bloodmoon. Though these textures are much higher detailed than the origi...
8545	Darknut's Little Weapons Mod Complete	Models and Textures	MMH	56-12435	Darknut	2007-12-16	A weapons Mod By Darknut This mod replaces all the Weapon Textures in Morrowind, Tribunal & Bloodmoon. I mostly didn't chance the look of the weapons I just tried to make a hignes version of the textures but I did "tweak" a few he...
8544	Darknut's Ice Blade of the Monarch	Models and Textures	MMH	56-12923	Darknut	2008-09-10	Scratch made Ice blade Replacement By Darknut 9-11-08 version 1.1 Require Tribunal I originally released this model as a Umbra replacement but decided it was more suited to replace the Ice blade of the Monarch. []...
8543	Darknut's Dwemer Ruin textures	Models and Textures	MMH	56-11391	Darknut	2007-07-21	Yet another texture replacement for Morrowind By Darknut 7-19-07 Updated 1-23-2010 ... added the tribunal Dwemer Textures This mod replaces all the default Dwemer Ruin textures in Morrowind & Tribunal
8542	Darknut's Creatures 9 textures	Models and Textures	MMH	56-12469	Darknut	2008-01-09	Yet another texture replacement for Morrowind By Darknut 1-08-08 This mod replaces the textures in Creatures 9 by Piratelord. (with his permission of course) All of the Baddies are replaced but most of the non leth...
8541	Darknut's Creature Textures: Bloodmoon	Models and Textures	MMH	56-11599	Darknut	2007-10-15	Yet another texture replacement for Morrowind 10-15-07 These are replacement textures for all but a few of the creatures in Bloodmoon. I did all but 3 creatures ... the Raven, udryfykte & Werewolf are already...
8540	Darknut's Creature Textures: Addendum	Models and Textures	MMH	56-11604	Darknut	2007-10-19	Yet another texture replacement for Morrowind - an addendum to the creature textures I recently released. It includes a few I missed the first time around & a couple redo's 1024 & 512 res versions Caution!! these will overwrite existing textures...
8539	Darknut's Creature Textures Tribunal	Models and Textures	MMH	56-11593	Darknut	2007-10-11	Yet another texture replacement for Morrowind By Darknut 10-10-07 These are replacement textures for all but a few of the creatures in Tribunal. There are 512 res & 1024 res versions ***...
8538	Darknut's Creature Textures Morrowind	Models and Textures	MMH	56-11588	Darknut	2007-10-09	Yet another texture replacement for Morrowind These are replacement textures for all but a few of the creatures in Morrowind. (not Tribunal or Bloodmoon) The few that I didn't do were either because I didn't like what I...
8537	Darknut's Better Clothes Textures v1.0	Models and Textures	MMH	56-13347	Darknut	2009-04-02	Darknut's Better Clothes Textures Version 1 By Darknut 4-1-09 Calislahn gave me permission to edit the Better Clothes textures.... So here they are Tweaked to My liking ... use them if you want In this release I just did the Textures that were included in t...
8536	Darknut's Armor Textures Divine Domina	Models and Textures	MMH	56-11595	Darknut	2007-10-13	Yet another texture replacement for Morrowind - 1024 & 512 res I've had many many requests for this. After a long time of trying to get in touch with Jeremy & having no luck, I've decided to release my version of the DD textures to match my other armor textu...
8535	Darknut's Adamantium Claymore	Models and Textures	MMH	56-12926	Darknut	2008-09-11	Adamantium Claymore Replacement By Darknut 9-14-08 I Never liked the Vanilla adamantium Weapons in MW so here is My version. Version 1.1 removed the Env Map ... decided I didn't like it.
8534	darker_crates	Models and Textures	MMH	56-15110	Wollibeebee	2013-12-25	I just made the Visual Pack's old crate textures a lil' darker to match the gloriousness of AOF's other containers. Might make some new ones on a not so lazy day.
8533	Darker Variation of Mr. Swiveller's "Red Lava" Molag Amur	Models and Textures	MMH	56-14146	basswalker	2010-10-28	Darker Variation of Mr. Swiveller's Red Lava Molag Amur - Description: ----- Texture replacer for the Molag Amur region.
8532	Darker Variation of Mr. Swiveller's 1.0	Models and Textures	MMH	56-12011	basswalker	2012-11-18	Texture replacer for the Molag Amur region. Heavily based on Mr. Swiveller's texture pack for Molag Amur. I like his textures, but I wanted them to be darker and more saturated. So I worked on his textures to make 'em look more like what I had in mind. Wo...
8531	Darker Morrowind Steel Tower Shield	Models and Textures	MMH	56-9715	Dimitri Mazieres	2005-04-12	This is a work based on Michael 'Helios' Barnett's excellent Darker Morrowind v4 texture pack. It includes a retexture of the Steel Tower Shield to match that of DMW's retextures, since unfortunately there wasn't one included for the tower shield.
8530	Darker Morrowind - Windows Glow	Models and Textures	MMH	56-754	Unknown	2009-04-06	The Elder Scrolls III MORROWIND plugin<...
8529	Darker Morrowind - Windows Glow	Models and Textures	MMH	56-6139	Michael Bennett	2004-08-22	This plugin endeavours to create a more foreboding and enticing atmosphere for Morrowind. This plugin includes retextures of the windows in Windows Glow II. The textures are exactly the same except for their colours which have been changed to a g...
8528	Darker Dagoth Ur	Models and Textures	MMH	56-5759	Ironed Maidens	2011-10-04	Darker Dagoth Ur V1.00 By Ironed Maidens Index: 1.) Description 2.) Installation/Usage 3.) Credits 1.) This is a retexture of Dagoth Ur, the Devil of Tamriel, not the ruins you find him in. It makes him look a bit more like the man, I thi...
8527	Dark Uvirith Exterior BuUG	Models and Textures	MMH	56-6922	Stuporstar	2012-05-19	* Morrowind: Dark Uvirith Exterior for BuUG 1.0 Texture Replacer by Stuporstar - using Kieve's Dark Telvanni Construction Set *****...
8526	Dark Uvirith Exterior	Models and Textures	MMH	56-6921	Stuporstar	2012-05-19	* Morrowind: Dark Uvirith Exterior 1.0 Texture Replacer by Stuporstar - using Kieve's Dark Telvanni Construction Set *****...
8525	Dark UI Redux - Morrowind	Models and Textures	MMH	56-12445	Sir ßob	2007-12-23	Due to the public not liking it, I re-did my Dark UI Morrowind mod completely, with direct influence by Oblivion's Dark UI. Also added a new file which contains an PSD template of the Dark UI Splash Screens. The new main menu video can be seen her...

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8524	Dark Stone Imperial Texture Replacer	Models and Textures	MMH	56-5758	Korana	2011-10-04	This mod replaces the existing Imperial architecture textures with new ones. These new textures are darker than the original and realistic stone, with ornate carved details on ceilings, stairs, pillars, and doorways. The Imperial shrines have also been given a face lift. Also, Imperial...
8523	Dark Interface	Models and Textures	MMH	56-3012	Sir Bob	2009-04-29	The Elder Scrolls III MORR...
8522	Dark Hammer Collection	Models and Textures	MMH	56-9301	Lochnarus	2005-04-25	Adds 3 new hammers (using armorer's hammers as weapons) to the game, located in 3 different strongholds for the player to find. Here is a description of each hammer:[list] Hammer of No Mercy- located in Berandas, and has the least power among the 3 hammers. Ha...
8521	Dark Elf Male face	Models and Textures	MMH	56-9551	Hellwolve	2005-04-22	This mod adds the following:[list] Adds one new head for male Dark Elves/[list]
8520	Dark Brotherhood retexure - Beetlejuice Armor - Insect Style	Models and Textures	MMH	56-15376	Iguar	2015-07-22	The Elder Scrolls III MORROWIND: Mod Name: Dark Brotherhood retexure - Beetlejuice Armor - Insect Style Version Number: 1 Category: Texture Replacer Requires: Morrowind, Tribunal Modder: Iguar Modder Contact: kanibalia@tlen....
8519	Dark Brotherhood Goggles	Models and Textures	MMH	56-11085	wildman	2007-02-22	Gives the Dark Brotherhood Assassins a random chance of wearing full faced helm, Cap w/ goggles, or just goggles. The goggles and cap are made to fit Dark Elf males. **Will not fit most other races** Conflicts ...
8518	Dark Brotherhood Armor Replacer v1.1	Models and Textures	MMH	56-10378	Dimitri Mazieres	2006-01-29	This is a mod that changes the Dark Brotherhood assassin's armor to one that looks more like the one in Oblivion's concept art (in my opinion, of course . It uses parts of Joel Braddock's (a.k.a. Mantodea) J-Ninja meshes, along with a couple of Bethesda's original DB armor pieces, and Niero...
8517	Dark Brotherhood Armor Replacer - Expanded With Ranks	Models and Textures	MMH	56-10379	Dimitri Mazieres	2006-01-29	This is a mod that changes the Dark Brotherhood assassin's armor to one that looks more like the one in Oblivion's concept art (in my opinion, of course . None of the original DB armor statistics have been altered. All that was done was replace the relevant meshes and textures, as well as a...
8516	Dagoth Ur Retextured	Models and Textures	MMH	56-12519	Nahtaivel	2008-02-09	This mod replaces the old Dagoth Ur model with a retextured one. The new Dagoth Ur now has fiery glow mapped eyes and golden tattoos so he's a lot cooler now. Changelog:1.0 - first version with a ton of bugs 1.1 - cleaned with TESAME, should...
8515	Daggerfall Style Necromancers Amulet v1.0	Models and Textures	MMH	56-13790	Psymoniser	2009-12-16	This gives the Necromancers Amulet a unique mesh and icon in the style of the Daggerfall version of the same Artifact. The stats of the amulet have not been changed in any way. The new mesh uses Stock Bethesda textures so will be effected by any texture replacer you a running. Changelo...
8514	Daggerfall Province Map menu retexure	Models and Textures	MMH	56-15432	SYMBIOTE DINOSAUR	2015-10-15	A main menu retexure made from heavily edited versions of the Daggerfall province map. I found THE IMAGE that I used here <a href="http://www.uesp.net/wiki/File:DF-map-Tamriel.jpg">http://www.uesp.net/wiki/File:DF-map-Tamriel.jpg</a> thank you to UESP for providing the image.
8513	Dagger of Symmachus New Mesh	Models and Textures	MMH	56-10412	Plangkye	2006-02-11	It always bothered me that the Dagger of Symmachus lacked a unique mesh (and looked just like a regular old glass dagger). So, since I recently obtained a copy of 3DS Max, I decided to fix that! Here's the Dagger of Symmachus forged anew, with a brand new mesh and even two new textures. It looks...
8512	Daedric Weapon Enhancer (Non-Reflective Version)	Models and Textures	MMH	56-6866	GhostNull	2012-04-30	The Elder Scrolls III MORROWIND: Daedric Weapon Enhancer (Non-Reflective Version) Index: 1. Installation 2....
