

Morrowind Overhaul Sounds & Graphics – Credits!

Because we are a big family!

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Introduction:

Hey again,

This document is a tribute to all the people that did something that made Morrowind Overhaul what it is today. I won't stop to say it; **thanks**.

Sincerely,

- Kingpix

If you notice that I forgot someone in this document please contact me. I'll add the entry as soon as possible!

The Morrowind Overhaul Team:

Here we are. A bunch of crazy but cool people.

Kingpix (Yahoo, it's me!)

Andracos

Argo

Brandon Simpson

Cancrena

Chantalion

Chesko

Darkvalca

Fafolo

Julianross

Ksinin

Matthew Farmery

Nick93

No1 (also known as f5f9)

Yoae (and his girlfriend!)

French division:

People who was working on the French translation. They also helped me to fix bugs, improve things and do some test!

Dapsaille

Illynir

Inny

Kaos_sita

Kira

Kukurbitak

Malhuin

Mr-Vivec

Papill6n

Shadow-she-wolf

SlashTom

Tenzaku

The Testers:

If you are enjoying a bug-free modpack and a smooth installation it's because of these. C'mon, love them!

Arizzi

CeluiDuDehors

Daniele (also known as Hubble)

Draevos

Dragon32

Gyshall

Golgoth

Interocitier

Mortimer

Qqqbbb

Piffo

Red Eye

Valamyr

Verify you are a human

Special Thanks:

Here's a list of the others that did something good for this project. I love you all, don't forget this!

Abot

APY of PlanetElderScrolls

Browncoat

Cyrano

Doriandark (also known as Malaith)

Fliggerty

Glasco

Gstaff (Bethesda Blog)

Hexen Third

Jason Nall

JPAGamer

Knots

Lahndon

Logitech

Lord Orchid

Mesenzio and Golgoth (have a look at RPGItalia.net!)

Mr. Yod

Myxale

Paul Eerie (from FilePlanet)

Peachykeen

Pluto

Povuholo

Qwert

Raziel BTS

Ribaldo (also known as Figthangel)

Rohugh (moderator at Bethsoft Forums)

Tetchy

Toki

Wandermaster8

The Modders and their Mods:

They made this possible. If Morrowind looks like that, it's because of the awesome Morrowind Modding Community.

- [Abot's Mods](#)
 - [Windows Glow Expansion](#)
An expansion for Windows Glow.
 - [Windows Glow Raven Rock Patch](#)
A quick fix for a small bug of Windows Glow
- [Acrilix's Mods](#)
 - [Windows Glow Texture Tweaks](#)
Texture tweaks for Windows Glow.
- [Aeven's Mods](#)
 - [Blessed Be The Saints](#)
Replacer for the saint depiction found on Temple shrines.
 - [Dwemeri Dominion](#)
This cool mod replaces the Tribunal Dwemeri meshes to use the same textures as Morrowind.
 - [Set In Stone](#)
Replacer for some statues.
 - [The Clockwork City](#)
Texture replacer for the Clockwork City.
 - [You Just Got Frescoed!](#)
Here's a replacer for the frescoes used in Velothi architecture.
- [Aisis' Mods](#)
 - [Better Menu Books](#) (No longer included but still here in the credits)
Better menu for the books.
- [Asirion's Mods](#)
 - [Excellent Magic Sounds](#) (Option)
New magic sounds.
- [Alaisiagae's Mods](#)
 - [Bloodmoon Hide Replacer](#)
Replaces the Bear, Snow Bear, Wolf, and Snow Wolf ingredients so that they look like pelts.
 - [Bloodmoon Pelts Replacer](#)
Replaces the three decorative pelts found in the Bloodmoon expansion.
 - [Cart Cloth Textures](#)
Replaces the cart cloth found in Tribunal with a higher resolution texture.
 - [Chodala Boots](#)
Gives Conoon Chodala's Boots a different/new mesh, texture, and icon.
 - [Daedric Glowing Key Replacer](#)
Gives the glowing daedric key a new model and icon.
 - [Guarskin Drum Replacer](#)
Gives the guarskin drum a unique model.
 - [Left Gloves Mod \(with Lurlock's Help\)](#)
This mod adds Left and Right icons and ground meshes for the pauldrons and gauntlets.
 - [Ore Rock Retexture ORR - New Glass](#)
Replaces the three ore veins and the raw ingredients with high resolution textures.
 - [Propylon Pillar Retexture - Glowmapped!](#)
Replaces Propylon Pillars textures with crisp, hi-res textures.
 - [Sail Cloth Retexture SCR – Normal](#)
Replaces the four sail cloth textures with higher resolution textures.
 - [Soulgem Retexture, additional mesh re-mapping: Swrdphantom \(Soulgems replaced by Souly Soulgems\)](#)
Replaces various mostly non-flora ingredients and all five soulgems with higher resolution textures.

