Id	Name	Category	Site	Link	Author	Date	Description
13479	Fligg's Slave Mod - Loyalty	Companions	Fliggerty	*913	Deylendor	2013-09-29	The Elder Scrolls III MORROWIND: Fligg's Slave Mod - Loyalty (v1.0.5) By Deylendor - 9.30.2013 DESCRIPTION This is an add-on for 'Fligg's Slave Mod' http://download.fliggerty.com/download-110-6 Fligg's slave mod has a
13477	CM Partners - Creature Activation Control	Companions	Fliggerty	*907	Deylendor	2013-09-27	This is an add-on for CM Partners (work for Baron's Partners too). It modifies the beastscript which is attached to all creatures provided by CM Partners. Your creatures are now controlable by just activating and selecting a choice in the messagebox windows instead of by dialogue, which is way $f_{\dots}$
11640	Vampire Embrace MCA Patch	Tweaks	MMH	90-11591	Deylendor	2007-10-11	I'm using MCA 5.2 and Vampire Embrace 2.4. And my problem was. That some npc's dissapeared due the script they have. Picture yourself you have a vampire hideout. You have some slaves, thralls, your childs. Of course the MCA scripts don't delete NPC