8511	Daedric Weapon Enhancer	Models and Textures	MMH	56-6133	GhostNull	2012-04-30	The Elder Scrolls III MORROWIND: Daedric Weapon Enhancer Index: 1. Installation 2. Playing the Plugin ...
8510	Daedric Warhammer Replacement	Models and Textures	MMH	56-8013	Android	2004-11-07	This mod replaces all generic daedric warhammers in the game with a new model and texture, stats remain the same.
8509	Daedric Texture Replacer v1.0	Models and Textures	MMH	56-7329	Faylynn	2012-08-26	* 1. INSTALLING THE PLUGIN This needs no esp as it is only a texture replacer. After downloading, extract this mod in your Morrowind Data Files Directory. This mod contains only textures, copy these textures and ...
8508	Daedric texture replacer	Models and Textures	MMH	56-514	Shannon	2009-04-06	(spelling errors are as it was in the readme): Insructions: Place all textures in your MW/textures folder. Simple as can be. Credits: I made this texture replacer to make the Daedric statics easier on the eyes. Give thanks to Dave Gurrea for making the new texture...
8507	Daedric Texture Replacer	Models and Textures	MMH	56-12224	Shannon	2013-02-21	'Daedric' Texture Replacer For Morrowind by Shannon Workman (rhongirg@adelphia.net) Thanks to David Gurrea for use of the textures ( <a href="http://www.davegh.com/blade/davegh.htm">http://www.davegh.com/blade/davegh.htm</a> ) To install, simply extract all of the files in the 'dae' folder to your Morrowind/DataFiles/...
8506	Daedric Statue Replacer Pack	Models and Textures	MMH	56-944	Astion	2009-04-06	---Daedric Statue Replacer Pack~ -   ~V1.0~ [...
8505	Daedric Ruins Retexure v3.1	Models and Textures	MMH	56-14892	Bloodinfested	2013-07-30	This is a retexure of the Daedric ruins minus the terrain texture in Morrowind the textures are 1024x1024,The statue textures differ a bit as they are various sizes some exceed 1024 but they are exactly 3 times the res size of the original. Version history 3/17/2013 Version 3.1 ...
8504	Daedric Key Replacer	Models and Textures	MMH	56-6698	Alaisiagae	2011-03-12	===== Gives the glowing daedric key a new model and icon. Details ===== This mod gives the "glowing daedric key" item in Bloodmoon a retextured (with daedric textures) model. It also has an animated texture, so it w...
8503	Daedric Helm of Tohan	Models and Textures	MMH	56-6262	Alaisiagae	2009-09-15	Changes the texture on the Helm of Tohan to be Daedric. Details ===== This was made for a request by Tyrthyllanos, and he asked me to release it. The mod changes the Helm of Tohan mesh to use parts of the Dae...
8502	Daedric Claymore Sapphire	Models and Textures	MMH	56-9458	theGreatNothing	2005-02-11	This mod adds a retextured Daedric Claymore to the game (Seyda Neen) There is a script to prevent low-level characters from taking it: the player must have equipped a Daedric Claymore once to take the sword.
8501	Daedric Broadsword	Models and Textures	MMH	56-8561	DasHogg	2005-02-11	Ever noticed that there is every daedric weapon except the crossbow and the broadsword? I filled the gap of the broadsword with a simple retexure of the Ebony broadsword. You can find the sword in the water under Hurg's hut in Dagon Fel.
8500	Cyrodiiil Mediterranean Style Architecture	Models and Textures	MMH	56-5542	Veet	2010-10-23	I always thought that for a culture supposedly based on the Roman Empire the Cyrodiiil looked remarkably medieval European so I decided to make an architectural set of models based more on the Mediterranean style of building used by the Romans (and still used today in parts of Italy) Based on whit...
8499	Crosshair Pack	Models and Textures	MMH	56-3150	Jaxalot	2009-05-12	This is a pack with a total of 44 new crosshairs. There are two new styles - minicross1 and minicross2 - and 15 different colors of each. There are also 14 recolors of the standard crosshair, including all of the colors used in the two new styles except for white, as the crosshair tha...
8498	Crimson soul Realistic Dark Stone Imperial Texture Replacer	Models and Textures	MMH	56-6437	Crimson soul	2010-03-30	This mod replaces the existing Imperial architecture textures with new ones. These new textures are darker than the original and with more realistic stone. If you love the gloomy cool walls and endless dark corridors of the middle ages, that this mod for you!
8497	Crimson Cross Armor Retexure	Models and Textures	MMH	56-6682	Kaucukovnik VI.	2011-02-17	This is a retexure of Crimson Cross Armor from Ultimate Knight Shop - and originally from "Four Strong" armor mod by Joel Braddock. The original armor is way too white and shiny to fit in Morrowind environment. This version looks like it has seen m...
8496	CRB	Models and Textures	MMH	56-13008	Divine Crusader	2008-11-10	A very simple mod that I had made for myself, but thought others could use it as well. This adds the exterior building set used for Raven Rock without the snow and ice. Instead of the snow, there are now pine needles. This DOES NOT replace the original set. &#...
8495	Crazy Shannon furniture emporium	Models and Textures	MMH	56-4221	shannon	2009-05-12	
8494	correctUV Diverse Ore Veins v1.0	Models and Textures	MMH	56-13484	Nich	2009-06-15	CJW-Craigor created a great mod Diverse Ore Veins that matched the ore container textures to the caves the containers where placed in . Diamond, Ebony and Glass, containers for each of the 5 cave types in Morrowind - bone, mold, mud, lava, py. &#...
8493	Correct UV rocks v1.0	Models and Textures	MMH	56-12003	Nicholiathan	2012-11-17	As textures became more and more detailed, seams became more noticable . These seams are a result of the UV mapping of the texture onto the meshes . This mod , to the best of my ability , corrects the UV mapping of all the exterior rocks of Vvanderfell . Nearly 400 mes...
8492	correct UV rocks v1.0	Models and Textures	MMH	56-13485	Nich	2009-06-15	As textures became more and more detailed, seams became more noticable . These seams are a result of the UV mapping of the texture onto the meshes . This mod , to the best of my ability , corrects the UV mapping of all the exterior rocks of Vvanderfell . Nearly 400 meshe...
8491	Cool-looking Dagger of Symmachus	Models and Textures	MMH	56-8466	Plangkye	2004-11-01	All this is is a new mesh and a couple of textures for the Dagger of Symmachus, because it always bothered me that said dagger was just a plain old glass dagger. The mesh is brand-new, as are the textures of the handle and guard. No changes have been made to the dagger's stats (...)
8490	Connarys Redoran	Models and Textures	MMH	56-6042	Connary	2012-01-22	from read-me: Connary's Redoran retexure, re-upped as it has become impossible to find! Extract /textures/ into your /morrowind/data files/ folder to install.
8489	Connarys miscellanea places - Dunmer Strongholds	Models and Textures	MMH	56-15573	Connary	2017-09-09	Connary's miscellanea places. DUNMER STRONGHOLD V2.01 By Connary Texture replacer for the Dunmer Stronghold ruins. No esp needed. This is the version 2.01 and makes obsolete the ""Stronghold mod"". Version 2.01 adds a few texture meshes missing references and a ...
8488	Connarys Landscapes - West Gash	Models and Textures	MMH	56-15572	Connary	2017-09-09	Connary's landscapes. WEST GASH By Connary Texture replacer for a regional landscape Include all West Gash (WG reference) Include tree tree barks,the Roobrush and the chokedweed. -...
8487	Connary's Textures vFinal (No BSA)	Models and Textures	MMH	56-5679	Connary	2011-08-24	Connary's textures, including those missing in BSA.

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
8486	Connary's Textures - Creature Compilation v 1.0	Models and Textures	MMH	56-11663	Connary	2012-09-10	Contains the following mods in a single easy to install pack. Simply extract the contents into your Morrowind\data files folder and allow these files to overwrite existing files if prompted. The 'extra' folder contains the Betty Netch version 1 retexture which gives the...
8485	Connary's Textures (no bsa) v 1.0	Models and Textures	MMH	56-11662	Connary	2012-09-10	Include: Connarys Great houses - 6th House Connarys Great houses - Hlaalu Connarys Great houses - Imperial Connarys Great houses - Imperial Dragon Statue Connarys Great houses - Redoran Connarys Great houses - Redoran Scar Connarys Great houses - Telvanni<...
8484	Connary's landscapes MOLAG AMUR	Models and Textures	MMH	56-5741	Connary	2011-10-04	Connary's Landscapes By Connary Texture replacer for a regional landscape INSTALLATION Put the textures into the game directory: .....Bethesda Softworks\Data Files\Textures and click yes to replace if needed. Made a b...
8483	Connary's landscapes Grazelands	Models and Textures	MMH	56-5740	Connary	2011-10-04	Connary's landscapes. Grazelands Texture replacer for a regional landscape Include all Grazeland landscape (GL reference) Include some plants: the corbulb root ,the Hackle-lo and the wickwheat. Include the Grazeland tree. ~...
8482	Connary's Landscapes BITTER COAST v1.01	Models and Textures	MMH	56-5739	Connary	2011-10-04	Texture replacer for the Bitter coast Include all BC references, the tree lichen containers and the bloat spore (need the bloated morrowind mod by MagicNakor to see the bloat ingame) Include tree moss textures,a modified undergrowth and a fern from the Swampy swamps mod by E...
8481	Comberry Bush Replacer v2.1	Models and Textures	MMH	56-15041	Pherim	2013-10-19	This is a replacer for the comberry bush and ingredient in "The Elder Scrolls 3: Morrowind". The original model was not very detailed and had very low-res textures, but I was unable to find a replacer that I really liked. So I decided to make my own. This is a completely remodeled mesh with real ...
8480	Comberry Bush Replacer v2.0	Models and Textures	MMH	56-15003	Pherim	2013-09-29	This is a replacer for the comberry bush in "The Elder Scrolls 3: Morrowind". The original model was not very detailed and had very low-res textures, but I was unable to find a replacer that I really liked. So I decided to make my own. This is a completely remodeled mesh with real 3D branches and...
8479	CM Sims	Models and Textures	MMH	56-7036	Cutthroat Mods	2012-07-25	It adds a playable female Breton face to the game. No NPCs have been touched.
8478	Clothing Mesh Collection for BB, Harem Mesh Add-on	Models and Textures	MMH	56-7157	NioLiv	2012-08-03	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 Khajits. All meshes in this pack are s...
8477	Clear Ice Equipment v1.1	Models and Textures	MMH	56-12312	millinghordesman	2013-03-12	This Plugins Adds: Ice weapon meshes now contain translucent ice components The Raw Stalhrim ingredient also has some translucency Ice shield now added
8476	Clear Glass Equipment v1.0b	Models and Textures	MMH	56-7531	millinghordesman	2005-03-02	Glass weapon and armor meshes now contain translucent blades and details. The Raw Glass ingredient now also has translucency.