- [Splash Screens Pack – Bloodmoon](#)
New Bloodmoon Splash Screens.
- [Splash Screens Pack – Morrowind](#)
New Morrowind Splash Screens.
- [Splash Screens Pack – Tribunal](#)
New Tribunal Splash Screens.
- [Unique Finery Replacer \(additional meshes creation: Dirnae, Swardphantom, Daduke & Co., Dongle & Arcimaestro Antares\)](#)
Gives most special and unique belts, rings, and amulets new, unique models.
- [Wolf Helmet Replacer](#)
Replaces the Wolf and Snow Wolf Helmets with a ferocious wolf head with gaping jaws.
- [AnOldFriend's Mods](#)
 - [Containers](#)
New barrels, kegstand, wooden bucket, and sacks.
 - [Hlaalu Textures](#)
Replaces for the Hlaalu textures.
 - [Imperial Housing](#)
Replaces all textures that are associated with the imperial houses
 - [Illuminated Armor](#)
Glowmap for the armors.
 - [Road Marker Retextured](#)
Replaces the textures of the "welcome" obelisk.
 - [Sacks \(Replaced by Containers\)](#)
The files contained within replace the textures for the sack containers as well as a few other misc.
 - [Shacks & Docks Retextured](#)
Replaces the textures for the Shacks and docks. Note: the docks textures are replaced by Visual Packs.
 - [Waterfalls](#)
Replaces the waterfalls with new textures and models that have bump and reflection maps.
 - [Vivec-Velothi Retextured \(Tomb interiors only\)](#)
Replacer used in the tombs interiors.
- [Arcimaestro Antares' Mods](#)
 - [Animated Morrowind](#)
This mod adds some new animated Npcs to the world
 - [Animated Morrowind II](#)
Other new animated NPCs
 - [Golden Gold](#)
Changes the textures and icon of the gold coins with more golden ones.
- [Armed Defender's Mods](#)
 - [Mesh Improvement](#)
A simple mesh replacer that replaces some of the older models is Morrowind.
- [Astion's Mods](#)
 - [Statue Replacer Pack](#)
This plugin replaces the meshes and textures of all the Daedric statues in the game.
- [Baldurian's Mods](#)
 - [Bearclaw Texture and Mesh Replacer](#)
Replacer for the Bearclaw Helm.
 - [Scum Texture and Mesh Replacer](#)
Replacer for the scum texture of Bitter Coast.
- [Baofu92's Mods](#)
 - [Detailed Armors](#)
Remodeled armors.

