Id	Name	Category	Site	Link	Author	Date	Description
9680	Morrowind Comes Alive 6.1 - Safe Roads	NPCs	MMH	64-6637	Klous99	2010-12-15	This is a modification for Neoptolemus's Morrowind Comes Alive 6.1 It deals with what I consider the issue of Thugs,bandits,ruffians, being added to cities, along roads etc. This sort of mod has been done for MCA for past versions, but so far none have been submitted for the updated 6...
9654	MCA - People of Morrowind	NPCs	MMH	64-6660	Klous99	2011-01-23	This plug-in for MCA 6.1 adds a few dozen more spawn points to the Major cities of Vvardenvel using the leveled lists of MCA. Now the cities of Vivec, Balmora, Ald-Ruhn, and Sadrith Mora (with v2, Gniss, Ald Velothi, Khull, Dagon Fel, Maar Gaan, Gnaar Mak, Hia Oad, additional work on Balmor...