8475	Clear Glass Equipment v1.0b	Models and Textures	MMH	56-75	Milling_hordesmen	2009-04-06	This Plugins Adds: Glass weapon and armor meshes now contain translucent blades and details. The Raw Glass ingredient also has some translucency
8474	Clear Glass Equipment v1.0b	Models and Textures	MMH	56-547	Milling_hordesmen	2009-04-06	This Plugins Adds: Glass weapon and armor meshes now contain translucent blades and details. The Raw Glass ingredient also has some translucency
8473	Cleaner City Signs v1.5	Models and Textures	MMH	56-14894	Bloodinfested	2013-07-30	A bit larger textures using the old texture revamped in photoshop CS4 with multiple overlays sticking close to the original art work color tone for a cleaner look. I have also redone the cloth banners as a separate download as a few of these kinds of mods are floating around so its ea...
8472	Cleaned Weapons	Models and Textures	MMH	56-11128	Greg Schick	2007-03-17	I started this mod when I noticed how many duplicates there were in the silver dagger mesh - over 100. The dwemer claymore was the worst, over 400. After a little checking I noticed this was a problem with a huge number of the original Bethesda me...
8471	Clavis's Indoril Texture Replacer #1	Models and Textures	MMH	56-15624	Clavis	2018-06-16	This is a TEXTURE REPLACER for the Indoril/Mournhold buildings and interiors based on my Architecture Resource Pack #1. Pictures available HERE
8470	Clavis's Dunmer Stronghold Texture Replacer	Models and Textures	MMH	56-6980	Clavis	2012-07-21	From the Readme: "I put this together when Gren posted on the Elderscrolls forums that he was looking for better Stronghold textures. Didn't like the default ones (who does?). Anyway, I'd had this floating around in the back of my head for some time and managed to put it to..."
8469	Chrysamere Replacement V1.0	Models and Textures	MMH	56-2228	Katana3DG	2009-04-24	*** Katana3DG's Chrysamere Replacement V1.0 *** Installation *** Unzip this file to the "Data Files" directory in your morrowind folder. All subdirectories are included in the .zip Plugin: Chrysamere Replacement.esp This zip contains the .NIF and ...
8468	Chrysamere Replacement	Models and Textures	MMH	56-11671	Oriphier	2012-09-13	This mod replace the old Lo-res Chrysamere claymore with new one ( new model, new hi-res texture, reflection and bump map ). PS.Many thanks to Pain_Killer_rider for all the suggestions and precious help.
8467	Christmas like snowflake texture	Models and Textures	MMH	56-15356	SYMBIOTE DINOSAUR	2015-06-13	A christmas like snow texture I made for the solstheim/bloodmoon. To install just select the file named tx_bm_snowflakes_01 and move it to your morrowind\datafiles/textures folder and override the original texture. (if you ever want to go back to the original make sure you have your va...
8466	Christmas like snowflake texture	Models and Textures	MMH	56-15357	SYMBIOTE DINOSAUR	2015-06-13	A christmas like snow texture I made for the solstheim/bloodmoon. To install just select the file named tx_bm_snowflakes_01 and move it to your morrowind\datafiles/textures folder and override the original texture. (if you ever want to go back to the original make sure you have your va...
8465	cheetah statue	Models and Textures	MMH	56-1421	Unknown	2009-04-06	Add's two models. Of A cheetah, and another smaller model of a cheetah. Both have textures. No readme, no ESP, unknown author.
8464	Chascoda's BB_Hairless Males	Models and Textures	MMH	56-14186	Chascoda	2011-01-05	Removes the hair from the chests, underarms, and "other areas" of males. Requires Better Bodies to be installed first. INSTALLATION: Simply unpack either the "n"(No underwear)folder for no underwear, or "u" for underwear. To do this,...
8463	Charming Hairstyles II	Models and Textures	MMH	56-11334	Mandamus	2007-07-02	This mod adds several new female hairstyles, available in eleven different colors, for all the races from vanilla Morrowind - except Khajits and Argonians. Notes These meshes are not physiqued These hairstyles can be chosen in the rac...
8462	Charming Hairstyles	Models and Textures	MMH	56-11068	Mandamus	2007-02-18	This mod adds ten new hairstyles for all the races (except Khajits and Argonians) from vanilla Morrowind - available in five different colours, 50 in all. These meshes were originally made for a heads and hairs replacer for all the NPCs of Morrowind, but I thought that s...
8461	Changing Faces NPC Replacer: Official Add-On v1.0	Models and Textures	MMH	56-10015	Leeloo	2005-06-25	The below description is provided as a courtesy. Please visit [url=http://dianahliva.com/morrowindmods.html]Leeloo's site[/url] to download the actual mod. First off I would like to thank Lady Rae for testing this, thank you so much. The sixth house cultists have all been changed...
8460	Cephalopod Replacer	Models and Textures	MMH	56-12465	NewtC	2008-01-06	Adds a more exotic cephalopod texture to the game. It has brighter (and original) textures. Credits> -Nifscope -Bethesda Softworks -Paint Shop Pro 8
8459	Centurions Reborn	Models and Textures	MMH	56-6852	xander2277	2012-02-23	Centurions Reborn v 1.4 now with mipmaps! This is an extensive replacer for every dwemer centurion machine in morrowind. this represents about 72 hours of retexturing, since nifscope is not freindly to my laptop, i had to retexture each piece by t...
8458	Centurions Reborn	Models and Textures	MMH	56-14439	xander2277	2012-02-23	Centurions Reborn v 1.4 now with mipmaps! This is an extensive replacer for every dwemer centurion machine in morrowind. this represents about 72 hours of retexturing, since nifscope is not freindly to my laptop, i had to retexture each piece by t...
8457	Cave Texture Fix v1.1	Models and Textures	MMH	56-11999	Slartibartfast	2012-11-16	This mod is a collection of 317 retextured meshes that are used to make Morrowinds cave systems, many of Morrowinds cave models are ok as they are this mod contains retexures of the models that were not. Once installed all of the 115 models that make up each type of cave will use the same textur...
8456	Cave Texture Fix v1.0	Models and Textures	MMH	56-12000	Slartibartfast	2012-11-16	This mod is a collection of 311 retextured meshes that are used to make Morrowinds cave systems, many of Morrowinds cave models are ok as they are this mod contains retexures of the models that were not. Once installed all of the 113 models that make up each type of cave will use the same textur...
8455	Cave Plants	Models and Textures	MMH	56-12844	CJW-Craigor	2008-07-30	Craigor's Cave Plants This mod replaces the colours of the original cave plant meshes: - in_cave_plant00 - in_cave_plant10 with a slightly darker texture, and also adds two different color variations for each: i...
8454	Cathedral	Models and Textures	MMH	56-3631	Unknown	2009-05-12	Meshes and textures for a cathedral. No read me.
8453	Cart Cloth Retexture CCR	Models and Textures	MMH	56-6209	Alaisiagae	2009-01-06	Replaces the cart cloth found in Tribunal with a higher resolution texture. Includes an alternative texture as well. Fixes vertex shading and UV maps on the cart mesh. Details ===== This mod replaces the texture for the cloth found o...
8452	Canon statues colored	Models and Textures	MMH	56-6553	ddfields	2010-09-23	An artistic Dunmer in Vivec decided he wanted to honor St. Delyn and St. Olms and so began painting the statues on top of the canons to give them more appeal. To accomplish this task he enlisted the aid of a Telvanni magician. He got two spells from the magician, 1. A spell to change the color of...
8451	Burnt Imperial Buildings v1.1	Models and Textures	MMH	56-7233	Princess Stomper	2012-08-08	This is not a playable mod. This plugin adds a number of buildings in the Imperial Common tileset, plus interiors and miscellaneous 'ruins' to a test cell in the Construction Set. The building textures have been altered in Photoshop to look 'burnt'. These te...
8450	Burnt Imperial Buildings	Models and Textures	MMH	56-13211	Princess Stomper	2009-01-31	This is not a playable mod. This plugin adds a number of buildings in the Imperial Common tileset, plus interiors and miscellaneous 'ruins' to a test cell in the Construction Set. The building textures have been altered in Photoshop to look 'burnt'. Thes...
8449	Browner Bloodmoon Grass - Landscape Remix Bloodmoon Pack	Models and Textures	MMH	56-3657	Albedo	2010-10-21	This is a set of replacement textures for Albedo's Landscape Remix Bloodmoon Pack v 1.0, which is currently available from ElricM: <a href="http://www.elricm.com/nuke/html/modules.php?op=modload&amp;name=Downloads&amp;file=index&amp;req=viewdownload&amp;details&amp;lid=718">http://www.elricm.com/nuke/html/modules.php?op=modload&amp;name=Downloads&amp;file=index&amp;req=viewdownload&amp;details&amp;lid=718</a> And PES: <a href="http://pL...">http://pL...</a>

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
8448	Bright Trees	Models and Textures	MMH	56-10434	DAVIDINTEL	2006-02-22	This is simply a mesh replacer for a great many trees in Morrowind. To install, simply extract files into your data files folder. This mod should not conflict over anything unless you have another tree replacing mod. []...
8447	Bricks	Models and Textures	MMH	56-7542	Bill	2004-05-21	How would you like to be able to build your very own house, IN GAME? You can build using glass, stone, wood, and also place a number of things such as wardrobes, tables, floors, plants and loads more stuff.
8446	Bravo's Argonians v1.1	Models and Textures	MMH	56-14757	Bravo1	2013-05-23	This plugin was originally going to be incorporated into a rework of the Better Heads/Faces of Vvardenfell Argonians project (providing various bodies and matching heads). However, since Motoki has left the world of Morrowind modding for a while now and has not returned, I'd decided that instead ...
8445	Bow Of Shadows Replacer v2	Models and Textures	MMH	56-13168	Gunslinger1984	2009-01-13	Replaces the Bow Of Shadows with a different texture. Changelog:Different Texture/Style from previous version.
8444	Bow Of Shadows Replacer	Models and Textures	MMH	56-13162	Gunslinger1984	2009-01-12	This replaces the textures for the Bow Of Shadows with a carbon fiber look. (512 res)
8443	Bound Weapon Replacer	Models and Textures	MMH	56-6855	Trainwiz	2012-03-04	This is a simple replacement for all vanilla bound weapons. I found that there was no replacer for anything like that, so I decided to do one myself. The following weapons are replaced: -Bound Spear -Bound Battleaxe -Bound Longsword -Bou...
8442	Bottle Texture Replace	Models and Textures	MMH	56-874	RWH	2009-04-06	***** Bottle Texture Replace v1.0 by RWH ***** Files required: Morrowind Changes to Morrowind: This changes what the de...
8441	Bottle Replacer 1.0	Models and Textures	MMH	56-5630	Qarl	2011-07-11	Replaces the 15 bottle meshes in Morrowind with better meshes and textures. The models are the same size, shape and position so they seamlessly replace the old ones. All the bottles are reflection-mapped and translucent with pseudo liquid inside the corked ones. Note: It looks much better in-game !...
8440	Book Jackets - Tribunal	Models and Textures	MMH	56-10465	Daleth	2006-03-03	A set of unique covers for the 9 books added in Tribunal. 2 versions are provided: one for use with BookRotate and one for use without. For further information, see the Morrowind version notes.