- [Barabus' Mods](#)
 - [Fireplaces](#)
It adds some cool fireplaces.
- [Bart Notelaers' Mods](#)
 - [Unique Banners and Signs \(Included in Linora's Refined Banners\)](#)
This plugin replaces the banners and signs of 21 establishments across Vvardenfell with unique designs.
- [Byblos' Mods](#)
 - [Lights 300 \(No longer included but still here in the credits\)](#)
This mod reworks all lights in the game to be more, colorfull, dynamic, magical and realistic.
- [Bloodinfested's Mods](#)
 - [BC Plant Life Retexture](#)
Retexture for the plants in Bitter Coast.
 - [Cloth Banners](#)
Retext of the cloth banners. Some textures only.
 - [Paper Lanterns Retexture](#)
Retext for the Paper Lanterns.
- [Bobbyx's Mods](#)
 - [Bob's Leaf Textures For Vality's Ascadian Isles Mod \(Option\)](#)
Replacer for the leaftextures of Ascadian Isles trees.
- [Cappucine & Westly's Mods](#)
 - [High Resolution Better Bodies Female Textures](#)
This mod is a texture replacer for the mod Better Bodies with Hi-Res textures.
- [Carnajo's Mods](#)
 - [Vivec Textures Replacer](#)
This mod makes Vivec City look more interesting, without changing the feel of morrowind.
- [Colt17's Mods](#)
 - [Windows Glow – Bloodmoon](#)
Windows Glow for Bloodmoon.
 - [Windows Glow – Raven Rock](#)
Windows Glow for Raven Rock
 - [Windows Glow - Tribunal](#)
Windows Glow for Tribunal.
- [Daduke's Mods](#)
 - [Key Replacer](#)
Replaces the generic looking keys with 50 newly designed key textures.
- [Daleth's Mods](#)
 - [Book Jackets – Bloodmoon](#)
Unique Bloodmoon books.
 - [Book Jackets – Morrowind](#)
Unique Morrowind books.
 - [Book Jackets – Tribunal](#)
Unique Trbunal books.
 - [Book Jackets Patch](#)
A quick patch for Book Jackets.
- [Dark Angel's Mods](#)
 - [Illuminated Windows](#)
All windows, shack doors, mushroom doors are now illuminated during the night with improved scripting.
- [Darknut's Mods](#)
 - [Armor Retexture](#)
This mod replaces all the default armor textures in Morrowind, Tribunal & Bloodmoon.
 - [Ash Vampires](#)
A retext of the Ash Vampires.

- [Better Clothes Textures](#)
This Mod replaces the Betterclothes 1.1 textures
- [Bloodmoon Creatures](#)
These are replacement textures for all but a few of the creatures in Bloodmoon.
- [Creatures 9 \(Here for the second Morrowind Overhaul Pack: Game Experience\)](#)
This mod replaces the textures in Creatures by Piratelord. (with his permission of course)
- [Creatures Addendum](#)
An addendum to the creature textures.
- [Dwemer Ruins Textures](#)
This mod replaces all the default Dwemer Ruin textures in Morrowind & Tribunal.
- [Morrowind Creatures](#)
These are replacement textures for all but a few of the creatures in Morrowind. (not Tribunal or Bloodmoon).
- [Tribunal Creatures](#)
These are replacement textures for all but a few of the creatures in Tribunal.
- [Weapons Retexture](#)
This mod replaces all the Weapon Textures in Morrowind, Tribunal & Bloodmoon.
- [World Textures BETA \(some wood textures only\)](#)
This is an old beta pack of textures created by Darknut.
- [Dirnae's Mods](#)
 - [Animation Mod](#)
These are some awesome new Morrowind animations.
- [Dragon32's Mods](#)
 - [Fixed Tavern Mesh for Windows Glow](#)
A fixed mesh for windows glow.
- [Duncan's Mods](#)
 - [Atmospheric Sound Effects](#)
New and awesome sound effects.
- [Earth Wyrms's Mods](#)
 - [Signy Signposts : Vvardenfell](#)
This mod provides new meshes and high-resolution textures for the signposts.
 - [Souly Soulgems](#)
This is a small mod to replace the meshes, textures and icons of the soulgems.
 - [Swampy Swamps \(Only some mosh textures used\)](#)
This is a texture replacer for the bittercoast region of Vvardenfell.
- [F.I.M. Mods](#)
 - [Better Spell Effects](#)
Retexture for the spells!
- [Gemini's Mods](#)
 - [Windows Glow Realistic Retexture - Imperial](#)
A retexture for more realistic window in Windows Glow.
- [Ghostnull's Mods](#)
 - [Glowing Daedric Weapons](#)
Adds glowing Daedric weapons to the game.
 - [Particle Arrow Replacer](#)
Replaces all the original enchanted arrows and bolts from the game with particle effect versions.
 - [Silverware Enhancer](#)
This plugin replaces the standard in-game silverware items with reflective and higher-poly versions.
- [Ghostwheel's Mods](#)
 - [TESTool \(Object Merging\) \(No longer included, but still here in the credit list\)](#)
This is a helper utility for the The Elder Scrolls: Morrowind game.

