

Id	Name	Category	Site	Link	Author	Date	Description
6599	Sacartia	Dungeons	MMH	31-9312	Andrew	2004-03-04	This mod simply adds a semi-detailed cave called Sacartia in the Bitter Coast Region -1, -11. It is pretty much a diamond mine but you must fight the npcs to get to it. There is a lot of wealth here...lots.
774	Cave of Lost Wizards	Armor	MMH	4-9386	Andrew	2004-03-14	This mod adds the cave of Jhabamirr, a very powerful wizard lord with a vast cavern complex at his fingers - adds adamantium guards on an island with the portal to Jhabamirr's cave on it - also adds an empty pod house on the island and another velothi style house in Azura...