8439	Book Jackets - Morrowind	Models and Textures	MMH	56-10464	Daleth	2006-03-03	A set of unique covers for all 300 books in Morrowind. 2 versions are provided: one for use with BookRotate and one for use without. Features: - 100% BookRotate compatible. - Covers are, I hope, pretty purist-friendly. Dwemer books have titles only...
8438	Book Jackets - less vivid textures	Models and Textures	MMH	56-14066	Kaucukovnik	2010-09-05	Book Jackets - Less vivid textures v0.5 I have altered a few textures of the awesome Book Jackets mod. Either i didn't like the overly vivid colors, or images used for the cover, so I have satisfied my nitpicky needs. :) &...
8437	Book Jackets - Bloodmoon	Models and Textures	MMH	56-10466	Daleth	2006-03-03	A set of unique cover for the 9 books added in Bloodmoon. 2 versions included: one for use with BookRotate and one for use without. For more information, see the description for the Morrowind version.
8436	Bonewalkers	Models and Textures	MMH	56-6560	ddfields	2010-10-10	They are the ugliest creatures in the game but even at that they just don't look like good undead creatures with tan flesh and pink blood, so I worked on the tga files from Bethesda and came up with the new Bonewalkers. The Lesser Bonewalker I decided to make a lighter gray color as h...
8435	Bonemold Bow Replacer	Models and Textures	MMH	56-13161	Gunslinger1984	2009-01-11	This is a simple texture replacer for the Bonemold Longbow using original meshes. (512 res)
8434	Boethiah Statue Replacer	Models and Textures	MMH	56-13445	Lord Fairfax	2009-05-28	A texture replacer for the statue of Boethiah in Morrowind. Westly's Master Head Pack used for the face with permission. Will probably make a less saturated version to match more with the original statues. As it is, I wanted him to stand out. Cred...
8433	Board Games	Models and Textures	MMH	56-13474	Danae	2009-06-11	UPDATED: NEW BOARDS Adds a game of Ludo, Checker, Snakes&Ladders complete with dice and pawn to Clagius's shop in Balmora. Adds a board game shop in Molag Mar with 10 new games: Creature castle, backgammon, cluedo, dungeons, mystics, jungle mayhem, mills, moropoly, tarot path, treas...
8432	Blue Sea	Models and Textures	MMH	56-795	Unknown	2009-04-06	
8431	Blue Eltonbrand	Models and Textures	MMH	56-6490	EvanMeisterX	2010-06-23	----- Blue Eltonbrand by: EvanMeisterX ----- Description: This mod is a simple recoloring of Eltonbrand. It makes it blue, as you ...
8430	Blue Eagle's Glass Expansion	Models and Textures	MMH	56-7607	Blue Eagle	2005-04-02	A set of glass weapons to fill in the gaps in Bethesda's original glass weapons lineup. Includes: Katana Ninja-to Ninja-to, Short Mace Short Sword Spear Tanto Warhammer (Blunt Grip) Warhammer (Pick Grip) It doesn't add them to the game, just to ...
8429	Blue Dwemer Retexture	Models and Textures	MMH	56-828	VampyrPrince	2009-04-06	to install unzip to the textures file in ur data files. email me @ daedralord@earthlink.net if i missed any creatures those things are slippery! lol all credit goes to bethesda for making these textures and all credit to me and photoshop for recoloring and making them...
8428	Blue Dot Magic Icons v1.0	Models and Textures	MMH	56-9101	Andoreth	2005-04-28	This is a simple tweak that will change the large "blue swirl" icon that denotes magic items with a small bright blue dot in the upper left corner. I feel this is the best of both worlds: allowing the player to see their magical items without the interference of a background image, but still indi...
8427	Blue and Ivory Castle Texture Replacer	Models and Textures	MMH	56-5888	Sorcha Ravenlock	2011-10-08	This is a texture replacer for the Imperial Castle Textures, and the dragon statue (ONLY the dragon, the base textures and metal textures have not been modified or included). Korana has made a wonderful texture Replacer based on the ideas of pre-school children. The result was bright...
8426	Blue and Cream Vivec and Velothi Texture Replacer	Models and Textures	MMH	56-5889	Sorcha Ravenlock	2011-10-08	*****Blue and Cream Vivec and Velothi Texture Replacer***** by Sorcha Ravenlock 1. What is this? 2. Installation 3. Credits and Usage 4. Contact ~ 1. What is this? This...
8425	Blue and Cream Hlaallu Texture Replacer	Models and Textures	MMH	56-5887	Sorcha Ravenlock	2011-10-08	This is a texture replacer for the Hlaallu Textures. It replaces the textures of the interiors and exteriors of the Hlaallu architecture with bright cream and blue textures. There is also a folder included with two alternative textures for the road and cobblestones using in Balmora and Sur...
8424	Bloody Waters	Models and Textures	MMH	56-15366	VampyrPrince	2015-06-23	A crimson retexture for water. From the readme: "ok all credit goes to bethesda for the original textures and all to me for making them red, to uninstall just open ur water file in textures and delete everything trust me it works.....reason being is the original textur...
8423	Bloodmoon Pelt Replacer BPR	Models and Textures	MMH	56-12897	Alaisiagae	2008-08-28	Replaces the three decorative pelts found in the Bloodmoon expansion with realistic, higher resolution fur textures. Details ===== This mod replaces the bear pelt, white wolf pelt, and red wolf pelt textures found in various building...
8422	Bloodmoon Landscape Overhaul v1.1	Models and Textures	MMH	56-11124	Slartibartfast	2007-03-14	This mod is a visual overhaul of the Bloodmoon Expansion , fixing the land of texture seams and some experimental reshaping of the land in the area of Fort Frostmouth and the river to the northeast in an attempt to make Solstheims dull landscaping a little more interesting. In addition landscape ...
8421	Bloodmoon Landscape Overhaul v1.0	Models and Textures	MMH	56-11995	Slartibartfast	2012-11-16	This mod Remodels and retextures the island of Solstheim with the emphasis on photo-realism. The textures are all originals made by me, and any similarity to other textures in other texture replacers is due to myself and other authors using the same resources. The Mod is built on Textur...
8420	Bloodmoon Hide Replacer BHR	Models and Textures	MMH	56-6208	Alaisiagae	2009-01-01	Replaces the Bear, Snow Bear, Wolf, and Snow Wolf ingredients so that they look like pelts instead of mutilated heads. Details ===== This mod changes the meshes and textures of the wolf and bear ingredients so that they look like pel...
8419	Bloodmoon Hide Replacer	Models and Textures	MMH	56-6061	Alaisiagae	2012-02-03	Name: Bloodmoon Hide Replacer BHR Version: 2.1 Date: 12/12/2010 Category: Models and Textures Author: Alaisiagae Description ===== Replaces the Bear, Snow Bear, Wolf, and Snow Wolf ingredients so that they look like pelts instead of mutilated heads.<...
8418	Blessed be the Saints	Models and Textures	MMH	56-11862	Aeven	2012-11-11	A higher resolution on all of the saint depictions found on Temple shrines. -- Installation -- Extract the folder named Textures into Data Files, which is commonly found under "C:\Program Files\Bethesda Softworks\Morrowind", unless you installed it somewhere else, which yo...
8417	Black Void Sun (And Two Humorous Sun Replacers)	Models and Textures	MMH	56-6523	Mario_giesty	2010-08-12	This texture file simply replaces the existing sun in the game with a black sun, as well as two humorous sun replacers. Don't mistake it for the Black Sun glitch! The sun's much, much better looking in my option, and I just wanted something that catches your attention instead of that bland sun. &...
8416	Black Sun	Models and Textures	MMH	56-15365	VampyrPrince	2015-06-23	A retexture of the sun, turning it black, though the lighting around it remains the normal color. From the readme: "Put in textures file just delete it if u don't like it the name is tx_sun_flash_grey_05 enjoy vampyrprince"
8415	Black Robes	Models and Textures	MMH	56-5722	Pie	2011-10-02	Most of the textures included here were edited by Pie, the rest are property of Bethesda Softworks Two different robes in the package-one black and white one black and purple. Both can be found in the Balmora Mages Guild. Hope ya like em! -Pie (Anderi Anghelescu) LrdKothVI@aol.com
8414	Black Mantodeas Armor	Models and Textures	MMH	56-773	Unknown	2009-04-06	After so long, and so many appeals, I have decided to release this damn retexture in the hopes of ridding myself of questions about it. These files come with no support whatsoever. Do not ask me about the IDs. Look them up yourself. If any files are missing, too bad. Cry me a river, as the saying...
8413	Black Leather saddle retexture v1.0	Models and Textures	MMH	56-1288	Skullhunter	2009-04-06	Retextures AcidBasick's fantastic saddle for MagicNakor's horses to black leather with nickel silver rivets and snakeskin accents.
8412	BLACK Domina Texture	Models and Textures	MMH	56-5761	Elric_Melnibone	2011-10-04	These files "REPLACE" the texture files from the FemmDominaArmor Plugin which is itself based on the official "LeFemm Armor Plugin 1.1" from Bethesda Softworks. In order to use these files, you must FIRST download and install the FemmDominaArmor which you can get here: www.elricm.com...
8411	Black Centurions	Models and Textures	MMH	56-6494	DarknessPotato	2010-06-29	This is just some models and textures. They are not in many mods or anything. You can use them in your own if you want. These are just black versions of the Dwemer Centurions. Note: Parts of it are still gold. Like a little bit of the m...

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
8410	BITTERLIGHT a bitter coast glowmap mod	Models and Textures	MMH	56-6375	t-d-r	2010-01-16	hi t-d-r here =) i saw the movie avatar this other day and was inspired by the surrealistic night enviroment of pandora, it was simply lovely and i had to make a reminding mod. so here it is, my FIRST GLOWMAP retexture, i hope it works. no ESP needed, remember to make bac...
8409	Bitterglow	Models and Textures	MMH	56-6502	EvanMeisterX	2010-07-11	The Elder Scrolls III: Morrowind Mod Bitterglow
8408	Bittercup Replacer	Models and Textures	MMH	56-13414	Phaedrus	2009-05-16	This replaces the Bittercup mesh with a new one that is reflective and bump mapped and much cooler. No ESP is required. Changelog:Version 1.1: Fixed the positioning so it no longer floats above the surface when you first find it. Also improv...
8407	BetterGlasses - Misc	Models and Textures	MMH	56-11552	ManualIntelligence	2007-09-24	Replaces mic. glass items with transparent ones. I guess I'll make one plug-in soon that includes all of these BetterGlasses plug-ins and models. Changelog:***V1.1*** [Changed some non-glassitems to their original meshes.]
8406	BetterGlasses - Goblets	Models and Textures	MMH	56-11547	ManualIntelligence	2007-09-23	Replaces goblets with transparent goblets. No new textures added. I guess I'll make one big plug-in soon that contains all of my BetterGlasses plug-ins
8405	BetterGlasses - Bottles	Models and Textures	MMH	56-11549	ManualIntelligence	2007-09-23	Replaces bottles with transparent ones.
