

<b>Id</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
6057	Trolls & Kobolds	Companions	MMH	24-10238	Master X	2005-11-14	Adds 2 races, Troll & Kobold to leveled lists and as playable races. Also adds a troll slave that you can buy in Tel Aruhn. V1.1 Fixes the dialogue coflict with the main quest and made so trolls dont die for good until they get hit with fire or poison. ...
5998	Morrowind Creatures	Companions	MMH	24-10223	Master X	2005-11-11	This mod adds new creaturs to Morrowind dire bears, dire wolves, hell hounds, and more. Also a new class & race, ranger, that can train animals and has an animal companion. V1.3 [list] The race now uses better Bodies. ...
5863	Armies	Companions	MMH	24-10635	Master X	2006-06-22	Adds 4 armies you can hire when you get to the top of the tower in Balmora. You can find one in Mournhold, another near Seyda Neen, and in Vivec. Changelog:added an option to have your army go to mournhold or ebonheart and another army in fort frostmoth. 1.5
1733	Morrowind DnD Weapons	Armor	MMH	4-10209	Master X	2005-11-02	In Morrowind DnD Weapons I added new weapons and armor from DnD. Also adds a new faction the Guild of Defenders.