

<b>Id</b>	<b>Name</b>	<b>Category</b>	<b>Site</b>	<b>Link</b>	<b>Author</b>	<b>Date</b>	<b>Description</b>
946	Demon Force	Armor	MMH	4-9396	Mythos	2004-03-22	Some AI modifications for the medium level NPC spellcasters. The first objective was to change the game AI strategy and teach the players to respect and fear a daedra, a god or a high level mage. The second objective was the game balance. I will not translate to english...