- [Grvulture's Mods](#) (No longer included, but still here in the credit list)
 - [Real Stars](#)
This plugin uses real astronomical photos combined in such way to fill the Morrowind night sky.

- [Hrnchamd's Mods](#)
 - [Morrowind Code Patch](#)
A patch to fix the unfixable!
 - [Morrowind Graphics Extender XE \(MGE XE\)](#)
A revision of MGE, wonderful!
 - [Better Dialogue Fonts \(with the help of chesko\)](#)
This is a high resolution replacer for the Magic Cards font.

- [Kalamestari 69 & nONatee's](#)
 - [New Veloths Judgement](#)
This mod will replace Veloth's Judgement hammer with new high quality meshes and textures.

- [Kaucukovnik VI's Mods](#)
 - [Book Jackets – Less Vivid Textures](#)
This mod alters a few textures of the awesome Book Jackets mod.

- [Korana's Mods](#)
 - [Frost and Fire Salts](#)
Replacement for frosts and fire salts.

- [Kid77's Mods](#)
 - [Ebonheart Fix](#) (No longer included, but still here in the credit list)
Fix for Ebonheart,

- [Illiotibial's Mods](#)
 - [Smoother Potions](#)
Replaces the stock potion meshes with new, smoother ones.

- [Illuminiel's Mods](#)
 - [Illy's Levelups](#)
Retexture for the LevelUp images.

- [John Moonsugar's Mods](#)
 - [Mlox](#)
A tool for analyzing and sorting your Morrowind plugin load order.

- [Kaucukovnik VI.'s Mods](#)
 - [Vvardenfell Landscapes](#) (Only some textures are used!)
A whole new texture pack.

- [Khalazza production's Mods](#)
 - [Morrowind Visual Pack \(Combined\)](#) (Only some textures are used!)
This plugin replace many different kind of textures to the game.

- [Keazen's Mods](#)
 - [Better Clothes For Tribunal](#)
This mod replace the textures of the clothes and the meshes of pants & shoes for Tribunal.
 - [Better Clothes Patch](#) (No longer included, but still here in the credit list)
This patch corrects the slots of all shoes and remove from the Warnings.txt all the errors.
 - [Better Textures For Robes](#)
This mod replace the textures of the robes and the shirts not replaced by Better Clothes.

- [Knef's Mods](#)
 - [Explosions](#)
New explosions effects.

- [Lazy Ghost's Mods](#)
 - [Grand Solstheim](#)
New Raven Rock textures and my skaal textures. It also retextures solstheim's landscape.

- [Lattice's Mods](#)
 - [Richer Textures](#) (Used as "building base")
Richer Textures is a complete texture replacement for Morrowind.
- [Leatherpoker's Mods](#)
 - [Moon & Star Crosshair \(Option\)](#)
This is a simple replacement for the boring default crosshair in Morrowind.
- [Lestat DeLioncourt's Mods](#)
 - [Ascadian Isles Reloaded](#) (Only some textures are used!)
This mod is gonna change all ground textures at the Ascadian Isles.
 - [West Gash Reloaded](#) (Only some textures are used!)
West Gash Texture Replacer.
- [Linora's Mods](#)
 - [Refined Banners](#)
Refines Morrowind's original banners with new details and a higher resolution.
 - [Thatch Roof](#) (No longer included but still here in the credits)
Simple re-texture of the thatch roof texture.
 - [Underwater Blur](#) (No longer included but still here in the credits)
This simply just adds a blur and a wavy aquatic effect when underwater.
- [LizTail's Mods](#)
 - [Morrowind AnimKit](#)
The AnimKit lets you customize your Morrowind animations to degree not previously possible.
 - [New Beast Bodies](#)
Refined bodies for the beast races.
- [Lokichan's Mods](#)
 - [Jericho's Better Soul Gems 2.0](#)
New Soul Gems.
- [Lucien Fairfax's Mods](#)
 - [Vvardenfell Birthsigns Textures](#)
A simple mod that replaces the textures for the birthsigns in Morrowind.
- [ManaUser's Mods](#)
 - [Graphic Herbalism](#)
You pick plants just by activating them instead of opening them like a container.
- [Masox's Mods](#)
 - [Morretext Menu](#)
Retex for Menu and Crosshair.
 - [Spell Fx](#)
Retext for the spell effects.
- [Marbred's Mods](#)
 - [Magic Border Icon Replacer \(Vortex variation\)](#)
Replaces the older enchanted icon.
 - [Compass](#)
New texture for the compass.
- [Max aka NOBODY's Mods](#)
 - [Windows Glow](#)
Glowing windows!
- [Midgetalien, Vality7, Kahn Rider & Kieve's Mods](#)
 - [Snowprince Enhanced](#)
Replacer for the Snow Prince Armor.
- [Mouse's Mods](#)
 - [Balmora Un-Mod](#)
It increases the frame rate in the city by removing a quantity of unuseful objects.

