

Id	Name	Category	Site	Link	Author	Date	Description
4488	Indoril AR Patch	Bugfixes	MMH	13-7447	Joe Shelton	2002-06-05	The Indoril Armor switches at random between Heavy and Medium armor, and I found out recently the developers had intended the armor to be Medium. Therefore this patch fixes the armor to it's intended medium rating by a simple change in the editor. You will no...
947	Demongrace's Abode	Houses	MMH	44-7403	Joe Shelton	2002-06-13	Fixes a few of the things that were drawbacks from the last version (made the storage room less cramped, and fixed the little things); also adds more to the tower, and it adds a whole new room to the house. In the cellar you will find a great deal of storage spac...