8404	Better Weapons Suit	Models and Textures	MMH	56-6545	HedgeHog-12	2010-09-06	This mods changes and replaces all vanilla Weapons in MW. 100% new meshes With Bumpmap, GlowMap, Detailmap and other map effects are added in all meshes. One ID = one unique model! - 582 File models. (New or updated) ****<...
8403	Better weapon (rev3 Imperial)	Models and Textures	MMH	56-12691	HedgeHog-12	2008-04-26	This mod changes and replaces all Imperial weapons. New meshes With Bump map, Glow Map and map effects are added. Installation: 1) Extract the archive into ...MorrowindData Files; 2) Meshes and textures are bsa and will need to be registered in ...
8402	Better Vampire Argonian Heads	Models and Textures	MMH	56-7544	Lordsoulstrike	2005-02-11	Adds better heads for the texture Sil made for the argonians. The default textures that came with Morrowind do not do any justice to the fabulous textures Sil did. Note however all I did was retexture the head that best fit each body but since I myself am not a master modder those o...
8401	Better Texture for Bone Longbow v1.0	Models and Textures	MMH	56-14895	Bloodinfested	2013-07-30	Higher res texture for the bone longbow
8400	Better Soul Gems v1.2	Models and Textures	MMH	56-321	NelothsMouth	2009-04-06	This mod will replace all soulgems with new and better looking ones. Also includes an .esp for modders.
8399	Better Sky v1.1	Models and Textures	MMH	56-3157	Thann	2009-05-12	this is short and simple. just place the texture files in the .morrowind/datafiles/textures. folder. i hope you enjoy this. by:Thann
8398	Better Sky Transparency Fix	Models and Textures	MMH	56-11414	docolinni	2007-08-04	This mod contains two textures that fix the problem from Thann's Better Sky texture replacer (http://planetelderscrolls.gamespy.com/View.php?view=Mods.Detail&id=405). I have contacted Thann already and he has allowed me to release these two textures as a fix for his mod. (To quote from our PM...
8397	Better Sky	Models and Textures	MMH	56-843	Thann	2009-04-06	this is short and simple. just place the texture files in the .morrowind/datafiles/textures. folder. i hope you enjoy this. by:Thann
8396	Better Skulls v1.4b	Models and Textures	MMH	56-6352	tronvillain, nONatee	2009-12-13	Does the look of skulls in Morrowind really get on your nerves? It does mine, so inspired by razorfett147's "Skull's Improved 1.2", I decided to extend the concept to all meshes involving skulls, while keeping it a pluginless replacer if at all possible. So, here are new meshes (taken from the sk...
8395	Better Skulls v1.3	Models and Textures	MMH	56-11969	tronvillain, nONatee	2012-11-15	Does the look of skulls in Morrowind really get on your nerves? It does mine, so inspired by razorfett147's "Skull's Improved 1.2", I decided to extend the concept to all meshes involving skulls, while keeping it a pluginless replacer if at all possible. So, here are new meshes (taken from the sk...
8394	Better Skulls v1.1	Models and Textures	MMH	56-11968	tronvillain, nONatee	2012-11-15	Does the look of skulls in Morrowind really get on your nerves? It does mine, so inspired by razorfett147's "Skull's Improved 1.2", I decided to extend the concept to all meshes involving skulls, while keeping it a pluginless replacer if at all possible. So, here are new meshes (taken from the sk...
8393	Better Scamps v1.0b	Models and Textures	MMH	56-6737	tronvillain	2011-06-06	After opening them in Nifscope, I noticed how bad the UV maps for the scamp were. I attempted to modify them with Nifscope, but that is nearly impossible, but now that I have learned a little about Blender I have succeeded in mostly "fixing" the scamp. Included are vanilla-esque versions of EJ-12...
8392	Better Rain	Models and Textures	MMH	56-13389	HedgeHog-12	2009-04-26	Plugin resource - .Nif files of the rain. In archive there are several different models of "rain", to choose IMPORTANT! - May be problems with MGE! In this case, use the 1.x or, better, 2.x model! Changelog:1.0 - o...
8391	Better Plaza Statue	Models and Textures	MMH	56-13851	Saint Jjub	2010-02-20	Texture replacer for the statue of Almalexia fighting Mehrunes Dagon in Plaza Brindisi Dorom. Increases detail by a lot, and also changes the colors to some that I personally found more interesting than dull brown.
8390	Better Picks'n'Probes	Models and Textures	MMH	56-14303	Lexa, HG-12, Sister	2011-05-18	This modification is a mesh and texture replacer for lock picks and probes. You may use it as esp-free replacer but you can also use the plugin data file which offers different meshes for the apprentice and the bent probe. This mod does three things:
8389	Better Morrowind Menu v2.1	Models and Textures	MMH	56-3019	SpewBoy	2009-04-29	This simply replaces the menu_morrowind.dds texture with a much larger and much more detailed version. I made it completely from scratch. The size of the texture is 1024x2048 so the maximum quality could be produced and because it was either that or 512x1024 or lower resolutions (keeping with 1x2).
8388	Better Morrowind Menu II	Models and Textures	MMH	56-13786	SpewBoy	2009-12-14	Alright. Here is my second attempt at making the Morrowind menu higher quality and resolution. My previous one was scratch made but didn't really have the same style as the vanilla one. This new one however, is based on a high resolution scan of a DVD cover I found. The ...
8387	Better Morrowind Menu GOTY 2.1	Models and Textures	MMH	56-3020	SpewBoy	2009-04-29	This simply replaces the menu_morrowind.dds texture with a much larger and much more detailed version. I made it completely from scratch. The size of the texture is 1024x2048 so the maximum quality could be produced and because it was either that or 512x1024 or lower resolutions (keeping with 1x2).
8386	Better Morrowind Menu	Models and Textures	MMH	56-11569	SpewBoy	2007-09-30	This simply replaces the menu_morrowind.dds texture with a much larger and much more detailed version. I made it completely from scratch. The size of the texture is 1024x2048 so the maximum quality could be produced and because it was either that or 512x1024 or lower resolutions (keeping with 1x2...
8385	Better Meshes plus Optimization	Models and Textures	MMH	56-6722	Tarius	2011-04-23	A simple mesh replacer that replaces some of the older meshes in Morrowind as well as some of the currently replaced meshes. Meshes in this pack which replace current replacers will look just as good but will use alot less polys, hence the name Optimization.(please note, by poly, I me...
8384	Better Meshes plus Optimization	Models and Textures	MMH	56-14285	Tarius	2011-04-23	Better Meshes plus Optimization: By Tarius Version 1.11 ===== Table of Contents: =...
8383	Better Magic Icons	Models and Textures	MMH	56-9826	Tapani_doe	2005-06-13	I always hated those ugly blue swirls around enchanted items. Finally I had the time to do something about them. Here's my new Better Magic Icons. And some feedback, please. Edit: Now the transparency problem has been fixed by Adanorcil. Huge thanks to him!!
8382	Better Looking Morrowind v1.3	Models and Textures	MMH	56-12103	Misty Moon	2012-12-27	Better Looking Morrowind changes all by converting the landscape of the Ashland's, Molag Amur, and Red Mountain into green heaven of trees and grass. No longer a endless grey and black terrain, broken only by the occasional pool of molten lava. Also all of the trees and tree-like objects in Varde...
8381	Better Looking Morrowind	Models and Textures	MMH	56-13409	Misty Moon	2009-05-13	Better Looking Morrowind changes all by converting the landscape of the Ashlands, Molag Amur, and Red Mountain into a green heaven of trees and grass. No longer an endless grey and black terrain, broken only by the occasional pool of molten lava. Also all of the trees and tree-like objects ...
8380	Better Looking Liquor, Drugs, and Vials ADDON: Frost and Fire Salts	Models and Textures	MMH	56-14791	Korana	2013-06-08	This is an add-on for Better Looking Liquor, Drugs, and Vials. This archive includes replacement meshes and icons for the following ingredients: Frost salts Fire salts AND ANYTHING ELSE that uses those two meshes/icons (ie, mods that use them.)
8379	Better Looking Liquor, Drugs, and Vials	Models and Textures	MMH	56-14790	Korana	2013-06-08	Being a long time fan of several mods which replace potions and glass wear, I felt that liquor bottles were rather short on style. This mod replaces the liquor bottles, as well as moonsugar and skooma pipe, and also several unique vials/potions added by the expansions whic...
8378	Better Looking Armor	Models and Textures	MMH	56-11287	Ginge13	2007-06-05	This pack adds a simple re-texture for all of the stock armor in the game. It attempts to sharpen the look of the armor within the game to meet the graphical levels of todays game. I would recommend Downloading the Main file first as it contains textures for the Belt and ...
8377	Better Lava	Models and Textures	MMH	56-12975	Hollow_FANG	2008-10-18	changes the lava to one that i made its better IMHO uses particals as fire pops lava is animated too with particals Changelog:report bugs tests show only 1 bug to be fixed in next release
8376	Better Kegstands	Models and Textures	MMH	56-6711	Tarius	2011-03-22	This is a plugin-less replacer for the 2 kegstand models: Furn Com Kegstand Furn De Kegstand and contains one replacement teature for them: Tx_wood_olddwood_metal For Installation, its the same procedure as alway...
8375	Better Heads Dunmer Texture Fix v1.0	Models and Textures	MMH	56-6640	Petethegoat	2010-12-19	This changes the male Dunmer Better Heads textures to better match the male Dunmer Better Bodies textures. This fixes all male Dunmer faces. No longer will your head not match your body! It's worth noting that the female Dunmer textures already matched the b...
8374	Better Heads 1.1	Models and Textures	MMH	56-5563	Gorg, Arathrax	2010-10-25	This is a re-release of the mod formerly known as Faces of Vvardenfell. That mod was pulled do to issues regarding certain faces inadvertently being changed and overwritten. The mod has been reorganized so nearly everything has been renamed. The only files that may overwrite now are ear files mad...
8373	Better Glow v1.2	Models and Textures	MMH	56-8327	Tapani_doe	2005-05-02	This is my Better Glow mod that alters the enchanted item glow. I tried to make something a bit different than other mods that do the same thing. I hope you'll like it. This is my first published mod so I would appreciate some feedback. You can use these textures anywhere you want to, but please ...

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
8372	Better Frost Atronach	Models and Textures	MMH	56-14454	xander2277	2012-03-13	Better Frost Atronach this is another texture i really thought needed an update. its still true to the overall theme of morrowind, but he looks even cooler than he did before. keepin it frosty with his new look, complete with heavy metal spiky goth style armor which has ...
8371	Better Flame Atronach Texture	Models and Textures	MMH	56-14452	xander2277	2012-03-10	Better Flame Atronach v1 This started out being just a simple texture replacer for the skin only, and then grew into a whole new texture set for the flame atronach, and also some UV editing on the models. for some reason (probably time constraint...
8370	Better Culinary	Models and Textures	MMH	56-10656	AJB	2006-07-03	I thought the original Bethesda plain wood cups, knives, forks, and spoons, were quite plain-looking, generally uninspired, and in need of a redo. These new ones I have made, the knives have better-looking blades that don't look so much like stone (they use the 'pewter' texture, and now they look...