- [Mouseplay's Mods](#)
 - [Thunderstruck](#)
New thunder sound.
- [Nangsid's Mods](#)
 - [Taps And Rugs](#)
Replacer for taps & rugs.
- [NelothsMouth & Rhymer's Mods](#)
 - [Animated Soulgems](#)
It adds soulgems, irradiating magic energy.
- [Neoptolemus' Mods](#)
 - [Unique Creatures](#)
This mod adds unique new meshes for a number of creatures in Morrowind.
- [Nethellus' Mods](#)
 - [BetterBodies Slave Bracer](#)
This is a slightly updated version of the slave bracer mesh, removes the clipping.
- [Nich & CJW-Craigor's Mods](#)
 - [Correct Ore Venis](#)
New meshes for Venis with better UV mapping creating a seamless appearance.
 - [Correct UV Rocks \(Replaced by "On The Rocks" by Taddeus!\)](#)
This mod corrects the UV mapping of all the exterior rocks of Vvanderfell
 - [Correct UV Trees](#)
Meshes with UV correction.
- [NZdawghaus' Mods](#)
 - [ShieldVFX Retextures](#)
Changes the textures of the 4 Shield effects. Now the floating particles aren't so obnoxious.
 - [Widescreen Splash Screens Pack](#)
Widescreen version of the Morrowind Splash Screens.
- [Osiris' Mods](#)
 - [Golden Gold Patch \(Merged with the original Golden Gold Plugin\)](#)
Fixes the non-replaced Daedric Coins.
- [Papill6n's Mods](#)
 - [Various Graphics Things](#)
Many little graphic fixes.
- [Petethegoat's Mods](#)
 - [Moonsugar Replacer](#)
This mod replaces the default Moon Sugar mesh & texture with higher quality ones.
- [Phal's Mods](#)
 - [Improved Water Shader \(No longer included but still here in the credits\)](#)
A cool (outdated) water shader!
 - [Optimized MGE dll](#)
An optimized dll for Morrowind Graphics Extender.
 - [Sun Shaft Rays](#)
An awesome shader to simulate the sunshaft rays!
- [Piratelord's Mods](#)
 - [Expanded Sounds](#)
Adds some nice sound effects to the game!
 - [Expanded Sounds & Herbalism For Purists Patch \(No longer included but still here in the credits\)](#)
Patch for Expanded Sounds & Herbalism For Purists.
- [Plangkye's Mods](#)
 - [Better Almalexia](#)
Changes Almalexia's creature models to be up to snuff with current graphical replacers.

