

<b>Id</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
4466	Ghostgate Shrine Fix	Bugfixes	MMH	13-8646	Craig Stewart	2003-02-03	This mod adds a simple fix to the Ghostgate Shrine script so that the shrine will take only one soul gem (going from lesser to grand)... Be aware that it might take a souled gem before an empty gem (of the same type). This fixes the bug where it would take one of every type of..