8369	Better Creature(rev4 Dremora)	Models and Textures	MMH	56-11563	HedgeHog-12	2007-09-26	It's Actually replacer Creature Dremora. New meshes With Bump map, Glow Map and map effects are added. Installation:> 1) Extract the archive into ...MorrowindData Files; 2) Meshes and textures are bsa and will need to be registered in...
8368	Better Creature(rev3 Winged Twilight)	Models and Textures	MMH	56-11562	HedgeHog-12	2007-09-26	It's Actually replacer Creature Winged Twilight's. New meshes With Bump map, Glow Map and map effects are added. Installation:> 1) Extract the archive into ...MorrowindData Files; 2) Meshes and textures are bsa and will need to be reg...
8367	Better Creature(rev1 Daedroth)	Models and Textures	MMH	56-11560	HedgeHog-12	2007-09-26	It's Actually replacer Creature Daedroth. New meshes With Bump map, Glow Map and map effects are added. Installation:> 1) Extract the archive into ...MorrowindData Files; 2) Meshes and textures are bsa and will need to be registered i...
8366	Better Creature (rev2 GoldSaint)	Models and Textures	MMH	56-11561	HedgeHog-12	2007-09-26	It's Actually replacer Creature Golden Saint's. New meshes With Bump map, Glow Map and map effects are added. Installation:> 1) Extract the archive into ...MorrowindData Files; 2) Meshes and textures are bsa and will need to be regist...
8365	Better Clothes v1.1	Models and Textures	MMH	56-14097	Psychodog Studios	2010-10-02	Better Clothes replaces most of the default clothing from the standard Morrowind game with new non-segmented versions designed to work with Better Bodies. This improves the visual appearance of most items of clothing that are available in stores, and worn by NPCs, and in your inventory.
8364	Better Bodies Slave Bracer v1.01	Models and Textures	MMH	56-6448	Nethellus	2010-04-14	This is a slightly updated version of the slave bracer mesh, removing the clipping for males and females when using Better Bodies as well as Better Clothes. Changelog:v1.01: - Adjusted the mesh to remove clipping when used with Better Clothes.
8363	Better Bodies (WoodElf Texture Replacer)	Models and Textures	MMH	56-9328	Spirit_Wolf	2004-03-08	This is a wood elf texture replacer for Better Bodies only.Don't forget to read the readme! :) Thanks to kagrenac for the idea.
8362	Better Blood	Models and Textures	MMH	56-525	Qarl	2009-04-06	Better Blood by Qarl qarl@earthlink.net 1 texture which replaces the in-game blood. Just extract into you Data Files(Textures folder).
8361	Better Bloat	Models and Textures	MMH	56-13193	Kahkakra	2009-01-23	Bloat is a tuber yet it uses the Ash Salts' mesh and texture. Now it has its own tuber-like mesh and the proper texture in accordance with its in game description: 'Bloat is the thick, pulpy-white tuber of the bloatspore plant. It grows in dark, damp locations.' I've seen...
8360	Better Azura Statue	Models and Textures	MMH	56-13419	Misty Moon	2009-05-18	This is just some textures and meshes that replaces the old Azura statue, with one that is smoother and has better textures. No ESP or ESM files. Changelog:11.11.09 - Added screenshots, one from the editor and one from NIFscope.
8359	Better ash slave	Models and Textures	MMH	56-14102	scumpunx	2010-10-08	This mod adds a new texture to the ashslave just drop the texture files into the data file in the morrowind directory. if theres any issues with files contact me at [url=mailto:davehardtrongo@msn.com/img/davehardtrongo@msn.com/url]
8358	Better Armor Tribunal pack v1.4	Models and Textures	MMH	56-6558	HedgeHog-12	2010-10-10	This mods changes and replaces all armors in Tribunal. 100% new meshes With Bump map, Glow Map, Detail map and other map effects are added in all meshes. What's new: - Adamantium armor: +1 shield and, 1 longsword, 3 helmets. - Helsethguard: +2 helmets, open an...
8357	Better armor (rev8 Imperial Armor) v1.2	Models and Textures	MMH	56-12690	HedgeHog-12	2008-04-26	This mod changes and replaces all Imperial Armor. New meshes With Bump map, Glow Map and map effects are added. Installation: 1) Extract the archive into ...MorrowindData Files; 2) Meshes and textures are bsa and will need to be registered in your .ini file. 3) Open...
8356	Better armor (rev7 Templar) v1.1	Models and Textures	MMH	56-12689	HedgeHog-12	2008-04-26	This mod changes and replaces all Imperial Templar Armor. New meshes With Bump map, Glow Map and map effects are added. Installation: 1) Extract the archive into ...MorrowindData Files; 2) Meshes and textures are bsa and will need to be registered in your .ini file.
8355	Better armor (rev6 Iron)	Models and Textures	MMH	56-11559	HedgeHog-12	2007-09-26	This mod changes and replaces all Iron Armor . New meshes With Bump map, Glow Map and map effects are added. Installation:> 1) Extract the archive into ...MorrowindData Files; 2) Meshes and textures are bsa and will need to be r...
8354	Better armor (rev5 Steel)	Models and Textures	MMH	56-11558	HedgeHog-12	2007-09-26	This mod changes and replaces all Steel Armor . New meshes With Bump map, Glow Map and map effects are added. Installation:> 1) Extract the archive into ...MorrowindData Files; 2) Meshes and textures are bsa and will need to be ...
8353	Better armor (rev4 Chitin)	Models and Textures	MMH	56-11557	HedgeHog-12	2007-09-26	This mod changes and replaces all Chitin Armor . New meshes With Bump map, Glow Map and map effects are added. Installation:> 1) Extract the archive into ...MorrowindData Files; 2) Meshes and textures are bsa and will need to be...
8352	Better armor (rev3 Ebony)	Models and Textures	MMH	56-11537	HedgeHog-12	2007-09-17	It's Actually replacer Ebony armors. New Meshes (new textures) with BumpMap, GlowMap, ReflectMap and other maps effects. **** Are changed: all Ebony armour. Sarano Ebony Helmet is made opened, it from it not, but now nobody filling became easier than ...
8351	Better armor (rev2 Dwemer)	Models and Textures	MMH	56-11536	HedgeHog-12	2007-09-17	This mod changes and replaces all Dwemer armors. New meshes With Bump map, Glow Map and map effects are added. Installation: 1) Extract the archive into ...MorrowindData Files; 2) Meshes and textures are bsa and will need to be registered in your .ini file. 3) Open M...
8350	Better armor (rev15 Daedric made)	Models and Textures	MMH	56-13585	HedgeHog-12	2009-08-12	This mod changes and replaces only standart Daedric Armors. New meshes With Bump map, Glow Map and map effects are added. * Installation:> Standard as for other plugins in the series. Register BSA archive, and so on.
8349	Better armor (rev15 Daedric Bound)	Models and Textures	MMH	56-13584	HedgeHog-12	2009-08-12	This mod changes and replaces only Summon Daedric Armors. New meshes With Bump map, Glow Map and map effects are added. * Installation:> Standard as for other plugins in the series. Register BSA archive, and so on.
8348	Better armor (rev10 Orcish )	Models and Textures	MMH	56-13576	HedgeHog-12	2009-08-09	This mod changes and replaces all Orcish Armors. New meshes With Bump map, Glow Map and map effects are added. * Installation:> Standard as for other plugins in the series. Register BSA archive, and so on. *****...
8347	Better armor (rev1 Daedric)	Models and Textures	MMH	56-11535	HedgeHog-12	2007-09-17	This mod changes and replaces all Daedric armors with new meshes - Bump map, Glow Map and map effects are added. Installation: 1) Extract the archive into ...MorrowindData Files; 2) Meshes and textures are bsa and will need to be registered in your .ini file. 3) Open...
8346	Better armor (rev 14 Glass)	Models and Textures	MMH	56-13577	HedgeHog-12	2009-08-09	This mod changes and replaces all Glass Armors. New meshes With Bump map, Glow Map and map effects are added. * Installation:> Standard as for other plugins in the series. Register BSA archive, and so on. ...
8345	Better armor (rev 12 Leather)	Models and Textures	MMH	56-13675	HedgeHog-12	2009-09-17	This mod changes and replaces all Furs, Nord, Netch Leather and all non complete armors. New meshes With Bump map, Glow Map and map effects are added. * Installation: Standard as for other plugins in the series. Register BSA archive, an...
8344	Better armor (rev 11 Indoril)	Models and Textures	MMH	56-13586	HedgeHog-12	2009-08-12	This mod changes and replaces Indoril Armors. New meshes With Bump map, Glow Map and map effects are added. * Installation:> Standard as for other plugins in the series. Register BSA archive, and so on. **** []...
8343	Better Almalexia	Models and Textures	MMH	56-13339	Plangkye	2009-03-26	Changes Almalexia's creature models to be up to snuff with current graphical replacers. This is a pluginless replacer, so there should be no conflicts and it won't screw with your saves. Also includes an Almalexia splash screen in the Tribunal style. If you want to wear Almalexia's a...
8342	Bed Replacer v1.2	Models and Textures	MMH	56-7257	TextureFreak aka Texture Freak	2012-08-16	This mod adds a total of 21 retextured bed versions to Morrowind. This mod doesn't replace all original beds simply because these original textures are superb. I would hate to see all those excellent beds disappear so I decided to just replace a few beds of important NPC's in both Vva...
8341	Bed fabrics	Models and Textures	MMH	56-5721	Connary	2011-10-02	Bed fabrics By Connary Texture replacer for the bed fabrics and pillow. INSTALLATION Put the textures into the game directory: .....Bethesda Softworks\Data Files\Textures and click yes to replace if needed. Make a back up ...
8340	BB Dwarven Spectre	Models and Textures	MMH	56-13831	Saint Jiub	2010-01-31	Replaces the dwarven spectre with a Better Bodies version. Credits: Psychodog Studios-Better Bodies/Better Clothes Niolv-Robe mesh
8339	Barabus' Fireplaces	Models and Textures	MMH	56-2219	Barabus	2009-04-24	Replaces the fireplaces around morrowind to be more aesthetic. This changes the fireplaces in interiors as well as the chimneys on the roof. This uses new meshes, its not just a texture replacer.
8338	Barabus Graveyard	Models and Textures	MMH	56-5715	Barabus	2011-10-02	This pack includes-Graveyard railings and gate(equally useful in other areas) -A number of headstones/tombs -A crypt entrance and door -A number of tilable crypt interior sections -7 new containers: 4 bodies,2 coffins,1 urn -A third static coffin with lid _3 se...
8337	Balmora Retextured	Models and Textures	MMH	56-1367	Qarl	2009-04-06	Retextures the exterior of Balmora. I originally created this for myself to spruce up Balmora a bit and was encouraged to pack it up and make it publicly available. Almost everything is still in the same place as it was originally, save a few rocks and trees and such. But some addition...
8336	Balmora Retexture	Models and Textures	MMH	56-6970	Qarl	2012-07-18	Retextures the exterior of Balmora. I originally created this for myself to spruce up Balmora a bit and was encouraged to pack it up and make it publicly available. Tribunal is required. Almost everything is still in the same place as it was originally, save ...