- [More Better Clothes](#)
Add-On for Better Clothes.
- [Pluginless NoGlow \(Option\)](#)
Removes the Glow Effect of the enchanted items.
- [Telvanni Exterior UV Fix](#)
Corrects the UV mapping on Telvanni exterior models.
- [Psychodog Studios' Mods](#)
 - [Better Bodies](#)
Replaces the original segmented models of Morrowind with fully deformable, continuous bodies.
 - [Better Clothes](#)
Better Clothes intends to replace all the original clothing with new clothing optimized for Better Bodies.
- [Psymoniser's Mods](#)
 - [Oriental Mesh Improvements](#)
This replaces the meshes of the oriental styled weapons in Morrowind with slightly higher polycount versions.
 - [Iron Mesh Improvements](#)
This replaces the meshes of the Iron weapons in Morrowind with slightly higher polycount versions.
 - [Iron Mesh Improvements - Uniques](#)
This gives the uniquely named Iron weapons thier own unique Meshes and Icons.
- [Qarl's Mods](#)
 - [Bottle Replacer](#)
Replaces the 15 bottle meshes in Morrowind with better meshes and textures.
 - [Flask Replacer](#)
Replaces the four flasks in Morrowind with better meshes and textures.
 - [Misc Items Replacer](#)
Replaces a lot of the misc item meshes in Morrowind with better meshes and textures.
 - [LimeWare Items](#)
Replacer for LimeWare items.
- [Random name's Mods \(No longer included, but still here in the credit list\)](#)
 - [Ring Texure Fix](#)
This mod fixes the ugly black ring textures to the colorful textures that Bethesda intended you to see.
- [Rattfink333's Mods](#)
 - [Longboat Fix](#)
A fix for the longboat mesh to correct clipping of the sail with the mast.
 - [The Divines](#)
Replaces the divines tapeseries.
- [Saint Jiub's Mods](#)
 - [BetterBodies Dwarven Spectre](#)
Replaces the dwarven spectre with a Better Bodies version.
 - [Lore Friendly Ghostfence Textures](#)
Replaces the texture for the Ghostfence around Red Mountain.
 - [Clockwork City Reborn](#)
Replaces the textures of the Clockwork City, Tribunal.
- [Sensei's Mods](#)
 - [The Lighting Mod – Modular](#)
Alters the lighting system.
- [Skydiver, Tyana Rie, MrTS, & Miltiades' Mods](#)
 - [Almalexia Voice Addon \(Option\)](#)
New Voices for Almalexia.
 - [Dagoth Gares Voice Addon \(Option\)](#)
New Voices for Dagoth Gares.
 - [Dagoth Ur Voice Addon \(Option\)](#)
New Voices for Dagoth Ur.

- [Lich Barlizar Voice Addon \(Option\)](#)
New Voices for Barlizar.
- [Vivec Voice Addon \(Option\)](#)
New Voices for Vivec.
- [Sir Bob's Mods](#)
 - [Dark Interface \(Option\)](#)
A new interface.
- [Sir Luthor's Mods](#)
 - [Tools](#)
This mod replaces the textures of the lockpicks, probes and armorer's hammers.
- [Sister & Exa's Mods](#)
 - [Better Picks 'n' Probes](#)
Corrected mesh for picks and probes. (Done with help of HG-12).
- [Slartibartfast's Mods](#)
 - [Bloodmoon Texture Fix](#)
This plug in gets rid of seams that occur when landscape textures fail to merge correctly.
 - [Cave Texture Fix](#)
Morrowinds cave rocks use different textures than the rest of the cave, this mod fixes that.
 - [Morrowind Texture Fix](#)
This plug in gets rid of seams that occur when landscape textures fail to merge correctly.
 - [Poorly Placed Objects Fix \(Without rocks references that could conflict with On The Rocks by Taddeus\)](#)
Many fixes for some objects that were placed in a bad way.
 - [Underwater Static Replacer](#)
Replacer for Underwater objects.
- [SpewBoy's Mods](#)
 - [SpewBoy's Bitter Coast \(Only some textures are used!\)](#)
This mod replaces most of the Bitter Coast textures with very high resolution ones.
- [Starwarsguy's Mods](#)
 - [Skies \(Night Sky Fix included\)](#)
Enhanced Skies.
- [StoneFrog's Mods](#)
 - [Dragonstatue Retex](#)
This is a high-resolution texture replacer for the statue of a dragon located in Ebonheart.
- [Taddeus' Mods](#)
 - [On The Rocks: AC, BC, GL, Shores, WG, AI, AL, RM, MA](#)
Some beautiful rock replacers.
 - [Water Level Fix](#)
This plugin fixes a problem with water level detection that was causing buggy behaviour in interior cells.
- [tapani doe's Mods](#)
 - [Better Glow \(No longer included, but still here in the credit list\)](#)
This mod alters the enchanted item glow.
- [Tarius' Mods](#)
 - [Better Kegstands](#)
A new kegstand model.
 - [Better Meshes Plus Optimization](#)
Many new and awesome meshes.
- [Tealpanda's Mods](#)
 - [Unique Jewelry and Accessories UJA](#)
This mod contains retextures for most of the stock Morrowind enchanted jewelry and accessories.
- [Telesphoros' Mods](#)
 - [Vvardenfell Visages](#)
This is a pluginless replacer consisting of meshes and textures to replace the original Morrowind heads.

