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| **MOD** | **VERSION** | **AUTHOR** | **DESCRIPTION** |
| Tournament Play Enhancements | 1.6 | Windyplains | Completely replaces the native tournament system with player customized tournaments. |
| XGM Mod Options | 1.0 | Sphere  Caba’drin | Generates a mod options page via the modmerger system. |
| Companion Management System | 1.0 | Windyplains | Adds auto-looting for companions.  Adds dynamic weapon sets for companions.  Adds companion relationship matrix presentation. |
| Dynamic Troop Tree Viewer | 1.0 | Dunde | Graphically displays troop trees for each faction. |
| Character Creation | 1.0.7 | Windyplains | Creates a combined character creation screen. |
| Killer Regeneration | 1.1 | Windyplains | Allows player and/or AI to gain small amounts of health regeneration after defeating an opponent. |
| Formations |  | Motomataru | Adds battle formations to the game. |
| Pre-Battle Orders & Deployment | 0.96.3 | Caba’drin | Adds the abilit to choose troop deployments prior to the start of combat.  Adds shield bashing to the game.  Adds special command: volley fire  Adds special command: spear bracing  Adds special command: skirmish mode  Adds bodyguards to the game.  Adds cheat: disable companion complaints.  Adds option: enable battle continuation. |
| Quest Utilities | 1.0 | Windyplains | Common scripts & utilities for quest pack usage.  Adds prisoner caravans to the game. |
| Quest Pack 3 | 1.0 | Windyplains | Nobility and King quests. |
| Center Improvements | 1.0 | Windyplains | New improvements added.  Improvements can be damaged and require repair.  AI lords will build & repair improvements.  Up to 3 improvements can be built at a time. |
| Troop Ratio Bar | 1.0 | Rubik | Gives in combat presentation of army strengths. |
| Custom Clan Banner Pack | 1.0 | MadocComadrin | Replaces the native banners with more detailed ones. |
| Heraldic Armors |  | Zagibu | Adds several heraldic armors. |
| Heraldic Shields |  | Thisusernameisalready | Not currently included. |