8335	Baldurians Scum Texture and Mesh Replacer	Models and Textures	MMH	56-14386	Baldurian	2011-10-27	This plugin replaces the ugly Scum textures. Now the water parts are transparent (not the leafs on it). The water looks a little bit green, so it looks more like a swamp! This mod is espless. Now the meshes are in the correct folders. Thanks to Conn...

Id	Name	Category	Site	Link	Author	Date	Description
8334	Backup Heads	Models and Textures	MMH	56-7853	Lady Rae	2005-04-10	This is a simple little mod. All I've done is to take all the original heads and hairs from Bethesda and given them a new name (put in bck instead of b_n) and saved it. It has been cleaned with TESAME and should not conflict with any other mod out there unless they shout...
8333	Azuras Coast and Sheogorath - Grassmod 1.2	Models and Textures	MMH	56-11987	Muspila/Worsas	2012-11-16	This mod spreads grass meshes over the Azura's Coast- and the Sheogorath- Region. The grass can be animated using Morrowind Graphics Extender. Both the grass meshes and the textures are made by me. Grass meshes were distributed using Yacoby's mesh generator.
8332	Azura's Coast & Sheogorath - Grass Mod v1.4	Models and Textures	MMH	56-11988	Muspila, Worsas	2012-11-16	This mod initially started as a part of an undertaking that was just getting my game ready for the actual playing. You know, downloading zillions of mods, installing MGE, extracting BSA-files, fighting incompatibilities and whatnot.. I got hold of a piece of wonderful decadence...
8331	Azura Replacer v1.0	Models and Textures	MMH	56-13292	Psymoniser	2009-03-03	This mod replace's the standard version of Azura with a Better Bodies version. Special thanks to Westly for the textures. Full Credits in the Readme. This is just a mesh and texture replacer, and as such has no need of an ESP. Changelog: 03/03/2009 .ini...
8330	Azura Replacer v1.0	Models and Textures	MMH	56-6053	Psymoniser	2012-01-27	This mod replace's the standard version of Azura with a Better Bodies version. Special thanks to Westly for the textures. Full Credits in the Readme. This is just a mesh and texture replacer, and as such has no need of an ESP. Change log: 03/03/2009 .ini...
8329	Azura Creature and Statue Replacer	Models and Textures	MMH	56-11325	Westly	2007-06-30	This plugin is not a "plugin" at all, as it uses no .esp, but rather directly replaces the Azura Statue and creature with newer updated versions. Playing this mod is as simple as installation (as by installing the folders in the correct location, the Azura statue a...
8328	AztecHlaalu	Models and Textures	MMH	56-10487	tygirwulf	2006-03-12	Yet another Hlaalu texture pack! I know you're jumping for joy. Made this a few months ago when I was hit by a frenzy of inspiration brought about by looking at David Gurra's texture galleries. He has a few that look Aztec or Central American, at least to me...
8327	Autumn Textures	Models and Textures	MMH	56-15430	SYMBIOTE DINOSAUR	2015-10-03	This mod will retexure a few of the landscape texture in the Ascadian region, the Bitter coast region, and the West Gash region. Not all the land textures will be retextured so the regions still look unique, just with a bit of broken twigs and fallen leaves on the ground.
8326	Authentic Signs IT 1.1	Models and Textures	MMH	56-3065	Nigedo	2009-05-12	===== Authentic Signs: Inns & Taverns ===== By Nigedo Version 1.1 / 9 July 2004 Requires Morrowind only, but was constructed using TESCS patched to version 1.6.1820. <...
8325	Atronachs	Models and Textures	MMH	56-6554	ddfields	2010-09-28	The Storm and Frost atronach seem to be creatures that no one has done any work on, so I set about seeing what could be done. I did not do the Fire atronach as Psymoniser has already done work on that. With the Storm atronach, as you will notice in the screenshot comparis...
8324	Atmospheric Balmora for VBA	Models and Textures	MMH	56-6045	Lucien Fairfax + Enzo Dragon	2012-01-22	DESCRIPTION - This mod is derived from Lucien Fairfax's "Atmospheric Balmora" which is intended to be part of a set by him called "Atmospheric Cities". Lucien's aim is to bring character to each of the settlements of Vvardenfell, drawing inspiration from early c...
8323	ATI Card sun fix	Models and Textures	MMH	56-6374	Rpggingmaster	2010-01-14	ATI Card Sun Fix A ATI Card fix for Morrowind By Rpggingmaster ***** I. Intro *****...
8322	ATAP - Andys' texture alternatives pack	Models and Textures	MMH	56-11149	[DD]triple	2007-03-29	Included are more than 600 textures for morrowind (landscape, wood, carpets, architecture, creature, armor etc.). It is a combination of new textures, upgraded original textures and textures that are taken changed or unchanged from other texture packs. I migh...
8321	Astion's Chrysamere Replacer	Models and Textures	MMH	56-10078	Astion	2005-08-15	I never liked Bethesda's original Chrysamere model, nor do I think has anyone who has played Morrowind and has any kind of eye for detail. The Chrysamere is supposed to be the blade of a paladin, a holy weapon, but the impression it gives is, to put it kindly, lacklu...
8320	AST retextured journal book and scroll menus	Models and Textures	MMH	56-10994	Aisis	2007-01-16	You have retex of all possible textures, but see still the same crappy menus for books and scrolls? Let's change it! Bigger and better textures for the book and scroll menus (the bookmark can't be done bigger, so I at least made it with a matching look). The scroll menu i...
8319	AST better redware texture replacer	Models and Textures	MMH	56-12695	aisis	2008-04-27	Better textures for redware. I tried to make it look the same as the original, since I like it the way it was. This enhances the textures without giving it a complete make over. This mod provides highly enhanced textures, but none of them is bigger than 512x512.
8318	AST better comberry texture replacer	Models and Textures	MMH	56-12686	aisis	2008-04-26	A simple one DDS file that replaces the original comberry texture. I have found good replacers for nearly any texture in Morrowind except this one. And since I'm used to make myself what I can't find, I did it. The texture size is 1024x1024. Enjoy...
8317	AST beds texture replacer	Models and Textures	MMH	56-13170	Aisis	2009-01-14	New bedsheets for those, who like the original color settings, but would like better textures for the beds. Since I couldn't find any bedsheet texture replacer that I would like without any exceptions, I did my own (once again). This will replace all textures for bedsheet...
8316	Ascadian Isles Plants v1.0	Models and Textures	MMH	56-14884	Rhymer	2013-07-26	This replaces gold Kanet and Comberry - bouth plants and ingredients. All plants are compatible with Graphic Herbalism New update - heather.
8315	Arkviles Might	Models and Textures	MMH	56-10130	rdjeke	2005-09-19	Adds a weapon I made by request from a person at TES forums. Its for sale or stealing at the Razor Hole in Balmora. Enjoy.!
8314	ApelCIHs Imperial Housing Textures	Models and Textures	MMH	56-13212	ApelCiH	2009-01-31	Texture replacer for the imperial housing with better ones all around Vvardenfell. Changelog:V 1.1: Fixed incompatible with Connary-s forts texture. New bricks texture.
8313	ApelCIH's Imperial Housing Textures v1.1	Models and Textures	MMH	56-11861	ApelCiH	2012-11-11	Texture replacer for the imperial housing with better ones all around Vvardenfell. Change log V 1.1: Fixed incompatible with Connary-s forts texture. New bricks texture.
8312	Apel's High-Rez Red Mountain	Models and Textures	MMH	56-15571	Apel	2017-09-08	A high resolution (2048x2048 and 1024x1024) texture replacer for the landscape of the Red Mountain region. These textures are also used in other situations, e.g. the rocks dividing Morrowind's other regions.
8311	Apel's Ascadian Isle Retex v 1.0	Models and Textures	MMH	56-11895	Apel, As_The_Sun_Sets	2012-11-13	Replaces the ground textures in the Ascadian Isle Region.
8310	Apel's Ascadian Isle Retex	Models and Textures	MMH	56-14031	Apel, As_The_Sun_Sets	2010-07-28	Replaces the ground textures in the Ascadian Isle Region. Changelog:1.0 - first version uploaded
8309	AOF's New Horizons	Models and Textures	MMH	56-14824	AnOldFriend	2013-06-14	This is a sky mesh that improves the distant horizon clouding.
8308	AOF's Illuminated Glowing Daedric Armor	Models and Textures	MMH	56-14823	AnOldFriend	2013-06-14	This is an add-on for AOF's Illuminated Armor for users of Ghostnull's Glowing Daedric Armor. Requires Ghostnull's Glowing Daedric Armor:
8307	AOF SKIES	Models and Textures	MMH	56-5695	AnOldFriend	2011-10-02	Simple texture replacer for most of the clouds.
8306	AOF Resource pack 1	Models and Textures	MMH	56-4175	AnOldFriend	2009-05-12	This is a pack of some of the resources that I have released including: Fantasy Wings version 1 and 2, the Cleric shield, the daedric and Karstag towers, and the tree bridge. Fantasy Wings version 2 is the only set in this pack that wasnt previously released I pretty much made the text...
8305	AOF Potions v1.0	Models and Textures	MMH	56-14685	AnOldFriend	2013-05-09	The files contained within replace the meshes and textures for the Exclusive, Quality, Standard, Cheap, and Bargain potions. Installation: DDS files go into your Morrowind> Data Files> Textures folder. NIF files go into your Morrowind> Data Files> Meshes> "M" folder.
8304	Another Texture Pack - West Gash	Models and Textures	MMH	56-6576	basswalker	2010-10-23	My very first texture pack. Hooray! ^.^ ----- Another Texture Pack - West Gash ----- Description: ----- Texture replacer for...
8303	Animation Compilation	Models and Textures	MMH	56-6688	Artaios	2011-02-22	This mod combines the Almalexia casting animations with Dirnae's running animations and fixes the notorious errors that were usually accompanied with them. It also enables the player to see these animations in first person. And all in one easy-to-install package => This m...
8302	Animated Gondoliers	Models and Textures	MMH	56-6230	Arcimaestro Antares	2009-05-20	This mod adds 2 Animated Gondoliers in Vivec. The Gondoliers do nothing but going forth and back. They are not living, simply scenic. VIDEO Changelog:added a link to the Russian Version added a link to the French Version
8301	Animated Crate	Models and Textures	MMH	56-13223	maspeir	2009-02-02	This is a simple animated crate resource. To use, install the nif and kf files in your Meshes directory and the texture in your Texture directory. This is intended to be used as an activator object. There are no restrictions on the use or modification of this ...
8300	Angry Sun	Models and Textures	MMH	56-14469	Necrod, etmorrowindb	2012-05-03	Angry Sun The Sun of Nirn suddenly become self-aware and understood it has two reasons to exist: 1- killing the Nerevarine; 2- warm up the planet Nirn so it can sustain life. Unfortunately it has no idea of obtain point 1 without tampering with point ...