- [The Iron Chicken's Mods](#)
 - [Dwemer Plans & Schematics Replacer](#)
Replacer in High-Res for the Dwemer tech plans.
- [TJ's Mods](#)
 - [Thieves Step](#)
The plug-in creates silent steps in Sneak-mode.
 - [Better Sounds](#) (Tweaked to make it fully compatible with Atmospheric Sound Effects)
New and more detailed sounds.
- [Tronvillain & nONate's Mods](#)
 - [Better Scamps](#)
Improved Scamps.
 - [Better Skulls](#)
New, unique, awesome meshes for the skulls.
 - [Unique Tombs](#)
Alters the tomb meshes to allow them independent from the Velothi architecture.
- [Thepal, Quorn \(& BTB Edit\)'s Mods](#)
 - [Morrowind Unofficial Patch 1.6.4](#) (No longer included, but still here in the credit list)
Fixes load of bugs.
 - [Morrowind Unofficial Patch 1.6.5 \(BTB Edit Version\)](#)
Even more bugs fixed here.
- [Vality7's Mods](#)
 - [Ascadian Isles Mod \(Option\)](#)
This is a tree replacer to make the Ascadian Isles region look much more beautiful and complete.
 - [Bitter Coast Mod \(Option\)](#)
This mod replaces all the 'leafy' Bitter Coast trees with "speedtree" like trees.
 - [Grass \(All Regions, modified with Vurt's Grass Textures\)](#)
This mod covers various regions of Morrowind with grass.
 - [Ice Caverns Enhanced](#)
This is an enhancement for all of Solstheim's Ice Caverns to give everything a more shiny and icy look.
- [Vurt's Mods](#)
 - [Ascadian Isles Mod \(Option\)](#)
Replacement models for all Ascadian Isles trees.
 - [Ascadian Isles Mod II \(Option\)](#)
A new variation of Vurt's trees.
 - [Ashlands Trees \(Option\)](#)
New Ashland Trees.
 - [Ashlands Trees – Less Branchy \(Option\)](#)
New Ashland Trees, less branchy variation.
 - [Bitter Coast Mod \(Option\)](#)
New trees for the Bitter Coast region.
 - [Grass Retexture](#)
Texture replacer for the Vality's Grass mod.
 - [Grazelands Trees \(Option\)](#)
Replaces all Grazelands trees.
 - [Grazelands Trees II \(Option\)](#)
A new variation for Grazelands trees.
 - [Groundcover \(Option\)](#)
Animated grass for Morrowind.
 - [Hi-Res Menubook and Scroll Pack](#)
Replaces the menu book and quest scrolls with higher quality ones.
 - [Hi-Res Skies & Weathers](#)
Enhances SWG's Skies v3.

- [Lava And Smoke](#)
Lava retexture for Morrowind.
- [Leafy West Gash \(Option\) \[Replaced\]](#)
New trees for the West Gash Region.
- [Leafy West Gash II \(Option\)](#)
New trees for the West Gash Region.
- [Morrowind Trees Textures Overhaul \(Option\)](#)
A replacement of 42 tree/shrooms textures in high resolution.
- [Solstheim Trees & Bushes \(Option\)](#)
This mod replaces all trees and bushes in the Solstheim region.
- [Solstheim Trees & Bushes II \(Option\)](#)
Another variation for Solstheim trees.
- [Tribunal Trees \(Option\)](#)
New trees for Mournhold.
- [Von Djangos' Mods](#)
 - [Sleepers, Awake! \(Additional Creators: Adul\) \(Option\)](#)
The Sharmat Dagoth Ur gave to you in text dreams. Now he calls you to Red Mountain with a full voice.
 - [Rugs And Tapestries](#)
New textures for Rugs and Taps.
 - [Thy Spirits Thy Lords](#)
A high res replacer for the Dunmer Saint shrine panels.
- [Walther's Mods](#)
 - [Blood Sprite](#)
A brand new blood sprite.
- [Vikart's Mods](#)
 - [Animated Morrowind Expanded](#)
This mod adds more than 170 animated Npcs to the world, using the animations from "Animated Morrowind".
- [Westly's Mods](#) **(Note that these mods are NOT INCLUDED IN THE MODPACK, due to the author's will)**
 - [Fit Body Better Bodies Textures](#)
This mod is a texture replacer for the mod Better Bodies.
 - [Master Headpack](#)
This plugin is a compilation of all of the heads and hairs that Westly have made over the past years.
 - [Unique Corpus Stalker](#)
This mod adds a bit of variety/uniqueness to the models used for the Corpus Stalker creature.
 - [Unique Winged Twilight](#)
This mod adds a bit of variety/uniqueness to the models used for the Winged Twilight creature.
- [X-Calibar's Mods](#)
 - [RAMW – Imperial Textures](#)
New Imperial castle textures.
- [Yacoby's Mods](#)
 - [3rd Person Pluginless Better Bodies](#)
Better Bodies without plugin!
- [Yar-Yulme's Mods](#)
 - [Dwemeri Gifts](#)
Replacer for Trueflame & HopesFire.

The Tools:

The tools included in this pack, or used to create it.

Included:

Tools included in this pack.

- [Hrnchamd's Morrowind Code Patch](#)
- [John Moonsugar's Mlox](#)
- [Morrowind Graphics Extender \(by Timeslip, LizTail, krzymar, Peachykeen, phal, d4w & Hrnchamd\)](#)
- MorrowINI (Morrowind.ini tool)
- [NTCore's 4GB Patch](#)
- [Timeslip's Morrowind ExeOptimizer](#)

Used:

Tools used to create the modpack.

- [7zip](#)
- [7zip SFX mod](#)
- [AutoIT](#)
- [iTunes](#) (without the music I wouldn't be here :P)
- [Java](#)
- [Morrowind Enchanted Editor](#)
- [NIFSkope](#)
- [Paint.NET](#) & [GIMP](#)
- [SmartMerger](#)
- [TES Construction Set](#)
- [TESAME](#)
- [Wrye Mash](#)

Useful Links:

Here are some links I recommend. Give them a look!

- [BTB's Morrowind Modlist](#) A very well written (and pretty hilarious) modlist.
- [ElicM](#) A good site for downloading mods.
- [Great House Fliggerty](#) A great Morrowind related portal.
- [MGE Shader Library](#) A great database that includes many MGE shaders.
- [Mythic Mods](#) Tutorials, modlists, and many other useful things.
- [Planet Elder Scrolls](#) A good site for downloading mods.
- [Povuholo's Morrowind 2010](#) Another good modlist.
- [Something For Nobody – Modding Guides](#) Some really good guides to game modding.
- [TESNexus](#) Another good site for downloading mods.
- [Wolflore \(18+\)](#) Modding and videogames discussions.

Personal suggestions:

These mods are a good addition at the atmosphere of the game. Try them out!

- [Abot's Boats](#) Scenic travels with boats!
- [Abot's Silt Striders](#) Scenic travels with Silt Striders!
- [Abot's Where Are All Birds Going?](#) Some cuuute birds flying around Vvardenfell.
- [Antares' Creatures](#) Some not-so-cute creatures to fight!
- [Danae's Hold It](#) People is now holding objects.
- [Emma's Children Of Morrowind](#) Self-explanatory.
- [PirateLord's CreaturesX](#) Many new monsters.
- [Starfire's NPC Addition](#) New NPCs to crowd a bit the cities.
- [TextureFreak, Cait & Abot's A Flock Of Seagulls](#) Some seagulls in Morrowind.
- [Xiran's Better Music System](#) A brand-new music system, with new tracks. Very cool!

Contacts:

I put here my contact too, in the case you're too lazy to check in other places. ;)

Official Forums: <http://forum.rpgitalia.net/index.php?c=4>

Official Blog: <http://morrowindoverhaul.rpgitalia.net/>

Youtube Account: <http://www.youtube.com/user/MrMorrowindOverhaul>

Bethsoft Forums Account: <http://forums.bethsoft.com/index.php?/user/543585-kingpix/>

E-mail address: morrowindoverhaul@gmail.com

Phone number: WHAT? Do you really think I'll tell you my phone number?