8299	Andy! Dark Elf Hair Styles	Models and Textures	MMH	56-10042	Andy!	2005-07-04	A screen of all hairs is included with plugin. This mod adds 5 new hair meshes for Dunmer males, with most containing 3 color variants of black, grey, or red. If you wish to use the hair for other elven races, I've included alternate ear textures, which can be assign...
8298	Amulets and Rings v1.0	Models and Textures	MMH	56-14727	Daduke	2013-05-12	Adds 29 new ring icons (in gold, silver and bronze) and 25 amulet icons. Models for the items created by IggyEGuana...Amulet of the Necromancer by Helios Items are added to level list in the game, therefore they have a chance of appearing on anything that uses leveled lists... or you c...
8297	Amael's Particle FX	Models and Textures	MMH	56-12597	Amael	2008-03-15	NOTE: This file was uploaded here by me, Eisenfaust. This file was practically an "orphan" in terms of a site to host it, so I have chosen to share this file with the PES community who will potentially have use for it. (Start of Readme) *****

<b>ID</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
8296	Alternate Telvanni Textures v1.0	Models and Textures	MMH	56-12158	Chibimala	2013-02-02	These textures were redesigned to be an alternative to Bethesda's originals while retaining a natural, woody feel. Basically, I was not impressed with the amounts of yellows and oranges inside the towers and decided to make it a bit easier on the eyes. To install, extract the textures...
8295	Alternate Telvanni Textures	Models and Textures	MMH	56-14061	Chibimala	2010-09-02	These textures were redesigned to be an alternative to Bethesda's originals while retaining a natural, woody feel. Basically, I was not impressed with the amounts of yellows and oranges inside the towers and decided to make it a bit easier on the eyes. All of the L...
8294	Alternate older Almalexia textures	Models and Textures	MMH	56-14937	Westly	2013-08-27	Alternate face and hair texture for "Westly Presents BB Almalexia Replacer II", which is required
8293	Alternate Moons	Models and Textures	MMH	56-799	SiriusSnape	2009-04-06	Alternate Moon Textures SiriusSnape ***** This texture set replaces the colors for the moons. In this pack, Masser is the color of the actual moon, and Secunda is a dark moon. Included is a file which, if you choose - replaces your Masser full moon with The Death S...
8292	Alternate Gold Texture	Models and Textures	MMH	56-15055	Piratelord	2013-11-08	Alternate Gold Texture (just put in textures folder)
8291	Alternate Gold IV	Models and Textures	MMH	56-7806	Mystara	2005-03-02	This mod, like many others, retextures the default gold coins to a texture that I liked better than the default. It uses higher poly models than the original coins making them rounder in appearance. And also adds a reflection effect to the coins in game. [...
8290	Alternate Gold III v1.02	Models and Textures	MMH	56-9067	Mystara	2004-01-05	This mod, like many others, retextures the default gold coins to a texture that I liked better than the default. Thanks to all of those that have given me advice, direction, and basically tolerated my chatter. Special thanks to the creator of Alternate Gold II Shaded Red - It's your inspiration t...
8289	Alternate Gold III v1.0	Models and Textures	MMH	56-1983	Mystara	2009-04-06	This mod, like many others, retextures the default gold coins to a texture that I liked better than the default. Thanks to all of those that have given me advice, direction, and basically tolerated my chatter. Special thanks to the creator of Alternate Gold II Shaded Red - It's your inspiration t...
8288	Aliénor Hairstyle	Models and Textures	MMH	56-13546	Mandamus	2009-07-16	This mod adds a new female hairstyle for human (Bretons, Imperials, Nords and Redguards) and elven (Dark, High and Wood Elves) races, available in eight colors (blond, red, brown, black...). I made the mesh myself entirely from scratch, with the exception of the ears. The texture is partly based ...
8287	Alchemical Salts	Models and Textures	MMH	56-12894	peachykeen	2008-08-27	Adds special effects to four 'salt' ingredients ingame. The effects match up with what I thought the element represented should be. While not following the original look exactly, they are associated.
8286	Alan's_Daedroth_Retexture	Models and Textures	MMH	56-11107	Alan	2007-03-01	Re-textures Daedroth's in game with much better looking textures. I dont know if there is another texture for this creature but if there is a better one let me know i want it! Installation:> Copy all textures into your Morrowi...
8285	Alan's Wild Guar Retexture	Models and Textures	MMH	56-11087	Alan	2007-02-23	escription: Re-textures Wild Guars in game with much better looking textures. Installation: Copy all textures into your MorrowindData FilesTextures folder older textures will be overridden so backup first! Issues: None, textures are st...
8284	Alan's Silt Strider Retexture	Models and Textures	MMH	56-11083	Alan	2007-02-22	Re-textures silt striders in game with much better looking textures. Installation: Copy all textures into your MorrowindData FilesTextures folder older textures will be overridden so backup first! Dependencies: Morrowind &...
8283	Alan's Kwama Texture	Models and Textures	MMH	56-11095	Alan	2007-02-26	I got tired of those dark Kwama's and made a little texture, nothing big but maybe some will like it. Replaces Kwama worker textures with more attractive ones (for my likes). Standalone DDS file, just drop into MorrowindData FilesTextures folder, ...
8282	Alan's Ice Atronach Textures	Models and Textures	MMH	56-11100	Alan	2007-02-28	Re-textures Ice Atronach's in game with much better looking textures. Now Ice Atronach's look like real Ice, tough I gave them a less fierce face. Installation:> Copy all textures into your MorrowindData FilesTextures folder older textures will be overridden S...
8281	Alan's Fox Retexture for KAGZ_Little_Foxes2	Models and Textures	MMH	56-11094	Alan, Kagz aka Kagrenac	2007-02-26	This is a Fox Texture replacer for KAGZ_Little_Foxes2 MOD. With his permission I am uploading his MOD with the NEW Textures included.
8280	AJKiller23s Stoves etc	Models and Textures	MMH	56-8753	AJkiller23	2005-07-27	This mod is based off of a request for a redone Dwemer stove and a closet. The closet was requested to be done in a brushed wood style using the textures for kwshipman's Brushed Furniture resource pack (pack is included but the originals are not added to the mod, yo...
8279	Adele's furniture conversion	Models and Textures	MMH	56-6253	Shannon	2009-09-04	Furniture models originally made by Adele Messenger Bouricius for The Sims 2, converted to morrowind by shannon with Adele's permission. MAKE SURE to download "adeleMesh.zip". It fixes some small visual problems with a few of the meshes.
8278	Adamantium Weapon Texture Sharpening	Models and Textures	MMH	56-1148	Dashogg	2009-04-06	The Elder Scrolls III MORROWIND: Adamantium Weapon Texture Sharpening by DasHogg Index: 1. Description
8277	Actor Animation Fix	Models and Textures	MMH	56-14409	IDZeroNo	2011-12-19	Simply fixes the no actor has animations bug for the default game when you are messing with them. IDK If it will work for mods tho... The animations in these pack are the default ones only used to fix these bug only! Changelog:1.0...
8276	A_Sapp's Imperial Fort Re-tex	Models and Textures	MMH	56-6605	A_Sapp	2010-11-13	This replaces the Imperial Fort textures with ones that I find more appealing. I could never seem to find ones that looked really good and were a tad darker than most. So my solution was to make my own! This is my first re-texture so feedback is greatly appreciated, and don't forget to vote! :) &...
8275	A tribute to Jeremy Mcguinn	Models and Textures	MMH	56-654	Unknown	2009-04-06	All credits to the amazing author of the models: Jeremy Mcguinn http://home.comcast.net/%7Ehdoan0/Knights_of_Tamriel.htm I honestly advise to get all His mods and play them 1st as not the models are really answome, but the quests to obtain them are also wonde...
8274	A sword by T'nilec	Models and Textures	MMH	56-1398	T'nilec	2009-04-06	A sword by T'nilec This is a sword I made for a bigger mod I have planned. As you can probably tell, i got my inspiration from the sword, Excalibur. You will have to put it into the game yourself. You can contact me at t_nilec@msn.com Enjoy!
8273	A Mix of Textures - Clean Morrowind	Models and Textures	MMH	56-13158	Tealpanda	2009-01-11	This is a texture replacer for Velothi (including Vivec), Hlaalu, Redoran, Telvanni, and Dunmer Stronghold architecture. This also replaces some flora textures. I did not make these textures. They are a mixture from 15 other mods (see "related mods" below). &...
8272	652 Fixed UVs	Models and Textures	MMH	56-15593	Modding Community	2018-02-01	652 fixed UV meshes that I've collected over many years, a lot of them are still from PES and can't be found anywhere else anymore.
8271	3ds max map reflect updates	Models and Textures	MMH	56-4227	willytooshoes	2009-05-12	Goldshine map textures for 3ds Max 4.26 sp1 by willytooshoes Ok, I thought it was best to give out these now famous maps to the fans of morrowind. There are no restrictions for this as it was created by me using 3dsmax's walkthrough so its half mine half theres. An...
8270	20 Free Seamless Textures	Models and Textures	MMH	56-3001	Psionic	2009-04-26	20 FREE seamless textures feel free to use these textures in any way you like, freeware, shareware and commercial... credits would be nice but are not essential :) Hope you find a use for some of em!! Psionic http://www.psionic3d.co.uk =====
8269	2 Tribunal Shirts	Models and Textures	MMH	56-12842	Spirited Treasure	2008-07-30	I got tired of looking at the amputated hand in the Tribunal shirts.. Here is my fix for the common shirts 6 and 7 that come with Tribunal. These are only meshes so just remove them if you would rather have amputated hands =L= Permissions: Do what you want with these mes...
8268	2 Extravagant Gloves	Models and Textures	MMH	56-4140	Negrodomous	2009-05-12	Extravagant Gloves ***** what this includes: Meshes: ND_C_glove_extrav.nif ND_C_glove_extrav.1st.nif ND_C_glove_extrav_GND.nif ND_glove_expens_MH.nif ND_glov...
8267	"Oblivion" Mehrunes Razor Replacer	Models and Textures	MMH	56-13379	Plangkye	2009-04-15	Replaces the original Mehrunes' Razor with a new model like the Oblivion version using reflect and bump mapping. No .esp required. If you use an enchantment glow remover other than my own Pluginless NoGlow, the reflect and bump mapping will not be visible.
8266	"Jackal" Mehrunes Razor Replacer	Models and Textures	MMH	56-13378	Plangkye	2009-04-14	Replaces the original Mehrunes' Razor with a new model using reflect and bump mapping. No .esp required. If you use an enchantment glow remover other than my own Pluginless NoGlow, the reflect and bump mapping will not be visible.
8265	"Guide to..." replacer v1.2	Models and Textures	MMH	56-3101	Stalker	2009-05-12	This mod replaces all "Guide to..." scrolls with an open version showing the map of the region This mod won't modify your save games. It is not incompatible with plugins which modify the same scrolls. Three cells were slightly modified to avoid scroll bleeding: AL...
8264	!DK Got Textures	Models and Textures	MMH	56-10963	Dempcey	2007-01-03	A Modder's resource of assorted textures for use in your own mods. Nothing is placed in game. Contents of the various packs are as follows: GOT TEXTURES 1> (115Mb) Amor - 14 Bark - 78 Blocks ...